2019 Third Quarter
As of September 30, 2019

Contact/Inquiries:
Communications & Investor Relations
E: InvestorRelations@cineplex.com
Diversified Entertainment and Media Company

- Film Entertainment and Content
  - Theatre Exhibition
  - Alternative Programming
  - Digital Commerce

- Amusement and Leisure
  - Amusement Solutions
  - Location Based Entertainment
  - Esports

- Media
  - Cinema Media
  - Digital Place-Based Media
Corporate Strategy

• Continue to enhance and expand Cineplex’s presence as an entertainment destination for Canadians in-theatre, at-home and on-the-go;

• Capitalize on our core media strengths and infrastructure to provide continued growth of Cineplex’s media business, both inside and outside theatres;

• Develop and scale amusement and leisure concepts by extending existing capabilities and infrastructure;

• Drive value within businesses by leveraging opportunities to optimize value, realize synergies, implement customer-centric technology and leverage big data across the Cineplex ecosystems; and

• Pursue opportunities that are strategic, accretive and capitalize on Cineplex’s core strengths.
Film Entertainment and Content

Theatre Exhibition • Theatre Food Service • Alternative Programming • Digital Commerce
CINEPLEX IS THE LARGEST AND MOST SUCCESSFUL MOTION PICTURE EXHIBITION COMPANY IN CANADA

165 THEATRES
1,695 SCREENS

BOX OFFICE MARKET SHARE
FOR NINE MONTHS ENDED SEPTEMBER 30, 2019

Source: Rentrak
Box Office Revenue

### BOX OFFICE REVENUE

|$ MILLIONS |
|---|---|---|---|---|---|---|---|---|---|
|2008 | $511 | 63.5 |
|2009 | $582 | 70.0 |
|2010 | $599 | 69.0 |
|2011 | $581 | 66.1 |
|2012 | $645 | 71.2 |
|2013 | $675 | 72.7 |
|2014 | $685 | 73.6 |
|2015 | $730 | 77.0 |
|2016 | $734 | 74.6 |
|2017 | $716 | 70.4 |
|2018 | $724 | 69.3 |

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Box Office Per Patron (BPP)

<table>
<thead>
<tr>
<th>Year</th>
<th>Box Office</th>
<th>Premium Offerings</th>
</tr>
</thead>
<tbody>
<tr>
<td>2008</td>
<td>$8.06</td>
<td></td>
</tr>
<tr>
<td>2009</td>
<td>$8.32</td>
<td></td>
</tr>
<tr>
<td>2010</td>
<td>$8.69</td>
<td></td>
</tr>
<tr>
<td>2011</td>
<td>$8.79</td>
<td></td>
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<tr>
<td>2012</td>
<td>$9.06</td>
<td></td>
</tr>
<tr>
<td>2013</td>
<td>$9.28</td>
<td></td>
</tr>
<tr>
<td>2014</td>
<td>$9.31</td>
<td></td>
</tr>
<tr>
<td>2015</td>
<td>$9.48</td>
<td></td>
</tr>
<tr>
<td>2016</td>
<td>$9.84</td>
<td></td>
</tr>
<tr>
<td>2017</td>
<td>$10.17</td>
<td></td>
</tr>
<tr>
<td>2018</td>
<td>$10.46</td>
<td></td>
</tr>
</tbody>
</table>

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Premium Experiences

PREMIUM EXPERIENCES ACCOUNTED FOR 42.8% OF BOX OFFICE REVENUE

FOR NINE MONTHS ENDED SEPTEMBER 30, 2019
UltraAVX®

- Wall-to-wall screens
- Dolby ATMOS surround sound at most locations
- Extra-wide, high back, rocker seats
- Reserved seating
- Premium pricing

93 SCREENS at 77 LOCATIONS as of September 30, 2019
IMAX

- Immersive movie experience
- Crystal-clear images
- Giant screens
- Powerful digital surround sound
- Reserved seating
- Premium pricing

25 SCREENS at 25 LOCATIONS
as of September 30, 2019
VIP Cinemas

- Enhanced food and beverage menu
- Adult-only licensed auditoriums
- Reserved luxury seating
- Exceptional service at your seat
- Exclusive licensed lounge
- Premium pricing

