Interim Report 2025

Contents

Key Highlights

Authorisation Activities

- Between January and June 2025, we received 28 applications for new gaming licences and issued eight licences. In addition, we have received a further six gaming licence renewal applications from operators to renew their gaming licence which was bound to expire during the first six months of 2025 and issued five licence renewals.
- Low-risk games require a permit, which is valid only for a singular event and expires when the event is concluded. To this end, we issued 898 permits for non-profit tombola, eight permits for non-profit lottery and 75 certificates for commercial communication games.
- As part of our process to assess applications, we carried out 723 criminal probity screening checks on authorised persons, persons holding qualifying interest, directors, key persons, and any third-party providing funding or otherwise exercising control over an authorised person from both the land-based and online gaming sectors.
- Applications of a more complex nature were escalated to the Fit and Proper Committee, which made 34 decisions. In four cases, the Committee determined that the criteria to be considered as fit and proper were not met.
- The Supervisory Council reviewed 16 gaming licence applications, including both applications to obtain a new gaming licence as well as to renew an existing licence. Out of these, two applications were rejected on the grounds that the information or submission made to the Authority with respect to such licence applications was found to be false, misleading, inaccurate, or materially incomplete following the completion of the 'Minded Letter' process.

Supervisory Activities

- In the first six months of 2025, we concluded seven full-scope compliance audits, which were complemented by a total of 87 thematic reviews in the areas of compliance, player protection, and sport betting integrity.
- As part of our efforts to safeguard players and promote responsible gambling, we resolved a total of 1,720 requests for assistance (including spill-over from 2024).
- Also, as part of our mission to continuously endeavour to safeguard player funds, between January and June 2025, we received 891 player funds reports and carried out 9 data extractions.
- As we continued to strengthen our efforts to identify unauthorised URLs linked to unregulated gaming activity, a total of 75 URLs were reviewed, and 34 were found to contain fraudulent references to the Authority or its licensees. These were added to our publicly available list on our website.
- The Commercial Communications Committee made four decisions regarding possible breaches of the Gaming Commercial Communications Regulations (S.L. 583.09).
- During the first six months of 2025, 11 AML/CFT Compliance Examinations were initiated by the FIAU or by us on its behalf. Furthermore, 11 such Compliance Examinations were concluded, and one closure letter was issued to a licensee who successfully addressed the identified issues after receiving a report.

- Furthermore, three licensees were subject to remediation measures within the scope of the Remediation Directives, imposed by the FIAU.

- We also carried out 16 interviews on prospective MLROs to ensure that candidates meet the required standards of knowledge and awareness of the Maltese AML/CFT legal framework.

- During the reporting period, we carried a total of 4,198 inspections on Gaming Premises (including Casinos and Commercial Bingo Halls), Controlled Gaming Premises, National Lottery Outlets (including National Lottery Outlets – Controlled Gaming Premises), and Non-Profit Tombola.

Enforcement Actions

- Between January and June 2025, we also issued a total of 23 cease and desist letters, 15 warnings, 23 administrative penalties, which amounted to €139,360, and one licence cancellation.

- During the first six months of 2025, one appeal was lodged, which remains pending, and two appeals lodged in previous years were withdrawn.

National and International Cooperation

- Between January and June 2025, we received 149 suspicious betting reports from licensees. As part of our continued efforts to fight against match-fixing and malicious betting, we shared 88 alerts on suspicious betting with licensees, following enhanced risk-based filtering, and participated in 30 investigations across the globe.

- We also collaborated with enforcement agencies, sports governing bodies, integrity units, and other regulatory authorities on 25 requests for information and participated in 41 instances of data exchanges.

- We received 29 requests for international collaboration from other regulators, and we sent four requests ourselves. The requests received were mostly generic requests for cooperation or requests for background checks as part of authorisations process.

- We issued 31 official replies to provide feedback on the regulatory good standing of our licensed operators to the relevant authorities requesting this information.

- During the reporting period, we collaborated with local regulating authorities and governing bodies on 110 requests for information.

Overview of the Maltese Gaming Industry

The Contribution to the Maltese Economy

From a medium-term perspective, the gaming industry has demonstrated stable performance, reflecting the sector's sustained presence and stability within Malta's economic landscape. Over recent years, the Maltese gaming sector has continued to hold strategic importance, even as other areas of the economy have expanded in line with national policies promoting economic diversification.

In the first half of 2025, the estimated total Gross Value Added (GVA) generated by the gaming industry reached €714.4 million[1], representing 6.5% of Malta's total GVA, which is in line with the level recorded since 2022. When considering indirect effects, the industry's overall contribution to value-added rises to 9.8%.

The stability and strength of the economic contribution of the gaming industry continues to reflect Malta's established reputation as a trusted jurisdiction and the high quality of operators it attracts. Industry data indicates that Malta-licensed operators largely consist of top-tier firms, demonstrating sustained investment and financial resilience[2]. Labour market data further confirms the sector's continued ability to attract and retain a skilled workforce.

In line with these strengths, our ongoing focus is on positioning Malta as the central hub for the global gaming industry. By fostering an environment that encourages innovation, collaboration, and sustainable growth, Malta continues to attract leading operators seeking a dynamic and supportive jurisdiction. Our commitment to excellence in regulation and business facilitation further establishes Malta as the place of choice for companies looking to set up and expand their gaming operations.

Malta's policy direction continues to prioritise the quality of its regulation, particularly in terms of the established compliance standards and responsible gambling requirements, as well as the type of business conducted within its jurisdiction. This focus has contributed to a measured consolidation within the industry, in line with wider international developments marked by evolving technologies, growing demand, and an increasing regulatory focus on orderly and sustainable market growth. Within this context, the number of entities licensed by the Authority has stabilised as firms refine their operating structures. This evolution reflects a maturing sector, and the Authority remains proactive in monitoring these developments and adapting its supervisory approach to ensure consistent standards of conduct and robust player protection across the sector.

Table 1: Headline Indicators on NACE 92 – Gambling and betting activities in Malta

	2022		2023		2024		2025
	Jan - Jun	Jul - Dec	Jan - Jun	Jul - Dec	Jan - Jun	Jul - Dec	Jan - Jun
Gross Value Added (€m) (Note 1)	633.8	639.2	661.4	662.2	699.8	674.3	714.4

Note 1: The GVA figures are being updated in line with revised estimates and computation of GVA for NACE 92 for Q2 2025, and published in NR 155/2025, by the National Statistics Office.

[1] National Statistics Office, Gross Domestic Product: Q2/2025 (NR 155/2025).

[2] Malta Gaming Authority, Annual Report (2024).

Activities Regulated by the MGA

As of the end of June 2025, the number of companies licensed by the MGA – including online and land-based entities – stood at 304, collectively holding 312 gaming licences. The decline in the total number of companies and licences as shown in Table 2 reflects the continued consolidation of a maturing and evolving industry. Operators are increasingly prioritising long-term sustainability and quality, within a more complex international regulatory environment, which has led some companies to reassess their licensing strategies across multiple jurisdictions and align their structures with broader business and compliance objectives. It is also a direct result of our strategic direction, which continues to prioritise the quality of regulation. During the first six months of 2025, the Authority collected €41.5 million in compliance contributions, licence fees, levies, and consumption tax.

Table 2: Headline Indicators for MGA-regulated activity

	2022		2023		2024		2025
	Jan - Jun	Jul - Dec	Jan - Jun	Jul - Dec	Jan - Jun	Jul - Dec	Jan - Jun
Number of licences (Note 1)	363	358	345	326	325	323	312
Number of companies (Note 1)	357	350	335	316	315	315	304
Employment (Note 2)	13,645	13,384	13,870	13,404	13,388	14,357	14,797
Land-Based (Note 3)	755	880	892	910	919	896	868
Online – Type A (Note 4)	10,106	10,365	9,729	9,609	9,522	10,305	9,771
Online – Type B (Note 5)	2,794	2,139	3,249	2,885	2,947	3,156	4,158
Compliance contribution, licence fees, levies and consumption tax (€m)	39.8	38.8	412	39.4	41.4	40.9	41.5

Note 1: The reported number of licences and companies include both online and land-based and relates to figures as of the end of June 2025. These figures refer solely to MGA-licensed entities. Figures as of 2022 onwards are not directly comparable to those from earlier reporting periods. As outlined in previous reports, this is due to a change in the definition of what constitutes an "active" licence or company. From 2022 onwards, the classification includes entities that are active, voluntarily suspended, or suspended.

Note 2: The employment figures represent the number of FTEs employed with B2C and B2B licensees, working in Malta, and refer solely to companies holding an MGA licence. The figures relate to stock as of the end of June.

Note 3: This figure refers to FTE jobs at the end of each reporting period provided by the land-based gaming operators (including companies holding B2C and B2B licences) in the IPRs submitted to the MGA.

Note 4: This figure refers to FTE jobs at the end of each reporting period provided by the online gaming operators (including companies holding B2C and B2B licences) in the IPRs submitted to the MGA. Type A employment refers to employees directly employed with MGA licensees, located in Malta and working solely on the gaming activities licensed by the MGA.

Note 5: This figure refers to FTE jobs at the end of each reporting period provided by the online gaming operators (including companies holding B2C and B2B licences) in the IPRs submitted to the MGA. Type B employment refers to additional staff in Malta employed by MGA licensees that does not work on the MGA-licensed activities. Such staff typically includes:

- Additional employees engaged with the licensed entity working in Malta on activities that are not licensed by the MGA; and/or
- Employees that are employed with another associated/related company that is not licensed by the MGA.

As of June 2025, it is estimated that there were 868 employees working directly with land-based gaming establishments licensed by the MGA. Additionally, 9,771 employees were engaged with online MGA operators to work on activities covered by the Authority's licence, while another 4,158 FTEs were working with online MGA licensees on activities licensed by other jurisdictions or providing services to MGA-licensed firms through associated/related companies. In total, as at the end of June 2025 the number of employees working in Malta with MGA-licensed operators is estimated to be approximately 14,797 individuals. This represents a 3.1% increase in full-time equivalent employees compared to the end of 2024. The estimated workforce for June 2025 accounts for about 5.0% of Malta's total workforce[3].

868
Employees working in the land-based establishments in Malta.

9,771
Employees in Malta working on online MGA-licensed activities.

4,158
Employees in Malta working on online activities not licensed by the MGA.

14,797
Employees in Malta working with companies holding an MGA licence.

[3] National Statistics Office, Registered Employment May 2025 (NR191/2025)

Gaming Industry Outlook

The global gaming industry is experiencing measured but transformative growth, with revenues expected to reach approximately US $189 billion in 2025, a 3.4% increase year-on-year[4]. Mobile gaming remains the dominant segment, though growth in East Asia has stabilised, shifting momentum toward Western markets where player spending is increasing. Meanwhile, emerging technologies, including generative AI, cloud streaming, and blockchain, are reshaping how games are created, monetised, and experienced. These advances are accelerating content production, promoting cross-platform integration, and enabling new digital-ownership models, while monetisation strategies are evolving towards live-service games, subscriptions, and community-based formats that emphasise personalisation and social engagement.

At the same time, the industry is undergoing a broad regulatory reset. Governments are tightening rules on consumer protection, anti-money-laundering, responsible gaming, and data transparency, as well as establishing clearer frameworks for AI-driven systems and cross-border payments. The United Kingdom, Italy, and Curaçao have all introduced substantial reforms, while new regimes in the United States, Latin America and Asia are moving toward the formal regulation of online gaming and sports betting.

Globally, the market is maturing, with growth opportunities now favouring operators that excel in player retention, innovation, and ecosystem development rather than scale alone. This trend is reflected in Malta's gaming industry, where the focus has shifted from volume-driven expansion to value-based growth built on quality, governance, and innovation.

[4] Buijsman, M. (2025). The Global Games Market Report 2025. Newzoo.

In the first half of 2025, Malta's gaming sector contributed an estimated €714.4 million in GVA, representing 6.5% of national GVA and confirming the sector's resilience and continued economic relevance. At the same time, the regulatory environment globally is becoming more competitive, with a number of jurisdictions introducing new frameworks that are reshaping how operators evaluate different markets and how investors view the sector's future trajectory[5]. Malta's commitment to regulatory excellence and responsible business practices continues to underpin the value of its licence, reinforcing the jurisdiction's strategic position as it evolves beyond a solely licensing-focused hub into a centre of innovation, regulatory quality, and high-value services.

Malta maintains a leading global position, supported by its mature ecosystem, regulatory stability, and strong network of service providers. Yet as growth increasingly originates from the United States, Latin America, and Asia, operators are reassessing their international footprints. Sustaining Malta's competitiveness will depend on continued investment in talent, digital infrastructure, and regulatory innovation, ensuring it remains an attractive base for global gaming operations.

Looking ahead, the medium-term outlook remains favourable, with the sector expected to continue making a significant contribution to the national economy, underpinned by sustained global demand, a robust licensing framework, and the country's established reputation as a stable and well-regulated jurisdiction. As the global gaming landscape grows increasingly complex, Malta remains firmly committed to ensuring the quality and integrity of operations conducted under its supervision while advancing efforts to adapt, innovate and strengthen its skills base, digital infrastructure, and regulatory capacity. These commitments will ensure that Malta continues to serve as a forward-looking and resilient hub within the evolving international gaming ecosystem.

[5] EY. (2025, October 22). Future Realized, EY Attractiveness Survey (p.7).

Regulatory Overview

Our regulatory approach is grounded in a commitment to safeguarding players, fostering a sustainable industry, and maintaining Malta's reputation as a leading jurisdiction for gaming regulation. The following overview highlights how our regulatory activities for the first half of 2025 underpin these objectives.

Authorisation Activities

During the first half of 2025, we processed a range of authorisation requests, including applications for new gaming licences and licence renewals, key function certificates and amendments to existing authorisations. These activities form part of our ongoing commitment to maintaining a regulatory framework that upholds player protection and ensures long term sustainability of the industry.

The comprehensive revamp of our licensing regime back in 2018 established a robust foundation that continues to support our regulatory approach, in particular facilitating the licensing of business-to-business (B2B) activities. Since then, we have observed a steady and sustained increase in B2B authorisations, reflected in the growth of both new gaming licence applications and the number of licence renewal authorisation requests.

Gaming Licences

Of the 28 new gaming applications received between January and June 2025, 64.3% pertained to a B2B authorisation, while 87.5% of the eight new gaming licences issued were B2B licences. Similar trends have been observed in the renewal applications where in the first six months of 2025 we received a total of six gaming licence renewal applications, 66.7% of which were for existing B2B licences. Between January and June 2025, five gaming licence renewals were issued.

28 New Gaming Licence Applications Received

8 New Gaming Licences Issued

8 Rejected/Withdrawn/Cancelled Gaming Licence Applications including spillover from 2024

13 Surrendered Gaming Licences

6 Licence Renewal Applications Received

5 Renewed Gaming Licences

Recognition Notices

Between January and June 2025, we received 26 applications for new Recognition Notice Certificates and issued a total of 17 certificates.

A Recognition Notice Certificate remains valid for as long as the underlying foreign licence, issued by the respective jurisdiction and recognised by the MGA, remains active. Additionally, we conduct annual maintenance checks to ensure that the information held on record remains accurate and up to date.

26 Recognition Notice Applications Received

17 Recognition Notice Certificates Issued

Low-Risk Games

The regulatory framework classifies non-profit games, commercial communication games, and limited commercial communication games as low-risk, as per the Fifth Schedule of the Gaming Authorisations Regulations 2018. Low-risk games require a permit which is valid only for a singular event and expires when the event is concluded.

Non-Profit Games

A non-profit game is a licensable game wherein the stake cannot exceed €5 per player, and over 90% of the net proceeds are forwarded to an entity with a charitable, sporting, religious, philanthropic, cultural, educational, social, or civic purpose.

Between January and June 2025, we issued eight permits to offer non-profit lotteries and a total of 898 permits to organise non-profit tombola. Over the years, the number of permits issued for such non-profit games has been increasing, reflecting both increased public awareness and the Authority's ongoing efforts to facilitate legitimate gaming activities.

8 Non-Profit Lottery Permits

898 Non-Profit Tombola Permits

Commercial Communication Games

Commercial communication games are promotional draws or contests used as marketing tools to encourage consumer engagement and stimulate sales. These games typically require individuals to purchase a product or service to enter, but the payment itself is solely for the product or service, not for participation in the game. They are subject to regulatory restrictions, including prize limits of €100,000 per calendar month and €500,000 per calendar year. In the first six months of 2025, we issued 75 certificates for commercial communication games.

75 Commercial Communication Games Certificates

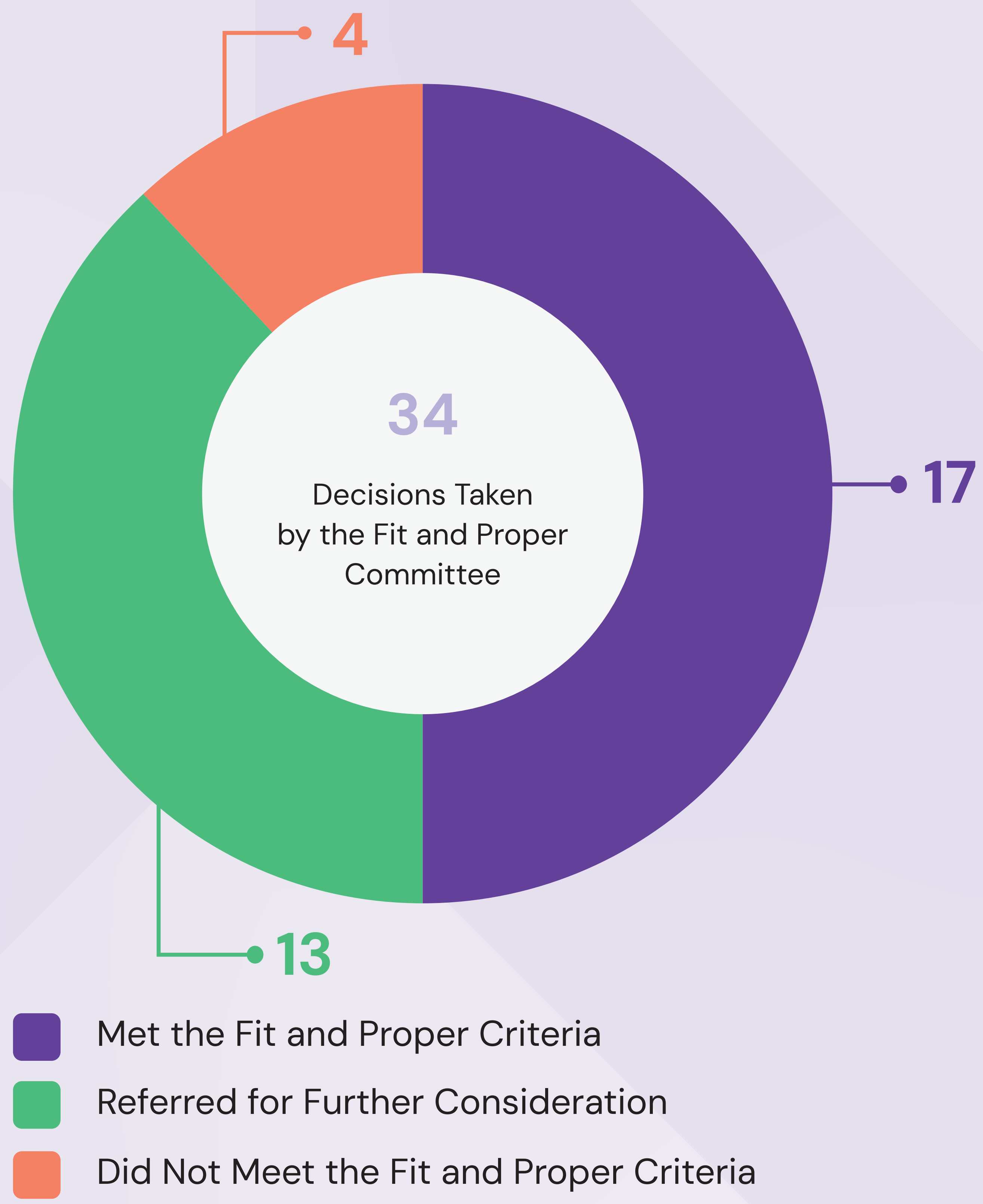
Fit and Proper Consideration

One of our principal responsibilities under the Gaming Act is to evaluate the suitability of relevant persons engaged in activities regulated thereunder, ensuring that they meet the fit and proper standards required to fulfil their respective roles. The Authority's Fit and Proper Guidelines set out the minimum criteria that must be met by relevant persons, which are considered to include MGA-authorised persons, those holding a qualifying interest, directors, key persons, and any third parties providing funding or otherwise exercising control over an authorised person.

Although the obligation to demonstrate satisfaction of these criteria ultimately rests with the persons concerned, we undertake our own checks to verify suitability. These include, at a minimum, criminal probity checks at the application stage, followed by ongoing monitoring throughout the duration of the authorisation. In the first half of 2025, we carried out 723 criminal probity assessments. Where concerns arise that could impinge on the fitness and propriety of relevant persons, the case is referred to the Fit and Proper Committee for further evaluation.

The Fit and Proper Committee

Between January and June 2025, the Fit and Proper Committee convened 10 times, during which it took 34 decisions in accordance with its policies and procedures. Of the cases reviewed, in 17 cases, no concerns were identified that would indicate failure to meet the standards as established by the Authority, whilst in a further four cases, the Committee determined that the criteria to be considered as fit and proper were not met. In the remaining 13 instances, the Committee referred the matter for further consideration, either to request or compile further information or to revisit its processes to enhance the fit and proper mechanism.



