

PS 102: Slots Manufacturers & More Live | South Carolina Slots in 2020

Opening

Hello! Today's episode #102 of the Professor Slots podcast discusses the top two slot machine manufacturers in the world. Plus, in this episode I'll be covering the current state of slot machine casino gambling in the great U.S. state of South Carolina.

Thank you for joining me for the Professor Slots podcast show. I'm Jon Friedl and this is the podcast about slot machine casino gambling. It is where I provide knowledge, insights, and tools for helping you improve your slot machine gambling performance.

On Last Week's Episode...

In case you missed it, on my last episode I went over Making a Living Playing Slots and More from my weekly live stream Q&A session on YouTube.

Further, I reviewed Rhode Island slot machine casino gambling in 2020.

I hope you enjoyed listening to my last episode as much as I enjoyed making it for you.

Call to Action (add sound effect afterward)

Remember to visit professorslots.com/subscribe to get my Free Report Revealing ... The top 7 online resources for improving your gambling performance, including the one I've used as a top-tier slot machine casino gambler.

Introduction to SGC

Scientific Games Corporation (SGC) is a multi-national company that manufactures slot machines. As a primary and world-leading gaming manufacturer, SGC also provides gaming technology for casino operators, the lottery, sports betting, online gaming, and more.

SGC filed their annual 10-K financial report with the SEC on February 18, 2020. Because of the legal requirements for SEC reports to be honest and easy-to-read, reviewing their report annually is a treasure trove for slots players. Together, we'll learn about the state of the world's gaming industry in early 2020.

Most people who read these reports are financial investors, not slots players looking for advantage plays which is the intent of this post. If you plan to invest in SGC, naturally you'll want to perform your review of their annual and quarterly reports.

Overall Risk Factors

Form 10-K annual financial reports filed with the SEC begin with describing risk factors for the industry segments where SGC does business. Included in this section are forward-looking statements by company officers, both required to be honest assessments.

These statements are not meant to be a profit forecast.

These are the best thoughts of gaming experts regarding their overall corporate position within the gaming industry. As *Scientific Games Corporation* is a world-leader beside International Game Technology PLC, we'll learn the state of the gaming industry wherever SGC does business

Risk factors are known issues which are having a negative impact on SGC. Factors include possible future risks and uncertainties in the portions of the world's gaming industry where SGC does business. Even consolidated into general topics, there are 37 risk areas, far too many to fully mention here.

Forward-Looking Statements are how SGC lays out its expectations, plans, and strategies for the future. These company plans are dependent upon risks and uncertainties in the world's gaming industry. I'll focus on ten areas in which a slot enthusiast might be interested.

My selected Top 10 risk areas include:

1. Unfavorable U.S. and international economic conditions
2. Changes in the replacement cycle of gaming machines
3. Ownership changes and consolidation in the gaming industry
4. Gaming opponents attempting to curtail legalized gaming
5. Failure to succeed in ongoing research and development activities
6. Responsiveness to customer demand for creating appealing products
7. Failing to maintain intellectual property protection efforts
8. Obtaining and renewing lottery contracts
9. Security and integrity of SGC systems, products, and data privacy
10. The uncertainty of Brexit

For you and I as slots enthusiasts, what does all this mean? It means that being a slot machine manufacturer is a risky business. And, while SGC is working hard to keep us entertained, in some ways it's possible they might fail.

These risk factors may turn into reality at a gaming jurisdiction where you play slots. If so, you may be disappointed. But perhaps you won't be as disappointed if you know these risks exist.

Further, some of these risk factors apply to the entire gaming industry. If they occur, they'll most likely affect all slot machine manufacturers. In turn, such risks to these companies are also risks to our general entertainment with playing slots. I suggest we wish SGC and its competitors well.

Overview

Scientific Games Corporation's corporate headquarters are in Las Vegas, which makes sense given Nevada's leadership role in the world's gaming industry. Besides numerous smaller sites, SGC's most extensive facilities supporting their business segments are in:

- Las Vegas – Corporate, Digital, and Gaming
- Chicago – Digital, Gaming, and Social
- Georgia (the state, not the country) - Lottery
- India – Digital, Gaming, Lottery, and Social

As of the end of December 2018, Scientific Games Corporation employed ~9,800 persons worldwide, including ~4,700 employees in the U.S. and ~5,100 employed internationally. Total SGC employees increased by 100 in the last year, with all added to SGC's international facilities.

