

Global Gaming Machine Market Growth 2022-2028

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Abstracts

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As the global economy mends, the 2021 growth of Gaming Machine will have significant change from previous year. According to our (LP Information) latest study, the global Gaming Machine market size is USD million in 2022 from USD 8227.1 million in 2021, with a change of % between 2021 and 2022. The global Gaming Machine market size will reach USD 5666.6 million in 2028, growing at a CAGR of -5.2% over the analysis period.

The United States Gaming Machine 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 Machine market, reaching US\$ million by the year 2028. As for the Europe Gaming Machine 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 Machine players cover Scientific Games, IGT, Aristocrat Leisure, and Novomatic, 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 Machine 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

Reel Gaming Machine

Video Gaming Machine

Multi-denomination Gaming Machine

Other

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 12.7.

New/ Expansion

Replacement

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 report also presents the market competition landscape and a corresponding detailed analysis of the prominent manufacturers in this market, include

Scientific Games

IGT

Aristocrat Leisure

Novomatic

Konami Gaming

Ainsworth Game Technology

Multimedia Games

Universal Entertainment

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

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Gaming Machine Annual Sales 2017-2028
 - 2.1.2 World Current & Future Analysis for Gaming Machine by Geographic Region, 2017, 2022 & 2028
 - 2.1.3 World Current & Future Analysis for Gaming Machine by Country/Region, 2017, 2022 & 2028
- 2.2 Gaming Machine Segment by Type
 - 2.2.1 Reel Gaming Machine
 - 2.2.2 Video Gaming Machine
 - 2.2.3 Multi-denomination Gaming Machine
 - 2.2.4 Other
- 2.3 Gaming Machine Sales by Type
 - 2.3.1 Global Gaming Machine Sales Market Share by Type (2017-2022)
 - 2.3.2 Global Gaming Machine Revenue and Market Share by Type (2017-2022)
 - 2.3.3 Global Gaming Machine Sale Price by Type (2017-2022)
- 2.4 Gaming Machine Segment by Application
 - 2.4.1 New/ Expansion
 - 2.4.2 Replacement
- 2.5 Gaming Machine Sales by Application
 - 2.5.1 Global Gaming Machine Sale Market Share by Application (2017-2022)
 - 2.5.2 Global Gaming Machine Revenue and Market Share by Application (2017-2022)
 - 2.5.3 Global Gaming Machine Sale Price by Application (2017-2022)

3 GLOBAL GAMING MACHINE BY COMPANY

- 3.1 Global Gaming Machine Breakdown Data by Company
 - 3.1.1 Global Gaming Machine Annual Sales by Company (2020-2022)
 - 3.1.2 Global Gaming Machine Sales Market Share by Company (2020-2022)
- 3.2 Global Gaming Machine Annual Revenue by Company (2020-2022)
 - 3.2.1 Global Gaming Machine Revenue by Company (2020-2022)
 - 3.2.2 Global Gaming Machine Revenue Market Share by Company (2020-2022)
- 3.3 Global Gaming Machine Sale Price by Company
- 3.4 Key Manufacturers Gaming Machine Producing Area Distribution, Sales Area, Product Type
 - 3.4.1 Key Manufacturers Gaming Machine Product Location Distribution
 - 3.4.2 Players Gaming Machine Products Offered
- 3.5 Market Concentration Rate Analysis
 - 3.5.1 Competition Landscape Analysis
 - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

4 WORLD HISTORIC REVIEW FOR GAMING MACHINE BY GEOGRAPHIC REGION

- 4.1 World Historic Gaming Machine Market Size by Geographic Region (2017-2022)
 - 4.1.1 Global Gaming Machine Annual Sales by Geographic Region (2017-2022)
 - 4.1.2 Global Gaming Machine Annual Revenue by Geographic Region
- 4.2 World Historic Gaming Machine Market Size by Country/Region (2017-2022)
 - 4.2.1 Global Gaming Machine Annual Sales by Country/Region (2017-2022)
 - 4.2.2 Global Gaming Machine Annual Revenue by Country/Region
- 4.3 Americas Gaming Machine Sales Growth
- 4.4 APAC Gaming Machine Sales Growth
- 4.5 Europe Gaming Machine Sales Growth
- 4.6 Middle East & Africa Gaming Machine Sales Growth

