

# Global Electronic Gaming Machines (EGM) Market Research Report 2018

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## Abstracts

In this report, the global Electronic Gaming Machines (EGM) market is valued at USD XX million in 2017 and is expected to reach USD XX million by the end of 2025, growing at a CAGR of XX% between 2017 and 2025.

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Electronic Gaming Machines (EGM) in these regions, from 2013 to 2025 (forecast), covering

North America

Europe

China

Japan

Southeast Asia

India

Global Electronic Gaming Machines (EGM) market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; 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 production, revenue, price, market share and growth rate of each type, primarily split into

Poker EGMs

TV EGMs

## Large-scale EGMs

On the basis of the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), 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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