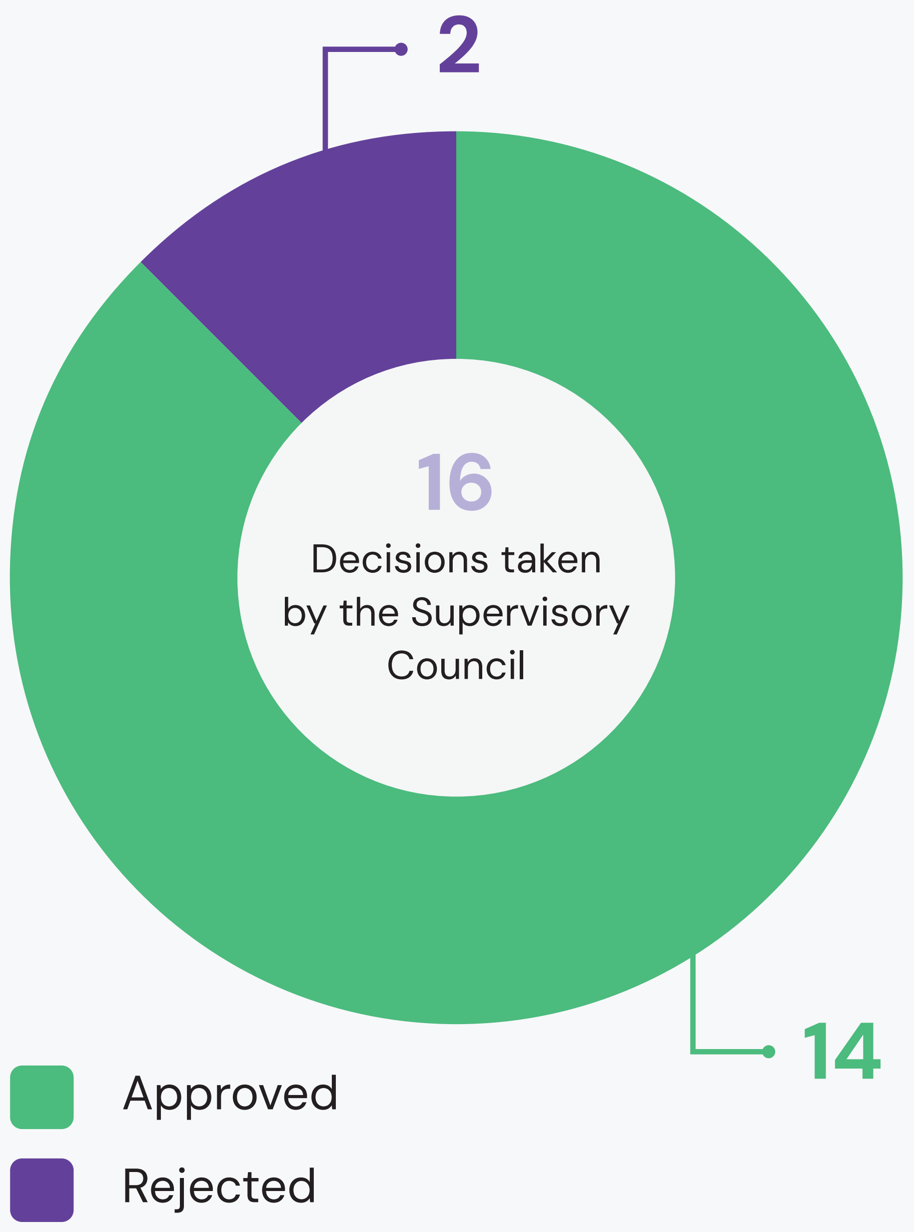
The Supervisory Council

To uphold our rigorous approach to maintain the integrity of the licensing process, we refer gaming licence applications to the Supervisory Council for its review. Over the first six months of 2025, the Supervisory Council convened 19 times, during which 16 gaming licence applications were considered.

To this end, 11 new gaming licence applications were reviewed by the Council, nine of which were approved and two were rejected on the basis that the information or submissions made to the Authority with respect to such licence applications was found to be false, misleading, inaccurate, or materially incomplete following the completion of the 'Minded Letter' process[6].

In addition, five gaming licence renewal applications were escalated for the attention of the Council, all of which were approved.

Additionally, as part of its functions, the Supervisory Council reviewed seven share transfers carried out by licensees to ensure that such restructuring does not prejudice the licensee's fitness and propriety or otherwise hinder its suitability for a licence. In three cases, the Supervisory Council confirmed that it had no reservations about the share transfers presented for its review. For the remaining four instances, the Council referred the matter for further internal clarification due to outstanding issues.



[6] As part of its commitment to maintaining the integrity of the application process and implementing best practices, the Council introduced the concept of 'Minded Letters' in the months leading up to 2024. These letters serve as formal notifications of the Authority's intention to refuse a particular application or to set out its reservations regarding an application, outlining the relevant considerations and legal basis for such a decision. The issuance of a Minded Letter further provides applicants with a 20-day period to either withdraw their application or submit written representations explaining why the Authority should reconsider its position regarding the application in question.

Supervisory Activities

The Authority's supervisory activities are central to maintaining a robust, fair, and trusted gaming sector. Through a risk-based and adaptive approach, we ensure that regulatory oversight not only addresses current risks but also anticipates emerging challenges, supporting both player protection and the long-term sustainability of the industry.

We exercise regulatory oversight of our licensees through a structured and comprehensive Supervisory Toolkit. The different methods of engagement adopted vary according to the level of risk and operational complexity involved. By employing a range of supervisory tools, we tailor our approach to the specific circumstances and outcomes we aim to achieve. This adaptive framework ensures that our actions remain proportionate to the risks identified. In addition to direct supervision, we rely on complementary workstreams to support a safe, fair, and transparent gaming environment.

Regulatory Oversight Supervisory Engagements

In our publication Regulatory Oversight: Supervisory Engagement Efforts 2025 ,we outlined how we have enhanced our risk-based approach to regulatory oversight, putting a focus on the areas of compliance, player protection, and sports betting integrity. These updates are intended to keep our supervisory practices both effective and flexible, allowing us to respond to the evolving needs of the industry. While our core supervisory oversight framework remains in place, we have introduced additional measures to further strengthen our monitoring capabilities. Through these efforts, we continue to further build trust, promote accountability, and support resilience across the sector, ultimately ensuring a safer and fairer environment for all stakeholders involved.

Our Supervisory Toolkit also includes full-scope compliance audits conducted by MGA-approved Audit Service Providers, which continue to play a key role in our supervisory oversight process.

During the first half of 2025, we concluded seven full-scope compliance audits, and initiated another eight. We have placed greater emphasis on the quality of audit reports submitted by our external auditors, reflecting our commitment to thorough and meaningful assessments. As part of this approach, we have sought additional clarifications from both external auditors and licensees to ensure a clear understanding of licensees' operations, which is further supported by relevant evidence.

These efforts were complemented by a total of 87 focused and targeted supervisory engagement efforts that were carried out between January and June 2025.

7 Full-Scope Compliance Audits Concluded

Compliance	Thematic Review: Operational Resilience – Information Technology	2
	Thematic Review: Governance Assurance – Key Functions	5
Player Protection	Thematic Review: Self-Exclusion Due to Problem Gambling	20
	Thematic Review: Player Protection Detection Systems	1
	Thematic Review: Policies and Procedures	10
Sports Betting Integrity	Thematic Review: Local Football Betting Landscape	49
	Thematic Review: Non-Reporting by Licensees	0
Total Thematic Reviews		87

Sports Betting Integrity Reporting

To uphold our ongoing commitment to sports betting integrity and to address the risks of match-fixing and malicious betting, we operate a dedicated reporting system designed to detect suspicious betting activities. This system plays a vital role in safeguarding the integrity of sports betting markets, enabling us to contribute effectively to the wider effort against sports manipulation.

In the first six months of 2025, licensees submitted 149 suspicious betting reports, categorised into accounts and events. An event refers to a reported instance where irregular or potentially suspicious activity may have influenced the integrity of a sporting outcome. An account relates to a player or betting activity flagged for suspicious patterns, often in connection with concerns about the integrity of an event.

149 Suspicious Betting Reports

These reports covered a range of sports, including but not limited to football, tennis and basketball. The most common bases for suspicion were 'stakes and volumes above the average expectation for the market', which accounted for 81.8% of the reports submitted, while 67.0% referred to 'activity from accounts of sporting participants' and another 66.0% referred to 'activity focused on specific markets'[7].

Between January and June 2025, we shared 88 alerts, out of which 45 reports containing high-level betting data were submitted to the relevant Sports Governing Bodies[8].

88 Alerts Shared with Licensees

The suspicious betting reports submitted led to 30 investigations, with the majority being related to football. We continued to collaborate with enforcement authorities, Sports Governing Bodies, integrity units and other regulatory entities worldwide. During the first six months of 2025, we responded to 25 requests for information regarding sports activities and participated in 41 instances of data exchange, further strengthening international cooperation in combating sports manipulation.

30 Investigations Across the Globe on Manipulation of Sports Competitions or Breaches in Sports Rules

25 Requests for Information

41 Instances of Data Exchange

[7] It is to be noted that these figures do not represent a share of the total but rather their frequency, since these reports include more than one basis for suspicion.

[8] A Sports Governing Body is an organisation that prescribes final rules and enforces codes of conduct with respect to a sporting event, member clubs, and participants therein.

B2B Compliance Reporting

In support of our ongoing oversight of the B2B sector, we received just over 1,000 monthly B2B Compliance Reports in the first half of 2025. These reports provide insight into the existing relationships between the B2B operators and their B2C and B2B clients, strengthening our understanding of market dynamics.

Requests for Assistance by Players

When players approach us with responsible gambling concerns, we provide assistance as necessary and conduct any required investigations to ensure that our licensees are operating in full compliance with the relevant regulations.

Following the introduction of Directive 5 of 2018, the Alternative Dispute Resolution Directive (ADR), effective as of 1 April 2019, we started to distinguish between disputes and complaints. A dispute refers to a disagreement between the player and the licensee with whom that player is registered, whereas a complaint refers to a report submitted by an individual to the Authority regarding any aspect of a licensee's gaming service that may be unlawful or not conducted in a safe, fair, or transparent manner.

Over time, we have noticed that the majority of player requests relate to disputes rather than complaints. Such disputes are therefore directed to the ADR entities for resolution, rather than handled directly by the Authority. To this end, with increased awareness, players are becoming more aware of the role of the ADRs and are now more inclined to escalate their disputes directly with these entities.

In the first six months of 2025, we received a total of 1,720 requests for assistance from players. A further 1,723 requests were resolved during the same period, including a number of spill-over cases carried forward from 2024. These efforts reinforce our commitment to ensuring that players have access to fair and transparent mechanisms for resolving concerns.

1,720
Requests for Assistance Received

Protecting Player Funds

We assess the financial standing of licensed operators to ensure the continued viability of the business and, most importantly, to safeguard player funds – one of the principal regulatory objectives entrusted to us. Under the applicable regulations, B2C licensees are required to maintain sufficient funds to cover the total player and jackpot funds. This requirement is monitored through the submission of Monthly Player Funds Reports, of which 891 were received between January and June of 2025

We also carry out audits on player and jackpot funds held by licensees, as well as on player funds accounts held with credit, financial, or payment institutions.

Furthermore, we have measures in place to protect players in the event of a licence surrender or cancellation. In such cases, licensees are required to undergo a data extraction process, which enables us to identify players who remain owed funds by the licensee but have not been responsive in collecting the amounts in their accounts prior to the closure of the gaming operation.

In the first six months of 2025, a total of 9 data extractions were conducted in relation to surrenders, cancellations or as part of ad-hoc compliance checks.

891 Player Funds Reports

9 Player Data Extractions

Unauthorised URLs Investigations

As part of our ongoing commitment towards player protection, we actively investigate websites that either provide unauthorised gaming services to Malta or make misleading references to the Authority. In case of the latter, such URLs are published in the form of a notice on our website and further escalated for enforcement action. During the first six months of 2025, we continued to strengthen our efforts to identify unauthorised URLs linked to unregulated gaming activity. A total of 75 URLs were reviewed, and 34 were found to contain fraudulent references to the Authority or its licensees. These were added to our publicly available list.

75 URLs Reviewed

34 URLs Containing Misleading Information

Commercial Communications Committee

All commercial gaming communications brought to our attention by the general public or identified by one of the regulatory and monitoring structures are evaluated by the Commercial Communications Committee. During the first six months of 2025, the Committee took four decisions on possible breaches to the Gaming Commercial Communications Regulations (S.L. 583.09). In each case, the Committee concluded that the matters escalated did not constitute a breach of the Commercial Communications Regulations.

AML/CFT Examination, Interviews and Enforcement Measures

Ensuring robust anti-money laundering and countering the financing of terrorism (AML/CFT) controls remains a cornerstone of our regulatory approach, supporting both the sector's integrity and Malta's reputation as a trusted jurisdiction.

Between January and June 2025, a total of 11 AML/CFT Compliance Examinations were initiated on our licensees, out of which six were initiated by the MGA and five by the Financial Intelligence Analysis Unit (FIAU).

Furthermore, we concluded 11 AML/CFT Compliance Examinations after holding the respective closure meetings. Of these, six were conducted by the MGA and five by the FIAU. Additionally, one closure letter was issued to a licensee who successfully addressed the identified issues after receiving a report.

In the first half of 2025, three licensees were subject to remediation measures under the Remediation Directives, imposed by the FIAU. When such measures are imposed, the licensees need to implement the necessary remedial actions. At this stage, no administrative penalties are issued; however, failure to carry out the required actions may result in an administrative penalty being imposed at a later stage.

The Authority also carried out interviews with prospective Money Laundering Reporting Officers (MLROs). We have restructured our interview process and procedures to enhance standardisation and efficiency, ensuring that candidates meet the required standards of knowledge and awareness of the Maltese AML/CFT legal framework. Between January and June 2025, we approved 12 candidates, rejected one candidate and provided three candidates with a conditional exemption.

Inspections and Compliance Reviews of Land-Based Gaming Establishments

Regular inspections and compliance reviews are fundamental to maintaining high standards of integrity and player protection across Malta's land-based gaming sector. In addition to a scheduled presence at all the National Lottery draws, in the first half of 2025, we conducted almost 4,200 inspections on land-based licensees operating through various gaming premises, including casinos and commercial bingo halls, controlled gaming premises, National Lottery outlets – including those now integrated as National Lottery Outlets – Controlled Gaming Premises[9] – and non-profit tombola events.

Furthermore, during the first six months of the year we have carried out a compliance review on one of the authorised gaming premises. These efforts ensure that all regulated venues operate in accordance with the highest standards of compliance and player safety.

4,198
Inspections on Land-based Establishments

[9] Since 2022, the landscape of land-based controlled gaming premises has evolved, with certain gaming parlours previously operated independently now being integrated under the National Lottery operator. In response to this shift, we are introducing the term 'National Lottery Outlets Controlled Gaming Premises' to define these regulated venues.

Enforcement

Effective enforcement is essential to upholding the integrity of Malta's gaming sector and ensuring that all participants comply with the highest regulatory standards. Our investigative and enforcement mechanisms are firmly in place, enabling us to take appropriate action whenever a natural or legal person is found to be in breach of the Gaming Act and the binding instruments issued thereunder.

Compliance and Enforcement Committee

As part of our internal structures, we have a Compliance and Enforcement Committee which is responsible for evaluating the higher-risk breaches and determining potential enforcement measures. These measures include, but are not limited to, cease and desist orders, warnings, administrative penalties, suspensions, and cancellations of authorisations issued by the Authority. When the violations under consideration constitute a criminal offence, the Committee decides whether to proceed with a formal complaint to the Malta Police Force (MPF) or by means of a regulatory settlement as an alternative to criminal proceedings in accordance with the provisions of the Gaming Act. Between January and June 2025, the Compliance and Enforcement Committee convened seven times and took 10 decisions, which resulted in a total of six enforcement actions. These six enforcement actions included three administrative penalties amounting to a total of €62,800, a warning, a revocation of authorisation, and a cancellation.

Further Enforcement Actions

In addition to the decisions taken by the Compliance and Enforcement Committee, we also issue enforcement measures for lower-risk breaches that do not require the Committee's endorsement. Typically, prior to the issuance of an enforcement measure, we send out notifications regarding the prospective breaches and enforcement measures.

This gives the recipient an opportunity to rebut and contest the alleged breaches and proposed enforcement measures deemed appropriate by the Authority. Between January and June 2025, we issued 28 such notices and a total of 34 enforcementactions, including 14 warnings and 20 administrative penalties, amounting to €76,560.

It should be noted that no licences were suspended during the first six months of 2025.

In addition, we take enforcement action against unauthorised entities that offer licensable services in or to Malta without the necessary authorisation, in breach of the Gaming Act. As part of this effort, we issued a total of 23 Cease and Desist Letters during the first six months of 2025.

Appeals

Article 43 of the Gaming Act allows any person aggrieved by a decision of the Authority to appeal to the Administrative Review Tribunal within twenty days from the date of service of the decision in question. This applies to decisions that include, but are not limited to, enforcement measures, fitness and pro priety assessments, and licence rejections.

We are currently handling four ongoing appeals before the Tribunal. During the first six months of 2025, one new appeal was lodged and remains pending, while two appeals lodged in previous years were withdrawn by the appellant/s.

23 Cease and Desist Letters

23 Administrative Penalties

15 Warnings

1 Cancelled Licence

Collaboration

Over time, we have cultivated strong partnerships and sustained ongoing dialogue with key stakeholders, both locally and internationally. These efforts are rooted in a commitment to sharing insights and best practices in gaming industry regulation.

International Cooperation

Effective regulation of a cross-border industry depends heavily on collaboration and the exchange of knowledge between the regulators. To this end, we maintain open channels of communication with our counterparts, respond to requests for collaboration, and actively share relevant information and insights as well as discuss experiences to address common challenges.

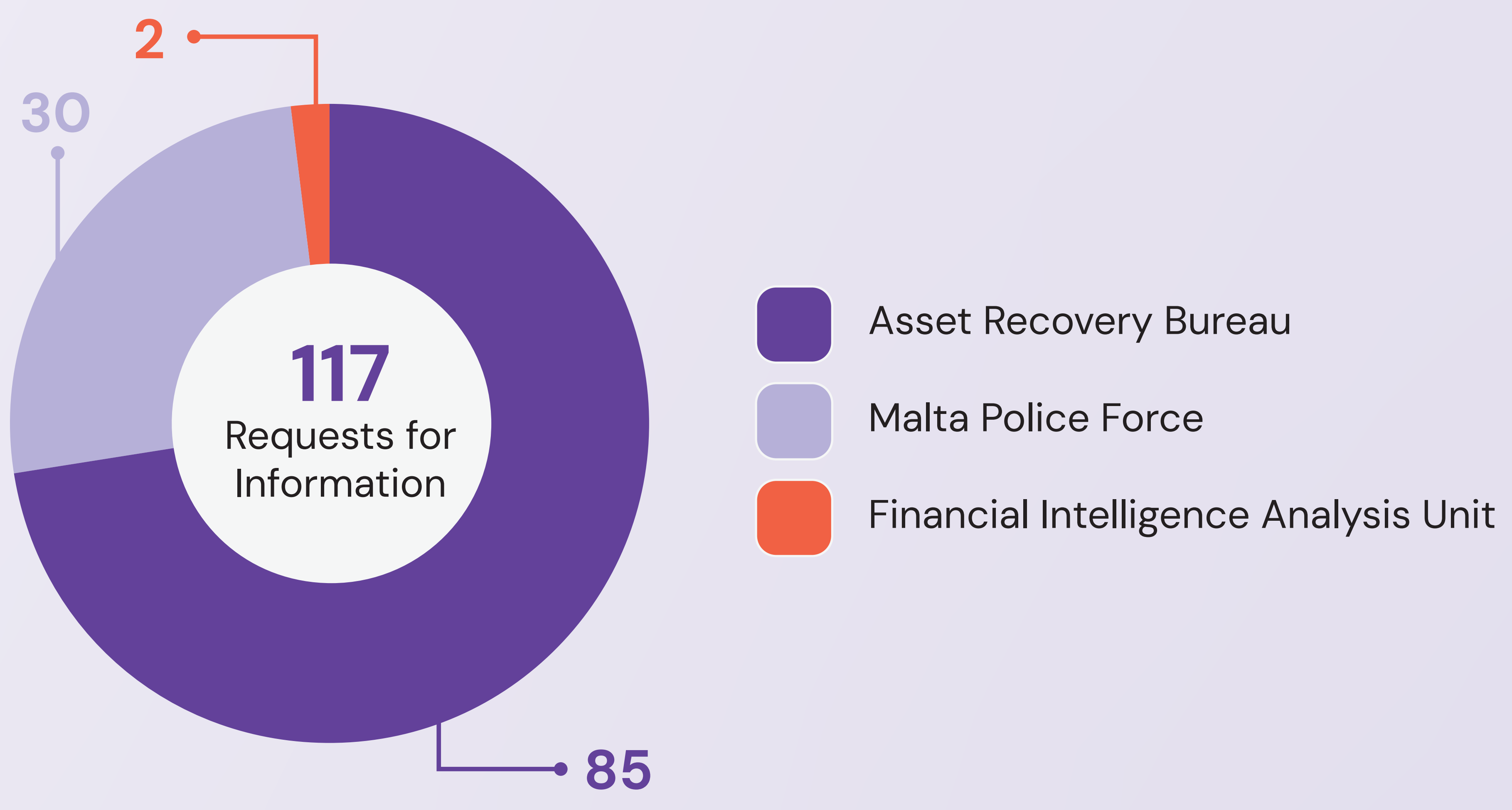
In the first six months of 2025, we received 29 cooperation requests, with just over half originating from EU countries. The majority of these requests concerned background checks conducted as part of an authorisation process, followed by generic requests for cooperation. Fewer requests were related to sports integrity-related matters or alleged illegalities. During the same period, we sent four cooperation requests to foreign regulators, primarily to obtain background information in support of ongoing authorisation processes. Half of these were sent to EU countries.

In addition, we collaborated with other regulators to provide 31 official replies confirming the regulatory standing of our licensees. These replies confirm the licensees' good standing, and, where applicable, include any relevant adverse findings regarding the licensees and associated persons.

31 Official Replies

Collaborations with Local Entities

We work closely with local regulatory authorities and governing bodies to ensure the effective regulation of the Maltese gaming industry. Our commitment towards collaboration is reflected in our responses to requests for information from the Asset Recovery Bureau (ARB), the FIAU, and the Malta Police Force (MPF) regarding the gaming sector. Additionally, we also provide relevant information to the Sanctions Monitoring Board (SMB) to support the issuance of penalties against legal and natural persons who fail to comply with sanctions screening obligations. Between January and June 2025, we received 117 requests for information from these entities.



