



***U.S. Gaming***  
*Performance & Trend Report*

***Feb 2020***

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[www.C3GamingGroup.com](http://www.C3GamingGroup.com)

Regardless of industry function or role as a casino operator, gaming consultant, equity analyst, media outlet, or academic researcher, it is important to understand the key differences of what and how each state reports gaming data and performance. Some of these differences include:

- *Reporting gross gaming revenue vs. net gaming revenue*
- *Reporting promo credits and match play vs not reporting these items*
- *Regional vs property-level reporting*
- *Analyzing table games revenue and table counts by isolating poker*
- *Reporting detail on a one-month lag*

To address this, C3 GAMING has combined publicly available data with countless hours of research, analysis, and experience to provide the industry with a standardized format of evaluating different gaming jurisdictions. C3 GAMING encourages users to share this report. Benefits include:

- *Detailed and enhanced understanding of gaming jurisdictions*
- *Understanding speed of growing markets and verticals of business*
- *Supporting decision making for gaming products, iGaming and sports betting developments*
- *Assisting with research efforts – competitive impacts due to new entrants or legislative changes*
- *Fair evaluation of the financial prospects of each property and parent corporate companies*

***Additional reporting options are available, see last page for contact details***



### **Key Terms & Definitions**

1) Line items with \* are derived by C3 GAMING using proprietary knowledge, experience, and formulas. Line items without \* are items directly from state reports.

2) EGD generally include a mechanical, electrical, or computerized contrivance, terminal, machine or other device which is available for play or operation by one or more players as a table game.

3) Table Games include house-banked table games in which players compete only against the casino rather than another player. The house bears all the wins and losses. This does not include non-house-banked table games, poker, poker tournaments, etc., except for Illinois in this report only.

4) Other Gaming includes keno, non-house-banked games like poker, poker tournament, and other games in which players compete against other players and the casino only charges a rake.

5) Sports betting revenue include both revenue from sports and race betting for Nevada.



## U.S. REVENUE SUMMARY

Current Month **Feb-20**

<i>In U.S. \$ millions</i>	<b>Gross Slots</b>	<b>Gross Tables</b>	<b>Net Slots</b>	<b>Net Tables</b>	<b>Other Gaming</b>	<b>Gross Total</b>	<b>Net Total</b>
Arkansas	\$ 39.4	\$ 4.0	\$ 35.0	\$ 3.9	\$ -	\$ 43.4	\$ 38.9
Colorado	\$ 55.8	\$ 7.4	\$ 48.5	\$ 7.3	\$ 1.2	\$ 64.4	\$ 57.0
Connecticut	\$ 89.2	\$ -	\$ 80.1	\$ -	\$ -	\$ 89.2	\$ 80.1
Delaware	\$ 29.4	\$ 4.1	\$ 26.9	\$ 4.0	\$ -	\$ 33.5	\$ 30.9
Florida	\$ 62.0	\$ -	\$ 52.1	\$ -	\$ 15.1	\$ 77.0	\$ 67.1
Illinois	\$ 81.3	\$ 29.2	\$ 74.5	\$ 27.8	\$ -	\$ 110.5	\$ 102.3
Indiana	\$ 160.0	\$ 34.1	\$ 150.1	\$ 32.5	\$ 1.6	\$ 195.8	\$ 184.3
Iowa	\$ 114.8	\$ 13.3	\$ 107.0	\$ 13.3	\$ 0.7	\$ 128.9	\$ 121.0
Kansas	\$ 35.7	\$ 4.7	\$ 32.6	\$ 4.1	\$ -	\$ 40.4	\$ 36.7
Louisiana	\$ 158.1	\$ 48.9	\$ 137.6	\$ 48.4	\$ 5.4	\$ 212.5	\$ 191.4
Maine	\$ 10.5	\$ 2.2	\$ 9.6	\$ 2.1	\$ -	\$ 12.7	\$ 11.7
Maryland	\$ 114.8	\$ 49.2	\$ 98.8	\$ 48.5	\$ 4.0	\$ 168.0	\$ 151.3
Massachusetts	\$ 58.8	\$ 35.0	\$ 52.8	\$ 33.3	\$ -	\$ 93.8	\$ 86.1
Michigan	\$ 104.1	\$ 17.7	\$ 93.6	\$ 16.6	\$ -	\$ 121.8	\$ 110.3
Mississippi	\$ 141.5	\$ 29.2	\$ 124.6	\$ 28.8	\$ -	\$ 170.7	\$ 153.4
Missouri	\$ 128.4	\$ 21.6	\$ 117.0	\$ 19.8	\$ -	\$ 149.9	\$ 136.8
Nevada	\$ 680.3	\$ 390.1	\$ 648.5	\$ 352.9	\$ -	\$ 1,070.4	\$ 1,001.4
New Jersey	\$ 157.0	\$ 59.5	\$ 129.7	\$ 56.8	\$ 1.8	\$ 218.3	\$ 188.2
New York	\$ 243.0	\$ 17.8	\$ 214.4	\$ 16.6	\$ 1.1	\$ 261.9	\$ 232.1
Ohio	\$ 173.0	\$ 27.4	\$ 146.5	\$ 24.9	\$ -	\$ 200.4	\$ 171.4
Pennsylvania	\$ 250.7	\$ 69.7	\$ 199.7	\$ 69.7	\$ 7.7	\$ 328.2	\$ 277.1
Rhode Island	\$ 51.9	\$ 8.8	\$ 43.8	\$ 8.3	\$ -	\$ 60.7	\$ 52.1
South Dakota	\$ 7.0	\$ 1.0	\$ 5.6	\$ 1.0	\$ 0.1	\$ 8.2	\$ 6.8
West Virginia	\$ 44.8	\$ 8.9	\$ 38.9	\$ 8.9	\$ 0.6	\$ 54.2	\$ 48.4
<b>U.S. TOTAL</b>	<b>\$ 2,991.6</b>	<b>\$ 883.8</b>	<b>\$ 2,667.8</b>	<b>\$ 829.6</b>	<b>\$ 39.4</b>	<b>\$ 3,914.8</b>	<b>\$ 3,536.8</b>

Source: C3 Gaming, state gaming control board/commission, public reports



## U.S. REVENUE SUMMARY

Year-To-Date **Feb-20**

<i>In U.S. \$ millions</i>	<b>Gross Slots</b>	<b>Gross Tables</b>	<b>Net Slots</b>	<b>Net Tables</b>	<b>Other Gaming</b>	<b>Gross Total</b>	<b>Net Total</b>
Arkansas	\$ 74.2	\$ 7.1	\$ 65.8	\$ 7.0	\$ -	\$ 81.3	\$ 72.8
Colorado	\$ 115.5	\$ 15.2	\$ 100.4	\$ 14.9	\$ 2.5	\$ 133.1	\$ 117.8
Connecticut	\$ 173.8	\$ -	\$ 156.4	\$ -	\$ -	\$ 173.8	\$ 156.4
Delaware	\$ 57.8	\$ 8.9	\$ 52.9	\$ 8.6	\$ -	\$ 66.6	\$ 61.4
Florida	\$ 122.3	\$ -	\$ 102.0	\$ -	\$ 30.5	\$ 152.8	\$ 132.5
Illinois	\$ 168.2	\$ 51.2	\$ 154.2	\$ 48.8	\$ -	\$ 219.5	\$ 203.0
Indiana	\$ 313.1	\$ 68.6	\$ 293.6	\$ 65.5	\$ 3.3	\$ 385.0	\$ 362.4
Iowa	\$ 214.6	\$ 25.7	\$ 199.9	\$ 25.6	\$ 1.5	\$ 241.8	\$ 227.0
Kansas	\$ 68.5	\$ 9.4	\$ 62.6	\$ 8.1	\$ -	\$ 77.8	\$ 70.8
Louisiana	\$ 303.8	\$ 94.2	\$ 264.5	\$ 93.2	\$ 10.4	\$ 408.4	\$ 368.0
Maine	\$ 20.6	\$ 4.2	\$ 18.9	\$ 4.1	\$ -	\$ 24.8	\$ 22.9
Maryland	\$ 224.2	\$ 97.2	\$ 192.9	\$ 95.8	\$ 8.1	\$ 329.5	\$ 296.7
Massachusetts	\$ 114.6	\$ 66.5	\$ 103.0	\$ 63.4	\$ -	\$ 181.1	\$ 166.3
Michigan	\$ 208.1	\$ 33.7	\$ 186.5	\$ 31.6	\$ -	\$ 241.8	\$ 218.1
Mississippi	\$ 286.2	\$ 57.2	\$ 251.6	\$ 56.4	\$ -	\$ 343.4	\$ 308.0
Missouri	\$ 244.6	\$ 44.3	\$ 222.9	\$ 40.7	\$ -	\$ 288.8	\$ 263.6
Nevada	\$ 1,385.4	\$ 768.8	\$ 1,321.0	\$ 695.7	\$ -	\$ 2,154.2	\$ 2,016.7
New Jersey	\$ 297.3	\$ 107.9	\$ 243.5	\$ 103.0	\$ 4.9	\$ 410.2	\$ 351.4
New York	\$ 481.7	\$ 33.8	\$ 424.7	\$ 31.4	\$ 2.2	\$ 517.8	\$ 458.3
Ohio	\$ 341.4	\$ 54.1	\$ 289.4	\$ 49.5	\$ -	\$ 395.5	\$ 338.9
Pennsylvania	\$ 490.3	\$ 135.3	\$ 390.0	\$ 135.3	\$ 14.7	\$ 640.3	\$ 540.0
Rhode Island	\$ 100.6	\$ 17.2	\$ 84.9	\$ 16.2	\$ -	\$ 117.8	\$ 101.1
South Dakota	\$ 14.5	\$ 2.0	\$ 11.4	\$ 2.0	\$ 0.2	\$ 16.7	\$ 13.7
West Virginia	\$ 99.9	\$ 17.1	\$ 87.2	\$ 17.1	\$ 1.3	\$ 118.3	\$ 105.6
<b>U.S. TOTAL</b>	<b>\$ 5,921.2</b>	<b>\$ 1,719.8</b>	<b>\$ 5,280.2</b>	<b>\$ 1,614.0</b>	<b>\$ 79.5</b>	<b>\$ 7,720.5</b>	<b>\$ 6,973.6</b>

