

Global Amusement Machine Market Growth 2024-2030

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Abstracts

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Amusement machine generally refers to a type of equipment or device designed for entertainment purposes. These machines often incorporate various technological features and can be found in amusement parks, arcades, theme parks, and other entertainment venues. Amusement machines provide a range of experiences, from simple mechanical rides to interactive video games, simulation experiences, and more.

The global Amusement Machine market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of %from 2024 to 2030.

LP Information, Inc. (LPI) ' newest research report, the "Amusement Machine Industry Forecast" looks at past sales and reviews total world Amusement Machine sales in 2023, providing a comprehensive analysis by region and market sector of projected Amusement Machine sales for 2024 through 2030. With Amusement Machine sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Amusement Machine industry.

This Insight Report provides a comprehensive analysis of the global Amusement Machine 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 Machine portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Amusement Machine market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Amusement Machine 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 Machine.

United States market for Amusement Machine is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Amusement Machine is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Amusement Machine is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Amusement Machine players cover Bandai Namco Holdings, Raw Thrills, UNIS Technology, Taito Corporation (Square Enix Holdings Co., Ltd.), Dream Arcades, etc. In terms of revenue, the global two largest companies occupied for a share nearly

% in 2023.

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

Segmentation by Type:

Fighting Game

Speed Game

Puzzle Game

Others Game

Segmentation by Application:

Amusement Parks

Game Centers

Bars

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.

Bandai Namco Holdings

Raw Thrills

UNIS Technology

Taito Corporation (Square Enix Holdings Co., Ltd.)

Dream Arcades

Bespoke Arcades

Rec Room Masters LLC

Adrenaline Amusements

SEGA Amusements

Coastal Amusements

BayTek

Elaut

Innovative Concepts in Entertainment(ICE)

Family Fun Companies

LAI Games

Concept Games

Superwing Animation Technology

TouchMagix

Sunflower Amusement

KONAMI Group

Andamiro

Wahlap Technology

Key Questions Addressed in this Report

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

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

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

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

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

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Amusement Machine Annual Sales 2019-2030
 - 2.1.2 World Current & Future Analysis for Amusement Machine by Geographic Region, 2019, 2023 & 2030
 - 2.1.3 World Current & Future Analysis for Amusement Machine by Country/Region, 2019, 2023 & 2030
- 2.2 Amusement Machine Segment by Type
 - 2.2.1 Fighting Game
 - 2.2.2 Speed Game
 - 2.2.3 Puzzle Game
 - 2.2.4 Others Game
- 2.3 Amusement Machine Sales by Type
 - 2.3.1 Global Amusement Machine Sales Market Share by Type (2019-2024)
 - 2.3.2 Global Amusement Machine Revenue and Market Share by Type (2019-2024)
 - 2.3.3 Global Amusement Machine Sale Price by Type (2019-2024)
- 2.4 Amusement Machine Segment by Application
 - 2.4.1 Amusement Parks
 - 2.4.2 Game Centers
 - 2.4.3 Bars
 - 2.4.4 Others
- 2.5 Amusement Machine Sales by Application
 - 2.5.1 Global Amusement Machine Sale Market Share by Application (2019-2024)
 - 2.5.2 Global Amusement Machine Revenue and Market Share by Application (2019-2024)

2.5.3 Global Amusement Machine Sale Price by Application (2019-2024)

3 GLOBAL BY COMPANY

3.1 Global Amusement Machine Breakdown Data by Company

3.1.1 Global Amusement Machine Annual Sales by Company (2019-2024)

3.1.2 Global Amusement Machine Sales Market Share by Company (2019-2024)

3.2 Global Amusement Machine Annual Revenue by Company (2019-2024)

3.2.1 Global Amusement Machine Revenue by Company (2019-2024)

3.2.2 Global Amusement Machine Revenue Market Share by Company (2019-2024)

3.3 Global Amusement Machine Sale Price by Company

3.4 Key Manufacturers Amusement Machine Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers Amusement Machine Product Location Distribution

3.4.2 Players Amusement Machine Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2019-2024)

3.6 New Products and Potential Entrants

3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR AMUSEMENT MACHINE BY GEOGRAPHIC REGION