Gaming Industry Performance Report:

Licensed Activities under the MGA

Preface

This section reviews the performance of gaming business activity licensed and regulated by the MGA for the period January to June 2025, in terms of developments in economic value added, employment and other headline indicators.

Methodology

1. These statistics relate to gaming business activity in Malta, as licensed and regulated by the MGA. The sources used for statistical compilation are:

- Industry Performance Returns (IPRs/Returns) submitted by operators in terms of Article 7(2)(d) of the Gaming Act;
- Information provided by operators through specific questionnaires and correspondence with the MGA; and
- Financial information provided by operators to the MGA.

2. The IPRs were disseminated amongst all the companies licensed by the MGA. To collect the necessary data, the licensed companies were asked to answer questions about their Maltese-licensed activity. At the cut-off date, the response rate for compiling the review was 98.0%. The Authority performed statistical imputations with respect to missing responses to derive a comprehensive analysis of the gaming industry operating in Malta.

3. A data cleaning process followed the data collection exercise to ensure the consistency of the results. In some cases, operators were contacted to clarify their responses. Omitted data was imputed through the appropriate techniques, and the answers to every question were analysed. Several imputation methodologies and weighting techniques were adopted to 'fill in' any missing information. Sample results were grossed up to obtain population data for all Maltese-licensed activities through appropriate weighting techniques.

4. The framework in place distinguishes between a "B2C – Gaming Service Licence" and a "B2B – Critical Supply Licence" as follows:

- B2C – Gaming Service Licence: Authorisation to a Maltese or EU/EEA entity to offer a gaming service from Malta to a Maltese person or through a Maltese legal entity.
- B2B – Critical Supply Licence: Authorisation to provide or carry out a critical gaming supply from Malta to a Maltese person or through a Maltese legal entity.

5. The Gaming Act specifies four game types, while the Gaming Authorisations and Compliance Directive (Directive 3 of 2018) establishes the verticals as follows:

- Type 1 – Games of chance played against the house, the outcome of which is determined by a random generator, which includes casino-type games, such as roulette, blackjack, baccarat, poker played against the house, lotteries, secondary lotteries, and virtual sports games.

The verticals falling under this game type are the following:

- Casino Games, including Live Casino – This vertical includes a variety of games of chance and skill commonly played within the premises of a casino, but are also offered online through various virtual platforms. These online casino games often use similar gambling equipment and mechanics to their physical counterparts and are accessible from anywhere with an internet connection. Live Casino games are played in real-time with a live dealer or croupier, either physically or remotely through a live stream. In the case of remote games, players can participate remotely from their computers or mobile devices and place bets on the outcome of the game, which is being broadcast live from either a dedicated studio or a land-based casino. The live dealer or croupier manages the game and interacts with the players, making it a more immersive and engaging experience compared to the traditional online casino games that use a random number generator.

- Lotteries – This vertical includes any game of chance in which prizes are distributed by lot or chance among participants in the game.
- Secondary Lotteries – This vertical includes games where players bet on the outcome of an official third-party lottery draw, rather than participating directly in the lottery itself.

- Type 2 – Games of chance played against the house, the outcome of which is not generated randomly, but is determined by the result of an event or competition extraneous to a game of chance, whereby the operators manage their own risk by managing the odds offered to the player.

One vertical falls under this game type, as follows:

- Fixed Odds Betting, including Live Betting – This vertical includes games in which a type of wagering is such that the payout for a winning bet is predetermined and fixed at the time the bet is placed. Live betting allows bettors to place bets on a variety of outcomes during a game, match or event.

- Type 3 – Games of chance not played against the house wherein the operator is not exposed to gaming risk but generates revenue by taking a commission or other charge based on the stakes or the prize, and which include player versus player games such as poker, bingo, betting exchange, and other commission-based games.

The verticals falling under this game type are the following:

- Pool Betting, including Betting Exchange – This vertical includes betting in which all bets on a particular event are placed into a pool, and the winning bettors share the pool proportionally according to the amount they have bet and the odds of their chosen outcome. A betting exchange is a type of online gambling platform where bettors can place bets against each other rather than against the house or bookmaker.
- Peer-to-Peer Poker – This vertical includes games of poker in which the players play against each other and the operator derives revenue by way of charge.
- Peer-to-Peer Bingo, and other Peer-to-Peer Games – This vertical includes games of bingo or other games in which players play against each other.
- Lottery Messenger Services – This vertical includes types of online services that allow users to purchase lottery tickets from around the world through a third-party provider.

- Type 4 – Controlled skill games as per Regulation 8 of the Gaming Authorisations Regulations.

One vertical falls under this game type, as follows:

- Controlled Skill Games – This vertical includes skill games, that is, activities in which the outcome is determined by the use of skill alone or predominantly by the use of skill, and which are deemed as a licensable game.

6. Gaming operators are requested to submit to the Authority the Gaming Revenue (GR) data as defined by the Gaming Licence Fees Regulations (S.L. 583.03) and the Directive on the Calculation of Compliance Contribution (Directive 4 of 2018).

7. In terms of the compliance contribution figures reported in this document, the following should be noted:

- For the land-based sector (excluding National Lottery), the compliance contribution from 2022 to 2025 included the licence fees and levies and a 5% consumption tax on customers located in Malta, in line with the Gaming Tax Regulations (S.L. 583.10).
- For National Lottery plc, the gaming tax was reported per the relevant regulations effective 5 July 2022. This changed under the new concession to include compliance contribution, levies, and a 5% consumption tax, in line with the Gaming Tax Regulations (S.L. 583.10).
- For online gaming, the compliance contribution for 2022 to 2025 included the licence fees and a 5% consumption tax on customers in Malta, in line with the Gaming Tax Regulations (S.L. 583.10).

8. Unless otherwise stated, the employment figures detailed in this report refer to Full-Time Equivalent (FTE) jobs at the end of each reporting period provided by the gaming operators (including both land-based and online companies holding B2C and B2B licences) in the IPRs submitted to the MGA. The methodology for collecting employment figures for the online gaming sector has been revised as from 2018. For this reason, the employment figures should not be compared with those published in previous years since the number of online gaming employees reported before 2018 also includes the number of outsourced/self-employed individuals directly engaged by gaming companies. Online gaming operators report their total employment in Malta in terms of two categories, as follows:

- Type A: Employees directly employed with MGA licensees, located in Malta and working on the gaming activities licensed by the MGA.
- Type B: Additional staff in Malta employed by MGA licensees that does not work on the MGA-licensed activities. Such staff typically includes:
    - Additional employees engaged with the licensed entity working in Malta on activities that are not licensed by the MGA; and/or
    - Employees that are employed with another associated/related company that is not licensed by the MGA.

9. The direct contribution of the gaming industry to the Maltese economy relates to gambling and betting activities (NACE 92), as per the European industrial activity classifications. The economic contribution is derived from the NSO data covering businesses operating in the Maltese territory, including firms not licensed by the MGA. At the industry level, gambling and betting activities in Malta are comprised of land-based casinos, controlled gaming premises, commercial bingo halls, the National Lottery operator, and online gaming companies (excluding activities of B2B operators).

10. The statistical figures reported for the previous periods have been revised to reflect any changes reported after publication.

Detailed Statistical Report on the Land-Based Gaming Activities

Distribution of Land-Based B2B Licences by Game Type

The current licensing regime categorises all games that licensees can offer into four game types[10], and an operator can offer one or multiple game types. There was a total of three B2B Land-Based licensees at the end of June 2025. As shown in Table 1, each licensee had an approval to offer Type 1 games. In addition, one of these licensees also held an approval to offer games under Type 3.

Gaming Premises – Casinos

There are four licensed casinos in Malta: Dragonara Casino, Portomaso Casino, and Casino Malta, which are located in the central part of the country, and Oracle Casino, located in the north side of the island.

Gaming Premises – Casinos: Game Types

At the end of June 2025, all casino-licensed establishments had approval to offer Type 1 and Type 3 games, while three of the four casinos had also a Type 2 approval. Each game type is further classified into the verticals offered for each type, as presented in Table 2[11]. To date, no licensed casino provides games of skill under Type 4.

[10] For more information on the game types, please refer to Point 5 of the Methodology.

[11] The table shows an abridged list of the gaming verticals, where only those being used are shown. For a full list of the gaming verticals, please refer to Point 5 of the Methodology.

Table 1: Land-based – B2B – Game Types Verticals (end-June 2025)

Type 1	
Casino Games, including Live Casino and Lotteries	3
Type 2	
Fixed Odds Betting, including Live Betting	0
Type 3	
Pool Betting, including Betting Exchange	1
Type 4	
Games of Skill	0

Table 2: Gaming Premises – Casinos – Game Types Verticals (end-June 2025)

Type 1	
Casino Games, including Live Casino	4
Type 2	
Fixed Odds Betting, including Live Betting	3
Type 3	
Peer-to-Peer Bingo/Poker	4
Type 4	
Games of Skill	0

Gaming Premises – Casinos: Number of Gaming Devices

As illustrated in Table 3, at the end of June 2025, the total number of gaming devices in the casinos stood at 891, including 885 slot-type gaming machines and 6 sports betting terminals.

Table 3: Gaming Premises - Casinos - Number of Gaming Devices

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Slot-type gaming devices	880	897	896	903	937	888	885
Sports betting machines	12	12	12	22	9	6	6
Total	892	909	908	925	946	894	891

Gaming Premises – Casinos: New Players' Registrations

Casino operators are required to register every new-to-the-casino player who enters their premises. As outlined in Table 4, by the end of June 2025, licensed operators reported 72,923 registrations in their establishments, including multiple registrations by a single player in more than one casino.

Table 4: Gaming Premises – Casinos – New Players' Registrations

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	July-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	60,068	110,235	91,246	134,216	91,857	109,575	72,923

Gaming Premises – Casinos: Players' Visits

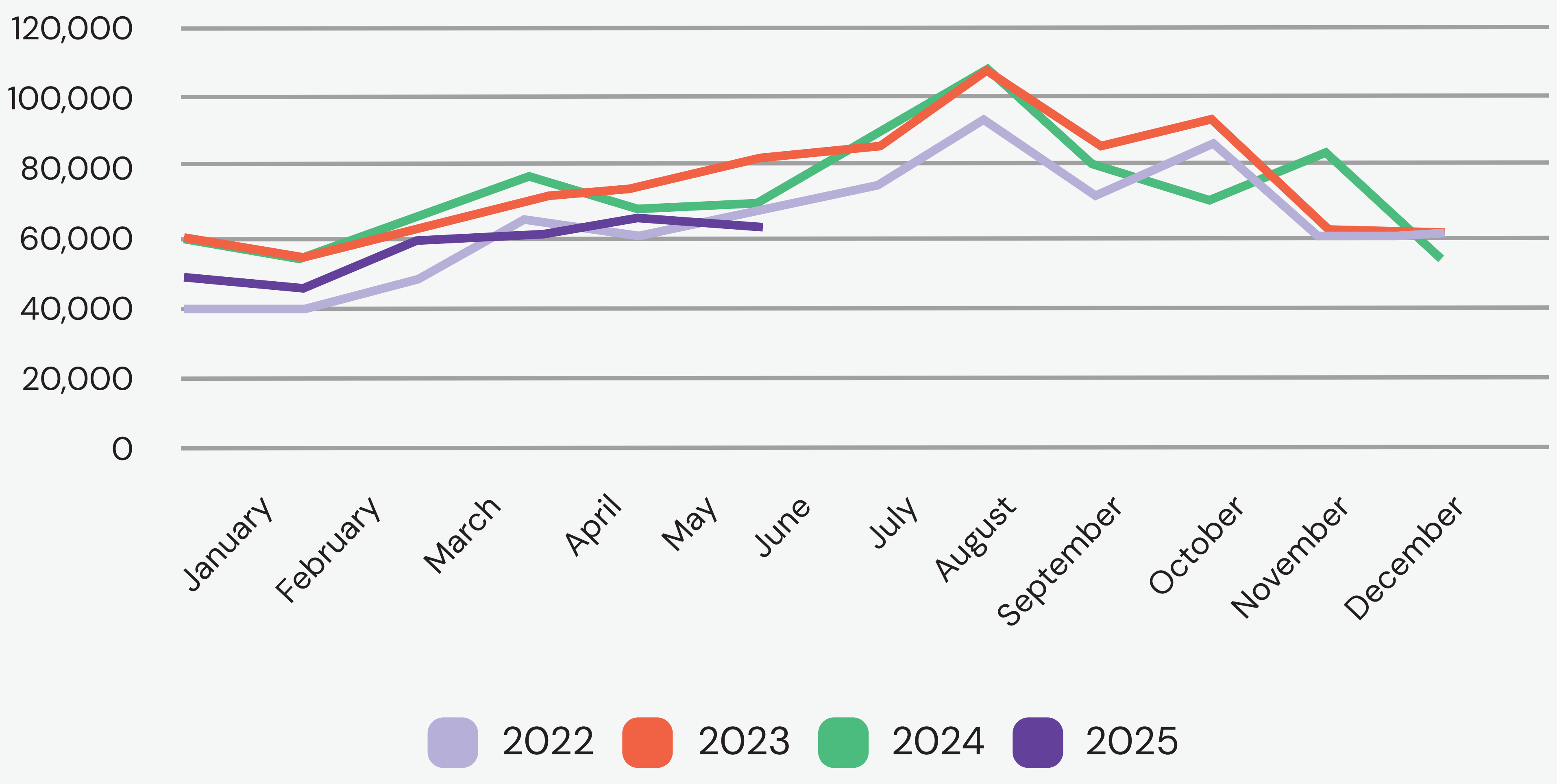
Table 5: Gaming Premises – Casinos – Players' Visits

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	July-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	331,844	458,798	417,979	507,109	398,474	491,428	367,393

As presented in Table 5, the total number of visits to local casinos by the end of June 2025 stood at 367,393, a decrease of 7.8% when compared to the first six months of 2024. Such a drop has been observed across all the months within this reporting period, with the major decreases being observed in the month of April 2025, as presented in Chart 1.

Data for 2025 indicates that the decline observed in the previous year has continued to persist in both registrations and visits to local casinos, which can be attributed mainly to the refurbishment of two of the casinos, which has likely disrupted normal operations and affected the volume of traffic during the renovation period.

Chart 1: Gaming Premises - Casinos – Players' Visits



Junket Players

During the period under review, local casinos hosted 773 junket players. As can be noticed from Table 6, of all junket players hosted by casinos during the period under review, 32.2% referred to the in-house junkets, whilst the remaining players were brought to the casinos by junket leaders.

Table 6: Gaming Premises – Casinos – Number of Junket Players

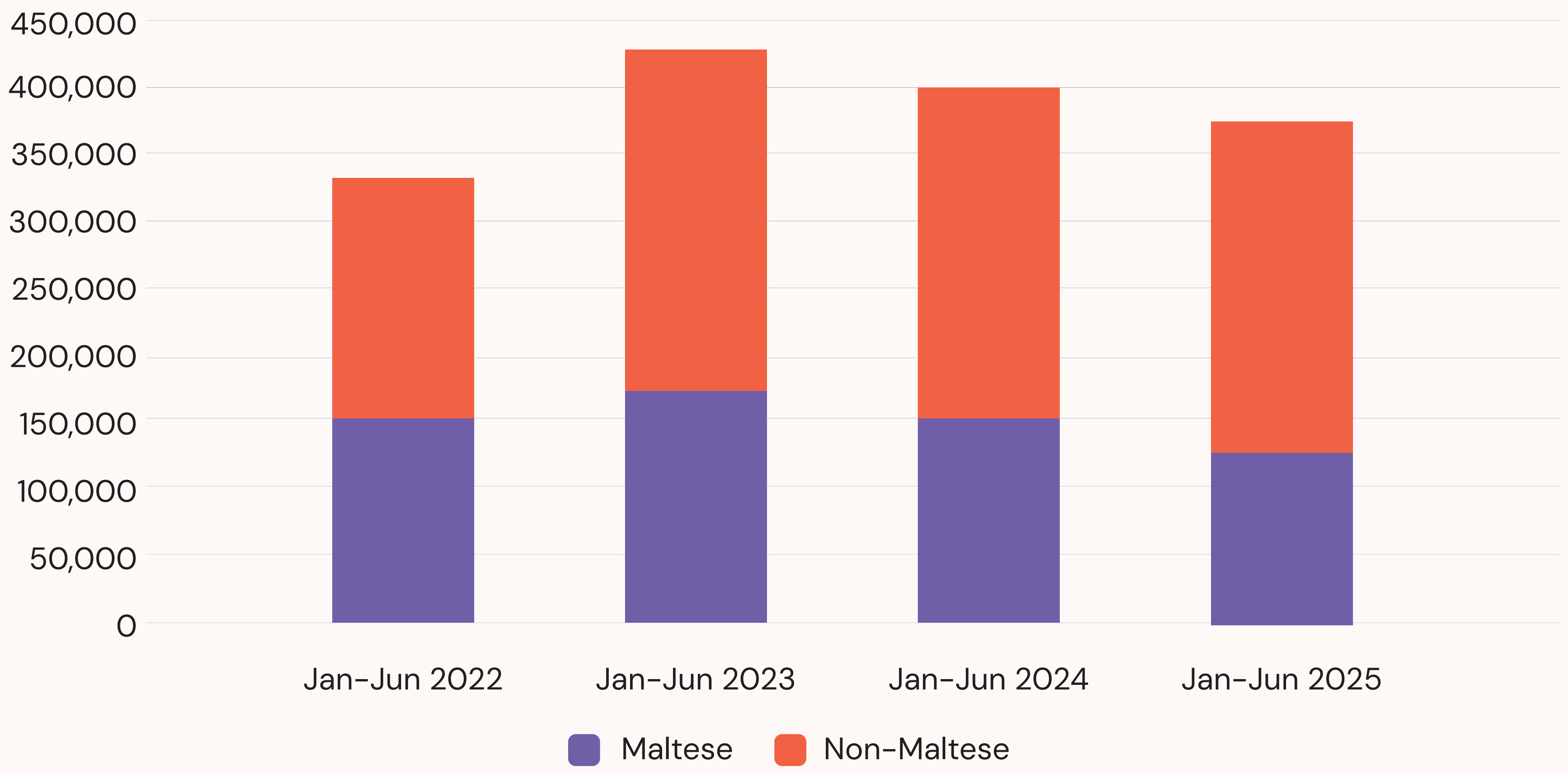
	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	July-Dec	Jan-Jun	Jul-Dec	Jan-Jun
In-house	226	203	319	355	220	812	249
With junket leader	427	490	455	359	334	10	524
Total	653	693	774	714	554	822	773

Gaming Premises – Casinos: Players' Profile

Nationality

During the first half of 2025, the number of visits by Maltese players decreased by 16.5%, while that of non-Maltese players decreased by 2.0% when compared to the corresponding period of 2024. As illustrated in Chart 2, visits by non-Maltese players accounted for 63.9% of all casino visits registered between January and June 2025. The predominance of foreign players has once again been reflected in this reporting period, affirming the tourism industry's significant role in the casino market.

Chart 2: Gaming Premises – Casinos – Players' Profile by Nationality

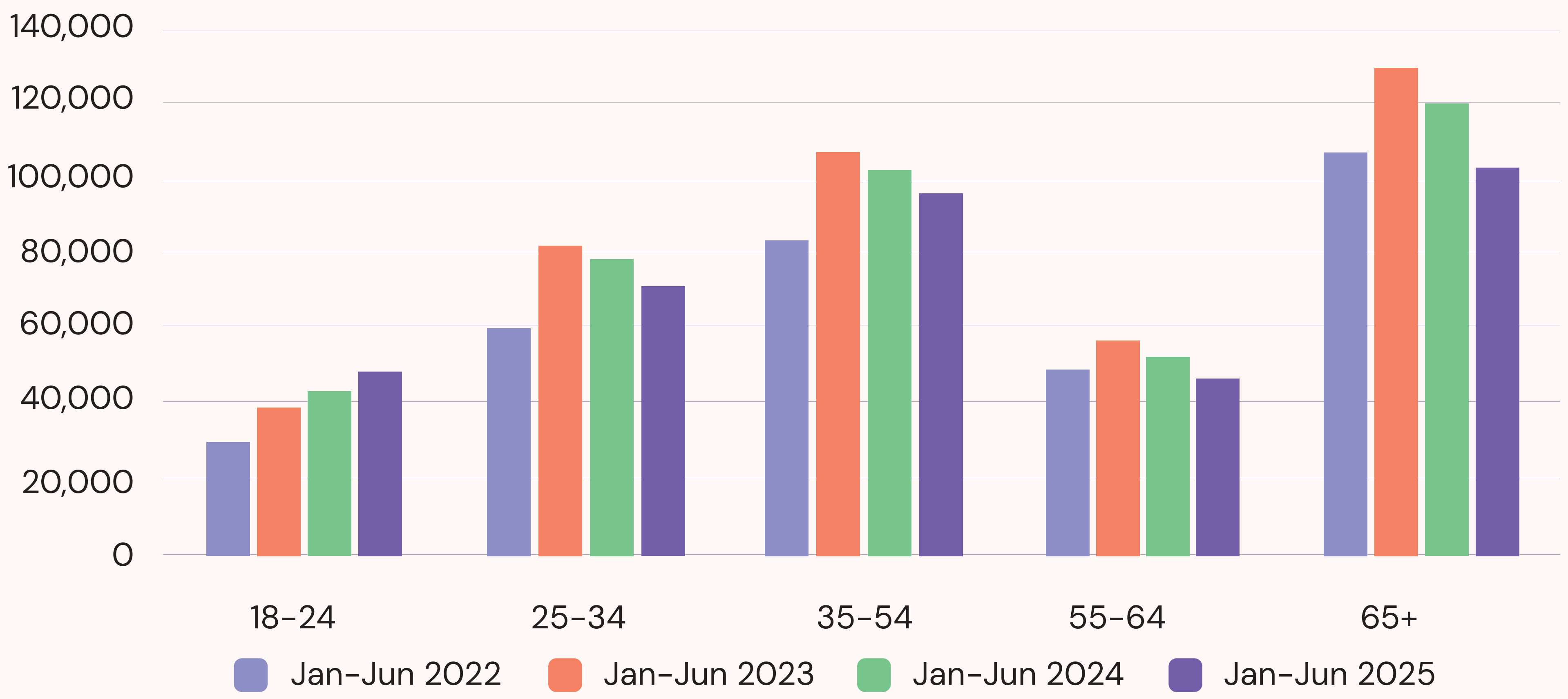


Demographic Group

Player visits declined across most age groups, mirroring the overall reduction in total visits. Notably, however, visits by individuals aged 18–24 increased by 13.0% compared to the first half of 2024. This rise is entirely attributable to an increase in visits by young tourists, which is indicative of Malta's growing appeal as a cosmopolitan destination among younger adults. Over the past few reporting periods, this age group has overtaken the 55–64 age bracket to become the second smallest demographic category visiting Malta's casinos.

