



Office of the Liquor and Gambling Commissioner Gaming Administration

ANNUAL STATISTICS (1995 -2004)

Gaming Machine Expenditure (Net gambling revenue) - 1995 to 2004

	1994/95 (\$mil)	1995/96 (\$mil)	1996/97 (\$mil)	1997/98 (\$mil)	1998/99 (\$mil)	1999/00 (\$mil)	2000/01 (\$mil)	2001/02 (\$mil)	2002/03 (\$mil)	2003/04 (\$mil)
Hotels	168.451	288.427	333.044	364.528	409.997	452.528	506.924	567.592	623.792	670.267
Clubs	18.536	30.846	31.211	30.101	32.469	33.460	36.546	39.222	45.283	53.337
Total	186.987	319.273	364.255	394.629	442.466	485.988	543.470	606.814	669.075	723.604

Gaming Machine Tax - 1995 to 2004

	1994/95 (\$mil)	1995/96 (\$mil)	1996/97 (\$mil)	1997/98 (\$mil)	1998/99 (\$mil)	1999/00 (\$mil)	2000/01 ¹ (\$mil)	2001/02 (\$mil)	2002/03 (\$mil)	2003/04 (\$mil)
Hotels	56.376	99.555	123.338	149.181	180.401	200.490	180.832	203.245	234.166	269.860
Clubs	6.142	10.559	11.161	11.494	10.870	11.288	9.084	9.826	11.118	13.660
Total	62.518	110.114	134.499	160.675	191.271	211.778	189.916	213.071	245.284	283.520

¹ Tax rates reduced with the introduction of GST

Average net gambling revenue per machine per day - 1995 to 2004

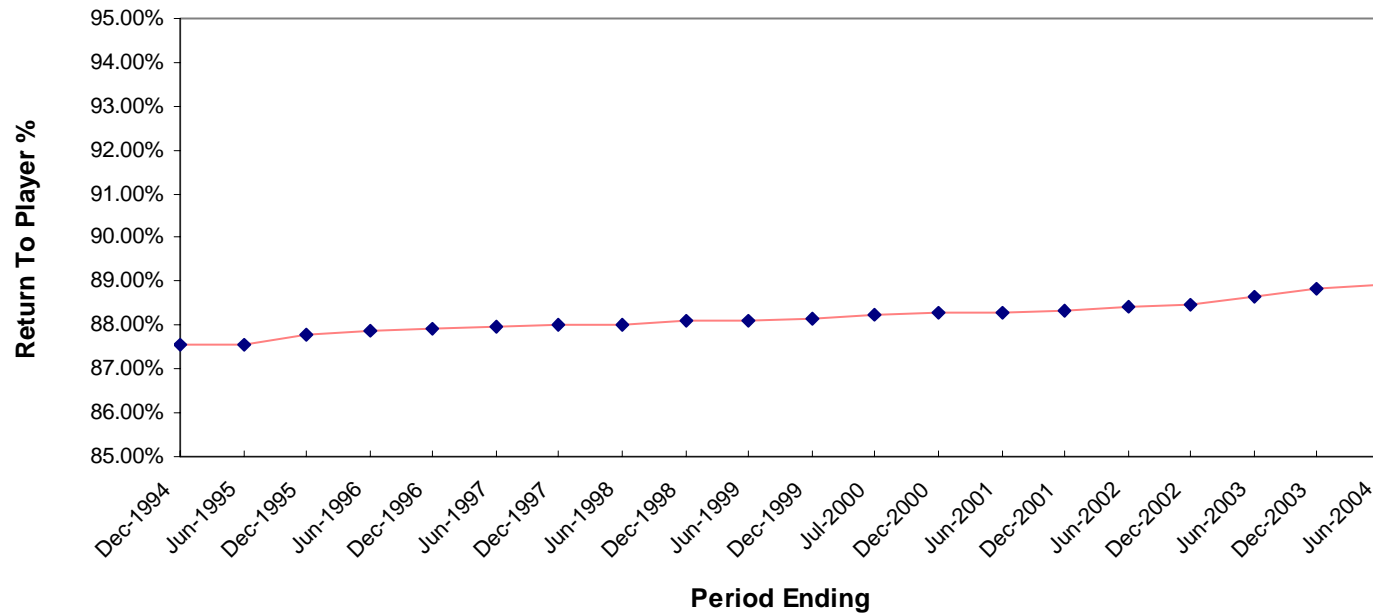
	1994/95	1995/96	1996/97	1997/98	1998/99	1999/00	2000/01	2001/02	2002/03	2003/04
Ave NGR per machine per day	\$98	\$105	\$100	\$101	\$107	\$107	\$111	\$115	\$124	\$134

