

Gaming Machine Statistics

Manufacturer's Quarterly Market Report 2023/24

Please note: The total number of gaming machines given for each month is slightly higher than the actual number of live machines in the field at the end of that month. This is due to machines being installed and/or removed from venues during that monthly period.

| QUARTER 1 | Manufacturer | No. of Gaming Machines | % of Total |
|----------------|------------------|------------------------|------------|
| July 2023 | Aristocrat | 5 183 | 42.84% |
| | IGT | 2 995 | 24.75% |
| | Light and Wonder | 1 394 | 11.52% |
| | Konami | 1 325 | 10.95% |
| | Ainsworth | 941 | 7.78% |
| | Aruze | 200 | 1.65% |
| | Wymac | 61 | 0.50% |
| | TOTAL | 12 099 | |
| August 2023 | Aristocrat | 5 187 | 43.32% |
| | IGT | 2 930 | 24.47% |
| | Light and Wonder | 1 382 | 11.54% |
| | Konami | 1 286 | 10.74% |
| | Ainsworth | 928 | 7.75% |
| | Aruze | 201 | 1.68% |
| | Wymac | 61 | 0.51% |
| | TOTAL | 11 975 | |
| September 2023 | Aristocrat | 5 227 | 43.40% |
| | IGT | 2 929 | 24.32% |
| | Light and Wonder | 1 398 | 11.61% |
| | Konami | 1 293 | 10.73% |
| | Ainsworth | 935 | 7.76% |
| | Aruze | 202 | 1.68% |
| | Wymac | 61 | 0.51% |
| | TOTAL | 12 045 | |



Government of South Australia Consumer and Business Services