

# Global Electronic Gaming Machines (EGM) Market 2017 Key Players, Share, Applications, Segmentation and Forecast to 2022

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PUNE, INDIA, July 25, 2017 /EINPresswire.com/ -- [Electronic Gaming Machines \(EGM\) Market:](#)

## Executive Summary

This report studies [Electronic Gaming Machines \(EGM\)](#) in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions, from 2012 to 2016, and forecast to 2022.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Sega  
Microsoft  
PlayStation  
Sony  
Tai Rely  
Nintendo  
I-dong  
Timetop  
Subor  
Alien technology



Uniscom  
JXD  
WINYSON  
THRUSTMASTER  
BLACK HORNS  
BETOP

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By types, the market can be split into

Poker EGMs  
TV EGMs  
Large-scale EGMs

By Application, the market can be split into

TV Games  
ARC Games  
Pocket Games  
PC Games

By Regions, this report covers (we can add the regions/countries as you want)

North America  
China  
Europe  
Southeast Asia  
Japan  
India

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