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4 SECONDS OUGK PRINTING FP58 PRINTER



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FBP66 Thermal Printer



TP series Bill Acceptor



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U72
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for vending machines



UCAES Coin Acceptor



Mini Hopper Coin Dispenser



n Taiwan, lots of food-themed claw crane machine owners or operators like to put different types of snacks in the claw machines which we called it Snack Venues. Snack Venues have become extremely popular, generating astonishing revenue in a short period and attracting an increasing number of people to invest. However, how long can this trend continue? In the first part of this year, there were 840 new open venues across Taiwan, achieving a year-on-year growth rate of 18.5%, the highest in the same period over the past five years. In fact, last year, the number of claw machine stores had reached nearly ten thousand, more than 6,700 7-Eleven stores in Taiwan.

The pandemics led to inflation. People are reluctant to spend money freely. Claw machine stores can continue to thrive because they are the cheapest entertainment. Since 2016, the claw machine stores began to emerge like mushrooms after the rain and have experienced a peak for seven years until now. Despite the general expectation that the market is about to decline, owners and operators have managed to

reinvigorate the market with another business model.

Snack Venues Booms

In 2023, there is a significant increase in foodthemed claw machines, becoming the current mainstream claw machine stores. Taiwanese called these "Snack Venues". It has also reignited the popularity of claw machines. Taiwanese foodthemed claw machines have greatly increased, especially in family amusement centers on the street. Here people can get various snacks and beverage such as Science Noodle, Milk Puff, Pea Crackers, Shrimp Strips, Coconut Puff Corn, Sachima, candies and instant noodles and so much more. People have always loved playing the claw machines whether on weekdays or weekends, especially crowded during the weekends. The distinctive feature of these snack venues is the wide variety of snacks and beverages in the stores to attract people. Besides, those snacks are all from well-known brands, and the operators will display expiration dates on the machines for people's safety. Compared to traditional claw machines, the

Taiwan News



snack-grabbing machines not only appeals players in different age groups but also the practicality of the products make players happier than stuffed dolls. With the prevalence of social media platforms like TikTok, Instagram, and YouTube, many KOLs began to upload pictures and videos of food-grabbing which start a craze of claw machines arcades. Many owners or operators also launch various promotion ideas to attract players, such as "Grabbing 2 items can get a raffle ticket for a chance of winning prizes like the iPhone and other practical household appliances", or "Check-in Rewards".

In addition to the Regulation Act: Guaranteed-to-Win in Taiwan, the chance of winning is higher than the machines filled with stuffed doll due to the staff will keep restocking and replace the stuff position if the player asked. Furthermore, there are boxes of snacks place on the above of each machine for the quick stocking. The store is equipped with wheeled baskets for players' prizes.

Secret to Attract Players: High Probability of Winning and Suitable for a Wide Range of Age Groups In the snack venues, lots of players pull baskets filled with snacks and beverages, the staff are busy with restocking and position the snack to make it easier for players to grab. The emergence of the snack venues has quickly brought attention back to the claw machines. Snack machines are much easier to grab, and also suitable for all ages. Even the beginners can give them a great sense of accomplishment while playing. Following, we will discuss why has the snack venues become so popular, and how has it managed to generate impressive revenue in such a short time?

In response to this, Yang Yi-Chiang, the General Manager of Feiloli Electronic, stated, "The distinctive features of the snack venues are the high probability of winning. Also, food and beverage can be easily accepted by a wide range of people. The cost of food and beverage placed in snack machines are lower than the items laced in the traditional claw machines so owners can afford it. If the probability of winning is high, the players are willing to insert coins to play again and again. Plus, players have the chance to win more than one items in each gameplay.

Furthermore, unlike traditional claw machines



typically contain non-consumable items such as stuffed toys, figures, daily necessities, toys or electronics which players will resell the items once they win them. However, the snack venues provide people other ways to obtain food with fun. Players have the chance to get food at a lower cost than market price. Considering these two factors – replenishing goods easier and the content is from recognizable brands, – no age limit.

