

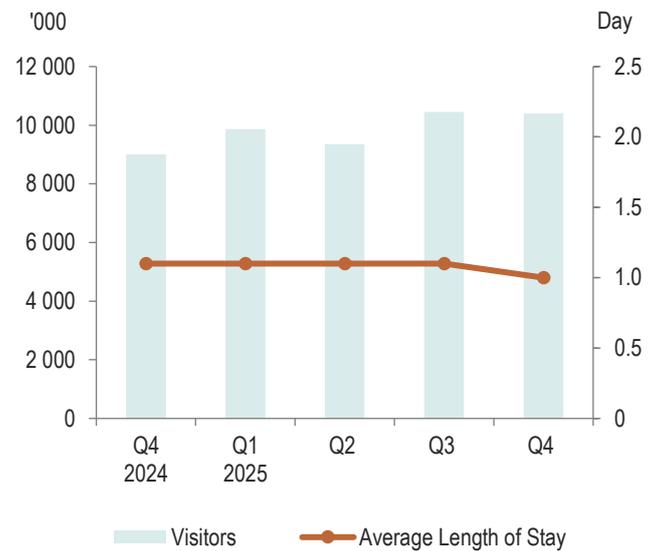
- In 2025, number of visitor arrivals increased by 14.7% year-on-year to 40,069,360, while that in the fourth quarter rose by 15.4% year-on-year to 10,398,290.
- At the end of 2025, the 147 hotel establishments offering accommodation services to the public provided a total of 45,165 available guest rooms. In 2025, the average occupancy rate of guest rooms climbed by 3.1 percentage points year-on-year to 89.4%, and number of guests increased by 1.0% to 14,559,875. In the fourth quarter, the average occupancy rate of guest rooms rose by 0.9 percentage points year-on-year to 89.9%, while the number of guests went up by 3.4% to 3,650,662.
- In 2025, total non-gaming spending of visitors grew by 6.3% year-on-year to MOP80.12 billion, whereas per-capita spending of visitors dropped by 7.3% to MOP2,000. In the fourth quarter, total non-gaming spending of visitors increased by 14.2% year-on-year to MOP21.87 billion, while per-capita spending of visitors decreased by 1.0% to MOP2,104.

Principal Indicators

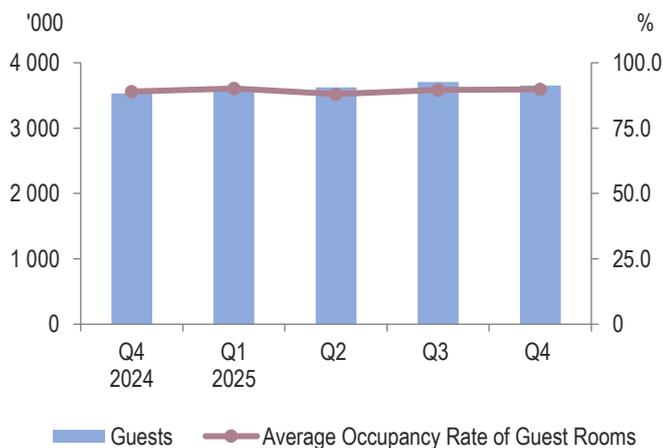
	Q4	YoY (%)	2025	YoY (%)
Visitors				
Visitor Arrivals ('000)	10 398.3	15.4	40 069.4	14.7
Overnight Visitors	4 151.9	4.9	16 544.4	3.1
Same-day Visitors	6 246.4	23.7	23 524.9	24.6
Average Length of Stay (Day)	1.0	-0.1	1.1	-0.1
Inbound Package Tour Visitors ('000)	531.4	-14.7	1 912.5	-9.7
Local Tour Visitors ('000)	38.0	-38.2	182.7	-18.0
Hotel Establishments				
Average Occupancy Rate of Guest Rooms (%)	89.9	0.9 ^a	89.4	3.1 ^a
Guests ('000)	3 650.7	3.4	14 559.9	1.0
Non-gaming Spending of Visitors				
Total Spending (Million MOP)	21 875	14.2	80 122	6.3
Per-capita Spending (MOP)	2 104	-1.0	2 000	-7.3