5 AMERICAS

- 5.1 Americas Gaming Machine Sales by Country
 - 5.1.1 Americas Gaming Machine Sales by Country (2017-2022)
 - 5.1.2 Americas Gaming Machine Revenue by Country (2017-2022)
- 5.2 Americas Gaming Machine Sales by Type
- 5.3 Americas Gaming Machine Sales by Application
- 5.4 United States
- 5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Gaming Machine Sales by Region

6.1.1 APAC Gaming Machine Sales by Region (2017-2022)

6.1.2 APAC Gaming Machine Revenue by Region (2017-2022)

6.2 APAC Gaming Machine Sales by Type

6.3 APAC Gaming Machine Sales by Application

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 Gaming Machine by Country

7.1.1 Europe Gaming Machine Sales by Country (2017-2022)

7.1.2 Europe Gaming Machine Revenue by Country (2017-2022)

7.2 Europe Gaming Machine Sales by Type

7.3 Europe Gaming Machine Sales by Application

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Gaming Machine by Country

8.1.1 Middle East & Africa Gaming Machine Sales by Country (2017-2022)

8.1.2 Middle East & Africa Gaming Machine Revenue by Country (2017-2022)

8.2 Middle East & Africa Gaming Machine Sales by Type

8.3 Middle East & Africa Gaming Machine Sales by Application

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 Gaming Machine

10.3 Manufacturing Process Analysis of Gaming Machine

10.4 Industry Chain Structure of Gaming Machine

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Gaming Machine Distributors

11.3 Gaming Machine Customer

12 WORLD FORECAST REVIEW FOR GAMING MACHINE BY GEOGRAPHIC REGION

12.1 Global Gaming Machine Market Size Forecast by Region

12.1.1 Global Gaming Machine Forecast by Region (2023-2028)

12.1.2 Global Gaming Machine Annual Revenue Forecast by Region (2023-2028)

12.2 Americas Forecast by Country

12.3 APAC Forecast by Region

12.4 Europe Forecast by Country

12.5 Middle East & Africa Forecast by Country

12.6 Global Gaming Machine Forecast by Type

12.7 Global Gaming Machine Forecast by Application

13 KEY PLAYERS ANALYSIS

13.1 Scientific Games

13.1.1 Scientific Games Company Information

13.1.2 Scientific Games Gaming Machine Product Offered

13.1.3 Scientific Games Gaming Machine Sales, Revenue, Price and Gross Margin
(2020-2022)

13.1.4 Scientific Games Main Business Overview

13.1.5 Scientific Games Latest Developments

13.2 IGT

13.2.1 IGT Company Information

13.2.2 IGT Gaming Machine Product Offered

13.2.3 IGT Gaming Machine Sales, Revenue, Price and Gross Margin (2020-2022)

13.2.4 IGT Main Business Overview

13.2.5 IGT Latest Developments

13.3 Aristocrat Leisure

13.3.1 Aristocrat Leisure Company Information

13.3.2 Aristocrat Leisure Gaming Machine Product Offered

13.3.3 Aristocrat Leisure Gaming Machine Sales, Revenue, Price and Gross Margin
(2020-2022)

13.3.4 Aristocrat Leisure Main Business Overview

13.3.5 Aristocrat Leisure Latest Developments

13.4 Novomatic

13.4.1 Novomatic Company Information

13.4.2 Novomatic Gaming Machine Product Offered

13.4.3 Novomatic Gaming Machine Sales, Revenue, Price and Gross Margin
(2020-2022)

13.4.4 Novomatic Main Business Overview

13.4.5 Novomatic Latest Developments

13.5 Konami Gaming

13.5.1 Konami Gaming Company Information

13.5.2 Konami Gaming Gaming Machine Product Offered