4.1 World Historic Amusement Machine Market Size by Geographic Region (2019-2024)

4.1.1 Global Amusement Machine Annual Sales by Geographic Region (2019-2024)

4.1.2 Global Amusement Machine Annual Revenue by Geographic Region (2019-2024)

4.2 World Historic Amusement Machine Market Size by Country/Region (2019-2024)

4.2.1 Global Amusement Machine Annual Sales by Country/Region (2019-2024)

4.2.2 Global Amusement Machine Annual Revenue by Country/Region (2019-2024)

4.3 Americas Amusement Machine Sales Growth

4.4 APAC Amusement Machine Sales Growth

4.5 Europe Amusement Machine Sales Growth

4.6 Middle East & Africa Amusement Machine Sales Growth

5 AMERICAS

5.1 Americas Amusement Machine Sales by Country

5.1.1 Americas Amusement Machine Sales by Country (2019-2024)

5.1.2 Americas Amusement Machine Revenue by Country (2019-2024)

5.2 Americas Amusement Machine Sales by Type (2019-2024)

5.3 Americas Amusement Machine Sales by Application (2019-2024)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Amusement Machine Sales by Region

6.1.1 APAC Amusement Machine Sales by Region (2019-2024)

6.1.2 APAC Amusement Machine Revenue by Region (2019-2024)

6.2 APAC Amusement Machine Sales by Type (2019-2024)

6.3 APAC Amusement Machine Sales by Application (2019-2024)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

6.10 China Taiwan

7 EUROPE

7.1 Europe Amusement Machine by Country

7.1.1 Europe Amusement Machine Sales by Country (2019-2024)

7.1.2 Europe Amusement Machine Revenue by Country (2019-2024)

7.2 Europe Amusement Machine Sales by Type (2019-2024)

7.3 Europe Amusement Machine Sales by Application (2019-2024)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Amusement Machine by Country

8.1.1 Middle East & Africa Amusement Machine Sales by Country (2019-2024)

8.1.2 Middle East & Africa Amusement Machine Revenue by Country (2019-2024)

8.2 Middle East & Africa Amusement Machine Sales by Type (2019-2024)

8.3 Middle East & Africa Amusement Machine Sales by Application (2019-2024)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 MANUFACTURING COST STRUCTURE ANALYSIS

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of Amusement Machine

10.3 Manufacturing Process Analysis of Amusement Machine

10.4 Industry Chain Structure of Amusement Machine

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Amusement Machine Distributors

11.3 Amusement Machine Customer

12 WORLD FORECAST REVIEW FOR AMUSEMENT MACHINE BY GEOGRAPHIC REGION

12.1 Global Amusement Machine Market Size Forecast by Region

12.1.1 Global Amusement Machine Forecast by Region (2025-2030)

12.1.2 Global Amusement Machine Annual Revenue Forecast by Region (2025-2030)

- 12.2 Americas Forecast by Country (2025-2030)
- 12.3 APAC Forecast by Region (2025-2030)
- 12.4 Europe Forecast by Country (2025-2030)
- 12.5 Middle East & Africa Forecast by Country (2025-2030)
- 12.6 Global Amusement Machine Forecast by Type (2025-2030)
- 12.7 Global Amusement Machine Forecast by Application (2025-2030)

13 KEY PLAYERS ANALYSIS

13.1 Bandai Namco Holdings

- 13.1.1 Bandai Namco Holdings Company Information

- 13.1.2 Bandai Namco Holdings Amusement Machine Product Portfolios and Specifications

- 13.1.3 Bandai Namco Holdings Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