As illustrated in Chart 3, visits by persons aged 65 and over continued to constitute the largest demographic category of visitors to casinos, accounting for 27.9% of total visits. Visitors from the 35–54 age bracket constituted 26.3% of the visits, with this being the second largest category. Visits by players from the 25–34, 18-24 and 55-64 age brackets accounted for 19.5%, 13.4%, and 12.9% of the total visits, respectively.

Chart 3: Gaming Premises – Casinos – Players' Profile by Age Group Distribution



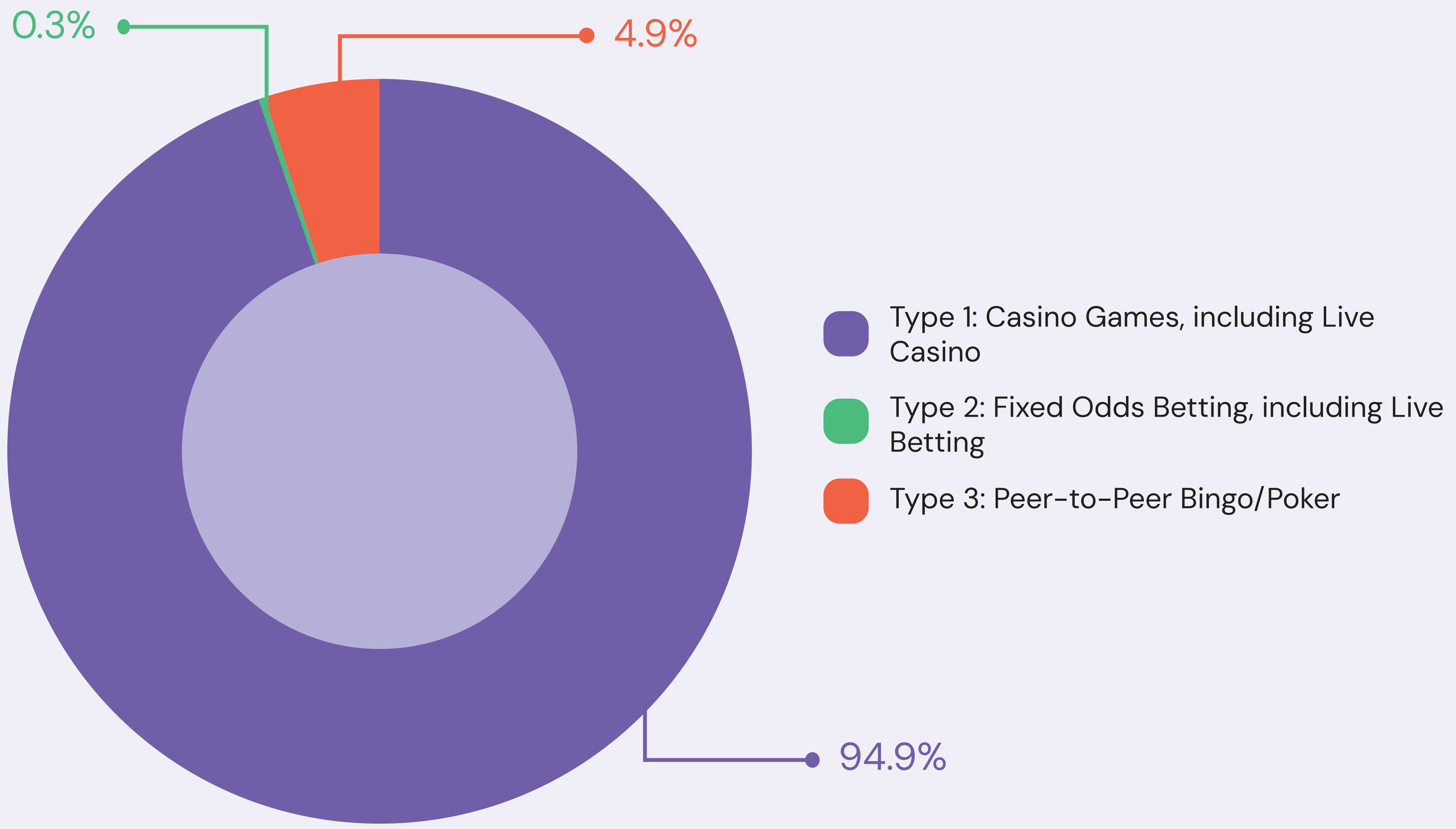
Note: The legal age to enter casinos in Malta is 25 for Maltese and 18 for non-Maltese players.

While the majority of visits continue to be made by male players, female participation remains significant at 33.7% of all visits, consistent with previous periods.

Gaming Premises – Casinos: Gaming Revenue

Casino gaming revenue increased by 4.0% when compared to the same reporting period of 2024. This growth was primarily driven by a higher average spend per visit, despite a decline in the total number of visitors. As illustrated in Chart 4, almost the entire GR for the period was generated from Type 1 games.

Chart 4: Gaming Premises – Casinos – GR Distribution by Game Type



The GR from the junket activity stood at 9.8% of the total GR reported during the first half of 2025, in line with that reported in previous reporting periods.

Average Gaming Revenue per Visit

The average GR per visit stood at €90.3 during the first six months of 2025, an increase of 25.0% compared to the same period in 2024. As illustrated in Table 7, this represents the highest average spend per visit recorded in the casino sector. This development reflects shifts in casino operating models and added investment in the range and quality of products available. These shifts have influenced how players engage with casino offerings, contributing to higher GR levels even as the overall number of individual players has decreased. Fewer total visits may indicate longer sessions rather than more frequent ones, contributing to the increase in spend per visit.

Table 7: Gaming Premises – Casinos – Average GR per Visit

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	67.6	60.9	65.6	59.3	72.3	58.6	90.3

Gaming Premises – Casinos: Compliance Contribution

The MGA collected almost €9.9 million by way of compliance contribution fee, licence fees, levies, and a 5% consumption tax on customers located in Malta during the first half of 2025, as can be noted in Table 8. This continues to reflect the growth in revenue.

Table 8: Gaming Premises – Casinos – Compliance Contribution

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	7,316,096	9,376,841	8,953,364	10,044,499	9,570,884	10,527,835	9,881,641

Note: The above figures include the compliance contribution fee, licence fees, and a 5% consumption tax on customers located in Malta in line with the Gaming Tax Regulations (S.L. 583.10).

Gaming Premises – Casinos: Employment

As presented in Table 9, at the end of June 2025, the total number of FTE direct employees working in casino establishments stood at 567, a slight decrease over the employment levels noted in 2024.

Table 9: Gaming Premises – Casinos – Employment (FTE)

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total [€]	494	533	531	565	586	572	567

In line with previously observed distribution patterns, the proportion of male employees stood at 59.9% at the end of June 2025, while the share of non-Maltese employees was 74.0%.

Gaming Premises – Controlled Gaming Premises

Gaming Premises – Controlled Gaming Premises: Number of Outlets

The number of premises offering controlled gaming across Malta remained the same for four consecutive reporting periods since the end of 2023, totalling to 21 at the end of June 2025. This indicates the stability in this sector, following a period of restructuring and changes in business models during 2022 and 2023.

The highest number of outlets are located in the Northern Harbour and the Southern Harbour regions of Malta, as specified in Appendix 1, with eight and six approved gaming premises, respectively. These two regions feature a relatively high population value and density, and significant commercial activity that is also of a touristic nature.

There are no specific limits on controlled gaming premises per locality. However, the Authority ensures that approvals of licences and premises are consistent with safeguarding and protecting minors and the general public. Table 10 presents the total number of gaming premises for all the licensed operators.

Table 10: Controlled Gaming Premises – Number of Outlets

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	63	28	29	21	21	21	21

Gaming Premises – Controlled Gaming Premises: Game Types

At the end of June 2025, the five authorised licensees operating the controlled gaming premises had approval to offer Type 1 games and four operators had approval for Type 2 games. Each game type is subdivided into verticals, as presented in Table 11[12].

Table 11: Controlled Gaming Premises – Game Types Verticals (end-June 2025)

Type 1	
Casino Games, including Live Casino	5
Type 2	
Fixed Odds Betting, including Live Betting	4
Type 3	
Peer-to-Peer Bingo/Poker	0
Type 4	
Games of Skill	0

[12] The table shows an abridged list of the gaming verticals, showing only those that are being used. For a full list of the gaming verticals, please refer to Point 5 of the Methodology.

Gaming Premises – Controlled Gaming Premises: Number of Gaming Devices

The number of licensed gaming devices has remained the same since the end of 2023, totalling to 162 at the end of June 2025, with an average number of gaming devices per outlet of 7.7, as outlined in Table 12. This is in line with the regulations, which limit the number of devices per outlet to no more than 10.

Table 12: Controlled Gaming Premises – Average Number of Gaming Devices

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	8.6	8.4	7.5	7.7	7.7	7.7	7.7

Gaming Premises – Controlled Gaming Premises: Players' Visits

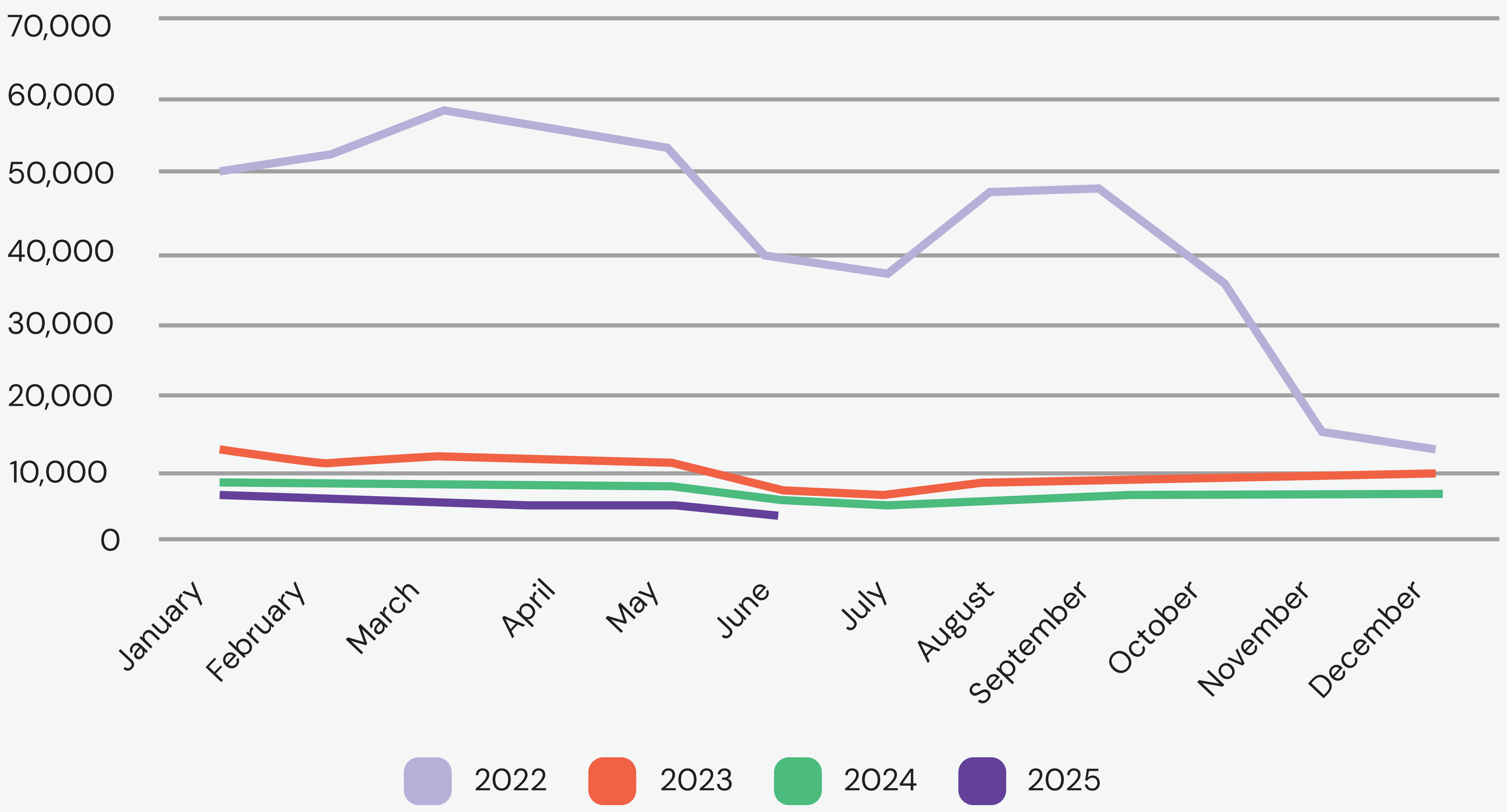
Between January and June 2025, as presented in Table 13, the number of visits to controlled gaming premises stood at 32,098, a decrease of 28.1% when compared with that reported in the corresponding period of 2024, reflecting the year-on-year downward trend in this sector as a result of the sector-wide restructuring that occurred during 2022 and 2023.

Table 13: Controlled Gaming Premises – Number of Visits

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	309,181	195,832	65,857	52,361	44,631	38,612	32,098

Chart 5 presents the monthly visits registered in the controlled gaming premises between 2022 and June 2025. Although it is not possible to make any comparisons because of the significant change in the characteristics of this sub-market since the beginning of 2023, one can observe that the monthly activity reported during the first half of 2025 follows a similar monthly trend to what was reported during the same months in 2023 and 2024.

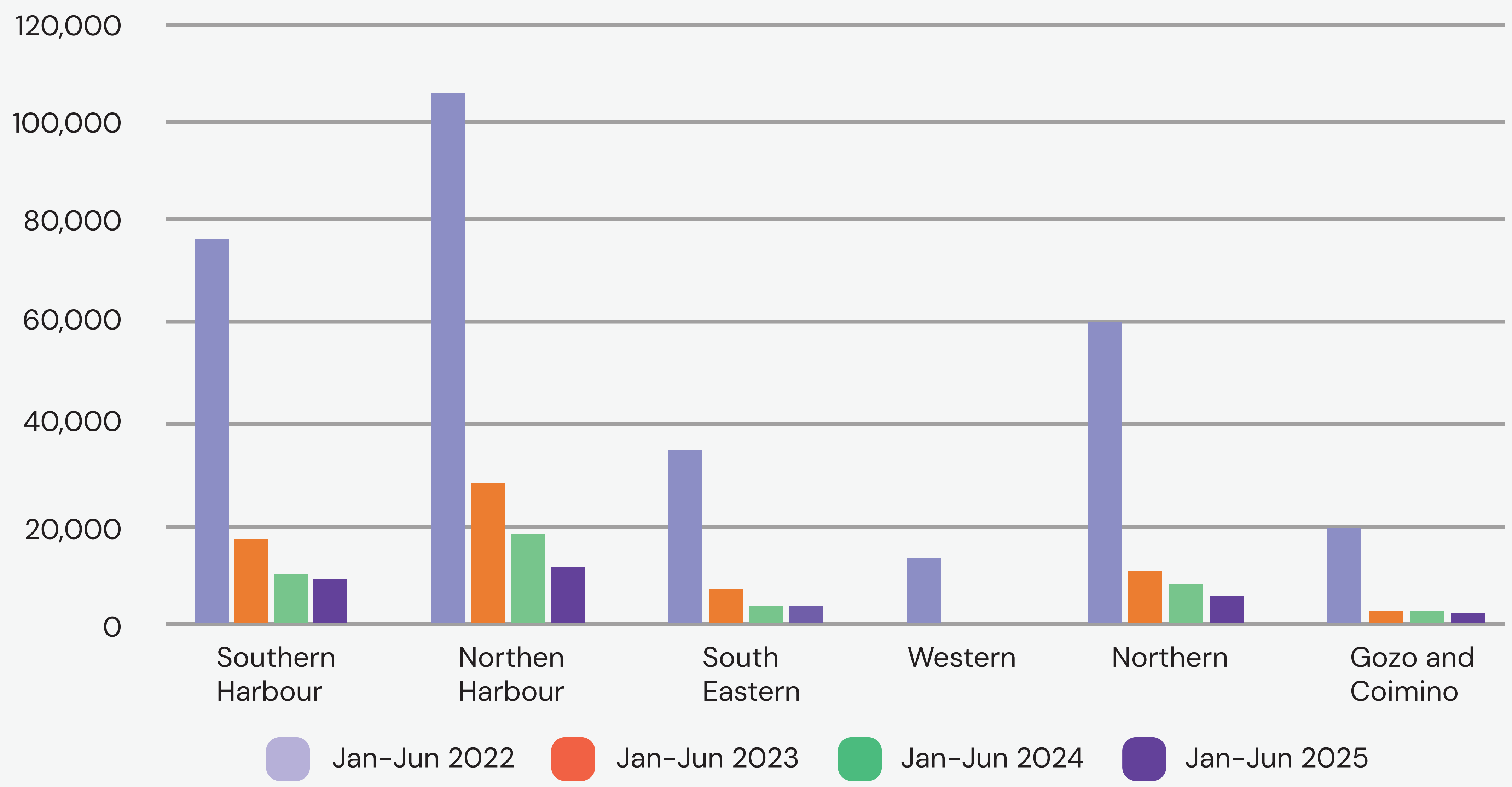
Chart 5: Controlled Gaming Premises – Number of Visits



Number of Visits by Locality

Although smaller in volume, similar to the trends observed in the previous years, the highest number of player visits occurred in the Northern Harbour and Southern Harbour districts, accounting for 34.8% and 29.7% of all visits, respectively. These two districts are also characterised by the highest number of outlets, eight and six respectively, which explains the concentration levels of visits. The remaining visits were distributed among the Northern (16.6%), South Eastern (13.0%) and Gozo and Comino (5.9%) districts. It is to be noted that, since the first half of 2023, within the Western District, there are no longer any authorised gaming establishments operating controlled gaming.

Chart 6: Controlled Gaming Premises – Number of Visits by District



Gaming Premises – Controlled Gaming Premises: New Players' Registrations

As presented in Table 14, during the first six months of 2025, the number of new registrations recorded at the controlled gaming premises stood at 528. This marks a decrease of 54.3% compared to the same reporting period in 2024, in line with earlier observations.

Table 14: Controlled Gaming Premises – New Players' Registrations

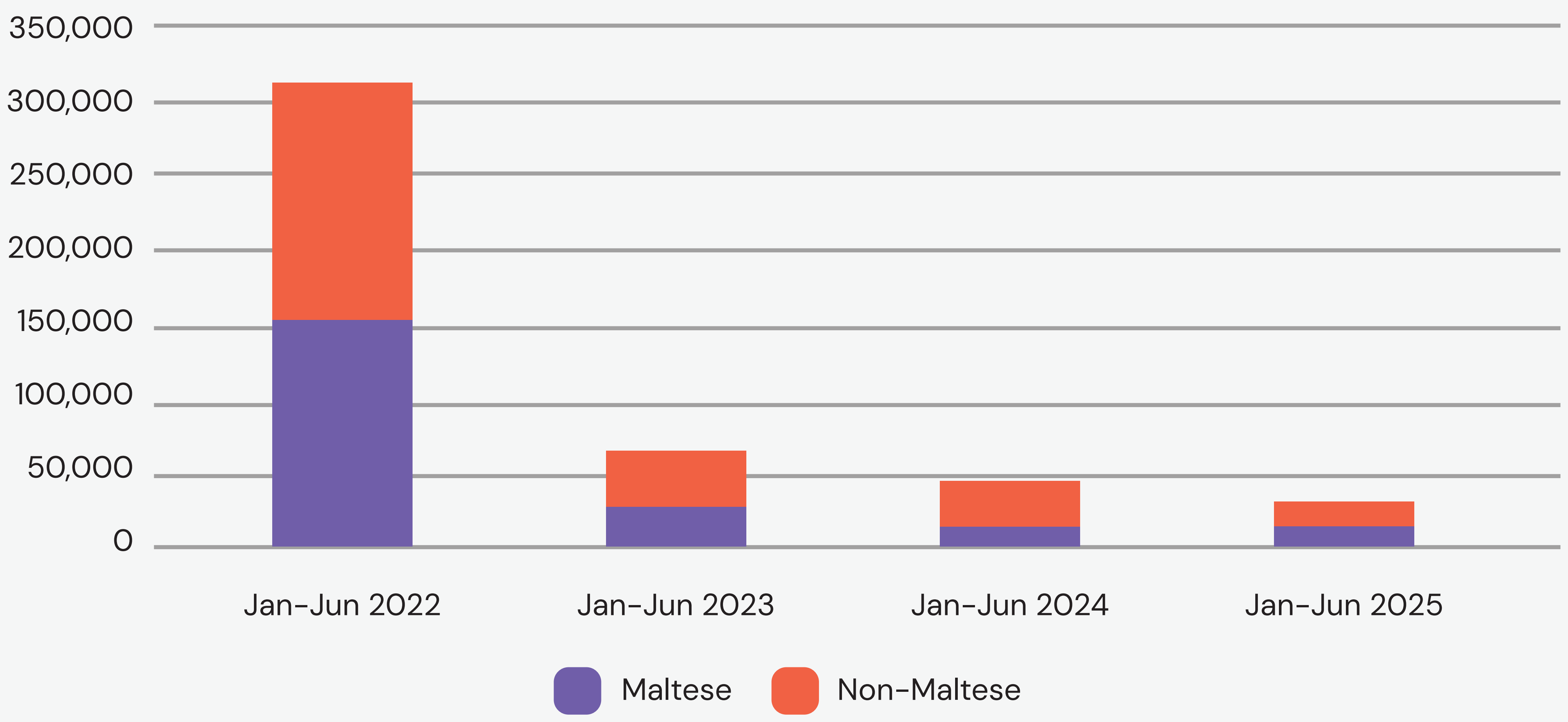
	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	3,623	4,167	1,492	1,893	1,155	925	528

Gaming Premises – Controlled Gaming Premises: Players' Profile

Nationality

The share of visits to controlled gaming premises by Maltese players stood at 48.9% during the first six months of 2025. As can be observed in Chart 7, this is in line with previous trends, whereby the majority of players within this sector are non-Maltese, reflecting the changing demographic composition of the resident population in Malta.