Total assets were \$7.809 billion, slightly up from last year's \$7.718 billion. SGC's total assets are 57%, somewhat more than half when compared to International Gaming Technology PLC, another global leader in the gaming industry.

Last year, SGC's total assets were 53% of IGT's. That means they've undergone a 4% increase in market share, double last year's increase in market share. For billion-dollar companies, that's another significant growth!

Scientific Games Corporation has four business segments:

- Gaming
- Lottery
- SciPlay (formerly Social)
- Digital

Research and Development decreased by 7% in the last year, down \$14 million to \$188 million spent in 2019.

Gaming

Scientific Games Corporation rightly points out that the international gaming industry requires continuous and diverse development of new technologies, products, and game themes. To be successful, SGC needs to meet this need.

SGC's gaming products are in all U.S. states, territories, and a federal district regulating Class III gaming which allow their gaming devices. Further, they do business in 181 international gaming jurisdictions.

Growth in the gaming business segment occurs when new casinos open and existing casinos expand. Further, the replacement rate of slot machines by casino operators also drives gaming industry growth. In turn, both growth drivers are themselves impacted by any changes in the availability of player disposable incomes.

A significant portion of SGC's gaming business benefits is from a contract with a U.K.-based business. This contract represents a substantial portion of SGC's server-based gaming business.

These are central servers, computers that remotely change the odds of winning for slot machines in a casino. Ladbrokes Coral Group, a subsidiary of GVC Holdings PLC, provides central servers for SGC.

Scientific Games Corporation states they have eight primary competitors within the gaming business segment. They are:

1. Ainsworth Game Technology
2. Aristocrat Leisure Ltd.
3. Aruze Gaming America Inc.
4. Multimedia Games Inc. (a subsidiary of EVERI Inc.)
5. International Game Technology PLC
6. Inspired Entertainment Inc. (SGC's primary U.K. competitor)
7. Konami Digital Entertainment, Inc.
8. Novomatic Group of Companies

The casino management system market is also highly competitive. For this sub-market in the gaming industry, their primary competitors are:

- Aristocrat
- International Game Technology PLC
- Konami Digital Entertainment, Inc.

Lottery

There are ~180 lotteries world-wide categorized as either draw or instant lottery games. Draw games involve picking a set of numbers which match those from a drawing held sometime later. Instant games involve scratching off a protective coating from a pre-printed ticket.

Forty-eight U.S. gaming jurisdictions offer SGC-provided instant-style lottery games or draw-style lottery games. Many international gaming jurisdictions have both styles but how many they have can vary widely.

Both the draw lottery and instant lottery markets are highly competitive including an ongoing price-based competition. Primary competitors for each lottery style include:

- Draw lottery: IGT, Intralot S.A., and Tattersalls Group
- Instant lottery: IGT and Pollard Banknote Limited

In the last year, *Scientific Games Corporation* began offering instant-style lottery games at an additional eleven U.S. gaming jurisdictions.

Only SGC's lottery contracts with Pennsylvania expire in 2021 unless renewed this year. Three renewed state contracts extend through 2025, 2027, or 2028. SGC has a lottery contract with Italy to 2028 but failed to renew its contract with the U.K.

SciPlay (formerly Social)

Scientific Games Corporation's SciPlay business segment, formerly called Social but remained SciPlay after the minority interest merger in 2018, includes online games as well as on mobile smart devices. Nearly all revenue is through the sale of virtual, in-game currency.

SciPlay is non-wagering gameplay where players can make purchases during gameplay, but any winnings are not real money. Instead, winnings are for in-game use only.

Competition in the social gaming business industry is fierce. SGC competes with:

- Similar offerings from other slots companies
- Social gaming options from entertainment companies
- Other forms of online entertainment such as video gaming, social media, and reading

Digital

Scientific Games Corporation's digital business segment provides technology solutions for software design, development, licensing, maintenance, and support services.

Interactive casino solutions provide full gaming process solutions as well as player management services.

Otherwise, SGC's digital segment provides sports betting services to operate sports books including pari-mutuel betting and more. These betting services also include player management services.

Also, this digital segment is where software technology solutions exist within SGC for online gaming for real-money gambling.

SGC believes itself to be well-positioned with supporting these states as well as to support its growth as more and more states approve sports wagering.

