

# Global Fighting Arcade Games Machine Market Growth 2023-2029

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## Abstracts

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An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro-mechanical games, redemption games or merchandisers.

LPI (LP Information)' newest research report, the "Fighting Arcade Games Machine Industry Forecast" looks at past sales and reviews total world Fighting Arcade Games Machine sales in 2022, providing a comprehensive analysis by region and market sector of projected Fighting Arcade Games Machine sales for 2023 through 2029. With Fighting Arcade Games Machine sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Fighting Arcade Games Machine industry.

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

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

The global Fighting Arcade Games Machine market size is projected to grow from US\$ 156.5 million in 2022 to US\$ 198.9 million in 2029; it is expected to grow at a CAGR of 198.9 from 2023 to 2029.

Asia-Pacific region has a appropriate 75% market share of arcade games machine.

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

Market Segmentation:

Segmentation by type

Street Fighter

Space Invaders

Donkey Kong

Others

Segmentation by application

Amusement Arcades

Commercial Place

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 analyzing the company's coverage, product portfolio, its market penetration.

BANDAI NAMCO Holdings

Raw Thrills

UNIS Technology

Taito Corporation (Square Enix Holdings)

Dream Arcades

Bespoke Arcades

Rec Room Masters

### Key Questions Addressed in this Report

What is the 10-year outlook for the global Fighting Arcade Games Machine market?

What factors are driving Fighting Arcade Games Machine market growth, globally and by region?

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

How do Fighting Arcade Games Machine market opportunities vary by end market size?

How does Fighting Arcade Games Machine break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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