- 13.1.4 Bandai Namco Holdings Main Business Overview

- 13.1.5 Bandai Namco Holdings Latest Developments

13.2 Raw Thrills

- 13.2.1 Raw Thrills Company Information

- 13.2.2 Raw Thrills Amusement Machine Product Portfolios and Specifications

- 13.2.3 Raw Thrills Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

- 13.2.4 Raw Thrills Main Business Overview

- 13.2.5 Raw Thrills Latest Developments

13.3 UNIS Technology

- 13.3.1 UNIS Technology Company Information

- 13.3.2 UNIS Technology Amusement Machine Product Portfolios and Specifications

- 13.3.3 UNIS Technology Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

- 13.3.4 UNIS Technology Main Business Overview

- 13.3.5 UNIS Technology Latest Developments

13.4 Taito Corporation (Square Enix Holdings Co., Ltd.)

- 13.4.1 Taito Corporation (Square Enix Holdings Co., Ltd.) Company Information

- 13.4.2 Taito Corporation (Square Enix Holdings Co., Ltd.) Amusement Machine Product Portfolios and Specifications

- 13.4.3 Taito Corporation (Square Enix Holdings Co., Ltd.) Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

- 13.4.4 Taito Corporation (Square Enix Holdings Co., Ltd.) Main Business Overview

- 13.4.5 Taito Corporation (Square Enix Holdings Co., Ltd.) Latest Developments

13.5 Dream Arcades

13.5.1 Dream Arcades Company Information

13.5.2 Dream Arcades Amusement Machine Product Portfolios and Specifications

13.5.3 Dream Arcades Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.5.4 Dream Arcades Main Business Overview

13.5.5 Dream Arcades Latest Developments

13.6 Bespoke Arcades

13.6.1 Bespoke Arcades Company Information

13.6.2 Bespoke Arcades Amusement Machine Product Portfolios and Specifications

13.6.3 Bespoke Arcades Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.6.4 Bespoke Arcades Main Business Overview

13.6.5 Bespoke Arcades Latest Developments

13.7 Rec Room Masters LLC

13.7.1 Rec Room Masters LLC Company Information

13.7.2 Rec Room Masters LLC Amusement Machine Product Portfolios and Specifications

13.7.3 Rec Room Masters LLC Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.7.4 Rec Room Masters LLC Main Business Overview

13.7.5 Rec Room Masters LLC Latest Developments

13.8 Adrenaline Amusements

13.8.1 Adrenaline Amusements Company Information

13.8.2 Adrenaline Amusements Amusement Machine Product Portfolios and Specifications

13.8.3 Adrenaline Amusements Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.8.4 Adrenaline Amusements Main Business Overview

13.8.5 Adrenaline Amusements Latest Developments

13.9 SEGA Amusements

13.9.1 SEGA Amusements Company Information

13.9.2 SEGA Amusements Amusement Machine Product Portfolios and Specifications

13.9.3 SEGA Amusements Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.9.4 SEGA Amusements Main Business Overview

13.9.5 SEGA Amusements Latest Developments

13.10 Coastal Amusements

13.10.1 Coastal Amusements Company Information

- 13.10.2 Coastal Amusements Amusement Machine Product Portfolios and Specifications
- 13.10.3 Coastal Amusements Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)
- 13.10.4 Coastal Amusements Main Business Overview
- 13.10.5 Coastal Amusements Latest Developments
- 13.11 BayTek
 - 13.11.1 BayTek Company Information
 - 13.11.2 BayTek Amusement Machine Product Portfolios and Specifications
 - 13.11.3 BayTek Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)
 - 13.11.4 BayTek Main Business Overview
 - 13.11.5 BayTek Latest Developments
- 13.12 Elaut
 - 13.12.1 Elaut Company Information
 - 13.12.2 Elaut Amusement Machine Product Portfolios and Specifications
 - 13.12.3 Elaut Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)
 - 13.12.4 Elaut Main Business Overview
 - 13.12.5 Elaut Latest Developments
- 13.13 Innovative Concepts in Entertainment(ICE)
 - 13.13.1 Innovative Concepts in Entertainment(ICE) Company Information
 - 13.13.2 Innovative Concepts in Entertainment(ICE) Amusement Machine Product Portfolios and Specifications
 - 13.13.3 Innovative Concepts in Entertainment(ICE) Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)
 - 13.13.4 Innovative Concepts in Entertainment(ICE) Main Business Overview
 - 13.13.5 Innovative Concepts in Entertainment(ICE) Latest Developments
- 13.14 Family Fun Companies
 - 13.14.1 Family Fun Companies Company Information
 - 13.14.2 Family Fun Companies Amusement Machine Product Portfolios and Specifications
 - 13.14.3 Family Fun Companies Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)
 - 13.14.4 Family Fun Companies Main Business Overview
 - 13.14.5 Family Fun Companies Latest Developments
- 13.15 LAI Games
 - 13.15.1 LAI Games Company Information
 - 13.15.2 LAI Games Amusement Machine Product Portfolios and Specifications