Specifically, they feel they are ready for further deployment, as they call it, because of their:

- Game content
- Platform technology
- Distribution capabilities

Summary of SGC

Scientific Games Corporation is in the business of providing slot machines, casino management software, lottery tickets, social games, and real-money online gambling solutions for casino operators.

Call to Action (add sound effect afterward)

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Introduction to IGT PLC

International Game Technology PLC (IGT PLC) is a multi-national company that manufactures slot machines. As a primary and world-leading gaming manufacturer, IGT PLC also provides gaming technology for casino operators, the lottery, sports betting, online gaming, and more.

IGT PLC filed their annual 20-F financial report with the SEC on March 3, 2020. Because of the legal requirements for SEC reports to be honest and easy-to-read, reviewing their report annually allows us a glimpse into the future of slot machine gambling in the U.S. and abroad.

Most people who read these reports are financial investors, not slots players looking for advantage plays which is the intent of this post. If you plan to invest in IGT PLC, naturally you'll want to perform your review of their annual and quarterly reports.

Overall Risk Factors

Form 20-F annual financial reports filed with the SEC begin with describing risk factors for the industry segments where IGT PLC does business. Included in this section are forward-looking statements by company officers, both required to be honest assessments. These statements are not meant to be a profit forecast.

Because IGT is an international company with its headquarters not based in the U.S., this annual report is a Form 20-F rather than the more usual Form 10-K for U.S.-based companies.

These are the best thoughts of gaming experts regarding their overall corporate position within the gaming industry. As *International Game Technology PLC* is a world-leader alongside Scientific Gaming Corporation, we'll learn the state of the gaming industry wherever IGT PLC does business.

Risk factors are known issues which are having a negative impact on IGT PLC. Factors include possible future risks and uncertainties in the portions of the world's gaming industry where IGT PLC does business. Even consolidated into general topics, there are 37 risk areas, far too many to fully mention here.

Forward-Looking Statements are how IGT PLC lays out its expectations, plans, and strategies for the future. These company plans are dependent upon risks and uncertainties in the world's gaming industry. I'll focus on ten areas in which a slot enthusiast might be interested.

My selected Top 10 risk areas include:

1. Less overall leisure time and discretionary spending by players creates other forms of entertainment as competition
2. Consolidation among gaming equipment and technology companies allowing them to better compete through increased scale and efficiency
3. Entry of new competitors into the internet gaming market due to low costs of entry
4. Reduced demand and level of play due to changes in social mores
5. Inability to develop and manage frequent introductions of innovative products and respond to technological changes in the gaming industry
6. Consolidation among casino operators with capital spending cutbacks
7. Being unable to protect intellectual property may harm its ability to compete
8. Lower revenues due to a slowdown in the lottery and gaming markets
9. Hazards within supply chain, cybersecurity, and failures of business technology

10. Brexit has created uncertainty which could impact the company

For you and I as slots enthusiasts, what does all this mean? It means that being a slot machine manufacturer is a risky business. And, while IGT PLC is working hard to keep us entertained, in some ways it's possible they might fail.

These risk factors may turn into reality at a gaming jurisdiction where you play slots. If so, you may be disappointed. But perhaps you won't be as disappointed if you know these risks exist.

Further, some of these risk factors apply to the entire gaming industry. If they occur, they'll most likely affect all slot machine manufacturers. In turn, such risks to these companies are also risks to our general entertainment with playing slots. I suggest we wish IGT PLC and its competitors well.

Filing of this annual financial report was during the first week of March 2020. Therefore, it briefly references COVID-19 prior to its identification as a global pandemic.

However, it clearly identifies the coronavirus as a significant risk with its associated temporary workforce reduction, self-isolation, quarantine-impacted employees, and more.

Overview

International Game Technology PLC has its headquarters in London with facilities in Providence, Las Vegas, and Rome. IGT's ~12,000 employees at the end of 2019 remains roughly the same number since 2016.

IGT PLC began in 2014, although it was initially the shell company Georgia Worldwide Limited for its first seven months of existence. The parent company name change occurred after purchasing the original International Game Technology from GTECH. No public takeovers had occurred before 2019.

From their balance sheet, *International Game Technology PLC* has total assets of just over \$13.6 billion and total equity of \$2.48 billion attributable to IGT PLC. Total revenue in 2019 was \$4.79 billion.

Since the end of 2018, total assets, revenue, and total equity have roughly remained unchanged. This is an improvement over IGT PLC's financial performance of the last two years.

