

Global Arcade Games Machine Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Arcade Games Machine market size will reach 235.90 Million USD in 2025 and is projected to reach 154.69 Million USD by 2032, with a CAGR of -5.85% (2025-2032). Notably, the China Arcade Games Machine market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

An arcade game machine is a coin-operated gaming machine typically found in amusement arcades, shopping malls, and other public places. These machines are designed for multiple players to compete against each other or a computer-generated opponent. They often feature retro or classic video games from the 1980s and 1990s, but some newer machines also include popular modern games. Arcade game machines have a joystick and buttons that the player uses to control the game. They have a screen that displays the game and a sound system that produces sound effects and music.

The major global manufacturers of Arcade Games Machine include HBANDAI NAMCO Holdings, Raw Thrills, UNIS Technology, Taito Corporation (Square Enix Holdings), Dream Arcades, Bespoke Arcades, Rec Room Masters LLC, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate

significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Arcade Games Machine. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major manufacturers, as well as the market status and trends of different product types and applications in the global Arcade Games Machine market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Arcade Games Machine market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Arcade Games Machine industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Manufacturers of Arcade Games Machine Include:

HBANDAI NAMCO Holdings

Raw Thrills

UNIS Technology

Taito Corporation (Square Enix Holdings)

Dream Arcades

Bespoke Arcades

Rec Room Masters LLC

Arcade Games Machine Product Segment Include:

Fighting Game

Speed Game

Puzzle Game

Others Game

Arcade Games Machine Product Application Include:

Amusement Arcades

Commercial Place

Chapter Scope

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