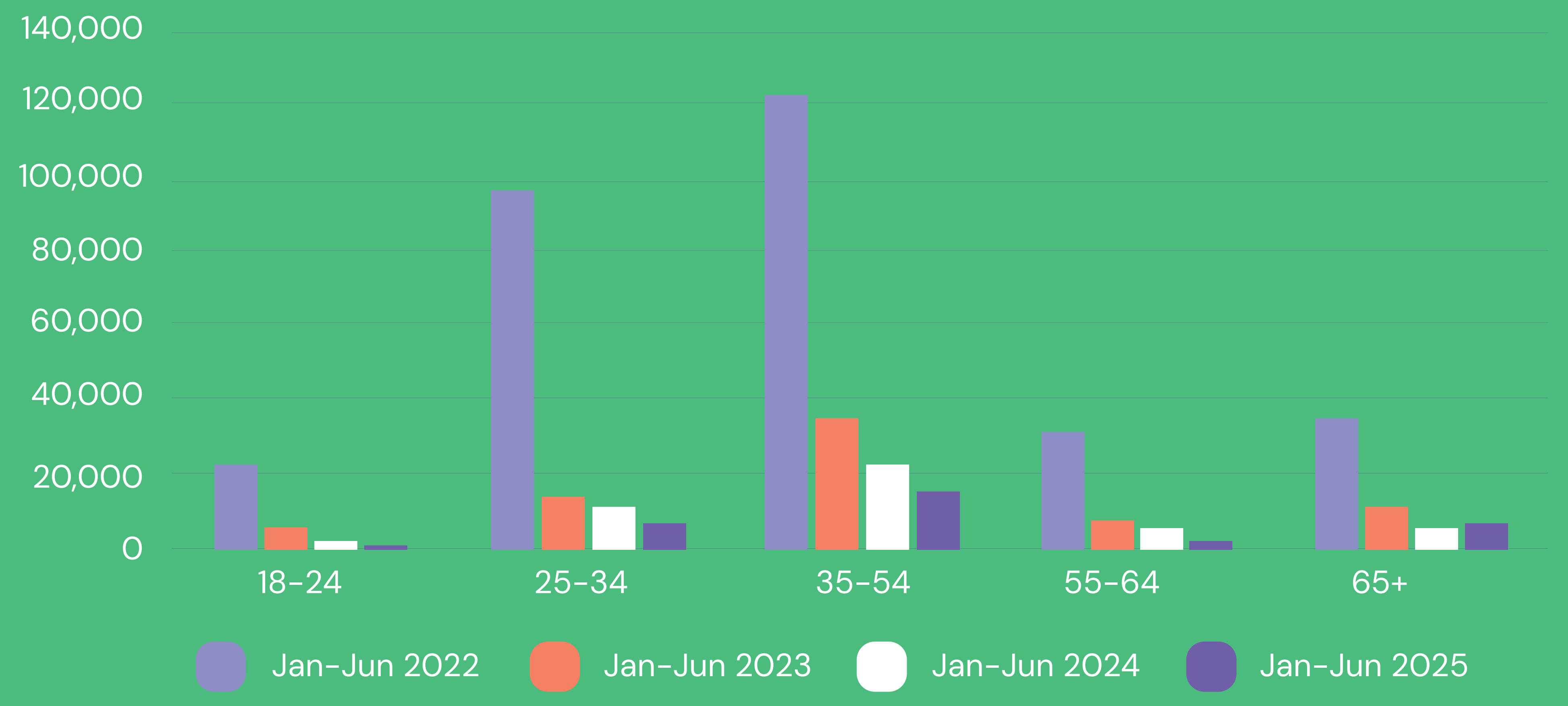
Chart 7: Controlled Gaming Premises – Players' Profile by Nationality



Demographic Group

As can be noted from Chart 8, the drop in the number of registered players was distributed across all age categories with the exception of the 65+ age category, which had an increase over the previous reporting periods. Visits by players from the 35-54 and 25-34 age brackets continued to constitute the largest demographic category of visitors to controlled gaming premises, accounting for 42.1% and 20.9% of all visits, respectively. Visits by players from the 18-24 and 55-64 age brackets respectively accounted for 3.8% and 12.0% of the total visits registered during the first six months of 2025. Players within the 65+ age group accounted for 22.6%, an increase of 9.5 percentage points over the same period of 2024.

Chart 8: Controlled Gaming Premises – Players' Profile by Age Group

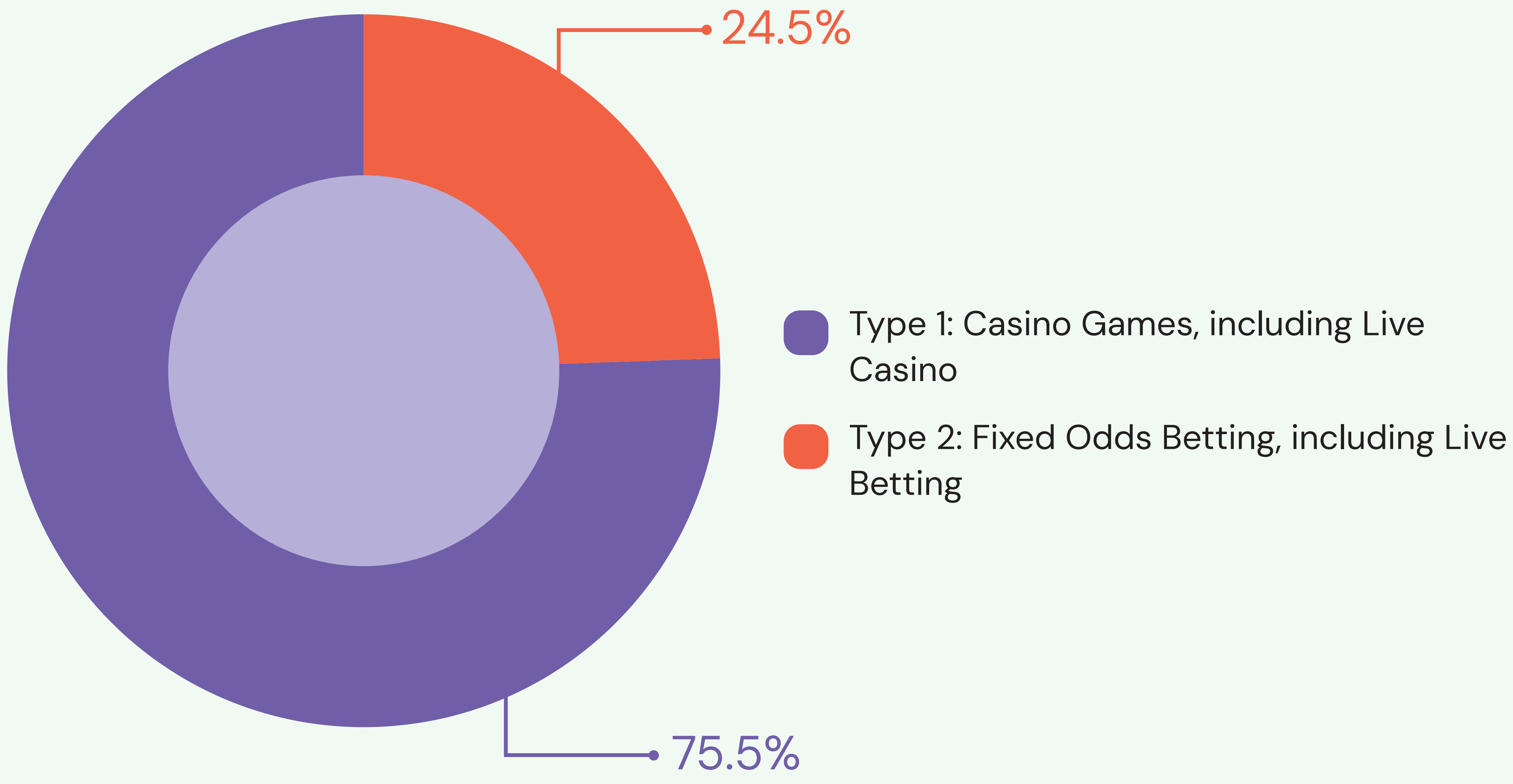


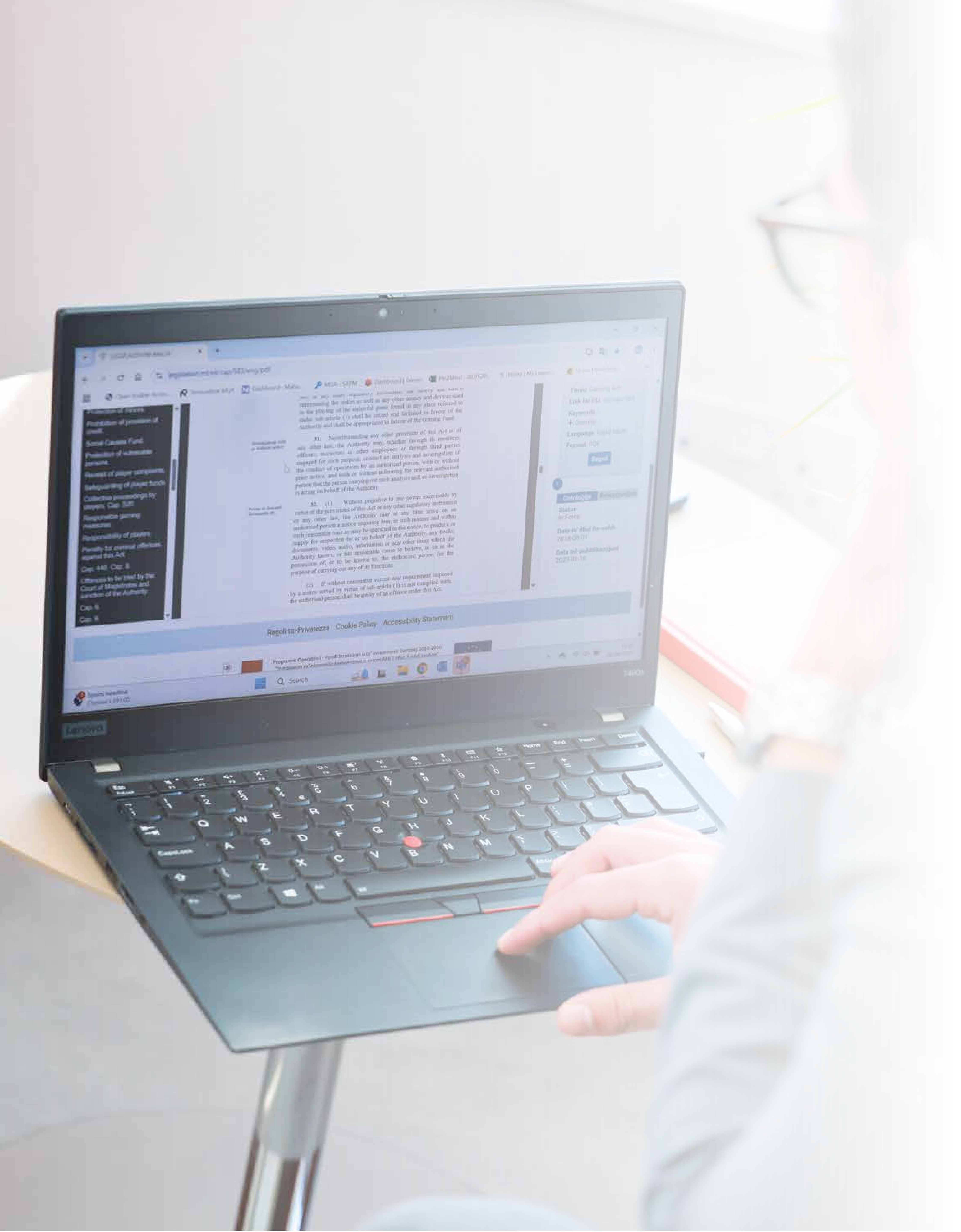
Furthermore, controlled gaming premises are most popular with males, whose visits accounted for 72.9% of the total visits registered between January and June 2025.

Gaming Premises – Controlled Gaming Premises: Gaming Revenue

Between January and June 2025, the GR generated by controlled gaming premises decreased by 6.8% when compared to same period of 2024. This is in line with the reported lower number of visits. As illustrated in Chart 9, the distribution of GR during this period remained consistent with previous reporting periods, with 75.5% generated from Type 1 games and the remaining 24.5% from Type 2 games.

Chart 9: Controlled Gaming Premises – GR Distribution by Game Type





Average Gaming Revenue per Visit

As can be noted from Table 15, the average GR per visit to controlled gaming premises stood at €29.8, which is the highest average recorded, indicating that the total amount spent by players within these licensed gaming establishments increased notwithstanding the overall decrease in the number of visits.

Table 15: Controlled Gaming Premises – Average GR per Visit

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	20.2	20.5	26.2	21.4	23.0	24.3	29.8

Gaming Premises – Controlled Gaming Premises: Compliance Contribution

As presented in Table 16, the MGA collected a total of €327,473 from the operators of controlled gaming premises.

Table 16: Controlled Gaming Premises – Compliance Contribution

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	1,518,860	1,007,490	510,053	336,830	336,099	316,699	327,473

Note: The above figures include the compliance contribution fee, licence fees, and a 5% consumption tax on customers located in Malta in line with the Gaming Tax Regulations (S.L. 583.10).

Gaming Premises – Controlled Gaming Premises: Employment

As indicated in Table 17, by the end of June 2025, the number of FTE direct employees working in the controlled gaming premises amounted to 51.

Table 17: Controlled Gaming Premises – Employment (FTE)

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	168	83	83	61	62	56	51

By the end of June 2025, the demographic distribution of employees at controlled gaming premises remained largely unchanged when compared with previous reporting periods, with 59.6% of employees being male, and 65.4% being non-Maltese.

Gaming Premises – Commercial Bingo

Gaming Premises – Commercial Bingo: Number of Establishments

During the first six months of 2025, two commercial bingo halls, one located in Qawra and the other in Paola, were authorised to operate under an MGA licence.

Gaming Premises – Commercial Bingo: Game Types

At the end of June 2025, both commercial bingo licensees were approved to offer peer-to-peer bingo/poker under Type 3 games[13].

Gaming Premises – Commercial Bingo: New Players' Registrations

As indicated in Table 18, between January and June 2025, the number of new registrations in commercial bingo halls amounted to 1,917. The increase observed over the same months in 2024 is mainly attributed to the fact that one of the commercial bingo halls was temporary closed during the second quarter of 2024.

Table 18: Gaming Premises – Commercial Bingo – New Players' Registrations

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	434	798	924	933	555	1,043	1,917

[13] For more information on the game types, please refer to Point 5 of the Methodology.

Gaming Premises – Commercial Bingo: Players' Visits

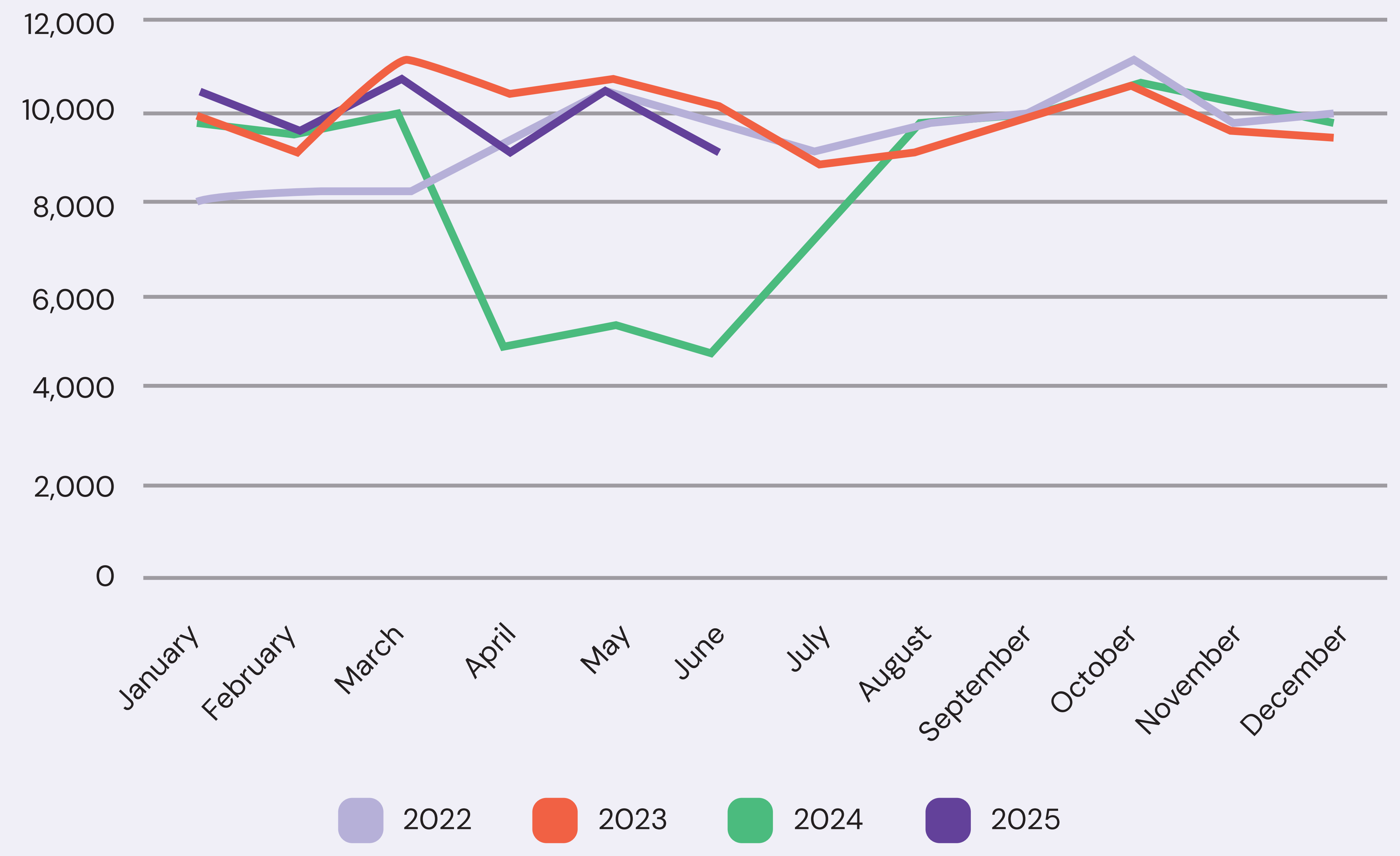
The number of players' visits to commercial bingo halls increased by 34.0% over the same period in 2024, as can be observed in Table 19, reflecting the temporary closure of one of the commercial bingo halls in the second quarter of 2024, and its subsequent re-opening.

Table 19: Gaming Premises – Commercial Bingo – Number of Visits

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	54,071	59,828	61,264	57,118	44,294	57,452	59,362

For a better comparison, Chart 10 presents the number of monthly visits registered in the commercial bingo sector between 2022 and June 2025. It can be observed that for the months when both commercial bingo outlets were operational, the number of visits was comparable to what was reported monthly in 2023.

Chart 10: Gaming Premises – Commercial Bingo – Number of Visits

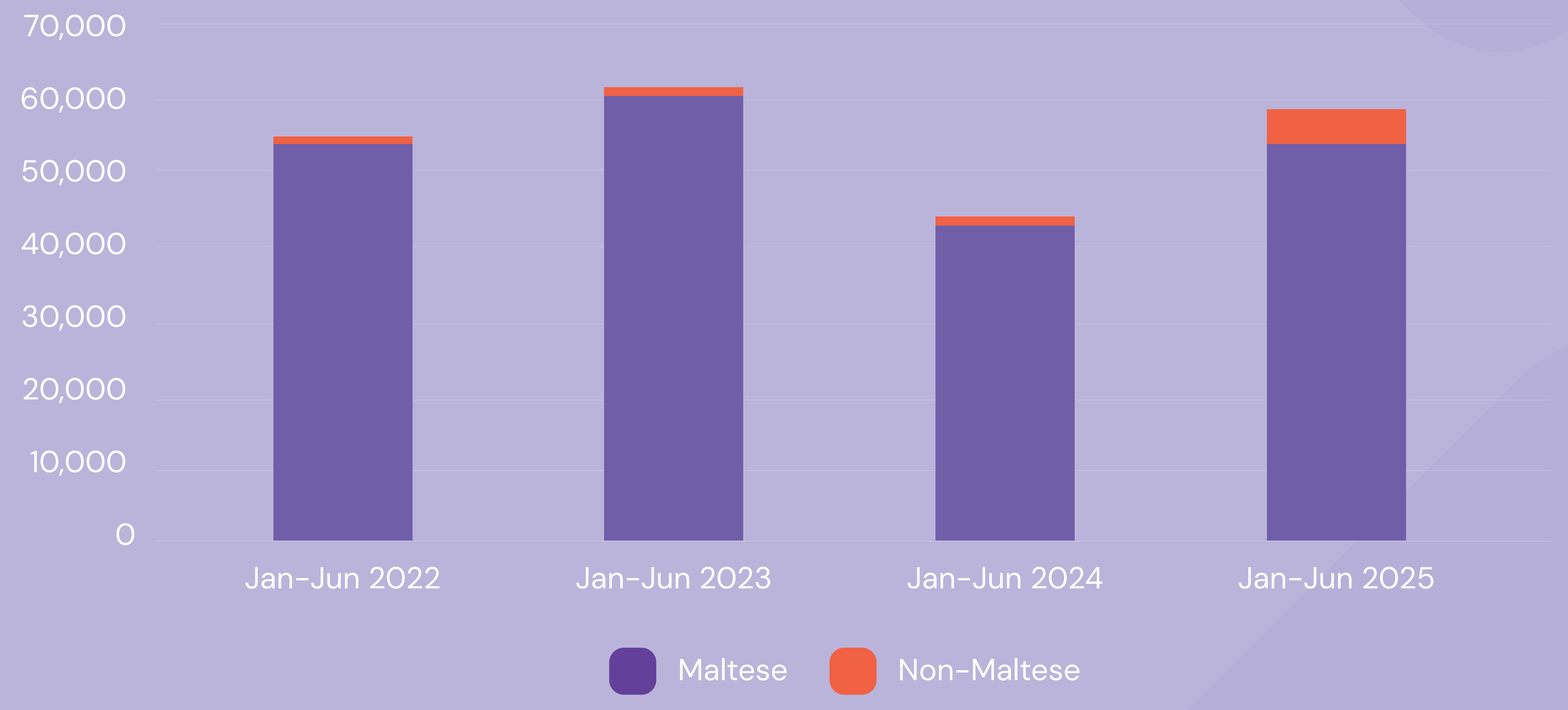


Gaming Premises – Commercial Bingo: Players' Profile

Nationality

As can be observed in Chart 11, visits to commercial bingo halls are predominantly made by Maltese residents, constituting 92.3% of the total visits reported. This is consistent with the trend observed in previous years.

