



## Evolution of the Online Gaming Market in Spain since the Regulated Market started operating

The Directorate General for Gaming Regulation informs about the evolution of the online gaming market in Spain from June 2012 –when the regulated gaming market started its operations in Spain– to 30 September, 2012.

### Amounts wagered and GGR (amounts wagered minus effectively paid prizes)

(in euros)

2012

	Amounts wagered	GGR	GGR/ Amounts
<b>June</b>	241,936,881	12,050,049	5.0 %
<b>July</b>	305,856,646	13,889,758	4.5 %
<b>August</b>	317,533,931	24,101,788	7.6 %
<b>September</b>	391,108,186	27,555,967	7.0 %
<b>TOTAL</b>	1,256,435,642	77,434,803	6.2 %

### Amounts Wagered by type of Game

(in euros)

Game	June	July	August	September	Total	%
<b>Fixed-odds Bets</b>	108,772,779	135,068,211	122,816,963	158,229,537	524,887,491	41.8
<b>Pari-mutuel Bets</b>	1,739,675	299,846	18,988,942	31,626,142	52,654,605	4.2
<b>Poker</b>	87,311,109	114,101,006	118,715,433	130,747,769	450,875,317	35.9
<b>Casino and other games</b>	43,175,890	55,577,802	56,090,509	69,367,087	224,211,288	17.8
<b>Contests</b>	937,427	809,778	922,085	1,137,651	3,806,941	0.3
<b>Totals</b>	241,936,881	305,856,643	317,533,931	391,108,186	1,256,435,642	100

### Tax revenue

Tax revenue from the Tax on Gaming Activities (Law 13/2011 on gaming regulation) has amounted to 111.17 million euros during the year 2012 (until September). 69.74 million euros were collected for this concept in 2011, between the approval of the aforesaid Law 13/2011 on 27 May and the end of that year.

12.78 million euros have been collected for the concept of Gaming Administrative Fee in 2012 (January to October).



### **Number of Registered Players**

Registered players are those individual persons who have been correctly validated by at least one gaming operator; that is, their identity has been positively verified and it has been checked that they are not included in the General Gaming Access Interdiction Register. Even if a person is registered with several operators, only one registered player appears.

Verifications refer to identity verification attempts by operators: The difference between the number of “Verifications” and the number of “Registered (Players)” can be explained both by wrongly performed verifications (which were quite numerous when the regulated market started operating) and by the fact that one player can be verified and registered by several operators.

	<b>June</b>	<b>July</b>	<b>August</b>	<b>September</b>	<b>Total</b>
<b>Registered in the month</b>	274,358	95,428	82,368	144,264	<b>596,418</b>
<b>Total Registered</b>	385,616*	481,044	563,412	707,676	<b>707,676</b>
<b>Verifications</b>	2,028,496 **	670,125	511,867	629,064	<b>3,839,552</b>

\*- There were 111,258 registered players prior to the start of the regulated gaming market.

\*\* - The high number of verifications in June is due to the fact that it is the month when the regulated market started operating.