79 SCREENS at 21 LOCATIONS
as of September 30, 2019
Other Entertainment Experiences

<table>
<thead>
<tr>
<th>D-BOX</th>
<th>4DX</th>
<th>SCREEN X</th>
</tr>
</thead>
</table>
| • Seats move in synchronization with the action on screen  
  • Premium pricing  
  • Reserved seating  
  • 92 screens at 80 locations as of September 30, 2019 | • Specially designed motion seats set in pods of four and synchronized to on-screen action. Environmental effects like wind, mist, bubbles and more  
  • Premium pricing  
  • Reserved seating  
  • 2 locations as of September 30, 2019 | • 270-degree, panoramic movie-watching experience  
  • Premium pricing  
  • Reserved seating  
  • 1 location as of September 30, 2019 |

<table>
<thead>
<tr>
<th>CLUB HOUSE</th>
<th>RECLINERS</th>
</tr>
</thead>
</table>
| • Colourful décor, playful seating, a selection of family-friendly films and an indoor play structure where kids can climb, slide and explore  
  • In-auditorium food service  
  • Premium pricing  
  • Reserved seating  
  • 2 locations as of September 30, 2019 | • Luxury recliners with powered foot rests  
  • Premium pricing  
  • General and reserved seating  
  • 182 screens at 20 locations as of September 30, 2019 |
Selective New Theatre Builds and VIP Expansions

OPENED OCTOBER 2019

Cineplex Cinemas at The Centre
(Saskatoon, SK)

COMING TO A MARKET NEAR YOU

Cineplex VIP Cinemas Brentwood
(Burnaby, BC)

Cineplex VIP Cinemas University District
(Calgary, AB)

Cineplex Kildonan
(Winnipeg, MB)

Cineplex VIP Cinemas Royalmount
(Montreal, QC)
Theatre Food Service

$440.7 Million

REVENUE 2018

- Highly diversified product offering
- Digital technology, integrated loyalty and targeted promotions
- Proprietary and third party brands
- Focus on speed of service
- Expanded liquor licensing in Ontario, Alberta and Manitoba
- 78 fully licensed locations as of September 30, 2019
Theatre Food Service Revenue

CAGR 5.8%

Concession Per Patron (CPP)


$252 $288 $295 $292 $329 $350 $375 $418 $421 $422 $441

$3.96 $4.12 $4.27 $4.41 $4.63 $4.82 $5.09 $5.43 $5.65 $6.00 $6.36

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Expanded Food Offerings

Full array of menu items for all meal occasions
Desserts and Coffee

In-theatre and take-home snack occasions

- Yoyo's Yogurt Café
- Melt Sweet Creations
- Poptopia Gourmet Popcorn
- Starbucks
- Tim Hortons
Alternative Programming

Including, among others:

Classic Film Series
Family Favourites
Flashback Film Series
In the Gallery Series
International Film Programming
National Theatre Live
NFL at Cineplex
Sensory Friendly Screenings
Special Events
The Met: Live in HD

24 Event Screens dedicated 100% to alternative programming
Digital Commerce - Platforms and Products

Cineplex.com

Mobile App

Cineplex Store
Cineplex.com and Mobile App

Improving the Guest Experience

• Provides entertainment content before the show
• Mobile ticketing - no lines
• Mobile food ordering at VIP Cinemas

CINEPLEX.COM

• Online ticketing and showtimes, exclusive entertainment content

CINEPLEX MOBILE

• One of Canada’s most popular mobile brands
• Cineplex apps: iOS, iPad OS, and Android OS
Cineplex Store

• Premier destination for Canadians to buy, rent and download digital movies
• At home and on-the-go viewing
• Over 8,600 titles
• Available on largest number of devices
• SCENE members earn and redeem points
SuperTicket

- Bundled offering from multiple studios
- Purchase movie ticket and pre-order digital download at the same time
- Movies available for earliest possible home entertainment release date
- Now available for essentially all major titles
Media

Cinema Media • Digital Place-Based Media
Cinema Media

Extensive portfolio of Cinema Media Assets:

• On-screen advertising: Show-Time, Pre-Show and TimePlay
• Digital Lobby: Digital Backlits and Digital Lobby Screens
• Cineplex.com and Cineplex Mobile advertising
• Interactive Media Zones (IMZ): Interactive screens for clients to engage with guests in theatre lobbies
• Cineplex Magazine: #3 most read magazine in Canada; #1 most read entertainment magazine in Canada
High Impact Offerings

- Average impact of cinema advertising is greater than on TV
- Reaches sought after demographics and unique audiences
- Engaged and attentive audiences focused on the big screen
- Prolonged campaigns with mobile app interactivity
- Higher recall with 3D campaigns and added mobile content

