Make more money with your gaming machine

Consumers spent over $85 million at amusement machines in 2022.
They'd spend more if you offered card and mobile payments.

Only 32.85% of all transactions at amusement machines were cashless.

However...

Cashless payments made up 73.89% of total sales volume.

$5.32 avg cashless purchase
$0.93 avg cash purchase

Your customers spend 5x more when they go cashless.

Why such a big difference?

- More consumers are using cards and mobile wallets to make purchases.
- Cashless payments make it easier to play multiple rounds.
- Cashless payments are less disruptive to the overall gaming experience.

Bottom line:
You'll make more money with a cashless card reader on your machine.