

# Overview of Gaming Worldwide

## Overview

As you survey the world, you will find forms of legal gambling almost everywhere. Legalized gambling has become the norm over the past 25 years as more and more jurisdictions have tapped the tremendous revenue source provided by the taxation and regulation of gambling. Currently, many governments are increasing their efforts to either expand legal gambling or further regulate existing gambling. In the few places left where gambling is still illegal due to religious or ideological reasons there are proponents who are making a strong case for its introduction. As the tide has turned, the holdouts have seen residents travel from their countries and states to gamble in neighboring jurisdictions. Today, over 180 countries participate in some kind of legal gambling. With the proliferation of the Internet and online gambling, plus the still-significant amount of illegal gambling around the world, we can safely say that most people will find an outlet for their gambling needs.

## Gaming Machine Summary

Gaming Machines		
Slots.....	1,321,721	44.4%
Video Gaming Machines .....	101,801	3.4%
Amusements with Prizes.....	922,191	31.0%
Video Lottery Terminals.....	218,325	7.3%
Electronic Gaming Machines.....	405,153	13.6%
Electronic Bingo .....	6,162	0.2%
Total .....	2,975,353	100.0%

## Gaming Profile by Type of Location

Locations		
Bingo Halls .....	2,303	1.0%
Card Rooms .....	479	0.2%
Casinos.....	4,637	2.1%
Gaming Machine Outlets .....	212,676	95.8%
Jai Alai Frontons .....	5	0.0%
Racinos.....	113	0.1%
Ships with Casinos.....	93	0.0%
Tracks.....	1,607	0.7%
Total .....	221,913	100.0%
All Gaming Machines		
Bingo Halls .....	52,488	1.8%
Card Rooms .....	2,559	0.1%
Casinos.....	1,039,847	34.9%
Gaming Machine Outlets .....	1,771,755	59.5%
Jai Alai Frontons .....	1,035	0.0%
Racinos.....	100,412	3.4%
Ships with Casinos.....	7,257	0.2%
Total .....	2,975,353	100.0%
Slots		
Card Rooms .....	2,559	0.2%
Casinos.....	947,452	71.7%
Gaming Machine Outlets .....	308,083	23.3%
Jai Alai Frontons .....	1,035	0.1%
Racinos.....	55,335	4.2%
Ships with Casinos.....	7,257	0.5%
Total .....	1,321,721	100.0%
Casinos.....	67,436	66.2%
Gaming Machine Outlets .....	27,621	27.1%
Racinos.....	6,744	6.6%
Total .....	1,423,522	100.0%

Video Lottery Terminals		
Casinos.....	6,840	3.1%
Gaming Machine Outlets.....	173,452	79.4%
Racinos.....	38,033	17.4%
Total .....	218,325	100.0%

Electronic Bingo		
Bingo Halls.....	4,700	76.3%
Casinos .....	1,162	18.9%
Racinos.....	300	4.9%
Total .....	6,162	100.0%

Amusements with Prizes		
Gaming Machine Outlets.....	922,191	100.0%

Electronic Gaming Machines		
Bingo Halls.....	47,788	11.8%
Casinos .....	16,957	4.2%
Gaming Machine Outlets.....	340,408	84.0%
Total .....	405,153	100.0%

Table Games Including Poker		
Card Rooms.....	3,504	5.5%
Casinos .....	57,431	89.4%
Gaming Machine Outlets.....	407	0.6%
Jai Alai Frontons .....	68	0.1%
Racinos.....	2,269	3.5%
Ships with Casinos .....	569	0.9%
Tracks.....	6	0.0%
Total .....	64,254	100.0%

Poker Tables		
Card Rooms.....	1,626	14.7%
Casinos .....	8,101	73.0%
Gaming Machine Outlets.....	97	0.9%
Jai Alai Frontons .....	68	0.6%
Racinos.....	1,176	10.6%
Ships with Casinos .....	21	0.2%
Tracks.....	1	0.0%
Total .....	11,090	100.0%

Table Games Excluding Poker		
Card Rooms.....	1,878	3.5%
Casinos .....	49,330	92.8%
Gaming Machine Outlets.....	310	0.6%
Racinos.....	1,093	2.1%
Ships with Casinos .....	548	1.0%
Tracks.....	5	0.0%
Total .....	53,164	100.0%

## Gaming Profile by Geographic Location

Locations		
Africa.....	2,285	1.0%
Asia & Middle East .....	586	0.3%
Caribbean .....	914	0.4%
Central & South America .....	3,160	1.4%
Europe .....	188,277	84.8%
North America.....	19,350	8.7%
Oceania.....	7,301	3.3%
Cruise Ships.....	40	0.0%
Total .....	221,913	100.0%
All Gaming Machines		
Africa.....	41,044	1.4%
Asia & Middle East .....	43,151	1.5%
Caribbean .....	40,964	1.4%