Cinema Show-Time Ad Awareness

Cinema Advertising Show-Time Impact Study 2018
Cineplex Insight via Vision Critical and Strategic Marketing Counsel
Cinema Media Portfolio

- Integrated campaigns
- Tremendous reach
- À la carte menu of media options

*External Networks
Sales representation managed by Cineplex Media
Digital Place-Based Media

- Full-service, digital place-based ecosystems
- Experiential technologies
- Global footprint

<table>
<thead>
<tr>
<th>Revenue Streams</th>
<th>Verticals</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Technology Licensing</td>
<td>• Quick Service Restaurants</td>
</tr>
<tr>
<td>• Network Management</td>
<td>• Financial</td>
</tr>
<tr>
<td>• Creative Services</td>
<td>• Retail</td>
</tr>
<tr>
<td>• Advertising Sales</td>
<td>• Digital Out of Home (Malls)</td>
</tr>
<tr>
<td>• Design and Installation</td>
<td></td>
</tr>
</tbody>
</table>
Quick Service Restaurants

Working with top-tier brands around the globe
Financial

Canada

RBC Royal Bank

United States

Scotiabank

Citizens Bank®
Retail
Digital Out of Home

- Award-winning digital signage company
- Designs, installs, manages, supports and consults on digital merchandising networks across North America
- Cineplex reaches approximately 50% of all mall traffic in Canada
Amusement and Leisure

Amusement Solutions • Location Based Entertainment • Esports
Amusement Solutions

- One of the top amusement gaming companies in North America
- Supplies arcade equipment to Cineplex theatres, The Rec Room, other circuits and numerous entertainment venues
- LTM revenue as of September 30, 2019: $181.6M
- B2B Amusement Solutions:
  - Route Operations
  - Distribution and Sales
  - Family Entertainment Centres (FECs)
Player One Amusement Group

Cineplex purchases New Way Sales, setting up new amusement gaming business

2011

Brady Distributing and CSI partner to create Brady Starburst

2012

Starburst Coin Machine and Cineplex partner to create Cineplex Starburst (“CSI”)

2015

Cineplex acquires remaining 50 per cent of CSI

2016

CSI acquires Tricorp Amusements and SAW

2017

CSI acquires Dandy Amusements International, which becomes part of Player One Amusement Group

Cineplex purchases New Way Sales, setting up new amusement gaming business

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Player One Amusement Group

**Route Business**

Cineplex provides the equipment and shares the revenue with third party operators such as theme parks and FECs

**Customers:** Cineplex, Cinemark, Regal, Walmart, AMF, Punch Bowl Social, etc.

**Distribution Business**

Customers purchase games through Cineplex sales and service representation of more than 70 leading game manufacturers

**Customers:** Norwegian Cruise Lines, Disney Cruise Lines, etc.
XSCAPE and FECs

• Well positioned for future growth in this area
• Own and operate Playdium Mississauga

XSCAPE Entertainment Centres
• Entertainment concepts in Cineplex theatres featuring the latest video and interactive games with redemption prizing

FECs
• Owned and revenue-share FECs across North America
Esports

Leading video gaming tournaments platform and community for competitive gamers

Building:
• Impressions and Engagement
• Programming
• Content
• Partnerships

The #1 player focused on the collegiate esports segment with over 1,000 college campuses in North America
• Expanded leagues portfolio
• College teams compete and earn prize pools of scholarship funds

Canadian Championship Series (Tier 1 campaigns)
Developing secondary events channel via The Rec Room and other third party venues
Custom tournaments programming for partners and brands
Location-Based Entertainment

Canada’s newest destination for ‘Eats & Entertainment’

Amusement gaming, live entertainment, feature attractions and unforgettable dining experiences, all under one roof

Large attractions area, bar, auditorium-style space for live entertainment and casual and upscale dining

Target: Millennials and baby boomers with kids, and groups

Reimagined entertainment complexes in mid-sized communities across Canada

Indoor play, fun and fresh food and modern, technology-enhanced amenities

Affordable entertainment for everyday play, casual dining or special occasions

Target: Teens, their friends and family

Joint venture partnership to bring sports entertainment experience to Canada

Dynamic entertainment experience catering to all demographics

Target: People of all ages and skill levels, including non-golfers
The Rec Room

TARGET
• 10-15 locations across Canada

NOW OPEN
• South Edmonton Common: September 2016
• Toronto’s Historic Roundhouse: June 2017
• West Edmonton Mall: August 2017
• Deerfoot City, Calgary: October 2017
• CF Masonville Place, London: April 2018
• Square One, Mississauga: March 2019
• Avalon Mall, St. John’s: April 2019