13.5.3 Konami Gaming Gaming Machine Sales, Revenue, Price and Gross Margin
(2020-2022)

13.5.4 Konami Gaming Main Business Overview

13.5.5 Konami Gaming Latest Developments

13.6 Ainsworth Game Technology

13.6.1 Ainsworth Game Technology Company Information

13.6.2 Ainsworth Game Technology Gaming Machine Product Offered

13.6.3 Ainsworth Game Technology Gaming Machine Sales, Revenue, Price and Gross Margin (2020-2022)

13.6.4 Ainsworth Game Technology Main Business Overview

13.6.5 Ainsworth Game Technology Latest Developments

13.7 Multimedia Games

13.7.1 Multimedia Games Company Information

13.7.2 Multimedia Games Gaming Machine Product Offered

13.7.3 Multimedia Games Gaming Machine Sales, Revenue, Price and Gross Margin (2020-2022)

13.7.4 Multimedia Games Main Business Overview

13.7.5 Multimedia Games Latest Developments

13.8 Universal Entertainment

13.8.1 Universal Entertainment Company Information

13.8.2 Universal Entertainment Gaming Machine Product Offered

13.8.3 Universal Entertainment Gaming Machine Sales, Revenue, Price and Gross Margin (2020-2022)

13.8.4 Universal Entertainment Main Business Overview

13.8.5 Universal Entertainment Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Gaming Machine Annual Sales CAGR by Geographic Region (2017, 2022 & 2028) & (\$ millions)

Table 2. Gaming Machine Annual Sales CAGR by Country/Region (2017, 2022 & 2028) & (\$ millions)

Table 3. Major Players of Reel Gaming Machine

Table 4. Major Players of Video Gaming Machine

Table 5. Major Players of Multi-denomination Gaming Machine

Table 6. Major Players of Other

Table 7. Global Gaming Machine Sales by Type (2017-2022) & (K Units)

Table 8. Global Gaming Machine Sales Market Share by Type (2017-2022)

Table 9. Global Gaming Machine Revenue by Type (2017-2022) & (\$ million)

Table 10. Global Gaming Machine Revenue Market Share by Type (2017-2022)

Table 11. Global Gaming Machine Sale Price by Type (2017-2022) & (USD/Unit)

Table 12. Global Gaming Machine Sales by Application (2017-2022) & (K Units)

Table 13. Global Gaming Machine Sales Market Share by Application (2017-2022)

Table 14. Global Gaming Machine Revenue by Application (2017-2022)

Table 15. Global Gaming Machine Revenue Market Share by Application (2017-2022)

Table 16. Global Gaming Machine Sale Price by Application (2017-2022) & (USD/Unit)

Table 17. Global Gaming Machine Sales by Company (2020-2022) & (K Units)

Table 18. Global Gaming Machine Sales Market Share by Company (2020-2022)

Table 19. Global Gaming Machine Revenue by Company (2020-2022) (\$ Millions)

Table 20. Global Gaming Machine Revenue Market Share by Company (2020-2022)

Table 21. Global Gaming Machine Sale Price by Company (2020-2022) & (USD/Unit)

Table 22. Key Manufacturers Gaming Machine Producing Area Distribution and Sales Area

Table 23. Players Gaming Machine Products Offered

Table 24. Gaming Machine Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)

Table 25. New Products and Potential Entrants

Table 26. Mergers & Acquisitions, Expansion

Table 27. Global Gaming Machine Sales by Geographic Region (2017-2022) & (K Units)

Table 28. Global Gaming Machine Sales Market Share Geographic Region (2017-2022)

Table 29. Global Gaming Machine Revenue by Geographic Region (2017-2022) & (\$ millions)