Return to player - 1995 to 2004¹

	1994/95	1995/96	1996/97	1997/98	1998/99	1999/00	2000/01	2001/02	2002/03	2003/04
Return to Player	87.56%	87.82%	87.95%	88.01%	88.12%	88.21%	88.30%	88.39%	88.57%	88.87%

¹ From 1 October 2001 all new games and machines installed after this date, must have a minimum return to player of 87.5% (increased from 85%). While the actual return to player has continued to increase steadily each year, it is expected that this change to the minimum RTP will impact further as older games and machines installed prior to 1 October 2001 are removed and replaced with new games with a minimum return to player of 87.5%.

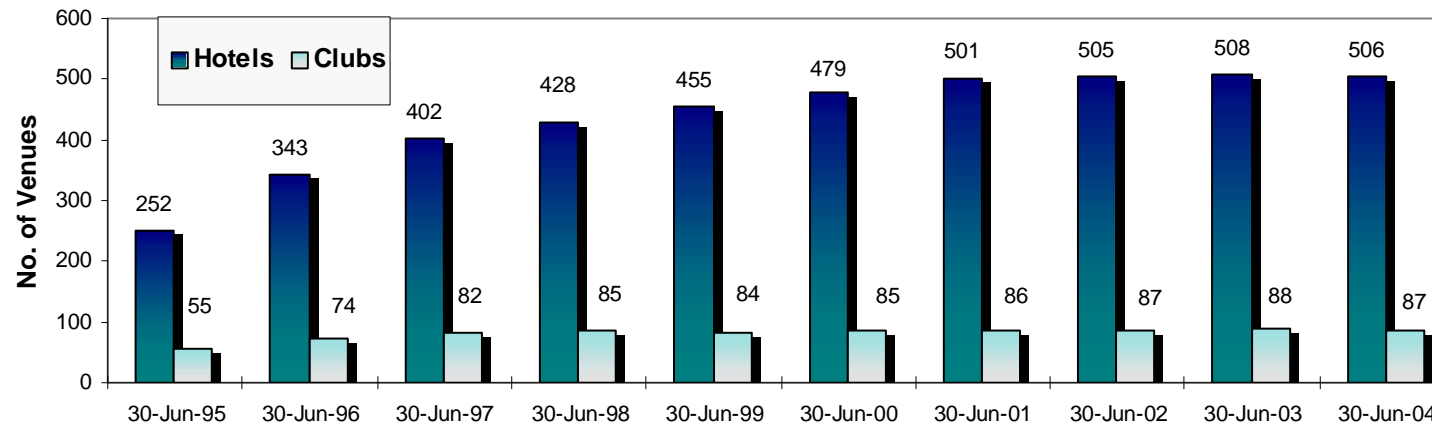
Average return to player % - 6 monthly since commencement of gaming