^aPercentage point

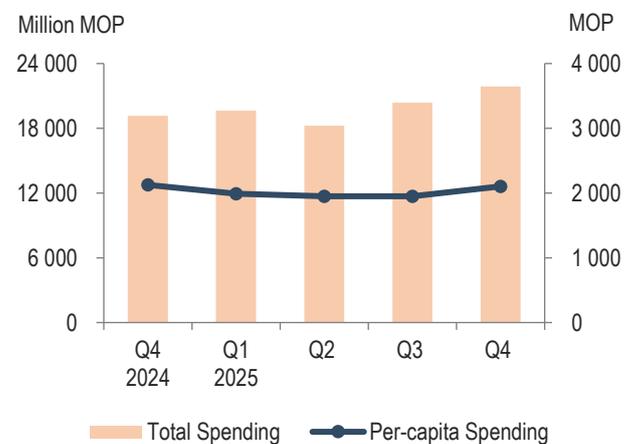
Visitor Arrivals and Average Length of Stay of Visitors



Average Occupancy Rate of Guest Rooms and Number of Guests

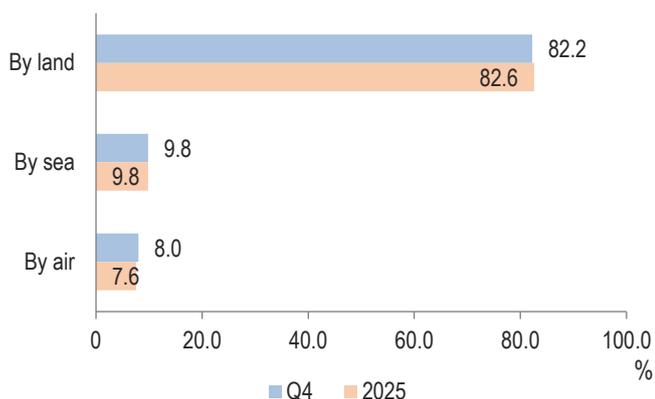


Non-gaming Spending of Visitors

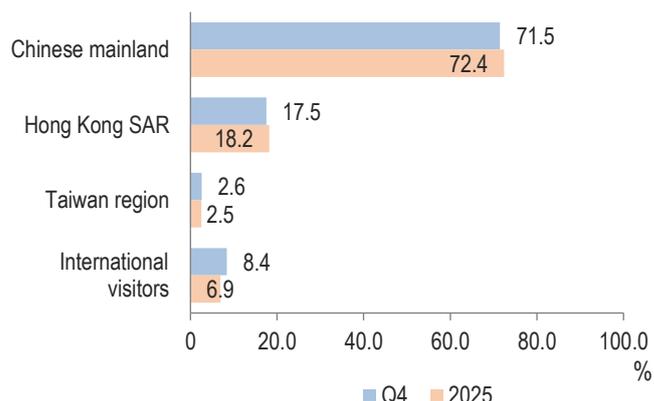


Visitor Arrivals

Visitors by Checkpoint



Source of Visitors



Principal Source of Mainland Visitors

	Q4	YoY (%)	2025	YoY (%)
Total	7 439	18.6	29 017	18.5
Guangdong Province	4 629	33.3	17 103	30.4
Shanghai	215	6.4	854	-2.1
Zhejiang Province	197	0.6	888	5.7
Jiangsu Province	184	4.2	817	4.0
Fujian Province	165	12.1	651	10.4
Hunan Province	151	4.9	632	3.9
Beijing	142	1.6	571	4.6
Hubei Province	138	5.1	597	5.2
Sichuan Province	131	3.9	527	7.2
Guangxi Zhuang Autonomous Region	126	0.6	602	10.1

Visitors from the Guangdong-Hong Kong-Macao Greater Bay Area

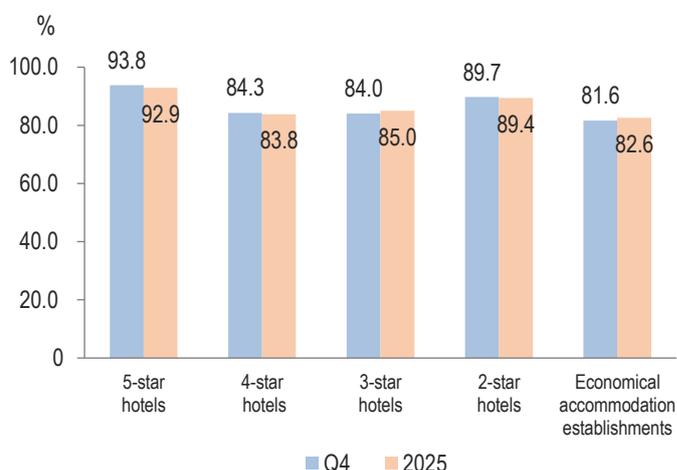
	Q4	YoY (%)	2025	YoY (%)
Total	5 744	15.7	22 129	15.5
Hong Kong SAR	1 821	2.4	7 301	1.7
Guangzhou	639	1.5	2 562	5.2
Shenzhen	505	11.3	1 922	14.9
Zhuhai	1 555	61.0	5 391	58.1
Foshan	367	10.7	1 452	9.2
Huizhou	59	15.0	247	17.9
Dongguan	207	15.2	818	18.1
Zhongshan	317	6.1	1 259	10.5
Jiangmen	217	-0.6	930	8.6
Zhaoqing	56	-5.7	249	3.2

