



# Galena Video Gaming Revenue

Illinois Gaming Board Monthly Revenue Report

2012	
December	\$ 937 (first month of gaming)
<b>2012 Total</b>	<b>\$ 937</b>

2013	Revenue
January	\$ 1,496
February	\$ 1,731
March	\$ 2,250
April	\$ 2,670
May	\$ 2,349
June	\$ 2,061
July	\$ 2,153
August	\$ 2,151
September	\$ 1,817
October	\$ 2,299
November	\$ 2,106
December	\$ 1,977
<b>2013 Total</b>	<b>\$ 25,059</b>

2016	Revenue	Change
January	\$ 4,039	41%
February	\$ 3,105	-1%
March	\$ 4,361	-44%
April	\$ 4,338	31%
May	\$ 4,131	17%
June	\$ 4,102	4%
July	\$ 4,761	28%
August	\$ 4,122	-4%
September	\$ 4,094	2%
October	\$ 4,345	-4%
November	\$ 4,315	11%
December	\$ 4,259	14%
<b>2016 Total</b>	<b>\$ 49,972</b>	<b>-29.86%</b>

2019	Revenue	Change
January	\$ 4,217	-21%
February	\$ 4,792	-14%
March	\$ 6,054	-10%
April	\$ 5,406	-1%
May	\$ 5,070	-12%
June	\$ 5,750	-14%
July	\$ 6,190	-4%
August	\$ 6,597	18%
September	\$ 5,500	-8%
October	\$ 6,343	7%
November	\$ 6,392	1%
December	\$ 6,108	11%
<b>2019 Total</b>	<b>\$ 68,419</b>	<b>-4.0%</b>

2022	Revenue	Change
January	\$ 7,597	139%
February	\$ 4,917	-53%
March	\$ 9,046	11%
April	\$ 9,304	22%
May	\$ 9,568	8%
June	\$ 9,211	12%
July	\$ 10,690	47%
August	\$ 10,729	29%
September	\$ 10,475	26%
October	\$ 10,362	11%
November	\$ 10,143	29%
December	\$ 9,663	19%
<b>2022 Total</b>	<b>\$ 111,706</b>	<b>11.0%</b>

2014	Revenue	Change
January	\$ 2,185	46%
February	\$ 1,703	-2%
March	\$ 1,946	-14%
April	\$ 2,482	-7%
May	\$ 2,479	6%
June	\$ 2,125	3%
July	\$ 3,083	43%
August	\$ 3,016	40%
September	\$ 2,707	49%
October	\$ 3,101	35%
November	\$ 2,749	31%
December	\$ 2,304	17%
<b>2014 Total</b>	<b>\$ 29,879</b>	<b>19%</b>

2017	Revenue	Change
January	\$ 4,027	0%
February	\$ 3,885	20%
March	\$ 5,263	17%
April	\$ 4,495	3%
May	\$ 4,584	10%
June	\$ 4,229	3%
July	\$ 5,174	8%
August	\$ 5,887	30%
September	\$ 5,300	23%
October	\$ 6,215	30%
November	\$ 5,282	18%
December	\$ 6,173	31%
<b>2017 Total</b>	<b>\$ 60,513</b>	<b>21.09%</b>

2020	Revenue	Change
January	\$ 5,564	32%
February	\$ 6,362	33%
March	\$ 2,716	-55%
April	\$ 0	-100%
May	\$ 0	-100%
June	\$ 0	-100%
July	\$ 5,770	-7%
August	\$ 6,138	-7%
September	\$ 6,966	27%
October	\$ 5,359	-18%
November	\$ 3,207	-50%
December	\$ 0	-96%
<b>2020 Total</b>	<b>\$ 42,082</b>	<b>-38.5%</b>

2023	Revenue	Change
January	\$ 7,765	2%
February	\$ 6,712	37%
March	\$ 9,435	4%
April	\$ 8,576	-8%
May	\$ 9,395	-2%
June	\$ 7,946	-14%
July	\$ 9,374	-12%
August	\$ 9,977	-7%
September	\$ 10,173	-3%
October	\$ 10,469	1%
November	\$ 10,196	1%
December	\$ 9,359	-3%
<b>2023 Total</b>	<b>\$ 109,374</b>	<b>-2.1%</b>

2015	Revenue	Change
January	\$ 2,863	31%
February	\$ 3,122	83%
March	\$ 7,774	299%
April	\$ 3,309	33%
May	\$ 3,536	43%
June	\$ 3,933	85%
July	\$ 3,712	20%
August	\$ 4,303	43%
September	\$ 4,025	49%
October	\$ 4,503	45%
November	\$ 3,886	41%
December	\$ 3,739	62%
<b>2015 Total</b>	<b>\$ 48,705</b>	<b>63%</b>

2018	Revenue	Change
January	\$ 5,305	32%
February	\$ 5,600	44%
March	\$ 6,702	27%
April	\$ 5,443	21%
May	\$ 5,757	26%
June	\$ 6,649	57%
July	\$ 6,460	25%
August	\$ 5,575	-5%
September	\$ 5,977	13%
October	\$ 5,936	-4%
November	\$ 6,321	20%
December	\$ 5,519	-11%
<b>2018 Total</b>	<b>\$ 71,242</b>	<b>17.73%</b>

2021	Revenue	Change
January	\$ 3,606	-35%
February	\$ 6,556	3%
March	\$ 8,178	201%
April	\$ 8,585	85850900%
May	\$ 9,280	92797500%
June	\$ 8,731	87313800%
July	\$ 8,955	55%
August	\$ 9,465	54%
September	\$ 9,440	36%
October	\$ 9,859	84%
November	\$ 8,997	181%
December	\$ 8,943	89425000%
<b>2021 Total</b>	<b>\$ 100,595</b>	<b>139.0%</b>

2024	Revenue	Change
January	\$ 7,236	-7%
February	\$ 8,918	33%
March	\$ 8,646	-8%
April	\$ 8,537	0%
May	\$ 9,074	-3%
June	\$ 9,127	15%
July	\$ 10,711	14%
August	\$ 10,062	1%
September	\$ 10,774	6%
October	\$ 12,312	18%
November	\$ 11,089	9%
December	\$ 9,428	1%
<b>2024 Total</b>	<b>\$ 115,916</b>	<b>6.0%</b>

Reported by the Illinois Gaming Board Monthly Revenue Report

= Gaming machines were shutoff from March 16, 2020 to June 30, 2020 and December 2021 due to COVID-19