International Game Technology PLC has five categories of products and services:

1. Lottery

2. Machine Gaming
3. Sports Betting
4. Digital
5. Commercial Services

Lottery

IGT PLC has more than 100 lottery systems customers worldwide, including with 37 of the 46 U.S. lotteries. The company supports over 450,000 point-of-sale lottery devices worldwide and provide secure processing systems capable of up to 500,000 transactions per minute.

Most of the company's revenue comes from licenses and management contracts. These contracts include designing, installing, and operating the lottery system and retail terminal network for five to ten years. Contract extension options are one to five years.

Many contracts include providing additional services for instant lottery ticket games such as marketing, automated validation, inventory, and accounting. In return, IGT PLC gets either a fixed fee or a percentage of sales of all instant ticket games.

IGT PLC also gains revenue from lottery management agreements based on lottery game performance metrics as well as a percentage of ticket sales. Deals include lottery systems and day-to-day activities along the lottery supply chain.

Product sales and services contracts include constructing, selling, delivering, and installing lottery systems and equipment, along with related services and software.

In these contracts, the lottery authority is responsible for lottery operations. IGT PLC also provides equipment and services contracts to expand existing lottery systems. Case-by-case negotiations determine the revenue from sales and services.

Machine Gaming

International Game Technology PLC's machine gaming business includes slot machine design, development, manufacturing, and distribution. Revenue for machines includes fixed fee, participation, and product sales contracts.

Machine gaming includes slots cabinets and electronic systems such as the operating software with a game theme. IGT PLC's primary competitors for machine gaming include:

- Aristocrat
- Konami
- Novomatic Group of Companies

- Scientific Games Corporation

International Game Technology PLC offers machine gaming products and services, which include:

- Gaming machines and game content
- Video lottery terminals (VLTs) and amusement with prize machines (AWPs)
- Gaming management systems

IGT PLC designs gaming products for player appeal and entertainment.

Game themes are either premium games or core games. Premium games are two types of progressive slot machines: wide-area (across multiple casinos or gaming jurisdictions) and multi-level (across a casino's gaming floor). IGT PLC holds more than 450 global gaming licenses.

Core games are non-progressive machines. These machines have video or mechanical reels as well as video poker machines. Core machines are occasionally leased, but often sold.

Other types of games include:

- Centrally-determined games
- Class II games
- Random number generated and live dealer electronic table games

Centrally-determined games are games connected to a central server that determines the game outcome. Class II games are electronic video bingo games found in tribal casinos as well as South Africa. Electronic table games include baccarat and roulette.

IGT PLC's machine gaming revenue primarily comes from progressive game content and cabinets. Services fees include percent wagered, net win, or fixed daily fee.

Casino management systems offered from IGT PLC are comprehensive, offering infrastructure systems and applications for all areas of the casino including:

- Casino management
- Customer relationship management
- Patron management
- Server-based gaming

These casino operating systems included customized applications for:

- Player messaging

- Tournament management
- Integrated marketing and business intelligence modules

The modules include analytical, predictive, and management tools for maximizing casino operational effectiveness. The server-based applications include electronic game delivery and configuration of slot machines.

Sports Betting

International Game Technology PLC's sports betting category services Italy but also in eleven U.S. states where sports betting is legal. They offer Software as a Service (SAAS) and turnkey managed service solutions.

IGT PLC's sports betting customers include:

- FanDuel (Flutter plc)
- PointsBet
- FoxBet (Stars Group)
- Delaware North
- The Rhode Island Lottery

The company's primary sports betting services competitors in Italy include:

- BET365
- Betfair/PaddyPower
- Eurobet
- Sisal
- SNAITECH
- William Hill

Digital

The digital category of products and services from *International Game Technology PLC* is iGaming, which enables gameplay via the internet for real money (interactive gaming) or for fun (social gaming).

IGT PLC designs, manufactures, and distributes products, systems, and services for interactive gaming. They have 20 digital gaming licenses worldwide, with a minimal presence in the U.S.

Social gaming solutions are in partnership with DoubleU Games. Being social gaming, players spend in-game money virtually but cannot win it. By many interpretations of gaming, social gaming is not gambling and, therefore, not illegal.

IGT PLC is a mostly business-to-business provider of their digital products and services. Italy is the exception, where the company acts as both an internet gaming operator as well as a mobile casino operator.

