新世纪娱梏揚

（A）射接部之竪虚






第 25 頁，共 28 頁

## 附件六

## 湰動溢愎金絾僋之計筫方式

## 

雙方同意以季度寶際平均每日每張賭桌收入毛利達港弊 25,000 元爲中場賭梷管運之基準（以下簡稫＂基準＂）＂，若某一計算季度嘪際平均每日每張賭桌收入毛利少於基


公式一：是季總踣桌數目／是季總日數 $=$ 是季原有賭桌數目是季總踷桌收入毛利／是季總日數 $/ 25,000=$ 是季合格賭桌數目 （上述踷桌數目以四捨五入至整數位）

公式二：每張賭桌之季度浮動浢價金 $x$（是季原有䀧梷數目 - 是季合格賭桌數目） $=$ 是季應付之浮動溢㵋金補償

備註：

準。

 12,500 元，即每学澳門弊 37,500 元 ，折盛港檠 36,408 元）。

## 䁷例殷䐓

|  | 4，550 |
| :---: | :---: |
| 是季總日數 | 91 |
| 原有賭桌數目（張） |  |
| 是秃總賭桌收入毛利（港幣） | 108，108，000 |
| 是宗總日數 | 91 |
| 是宗平均每日總䅲桌收入气利（港幣） | 1，188，000 |
| 基準（港幣） | 25，000 |

（II）責寅廳賭桌浮動溢價金補憒之計算方式
運之基準（以下簡稱＂基準＂），若某一計算季度竇際本均每日每張賭梷敢入毛利少於基準，則公司必須支付澳博相關的浮動溢價金襕償，訐算公式如下。

公式一：是季總賭桌數目／是季總日數 $=$ 是季原有賭梷數目
是季總賭桌收入毛利／是季總日數 $/ 50,000=$ 是季合格賭桌數目
（上述賭桌數目以四括五入至整數位）
公式二：每張賭桌之季度浮動益價金 $x$（是季原有賭桌數目 一是季合格賭桌數目） ＝是季應付之浮動溢價金補償

臹註：

準。
a．是李總賭梷數目按澳㙛於該季度向博監局所繳納之浮動溢價金的總賭桌數目䳕
b．根壉目前相關的澳門娱樂場幸運搏彩法制，睹桌之浮動溢價金爲每月每張澳門幣 25，000 元，即每季嬹門幣 75,000 元，折鳥港幣 72，816 元）。

## 

是季總賭宗數目（按每日賭寀數目累計）
是季總日數
原有賭葉数目（張）
是季總賠梷收入毛利（㳻藟）
是宗總曰數
是季平均等日螕賭桌收入毛利（港檠）
基䧼（浩䌘）
合格飶桌數目（張）

每張賭桌之季度浮筸溢儥金（洗幣）
是揫應付之浮動溢價金褚偵（港幣）

$$
108,108,000
$$

$$
\begin{array}{r}
2,330 \\
91 \\
\hline
\end{array}
$$

$$
1,188,000
$$

$1,188,000$
50,000．72，816
（III）根據本修訂協議第2．3條所迹，澳搏在每年三月，六月，九月及十二月的對數衷中
跅中予以扣除該補償金額。
（IV）有䦣上远基準，澳博有權參照中場或貴賓廳賭梷之實際收入毛利於等一年度予以調整一次。

a．季度平均每月鞲碼額不少於港幣 50 億元（HKD $5,000,000,000$ ）或；
b．季度平均每月收入毛利不少於港幣 1.4 億元（HKD140，000，000）；若公司於某一計算季度嘪際平均每月轉碼額及嘪際平均每月收入毛利同時不能達到上远公司所保證的標準，則公司必須向澳博補偵季度收益差額＋計算公式如下：

澳博之每月基準收益 $=$ 㳻幣 1.4 供元 $\times 3 \%$澳博之季度平均每月宽際收益 $=$ 李度 2 平均每月質際收入毛利 $\times 3 \%$率度收益補儐 $=($ 潓博之每月基準收益 - 澳愽之季度平均每月貿際收益 $) \times 3$ 個月