Table 30. Global Gaming Machine Revenue Market Share by Geographic Region

(2017-2022)

Table 31. Global Gaming Machine Sales by Country/Region (2017-2022) & (K Units)

Table 32. Global Gaming Machine Sales Market Share by Country/Region (2017-2022)

Table 33. Global Gaming Machine Revenue by Country/Region (2017-2022) & (\$ millions)

Table 34. Global Gaming Machine Revenue Market Share by Country/Region (2017-2022)

Table 35. Americas Gaming Machine Sales by Country (2017-2022) & (K Units)

Table 36. Americas Gaming Machine Sales Market Share by Country (2017-2022)

Table 37. Americas Gaming Machine Revenue by Country (2017-2022) & (\$ Millions)

Table 38. Americas Gaming Machine Revenue Market Share by Country (2017-2022)

Table 39. Americas Gaming Machine Sales by Type (2017-2022) & (K Units)

Table 40. Americas Gaming Machine Sales Market Share by Type (2017-2022)

Table 41. Americas Gaming Machine Sales by Application (2017-2022) & (K Units)

Table 42. Americas Gaming Machine Sales Market Share by Application (2017-2022)

Table 43. APAC Gaming Machine Sales by Region (2017-2022) & (K Units)

Table 44. APAC Gaming Machine Sales Market Share by Region (2017-2022)

Table 45. APAC Gaming Machine Revenue by Region (2017-2022) & (\$ Millions)

Table 46. APAC Gaming Machine Revenue Market Share by Region (2017-2022)

Table 47. APAC Gaming Machine Sales by Type (2017-2022) & (K Units)

Table 48. APAC Gaming Machine Sales Market Share by Type (2017-2022)

Table 49. APAC Gaming Machine Sales by Application (2017-2022) & (K Units)

Table 50. APAC Gaming Machine Sales Market Share by Application (2017-2022)

Table 51. Europe Gaming Machine Sales by Country (2017-2022) & (K Units)

Table 52. Europe Gaming Machine Sales Market Share by Country (2017-2022)

Table 53. Europe Gaming Machine Revenue by Country (2017-2022) & (\$ Millions)

Table 54. Europe Gaming Machine Revenue Market Share by Country (2017-2022)

Table 55. Europe Gaming Machine Sales by Type (2017-2022) & (K Units)

Table 56. Europe Gaming Machine Sales Market Share by Type (2017-2022)

Table 57. Europe Gaming Machine Sales by Application (2017-2022) & (K Units)

Table 58. Europe Gaming Machine Sales Market Share by Application (2017-2022)

Table 59. Middle East & Africa Gaming Machine Sales by Country (2017-2022) & (K Units)

Table 60. Middle East & Africa Gaming Machine Sales Market Share by Country (2017-2022)

Table 61. Middle East & Africa Gaming Machine Revenue by Country (2017-2022) & (\$ Millions)

Table 62. Middle East & Africa Gaming Machine Revenue Market Share by Country (2017-2022)

Table 63. Middle East & Africa Gaming Machine Sales by Type (2017-2022) & (K Units)

Table 64. Middle East & Africa Gaming Machine Sales Market Share by Type (2017-2022)

Table 65. Middle East & Africa Gaming Machine Sales by Application (2017-2022) & (K Units)

Table 66. Middle East & Africa Gaming Machine Sales Market Share by Application (2017-2022)

Table 67. Key Market Drivers & Growth Opportunities of Gaming Machine

Table 68. Key Market Challenges & Risks of Gaming Machine

Table 69. Key Industry Trends of Gaming Machine

Table 70. Gaming Machine Raw Material

Table 71. Key Suppliers of Raw Materials

Table 72. Gaming Machine Distributors List

Table 73. Gaming Machine Customer List

Table 74. Global Gaming Machine Sales Forecast by Region (2023-2028) & (K Units)