Hotel Establishments

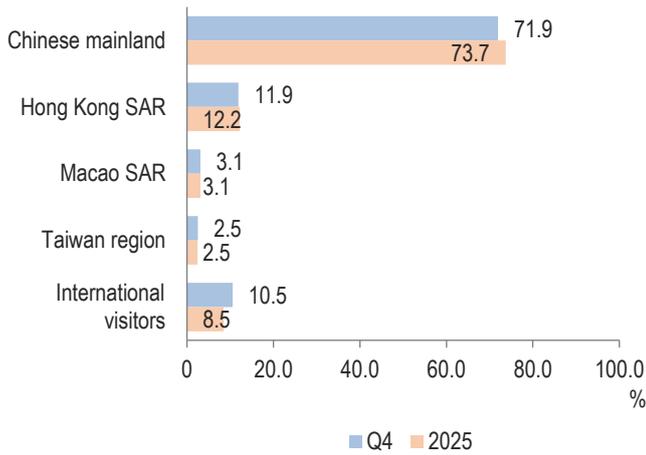
Numbers of Operating Establishments, Guest Rooms and Guests

	Operating Establishments (No.)	Guest Rooms (No.)	Guests ('000)	
			Q4	2025
Total	147	45 165	3 651	14 560
Hotels	103	43 945	3 540	14 115
5-star	39	26 195	1 853	7 310
4-star	19	9 067	832	3 340
3-star	20	6 706	624	2 524
2-star	25	1 977	231	941
Economical accommodation establishments	44	1 220	111	444

