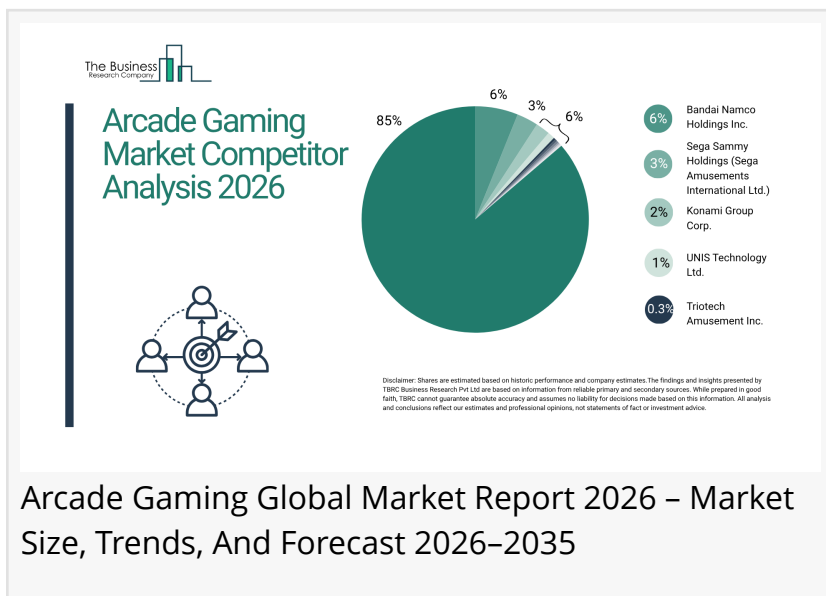


# Who Are the Key Competitors Operating in the Arcade Gaming Market

*The Business Research Company's Arcade Gaming Global Market Report 2026 – Market Size, Trends, And Forecast 2026–2035*

LONDON, GREATER LONDON, UNITED KINGDOM, April 23, 2026

/EINPresswire.com/ -- [The arcade gaming market](#) is dominated by a mix of global amusement and gaming hardware manufacturers, specialized entertainment software developers, and emerging interactive experience innovators. Companies are focusing on advanced gaming consoles, immersive simulation technologies, interactive content development, and integrated payment and loyalty systems to strengthen market presence and expand adoption across entertainment centers, malls, and family amusement venues. Understanding the competitive landscape is critical for stakeholders seeking growth opportunities, technological collaborations, and long-term strategic positioning within the rapidly evolving arcade gaming market.



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## Which Market Player Is Leading The Arcade Gaming Market?

•According to our research, Bandai Namco Holdings Inc. led global sales in 2024 with a 6% market share. The Arcade Gaming division of the company, which is directly involved in the arcade gaming market, provides a wide range of gaming consoles, interactive entertainment machines, redemption games, and simulation-based gaming equipment. It also offers software solutions to support immersive gameplay, scoring systems, and arcade management platforms.

## [How Concentrated Is The Arcade Gaming Market?](#)

•The market is fairly fragmented, with the top 10 players accounting for 15% of total market revenue in 2024. This level of concentration reflects the industry's diverse gaming content offerings, varying hardware and software development requirements, rapidly evolving consumer preferences, and the need for engaging and immersive player experiences, which create

moderate barriers to large-scale consolidation while still enabling niche and regional arcade game providers to compete. Leading vendors such as Bandai Namco Holdings Inc., Sega Sammy Holdings (Sega Amusements International Ltd.), Konami Group Corp., UNIS Technology Ltd., Triotech Amusement Inc., Golden Tee Golf (Incredible Technologies), Capcom Co. Ltd., Barron Games International, Elaut USA Inc., and Bay Tek Entertainment Inc. maintain competitive advantage through diversified arcade game portfolios, strong distribution and operator networks, established relationships with entertainment centers, and continuous innovation in interactive and immersive gaming experiences. At the same time, numerous small and regional developers contribute to intense competition, driving rapid content development, themed attractions, and cost-effective gaming solutions. As demand for arcade entertainment accelerates globally, strategic partnerships, technological innovation, and venue expansions are expected to gradually strengthen the position of major players while preserving opportunities for differentiated and engaging experiences across the evolving arcade gaming market.