Table 75. Global Gaming Machine Sales Market Forecast by Region

Table 76. Global Gaming Machine Revenue Forecast by Region (2023-2028) & (\$ millions)

Table 77. Global Gaming Machine Revenue Market Share Forecast by Region (2023-2028)

Table 78. Americas Gaming Machine Sales Forecast by Country (2023-2028) & (K Units)

Table 79. Americas Gaming Machine Revenue Forecast by Country (2023-2028) & (\$ millions)

Table 80. APAC Gaming Machine Sales Forecast by Region (2023-2028) & (K Units)

Table 81. APAC Gaming Machine Revenue Forecast by Region (2023-2028) & (\$ millions)

Table 82. Europe Gaming Machine Sales Forecast by Country (2023-2028) & (K Units)

Table 83. Europe Gaming Machine Revenue Forecast by Country (2023-2028) & (\$ millions)

Table 84. Middle East & Africa Gaming Machine Sales Forecast by Country (2023-2028) & (K Units)

Table 85. Middle East & Africa Gaming Machine Revenue Forecast by Country (2023-2028) & (\$ millions)

Table 86. Global Gaming Machine Sales Forecast by Type (2023-2028) & (K Units)

Table 87. Global Gaming Machine Sales Market Share Forecast by Type (2023-2028)

Table 88. Global Gaming Machine Revenue Forecast by Type (2023-2028) & (\$ Millions)

Table 89. Global Gaming Machine Revenue Market Share Forecast by Type

(2023-2028)

Table 90. Global Gaming Machine Sales Forecast by Application (2023-2028) & (K Units)

Table 91. Global Gaming Machine Sales Market Share Forecast by Application (2023-2028)

Table 92. Global Gaming Machine Revenue Forecast by Application (2023-2028) & (\$ Millions)

Table 93. Global Gaming Machine Revenue Market Share Forecast by Application (2023-2028)

Table 94. Scientific Games Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors

Table 95. Scientific Games Gaming Machine Product Offered

Table 96. Scientific Games Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)

Table 97. Scientific Games Main Business

Table 98. Scientific Games Latest Developments

Table 99. IGT Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors

Table 100. IGT Gaming Machine Product Offered

Table 101. IGT Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)

Table 102. IGT Main Business

Table 103. IGT Latest Developments

Table 104. Aristocrat Leisure Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors

Table 105. Aristocrat Leisure Gaming Machine Product Offered

Table 106. Aristocrat Leisure Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)

Table 107. Aristocrat Leisure Main Business

Table 108. Aristocrat Leisure Latest Developments

Table 109. Novomatic Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors

Table 110. Novomatic Gaming Machine Product Offered

Table 111. Novomatic Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)