Source: C3 Gaming, state gaming control board/commission, public reports



**U.S. REVENUE SUMMARY**Trailing-12 Month Ending **Feb-20**

<i>In U.S. \$ millions</i>	<b>Gross Slots</b>	<b>Gross Tables</b>	<b>Net Slots</b>	<b>Net Tables</b>	<b>Other Gaming</b>	<b>Gross Total</b>	<b>Net Total</b>
Arkansas	\$ 410.4	\$ 32.8	\$ 365.3	\$ 32.1	\$ -	\$ 443.2	\$ 397.3
Colorado	\$ 733.7	\$ 91.8	\$ 637.9	\$ 90.3	\$ 14.2	\$ 839.7	\$ 742.4
Connecticut	\$ 1,100.1	\$ -	\$ 989.3	\$ -	\$ -	\$ 1,100.1	\$ 989.3
Delaware	\$ 370.2	\$ 55.5	\$ 338.8	\$ 53.6	\$ -	\$ 425.7	\$ 392.4
Florida	\$ 688.4	\$ -	\$ 578.6	\$ -	\$ 173.5	\$ 861.8	\$ 752.1
Illinois	\$ 1,156.7	\$ 321.3	\$ 1,058.7	\$ 306.3	\$ -	\$ 1,478.0	\$ 1,365.0
Indiana	\$ 1,896.8	\$ 344.9	\$ 1,779.6	\$ 330.0	\$ 17.9	\$ 2,259.7	\$ 2,127.6
Iowa	\$ 1,337.8	\$ 156.1	\$ 1,246.3	\$ 155.4	\$ 8.6	\$ 1,502.4	\$ 1,410.3
Kansas	\$ 408.0	\$ 57.0	\$ 373.0	\$ 49.6	\$ -	\$ 465.0	\$ 422.6
Louisiana	\$ 1,845.8	\$ 570.3	\$ 1,605.2	\$ 564.0	\$ 62.8	\$ 2,478.9	\$ 2,232.0
Maine	\$ 132.0	\$ 27.8	\$ 120.9	\$ 26.8	\$ -	\$ 159.8	\$ 147.7
Maryland	\$ 1,344.1	\$ 585.1	\$ 1,156.9	\$ 576.6	\$ 46.6	\$ 1,975.7	\$ 1,780.0
Massachusetts	\$ 584.1	\$ 309.3	\$ 524.1	\$ 294.6	\$ -	\$ 893.4	\$ 818.7
Michigan	\$ 1,256.0	\$ 213.5	\$ 1,125.6	\$ 201.6	\$ -	\$ 1,469.4	\$ 1,327.2
Mississippi	\$ 1,776.9	\$ 367.1	\$ 1,562.6	\$ 361.9	\$ -	\$ 2,144.0	\$ 1,924.6
Missouri	\$ 1,497.2	\$ 260.8	\$ 1,364.7	\$ 239.6	\$ -	\$ 1,758.0	\$ 1,604.3
Nevada	\$ 8,380.8	\$ 4,141.4	\$ 7,988.8	\$ 3,752.0	\$ -	\$ 12,522.2	\$ 11,740.8
New Jersey	\$ 1,953.5	\$ 742.3	\$ 1,604.8	\$ 708.1	\$ 26.9	\$ 2,722.8	\$ 2,339.9
New York	\$ 2,928.2	\$ 198.5	\$ 2,572.3	\$ 179.8	\$ 13.5	\$ 3,140.2	\$ 2,765.6
Ohio	\$ 2,019.2	\$ 297.8	\$ 1,708.8	\$ 275.8	\$ -	\$ 2,317.0	\$ 1,984.7
Pennsylvania	\$ 3,000.5	\$ 817.5	\$ 2,383.2	\$ 817.5	\$ 87.6	\$ 3,905.7	\$ 3,288.4
Rhode Island	\$ 601.8	\$ 118.7	\$ 507.8	\$ 112.0	\$ -	\$ 720.5	\$ 619.8
South Dakota	\$ 98.5	\$ 12.2	\$ 79.7	\$ 12.2	\$ 1.3	\$ 112.0	\$ 93.2
West Virginia	\$ 578.7	\$ 101.1	\$ 502.0	\$ 101.1	\$ 7.0	\$ 686.8	\$ 610.0
<b>U.S. TOTAL</b>	<b>\$ 36,099.3</b>	<b>\$ 9,822.8</b>	<b>\$ 32,175.1</b>	<b>\$ 9,240.9</b>	<b>\$ 459.8</b>	<b>\$ 46,382.0</b>	<b>\$ 41,875.8</b>

Source: C3 Gaming, state gaming control board/commission, public reports



Arkansas	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
Slot/EGD/VLT Revenue - Gross	\$ 39,416,147	\$ 33,189,997	▲18.8%	\$ 74,163,518	\$ 63,282,403	▲17.2%	\$ 410,383,937	\$ 376,124,945	▲9.1%
* Slot/EGD/VLT Revenue - Net	\$ 34,982,668	\$ 29,591,040	▲18.2%	\$ 65,838,402	\$ 56,417,900	▲16.7%	\$ 365,255,816	\$ 335,408,252	▲8.9%
* Slot/EGD/VLT Promo/Freeplay	\$ 4,433,479	\$ 3,598,957	▲23.2%	\$ 8,325,116	\$ 6,864,503	▲21.3%	\$ 45,128,121	\$ 40,716,693	▲10.8%
Slot/EGD/VLT Units	3,771	3,336	▲13.0%	3,646	3,329	▲9.5%	3,418	3,264	▲4.7%
* Slot/EGD/VLT WPU - Gross	\$ 360	\$ 355	▲1.4%	\$ 339	\$ 322	▲5.2%	\$ 328	\$ 316	▲3.9%
* Slot/EGD/VLT WPU - Net	\$ 320	\$ 317	▲1.0%	\$ 301	\$ 287	▲4.8%	\$ 292	\$ 282	▲3.7%
Table Games Revenue - Gross	\$ 3,979,935	\$ -	n/a	\$ 7,136,166	\$ -	n/a	\$ 32,789,249	\$ -	n/a
* Table Games Revenue - Net	\$ 3,895,055	\$ -	n/a	\$ 6,982,891	\$ -	n/a	\$ 32,079,821	\$ -	n/a
* Table Games Promo/Matchplay	\$ 84,880	\$ -	n/a	\$ 153,276	\$ -	n/a	\$ 709,429	\$ -	n/a
Table Games Units	66	0	n/a	64	0	n/a	57	0	n/a
* Table Games WPU - Gross	\$ 2,079	n/a	n/a	\$ 1,858	n/a	n/a	\$ 1,574	n/a	n/a
Table Games WPU - Net	\$ 2,035	n/a	n/a	\$ 1,818	n/a	n/a	\$ 1,540	n/a	n/a
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
Total Gaming Revenue - Gross	\$ 43,396,082	\$ 33,189,997	▲30.8%	\$ 81,299,684	\$ 63,282,403	▲28.5%	\$ 443,173,186	\$ 376,124,945	▲17.8%
* Total Gaming Revenue - Net	\$ 38,877,723	\$ 29,591,040	▲31.4%	\$ 72,821,292	\$ 56,417,900	▲29.1%	\$ 397,335,637	\$ 335,408,252	▲18.5%
Sports Betting Revenue	\$ 411,589	\$ -	n/a	\$ 666,400	\$ -	n/a	\$ 2,002,057	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \* calculation based on C3 Gaming proprietary research and analysis

Colorado	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
Slot/EGD/VLT Revenue - Gross	\$ 55,789,766	\$ 54,751,309	▲1.9%	\$ 115,483,132	\$ 109,567,290	▲5.4%	\$ 733,719,676	\$ 733,436,883	▲0.0%
* Slot/EGD/VLT Revenue - Net	\$ 48,504,870	\$ 47,596,078	▲1.9%	\$ 100,396,488	\$ 95,243,517	▲5.4%	\$ 637,901,829	\$ 637,653,977	▲0.0%
* Slot/EGD/VLT Promo/Freeplay	\$ 7,284,896	\$ 7,155,231	▲1.8%	\$ 15,086,643	\$ 14,323,774	▲5.3%	\$ 95,817,847	\$ 95,782,906	▲0.0%
Slot/EGD/VLT Units	12,262	12,512	▼2.0%	12,660	12,551	▲0.9%	12,603	12,659	▼0.4%
* Slot/EGD/VLT WPU - Gross	\$ 157	\$ 156	▲0.4%	\$ 152	\$ 148	▲2.7%	\$ 159	\$ 159	▲0.2%
* Slot/EGD/VLT WPU - Net	\$ 136	\$ 136	▲0.4%	\$ 132	\$ 129	▲2.8%	\$ 138	\$ 138	▲0.2%
Table Games Revenue - Gross	\$ 7,382,383	\$ 7,228,538	▲2.1%	\$ 15,199,145	\$ 15,134,079	▲0.4%	\$ 91,796,609	\$ 95,305,862	▼3.7%
* Table Games Revenue - Net	\$ 7,259,271	\$ 7,106,328	▲2.2%	\$ 14,947,341	\$ 14,879,930	▲0.5%	\$ 90,277,992	\$ 93,722,588	▼3.7%
* Table Games Promo/Matchplay	\$ 123,112	\$ 122,210	▲0.7%	\$ 251,804	\$ 254,148	▼0.9%	\$ 1,518,617	\$ 1,583,274	▼4.1%
Table Games Units	207	215	▼3.7%	215	216	▼0.2%	207	222	▼6.7%
* Table Games WPU - Gross	\$ 1,230	\$ 1,201	▲2.4%	\$ 1,178	\$ 1,190	▼1.0%	\$ 1,211	\$ 1,176	▲2.9%
* Table Games WPU - Net	\$ 1,209	\$ 1,180	▲2.4%	\$ 1,159	\$ 1,170	▼1.0%	\$ 1,191	\$ 1,157	▲2.9%
* Other Gaming Revenue	\$ 1,218,193	\$ 1,236,754	▼1.5%	\$ 2,459,523	\$ 2,380,651	▲3.3%	\$ 14,211,870	\$ 14,945,785	▼4.9%
* Other Gaming Units	56	57	▼1.8%	65	57	▲13.2%	58	57	▲1.0%
Total Gaming Revenue - Gross	\$ 64,390,342	\$ 63,216,601	▲1.9%	\$ 133,141,800	\$ 127,082,020	▲4.8%	\$ 839,728,155	\$ 843,688,530	▼0.5%
* Total Gaming Revenue - Net	\$ 56,982,334	\$ 55,939,160	▲1.9%	\$ 117,803,352	\$ 112,504,098	▲4.7%	\$ 742,391,691	\$ 746,322,350	▼0.5%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \* calculation based on C3 Gaming proprietary research and analysis