13.15.3 LAI Games Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.15.4 LAI Games Main Business Overview

13.15.5 LAI Games Latest Developments

13.16 Concept Games

13.16.1 Concept Games Company Information

13.16.2 Concept Games Amusement Machine Product Portfolios and Specifications

13.16.3 Concept Games Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.16.4 Concept Games Main Business Overview

13.16.5 Concept Games Latest Developments

13.17 Superwing Animation Technology

13.17.1 Superwing Animation Technology Company Information

13.17.2 Superwing Animation Technology Amusement Machine Product Portfolios and Specifications

13.17.3 Superwing Animation Technology Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.17.4 Superwing Animation Technology Main Business Overview

13.17.5 Superwing Animation Technology Latest Developments

13.18 TouchMagix

13.18.1 TouchMagix Company Information

13.18.2 TouchMagix Amusement Machine Product Portfolios and Specifications

13.18.3 TouchMagix Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.18.4 TouchMagix Main Business Overview

13.18.5 TouchMagix Latest Developments

13.19 Sunflower Amusement

13.19.1 Sunflower Amusement Company Information

13.19.2 Sunflower Amusement Amusement Machine Product Portfolios and Specifications

13.19.3 Sunflower Amusement Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.19.4 Sunflower Amusement Main Business Overview

13.19.5 Sunflower Amusement Latest Developments

13.20 KONAMI Group

13.20.1 KONAMI Group Company Information

13.20.2 KONAMI Group Amusement Machine Product Portfolios and Specifications

13.20.3 KONAMI Group Amusement Machine Sales, Revenue, Price and Gross Margin (2019-2024)

13.20.4 KONAMI Group Main Business Overview

13.20.5 KONAMI Group Latest Developments

13.21 Andamiro

13.21.1 Andamiro Company Information

13.21.2 Andamiro Amusement Machine Product Portfolios and Specifications

13.21.3 Andamiro Amusement Machine Sales, Revenue, Price and Gross Margin
(2019-2024)

13.21.4 Andamiro Main Business Overview

13.21.5 Andamiro Latest Developments

13.22 Wahlap Technology

13.22.1 Wahlap Technology Company Information

13.22.2 Wahlap Technology Amusement Machine Product Portfolios and
Specifications

13.22.3 Wahlap Technology Amusement Machine Sales, Revenue, Price and Gross
Margin (2019-2024)

13.22.4 Wahlap Technology Main Business Overview

13.22.5 Wahlap Technology Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Amusement Machine Annual Sales CAGR by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Table 2. Amusement Machine Annual Sales CAGR by Country/Region (2019, 2023 & 2030) & (\$ millions)
- Table 3. Major Players of Fighting Game
- Table 4. Major Players of Speed Game
- Table 5. Major Players of Puzzle Game
- Table 6. Major Players of Others Game
- Table 7. Global Amusement Machine Sales by Type (2019-2024) & (K Units)
- Table 8. Global Amusement Machine Sales Market Share by Type (2019-2024)
- Table 9. Global Amusement Machine Revenue by Type (2019-2024) & (\$ million)
- Table 10. Global Amusement Machine Revenue Market Share by Type (2019-2024)
- Table 11. Global Amusement Machine Sale Price by Type (2019-2024) & (US\$/Unit)
- Table 12. Global Amusement Machine Sale by Application (2019-2024) & (K Units)
- Table 13. Global Amusement Machine Sale Market Share by Application (2019-2024)
- Table 14. Global Amusement Machine Revenue by Application (2019-2024) & (\$ million)
- Table 15. Global Amusement Machine Revenue Market Share by Application (2019-2024)
- Table 16. Global Amusement Machine Sale Price by Application (2019-2024) & (US\$/Unit)
- Table 17. Global Amusement Machine Sales by Company (2019-2024) & (K Units)
- Table 18. Global Amusement Machine Sales Market Share by Company (2019-2024)
- Table 19. Global Amusement Machine Revenue by Company (2019-2024) & (\$ millions)
- Table 20. Global Amusement Machine Revenue Market Share by Company (2019-2024)
- Table 21. Global Amusement Machine Sale Price by Company (2019-2024) & (US\$/Unit)
- Table 22. Key Manufacturers Amusement Machine Producing Area Distribution and Sales Area
- Table 23. Players Amusement Machine Products Offered
- Table 24. Amusement Machine Concentration Ratio (CR3, CR5 and CR10) & (2019-2024)
- Table 25. New Products and Potential Entrants
- Table 26. Market M&A Activity & Strategy