Central & South America.....	148,532	5.0%
Europe.....	1,495,911	50.3%
North America .....	980,509	33.0%
Oceania .....	220,897	7.4%
Cruise Ships .....	4,345	0.1%
Total.....	2,975,353	100.0%
<b>Slots</b>		
Africa .....	30,370	2.3%
Asia & Middle East.....	43,151	3.3%
Caribbean.....	31,964	2.4%
Central & South America.....	148,532	11.2%
Europe.....	287,276	21.7%
North America .....	757,506	57.3%
Oceania .....	18,577	1.4%
Cruise Ships .....	4,345	0.3%
Total.....	1,321,721	100.0%
<b>Video Gaming Machines</b>		
North America .....	101,801	100.0%
<b>Video Lottery Terminals</b>		
Caribbean.....	9,000	4.1%
Europe.....	96,486	44.2%
North America .....	112,839	51.7%
Total.....	218,325	100.0%
<b>Electronic Bingo</b>		
Africa .....	300	4.9%
North America .....	5,862	95.1%
Total.....	6,162	100.0%
<b>Amusements with Prizes</b>		
Europe.....	922,191	100.0%
<b>Electronic Gaming Machines</b>		
Africa .....	10,374	2.6%
Europe.....	189,958	46.9%
North America .....	2,501	0.6%
Oceania .....	202,320	49.9%
Total.....	405,153	100.0%
<b>Table Games Including Poker</b>		
Africa .....	1,833	2.9%
Asia & Middle East.....	12,310	19.2%
Caribbean.....	1,582	2.5%
Central & South America.....	3,723	5.8%
Europe.....	12,921	20.1%
North America .....	29,742	46.3%
Oceania .....	1,744	2.7%
Cruise Ships .....	399	0.6%
Total.....	64,254	100.0%
<b>Poker Tables</b>		
Africa .....	145	1.3%
Asia & Middle East.....	282	2.5%
Caribbean.....	214	1.9%
Central & South America.....	333	3.0%
Europe.....	2,756	24.9%
North America .....	7,218	65.1%
Oceania .....	130	1.2%
Cruise Ships .....	12	0.1%
Total.....	11,090	100.0%
<b>Table Games Excluding Poker</b>		
Africa .....	1,688	3.2%
Asia & Middle East.....	12,028	22.6%
Caribbean.....	1,368	2.6%
Central & South America.....	3,390	6.4%
Europe.....	10,165	19.1%
North America .....	22,524	42.4%
Oceania .....	1,614	3.0%
Cruise Ships .....	387	0.7%
Total.....	53,164	100.0%

## Casino and Card Room Gaming

Our research shows that over 100 countries around the world participate in legalized casino and card room gambling. We consider casinos to be properties that offer gaming machines and table games or properties that offer house-banked table games. Properties that offer poker exclusively or a combination of poker and player-banked games are classified as card rooms. Gaming machine outlets include locations that offer gaming machine products exclusively, from slot halls to limited payout machine locations such as pubs, restaurants, and grocery stores.

Trends for the casino segment include increased slot machine revenue share of total casino revenue and the expansion of additional food, beverage, and entertainment options as part of the casino experience. With new regulatory schemes in existing markets - for example, in the United Kingdom and Macao - casino gambling is set to include larger, more resort-style properties.

As a note, although they represent one of the most vigorous gaming markets, we have decided against adding pachinko machines and their locations to the statistical summaries that follow.

## Lotteries

Lotteries are as widespread as casino and card room gambling, with over 100 countries offering some kind of lottery product. For the most part, lotteries are controlled by the government and contribute to the public good.

## Race Wagering

Horse and dog tracks have felt increasing financial pressure from the proliferation of casinos and lotteries over the past decade. A large number of tracks had to introduce casinos, card rooms, slot machines, and VLTs at tracks to subsidize the racing operations. Fortunately, in jurisdictions where the racing industry has suffered from competition, legislators have been sympathetic to its plight and in many cases passed legislation allowing tracks to expand their operations. Other strategies include a global circuit of premier races and using tax revenue from land-based facilities to subsidize tracks. Over 90 nations participate in the race betting industry.

## Sports Betting

Sports betting is widespread throughout the world. Almost all the major countries in the world offer some type of sports betting. Countries with less developed gambling industries tend to allow large international gaming companies to offer sports betting services on their behalf in exchange for licensing fees and taxes.

## Online Gaming

As the online gaming industry matures, so do the approaches to regulating it. In Europe, the single market approach, where online gaming licenses from one country or jurisdiction are recognized by other countries, is quickly giving way to a country-by-country licensing approach. In this model, individual jurisdictions license and tax online gaming operators, and create different sets of regulations and tax rules for operators to follow. Regulatory models range from highly restrictive – just a few licenses granted – to wide open (no cap on licenses). Tax models vary widely, from taxes on turnover to taxes on profits or revenue. Additionally, many of the European regulations prevent players from playing with people in other countries. In Canada, online gambling is being regulated at

the provincial level, with different rules and laws in each province. And in the United States, the Department of Justice has stepped up enforcement activities against online gambling operators while lobbying to license and regulate online gaming at both the state and federal levels has increased dramatically.

### **Charitable Gaming**

Charitable gaming traditionally is allowed in jurisdictions as a way for small local charities to generate revenues for their causes. Raffles, bingo, poker, twenty-one, paddlewheels, pull-tabs, and other low-technology games are the usual methods for this type of gambling. An exception to this rule is the large charitable casinos in Canada.

### **Commercial Bingo**

Bingo is a popular form of entertainment, available in some form in every part of the world. There are many variations to the rules and the ways it can be played. Traditional paper bingo is still very common, but electronic bingo is also popular. Some electronic bingo machines are virtually indistinguishable from traditional slot machines. In some jurisdictions, bingo is offered in lottery form. It is not unusual for bingo halls to also operate slot machines or VLTs on the same premises.