Connecticut	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$ 89,243,560	\$ 86,062,987	▲3.7%	\$173,772,959	\$165,845,460	▲4.8%	\$1,100,116,166	\$1,160,407,954	▼5.2%
Slot/EGD/VLT Revenue - Net	\$ 80,139,885	\$ 77,679,139	▲3.2%	\$156,408,546	\$149,419,782	▲4.7%	\$ 989,265,440	\$1,041,215,562	▼5.0%
Slot/EGD/VLT Promo/Freeplay	\$ 9,103,675	\$ 8,383,848	▲8.6%	\$ 17,364,413	\$ 16,425,678	▲5.7%	\$ 110,850,726	\$ 119,192,392	▼7.0%
Slot/EGD/VLT Units	7,643	8,550	▼10.6%	7,587	8,553	▼11.3%	7,752	8,691	▼10.8%
* Slot/EGD/VLT WPU - Gross	\$ 403	\$ 359	▲12.0%	\$ 382	\$ 329	▲16.2%	\$ 388	\$ 366	▲6.0%
* Slot/EGD/VLT WPU - Net	\$ 362	\$ 324	▲11.4%	\$ 344	\$ 296	▲16.0%	\$ 349	\$ 328	▲6.2%
Table Games Revenue - Gross	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Revenue - Net	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Promo/Matchplay	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Units	0	0	n/a	0	0	n/a	0	0	n/a
Table Games WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Table Games WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 89,243,560	\$ 86,062,987	▲3.7%	\$173,772,959	\$165,845,460	▲4.8%	\$1,100,116,166	\$1,160,407,954	▼5.2%
Total Gaming Revenue - Net	\$ 80,139,885	\$ 77,679,139	▲3.2%	\$156,408,546	\$149,419,782	▲4.7%	\$ 989,265,440	\$1,041,215,562	▼5.0%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis

Delaware	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
Slot/EGD/VLT Revenue - Gross	\$ 29,424,500	\$ 27,489,002	▲7.0%	\$ 57,767,000	\$ 53,577,329	▲7.8%	\$ 370,215,495	\$ 355,304,408	▲4.2%
* Slot/EGD/VLT Revenue - Net	\$ 26,929,070	\$ 25,162,862	▲7.0%	\$ 52,858,559	\$ 49,051,731	▲7.8%	\$ 338,799,180	\$ 325,251,774	▲4.2%
* Slot/EGD/VLT Promo/Freeplay	\$ 2,495,431	\$ 2,326,140	▲7.3%	\$ 4,908,442	\$ 4,525,598	▲8.5%	\$ 31,416,315	\$ 30,052,634	▲4.5%
Slot/EGD/VLT Units	5,969	6,207	▼3.8%	5,973	6,227	▼4.1%	6,180	6,206	▼0.4%
* Slot/EGD/VLT WPU - Gross	\$ 170	\$ 158	▲7.5%	\$ 161	\$ 146	▲10.5%	\$ 164	\$ 157	▲4.3%
* Slot/EGD/VLT WPU - Net	\$ 156	\$ 145	▲7.4%	\$ 147	\$ 134	▲10.5%	\$ 150	\$ 144	▲4.3%
Table Games Revenue - Gross	\$ 4,090,072	\$ 4,279,124	▼4.4%	\$ 8,864,937	\$ 8,725,035	▲1.6%	\$ 55,502,887	\$ 56,090,339	▼1.0%
* Table Games Revenue - Net	\$ 3,956,834	\$ 4,141,158	▼4.5%	\$ 8,565,287	\$ 8,443,712	▲1.4%	\$ 53,641,054	\$ 54,269,490	▼1.2%
* Table Games Promo/Matchplay	\$ 133,238	\$ 137,966	▼3.4%	\$ 299,650	\$ 281,323	▲6.5%	\$ 1,861,833	\$ 1,820,849	▲2.3%
Table Games Units	99	110	▼10.0%	99	110	▼10.0%	103	110	▼6.4%
* Table Games WPU - Gross	\$ 1,425	\$ 1,389	▲2.5%	\$ 1,492	\$ 1,344	▲11.0%	\$ 1,472	\$ 1,397	▲5.4%
* Table Games WPU - Net	\$ 1,378	\$ 1,345	▲2.5%	\$ 1,442	\$ 1,301	▲10.8%	\$ 1,423	\$ 1,352	▲5.3%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	39	53	▼26.4%	39	53	▼27.4%	43	61	▼29.5%
Total Gaming Revenue - Gross	\$ 33,514,572	\$ 31,768,126	▲5.5%	\$ 66,631,937	\$ 62,302,364	▲6.9%	\$ 425,718,382	\$ 411,394,747	▲3.5%
* Total Gaming Revenue - Net	\$ 30,885,903	\$ 29,304,020	▲5.4%	\$ 61,423,845	\$ 57,495,443	▲6.8%	\$ 392,440,233	\$ 379,521,264	▲3.4%
Sports Betting Revenue	\$ (303,120)	\$ (475,771)	▲36.3%	\$ 1,692,860	\$ 1,619,069	▲4.6%	\$ 19,623,542	\$ 17,271,360	▲13.6%
Internet Gaming Revenue	\$ 324,958	\$ 274,692	▲18.3%	\$ 712,823	\$ 554,233	▲28.6%	\$ 3,728,267	\$ 2,754,580	▲35.3%

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis





Florida	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$ 61,989,518	\$ 56,494,438	▲9.7%	\$122,289,748	\$113,672,368	▲7.6%	\$ 688,361,267	\$ 664,699,248	▲3.6%
Slot/EGD/VLT Revenue - Net	\$ 52,064,777	\$ 48,800,061	▲6.7%	\$101,998,524	\$ 98,041,128	▲4.0%	\$ 578,608,966	\$ 572,219,536	▲1.1%
Slot/EGD/VLT Promo/Freeplay	\$ 9,924,741	\$ 7,694,377	▲29.0%	\$ 20,291,224	\$ 15,631,240	▲29.8%	\$ 109,752,301	\$ 92,479,712	▲18.7%
Slot/EGD/VLT Units	7,470	7,478	▼0.1%	7,454	7,464	▼0.1%	7,475	7,320	▲2.1%
* Slot/EGD/VLT WPU - Gross	\$ 286	\$ 270	▲6.1%	\$ 273	\$ 258	▲5.9%	\$ 252	\$ 249	▲1.1%
* Slot/EGD/VLT WPU - Net	\$ 240	\$ 233	▲3.1%	\$ 228	\$ 223	▲2.4%	\$ 212	\$ 214	▼1.2%
Table Games Revenue - Gross	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Revenue - Net	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Promo/Matchplay	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Units	0	0	n/a	0	0	n/a	0	0	n/a
Table Games WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Table Games WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Other Gaming Revenue	\$ 15,052,403	\$ 14,338,787	▲5.0%	\$ 30,544,042	\$ 29,511,943	▲3.5%	\$ 173,480,812	\$ 172,664,640	▲0.5%
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 77,041,921	\$ 70,833,225	▲8.8%	\$152,833,790	\$143,184,311	▲6.7%	\$ 861,842,079	\$ 837,363,888	▲2.9%
Total Gaming Revenue - Net	\$ 67,117,180	\$ 63,138,848	▲6.3%	\$132,542,566	\$127,553,071	▲3.9%	\$ 752,089,778	\$ 744,884,176	▲1.0%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis

Illinois	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$ 81,278,085	\$ 86,250,641	▼5.8%	\$168,238,965	\$166,793,799	▲0.9%	\$1,156,667,878	\$1,161,479,311	▼0.4%
Slot/EGD/VLT Revenue - Net	\$ 74,498,311	\$ 78,934,775	▼5.6%	\$154,224,685	\$152,633,455	▲1.0%	\$1,058,663,158	\$1,062,629,868	▼0.4%
* Slot/EGD/VLT Promo/Freeplay	\$ 6,779,774	\$ 7,315,866	▼7.3%	\$ 14,014,279	\$ 14,160,344	▼1.0%	\$ 98,004,720	\$ 98,849,443	▼0.9%
Slot/EGD/VLT Units	9,646	9,678	▼0.3%	9,646	9,670	▼0.2%	9,588	9,738	▼1.5%
* Slot/EGD/VLT WPU - Gross	\$ 291	\$ 318	▼8.7%	\$ 291	\$ 292	▼0.6%	\$ 330	\$ 327	▲0.9%
* Slot/EGD/VLT WPU - Net	\$ 266	\$ 291	▼8.6%	\$ 266	\$ 268	▼0.4%	\$ 302	\$ 299	▲0.9%
* Table Games Revenue - Gross	\$ 29,221,308	\$ 19,488,434	▲49.9%	\$ 51,222,148	\$ 41,531,184	▲23.3%	\$ 321,314,985	\$ 308,057,992	▲4.3%
Table Games Revenue - Net	\$ 27,830,823	\$ 18,567,405	▲49.9%	\$ 48,788,532	\$ 39,572,234	▲23.3%	\$ 306,342,783	\$ 293,655,471	▲4.3%
* Table Games Promo/Matchplay	\$ 1,390,485	\$ 921,029	▲51.0%	\$ 2,433,616	\$ 1,958,950	▲24.2%	\$ 14,972,202	\$ 14,402,521	▲4.0%
Table Games Units	323	316	▲2.2%	323	316	▲2.2%	318	315	▲0.9%
* Table Games WPU - Gross	\$ 3,120	\$ 2,203	▲41.6%	\$ 2,643	\$ 2,228	▲18.7%	\$ 2,762	\$ 2,679	▲3.1%
* Table Games WPU - Net	\$ 2,971	\$ 2,098	▲41.6%	\$ 2,517	\$ 2,123	▲18.6%	\$ 2,633	\$ 2,554	▲3.1%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$110,499,393	\$105,739,075	▲4.5%	\$219,461,112	\$208,324,983	▲5.3%	\$1,477,982,863	\$1,469,537,303	▲0.6%
Total Gaming Revenue - Net	\$102,329,134	\$ 97,502,180	▲5.0%	\$203,013,217	\$192,205,689	▲5.6%	\$1,365,005,941	\$1,356,285,339	▲0.6%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis





Indiana	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
Slot/EGD/VLT Revenue - Gross	\$160,001,549	\$147,538,252	▲8.4%	\$313,097,066	\$280,346,372	▲11.7%	\$1,896,837,866	\$1,889,723,252	▲0.4%
* Slot/EGD/VLT Revenue - Net	\$150,072,258	\$138,484,471	▲8.4%	\$293,643,462	\$263,053,811	▲11.6%	\$1,779,645,990	\$1,772,830,229	▲0.4%
* Slot/EGD/VLT Promo/Freeplay	\$ 9,929,291	\$ 9,053,781	▲9.7%	\$ 19,453,604	\$ 17,292,561	▲12.5%	\$ 117,191,876	\$ 116,893,023	▲0.3%
Slot/EGD/VLT Units	16,994	18,093	▼6.1%	17,125	18,091	▼5.3%	17,729	18,320	▼3.2%
* Slot/EGD/VLT WPU - Gross	\$ 325	\$ 291	▲11.5%	\$ 305	\$ 263	▲16.0%	\$ 292	\$ 283	▲3.4%
* Slot/EGD/VLT WPU - Net	\$ 305	\$ 273	▲11.4%	\$ 286	\$ 246	▲16.0%	\$ 274	\$ 265	▲3.4%
Table Games Revenue - Gross	\$ 34,113,330	\$ 23,136,412	▲47.4%	\$ 68,646,905	\$ 47,723,650	▲43.8%	\$ 344,923,828	\$ 325,210,572	▲6.1%
* Table Games Revenue - Net	\$ 32,548,284	\$ 22,159,424	▲46.9%	\$ 65,508,091	\$ 45,695,453	▲43.4%	\$ 330,015,434	\$ 311,396,104	▲6.0%
* Table Games Promo/Matchplay	\$ 1,565,046	\$ 976,988	▲60.2%	\$ 3,138,814	\$ 2,028,197	▲54.8%	\$ 14,908,394	\$ 13,814,468	▲7.9%
Table Games Units	625	555	▲12.6%	617	558	▲10.6%	560	558	▲0.3%
* Table Games WPU - Gross	\$ 1,882	\$ 1,489	▲26.4%	\$ 1,856	\$ 1,451	▲27.9%	\$ 1,683	\$ 1,596	▲5.4%
* Table Games WPU - Net	\$ 1,796	\$ 1,426	▲25.9%	\$ 1,771	\$ 1,389	▲27.5%	\$ 1,610	\$ 1,528	▲5.3%
* Other Gaming Revenue	\$ 1,646,579	\$ 1,483,930	▲11.0%	\$ 3,282,213	\$ 2,954,927	▲11.1%	\$ 17,891,507	\$ 18,215,237	▼1.8%
* Other Gaming Units	108	123	▼12.2%	105	120	▼12.1%	112	117	▼3.9%
Total Gaming Revenue - Gross	\$195,761,458	\$172,158,594	▲13.7%	\$385,026,184	\$331,024,949	▲16.3%	\$2,259,653,201	\$2,233,149,061	▲1.2%
* Total Gaming Revenue - Net	\$184,267,121	\$162,127,825	▲13.7%	\$362,433,766	\$311,704,191	▲16.3%	\$2,127,552,932	\$2,102,441,570	▲1.2%
Sports Betting Revenue	\$ 11,092,752	\$ -	n/a	\$ 23,953,766	\$ -	n/a	\$ 51,092,740	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

Iowa	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
Slot/EGD/VLT Revenue - Gross	\$114,821,172	\$ 91,790,178	▲25.1%	\$214,620,334	\$182,246,677	▲17.8%	\$1,337,776,440	\$1,295,782,871	▲3.2%
* Slot/EGD/VLT Revenue - Net	\$106,970,351	\$ 85,514,086	▲25.1%	\$199,945,812	\$169,785,683	▲17.8%	\$1,246,306,872	\$1,207,184,585	▲3.2%
* Slot/EGD/VLT Promo/Freeplay	\$ 7,850,821	\$ 6,276,092	▲25.1%	\$ 14,674,522	\$ 12,460,994	▲17.8%	\$ 91,469,568	\$ 88,598,286	▲3.2%
Slot/EGD/VLT Units	16,043	16,355	▼1.9%	16,016	16,330	▼1.9%	16,139	16,365	▼1.4%
* Slot/EGD/VLT WPU - Gross	\$ 247	\$ 200	▲23.1%	\$ 223	\$ 189	▲18.1%	\$ 226	\$ 217	▲4.4%
* Slot/EGD/VLT WPU - Net	\$ 230	\$ 187	▲23.1%	\$ 208	\$ 176	▲18.1%	\$ 211	\$ 202	▲4.4%
Table Games Revenue - Gross	\$ 13,333,974	\$ 11,498,704	▲16.0%	\$ 25,692,974	\$ 23,196,057	▲10.8%	\$ 156,074,627	\$ 147,478,798	▲5.8%
* Table Games Revenue - Net	\$ 13,274,127	\$ 11,447,094	▲16.0%	\$ 25,577,656	\$ 23,091,946	▲10.8%	\$ 155,374,116	\$ 146,816,868	▲5.8%
* Table Games Promo/Matchplay	\$ 59,847	\$ 51,610	▲16.0%	\$ 115,318	\$ 104,111	▲10.8%	\$ 700,511	\$ 661,930	▲5.8%
Table Games Units	445	463	▼3.9%	448	462	▼3.0%	452	448	▲0.9%
* Table Games WPU - Gross	\$ 1,033	\$ 887	▲16.5%	\$ 956	\$ 851	▲12.3%	\$ 944	\$ 902	▲4.6%
* Table Games WPU - Net	\$ 1,029	\$ 883	▲16.5%	\$ 952	\$ 847	▲12.3%	\$ 940	\$ 898	▲4.6%
* Other Gaming Revenue	\$ 746,641	\$ 692,887	▲7.8%	\$ 1,450,003	\$ 1,390,326	▲4.3%	\$ 8,592,902	\$ 9,173,119	▼6.3%
* Other Gaming Units	59	61	▼3.3%	59	61	▼3.3%	59	65	▼9.0%
Total Gaming Revenue - Gross	\$128,901,787	\$103,981,769	▲24.0%	\$241,763,311	\$206,833,060	▲16.9%	\$1,502,443,969	\$1,452,434,788	▲3.4%
* Total Gaming Revenue - Net	\$120,991,119	\$ 97,654,067	▲23.9%	\$226,973,471	\$194,267,955	▲16.8%	\$1,410,273,890	\$1,363,174,572	▲3.5%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



Kansas	Current	Prior	%	Current	Prior	%	Current	Prior	%
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$ 35,668,342	\$ 31,421,420	▲13.5%	\$ 68,487,322	\$ 61,634,876	▲11.1%	\$ 407,970,769	\$ 391,729,199	▲4.1%
Slot/EGD/VLT Revenue - Net	\$ 32,607,195	\$ 28,724,755	▲13.5%	\$ 62,609,567	\$ 56,345,216	▲11.1%	\$ 372,957,691	\$ 358,110,013	▲4.1%
* Slot/EGD/VLT Promo/Freeplay	\$ 3,061,147	\$ 2,696,665	▲13.5%	\$ 5,877,754	\$ 5,289,660	▲11.1%	\$ 35,013,078	\$ 33,619,186	▲4.1%
Slot/EGD/VLT Units	4,978	4,978	▲0.0%	4,978	4,978	▲0.0%	4,978	4,973	▲0.1%
* Slot/EGD/VLT WPU - Gross	\$ 247	\$ 225	▲9.6%	\$ 229	\$ 210	▲9.3%	\$ 224	\$ 216	▲3.8%
* Slot/EGD/VLT WPU - Net	\$ 226	\$ 206	▲9.6%	\$ 210	\$ 192	▲9.3%	\$ 205	\$ 197	▲3.8%
* Table Games Revenue - Gross	\$ 4,731,528	\$ 4,597,175	▲2.9%	\$ 9,359,482	\$ 9,113,855	▲2.7%	\$ 57,027,284	\$ 58,026,144	▼1.7%
Table Games Revenue - Net	\$ 4,115,345	\$ 3,998,489	▲2.9%	\$ 8,140,606	\$ 7,926,966	▲2.7%	\$ 49,600,676	\$ 50,469,456	▼1.7%
* Table Games Promo/Matchplay	\$ 616,182	\$ 598,686	▲2.9%	\$ 1,218,876	\$ 1,186,888	▲2.7%	\$ 7,426,607	\$ 7,556,688	▼1.7%
Table Games Units	124	124	▲0.0%	124	124	▲0.0%	124	127	▼2.6%
* Table Games WPU - Gross	\$ 1,316	\$ 1,324	▼0.6%	\$ 1,258	\$ 1,246	▲1.0%	\$ 1,257	\$ 1,249	▲0.6%
* Table Games WPU - Net	\$ 1,144	\$ 1,152	▼0.6%	\$ 1,094	\$ 1,084	▲1.0%	\$ 1,093	\$ 1,086	▲0.6%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
* Other Gaming Units	24	24	▲0.0%	24	24	▲0.0%	24	24	▲0.0%
* Total Gaming Revenue - Gross	\$ 40,399,870	\$ 36,018,595	▲12.2%	\$ 77,846,804	\$ 70,748,731	▲10.0%	\$ 464,998,053	\$ 449,755,343	▲3.4%
Total Gaming Revenue - Net	\$ 36,722,541	\$ 32,723,244	▲12.2%	\$ 70,750,173	\$ 64,272,183	▲10.1%	\$ 422,558,368	\$ 408,579,470	▲3.4%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

Louisiana	Current	Prior	%	Current	Prior	%	Current	Prior	%
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$158,108,123	\$150,459,658	▲5.1%	\$303,844,318	\$290,417,642	▲4.6%	\$1,845,815,826	\$1,899,808,405	▼2.8%
* Slot/EGD/VLT Revenue - Net	\$137,609,400	\$130,763,478	▲5.2%	\$264,463,792	\$252,527,742	▲4.7%	\$1,605,248,844	\$1,651,239,177	▼2.8%
* Slot/EGD/VLT Promo/Freeplay	\$ 20,498,723	\$ 19,696,180	▲4.1%	\$ 39,380,526	\$ 37,889,899	▲3.9%	\$ 240,566,982	\$ 248,569,228	▼3.2%
Slot/EGD/VLT Units	0	0	n/a	0	0	n/a	0	0	n/a
Slot/EGD/VLT WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Slot/EGD/VLT WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
* Table Games Revenue - Gross	\$ 48,947,289	\$ 46,073,359	▲6.2%	\$ 94,233,536	\$ 88,979,379	▲5.9%	\$ 570,326,320	\$ 587,028,081	▼2.8%
* Table Games Revenue - Net	\$ 48,407,411	\$ 45,555,092	▲6.3%	\$ 93,194,589	\$ 87,985,529	▲5.9%	\$ 563,969,094	\$ 580,430,637	▼2.8%
* Table Games Promo/Matchplay	\$ 539,879	\$ 518,267	▲4.2%	\$ 1,038,947	\$ 993,850	▲4.5%	\$ 6,357,225	\$ 6,597,444	▼3.6%
Table Games Units	0	0	n/a	0	0	n/a	0	0	n/a
Table Games WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Table Games WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
* Other Gaming Revenue	\$ 5,397,638	\$ 5,142,026	▲5.0%	\$ 10,354,645	\$ 9,959,838	▲4.0%	\$ 62,758,836	\$ 64,281,100	▼2.4%
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
Total Gaming Revenue - Gross	\$212,453,050	\$201,675,043	▲5.3%	\$408,432,498	\$389,356,859	▲4.9%	\$2,478,900,981	\$2,551,117,586	▼2.8%
* Total Gaming Revenue - Net	\$191,414,449	\$181,460,596	▲5.5%	\$368,013,026	\$350,473,110	▲5.0%	\$2,231,976,774	\$2,295,950,914	▼2.8%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