ANNOUNCED
• Seasons of Tuxedo, Winnipeg
• Brentwood, Burnaby
• Park Place, Barrie
• Granville, Vancouver
• Royalmount, Montreal
Playdium

TARGET
• 10-15 locations across Canada

NOW OPEN
• Brampton, Ontario: September 2019
• Whitby, Ontario: November 2019

ANNOUNCED
• Dartmouth, Nova Scotia
Topgolf Canada

TARGET
• 6-8 locations across Canada

COMING SOON
• Locations TBA - 2020
• Canada’s top loyalty program for movie lovers with over 10 million members
• Leader in loyalty program member satisfaction in Canada
• Members are represented in 45% of Canadian households
• One in five Canadians are SCENE members

Number of Members ( Millions)

*as of September 30, 2019
SCENE® Loyalty Program

COMPETITIVE ADVANTAGE

• Drives theatre attendance frequency
• Encourages concession spend
• Better target offers to guests
• The Rec Room and Playdium: Encourages spend on food and beverage, gaming and entertainment
• Cineplex Store: Builds awareness and promotes trial
• Great opportunity for film studios and promotional partners
• Marketing automation platforms
• Valuable data and insight
Financial Highlights
TOTAL REVENUE
$ MILLIONS

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>2008</td>
<td>$850</td>
</tr>
<tr>
<td>2009</td>
<td>$964</td>
</tr>
<tr>
<td>2010</td>
<td>$1,006</td>
</tr>
<tr>
<td>2011</td>
<td>$998</td>
</tr>
<tr>
<td>2012</td>
<td>$1,092</td>
</tr>
<tr>
<td>2013</td>
<td>$1,171</td>
</tr>
<tr>
<td>2014</td>
<td>$1,235</td>
</tr>
<tr>
<td>2015</td>
<td>$1,371</td>
</tr>
<tr>
<td>2016</td>
<td>$1,478</td>
</tr>
<tr>
<td>2017</td>
<td>$1,555</td>
</tr>
<tr>
<td>2018</td>
<td>$1,615</td>
</tr>
</tbody>
</table>
ADJUSTED EBITDA*

$ MILLIONS

CAGR 6.1%

*as reported prior to adoption of IFRS 16 – Leases
TOTAL FOOD SERVICE REVENUE

$ MILLIONS

<table>
<thead>
<tr>
<th>Year</th>
<th>Theatre Food Service Revenue</th>
<th>Location-Based Entertainment Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>2008</td>
<td>$252</td>
<td></td>
</tr>
<tr>
<td>2009</td>
<td>$288</td>
<td></td>
</tr>
<tr>
<td>2010</td>
<td>$295</td>
<td></td>
</tr>
<tr>
<td>2011</td>
<td>$292</td>
<td></td>
</tr>
<tr>
<td>2012</td>
<td>$329</td>
<td></td>
</tr>
<tr>
<td>2013</td>
<td>$350</td>
<td></td>
</tr>
<tr>
<td>2014</td>
<td>$375</td>
<td></td>
</tr>
<tr>
<td>2015</td>
<td>$418</td>
<td></td>
</tr>
<tr>
<td>2016</td>
<td>$424</td>
<td></td>
</tr>
<tr>
<td>2017</td>
<td>$442</td>
<td></td>
</tr>
<tr>
<td>2018</td>
<td>$476</td>
<td></td>
</tr>
</tbody>
</table>
MEDIA REVENUE
$ MILLIONS

Cinema Media Revenue
Digital Place-Based Media Revenue

2008 $61
2009 $67
2010 $82
2011 $91
2012 $84
2013 $110
2014 $134
2015 $154
2016 $171
2017 $172
2018 $165

