

Global Coin-operated Amusement Devices Market Growth 2025-2031

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Abstracts

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The global Coin-operated Amusement Devices market size is predicted to grow from US\$ 9847 million in 2025 to US\$ 11830 million in 2031; it is expected to grow at a CAGR of 3.1% from 2025 to 2031.

Coin-operated amusements include video games, pinball machines, jukeboxes, pool tables, slot machines, and other machines and gaming devices operated by coins or tokens inserted into the machines by individual users. These games are attractive to both children and adults, and can be found in a variety of locations, such as convenience stores, bars, restaurants, grocery stores, truck stops and bus terminals.

Global athletic bags main players include IGT, Konami Gaming, Novomatic, Aristocrat Leisure, Scientific Games, Chicago Gaming Company, Amatic Industries, APEX Gaming Technology, Aruze Gaming, Astro Corp, Belatra Co. Ltd., Casino Technology, Gauselmann Group, Everi, etc., totally accounting for about 30%. North America is the largest market, with a share over 43%. As for the types of products, it can be divided into slot machine, dance dance revolution, arcade and racing type. The most common product is slot machine, holding a share over 38%. In terms of applications, it is widely used in casinos, amusement arcades and others. The most application is casinos, with a share over 42%.

LP Information, Inc. (LPI) ' newest research report, the "Coin-operated Amusement Devices Industry Forecast" looks at past sales and reviews total world Coin-operated Amusement Devices sales in 2024, providing a comprehensive analysis by region and market sector of projected Coin-operated Amusement Devices sales for 2025 through

2031. With Coin-operated Amusement Devices sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Coin-operated Amusement Devices industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Coin-operated Amusement Devices 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 Coin-operated Amusement Devices.

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

Segmentation by Type:

Slot Machine

Dance Dance Revolution

Arcade

Racing Type

Segmentation by Application:

Casinos

Amusement Arcades

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.

IGT

Konami Gaming

Novomatic

Aristocrat Leisure

Scientific Games

Chicago Gaming Company

Amatic Industries

APEX Gaming Technology

Aruze Gaming

Astro Corp.

Belatra Co. Ltd.

Casino Technology

Gauselmann Group

Everi

Key Questions Addressed in this Report

What is the 10-year outlook for the global Coin-operated Amusement Devices market?

What factors are driving Coin-operated Amusement Devices market growth, globally and by region?

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

How do Coin-operated Amusement Devices market opportunities vary by end market size?

How does Coin-operated Amusement Devices break out by Type, by Application?

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