Maine	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$ 10,507,297	\$ 9,524,050	▲10.3%	\$ 20,586,722	\$ 18,146,161	▲13.4%	\$ 131,973,196	\$ 128,981,869	▲2.3%
Slot/EGD/VLT Revenue - Net	\$ 9,626,596	\$ 8,780,428	▲9.6%	\$ 18,878,996	\$ 16,699,040	▲13.1%	\$ 120,937,618	\$ 118,029,812	▲2.5%
* Slot/EGD/VLT Promo/Freeplay	\$ 880,702	\$ 743,622	▲18.4%	\$ 1,707,726	\$ 1,447,122	▲18.0%	\$ 11,035,578	\$ 10,952,056	▲0.8%
Slot/EGD/VLT Units	1,665	1,665	▲0.0%	1,665	1,673	▼0.4%	1,678	1,673	▲0.3%
* Slot/EGD/VLT WPU - Gross	\$ 218	\$ 204	▲6.5%	\$ 206	\$ 184	▲12.1%	\$ 215	\$ 211	▲1.8%
* Slot/EGD/VLT WPU - Net	\$ 199	\$ 188	▲5.9%	\$ 189	\$ 169	▲11.7%	\$ 197	\$ 193	▲1.9%
* Table Games Revenue - Gross	\$ 2,202,166	\$ 2,012,541	▲9.4%	\$ 4,233,787	\$ 3,891,138	▲8.8%	\$ 27,831,552	\$ 26,430,656	▲5.3%
Table Games Revenue - Net	\$ 2,117,467	\$ 1,935,135	▲9.4%	\$ 4,070,949	\$ 3,741,479	▲8.8%	\$ 26,761,108	\$ 25,414,092	▲5.3%
* Table Games Promo/Matchplay	\$ 84,699	\$ 77,405	▲9.4%	\$ 162,838	\$ 149,659	▲8.8%	\$ 1,070,444	\$ 1,016,564	▲5.3%
Table Games Units	48	48	▲0.0%	48	48	▲0.0%	48	59	▼19.1%
* Table Games WPU - Gross	\$ 1,582	\$ 1,497	▲5.6%	\$ 1,470	\$ 1,374	▲7.0%	\$ 1,584	\$ 1,220	▲29.8%
* Table Games WPU - Net	\$ 1,521	\$ 1,440	▲5.6%	\$ 1,414	\$ 1,321	▲7.0%	\$ 1,523	\$ 1,173	▲29.8%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 12,709,463	\$ 11,536,591	▲10.2%	\$ 24,820,509	\$ 22,037,299	▲12.6%	\$ 159,804,748	\$ 155,412,524	▲2.8%
Total Gaming Revenue - Net	\$ 11,744,063	\$ 10,715,564	▲9.6%	\$ 22,949,945	\$ 20,440,518	▲12.3%	\$ 147,698,725	\$ 143,443,905	▲3.0%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

Maryland	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$114,834,988	\$104,669,100	▲9.7%	\$224,247,764	\$202,701,683	▲10.6%	\$1,344,120,637	\$1,280,918,816	▲4.9%
Slot/EGD/VLT Revenue - Net	\$ 98,779,973	\$ 90,067,469	▲9.7%	\$192,851,270	\$174,351,073	▲10.6%	\$1,156,900,965	\$1,102,816,714	▲4.9%
* Slot/EGD/VLT Promo/Freeplay	\$ 16,055,014	\$ 14,601,631	▲10.0%	\$ 31,396,494	\$ 28,350,610	▲10.7%	\$ 187,219,672	\$ 178,102,102	▲5.1%
Slot/EGD/VLT Units	11,381	11,538	▼1.4%	11,424	11,537	▼1.0%	11,467	11,466	▲0.0%
* Slot/EGD/VLT WPU - Gross	\$ 348	\$ 324	▲7.4%	\$ 327	\$ 298	▲9.9%	\$ 320	\$ 306	▲4.6%
* Slot/EGD/VLT WPU - Net	\$ 299	\$ 279	▲7.4%	\$ 281	\$ 256	▲9.8%	\$ 276	\$ 264	▲4.6%
* Table Games Revenue - Gross	\$ 49,173,769	\$ 43,620,167	▲12.7%	\$ 97,224,671	\$ 93,172,332	▲4.3%	\$ 585,051,248	\$ 617,032,055	▼5.2%
Table Games Revenue - Net	\$ 48,461,337	\$ 42,991,680	▲12.7%	\$ 95,820,524	\$ 91,834,000	▲4.3%	\$ 576,566,340	\$ 608,145,899	▼5.2%
* Table Games Promo/Matchplay	\$ 712,432	\$ 628,487	▲13.4%	\$ 1,404,147	\$ 1,338,332	▲4.9%	\$ 8,484,908	\$ 8,886,156	▼4.5%
Table Games Units	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
* Table Games WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	\$ 10,871	n/a
* Table Games WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	\$ 10,715	n/a
* Other Gaming Revenue	\$ 4,033,026	\$ 3,705,057	▲8.9%	\$ 8,069,494	\$ 7,574,568	▲6.5%	\$ 46,570,051	\$ 44,805,734	▲3.9%
Other Gaming Units	0	0	n/a	0	0	n/a	0	40	▼100.0%
* Total Gaming Revenue - Gross	\$168,041,783	\$151,994,324	▲10.6%	\$329,541,930	\$303,448,583	▲8.6%	\$1,975,741,936	\$1,942,756,605	▲1.7%
Total Gaming Revenue - Net	\$151,274,337	\$136,764,207	▲10.6%	\$296,741,288	\$273,759,641	▲8.4%	\$1,780,037,356	\$1,755,768,347	▲1.4%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



Massachusetts	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$ 58,811,282	\$ 29,991,885	▲96.1%	\$114,594,251	\$ 58,296,426	▲96.6%	\$ 584,060,577	\$ 296,909,426	▲96.7%
Slot/EGD/VLT Revenue - Net	\$ 52,775,938	\$ 27,120,782	▲94.6%	\$102,952,616	\$ 52,596,233	▲95.7%	\$ 524,089,130	\$ 265,565,549	▲97.3%
* Slot/EGD/VLT Promo/Freeplay	\$ 6,035,345	\$ 2,871,103	▲110.2%	\$ 11,641,635	\$ 5,700,193	▲104.2%	\$ 59,971,447	\$ 31,343,877	▲91.3%
Slot/EGD/VLT Units	5,859	3,064	▲91.2%	5,859	3,064	▲91.2%	5,339	2,571	▲107.7%
* Slot/EGD/VLT WPU - Gross	\$ 346	\$ 350	▼1.0%	\$ 326	\$ 322	▲1.1%	\$ 299	\$ 316	▼5.5%
* Slot/EGD/VLT WPU - Net	\$ 311	\$ 316	▼1.7%	\$ 293	\$ 291	▲0.7%	\$ 268	\$ 283	▼5.2%
* Table Games Revenue - Gross	\$ 34,964,080	\$ 7,323,015	▲377.5%	\$ 66,547,407	\$ 14,254,818	▲366.8%	\$ 309,334,848	\$ 49,676,040	▲522.7%
Table Games Revenue - Net	\$ 33,299,123	\$ 6,974,300	▲377.5%	\$ 63,378,483	\$ 13,576,017	▲366.8%	\$ 294,604,617	\$ 47,310,515	▲522.7%
* Table Games Promo/Matchplay	\$ 1,664,956	\$ 348,715	▲377.5%	\$ 3,168,924	\$ 678,801	▲366.8%	\$ 14,730,231	\$ 2,365,526	▲522.7%
Table Games Units	198	79	▲150.6%	198	79	▲150.6%	183	52	▲250.5%
* Table Games WPU - Gross	\$ 6,089	\$ 3,311	▲83.9%	\$ 5,602	\$ 3,058	▲83.2%	\$ 4,608	\$ 2,601	▲77.2%
* Table Games WPU - Net	\$ 5,799	\$ 3,153	▲83.9%	\$ 5,335	\$ 2,913	▲83.2%	\$ 4,389	\$ 2,477	▲77.2%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 93,775,362	\$ 37,314,899	▲151.3%	\$181,141,658	\$ 72,551,245	▲149.7%	\$ 893,395,425	\$ 346,585,466	▲157.8%
Total Gaming Revenue - Net	\$ 86,075,061	\$ 34,095,082	▲152.5%	\$166,331,099	\$ 66,172,251	▲151.4%	\$ 818,693,747	\$ 312,876,063	▲161.7%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis

Michigan	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$104,059,357	\$ 96,564,779	▲7.8%	\$208,074,803	\$189,504,724	▲9.8%	\$1,255,951,369	\$1,222,359,759	▲2.7%
* Slot/EGD/VLT Revenue - Net	\$ 93,640,541	\$ 87,748,205	▲6.7%	\$186,515,906	\$171,935,285	▲8.5%	\$1,125,584,182	\$1,099,803,911	▲2.3%
* Slot/EGD/VLT Promo/Freeplay	\$ 10,418,816	\$ 8,816,574	▲18.2%	\$ 21,558,897	\$ 17,569,439	▲22.7%	\$ 130,367,187	\$ 122,555,848	▲6.4%
* Slot/EGD/VLT Units	8,141	8,506	▼4.3%	8,141	8,506	▼4.3%	8,445	8,605	▼1.9%
* Slot/EGD/VLT WPU - Gross	\$ 441	\$ 405	▲8.7%	\$ 426	\$ 378	▲12.8%	\$ 406	\$ 389	▲4.4%
* Slot/EGD/VLT WPU - Net	\$ 397	\$ 368	▲7.7%	\$ 382	\$ 343	▲11.5%	\$ 364	\$ 350	▲4.0%
* Table Games Revenue - Gross	\$ 17,701,746	\$ 17,995,233	▼1.6%	\$ 33,704,971	\$ 37,140,067	▼9.2%	\$ 213,458,308	\$ 226,804,195	▼5.9%
* Table Games Revenue - Net	\$ 16,636,175	\$ 17,504,996	▼5.0%	\$ 31,576,818	\$ 36,033,676	▼12.4%	\$ 201,591,967	\$ 217,800,485	▼7.4%
* Table Games Promo/Matchplay	\$ 1,065,571	\$ 490,237	▲117.4%	\$ 2,128,153	\$ 1,106,391	▲92.4%	\$ 11,866,341	\$ 9,003,710	▲31.8%
Table Games Units	259	266	▼2.6%	259	266	▼2.6%	265	264	▲0.5%
* Table Games WPU - Gross	\$ 2,357	\$ 2,416	▼2.5%	\$ 2,169	\$ 2,367	▼8.3%	\$ 2,202	\$ 2,358	▼6.6%
* Table Games WPU - Net	\$ 2,215	\$ 2,350	▼5.8%	\$ 2,032	\$ 2,296	▼11.5%	\$ 2,080	\$ 2,265	▼8.2%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
Total Gaming Revenue - Gross	\$121,761,104	\$114,560,012	▲6.3%	\$241,779,774	\$226,644,791	▲6.7%	\$1,469,409,677	\$1,449,163,954	▲1.4%
* Total Gaming Revenue - Net	\$110,276,716	\$105,253,201	▲4.8%	\$218,092,724	\$207,968,962	▲4.9%	\$1,327,176,149	\$1,317,604,396	▲0.7%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis



Mississippi	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
Slot/EGD/VLT Revenue - Gross	\$141,536,354	\$143,259,384	▼1.2%	\$286,203,394	\$286,717,362	▼0.2%	\$1,776,901,116	\$1,774,223,022	▲0.2%
* Slot/EGD/VLT Revenue - Net	\$124,600,785	\$126,171,167	▼1.2%	\$251,564,658	\$252,111,009	▼0.2%	\$1,562,642,126	\$1,561,330,374	▲0.1%
* Slot/EGD/VLT Promo/Freeplay	\$ 16,935,569	\$ 17,088,217	▼0.9%	\$ 34,638,736	\$ 34,606,354	▲0.1%	\$ 214,258,990	\$ 212,892,648	▲0.6%
Slot/EGD/VLT Units	24,700	26,169	▼5.6%	24,752	26,385	▼6.2%	25,185	26,906	▼6.4%
* Slot/EGD/VLT WPU - Gross	\$ 198	\$ 196	▲1.1%	\$ 193	\$ 184	▲4.6%	\$ 193	\$ 181	▲6.7%
* Slot/EGD/VLT WPU - Net	\$ 174	\$ 172	▲1.0%	\$ 169	\$ 162	▲4.6%	\$ 170	\$ 159	▲6.6%
Table Games Revenue - Gross	\$ 29,158,176	\$ 26,883,310	▲8.5%	\$ 57,207,053	\$ 53,938,142	▲6.1%	\$ 367,074,158	\$ 328,964,998	▲11.6%
* Table Games Revenue - Net	\$ 28,758,550	\$ 26,520,955	▲8.4%	\$ 56,431,208	\$ 53,193,825	▲6.1%	\$ 361,924,616	\$ 324,557,354	▲11.5%
* Table Games Promo/Matchplay	\$ 399,626	\$ 362,356	▲10.3%	\$ 775,845	\$ 744,317	▲4.2%	\$ 5,149,542	\$ 4,407,644	▲16.8%
Table Games Units	743	745	▼0.3%	744	750	▼0.8%	791	774	▲2.2%
* Table Games WPU - Gross	\$ 1,353	\$ 1,289	▲5.0%	\$ 1,282	\$ 1,220	▲5.1%	\$ 1,268	\$ 1,165	▲8.8%
* Table Games WPU - Net	\$ 1,335	\$ 1,271	▲5.0%	\$ 1,265	\$ 1,203	▲5.2%	\$ 1,250	\$ 1,149	▲8.8%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
Total Gaming Revenue - Gross	\$170,694,530	\$170,142,694	▲0.3%	\$343,410,447	\$340,655,505	▲0.8%	\$2,143,975,274	\$2,103,188,020	▲1.9%
* Total Gaming Revenue - Net	\$153,359,335	\$152,692,122	▲0.4%	\$307,995,866	\$305,304,834	▲0.9%	\$1,924,566,742	\$1,885,887,727	▲2.1%
Sports Betting Revenue	\$ 2,105,780	\$ 2,756,439	▼23.6%	\$ 6,743,746	\$ 5,549,677	▲21.5%	\$ 45,645,441	\$ 20,080,287	▲127.3%
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

Missouri	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
Slot/EGD/VLT Revenue - Gross	\$128,361,580	\$113,966,181	▲12.6%	\$244,576,046	\$219,980,858	▲11.2%	\$1,497,159,940	\$1,489,604,159	▲0.5%
* Slot/EGD/VLT Revenue - Net	\$116,986,129	\$103,870,728	▲12.6%	\$222,922,208	\$200,507,729	▲11.2%	\$1,364,736,039	\$1,357,750,238	▲0.5%
* Slot/EGD/VLT Promo/Freeplay	\$ 11,375,451	\$ 10,095,453	▲12.7%	\$ 21,653,839	\$ 19,473,128	▲11.2%	\$ 132,423,901	\$ 131,853,922	▲0.4%
Slot/EGD/VLT Units	15,906	16,238	▼2.0%	15,915	16,240	▼2.0%	15,984	16,397	▼2.5%
* Slot/EGD/VLT WPU - Gross	\$ 278	\$ 251	▲11.0%	\$ 256	\$ 230	▲11.6%	\$ 256	\$ 249	▲2.8%
* Slot/EGD/VLT WPU - Net	\$ 254	\$ 228	▲11.0%	\$ 233	\$ 209	▲11.6%	\$ 233	\$ 227	▲2.8%
* Table Games Revenue - Gross	\$ 21,573,889	\$ 20,312,489	▲6.2%	\$ 44,256,914	\$ 40,362,850	▲9.6%	\$ 260,822,749	\$ 254,576,161	▲2.5%
* Table Games Revenue - Net	\$ 19,828,188	\$ 18,665,135	▲6.2%	\$ 40,672,755	\$ 37,088,648	▲9.7%	\$ 239,565,037	\$ 233,870,361	▲2.4%
* Table Games Promo/Matchplay	\$ 1,745,702	\$ 1,647,354	▲6.0%	\$ 3,584,158	\$ 3,274,202	▲9.5%	\$ 21,257,713	\$ 20,705,800	▲2.7%
Table Games Units	438	460	▼4.8%	439	460	▼4.7%	454	462	▼1.9%
* Table Games WPU - Gross	\$ 1,698	\$ 1,577	▲7.7%	\$ 1,682	\$ 1,487	▲13.1%	\$ 1,571	\$ 1,509	▲4.1%
* Table Games WPU - Net	\$ 1,561	\$ 1,449	▲7.7%	\$ 1,546	\$ 1,367	▲13.1%	\$ 1,443	\$ 1,386	▲4.1%
* Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
* Other Gaming Units	73	73	▲0.0%	73	73	▲0.0%	73	74	▼0.7%
Total Gaming Revenue - Gross	\$149,935,470	\$134,278,670	▲11.7%	\$288,832,960	\$260,343,708	▲10.9%	\$1,757,982,689	\$1,744,180,320	▲0.8%
* Total Gaming Revenue - Net	\$136,814,317	\$122,535,864	▲11.7%	\$263,594,963	\$237,596,377	▲10.9%	\$1,604,301,076	\$1,591,620,598	▲0.8%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis





Nevada	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$ 680,306	\$ 637,620	▲6.7%	\$ 1,385,396	\$ 1,327,886	▲4.3%	\$ 8,380,827	\$ 8,098,466	▲3.5%
Slot/EGD/VLT Revenue - Net	\$ 648,478	\$ 608,323	▲6.6%	\$ 1,320,980	\$ 1,266,849	▲4.3%	\$ 7,988,828	\$ 7,719,860	▲3.5%
* Slot/EGD/VLT Promo/Freeplay	\$ 31,828	\$ 29,297	▲8.6%	\$ 64,416	\$ 61,037	▲5.5%	\$ 391,999	\$ 378,606	▲3.5%
Slot/EGD/VLT Units	139,753	140,359	▼0.4%	140,134	140,387	▼0.2%	140,510	140,947	▼0.3%
* Slot/EGD/VLT WPU - Gross	\$ 168	\$ 162	▲3.5%	\$ 165	\$ 160	▲2.8%	\$ 163	\$ 157	▲3.5%
* Slot/EGD/VLT WPU - Net	\$ 160	\$ 155	▲3.4%	\$ 157	\$ 153	▲2.7%	\$ 155	\$ 150	▲3.5%
* Table Games Revenue - Gross	\$ 390,074	\$ 402,800	▼3.2%	\$ 768,774	\$ 743,485	▲3.4%	\$ 4,141,366	\$ 4,200,475	▼1.4%
* Table Games Revenue - Net	\$ 352,931	\$ 364,158	▼3.1%	\$ 695,747	\$ 672,604	▲3.4%	\$ 3,752,015	\$ 3,803,748	▼1.4%
* Table Games Promo/Matchplay	\$ 37,143	\$ 38,642	▼3.9%	\$ 73,027	\$ 70,881	▲3.0%	\$ 389,351	\$ 396,727	▼1.9%
* Table Games Units	5,184	5,224	▼0.8%	5,199	5,241	▼0.8%	5,259	5,379	▼2.2%
* Table Games WPU - Gross	\$ 2,595	\$ 2,754	▼5.8%	\$ 2,465	\$ 2,404	▲2.5%	\$ 2,151	\$ 2,139	▲0.6%
* Table Games WPU - Net	\$ 2,348	\$ 2,490	▼5.7%	\$ 2,231	\$ 2,175	▲2.5%	\$ 1,949	\$ 1,937	▲0.6%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 1,070,380	\$ 1,040,419	▲2.9%	\$ 2,154,170	\$ 2,071,371	▲4.0%	\$ 12,522,193	\$ 12,298,941	▲1.8%
Total Gaming Revenue - Net	\$ 1,001,409	\$ 972,481	▲3.0%	\$ 2,016,727	\$ 1,939,453	▲4.0%	\$ 11,740,843	\$ 11,523,608	▲1.9%
* Sports Betting Revenue	\$ 41,219	\$ 39,058	▲5.5%	\$ 64,098	\$ 56,612	▲13.2%	\$ 374,903	\$ 357,829	▲4.8%
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis  
Nevada revenues are in thousands (000's)