•Leading companies include:

- oBandai Namco Holdings Inc. (6%)
- oSega Sammy Holdings (Sega Amusements International Ltd.) (3%)
- oKonami Group Corp. (2%)
- oUNIS Technology Ltd. (1%)
- oTriotech Amusement Inc. (0.3%)
- oGolden Tee Golf (Incredible Technologies) (0.3%)
- oCapcom Co. Ltd. (0.3%)
- oBarron Games International (0.2%)
- oElaut USA Inc. (0.2%)
- oBay Tek Entertainment Inc. (0.2%)

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Which Companies Are Leading Across Different Regions?

•North America: Player One Amusement Group, Retro Active Arcade Ltd., Arcade Time Machine LTD, Great Canadian Midway, JET Games USA and amiro USA Corp, Alan-1 Inc, Soda Slam and High Scores Arcade are leading companies in this region.

•Asia Pacific: Arcade Trader Pty Ltd, Win n Grin Amusements Pty Ltd Bendigo, Arcooda, Funspace Technology Co., Ltd., LiFun Amusement Equipment Co., Ltd., Colorful Park Animation Technology Co., Ltd., Timezone India, Smaaash, The Game Palacio, Bandai Namco Holdings Inc, SEGA Corporation, Taito Corporation, Konami Digital Entertainment, Round One Corporation, Andamiro Co., Ltd., UNIANA Co., Ltd., Komuse Co., Ltd. and Kortek Corporation are leading companies in this region.

•Western Europe: Planet Arcade, Bandai Namco Entertainment, Sega Amusements, Konami

Digital Entertainment, LAI Games, Bay Tek Entertainment, Benchmark Games, Barron Games International, Smart Industries, Flex Arcade, Flash Arcade, Merkur Group, Novomatic, Hologate GmbH, Eurogame, TecnoGaming Group, Funspace, Arcade Mania, BMI Gaming, Arcade Activity, LOG Lot of Games, Hacksaw Gaming, William Hill Italy, Genda Inc, Sacoa, Antstream Arcade and Funstation are leading companies in this region.

- Eastern Europe: Barron Games International, AGH s.r.o., Golden Egg s.r.o., Teddies, s.r.o., Arcade Bee and Kiddo Entertainment Group are leading companies in this region.

- South America: Arcalan Limited, Bandai Namco, Capcom, Ventas Arcade, MultijuegosArcade, Planet Arcade, Sega Amusements International, FunSpace, Atari and Sacoa Entertainment are leading companies in this region.

- Middle East: ROSHN Group, Savvy Games Group, Amusement Services International LLC, Tilt Amusements, Bandai Namco Amusement, Raw Thrills, Inc, Sega Amusements, Taito Corporation, Barron Games International, Bay Tek Entertainment and Apparel Group are the major companies in the arcade gaming market in the Middle East.

- Africa: Sega Amusements, Taito Corporation, Barron Games International, Radical Play, GBarena, Game Paradise, Planet Arcade and Amusement Services International LLC are the major companies in the arcade gaming market in Africa.

What Are The Major Competitive Trends In The Market?

- Retro and handheld gaming devices are transforming the arcade gaming market by capitalizing on nostalgic demand, integrating modern enhancements, and offering portable, feature-rich gameplay experiences.

- Example: In December 2025, My Arcade launched the PAC-MAN 45th Anniversary Collection, including the Mighty Player mini-arcade and Pocket Player Max handheld devices.

- Both devices feature a 3.5-inch color display, five preloaded classic games, rechargeable batteries, and headphone support, combining retro aesthetics with modern convenience for extended gameplay.

Which Strategies Are Companies Adopting to Stay Ahead?

- Immersive VR And Multi-Sensory Gaming Redefining Arcade Experiences

- AI-Driven Analytics Powering Smarter, More Profitable Arcade Operations

- Next-Gen VR And AR Technologies Expanding Interactive Gaming Ecosystems

- IoT-Enabled Arcades Creating Connected, Data-Driven Entertainment Environments

Access The Detailed Arcade Gaming Market Report Here

[https://www.thebusinessresearchcompany.com/report/arcade-gaming-global-market-report?utm\\_source=EINPresswire&utm\\_medium=Paid&utm\\_campaign=Apr\\_PR](https://www.thebusinessresearchcompany.com/report/arcade-gaming-global-market-report?utm_source=EINPresswire&utm_medium=Paid&utm_campaign=Apr_PR)

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