## 䑁例誩呺

入毛利少於港幣 1.4 億元，則公司應支付之季度收益補償計算如下：

|  | 港笴 |  |
| :---: | :---: | :---: |
| 澳博之每月基準收益（1．4 億元 $\times 3 \%$ ） | 420 荷 | （i） |
| 是宗澳博之宗度平均每月實際收益 | 380 萬 | （ii） |
| 是季公司應付之季度平均每月收益補篢 | 40 萬 | （iii）＝（i）－（ii） |
| 是季公司應付之季度收益補偗［共3個月］ | 120 萬 | （iii）$\times 3$ |

（II）澳博將在每年三月，六月，九月及十二月之對數表中扣除公司在對應季度應付之收益褤償。
（III）有關上逆基準：澳博有權每一年度予以調整一次。

## Annex V

Affiliated Casino of New Century Hotel
The fixed monthly payroll (the treasury of the Department of Finance \& the Department of Surveillance at the Casino)
(A) The treasury of the Department of Finance
(a) Payroll of all treasury permanent employees at the casino

> ????????????????


The fixed annual and standard payroll of all permanent employees in the treasury

Payroll Expenditure and Number of Employees

Note 1: ????
Note 2: ????

## Annex VI

## The Calculation of Compensation for the Variable Premium

(1) The calculation of variable premium compensation for gaming tables in the mass market areas

Both parties have reached an agreement to set HKD 25,000 as the revenue standard (hereafter referred to as the "Standard") for the actual average daily gross profit of each gaming table in the mass market areas in a quarter. In the event where the actual average daily gross profit of each gaming table in a calculation quarter is less than the Standard, the company is obligated to pay Sociedade de Jogos de Macau S.A. (hereafter referred to as "SJM") relevant compensation for the variable premium. The formulas used to calculate the compensation are shown below:

Formula 1: The total number of gaming tables in the quarter/the number of days in the quarter $=$ the original number of gaming tables in the quarter

The gross profit of all gaming tables in the quarter / the total number of days in the quarter $/ 25,000=$ the qualified number of gaming tables in the quarter
(Round the aforesaid number of gaming tables to the nearest whole number)
Formula 2: The quarterly variable premium of each gaming table $x$ (the original number of gaming tables in the quarter - the qualified number of gaming tables in the quarter) $=$ the payable compensation for the variable premium in the quarter

Note:
a. The total number of gaming tables in a quarter refers to the total number of gaming tables which corresponds to the variable premium amount paid to the Gaming Inspection and Coordination Bureau (hereafter referred to as the DICJ) by SJM in the quarter thereof.
b. Pursuant to current laws and regulations pertaining to the Games of Fortune at casinos in Macau, the monthly variable premium of each gaming table is $\$ 12,500$ in Macau Pataca (MOP), which is $\$ 37,500$ in Macau Pataca per quarter and is equivalent to HKD 36,408 .

For Example:
The total number of gaming tables in the quarter (calculated by adding up the number of gaming tables in each day)
The total number of days in the quarter
The original number of gaming tables (table)
The gross profit of all gaming tables in the quarter
The total number of days in the quarter
The average daily gross profit of all gaming tables in the quarter (HKD)
Standard (HKD)
The number of qualified gaming tables (table)
The quarterly variable premium of each gaming table (HKD)
The payable quarterly compensation for the variable premium (HKD)

$$
108,108,000
$$

36,408
(II) The calculation of variable premium compensation for gaming tables in the VIP rooms

Both parties have reached an agreement to use HKD 50,000 as the revenue standard (hereafter referred to as the "Standard") of the actual average daily gross profit of each table in the VIP rooms in the quarter. In the event where the actual average daily gross profit of each table in a calculation quarter is lower the Standard, the company is obligated to pay SJM relevant compensation for the variable premium. The formulas used to calculate the compensation are shown below:

## Formula 1:

The total number of gaming tables in the quarter / the total number of days in the quarter $=$ the original number of gaming tables in the quarter.
The gross profit of all gaming tables in the quarter / the total number of days in the quarter $150,000=$ the number of qualified gaming tables in the quarter
(Round the aforesaid number of gaming tables to the nearest whole number)

## Formula 2:

The quarterly variable premium of each gaming table $x$ (the original number of gaming tables in the quarter - the number of qualified gaming tables in the quarter) $=$ the payable compensation for the variable premium in the quarter.