Table 27. Global Amusement Machine Sales by Geographic Region (2019-2024) & (K Units)

Table 28. Global Amusement Machine Sales Market Share Geographic Region (2019-2024)

Table 29. Global Amusement Machine Revenue by Geographic Region (2019-2024) & (\$ millions)

Table 30. Global Amusement Machine Revenue Market Share by Geographic Region (2019-2024)

Table 31. Global Amusement Machine Sales by Country/Region (2019-2024) & (K Units)

Table 32. Global Amusement Machine Sales Market Share by Country/Region (2019-2024)

Table 33. Global Amusement Machine Revenue by Country/Region (2019-2024) & (\$ millions)

Table 34. Global Amusement Machine Revenue Market Share by Country/Region (2019-2024)

Table 35. Americas Amusement Machine Sales by Country (2019-2024) & (K Units)

Table 36. Americas Amusement Machine Sales Market Share by Country (2019-2024)

Table 37. Americas Amusement Machine Revenue by Country (2019-2024) & (\$ millions)

Table 38. Americas Amusement Machine Sales by Type (2019-2024) & (K Units)

Table 39. Americas Amusement Machine Sales by Application (2019-2024) & (K Units)

Table 40. APAC Amusement Machine Sales by Region (2019-2024) & (K Units)

Table 41. APAC Amusement Machine Sales Market Share by Region (2019-2024)

Table 42. APAC Amusement Machine Revenue by Region (2019-2024) & (\$ millions)

Table 43. APAC Amusement Machine Sales by Type (2019-2024) & (K Units)

Table 44. APAC Amusement Machine Sales by Application (2019-2024) & (K Units)

Table 45. Europe Amusement Machine Sales by Country (2019-2024) & (K Units)

Table 46. Europe Amusement Machine Revenue by Country (2019-2024) & (\$ millions)

Table 47. Europe Amusement Machine Sales by Type (2019-2024) & (K Units)

Table 48. Europe Amusement Machine Sales by Application (2019-2024) & (K Units)

Table 49. Middle East & Africa Amusement Machine Sales by Country (2019-2024) & (K Units)

Table 50. Middle East & Africa Amusement Machine Revenue Market Share by Country (2019-2024)

Table 51. Middle East & Africa Amusement Machine Sales by Type (2019-2024) & (K Units)

Table 52. Middle East & Africa Amusement Machine Sales by Application (2019-2024) & (K Units)

