

Global Amusement Game Market Growth 2026-2032

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Abstracts

The global Amusement Game market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

The game and entertainment equipment models are divided into electronic game equipment (machine) and entertainment equipment. Electronic game equipment (machine) refers to the special equipment that mainly provides game content services for entertainment places or other business places through audio and video system and content integration, and the content and form of the game are not suitable for minors to use independently or for a long time, such as fighting game entertainment equipment. Entertainment equipment refers to other game entertainment equipment except electronic game equipment (machine).

United States market for Amusement Game is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Amusement Game is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Amusement Game is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Amusement Game players cover ROUNDONE, CHUCKSE.CHEESE'S, DAVE&BUSTER'S, BANDAI NAMCO Holdings, Sega Sammy Holdings, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the "Amusement Game Industry Forecast" looks at past sales and reviews total world Amusement Game sales in 2025, providing a comprehensive analysis by region and market sector of projected

Amusement Game sales for 2026 through 2032. With Amusement Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Amusement Game industry.

This Insight Report provides a comprehensive analysis of the global Amusement Game landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Amusement Game portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Amusement Game market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Amusement Game and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Amusement Game.

This report presents a comprehensive overview, market shares, and growth opportunities of Amusement Game market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Video Game Equipment

Entertainment Equipment

Segmentation by Application:

Animation Game City

Playground

Children'S Theme Park

Family Entertainment Center

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

ROUNDONE

CHUCKSE.CHEESE'S

DAVE&BUSTER'S

BANDAI NAMCO Holdings

Sega Sammy Holdings

Konami Corporation

International Games System

Guangdong Unis Technology

Guangzhou SQV Animation

Wahlap Technology

Key Questions Addressed in this Report

What is the 10-year outlook for the global Amusement Game market?

What factors are driving Amusement Game market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Amusement Game market opportunities vary by end market size?

How does Amusement Game break out by Type, by Application?

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