

# Coin-operated Amusement Devices: Market Research Report

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## Abstracts

This report analyzes the US and German markets for Coin-operated Amusement Devices in US\$ Million.

The German market is also analyzed by the following product segments in terms of units installed - Amusement Devices with Prizes, Amusement Devices without Prizes ( Video Game Devices, Score Game Devices, & Pinball Devices), and Sports Games Devices.

Annual estimates and forecasts are provided for the period 2007 through 2015.

Also, a six-year historic analysis is provided for these markets.

The report profiles 72 companies including many key and niche players such as Apple Industries, Inc., Argosy Gaming Company , Atari, Inc., Bally Technologies, Inc., Capcom Co.Ltd ., GLOBAL VR®, Inc., International Game Technology, Kiddie Rides USA, SEGA Corporation, WMS Industries, Inc., and Wurlitzer Jukebox Company.

Market data and analytics are derived from primary and secondary research.

Company profiles are mostly extracted from URL research and reported select online sources.

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Penn National Gaming to Retain Empress Casino Joliet  
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Suzo-Happ Acquires Suzo Polska  
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Inspired Gaming and NextGen Gaming Form Partnership  
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#### **6.FOCUS ON SELECT MARKET PARTICIPANTS**

Apple Industries, Inc. (US)  
Argosy Gaming Company (US)  
Atari, Inc. (US)  
Bally Technologies, Inc. (US)  
Capcom Co. Ltd (Japan)  
GLOBAL VR®, Inc. (US)  
International Game Technology (US)

Kiddie Rides USA (US)  
SEGA Corporation (Japan)  
WMS Industries, Inc. (US)  
Wurlitzer Jukebox Company (Germany)

### **III. COMPETITIVE LANDSCAPE**

Total Companies Profiled: 72 (including Divisions/Subsidiaries - 73)

Region/CountryPlayers

The United States

Canada

Japan

Europe

Germany

The United Kingdom

Italy

Rest of Europe

Asia-Pacific (Excluding Japan)

Africa

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