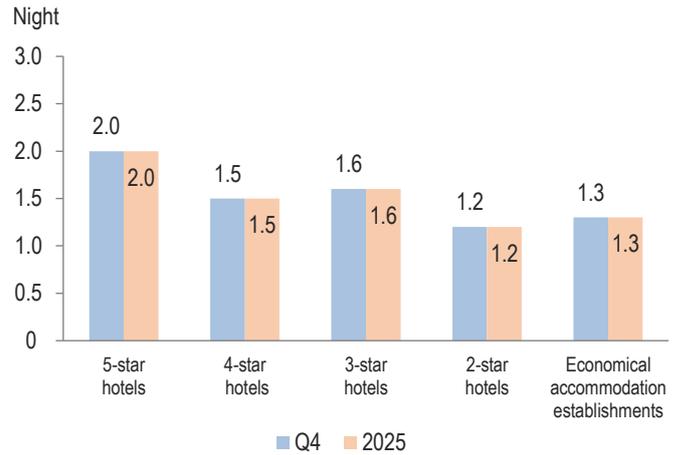
Average Occupancy Rate of Guest Rooms



Guests by Country/Place



Average Length of Stay of Guests

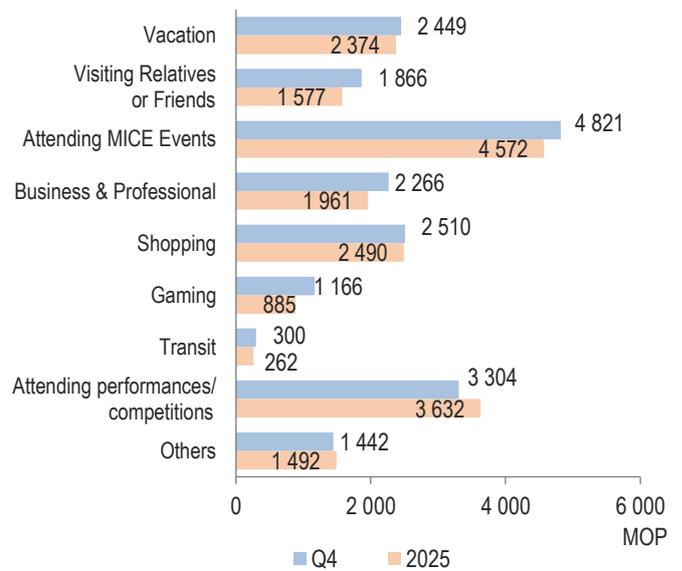


Non-gaming Spending of Visitors

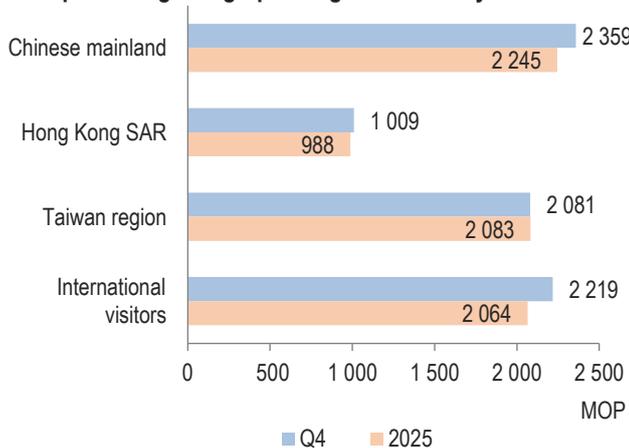
Non-gaming Spending of Overnight and Same-day Visitors

	Q4	YoY (%)	2025	YoY (%)
Total Spending (Million MOP)				
Overnight Visitors	16 537	1.6	63 308	1.6
Same-day Visitors	5 338	85.9	16 814	28.9
Per-capita Spending (MOP)				
Overnight Visitors	3 983	-3.2	3 827	-1.5
Same-day Visitors	855	50.3	715	3.5

Per-capita Non-gaming Spending of Visitors by Main Purpose of Visit



Per-capita Non-gaming Spending of Visitors by Source Market



Structure of Non-gaming Spending of Visitors



Historical Data

	Q4					2025				
	2020	2021	2022	2023	2024	2020	2021	2022	2023	2024
Visitors										
Visitor Arrivals ('000)	1 878	1 950	1 336	8 285	9 008	5 897	7 706	5 700	28 213	34 929
Average Length of Stay (Day)	1.5	1.5	1.9	1.2	1.1	1.4	1.6	1.5	1.3	1.2
Hotel Establishments										
Average Occupancy Rate of Guest Rooms (%)	45.6	48.9	41.0	83.9	89.0	28.6	50.1	38.4	81.5	86.3
Guests ('000)	1 493	1 589	1 361	3 774	3 530	3 874	6 625	5 115	13 568	14 422
Non-gaming Spending of Visitors										
Total Spending (Million MOP)	5 876	6 310	4 829	19 188	19 149	11 938	24 453	18 165	71 245	75 358
Per-capita Spending (MOP)	3 129	3 235	3 614	2 316	2 126	2 025	3 173	3 187	2 525	2 157

Methodology, Scope and Coverage

- Sources of data include the Public Security Police Force, travel agencies, hotel establishments and Visitor Expenditure Survey.
- Data on visitor arrivals are provided by the Public Security Police Force while information on package tour visitors is obtained from travel agencies, on a monthly basis; however, data exclude travel agencies that suspended business and those non-contacts. Monthly information on the occupancy rate of guest rooms and guests is collected from hotel establishments, excluding those that suspended business and those that did not provide accommodation services to the public.
- Visitor Expenditure Survey adopts the quota sampling method. Enumerators conduct the survey by collecting data on non-gaming spending from visitors during their stay in the Macao SAR. Results of Visitor Expenditure Survey were extrapolated from samples.

Glossary

Visitor¹: Any person taking a trip to a main destination outside his/her usual environment, for less than a year, for any main purpose other than to be employed by a resident (individual or institution) in the place visited.

Classification of Visitors:

Overnight Visitor: Visitor who stays at least one night in a residential unit, casino, etc. in the place visited, or has accommodation arrangement with a hotel establishment.

Same-day Visitor: Visitor who does not stay overnight in any residential unit, hotel establishment, casino, etc. in the place visited, nor does he/she have accommodation arrangement with a hotel establishment.

Main Purpose of Visit¹: The most important reason or motivation for the trip, in the absence of which the trip would not have taken place.

Non-gaming Spending of Visitors¹: The amount paid by visitors for the purchase of goods and services for own use or to give away, including expenses paid by the visitors or reimbursed by others such as relatives, friends or employers, but excluding donations and expenditure on purchase of assets and goods for resale.

Note¹: The definitions are in reference to the **International Recommendations for Tourism Statistics 2008** of UNWTO.

Symbols and abbreviations

No. Number MOP Macao Pataca Hong Kong SAR Hong Kong Special Administrative Region

% Percentage '000 Thousand Macao SAR Macao Special Administrative Region

YoY Year-on-year change

Due to rounding, the total may not correspond to the sum of partial figures.