Chart 11: Gaming Premises – Commercial Bingo – Players' Profile by Nationality

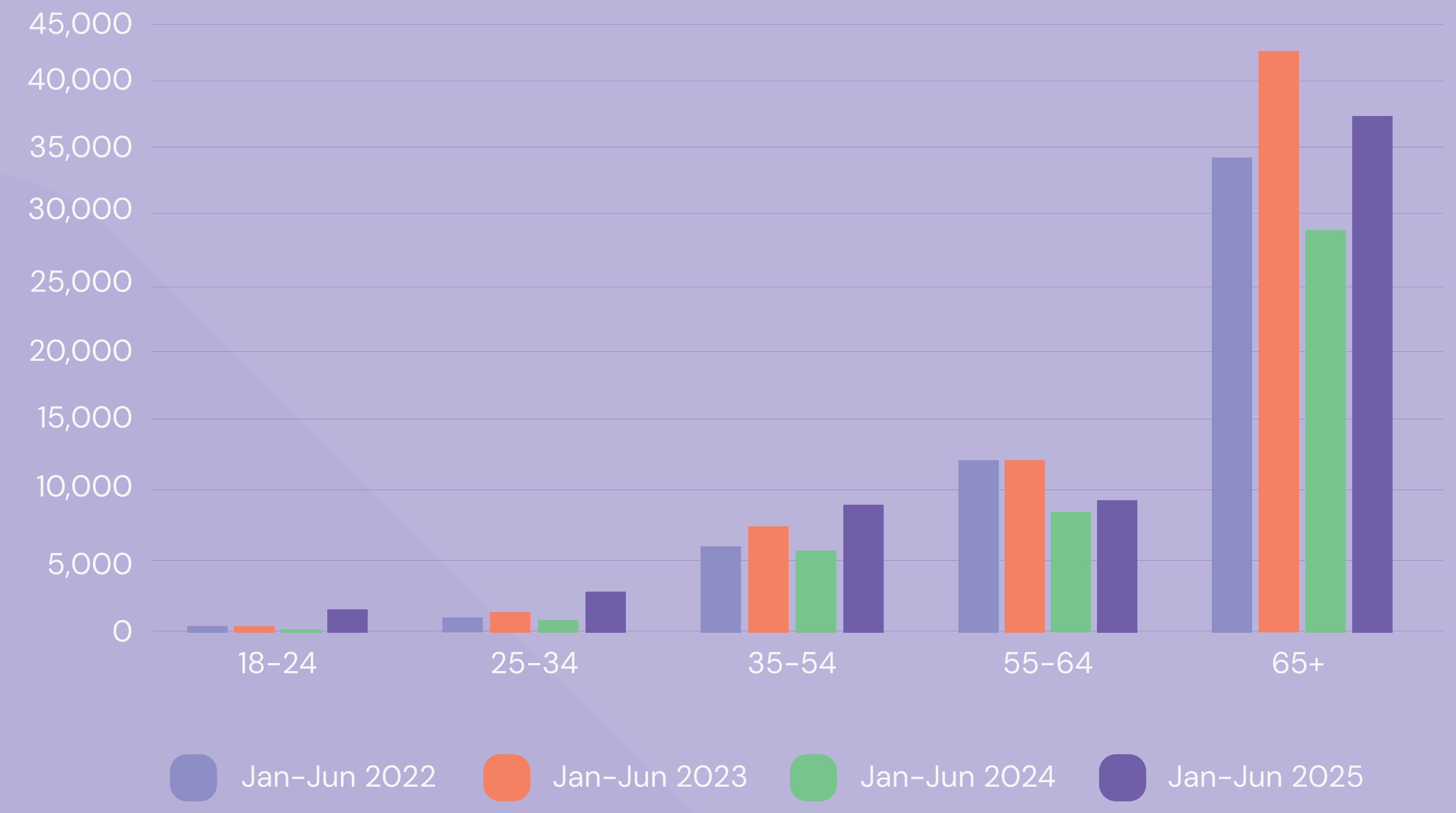


Demographic Group

As shown in Chart 12, visits by players aged 65 years or over continued to represent the highest share (62.7%) of the total visits registered by the commercial bingo sector.

Between January and June 2025, we continued to observe the trend reported in the last reporting period, whereby we noticed a shift in visits pertaining to the younger groups. When compared to the same period in 2024, visits by players from the 18–24 increased from 0.7% to 2.3% while those within the 25–34 age group increased from 2.0% to 3.7%. Players within the 35–54 age brackets increased from 12.9% to 15.6%, while player visits within the 55–64 age bracket accounted for 15.7%, a drop of 4.1 percentage points.

Chart 12: Gaming Premises – Commercial Bingo – Players' Profile by Age Group Distribution



Similarly to what was recorded in previous reporting periods, most players who visited commercial bingo halls between January and June 2025 were women, accounting for 81.8% of all the visits made.

Gaming Premises – Commercial Bingo: Gaming Revenue

Between January and June 2025, the total GR for commercial bingo halls increased by 9.8% when compared to the same period of 2024. This is mainly attributed to the increase in the number of player visits across the 6-month period, which was significantly contrasted by a drop in the average revenue per visit, as indicated in Table 20.

Average Gaming Revenue per Visit

The average GR per visit for the first six months of 2025 stood at €16.5, a decrease of almost €4.00 when compared to the same period of 2024.

Table 20: Gaming Premises – Commercial Bingo – Average GR per Visit

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	15.8	15.1	16.2	15.8	20.2	15.7	16.5

Gaming Premises – Commercial Bingo: Compliance Contribution

As outlined in Table 21, in the first six months of 2025, the MGA collected a total of €116,847.55 by way of compliance contribution fee, licence fees, levies, and a 5% consumption tax on customers located in Malta between January and June 2025, owed by the commercial bingo hall operators in terms of the applicable legislation.

Table 21: Gaming Premises – Commercial Bingo – Compliance Contribution

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	162,430.00	188,640.00	129,648.00	148,553.00	68,155.00	140,196.96	116,847.55

Note: The above figures include the compliance contribution fee, licence fees, and a 5% consumption tax on customers located in Malta in line with the Gaming Tax Regulations (S.L. 583.10).

Gaming Premises – Commercial Bingo: Employment

By the end of June 2025, as indicated in Table 22, the commercial bingo sector directly employed 33 FTE employees.

Table 22: Gaming Premises – Commercial Bingo – Employment (FTE)

	2022		2023		2024		2025
	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	31	29	23	25	18	35	33

At the end of June 2025, commercial bingo hall employees remained predominately female, standing at 74.3%, and the ratio of non-Maltese employees continued to increase, reaching 62.9% by the end of June 2025.

National Lottery

National Lottery plc started its operations on 5 July 2022. The data presented in this section initiates from the second half of 2022, since differences in the overall suite of products and distribution network make the overall operation not comparable to the operation which existed before this period.

National Lottery: Number of Outlets

As indicated in Table 23, at the end of June 2025, the total number of National Lottery Outlets (NLOs) across Malta and Gozo stood at 236.

Table 23: National Lottery – Outlets

	2022	2023		2024		2025
	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	198	221	246	238	238	236

National Lottery: Game Types

By the end of June 2025, National Lottery was in possession of an approval to offer Type 1, Type 2 and Type 3[14] games. Each game type is subdivided into verticals, as presented in Table 24[15].

Table 24: National Lottery – Game Types Verticals (end-June 2025)

Type 1	
Casino and Lottery Games	1
Type 2	
Fixed Odd Betting, including Live Betting	1
Type 3	
Pool Betting, including Betting Exchange	1
Type 4	
Games of Skill	0

[14] For more information on the game types, please refer to Point 5 of the Methodology.

[15] The table shows an abridged list of the gaming verticals, showing only those that are being used. For a full list of the gaming verticals, please refer to Point 5 of the Methodology.

National Lottery: Number of Gaming Devices

As at the end of June 2025, the total number of gaming devices at NLOs stood at 764, including 396 sports-betting terminals and 368 electronic gaming machines, as shown in Table 25.

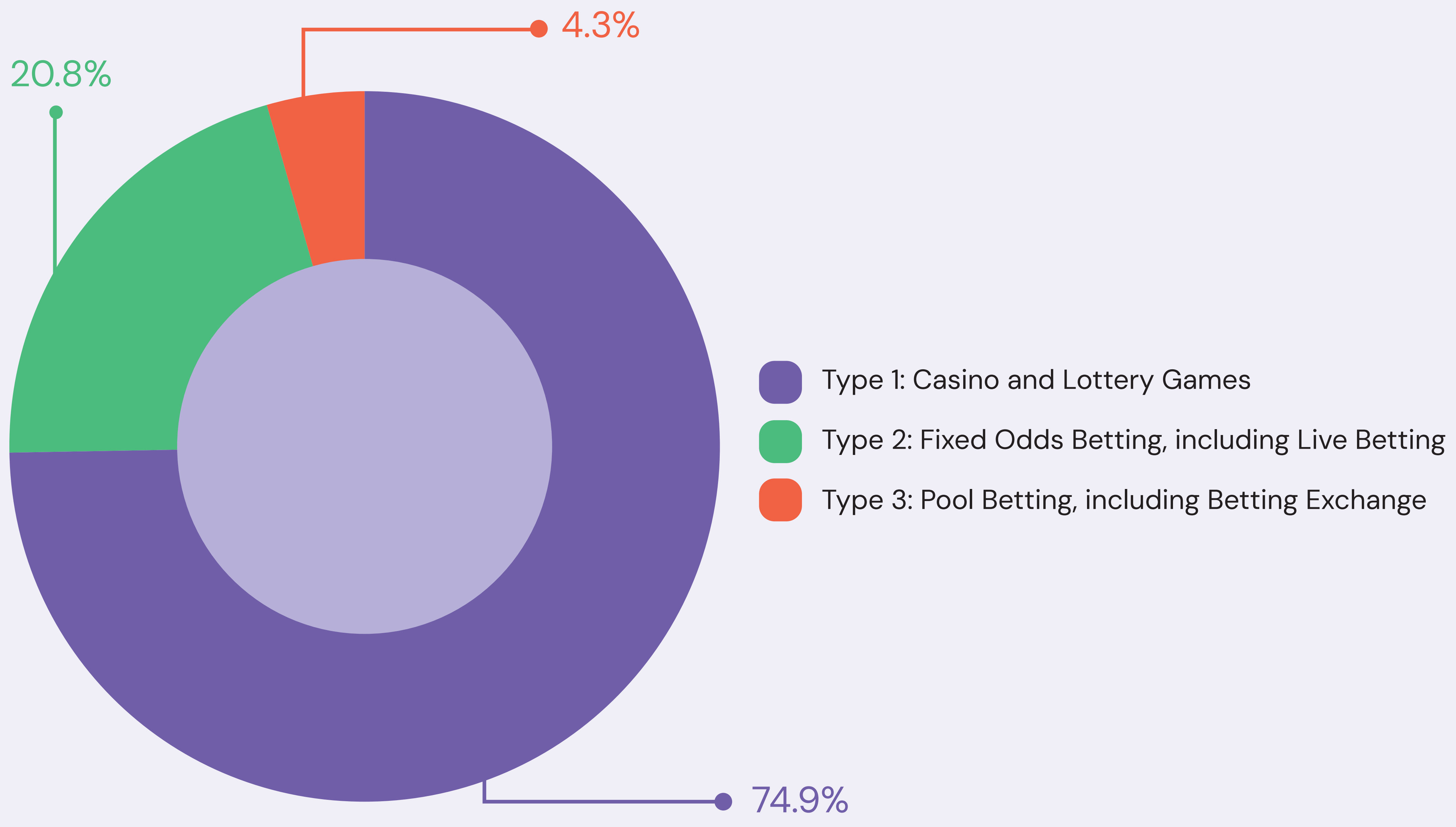
Table 25: National Lottery – Number of Gaming Devices

	2022	2023		2024		2025
	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Sports Betting Terminals	211	301	257	251	2618	396
Electronic Gaming Machines	247	278	323	333	349	368
Total	458	579	580	584	610	764

National Lottery: Gaming Revenue

As can be observed in Chart 13, 74.9% of the total GR generated during the first six months of 2025 was generated from Type 1 games, including casino and lottery type games. A further 20.8% was generated from Type 2 games, mainly constituting sports betting games, whereas the remaining 4.3% was generated from Type 3 games, primarily constituting pool betting.

Chart 13: National Lottery – GR by Game Type



Source: National Lottery plc

National Lottery: Compliance Contribution

As presented in Table 26, during the first half of 2025, the MGA collected over €10.3 million by way of compliance contribution fee, licence fees, levies, and a 5% consumption tax on customers located in Malta during 2024, owed by the National Lottery operator in terms of the applicable legislation.

Table 26: National Lottery – Compliance Contribution

	2022	2023		2024		2025
	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	6,725,783	8,260,453	9,482,990	9,257,893	9,275,780	10,322,334

Note: The above figures include the compliance contribution fee, licence fees, and a 5% consumption tax on customers located in Malta in line with the Gaming Tax Regulations (S.L. 583.10).

Contribution to the Social Causes Fund

In addition to gaming tax, in accordance with the law as well as the concession conditions, National Lottery plc also contributes to the Social Causes Fund. As presented in Table 27, between January and June 2025, the contribution amounted to €440,414.62.

Table 27: National Lottery – Contribution to the Social Causes Fund

	2022	2023		2024		2025
	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	237,334.73	276,414.01	460,137.36	254,124.97	213,497.95	440,414.62

National Lottery: Employment

As presented in Table 28, as of the end of June 2025, the total number of FTE direct employees working at National Lottery plc stood at 195.

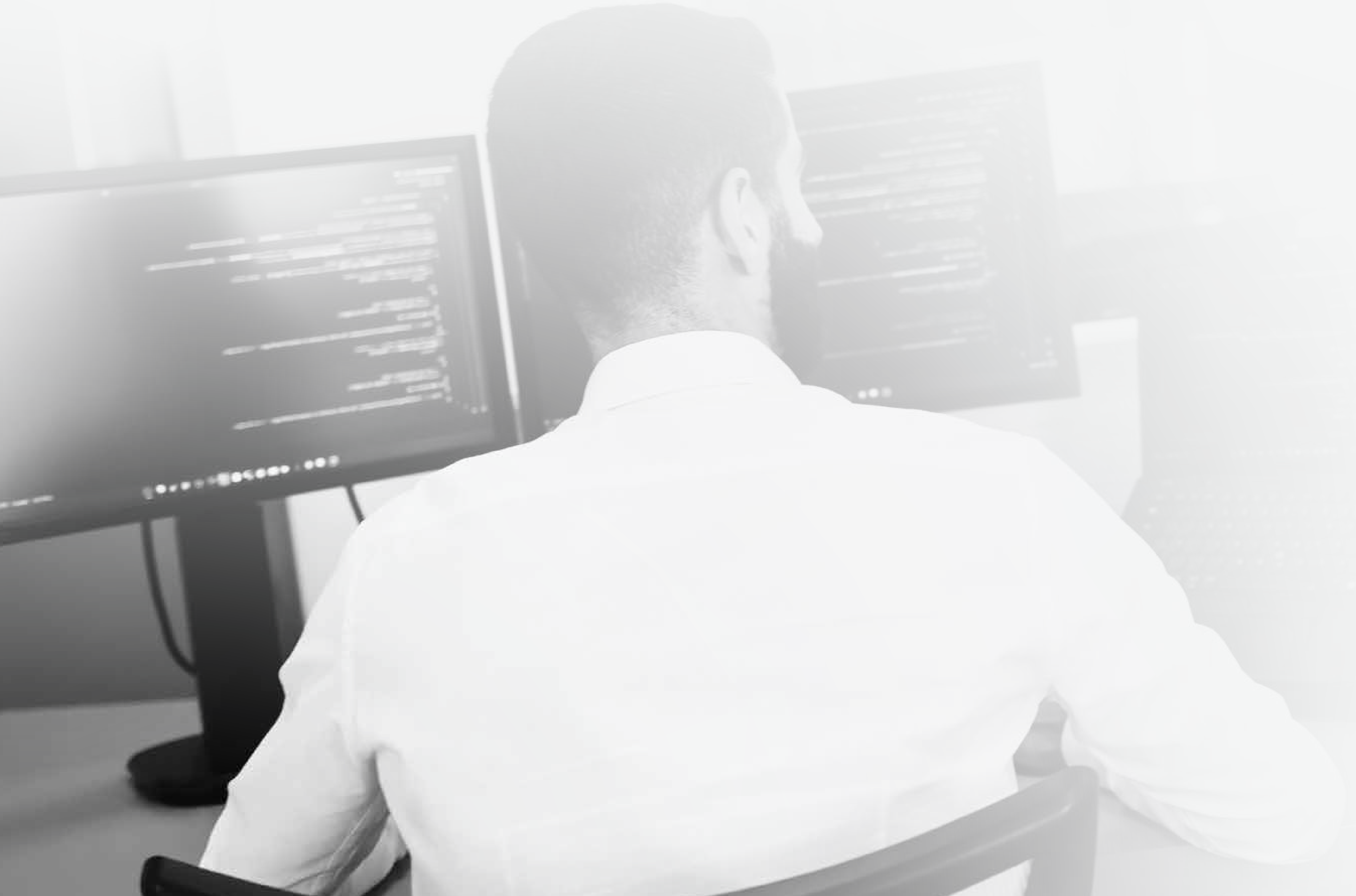
Table 28: National Lottery – Employment (FTE)

	2022	2023		2024		2025
	end-Dec	end-Jun	end-Dec	end-Jun	end-Dec	end-Jun
Total	235	229	234	239	216	195

During this period, the proportion of male employees accounted for 57.8%, while the majority of employees within this sector remained Maltese, accounting for 59.7% of the employees.

Land-Based Gaming: Self-Exclusion

The legislative framework provides individuals with the option to voluntarily exclude themselves from gambling activities for a specified period. Participants in the self-exclusion programme are restricted from accessing land-based casinos, commercial bingo halls, and controlled gaming premises for the duration of their exclusion. Those who choose to exclude themselves for a definite period, either six months or a full year, may resume gambling activities once the selected period has elapsed. In those circumstances where a player is defined to be a pathological gambler, an indefinite self-exclusion may be applied to support their protection and recovery.



Number of Self-Exclusion Requests

Between January and June 2025, as can be noted in Table 29, a total of 947 players requested to be excluded from land-based gaming establishments in Malta, an increase of 10.5% over the previous year. The increase observed over the previous periods can primarily be attributed to ongoing efforts in promoting responsible gambling, as well as the cumulative effect of individuals opting for a 12-month exclusion period, which is automatically renewed.

Similar to the distribution observed in the past reporting periods, in the first half of 2025, 33.2% of the players opted for a six-month exclusion, whilst 66.8% of players applied for a 12-month exclusion.

Table 29: Land-Based – Number of Self-Exclusion Requests

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
6 months	344	315	360	287	325	256	314
12 months	422	449	460	489	532	578	633
Total	766	764	820	776	857	834	947

The age distribution of self-excluded players remained similar to that observed in previous years. Most requests came from the 35-54 age group, making up 40.9% of total requests, while the fewest requests came from the 18-24 age group, accounting for 4.6% of the requests. The remaining requests were distributed between the 25-34, 55-64 and 65+ age groups, contributing 22.9%, 13.5% and 18.1% respectively. In line with the trends observed in previous periods, most players requesting a self-exclusion were male, accounting for 79.1% of the total requests received.

Detailed Statistical Report on the Online Gaming Activities

Online Gaming: Number of Companies

At the end of June 2025, the number of gaming companies holding an active licence to offer a gaming service stood at 294, holding a total of 301 licences, as shown in Table 30.

Of the 294 authorised companies, 48 operated under a corporate group licence, whereby related entities within the same group are allowed to operate under a single licence, subject to specific regulatory conditions. As of the end of June 2025, these 48 corporate group licences covered an additional 149 entities across their respective groups.

Table 30: Online Gaming – Number of Companies

	2022		2023		2024		2025
	end - Jun	end - Dec	end - Jun	end- Dec	end - Jun	end - Dec	end - Jun
No. of companies	346	338	325	305	303	304	294
No. of licences	353	347	334	314	312	311	301
Additional companies falling under the Corporate Group Licence	169	134	141	148	149	151	149

Note: The reported number of companies and licences relate to the figures as of the end of June and December respectively. These figures refer solely to MGA-licensed entities. Figures as of 2022 onwards are not directly comparable to those from earlier reporting periods. As outlined in previous reports, this is due to a change in the definition of what constitutes an "active" licence or company. From 2022 onwards, the classification includes entities that are active, voluntarily suspended, or suspended.