- Table 53. Key Market Drivers & Growth Opportunities of Amusement Machine
- Table 54. Key Market Challenges & Risks of Amusement Machine
- Table 55. Key Industry Trends of Amusement Machine
- Table 56. Amusement Machine Raw Material
- Table 57. Key Suppliers of Raw Materials
- Table 58. Amusement Machine Distributors List
- Table 59. Amusement Machine Customer List
- Table 60. Global Amusement Machine Sales Forecast by Region (2025-2030) & (K Units)
- Table 61. Global Amusement Machine Revenue Forecast by Region (2025-2030) & (\$ millions)
- Table 62. Americas Amusement Machine Sales Forecast by Country (2025-2030) & (K Units)
- Table 63. Americas Amusement Machine Annual Revenue Forecast by Country (2025-2030) & (\$ millions)
- Table 64. APAC Amusement Machine Sales Forecast by Region (2025-2030) & (K Units)
- Table 65. APAC Amusement Machine Annual Revenue Forecast by Region (2025-2030) & (\$ millions)
- Table 66. Europe Amusement Machine Sales Forecast by Country (2025-2030) & (K Units)
- Table 67. Europe Amusement Machine Revenue Forecast by Country (2025-2030) & (\$ millions)
- Table 68. Middle East & Africa Amusement Machine Sales Forecast by Country (2025-2030) & (K Units)
- Table 69. Middle East & Africa Amusement Machine Revenue Forecast by Country (2025-2030) & (\$ millions)
- Table 70. Global Amusement Machine Sales Forecast by Type (2025-2030) & (K Units)
- Table 71. Global Amusement Machine Revenue Forecast by Type (2025-2030) & (\$ millions)
- Table 72. Global Amusement Machine Sales Forecast by Application (2025-2030) & (K Units)
- Table 73. Global Amusement Machine Revenue Forecast by Application (2025-2030) & (\$ millions)
- Table 74. Bandai Namco Holdings Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 75. Bandai Namco Holdings Amusement Machine Product Portfolios and Specifications
- Table 76. Bandai Namco Holdings Amusement Machine Sales (K Units), Revenue (\$

Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 77. Bandai Namco Holdings Main Business

Table 78. Bandai Namco Holdings Latest Developments

Table 79. Raw Thrills Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 80. Raw Thrills Amusement Machine Product Portfolios and Specifications

Table 81. Raw Thrills Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 82. Raw Thrills Main Business

Table 83. Raw Thrills Latest Developments

Table 84. UNIS Technology Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 85. UNIS Technology Amusement Machine Product Portfolios and Specifications

Table 86. UNIS Technology Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 87. UNIS Technology Main Business

Table 88. UNIS Technology Latest Developments

Table 89. Taito Corporation (Square Enix Holdings Co., Ltd.) Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 90. Taito Corporation (Square Enix Holdings Co., Ltd.) Amusement Machine Product Portfolios and Specifications

Table 91. Taito Corporation (Square Enix Holdings Co., Ltd.) Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 92. Taito Corporation (Square Enix Holdings Co., Ltd.) Main Business

Table 93. Taito Corporation (Square Enix Holdings Co., Ltd.) Latest Developments

Table 94. Dream Arcades Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 95. Dream Arcades Amusement Machine Product Portfolios and Specifications

Table 96. Dream Arcades Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 97. Dream Arcades Main Business

Table 98. Dream Arcades Latest Developments

Table 99. Bespoke Arcades Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 100. Bespoke Arcades Amusement Machine Product Portfolios and Specifications

Table 101. Bespoke Arcades Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 102. Bespoke Arcades Main Business

- Table 103. Bespoke Arcades Latest Developments
- Table 104. Rec Room Masters LLC Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 105. Rec Room Masters LLC Amusement Machine Product Portfolios and Specifications
- Table 106. Rec Room Masters LLC Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)
- Table 107. Rec Room Masters LLC Main Business
- Table 108. Rec Room Masters LLC Latest Developments
- Table 109. Adrenaline Amusements Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 110. Adrenaline Amusements Amusement Machine Product Portfolios and Specifications
- Table 111. Adrenaline Amusements Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)
- Table 112. Adrenaline Amusements Main Business
- Table 113. Adrenaline Amusements Latest Developments
- Table 114. SEGA Amusements Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 115. SEGA Amusements Amusement Machine Product Portfolios and Specifications
- Table 116. SEGA Amusements Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)
- Table 117. SEGA Amusements Main Business
- Table 118. SEGA Amusements Latest Developments
- Table 119. Coastal Amusements Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 120. Coastal Amusements Amusement Machine Product Portfolios and Specifications
- Table 121. Coastal Amusements Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)
- Table 122. Coastal Amusements Main Business
- Table 123. Coastal Amusements Latest Developments
- Table 124. BayTek Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors
- Table 125. BayTek Amusement Machine Product Portfolios and Specifications
- Table 126. BayTek Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)
- Table 127. BayTek Main Business

Table 128. BayTek Latest Developments

Table 129. Elaut Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 130. Elaut Amusement Machine Product Portfolios and Specifications

