

Global Electronic Gaming Machines (EGM) Market 2017 Key Players, Trends, Sales, Supply, Demand, Analysis, Forecast to 2022

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-- [Electronic Gaming Machines \(EGM\) Market:](#)

Executive Summary

In this report, the global [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 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 2012 to 2022 (forecast), covering

North America
Europe
China
Japan
Southeast Asia
India

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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



Electronic Gaming Machines (EGM) Market

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 on the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate of Electronic Gaming Machines (EGM) 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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