Table 112. Novomatic Main Business

Table 113. Novomatic Latest Developments

Table 114. Konami Gaming Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors

Table 115. Konami Gaming Gaming Machine Product Offered
Table 116. Konami Gaming Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)
Table 117. Konami Gaming Main Business
Table 118. Konami Gaming Latest Developments
Table 119. Ainsworth Game Technology Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors
Table 120. Ainsworth Game Technology Gaming Machine Product Offered
Table 121. Ainsworth Game Technology Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)
Table 122. Ainsworth Game Technology Main Business
Table 123. Ainsworth Game Technology Latest Developments
Table 124. Multimedia Games Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors
Table 125. Multimedia Games Gaming Machine Product Offered
Table 126. Multimedia Games Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)
Table 127. Multimedia Games Main Business
Table 128. Multimedia Games Latest Developments
Table 129. Universal Entertainment Basic Information, Gaming Machine Manufacturing Base, Sales Area and Its Competitors
Table 130. Universal Entertainment Gaming Machine Product Offered
Table 131. Universal Entertainment Gaming Machine Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2022)
Table 132. Universal Entertainment Main Business
Table 133. Universal Entertainment Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Gaming Machine
- Figure 2. Gaming Machine Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Gaming Machine Sales Growth Rate 2017-2028 (K Units)
- Figure 7. Global Gaming Machine Revenue Growth Rate 2017-2028 (\$ Millions)
- Figure 8. Gaming Machine Sales by Region (2021 & 2028) & (\$ millions)
- Figure 9. Product Picture of Reel Gaming Machine
- Figure 10. Product Picture of Video Gaming Machine
- Figure 11. Product Picture of Multi-denomination Gaming Machine
- Figure 12. Product Picture of Other
- Figure 13. Global Gaming Machine Sales Market Share by Type in 2021
- Figure 14. Global Gaming Machine Revenue Market Share by Type (2017-2022)
- Figure 15. Gaming Machine Consumed in New/ Expansion
- Figure 16. Global Gaming Machine Market: New/ Expansion (2017-2022) & (K Units)
- Figure 17. Gaming Machine Consumed in Replacement
- Figure 18. Global Gaming Machine Market: Replacement (2017-2022) & (K Units)
- Figure 19. Global Gaming Machine Sales Market Share by Application (2017-2022)
- Figure 20. Global Gaming Machine Revenue Market Share by Application in 2021
- Figure 21. Gaming Machine Revenue Market by Company in 2021 (\$ Million)
- Figure 22. Global Gaming Machine Revenue Market Share by Company in 2021
- Figure 23. Global Gaming Machine Sales Market Share by Geographic Region (2017-2022)
- Figure 24. Global Gaming Machine Revenue Market Share by Geographic Region in 2021
- Figure 25. Global Gaming Machine Sales Market Share by Region (2017-2022)
- Figure 26. Global Gaming Machine Revenue Market Share by Country/Region in 2021
- Figure 27. Americas Gaming Machine Sales 2017-2022 (K Units)
- Figure 28. Americas Gaming Machine Revenue 2017-2022 (\$ Millions)
- Figure 29. APAC Gaming Machine Sales 2017-2022 (K Units)
- Figure 30. APAC Gaming Machine Revenue 2017-2022 (\$ Millions)
- Figure 31. Europe Gaming Machine Sales 2017-2022 (K Units)
- Figure 32. Europe Gaming Machine Revenue 2017-2022 (\$ Millions)
- Figure 33. Middle East & Africa Gaming Machine Sales 2017-2022 (K Units)

- Figure 34. Middle East & Africa Gaming Machine Revenue 2017-2022 (\$ Millions)
- Figure 35. Americas Gaming Machine Sales Market Share by Country in 2021
- Figure 36. Americas Gaming Machine Revenue Market Share by Country in 2021
- Figure 37. United States Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 38. Canada Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 39. Mexico Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 40. Brazil Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 41. APAC Gaming Machine Sales Market Share by Region in 2021
- Figure 42. APAC Gaming Machine Revenue Market Share by Regions in 2021
- Figure 43. China Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 44. Japan Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 45. South Korea Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 46. Southeast Asia Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 47. India Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 48. Australia Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 49. Europe Gaming Machine Sales Market Share by Country in 2021
- Figure 50. Europe Gaming Machine Revenue Market Share by Country in 2021
- Figure 51. Germany Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 52. France Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 53. UK Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 54. Italy Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 55. Russia Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 56. Middle East & Africa Gaming Machine Sales Market Share by Country in 2021
- Figure 57. Middle East & Africa Gaming Machine Revenue Market Share by Country in 2021
- Figure 58. Egypt Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 59. South Africa Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 60. Israel Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 61. Turkey Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 62. GCC Country Gaming Machine Revenue Growth 2017-2022 (\$ Millions)
- Figure 63. Manufacturing Cost Structure Analysis of Gaming Machine in 2021
- Figure 64. Manufacturing Process Analysis of Gaming Machine
- Figure 65. Industry Chain Structure of Gaming Machine
- Figure 66. Channels of Distribution
- Figure 67. Distributors Profiles

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