Table 131. Elaut Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 132. Elaut Main Business

Table 133. Elaut Latest Developments

Table 134. Innovative Concepts in Entertainment(ICE) Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 135. Innovative Concepts in Entertainment(ICE) Amusement Machine Product Portfolios and Specifications

Table 136. Innovative Concepts in Entertainment(ICE) Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 137. Innovative Concepts in Entertainment(ICE) Main Business

Table 138. Innovative Concepts in Entertainment(ICE) Latest Developments

Table 139. Family Fun Companies Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 140. Family Fun Companies Amusement Machine Product Portfolios and Specifications

Table 141. Family Fun Companies Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 142. Family Fun Companies Main Business

Table 143. Family Fun Companies Latest Developments

Table 144. LAI Games Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 145. LAI Games Amusement Machine Product Portfolios and Specifications

Table 146. LAI Games Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 147. LAI Games Main Business

Table 148. LAI Games Latest Developments

Table 149. Concept Games Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 150. Concept Games Amusement Machine Product Portfolios and Specifications

Table 151. Concept Games Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 152. Concept Games Main Business

Table 153. Concept Games Latest Developments

Table 154. Superwing Animation Technology Basic Information, Amusement Machine

Manufacturing Base, Sales Area and Its Competitors

Table 155. Superwing Animation Technology Amusement Machine Product Portfolios and Specifications

Table 156. Superwing Animation Technology Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 157. Superwing Animation Technology Main Business

Table 158. Superwing Animation Technology Latest Developments

Table 159. TouchMagix Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 160. TouchMagix Amusement Machine Product Portfolios and Specifications

Table 161. TouchMagix Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 162. TouchMagix Main Business

Table 163. TouchMagix Latest Developments

Table 164. Sunflower Amusement Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 165. Sunflower Amusement Amusement Machine Product Portfolios and Specifications

Table 166. Sunflower Amusement Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 167. Sunflower Amusement Main Business

Table 168. Sunflower Amusement Latest Developments

Table 169. KONAMI Group Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 170. KONAMI Group Amusement Machine Product Portfolios and Specifications

Table 171. KONAMI Group Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 172. KONAMI Group Main Business

Table 173. KONAMI Group Latest Developments

Table 174. Andamiro Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 175. Andamiro Amusement Machine Product Portfolios and Specifications

Table 176. Andamiro Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 177. Andamiro Main Business

Table 178. Andamiro Latest Developments

Table 179. Wahlap Technology Basic Information, Amusement Machine Manufacturing Base, Sales Area and Its Competitors

Table 180. Wahlap Technology Amusement Machine Product Portfolios and

Specifications

Table 181. Wahlap Technology Amusement Machine Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2019-2024)

Table 182. Wahlap Technology Main Business

Table 183. Wahlap Technology Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Amusement Machine
- Figure 2. Amusement Machine Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Amusement Machine Sales Growth Rate 2019-2030 (K Units)
- Figure 7. Global Amusement Machine Revenue Growth Rate 2019-2030 (\$ millions)
- Figure 8. Amusement Machine Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 9. Amusement Machine Sales Market Share by Country/Region (2023)
- Figure 10. Amusement Machine Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 11. Product Picture of Fighting Game
- Figure 12. Product Picture of Speed Game
- Figure 13. Product Picture of Puzzle Game
- Figure 14. Product Picture of Others Game
- Figure 15. Global Amusement Machine Sales Market Share by Type in 2023
- Figure 16. Global Amusement Machine Revenue Market Share by Type (2019-2024)
- Figure 17. Amusement Machine Consumed in Amusement Parks
- Figure 18. Global Amusement Machine Market: Amusement Parks (2019-2024) & (K Units)
- Figure 19. Amusement Machine Consumed in Game Centers
- Figure 20. Global Amusement Machine Market: Game Centers (2019-2024) & (K Units)
- Figure 21. Amusement Machine Consumed in Bars
- Figure 22. Global Amusement Machine Market: Bars (2019-2024) & (K Units)
- Figure 23. Amusement Machine Consumed in Others
- Figure 24. Global Amusement Machine Market: Others (2019-2024) & (K Units)
- Figure 25. Global Amusement Machine Sale Market Share by Application (2023)
- Figure 26. Global Amusement Machine Revenue Market Share by Application in 2023
- Figure 27. Amusement Machine Sales by Company in 2023 (K Units)
- Figure 28. Global Amusement Machine Sales Market Share by Company in 2023
- Figure 29. Amusement Machine Revenue by Company in 2023 (\$ millions)
- Figure 30. Global Amusement Machine Revenue Market Share by Company in 2023
- Figure 31. Global Amusement Machine Sales Market Share by Geographic Region (2019-2024)