CAGR 10.5%
OTHER REVENUE
$ MILLIONS


CAGR 7.7%
## Q3 AND Q3 YEAR TO DATE 2019 RESULTS

**MILLIONS, EXCEPT ADJUSTED EBITDAaL MARGIN AND PER PATRON AMOUNTS**

<table>
<thead>
<tr>
<th></th>
<th>Q3 2019</th>
<th>Q3 2018</th>
<th>%</th>
<th>Q3 YTD 2019</th>
<th>Q3 YTD 2018</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Box Office</td>
<td>$177.9</td>
<td>$173.3</td>
<td>2.6%</td>
<td>$523.7</td>
<td>$541.9</td>
<td>-3.4%</td>
</tr>
<tr>
<td>Food Service</td>
<td>$125.6</td>
<td>$115.6</td>
<td>8.6%</td>
<td>$358.2</td>
<td>$354.8</td>
<td>1.0%</td>
</tr>
<tr>
<td>Media</td>
<td>$43.3</td>
<td>$33.2</td>
<td>30.6%</td>
<td>$127.2</td>
<td>$104.9</td>
<td>21.3%</td>
</tr>
<tr>
<td>Amusement</td>
<td>$58.1</td>
<td>$53.8</td>
<td>8.0%</td>
<td>$174.8</td>
<td>$152.3</td>
<td>14.7%</td>
</tr>
<tr>
<td>Other</td>
<td>$13.6</td>
<td>$10.6</td>
<td>28.7%</td>
<td>$38.1</td>
<td>$30.7</td>
<td>24.0%</td>
</tr>
<tr>
<td>Total Revenue</td>
<td>$418.4</td>
<td>$386.4</td>
<td>8.3%</td>
<td>$1,221.9</td>
<td>$1,184.6</td>
<td>3.2%</td>
</tr>
<tr>
<td>Adjusted EBITDA</td>
<td>$106.1</td>
<td>$55.0</td>
<td>93.1%</td>
<td>$299.3</td>
<td>$179.0</td>
<td>67.2%</td>
</tr>
<tr>
<td>Adjusted EBITDAaL</td>
<td>$62.3</td>
<td>$51.4</td>
<td>21.2%</td>
<td>$168.2</td>
<td>$167.3</td>
<td>0.6%</td>
</tr>
<tr>
<td>Adjusted EBITDAaL Margin</td>
<td>14.9%</td>
<td>13.3%</td>
<td>1.6%</td>
<td>13.8%</td>
<td>14.1%</td>
<td>-0.3%</td>
</tr>
<tr>
<td>Theatre Attendance</td>
<td>17.5</td>
<td>17.2</td>
<td>1.8%</td>
<td>49.5</td>
<td>52.3</td>
<td>-5.3%</td>
</tr>
<tr>
<td>BPP</td>
<td>$10.16</td>
<td>$10.07</td>
<td>0.9%</td>
<td>$10.58</td>
<td>$10.37</td>
<td>2.0%</td>
</tr>
<tr>
<td>CPP</td>
<td>$6.68</td>
<td>$6.25</td>
<td>6.9%</td>
<td>$6.70</td>
<td>$6.31</td>
<td>6.2%</td>
</tr>
</tbody>
</table>

*For non-GAAP measures, refer to slides 53-54*
Corporate Conversion Jan. 1, 2011

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## Credit Facilities (Millions)

<table>
<thead>
<tr>
<th>Maturity</th>
<th>Capacity</th>
<th>Drawn (as of Sept 30/19)</th>
<th>Reserved (as of Sept 30/19)</th>
<th>Remaining</th>
</tr>
</thead>
<tbody>
<tr>
<td>Term Facility</td>
<td>Nov 2025</td>
<td>$150.0</td>
<td>$150.0</td>
<td>—</td>
</tr>
<tr>
<td>Revolving Facility</td>
<td>Nov 2023</td>
<td>$650.0</td>
<td>$499.0</td>
<td>$8.7</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>$800.0</td>
<td>$649.0</td>
<td>$8.7</td>
</tr>
</tbody>
</table>

### Covenant Leverage Ratio

<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ratio</td>
<td>1.94</td>
<td>1.88</td>
<td>1.64</td>
<td>1.58</td>
<td>1.19</td>
<td>0.89</td>
<td>1.13</td>
<td>1.27</td>
<td>0.97</td>
<td>1.31</td>
<td>1.88</td>
<td>2.17</td>
<td>2.32</td>
</tr>
</tbody>
</table>

As of September 30, 2019
Management of Cineplex uses certain non-GAAP financial measures to evaluate performance. These measures are either comparable to similar measures presented by other issuers or are widely used in the theatre exhibition industry. For a detailed discussion of these non-GAAP financial measures, please refer to Cineplex’s management’s discussion and analysis filed on www.sedar.com. Non-GAAP financial measures used in investor presentations included the following:

