

Asia-Pacific Electronic Gaming Machines (EGM) Market Report 2017

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Abstracts

In this report, the Asia-Pacific Electronic Gaming Machines (EGM) market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split Asia-Pacific into several key Regions, with sales (K Units), revenue (Million USD), market share and growth rate of Electronic Gaming Machines (EGM) for these regions, from 2012 to 2022 (forecast), including

China

Japan

South Korea

Taiwan

India

Southeast Asia

Australia

Asia-Pacific Electronic Gaming Machines (EGM) market competition by top manufacturers/players, with Electronic Gaming Machines (EGM) sales volume, price, revenue (Million USD) and market share for each manufacturer/player; the top players

including

Sega

Microsoft

PlayStation

Sony

Tai Rely

Nintendo

I-dong

Timetop

Subor

Alien technology

Uniscom

JXD

WINYSON

THRUSTMASTER

BLACK HORNS

BETOP

On the basis of product, this report displays the sales volum, revenue, product price, market share and growth rate of each type, primarily split into

Poker EGMs

TV EGMs

Large-scale EGMs

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

TV Games

ARC Games

Poket Games

PC Games

If you have any special requirements, please let us know and we will offer you the report as you want.

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