New Jersey	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
Slot/EGD/VLT Revenue - Gross	\$157,001,379	\$139,555,806	▲12.5%	\$297,340,867	\$265,649,317	▲11.9%	\$1,953,547,281	\$1,832,863,595	▲6.6%
* Slot/EGD/VLT Revenue - Net	\$129,662,038	\$114,851,734	▲12.9%	\$243,540,220	\$215,983,731	▲12.8%	\$1,604,824,176	\$1,508,855,628	▲6.4%
Slot/EGD/VLT Promo/Freeplay	\$ 27,339,341	\$ 24,704,072	▲10.7%	\$ 53,800,647	\$ 49,665,586	▲8.3%	\$ 348,723,105	\$ 324,007,967	▲7.6%
Slot/EGD/VLT Units	17,688	17,796	▼0.6%	17,746	17,799	▼0.3%	17,765	17,021	▲4.4%
* Slot/EGD/VLT WPU - Gross	\$ 306	\$ 280	▲9.3%	\$ 279	\$ 253	▲10.4%	\$ 300	\$ 295	▲1.8%
* Slot/EGD/VLT WPU - Net	\$ 253	\$ 230	▲9.7%	\$ 229	\$ 206	▲11.2%	\$ 247	\$ 243	▲1.6%
Table Games Revenue - Gross	\$ 59,534,095	\$ 55,274,237	▲7.7%	\$107,913,142	\$103,070,092	▲4.7%	\$ 742,279,048	\$ 690,814,766	▲7.4%
* Table Games Revenue - Net	\$ 56,789,555	\$ 52,743,100	▲7.7%	\$102,981,171	\$ 98,391,983	▲4.7%	\$ 708,109,976	\$ 659,232,458	▲7.4%
* Table Games Promo/Matchplay	\$ 2,744,540	\$ 2,531,137	▲8.4%	\$ 4,931,971	\$ 4,678,109	▲5.4%	\$ 34,169,072	\$ 31,582,308	▲8.2%
Table Games Units	1,088	1,098	▼0.9%	1,090	1,097	▼0.6%	1,089	1,031	▲5.6%
Table Games WPU - Gross	\$ 1,887	\$ 1,798	▲4.9%	\$ 1,650	\$ 1,593	▲3.6%	\$ 1,862	\$ 1,835	▲1.5%
Table Games WPU - Net	\$ 1,800	\$ 1,716	▲4.9%	\$ 1,575	\$ 1,521	▲3.5%	\$ 1,776	\$ 1,751	▲1.4%
Other Gaming Revenue	\$ 1,781,168	\$ 1,859,283	▼4.2%	\$ 4,922,510	\$ 5,245,915	▼6.2%	\$ 26,925,318	\$ 28,625,909	▼5.9%
Other Gaming Units	188	194	▼3.1%	220	219	▲0.5%	203	205	▼1.3%
Total Gaming Revenue - Gross	\$218,316,642	\$196,689,326	▲11.0%	\$410,176,519	\$373,965,324	▲9.7%	\$2,722,751,647	\$2,552,304,270	▲6.7%
* Total Gaming Revenue - Net	\$188,232,761	\$169,454,117	▲11.1%	\$351,443,901	\$319,621,629	▲10.0%	\$2,339,859,470	\$2,196,713,995	▲6.5%
Sports Betting Revenue	\$ 17,000,928	\$ 12,732,740	▲33.5%	\$ 70,562,554	\$ 31,510,322	▲123.9%	\$ 338,378,471	\$ 125,532,714	▲169.6%
Internet Gaming Revenue	\$ 51,987,768	\$ 31,748,726	▲63.7%	\$107,074,358	\$ 65,343,117	▲63.9%	\$ 524,426,547	\$ 320,089,556	▲63.8%

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



New York	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$243,018,789	\$226,015,588	▲7.5%	\$481,711,436	\$443,390,956	▲8.6%	\$2,928,230,897	\$2,798,249,422	▲4.6%
Slot/EGD/VLT Revenue - Net	\$214,410,022	\$199,636,218	▲7.4%	\$424,696,067	\$389,420,568	▲9.1%	\$2,572,345,867	\$2,451,066,190	▲4.9%
Slot/EGD/VLT Promo/Freeplay	\$ 28,608,768	\$ 26,379,370	▲8.5%	\$ 57,015,369	\$ 53,970,388	▲5.6%	\$ 355,885,030	\$ 347,183,231	▲2.5%
Slot/EGD/VLT Units	22,215	24,477	▼9.2%	22,256	24,552	▼9.3%	22,873	24,753	▼7.6%
* Slot/EGD/VLT WPU - Gross	\$ 377	\$ 330	▲14.4%	\$ 361	\$ 306	▲17.9%	\$ 350	\$ 310	▲12.9%
* Slot/EGD/VLT WPU - Net	\$ 333	\$ 291	▲14.3%	\$ 318	\$ 269	▲18.3%	\$ 307	\$ 271	▲13.3%
* Table Games Revenue - Gross	\$ 17,807,081	\$ 14,272,903	▲24.8%	\$ 33,849,252	\$ 27,437,885	▲23.4%	\$ 198,499,868	\$ 175,059,750	▲13.4%
Table Games Revenue - Net	\$ 16,609,296	\$ 12,605,423	▲31.8%	\$ 31,364,137	\$ 24,243,025	▲29.4%	\$ 179,787,617	\$ 152,343,754	▲18.0%
Table Games Promo/Matchplay	\$ 1,197,785	\$ 1,667,480	▼28.2%	\$ 2,485,115	\$ 3,194,860	▼22.2%	\$ 18,712,251	\$ 22,715,996	▼17.6%
Table Games Units	293	310	▼5.5%	293	315	▼7.0%	296	314	▼6.0%
* Table Games WPU - Gross	\$ 2,096	\$ 1,644	▲27.4%	\$ 1,925	\$ 1,476	▲30.4%	\$ 1,835	\$ 1,526	▲20.3%
* Table Games WPU - Net	\$ 1,955	\$ 1,452	▲34.6%	\$ 1,784	\$ 1,304	▲36.8%	\$ 1,662	\$ 1,328	▲25.2%
Other Gaming Revenue	\$ 1,120,230	\$ 1,104,495	▲1.4%	\$ 2,235,442	\$ 2,209,458	▲1.2%	\$ 13,488,227	\$ 14,159,271	▼4.7%
Other Gaming Units	56	61	▼8.2%	56	61	▼8.2%	56	61	▼7.8%
* Total Gaming Revenue - Gross	\$261,946,100	\$241,392,986	▲8.5%	\$517,796,130	\$473,038,299	▲9.5%	\$3,140,218,992	\$2,987,468,443	▲5.1%
Total Gaming Revenue - Net	\$232,139,548	\$213,346,136	▲8.8%	\$458,295,646	\$415,873,051	▲10.2%	\$2,765,621,711	\$2,617,569,215	▲5.7%
Sports Betting Revenue	\$ (179,592)	\$ -	n/a	\$ 1,763,759	\$ -	n/a	\$ 9,547,182	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis

Ohio	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$172,979,134	\$153,141,375	▲13.0%	\$341,392,435	\$294,187,414	▲16.0%	\$2,019,205,279	\$1,890,591,035	▲6.8%
Slot/EGD/VLT Revenue - Net	\$146,481,779	\$131,600,445	▲11.3%	\$289,372,710	\$251,256,676	▲15.2%	\$1,708,847,641	\$1,607,474,685	▲6.3%
Slot/EGD/VLT Promo/Freeplay	\$ 26,497,355	\$ 21,540,930	▲23.0%	\$ 52,019,725	\$ 42,930,738	▲21.2%	\$ 310,357,638	\$ 283,116,350	▲9.6%
Slot/EGD/VLT Units	18,985	18,666	▲1.7%	18,966	18,671	▲1.6%	18,800	18,627	▲0.9%
* Slot/EGD/VLT WPU - Gross	\$ 314	\$ 293	▲7.2%	\$ 300	\$ 267	▲12.3%	\$ 293	\$ 278	▲5.5%
* Slot/EGD/VLT WPU - Net	\$ 266	\$ 252	▲5.7%	\$ 254	\$ 228	▲11.5%	\$ 248	\$ 236	▲5.0%
* Table Games Revenue - Gross	\$ 27,411,086	\$ 24,764,102	▲10.7%	\$ 54,082,329	\$ 47,291,833	▲14.4%	\$ 297,827,651	\$ 286,409,705	▲4.0%
Table Games Revenue - Net	\$ 24,942,006	\$ 23,351,899	▲6.8%	\$ 49,509,488	\$ 44,435,082	▲11.4%	\$ 275,828,630	\$ 268,929,446	▲2.6%
Table Games Promo/Matchplay	\$ 2,469,080	\$ 1,412,203	▲74.8%	\$ 4,572,841	\$ 2,856,751	▲60.1%	\$ 21,999,021	\$ 17,480,259	▲25.9%
Table Games Units	413	401	▲3.0%	413	401	▲3.0%	411	404	▲1.8%
* Table Games WPU - Gross	\$ 2,289	\$ 2,206	▲3.8%	\$ 2,182	\$ 1,999	▲9.2%	\$ 1,980	\$ 1,943	▲1.9%
* Table Games WPU - Net	\$ 2,082	\$ 2,080	▲0.1%	\$ 1,998	\$ 1,878	▲6.4%	\$ 1,834	\$ 1,824	▲0.5%
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$200,390,220	\$177,905,477	▲12.6%	\$395,474,764	\$341,479,247	▲15.8%	\$2,317,032,930	\$2,177,000,741	▲6.4%
Total Gaming Revenue - Net	\$171,423,785	\$154,952,344	▲10.6%	\$338,882,198	\$295,691,758	▲14.6%	\$1,984,676,271	\$1,876,404,131	▲5.8%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports

\*calculation based on C3 Gaming proprietary research and analysis





Pennsylvania	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$250,734,450	\$236,645,515	▲6.0%	\$490,320,813	\$463,249,586	▲5.8%	\$3,000,543,377	\$2,987,314,978	▲0.4%
Slot/EGD/VLT Revenue - Net	\$199,666,274	\$189,976,152	▲5.1%	\$389,977,920	\$369,818,302	▲5.5%	\$2,383,245,295	\$2,372,852,183	▲0.4%
Slot/EGD/VLT Promo/Freeplay	\$ 51,068,176	\$ 46,669,364	▲9.4%	\$100,342,894	\$ 93,431,284	▲7.4%	\$ 617,298,082	\$ 614,462,795	▲0.5%
Slot/EGD/VLT Units	24,122	25,277	▼4.6%	24,124	25,279	▼4.6%	24,418	25,548	▼4.4%
* Slot/EGD/VLT WPU - Gross	\$ 358	\$ 334	▲7.2%	\$ 339	\$ 311	▲9.1%	\$ 336	\$ 320	▲4.8%
* Slot/EGD/VLT WPU - Net	\$ 285	\$ 268	▲6.3%	\$ 269	\$ 248	▲8.7%	\$ 267	\$ 254	▲4.8%
Table Games Revenue - Gross	\$ 69,688,939	\$ 66,342,771	▲5.0%	\$135,305,316	\$133,457,278	▲1.4%	\$ 817,523,067	\$ 793,130,040	▲3.1%
Table Games Revenue - Net	\$ 69,688,939	\$ 66,342,771	▲5.0%	\$135,305,316	\$133,457,278	▲1.4%	\$ 817,523,067	\$ 793,130,040	▲3.1%
Table Games Promo/Matchplay	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Units	957	964	▼0.7%	954	963	▼1.0%	957	961	▼0.5%
* Table Games WPU - Gross	\$ 2,512	\$ 2,459	▲2.2%	\$ 2,364	\$ 2,348	▲0.7%	\$ 2,335	\$ 2,260	▲3.3%
* Table Games WPU - Net	\$ 2,512	\$ 2,459	▲2.2%	\$ 2,364	\$ 2,348	▲0.7%	\$ 2,335	\$ 2,260	▲3.3%
Other Gaming Revenue	\$ 7,737,086	\$ 7,656,540	▲1.1%	\$ 14,674,703	\$ 14,951,728	▼1.9%	\$ 87,642,127	\$ 89,285,062	▼1.8%
* Other Gaming Units	317	316	▲0.4%	317	316	▲0.3%	317	315	▲0.8%
Total Gaming Revenue - Gross	\$328,160,475	\$310,644,826	▲5.6%	\$640,300,832	\$611,658,592	▲4.7%	\$3,905,708,571	\$3,869,730,080	▲0.9%
Total Gaming Revenue - Net	\$277,092,299	\$263,975,463	▲5.0%	\$539,957,939	\$518,227,308	▲4.2%	\$3,288,410,490	\$3,255,267,285	▲1.0%
Sports Betting Revenue	\$ 4,722,252	\$ 1,946,817	▲142.6%	\$ 27,563,443	\$ 4,554,032	▲505.3%	\$ 107,122,378	\$ 7,070,621	▲1415.0%
Internet Gaming Revenue	\$ 19,490,815	\$ -	n/a	\$ 33,448,354	\$ -	n/a	\$ 67,048,103	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