The Boom of Snack Venues: A Win-Win-Win Scenario for Claw Machine Related Industries

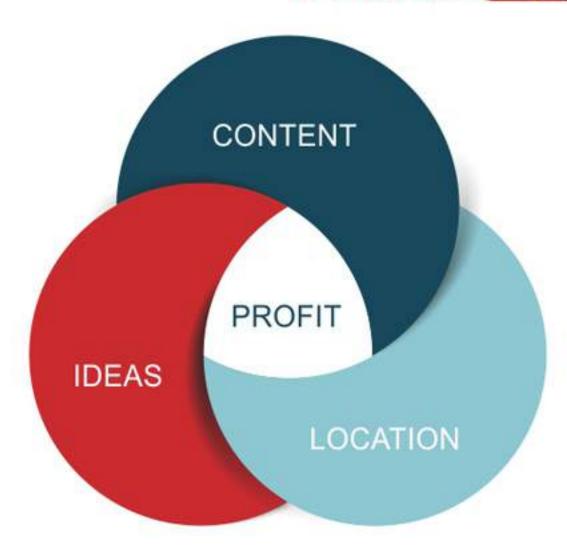
Feiloli Electronic, the manufacturer of amusement machine and crane machine, is also one of the beneficiaries of this food-grabbing trend. Regarding this, General Manager Yang mentioned that the claw machine industry has always been one that creates numerous business opportunities. To start an amusement store, you will need to search for related industries including machine manufacturers, store interior design, plumbing and electrical work, surveillance and communication systems, security, air conditioning, gift distribution

channels, and even real estate agencies play a crucial role, especially when searching for a storefront. It's a win-win situation for many industries involved in the claw machine business.

For example, a snack venue requires a large stockpile of goods to meet the demand for substantial daily players. Operators can negotiate for quantity discounts with snacks and beverage suppliers. From the perspective of snack manufacturers or distributors, the prices offered to snack venues are similar to those provided to supermarkets. Additionally, items nearing their expiration date, which may not be favored by regular retailers or supermarkets, can be acquired by snack venue operators at a lower cost and then placed in the food-grabbing machines with clear expiration dates on the top of the machines. Because these items are close to expiration, operators will place more and more items in the machines for players to grab easily. For players, the high probability of winning makes them come back to play again and again. In summary, this situation creates a win-win-win scenario for food suppliers, snack venue operators, and players.

In addition, the rise of this snack venues trend





Three key factors of claw machine profit.

has provided an additional distribution channel for the food circulation industry during this period. Although the number of snack venue stores is still in the growth stage, and the purchasing volume may not yet be comparable to convenience stores or supermarkets, the frequency of restocking is comparable. As the number of claw machine stores increases in the future, the demand for snacks and beverage is expected to significantly rise in proportion.

Impact of Snack Venues on Unmanned Stores

The emergence of snack venues has had some impact on the business of unmanned stores on the streets. Regarding this, General Manager Yang said, "The emergence of snack venues has indeed had some impact on traditional unmanned stores, but it is not absolute. This is mainly due to differences in the customer base and the types of contents. Unmanned stores cater to a proportion of players who are more skilled, and the prizes are not like food. In contrast, snack venues are suitable for customers of all ages, allowing them to grab snacks, beverage and candies."

During this food-themed claw machines craze, there were some unmanned stores transformed into snack venues. However, due to snack venues require larger spaces and personnel management during business hours, the operation standard is higher than the traditional unmanned stores.

Unmanned stores attract customers and players by their creativity ideas, whether it's introducing new products, creating innovative gameplay, or incorporating current events. This allows the claw machine industry to constantly innovate to meet players' preferences. For instance, during the egg shortage, claw machine store operators placed and stocked egg in the claw machines for players to grab. This makes store operators to find the potential business opportunities of claw machines in the future.

"The food-themed claw machines stores are seen as a potential market with a lot of rooms for development.", said General Manager Yang. Yang estimated that there should be a peak period of three years or more for food-themed claw machines. However, with time, will the players continue to grab snack and beverage or other products? This depends on the contents placed in the machines. This is a challenge which the claw machine operators must face. **\textstyle{\psi}



Arcade Game Design Center















www.tskgame.com.tw

83161 No.112-20, Ln.686 Daliao Rd., Daliao Dist., Kaohsiung City , Taiwan TEL:+886-7-7887077 FAX: +886-7-7889272 E-mail: tsk.game@msa.hinet.net



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OT-2iN1-1 W105xD95xH202cm

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MN-4iN1-2 W70xD71xH197cm





W55xD42xH170am W55xD42xH070am

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W80xD86xH190cm SSD series W60xD75xH190cm