The competitors to digital products and services are from other operators, including 888 Holdings, bwin.party, Playtech PLC, and Microgaming. Competitors in the digital space from other gaming industry suppliers include Scientific Games Corporation.

Commercial Services

Because of their in-depth knowledge of lottery technologies, *International Game Technology PLC* offers innovative commercial services for these customers. These products and services leverage their distribution and secure transaction networks.

With this infrastructure in place, the company offers high-volume processing of commercial transactions including:

- Prepaid cellular telephone recharges
- Bill payments
- E-vouchers and retail-based programs
- Electronic tax payments
- Stamp duty services
- Prepaid card recharges
- Money transfers

These business services are primarily outside of the U.S. and Canada. In Italy, tobacco shops, bars, petrol stations, newspaper stands, and motorway restaurants commonly use these commercial retail services.

Summary of IGT PLC

International Game Technology PLC is a world leader in the gaming industry, including slot machine manufacturing of physical cabinets and game themes.

By reviewing IGT PLC's latest annual financial report, we learned of potential company risks such as our current global pandemic from their forward-looking statements.

Call to Action (add sound effect afterward)

Remember to visit professorslots.com/ subscribe to get my Free Report Revealing ... The top 7 online resources for improving your gambling performance, including the one I've used as a top-tier slot machine casino gambler.

YouTube Q&A Session from Saturday, August 1, 2020

Here's the audio recording of my latest live stream Q&A session.

OPENING

Hello, slots enthusiasts! How are you? It's great to hang out with you again for another Professor Slots podcast episode and live stream.

Today we're going to be diving into a bit more on two world-leading manufacturers of slot machines than you'll find in my updated articles on International Game Technology PLC, also known as IGT, and Scientific Games Corporation.

That's coming up!

BRIEF ANNOUNCEMENTS

Hi, my name is Jon Friedl. Welcome to Professor Slots, a channel that's all about mastering casino slots so you can win your way to success. If you've ever walked into a casino, looked around, and wondered what's going on with slots and more, I can help.

Thanks again for joining us today, whether you are listening on the podcast, watching this video later, or here with us on the live stream at Noon Eastern Time each Saturday. I'm glad you're all here!

But first, if you're with us during the live stream, make sure to say hello to everyone in the live chat. Let us know where you are at or where you play slots. I'll check in with the live chat in a little bit. And, as always, be sure to ask your slots-related questions!

BODY

Today's topic is slot machine manufacturers. Because of my Engineering Management Master's degree which, if you're watching the video, is the top right diploma over left shoulder, a couple of years ago I thought it would be a fine idea to look at the annual financial reports for slot machine manufacturers.

That master's degree is basically an MBA for engineers, and part of what we learned was that annual financial reports filed with the U.S. Securities Exchange Commission, the SEC, must be easy-to-read, honest, and basically as comprehensive as humanly possible.

In them, companies are supposed to talk about risk factors and provide what are called forward-looking statements. Besides that, of course, there are endless tables with lots of financial data.

Personally, I don't know any slot machine manufacturers. I don't know anyone on their executive teams. And I certainly haven't tried contacting any of them to have lengthy discussions on their deepest, most expert thoughts on where the world's gaming industry is headed.

But then, we don't have to. They've already done it and, besides which, they are legally required to be completely honest. Nice, huh?

Each year I write articles on IGT and Scientific Games, the companies that manufacture many of the slot machines you love to play. I figured I'd write on two companies to get their separate ideas and, at least in my mind, compare them to see how they match up.

Each article starts with a Risk Factors section and a company overview. After that, I get into talking about each of their business segments. As you may know or suspect, these companies make more than just slot machines.

At a high level, they manufacture slot machines but also sell lottery systems, casino operating systems, sports betting apps and more, online social games for fun, online interactive gaming for real-money gambling, and sometimes one or two other gaming industry related services.

In each article, I'll talk a bit about each of these business segments but try to spend the most amount of time of the slot machine segment. Yesterday, I updated my 2019 articles for IGT and Scientific Games using their annual financial reports filed with the SEC earlier this year.

Now, the timing is important here. Scientific Games filed their 10-K in mid-February while IGT filed theirs in early March. Do you see the difference and why it matters? When did COVID-19 start to become wide-spread news?

Scientific Games' report doesn't mention the coronavirus because news of the virus wasn't yet widespread. The IGT report does mention the virus, but only in terms of risk factors. I thought IGT did well with that risk description given the virus not yet identified as a global pandemic. As a risk factor, they speculated it become widespread.