<table>
<thead>
<tr>
<th>Measure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EBITDA</td>
<td>EBITDA is calculated by adding back to net income, income tax expense, depreciation, amortization and interest expense net of interest income.</td>
</tr>
<tr>
<td>Adjusted EBITDA</td>
<td>Adjusted EBITDA excludes change in fair value of financial instrument, loss on disposal of assets, foreign exchange loss (gain), the equity income of CDCP, the non-controlling interests’ share of adjusted EBITDA of TGLP, and depreciation, amortization, interest and taxes of Cineplex’s other joint ventures and associates.</td>
</tr>
<tr>
<td>Adjusted EBITDAaL</td>
<td>Adjusted EBITDAaL modifies adjusted EBITDA to deduct current period cash rent related to lease obligations.</td>
</tr>
<tr>
<td>Adjusted Free Cash Flow</td>
<td>Adjusted free cash flow is calculated by adjusting cash provided by operating activities by total capital expenditures excluding growth capital expenditures net of proceeds on sale of assets, changes in operating assets and liabilities, changes in operating assets and liabilities of joint ventures, tenant inducements, change in fair value of financial instruments, principal component of finance lease obligations, share of income of joint ventures net of non-cash depreciation, non-controlling interests share of adjusted EBITDA of TGLP, and net cash received from CDCP.</td>
</tr>
<tr>
<td>Theatre Attendance</td>
<td>Theatre attendance is calculated as the total number of paying guests that frequent Cineplex’s theatres during the period.</td>
</tr>
<tr>
<td>BPP</td>
<td>Calculated as total box office revenues divided by total paid theatre attendance for the period.</td>
</tr>
<tr>
<td>BPP excluding premium priced product</td>
<td>Calculated as total box office revenues for the period, less box office revenues from 3D, UltraAVX, VIP, 4DX and IMAX product divided by total paid theatre attendance for the period less paid theatre attendance for 3D, UltraAVX, VIP, 4DX and IMAX product.</td>
</tr>
<tr>
<td>CPP</td>
<td>Calculated as total theatre food service revenues divided by total paid theatre attendance for the period.</td>
</tr>
<tr>
<td>Premium Priced Product</td>
<td>Defined as 3D, UltraAVX, VIP, 4DX and IMAX product.</td>
</tr>
</tbody>
</table>
### Non-GAAP Financial Measures

<table>
<thead>
<tr>
<th>Metric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theatre concession margin per patron</td>
<td>Calculated as total theatre food service revenues less total theatre food service cost, divided by theatre attendance for the period.</td>
</tr>
<tr>
<td>Same theatre metrics</td>
<td>Same theatre metrics are calculated by removing the results for all theatres that have been opened, acquired, closed or otherwise disposed of during the periods.</td>
</tr>
<tr>
<td>Film cost percentage</td>
<td>Calculated as total film cost expense divided by total box office revenues for the period.</td>
</tr>
<tr>
<td>Theatre concession cost percentage</td>
<td>Calculated as total cost of theatre food service divided by total theatre food service revenues for the period.</td>
</tr>
<tr>
<td>LBE food cost percentage</td>
<td>Calculated as total LBE food costs divided by total LBE food service revenues for the period.</td>
</tr>
<tr>
<td>P1AG Adjusted EBITDAaL</td>
<td>Calculated as amusement revenues of P1AG less the total operating expenses, cash rent related to lease obligations and non-cash rent of P1AG, which excludes foreign exchange.</td>
</tr>
<tr>
<td>P1AG Adjusted EBITDAaL Margin</td>
<td>Calculated as P1AG Adjusted EBITDAaL divided by total amusement revenues for P1AG for the period.</td>
</tr>
<tr>
<td>Adjusted Store Level EBITDAaL Metrics</td>
<td>Calculated as total LBE revenues from all locations less the total of operating expenses, cash rent related to lease obligations and non-cash rent of LBE, which excludes pre-opening costs and overhead relating to the management of the LBE businesses.</td>
</tr>
<tr>
<td>Adjusted Store Level EBITDAaL Margin</td>
<td>Calculated as adjusted store level EBITDAaL divided by total revenues for LBE for the period.</td>
</tr>
<tr>
<td>Non-cash rent</td>
<td>Calculated as the total amortization of tenant inducements, rent averaging liabilities, density rights and fair-value lease contract liabilities. This accounting treatment was applicable under IAS 17 in 2018 but not applicable under IFRS 16 in 2019 and onwards.</td>
</tr>
</tbody>
</table>
Thank you!