

# Bowling Game Machines Market, Global Outlook and Forecast 2022-2028

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## Abstracts

This report contains market size and forecasts of Bowling Game Machines in global, including the following market information:

Global Bowling Game Machines Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Bowling Game Machines Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Bowling Game Machines companies in 2021 (%)

The global Bowling Game Machines market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Coin Payment Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Bowling Game Machines include Atari, Namco, FarSight Studios, Taito, Game Circus and Backbone Entertainment, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Bowling Game Machines manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Bowling Game Machines Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Bowling Game Machines Market Segment Percentages, by Type, 2021 (%)

Coin Payment

Scan Code Payment

Global Bowling Game Machines Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Bowling Game Machines Market Segment Percentages, by Application, 2021 (%)

Amusement Park

Bar

Discotheque

Family Entertainment Center

Bowling Alley

Global Bowling Game Machines Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Bowling Game Machines Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

## Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Bowling Game Machines revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Bowling Game Machines revenues share in global market, 2021 (%)

Key companies Bowling Game Machines sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Bowling Game Machines sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Atari

Namco

FarSight Studios

Taito

Game Circus

Backbone Entertainment

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