Figure 32. Global Amusement Machine Revenue Market Share by Geographic Region in 2023

Figure 33. Americas Amusement Machine Sales 2019-2024 (K Units)

Figure 34. Americas Amusement Machine Revenue 2019-2024 (\$ millions)

Figure 35. APAC Amusement Machine Sales 2019-2024 (K Units)

Figure 36. APAC Amusement Machine Revenue 2019-2024 (\$ millions)

Figure 37. Europe Amusement Machine Sales 2019-2024 (K Units)

Figure 38. Europe Amusement Machine Revenue 2019-2024 (\$ millions)

Figure 39. Middle East & Africa Amusement Machine Sales 2019-2024 (K Units)

Figure 40. Middle East & Africa Amusement Machine Revenue 2019-2024 (\$ millions)

Figure 41. Americas Amusement Machine Sales Market Share by Country in 2023

Figure 42. Americas Amusement Machine Revenue Market Share by Country (2019-2024)

Figure 43. Americas Amusement Machine Sales Market Share by Type (2019-2024)

Figure 44. Americas Amusement Machine Sales Market Share by Application (2019-2024)

Figure 45. United States Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 46. Canada Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 47. Mexico Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 48. Brazil Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 49. APAC Amusement Machine Sales Market Share by Region in 2023

Figure 50. APAC Amusement Machine Revenue Market Share by Region (2019-2024)

Figure 51. APAC Amusement Machine Sales Market Share by Type (2019-2024)

Figure 52. APAC Amusement Machine Sales Market Share by Application (2019-2024)

Figure 53. China Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 54. Japan Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 55. South Korea Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 56. Southeast Asia Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 57. India Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 58. Australia Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 59. China Taiwan Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 60. Europe Amusement Machine Sales Market Share by Country in 2023

Figure 61. Europe Amusement Machine Revenue Market Share by Country (2019-2024)

Figure 62. Europe Amusement Machine Sales Market Share by Type (2019-2024)

Figure 63. Europe Amusement Machine Sales Market Share by Application (2019-2024)

Figure 64. Germany Amusement Machine Revenue Growth 2019-2024 (\$ millions)

Figure 65. France Amusement Machine Revenue Growth 2019-2024 (\$ millions)

- Figure 66. UK Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 67. Italy Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 68. Russia Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 69. Middle East & Africa Amusement Machine Sales Market Share by Country (2019-2024)
- Figure 70. Middle East & Africa Amusement Machine Sales Market Share by Type (2019-2024)
- Figure 71. Middle East & Africa Amusement Machine Sales Market Share by Application (2019-2024)
- Figure 72. Egypt Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 73. South Africa Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 74. Israel Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 75. Turkey Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 76. GCC Countries Amusement Machine Revenue Growth 2019-2024 (\$ millions)
- Figure 77. Manufacturing Cost Structure Analysis of Amusement Machine in 2023
- Figure 78. Manufacturing Process Analysis of Amusement Machine
- Figure 79. Industry Chain Structure of Amusement Machine
- Figure 80. Channels of Distribution
- Figure 81. Global Amusement Machine Sales Market Forecast by Region (2025-2030)
- Figure 82. Global Amusement Machine Revenue Market Share Forecast by Region (2025-2030)
- Figure 83. Global Amusement Machine Sales Market Share Forecast by Type (2025-2030)
- Figure 84. Global Amusement Machine Revenue Market Share Forecast by Type (2025-2030)
- Figure 85. Global Amusement Machine Sales Market Share Forecast by Application (2025-2030)
- Figure 86. Global Amusement Machine Revenue Market Share Forecast by Application (2025-2030)

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