

Global Gaming chips Market Growth 2022-2028

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

As the global economy mends, the 2021 growth of Gaming chips will have significant change from previous year. According to our (LP Information) latest study, the global Gaming chips market size is USD million in 2022 from USD 9011.6 million in 2021, with a change of % between 2021 and 2022. The global Gaming chips market size will reach USD 20350 million in 2028, growing at a CAGR of 12.3% over the analysis period.

The United States Gaming chips market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Gaming chips market, reaching US\$ million by the year 2028. As for the Europe Gaming chips landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Gaming chips players cover Aristocrat Leisure, Novomatic, Galaxy Entertainment, and GTECH, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

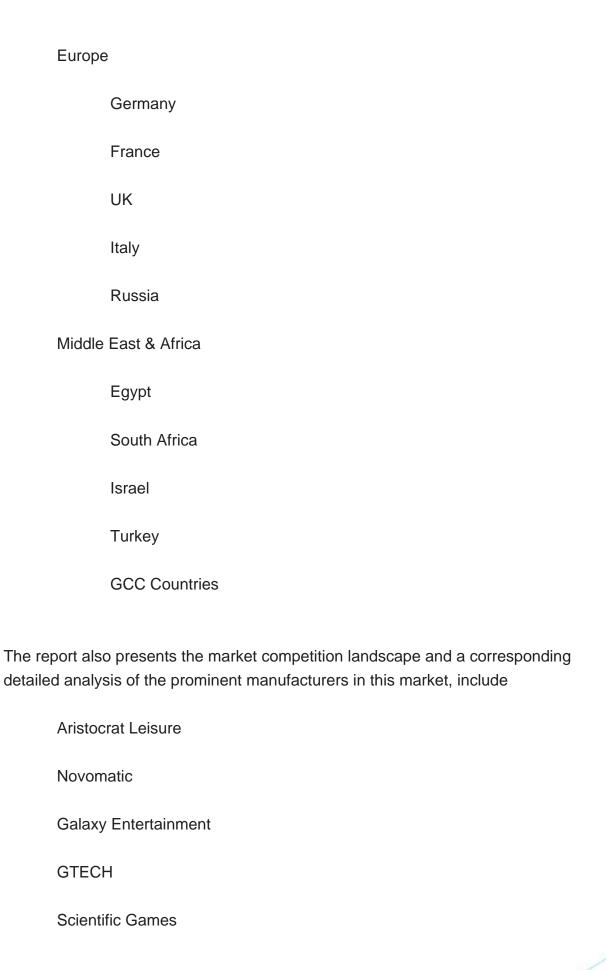
Segmentation by type: breakdown data from 2017 to 2022, in Section 2.3; and forecast to 2028 in section 12.6

Slot Gaming chips



Video	poker machines Gaming chips
Other	
	by application: breakdown data from 2017 to 2022, in Section 2.4; and 28 in section 12.7.
Casin	0
Other	
This report als	so splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.
Ameri	cas
	United States
	Canada
	Mexico
	Brazil
APAC	
	China
	Japan
	Korea
	Southeast Asia
	India
	Australia







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