Online Gaming: Distribution of Licences by Category

Under the current framework, operators may use a single licence to offer multiple game types and are only required to hold separate licences when providing both B2C and B2B services. At the end of June 2025, as can be noted from Table 31, the B2B segment accounted for 55.5% of the total licence base. This is indicative of an important trend change, whereby the jurisdictional business model under the Maltese gaming licence is progressively evolving towards activities with a lower risk profile while offering opportunities for the engagement of a more diversified skills base consistent with B2B activities. This direction aligns with the objectives of the regulatory reform introduced in 2018.

Out of the 48 corporate group licences that were active at the end of June 2025, 23 referred to B2C-related operations, whilst the remaining 25 were for B2B-related activity.

Table 31: Online Gaming – Distribution of Licences by Category

	2022		2023		2024		2025
	end - Jun	end - Dec	end - Jun	end- Dec	end - Jun	end - Dec	end - Jun
B2C – Gaming Service Licence	199	187	175	155	149	147	134
of which are the B2C – Corporate Licences	28	29	28	27	26	23	23
B2B – Critical Supply Licence	154	160	159	159	163	164	167
of which are the B2B – Corporate Licences	15	15	21	21	23	25	25

Note: The reported number of companies and licences relate to the figures as of the end of June and December respectively. These figures refer solely to MGA-licensed entities. Figures as of 2022 onwards are not directly comparable to those from earlier reporting periods. As outlined in previous reports, this is due to a change in the definition of what constitutes an "active" licence or company. From 2022 onwards, the classification includes entities that are active, voluntarily suspended, or suspended.

Online Gaming: Distribution of B2C Licences by Game Type

Four different game types can be offered by the licensees according to the present licensing regime[16]. An operator can offer one or multiple game types. As in prior reporting periods, as at the end of June 2025, most active B2C operators possessed an approval to offer Type 1 and Type 2 games, as presented in Table 32.

Table 32: Online Gaming – B2C – Game Types

	2022		2023		2024		2025
	end - Jun	end - Dec	end - Jun	end- Dec	end - Jun	end - Dec	end - Jun
Type 1	164	155	148	136	128	129	120
Type 2	125	117	108	95	93	94	91
Type 3	46	44	42	38	40	42	40
Type 4	14	13	12	9	8	8	8

Online Gaming: Distribution of B2B Licences by Game Type

As shown in Table 33, most online B2B licences hold approval to offer services relating to Type 1 games, as in previous reporting periods.

Table 33: Online Gaming – B2B – Game Types

	2022		2023		2024		2025
	end - Jun	end - Dec	end - Jun	end- Dec	end - Jun	end - Dec	end - Jun
Type 1	134	138	138	138	142	146	152
Type 2	32	44	42	43	43	44	45
Type 3	20	20	20	21	21	19	19
Type 4	5	4	4	4	4	4	5

[16] For more information on the game types, please refer to Point 5 of the Methodology.

Online Gaming: Distribution of B2C Licences by Game Type and Vertical

Chart 14 indicates the game-type approvals and verticals held by the B2C licensees as at the end of June 2025. A licensee may have approval to offer services of more than one vertical within a game type. The number of verticals reported under each game type does not represent a share of the total type approvals but rather the frequency of the vertical that falls under that type.

Chart 14: Online Gaming – B2C – Game Types Verticals (end-June 2025)

120 Type 1 Approvals	120 Casino Games, including Live Casino
	25 Lotteries
	6 Secondary Lotteries
91 Type 2 Approvals	91 Fixed Odds Betting, including Live Betting
40 Type 3 Approvals	38 Peer-to-Peer Bingo/Poker
	10 Other Peer-to-Peer Games
	11 Pool Betting, including Betting Exchange
	2 Lottery Messenger Services
8 Type 4 Approvals	8 Controlled Skilled Games

Note: The numbers shown for each vertical reflect the frequency of verticals associated with the type approvals, not their proportion within the total type approvals. A single type approval can encompass multiple vertical approvals, leading to overlapping counts across verticals.

Online Gaming: Distribution of B2B Licences by Game Type and Vertical

Chart 15 presents the game-type approvals and verticals held by the B2B licensees at the end of June 2025. A licensee may be approved to offer services of more than one vertical within a game type. The number of verticals reported under each game type does not represent a share of the total type approvals but rather the frequency of the vertical that falls under that type.

Chart 15: Online Gaming – B2B – Game Types Verticals (end-June 2025)

152 Type 1 Approvals	148 Casino Games, including Live Casino
	27 Lotteries
	4 Secondary Lotteries
45 Type 2 Approvals	45 Fixed Odds Betting, including Live Betting
19 Type 3 Approvals	16 Peer-to-Peer Bingo/Poker
	4 Other Peer-to-Peer Games
	5 Pool Betting, including Betting Exchange
	1 Lottery Messenger Services
5 Type 4 Approvals	5 Controlled Skilled Games

Note: The numbers shown for each vertical reflect the frequency of verticals associated with the type approvals, not their proportion within the total type approvals. A single type approval can encompass multiple vertical approvals, leading to overlapping counts across verticals.

Online Gaming: Customer Accounts

Active Player Accounts

As can be noted from Table 34, during the first six months of 2025, the number of active player accounts[17] registered on websites licensed by the MGA was recorded to be 7.5 million accounts. The marked decrease over the previous reporting periods is attributed to evolving licensing strategies and regulatory changes implemented across multiple jurisdictions, as well as atypical or unexpected shifts in market behaviour resulting from unique circumstances affecting certain operators or jurisdictions.

Table 34: Online Gaming - Active Player Accounts

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	19,275,887	17,112,719	18,078,260	18,913,509	20,564,058	19,140,129	7,487,140

New Active Player Accounts

As presented in Table 35, the estimated number of new active player accounts stood at 2.2 million for the period between January and June 2025. During the same months, the number of new registrations stood at 9.3 million.

As explained above, the decline in the number of new active players when compared to the previous reporting periods is primarily due to regulatory changes and operational migrations across several jurisdictions.

Table 35: Online Gaming – New Active Player Accounts

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total	8,889,281	9,206,699	9,199,625	8,215,346	8,846,481	7,898,365	2,171,776

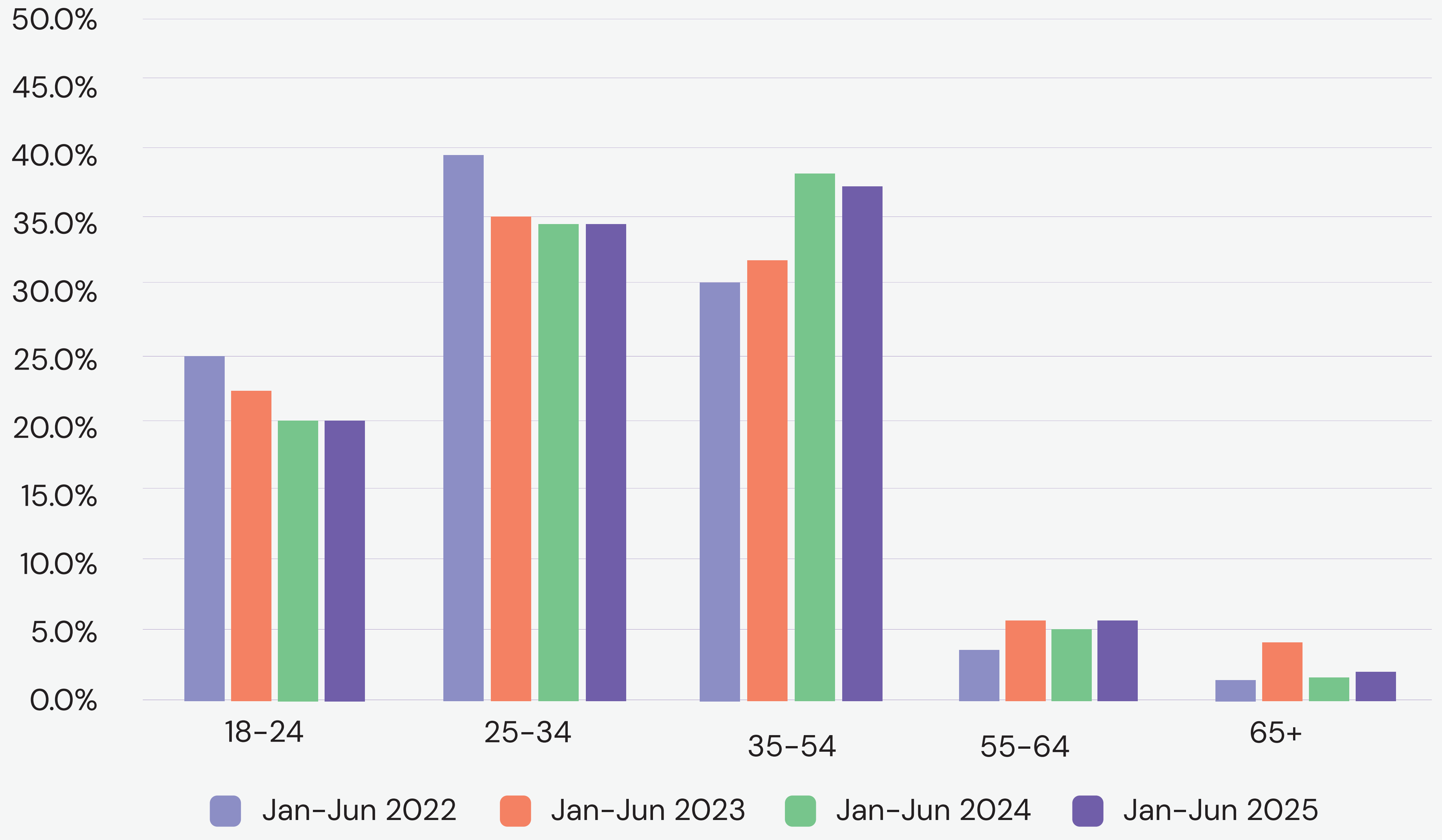
[17] Active accounts are defined as accounts belonging to customers who played at least once during the period under review.

Online Gaming: Players' Profile

Demographic Group

As demonstrated in Chart 16, players aged 35-54 continued to represent the largest category of players, accounting for 36.9% of the players participating in online games offered by the MGA licensees. This was closely followed by players between 25 and 34 years, which accounted for 34.5%. As observed in 2024, the 35 to 54 cohort remained the dominant player segment during the first half of 2025. Participation among players aged 55 to 64 years also increased, reaching 6.0%. Although the composition of players shows some movement towards older age groups, the changes between categories remain relatively minor. This may, in part, reflect gradual changes in the operator landscape and game offerings under the MGA licence. The Authority continues to monitor these trends to assess potential implications for market behaviour and regulatory priorities.

Chart 16: Online Gaming – Players' Profile by Age Group Distribution



In terms of gender distribution, males continued to constitute the largest category of players, reaching 66.5%, while female players constituted 19.2% of the total player base.

Number of Exclusions

All B2C licence holders are required to maintain systems that allow players to self-exclude from online gaming activities for either a definite or indefinite period. Players may initiate these requests themselves, while licensed operators may also impose exclusions when indicators suggest that continued participation could pose risks to players' wellbeing.

Based on data submitted by MGA-licensed operators, it has been estimated that the total number of self-exclusion requests (sign-ups) during the first six months of 2025 amounted to just over half a million. This figure may include multiple self-exclusions by a single player across different websites.

During the same period, the number of exclusions imposed by the B2C licensees amounted to almost 717,619. It is to be noted that the number of exclusions imposed by the B2C licensees is largely affected by regulatory developments within certain markets and by ongoing compliance monitoring requirements.

Consistent with previous reporting periods, the majority of players opted for a definite period of voluntary self-exclusion (75.2%). The remaining 24.8% opted for an indefinite period of self-exclusion. Around 11.7% of self-excluded players requested a reversal or cancellation of their self-exclusion during the same timeframe. These exclude instances where exclusion expired automatically at the end of the selected term.

Among the operator-imposed exclusions, 95.0%, were of indefinite nature, reflecting the application of precautionary measures in line with responsible gaming obligations.

Chart 17: Online Gaming – Number of Self-Exclusion Requests

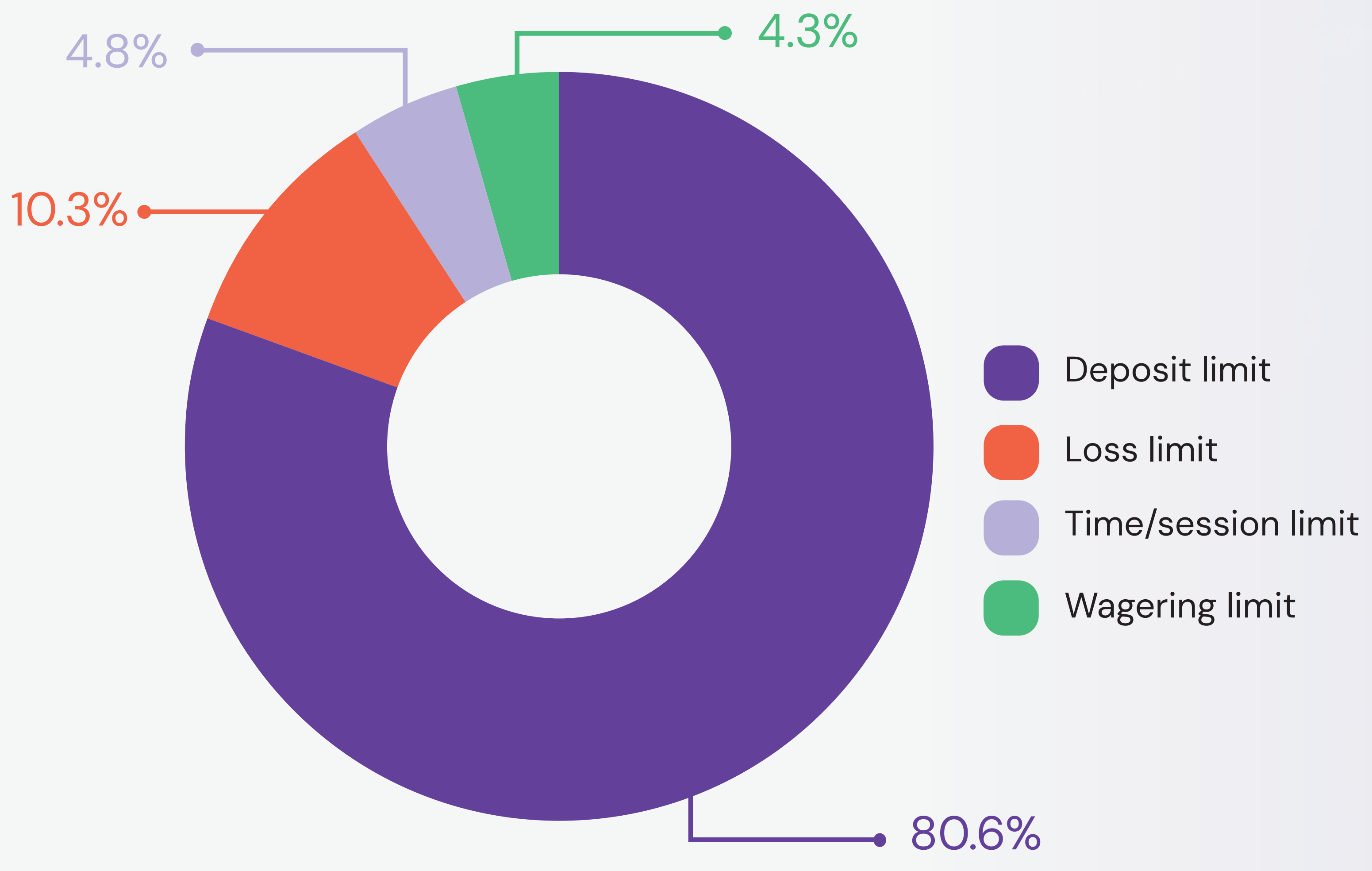
When analysing the age distribution of self-excluded online players, those aged 25 to 34 remained the most likely to request a self-exclusion, accounting for 37.7% of all requests, followed closely by those in the 35-54 age category, representing 34.6% of all requests. The players within the 18-24 cohort represent 21.3% of exclusion requests while the remaining 6.4% pertained to those players aged 55+. This distribution is consistent with overall player demographics in the online gaming market, with the majority of self-exclusion activity concentrated among the most active age groups.

Number of Limits Set and Hit

As an additional responsible gambling measure, players may set limits on their activity to manage their participation in online gaming. These limits can only be amended or removed at the player's request or upon expiry of the selected duration. Such measures are designed to enhance player control over the time or money spent on gaming, supporting safer and more sustainable play.

During the first half of 2025, online players have set just over one million limits covering the four different limit categories, as illustrated in Chart 18. The majority of these were deposit limits (80.6%). Consistent with previous periods, 16.2% of the limits set have been reached by the players, amounting to almost 176,000 instances.

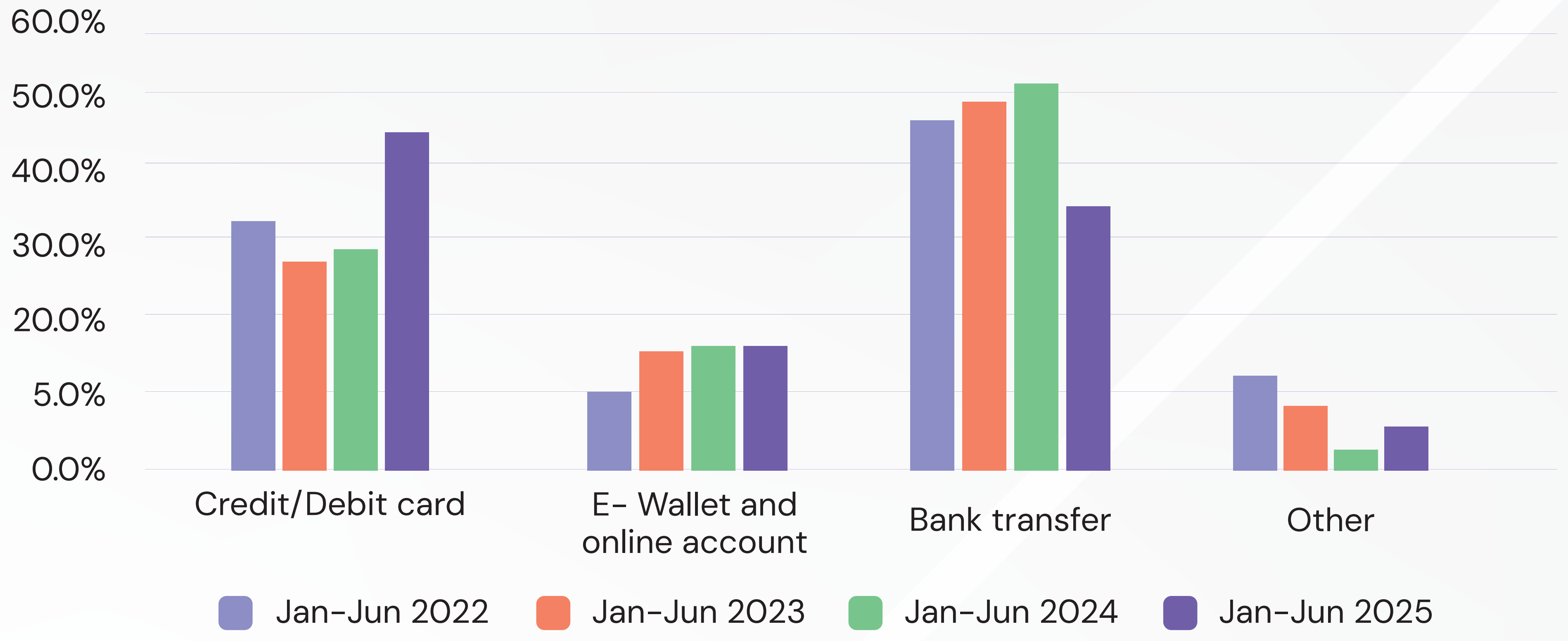
Chart 18: Online Gaming – Limits Set Distribution



Method of Deposits

As can be observed in Chart 19, during the first six months of 2025, credit/debit cards were the most preferred payment method used, accounting for 42.7%. Deposits made through e-wallets and online accounts have continued to gain popularity, reaching 17.7% of the deposit methods used by clients of MGA-licensed operators. This represents the development of new business that is strongly focused on e-wallets and online accounts as means of payment. Bank transfers have accounted for 33.8% of deposit transactions, while the remaining 5.8% of payments were made through other methods.