Note:
a. The total number of gaming tables in a quarter refers to the total number of gaming tables which corresponds to the variable premium amount paid to the Gaming Inspection and Coordination Bureau (hereafter referred to as the DICJ) by SJM in the quarter thereof.
b. Pursuant to current laws and regulations pertaining to the Games of Fortune at casinos in Macau, the monthly variable premium of each gaming table is $\$ 25,000$ in Macau Pataca (MOP), which is $\$ 75,000$ in Macau Pataca per quarter and is equivalent to HKD 72,816 .

For Example:
The total number of gaming tables in the quarter 2,330 (calculated by adding up the number of table in each day)
The total number of days in the quarter The original number of gaming tables (table)
The gross profit of all gaming tables in the quarter
The total number of days in the quarter
The average daily gross profit of all tables in the quarter
(HKD)

| Standard (HKD) |
| :--- |
| The number of qualified gaming tables (table) |
| The quarterly variable premium of each gaming table |
| (HKD) |
| The payable quarterly compensation for the variable |
| premium (HKD) |

(III) Pursuant to Article 2 and Article 3 in this amended agreement, there is a subsidiary ledger that specifies the payable amount of the company's compensation for the variable premium for the corresponding quarter (if any) in SJM's Logarithm Table in March, June, September, and December, and the payable compensation would be deducted from the monthly remuneration the company is entitled to.
(IV) With respect to the abovementioned Standards, SJM reserves the right to refer to the actual gross profit of the gaming tables in the mass market areas or the VIP rooms and make corresponding adjustments once a year.

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## Annex VII

## The Calculation of Compensation for Revenue the VIP Rooms

(I) During the term the company is providing the services, the company guarantees SJM the following amounts of rolling chip turnover or gross profit from the VIP rooms at the casino:
a) An amount of no less than HKD five billion (HKD $5,000,000,000$ ) for the average monthly rolling chip turnover in a quarter, or
b) An amount of no less than HKD 140 million (HKD 140,000,000) for the average monthly gross profit in a quarter.
In the event where the company's both actual average monthly rolling chip turnover and average monthly gross profit in a calculation quarter fail to meet the above standard promised by the company, the company is obligated to pay a quarterly gap of revenue to SJM. The formulas to calculate the payment are shown below:

SJM's monthly revenue standard = HKD 140 million x $3 \%$
SJM's actual average monthly revenue in a quarter $=$ the actual average monthly gross profit in a quarter x $3 \%$
Compensation for quarterly revenue $=(S J M ' s$ monthly revenue standard - SJM's actual average monthly revenue in a quarter) $x$ three months

For example:

The quarterly revenue compensation is payable by the company if the company's revenue in a calculation quarter meets both of the following descriptions: 1. the actual average monthly revenue from rolling chip turnover is less than HKD five billion; 2. the actual average monthly revenue from gross profit is less than 140 million. The calculation of the payable quarterly revenue compensation is shown below:

|  | HKD |  |
| :--- | :--- | :--- |
| SJM's monthly revenue standard (140 million x 3\%) | 4.2 million | (i) |
| SJM's actual average monthly revenue in the quarter | 3.8 million | (ii) |
| The average monthly revenue compensation for the quarter <br> payable by the company | 0.4 million | (iii)=(i)-(ii) |
| The quarterly revenue compensation payable by the <br> company (three months in total) | 1.2 million | (iii) x3 |

SJM reserves the right to deduct the revenue compensation payable by the company in the corresponding quarter in its Logarithm Tables in March, June, September, and December respectively.
(III) With respect to the abovementioned standard, SJM reserves the right to make corresponding adjustments once a year.