I'm using IGT as an example here for the value of these reports. It may seem like pages and pages of detailed risk factors is all a bit much. I know I had to group them together into a top 10 list of those risk factors which would most likely affect slots enthusiasts.

But consider IGT's treatment of a risk factor like the early stages of COVID-19. Their paragraphs-long descriptions of this risk to the gaming industry was brilliant, especially given how little they had to work with at the time. My point? They do that with every perceived risk to the world's gaming industry.

So... take a look at their annual reports sometime. Because I do it yearly, I've begun to notice trends. For instance, IGT is twice as large as Scientific Games. But IGT has been slowly shrinking these last two years while Scientific games have been growing by leaps and bounds.

Only this year has IGT stopped shrinking. The year, or rather last year since these reports are about what happened financially last year, IGT has held steady. Last year, from the 2018 report, Scientific Games grew 2% compared to IGT. And this year, from their 2019 report, SGC grew to 4% compared to IGT. Well done, SGC!

But the articles are there for you to read, so I don't need to go over its details here. And I hope to have their videos out on YouTube in a few days, possibly as soon as tomorrow.

I'll have to see how popular this sort of videos will be. I've heard from some of you that you love this sort of thing. Others ask me for advice on purchasing stock in either company.

But I'll put out these videos this year and see if there's an interest. If so, I'll do them again next year. Actually, I'm excited to see what next year's report will show while, at the same time, I'm not sure how useful it will be to use as slots enthusiasts.

Right? Next year, the global pandemic is going to dominate both company's reports because they'll be about 2020. When I went over these reports, one of the things I didn't do (and, as you know, this live stream is where I talk about things I didn't do) was go over the quarterly and other financial reports that come out regularly throughout the year.

If you go to the Investors section on company's website, you can even sign up to attend conference meetings where they go over what's happening very, very recently. My annual reports didn't anticipate a global pandemic, so I typically don't go over these short-term reports. And I didn't this time.

But I do wonder if I should.

As I've been discussing with some of you, many casinos rent their slot machines. Certainly all progressives and video slot machines are rented or partially owned by the slot machine manufacturer. It says so right in the annual financial reports we're talking about.

But what about how some casinos have turned off 1-in-2 or 1-in-3 slot machines? Are those machines going to stay there or be permanently returned to the slot machine manufacturer? I suppose it depends on the contract terms, but I don't have access to them.

If the casino is still paying for slot machines they are not using, they'll want to return them. There may be contingency statements in these contracts which might allow this during our current worldwide crisis.

If not, then that cost gets transferred to the player, right? Depending on contract details, the odds of winning make take quite a while to return to normal, longer than expected, with this sinkhole draining significant casino profits. Right?

And this is the sort of thing we'd like to figure out. Remember, no one can help someone else be more lucky at winning on slot machines. But slot machines aren't entirely luck-based anymore. Meaning, we can help each other take advantage of standard casino business practices. And this is one that affects the whole gaming industry.

Yes, I understand that we only know of this likely practice regarding contracts between casinos and slot machine manufacturers. And I haven't said anything like, 'Ah, hah!' or "Eureka" because I haven't (yet) found a way to take advantage of this. But the key word here is "yet."

Let's all think about this and, if you come up with anything, let's discuss it. I think it was Chip Baron that mentioned in an email months ago that these contracts are business arrangements. And business arrangements can be subsidized by the state and federal governments.

Because of these contracts hurting casinos, those casinos may be able to get government funds to help compensate for that loss. So maybe they aren't being financially hurt? It's an interesting concept, but very difficult to verify – and far exceeds my simple MBA-like college degree.

INTERLUDE

Let's check in with the Live Chat to briefly say hello...

That was excellent!

CLOSING

Watch more of my videos to improve your slots gambling performance.

Have fun, be safe, and make good choices! Bye!

Call to Action (add sound effect afterward)

Remember to visit professorslots.com/subscribe to get my Free Report Revealing ... The top 7 online resources for improving your gambling performance, including the one I've used as a top-tier slot machine casino gambler.

Introduction

This is the next segment of the show on slot machine casino gambling. Here, I provide a brief overview of the current state of gambling in a U.S. state, territory, or the federal district emphasizing, by far, anything of interest to slot machine casino gamblers.

Up next is South Carolina slot machine casino gambling in 2020. Here goes!