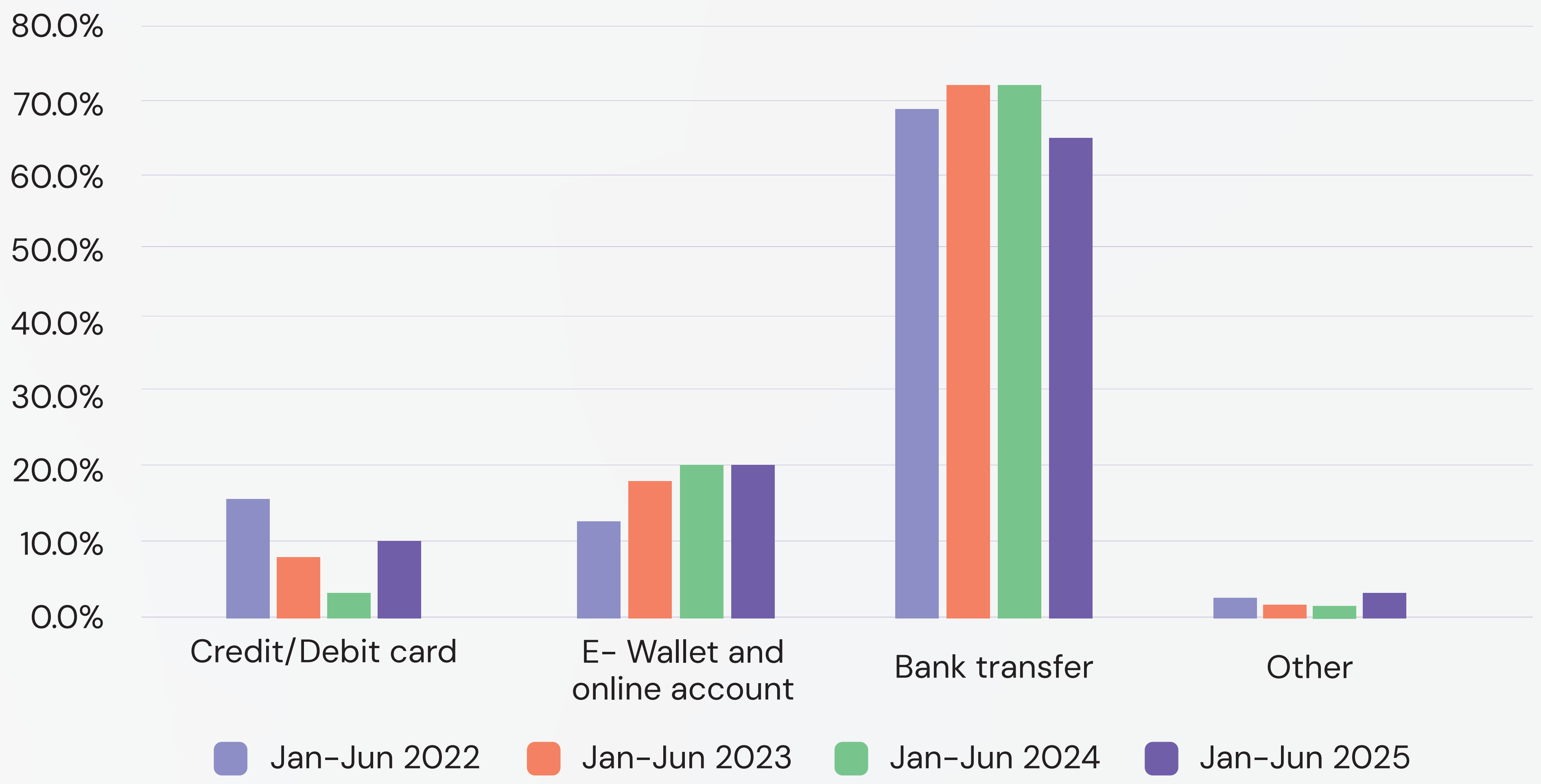
Chart 19: Online Gaming – Methods of Deposits



Methods of Withdrawal

As can be observed from Chart 20, credit/debit cards continued to gain popularity as a withdrawal method among online players, constituting 10.2% of all withdrawals. This reflects a five percentage point increase over the same period in 2024. Bank transfer remained the most preferred method of withdrawal by players, constituting 65.7% of all withdrawals. As observed in the analysis of deposit payment methods, e-wallets and online accounts have continued to gain popularity, accounting for 20.4% of withdrawals by clients of MGA-licensed operators. The remaining 3.7% of withdrawals were made through other methods.

Chart 20: Online Gaming – Methods of Withdrawal

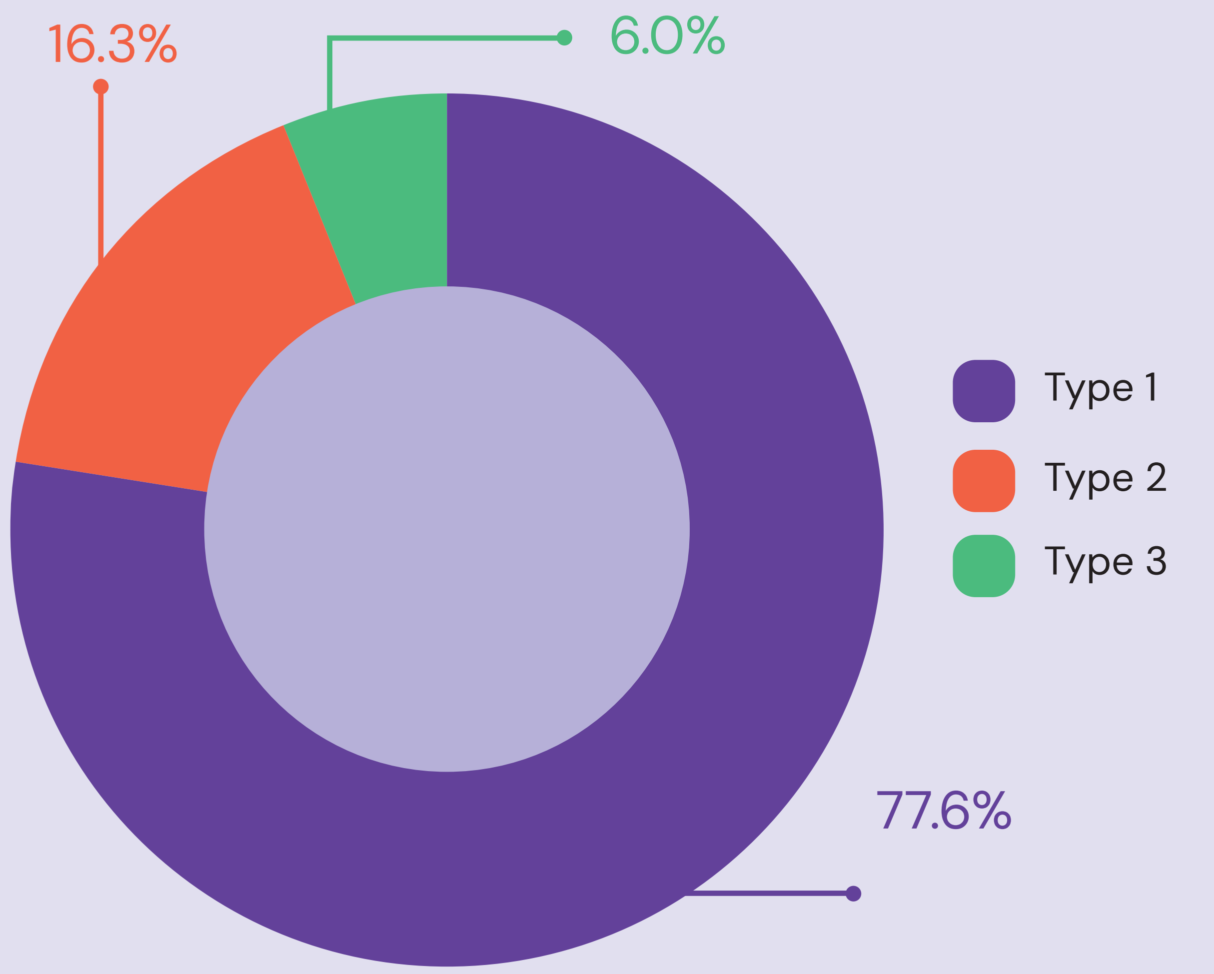


Online Gaming: Gaming Revenue from Customer Gaming Activities

As depicted in Chart 21, it is estimated that 77.6% of the total GR of the B2C licensees operating in the online industry was generated through gaming activities classified under the Type 1 group, representing an increase of 11.2% when compared to the same period in the previous year. In contrast, the GR generated from games falling under the Type 2 category accounted for 16.3% of the total, decreasing from the 25.4% registered during the first six months of 2024. Such a decline is largely influenced by changes in international regulatory frameworks and the adoption of new licensing approaches in several markets. The share in GR of Type 3 increased to 6.0% from the 4.8% reported for the same period in 2024.

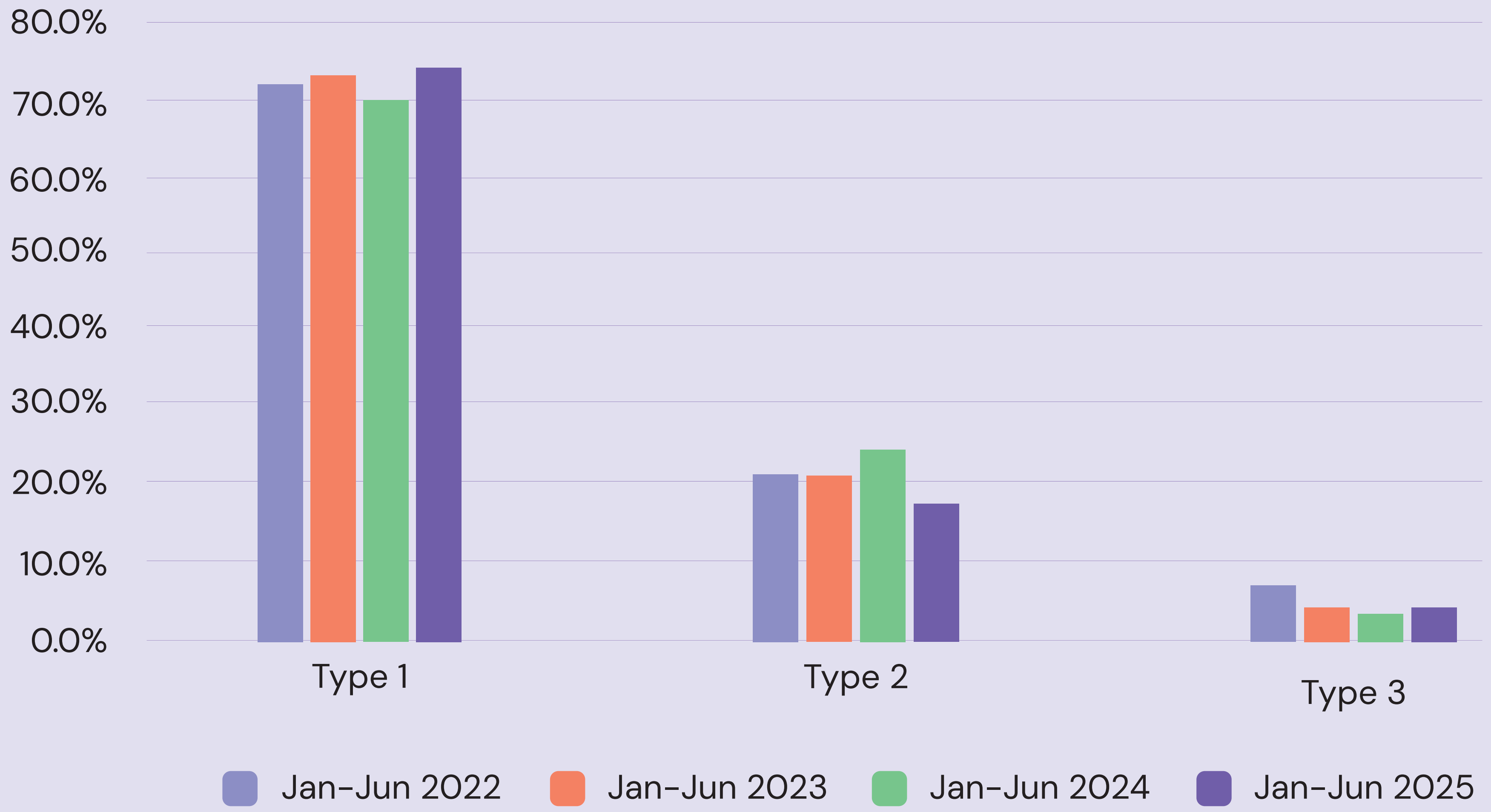
The activity reported for the controlled skill games classified under Type 4 was minimal in comparison with other game types and accounted for less than 1% of the total GR generated in 2024.

Chart 21: Online Gaming – GR Distribution by Game Type



The distribution of GR across the various game types remained very similar to that in the previous reporting periods, as shown in Chart 22.

Chart 22: Online Gaming – GR Distribution by Game Type



Type 1 Games

Out of the 77.6% of the total GR generated through Type 1 games, 87.1% was generated through slot games, whilst 8.4% was generated through table games. As depicted in Chart 23, the remaining 4.4% of the GR for the Type 1 group was generated through other games, such as secondary lotteries and virtual sports games.

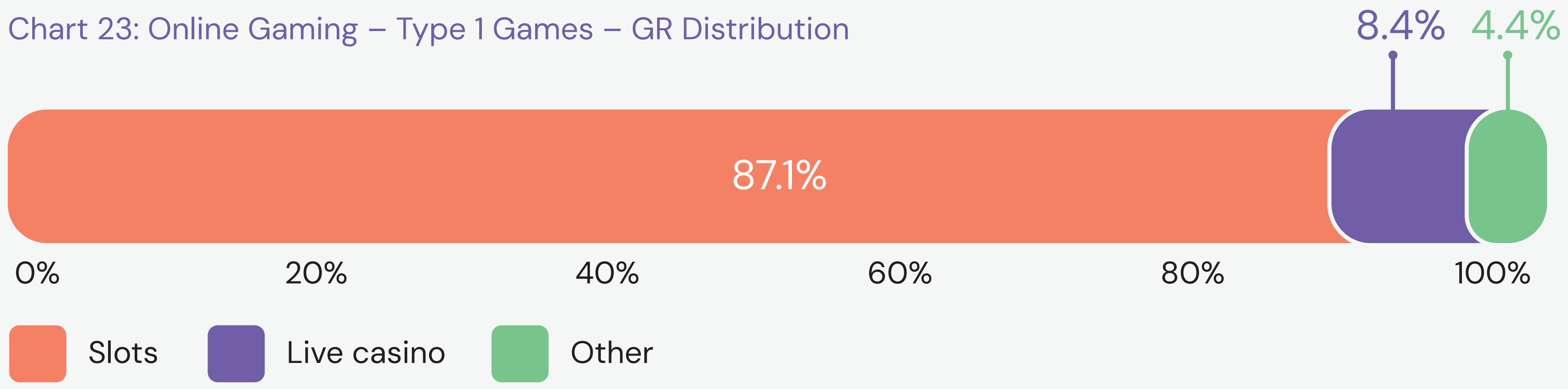
Type 2 Games

As can be noted from Chart 24, when considering the GR generated from Type 2 game categories, the highest portion of GR has consistently come from football, standing at 70.6%. Betting on tennis accounted for 7.7% of the GR from Type 2 games, followed by 7.4% from basketball. The remaining 14.3% of GR was generated through other bets, including cricket, esports, cricket, golf, horse racing and motor sports.

Type 3 Games

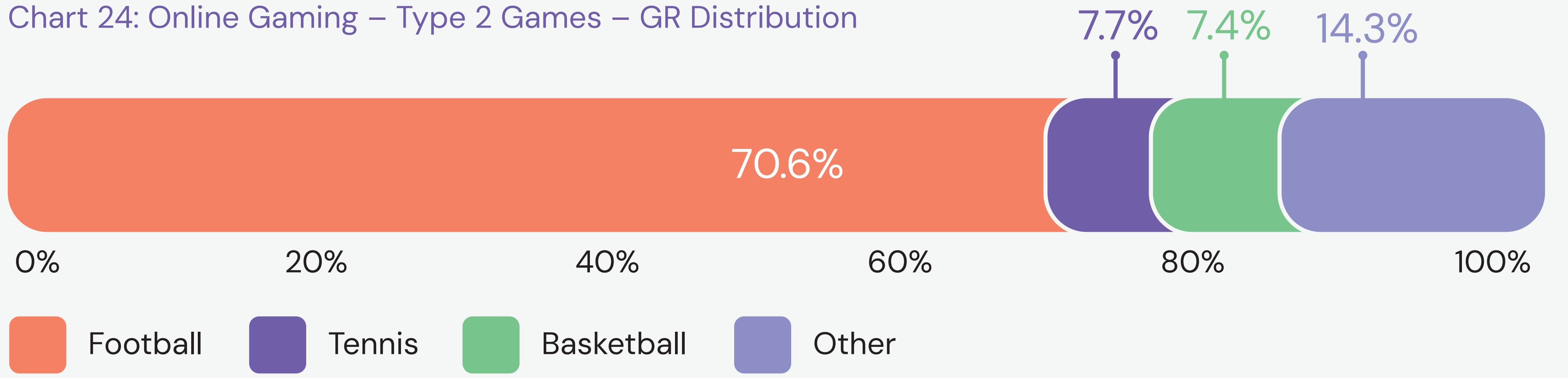
The preference towards peer-to-peer (P2P) poker is sustained, being the highest GR-generating Type 3 game, covering 78.9% of the GR generated from Type 3 games, as illustrated in Chart 25. Betting exchanges accounted for 14.0%. The share of GR from P2P bingo is 3.6% while lottery messenger stood at 3.1%. The remaining 0.4% of the GR was generated by other games offered through Type 3 approval.

Chart 23: Online Gaming – Type 1 Games – GR Distribution



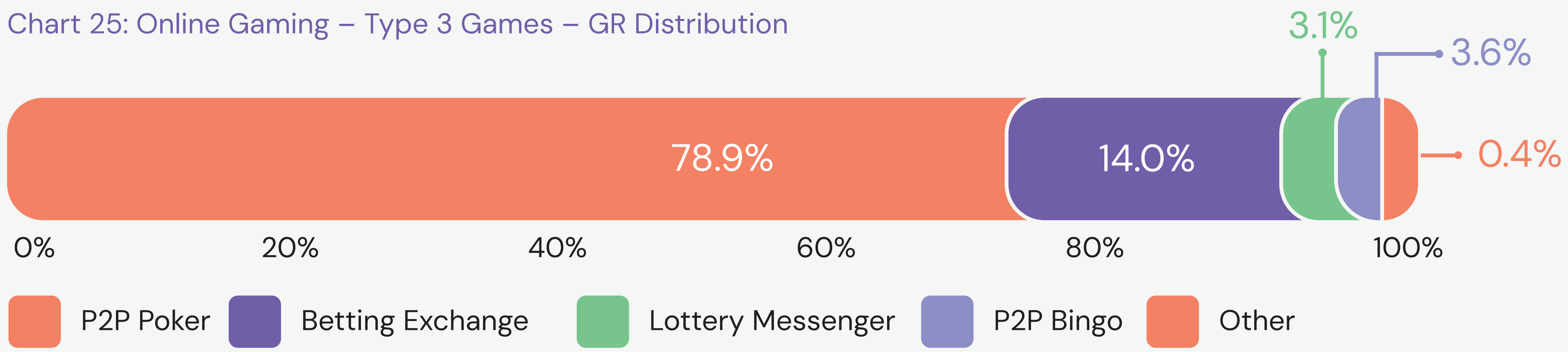
Note: The total percentage does not add up to 100% due to rounding of figures.

Chart 24: Online Gaming – Type 2 Games – GR Distribution



Note: The total percentage does not add up to 100% due to rounding of figures.

Chart 25: Online Gaming – Type 3 Games – GR Distribution



Note: The total percentage does not add up to 100% due to rounding of figures.

Online Gaming: Compliance Contribution

The compliance contribution payable by the operators varies according to the type of approval issued by the Authority, and it is directly linked to the GR generated by the licensee. As outlined in Table 36, during the first six months of 2025, the MGA collected €20.8 million in compliance contribution, fees and taxes due under the applicable legislation. The gradual decline in revenue from compliance contributions in recent years reflects the evolving compositions of the licensed base, characterised by an increase in B2B authorisations and a corresponding decrease in B2C licences, which are subject to different contribution structures and rates.

Table 36: Online Gaming – Compliance Contribution and Licence Fees

	2022		2023		2024		2025
	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun	Jul-Dec	Jan-Jun
Total [€]	25,224,756	21,542,323	23,343,921	19,311,416	22,113,532	20,663,462	20,823,734

Note: The above figures include the compliance contribution fee, licence fees, and a 5% consumption tax on customers located in Malta in line with the Gaming Tax Regulations (S.L. 583.10).

Online Gaming: Employment

The number of FTE employees in Malta directly working with online gaming companies licensed by the MGA on the activities covered by the Authority's licences at the end of June 2025 stood at 9,771. As presented in Table 37, an additional 4,158 FTEs are estimated to have been in Malta working with online gaming companies licensed by the MGA on activities not directly related to the activities authorised by the Authority[18] . In total, as at the end of June 2025 the number of employees working in Malta with MGA-licensed operators within the online sector is estimated to be 13,929 individuals. This represents an increase of almost 470 full-time equivalent employees compared to the end of 2024, corresponding to a 3.5% year-on-year growth.

Table 37: Online Gaming – Employment (FTE)

	2022		2023		2024		2025
	end - Jun	end - Dec	end - Jun	end- Dec	end - Jun	end - Dec	end - Jun
Table A	10,106	10,365	9,729	9,609	9,522	10,305	9,771
Table B	2,784	2,139	3,249	2,885	2,947	3,156	4,158
Total	12,890	12,504	12,978	12,494	12,469	13,461	13,929

Similar to the levels reported in previous reporting periods, as of the end of June 2025, 55.8% of all Type A employees within the online gaming industry in Malta were male, and 74.1% were non-Maltese.

[18] For more information on employment, please refer to Point 8 of the Methodology.

Appendix 1 – Statistical Regions and Districts of Malta

	Local Administrative Units (LAUs)
Districts (LAU1)	Locality (LAU 2).
Southern Harbour	Cospicua, Fgura, Floriana, Ħal Luqa, Ħaż-Żabbar, Kalkara, Marsa, Paola, Santa Luċija, Senglea, Ħal Tarxien, Valletta, Vittoriosa, Xgħajra.
Northern Harbour	Birkirkara, Gżira, Ħal Qormi, Ħamrun, Msida, Pembroke, San Ġwann, Santa Venera, St Julian's, Swieqi, Ta' Xbiex, Tal-Pietà, Tas-Sliema.
South Eastern	Birżebbuġa, Gudja, Ħal Għaxaq, Ħal Kirkop, Ħal Safi, Marsaskala, Marsaxlokk, Mqabba, Qrendi, Żejtun, Żurrieq.
Western	Ħad-Dingli, Ħal Balzan, Ħal Lija, Ħ'Attard, Ħaż-Żebbuġ, Iklin, Mdina, Mtarfa, Rabat, Siġġiewi.
Northern	Ħal Għargħur, Mellieħa, Mġarr, Mosta, Naxxar, St Paul's Bay.
Gozo and Comino	Fontana, Għajnsielem, Għarb, Għasri, Munxar, Nadur, Qala, San Lawrenz, Ta' Kerċem, Ta' Sannat, Victoria, Xagħra, Xewkija, Żebbuġ.