

# Global Arcade Prize Machines Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global Arcade Prize Machines market size was valued at US\$ 3310 million in 2024 and is forecast to a readjusted size of USD 4933 million by 2031 with a CAGR of 6.0% during review period.

Arcade Prize Machines are gaming devices found in arcades and entertainment centers that allow players to win prizes through skill or chance. These machines typically involve using mechanical controls such as joysticks, buttons, or levers to interact with the game, such as controlling a claw to grab a toy, pushing a coin to release a prize, or dispensing a capsule with a surprise item. Popular types of arcade prize machines include doll grabbers, coin pushers, and capsule vending machines, all of which are designed to provide entertainment while offering players the opportunity to win tangible prizes.

This report is a detailed and comprehensive analysis for global Arcade Prize Machines market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Arcade Prize Machines market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Arcade Prize Machines market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Arcade Prize Machines market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Arcade Prize Machines market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Arcade Prize Machines

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Arcade Prize Machines market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Elaut Group, Bandai Namco Amusement, Sega Amusements International, Andamiro, Taito, Innovative Concepts in Entertainment, Bay Tek Entertainment, Smart Industries, UNIS Technology, Coast To Coast Entertainment, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

## Market Segmentation

Arcade Prize Machines market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

## Market segment by Type

### Catch Type Machines

Shooting Type Machines

Racing Type Machines

Music Type Machines

Somatosensory Type Machines

Others

#### Market segment by Application

Game Arcade and Entertainment Center

Malls and Shopping Centers

Others

#### Major players covered

Elaut Group

Bandai Namco Amusement

Sega Amusements International

Andamiro

Taito

Innovative Concepts in Entertainment

Bay Tek Entertainment

Smart Industries

UNIS Technology

Coast To Coast Entertainment

Icefuns Amusement

Kita Nihon Tsushin Kogyo

Paokai Electronic

Benchmark Games International

Dream Arcades

Da Sheng Technology

Wee Chin Electric Machinery

Youal-Jifh Enterprise

Unique Animation

Catch Me

Zhongshan Ridong Cartoon Technology

Guangzhou Lifang Amusement Equipment

Guangzhou Tongru Electronic Technology

Neofuns Amusement Equipment

Guangzhou DingPin Animation Technology

Market segment by region, regional analysis covers  
North America (United States, Canada, and Mexico)  
Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)  
Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)  
South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Arcade Prize Machines product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Arcade Prize Machines, with price, sales quantity, revenue, and global market share of Arcade Prize Machines from 2020 to 2025.

Chapter 3, the Arcade Prize Machines competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Arcade Prize Machines breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and Arcade Prize Machines market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Arcade Prize Machines.

Chapter 14 and 15, to describe Arcade Prize Machines sales channel, distributors, customers, research findings and conclusion.

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