Rhode Island	Current	Prior	% Change	Current	Prior	% Change	Current	Prior	% Change
	Month	Month		YTD	YTD		TTM	TTM	
	Feb-20	Feb-19		Feb-20	Feb-19		Feb-20	Feb-19	
* Slot/EGD/VLT Revenue - Gross	\$ 51,882,073	\$ 49,903,047	▲4.0%	\$100,583,890	\$ 97,063,421	▲3.6%	\$ 601,762,716	\$ 607,581,041	▼1.0%
Slot/EGD/VLT Revenue - Net	\$ 43,782,340	\$ 42,112,276	▲4.0%	\$ 84,880,920	\$ 81,910,060	▲3.6%	\$ 507,816,638	\$ 512,726,617	▼1.0%
* Slot/EGD/VLT Promo/Freeplay	\$ 8,099,733	\$ 7,790,771	▲4.0%	\$ 15,702,970	\$ 15,153,361	▲3.6%	\$ 93,946,078	\$ 94,854,424	▼1.0%
Slot/EGD/VLT Units	5,096	5,179	▼1.6%	5,098	5,182	▼1.6%	5,104	5,246	▼2.7%
* Slot/EGD/VLT WPU - Gross	\$ 351	\$ 344	▲2.0%	\$ 329	\$ 317	▲3.6%	\$ 322	\$ 317	▲1.5%
* Slot/EGD/VLT WPU - Net	\$ 296	\$ 290	▲2.0%	\$ 278	\$ 268	▲3.6%	\$ 272	\$ 268	▲1.5%
* Table Games Revenue - Gross	\$ 8,846,519	\$ 12,546,141	▼29.5%	\$ 17,202,443	\$ 25,793,882	▼33.3%	\$ 118,710,667	\$ 138,132,545	▼14.1%
Table Games Revenue - Net	\$ 8,345,773	\$ 11,835,982	▼29.5%	\$ 16,228,720	\$ 24,333,851	▼33.3%	\$ 111,991,195	\$ 130,313,722	▼14.1%
* Table Games Promo/Matchplay	\$ 500,746	\$ 710,159	▼29.5%	\$ 973,723	\$ 1,460,031	▼33.3%	\$ 6,719,472	\$ 7,818,823	▼14.1%
Table Games Units	0	0	n/a	0	0	n/a	0	0	n/a
* Table Games WPU - Gross	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
* Table Games WPU - Net	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Other Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Other Gaming Units	0	0	n/a	0	0	n/a	0	0	n/a
* Total Gaming Revenue - Gross	\$ 60,728,592	\$ 62,449,188	▼2.8%	\$117,786,333	\$122,857,303	▼4.1%	\$ 720,473,383	\$ 745,713,586	▼3.4%
Total Gaming Revenue - Net	\$ 52,128,113	\$ 53,948,258	▼3.4%	\$101,109,640	\$106,243,911	▼4.8%	\$ 619,807,833	\$ 643,040,339	▼3.6%
Sports Betting Revenue	\$ 2,323,432	\$ (890,623)	n/a	\$ 5,602,673	\$ (730,645)	n/a	\$ 24,140,013	\$ 300,265	▲7939.6%
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



South Dakota	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
Slot/EGD/VLT Revenue - Gross	\$ 7,020,777	\$ 6,067,537	▲15.7%	\$ 14,493,154	\$ 13,062,978	▲10.9%	\$ 98,476,848	\$ 93,422,525	▲5.4%
* Slot/EGD/VLT Revenue - Net	\$ 5,627,814	\$ 4,638,358	▲21.3%	\$ 11,400,945	\$ 10,102,981	▲12.8%	\$ 79,666,314	\$ 75,890,068	▲5.0%
Slot/EGD/VLT Promo/Freeplay	\$ 1,392,963	\$ 1,429,179	▼2.5%	\$ 3,092,210	\$ 2,959,997	▲4.5%	\$ 18,810,534	\$ 17,532,457	▲7.3%
Slot/EGD/VLT Units	2,761	2,844	▼2.9%	2,758	2,855	▼3.4%	2,834	2,951	▼4.0%
* Slot/EGD/VLT WPU - Gross	\$ 88	\$ 76	▲15.1%	\$ 88	\$ 78	▲13.0%	\$ 95	\$ 87	▲9.5%
* Slot/EGD/VLT WPU - Net	\$ 70	\$ 58	▲20.7%	\$ 69	\$ 60	▲14.9%	\$ 77	\$ 70	▲9.0%
Table Games Revenue - Gross	\$ 1,033,573	\$ 914,312	▲13.0%	\$ 2,046,749	\$ 1,788,521	▲14.4%	\$ 12,170,992	\$ 11,964,563	▲1.7%
Table Games Revenue - Net	\$ 1,033,573	\$ 914,312	▲13.0%	\$ 2,046,749	\$ 1,788,521	▲14.4%	\$ 12,170,992	\$ 11,964,563	▲1.7%
Table Games Promo/Matchplay	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Units	82	81	▲1.2%	82	81	▲1.9%	81	79	▲3.4%
* Table Games WPU - Gross	\$ 435	\$ 403	▲7.8%	\$ 416	\$ 377	▲10.5%	\$ 409	\$ 417	▼1.9%
* Table Games WPU - Net	\$ 435	\$ 403	▲7.8%	\$ 416	\$ 377	▲10.5%	\$ 409	\$ 417	▼1.9%
Other Gaming Revenue	\$ 99,230	\$ 101,751	▼2.5%	\$ 203,665	\$ 206,422	▼1.3%	\$ 1,313,844	\$ 1,189,340	▲10.5%
Other Gaming Units	18	18	▲0.0%	18	18	▲0.0%	18	17	▲6.9%
Total Gaming Revenue - Gross	\$ 8,153,580	\$ 7,083,600	▲15.1%	\$ 16,743,568	\$ 15,057,922	▲11.2%	\$ 111,961,683	\$ 106,576,428	▲5.1%
* Total Gaming Revenue - Net	\$ 6,760,617	\$ 5,654,421	▲19.6%	\$ 13,651,358	\$ 12,097,924	▲12.8%	\$ 93,151,149	\$ 89,043,971	▲4.6%
Sports Betting Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis

West Virginia	Current Month	Prior Month	%	Current YTD	Prior YTD	%	Current TTM	Prior TTM	%
	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change	Feb-20	Feb-19	Change
* Slot/EGD/VLT Revenue - Gross	\$ 44,768,621	\$ 56,873,721	▼21.3%	\$ 99,903,219	\$ 97,962,853	▲2.0%	\$ 578,682,900	\$ 584,772,089	▼1.0%
Slot/EGD/VLT Revenue - Net	\$ 38,912,205	\$ 49,764,152	▼21.8%	\$ 87,248,273	\$ 85,685,996	▲1.8%	\$ 501,956,544	\$ 510,165,543	▼1.6%
Slot/EGD/VLT Promo/Freeplay	\$ 5,856,416	\$ 7,109,569	▼17.6%	\$ 12,654,946	\$ 12,276,857	▲3.1%	\$ 76,726,356	\$ 74,606,546	▲2.8%
Slot/EGD/VLT Units	5,391	5,567	▼3.2%	5,428	5,535	▼1.9%	5,431	5,743	▼5.4%
* Slot/EGD/VLT WPU - Gross	\$ 286	\$ 365	▼21.5%	\$ 307	\$ 300	▲2.3%	\$ 291	\$ 279	▲4.4%
* Slot/EGD/VLT WPU - Net	\$ 249	\$ 319	▼22.0%	\$ 268	\$ 262	▲2.1%	\$ 253	\$ 243	▲3.8%
Table Games Revenue - Gross	\$ 8,874,728	\$ 7,483,767	▲18.6%	\$ 17,115,505	\$ 15,032,199	▲13.9%	\$ 101,111,935	\$ 98,331,345	▲2.8%
Table Games Revenue - Net	\$ 8,874,728	\$ 7,483,767	▲18.6%	\$ 17,115,505	\$ 15,032,199	▲13.9%	\$ 101,111,935	\$ 98,331,345	▲2.8%
Table Games Promo/Matchplay	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a
Table Games Units	181	180	▲0.6%	181	180	▲0.6%	181	182	▼0.7%
* Table Games WPU - Gross	\$ 1,691	\$ 1,485	▲13.9%	\$ 1,576	\$ 1,415	▲11.3%	\$ 1,529	\$ 1,480	▲3.3%
* Table Games WPU - Net	\$ 1,691	\$ 1,485	▲13.9%	\$ 1,576	\$ 1,415	▲11.3%	\$ 1,529	\$ 1,480	▲3.3%
* Other Gaming Revenue	\$ 564,801	\$ 585,153	▼3.5%	\$ 1,284,599	\$ 1,316,254	▼2.4%	\$ 6,958,190	\$ 7,148,448	▼2.7%
* Other Gaming Units	59	59	▲0.0%	59	59	▲0.0%	59	61	▼3.3%
* Total Gaming Revenue - Gross	\$ 54,208,150	\$ 64,942,641	▼16.5%	\$ 118,303,323	\$ 114,311,306	▲3.5%	\$ 686,753,024	\$ 690,251,882	▼0.5%
Total Gaming Revenue - Net	\$ 48,351,734	\$ 57,833,072	▼16.4%	\$ 105,648,377	\$ 102,034,449	▲3.5%	\$ 610,026,668	\$ 615,645,336	▼0.9%
Sports Betting Revenue	\$ (626,470)	\$ 171,090	▼466.2%	\$ 3,024,803	\$ 1,917,323	▲57.8%	\$ 20,249,857	\$ 8,465,330	▲139.2%
Internet Gaming Revenue	\$ -	\$ -	n/a	\$ -	\$ -	n/a	\$ -	\$ -	n/a

Source: C3 Gaming, state gaming control board/commission, public reports \*calculation based on C3 Gaming proprietary research and analysis



## **ABOUT C3 GAMING**

Casino Consultants Consortium (C3 Gaming) is the most diverse network of consultants in the gaming and hospitality industry. The firm provides clients with the most appropriate team of consulting professionals to solve their business problems and meet their business needs. C3's network is comprised of independent casino consultants, architectural firms, market research providers, marketing and advertising firms, business intelligence/ data/ technology firms, and financial professionals with high levels of expertise in the casino and hospitality industry. C3 Gaming' core services include casino feasibility studies, expansion studies, operations analysis, marketing analysis, market research, table game integrity, marketing plan development and business plan development.



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