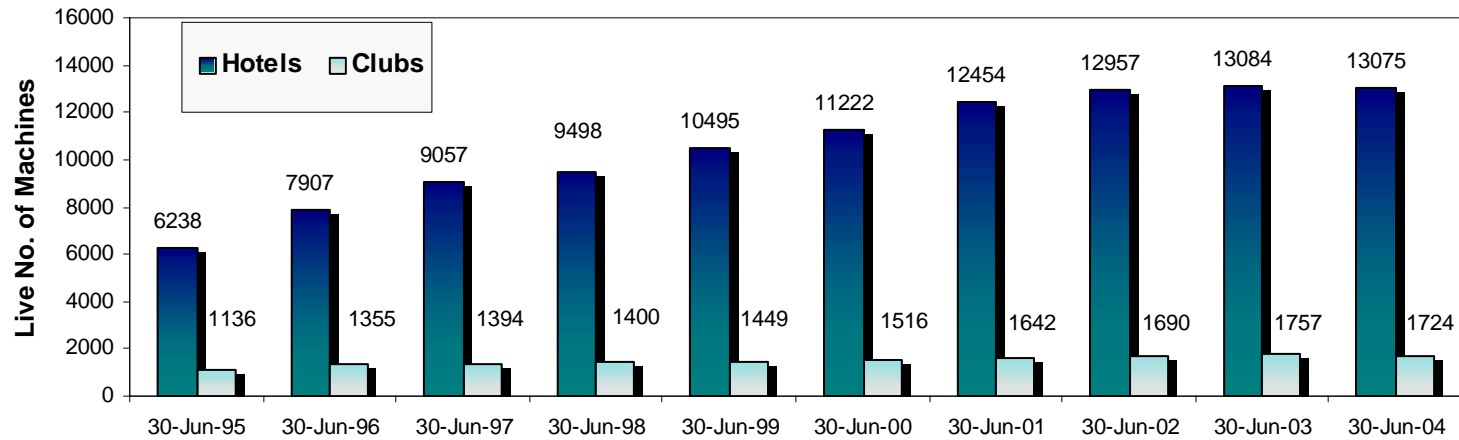
Live venues and machines - 1995 to 2004

	30 Jun 95	30 Jun 96	30 Jun 97	30 Jun 98	30 Jun 99	30 Jun 00	30 Jun 01	30 Jun 02	30 Jun 03	30 Jun 04
No of venues	307	417	484	513	539	564	587	592	596	593
No of machines	7,372	9,262	10,451	10,898	11,944	12,738	14,096	14,647	14,841	14,799

Growth in gaming venues



Growth in gaming machine installations



Number of clubs by machine range - 1995 to 2004

<i>No of machines</i>	<i>30 Jun 95</i>	<i>30 Jun 96</i>	<i>30 Jun 97</i>	<i>30 Jun 98</i>	<i>30 Jun 99</i>	<i>30 Jun 00</i>	<i>30 Jun 01</i>	<i>30 Jun 02</i>	<i>30 Jun 03</i>	<i>30 Jun 04</i>
1 to 10	14	25	33	35	33	33	30	31	30	30
11 to 20	21	28	29	30	29	28	29	27	27	27
21 to 30	6	6	4	5	7	7	7	8	8	8
31 to 40	14	15	16	15	15	17	20	21	23	22
Total	55	74	82	85	84	85	86	87	88	87

Number of hotels by machine range - 1995 to 2004

<i>No of machines</i>	<i>30 Jun 95</i>	<i>30 Jun 96</i>	<i>30 Jun 97</i>	<i>30 Jun 98</i>	<i>30 Jun 99</i>	<i>30 Jun 00</i>	<i>30 Jun 01</i>	<i>30 Jun 02</i>	<i>30 Jun 03</i>	<i>30 Jun 04</i>
1 to 10	66	111	136	149	151	158	150	137	138	136
11 to 20	46	68	79	83	81	80	83	86	85	85
21 to 30	37	34	39	43	44	47	41	42	41	41
31 to 40	103	130	148	153	179	194	227	240	244	244
Total	252	343	402	428	455	479	501	505	508	506

Manufacturer's share of gaming machine market - 1995 to 2004

	<i>Jun 95</i>	<i>Jun 96</i>	<i>Jun 97</i>	<i>Jun 98</i>	<i>Jun 99</i>	<i>Jun 00</i>	<i>Jun 01</i>	<i>Jun 02</i>	<i>Jun 03</i>	<i>Jun 04</i>
Aristocrat	3,544	5,452	6,424	6,851	7,762	8,838	9,827	10,479	10,468	10,168
IGT	1,410	1,353	1,441	1,475	1,565	1,662	1,659	1,772	1,932	2,242
Konami	-	-	-	-	-	100	292	466	876	1,021
Pacific	299	242	244	233	304	418	523	582	446	342
Ainsworth	-	-	-	-	-	-	-	-	93	307
Olympic	856	907	1,010	1,072	1,143	1,148	947	649	414	260
VGS	339	372	376	348	331	19	158	260	265	227
Datacraft	904	956	941	895	861	834	629	403	262	162
Atronic	-	-	-	-	-	-	66	70	81	85
Vidco	21	60	61	48	49	54	33	12	1	-
Total ¹	7,372	9,342	10,497	10,922	12,015	13,073	14,134	14,693	14,838	14,814

¹ The total number of gaming machines for June of each year as shown above, may be higher than the amount reported in the table **Live venues and machines** as the number of machines installed in venues as at the 30 June each year. The data shown in the table **Live venues and machines** above takes into account data on any machine installed at any time during June with the difference due to machines being installed and removed from venues.