South Carolina slot machine casino gambling consists of two gambling boats offering short day trips to international waters. South Carolina has no land-based casinos.

Relevant Legal Statutes on Gambling in South Carolina

The minimum legal gambling age in South Carolina depends upon the gambling activity:

- Land-Based Casinos: Not available
- Poker Rooms: Not available
- Bingo: 18
- Lottery: 18
- Pari-Mutuel Wagering: Not available

Land-based casino gambling is illegal in South Carolina. Gaming boats docked in South Carolina must sail to international waters before gambling can commence.

The minimum legal gambling age for onboard cruise ship casinos in South Carolina is 21.

Slot Machine Private Ownership in South Carolina

Next up is a usually short statement about slot machine private ownership, which I have included in case you live in this U.S. state and are considering owning a slot machine. Here it is:

In South Carolina, it is illegal to own any slot machine privately.

Gaming Control Board in South Carolina

There is no gaming control board in South Carolina. With regards to gaming, South Carolina is the most restrictive state after Utah and Hawaii.

With a state-approved license, bingo exists for non-profit organizations under certain restrictions. South Carolina also offers a state lottery.

Casinos in South Carolina

In this section, I'll discuss South Carolina gambling establishments.

Day trips to international waters are available from two luxury yachts operated by The Big "M" Casino in Little River, not far from Myrtle Beach. The boats cruise year-round.

With onboard casinos, Carnival Cruise Lines has multi-day cruises to various international destinations out of Carnival Cruise Port in Charleston.

Non-Tribal Casinos in South Carolina

There are no land-based casinos in South Carolina.

Two casino boats exist with onboard casinos, providing five-hour gambling trips to international waters. Also available are cruise ships to international destinations.

American Indian Casinos in South Carolina

South Carolina has no tribal casinos. The Catawba Tribe of South Carolina is the only federally-recognized American Indian tribe but has not negotiated a tribal-state gaming compact.

Other Gambling Establishments

As an alternative to enjoying South Carolina slot machine casino gambling, consider exploring casino options in a nearby state. Bordering South Carolina is:

- North: North Carolina
- East: The Atlantic Ocean
- South and West: Georgia

To visit any of my articles on these U.S. states, simply visit ProfessorSlots.com followed by its two-letter postal designation. For example, my North Carolina slots article is available at ProfessorSlots.com/NC.

Our South Carolina Slots Community Facebook Group

Are you interested in sharing and learning with other slots enthusiasts in South Carolina? If so, join our South Carolina slots community on Facebook at professorslots.com/FBSC. All you'll need is a Facebook profile to join this private Facebook Group freely.

There, you'll be able to privately share your slots experiences as well as chat with players about slots gambling in or near South Carolina. Again, use this convenient link I've created to go directly to our Group on Facebook: professorslots.com/FBSC. Join us!

Payout Returns in South Carolina

Slot machine gambling is illegal in South Carolina, so theoretical payout limits are nonexistent and return statistics are unavailable.

Summary of South Carolina Slots in 2020

In summary, South Carolina slot machine casino gambling consists of luxury yacht day trips and multi-day cruise ships to international destinations with onboard casinos.

There are no land-based casinos in South Carolina. Otherwise, bingo and the state lottery are available.

Annual Progress in South Carolina Slot Machine Casino Gambling

Over the last year, there has been little to no change in the slots gaming industry of South Carolina.

Call to Action (add sound effect afterward)

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On the Next Episode of Professor Slots

Part I of the next episode of the Professor Slots podcast is a live stream Q&A session on YouTube.

Remember, my weekly Q&A session on YouTube is on Saturdays from Noon until 1 p.m. Eastern Time. Bring whatever slots questions you have, and I'll do my best to answer them.

An easy-to-remember link to my YouTube channel is [YouTube.com/ProfessorSlots](https://www.youtube.com/ProfessorSlots). Feel free to stop by anytime during my hour-long live Q&A session.

Part II of the next episode of the Professor Slots podcast is another brief overview of the current state of gambling in a U.S. state, territory, or the federal district. Next time, I'll be talking to you about the great U.S. state of South Dakota.

Closing (closing music)

That's the end of another great episode of the Professor Slots podcast. Thanks so much for listening!

Show notes for this episode are on my website at professorslots.com/episode102.

I plan to have the next episode come out very soon for you, where I'll have more amazing content for the show.

Until the next episode: Have fun, be safe, and make good choices! Bye.