Online business report settings Adjust settings on moblie Simple and clear system interface Parts inspection system

MN series W45xD75xH150cm



am-2

Cut Resistant

Complete Security

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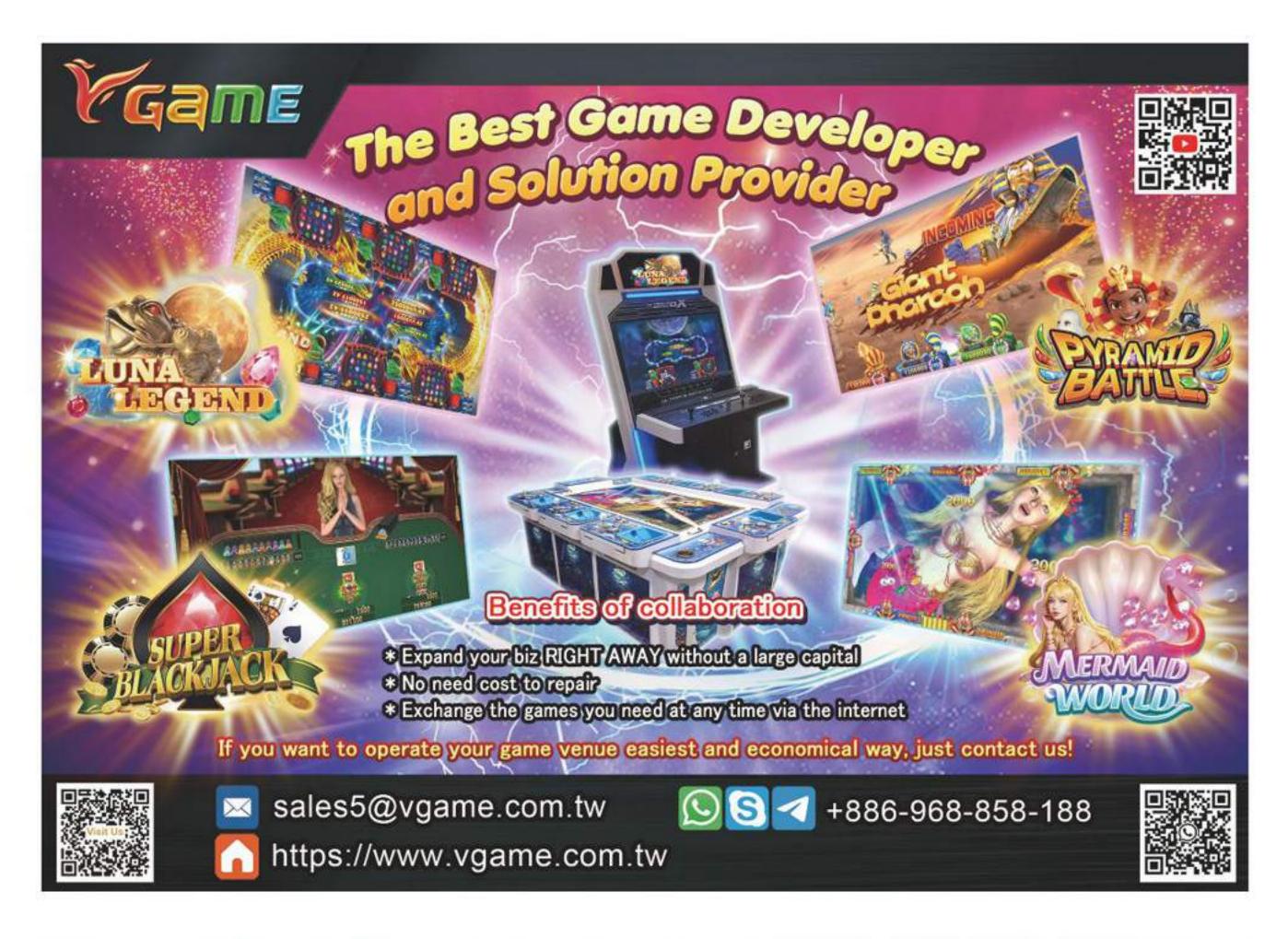


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Stage rolling lights, Exercise equipment, Massage equipment,

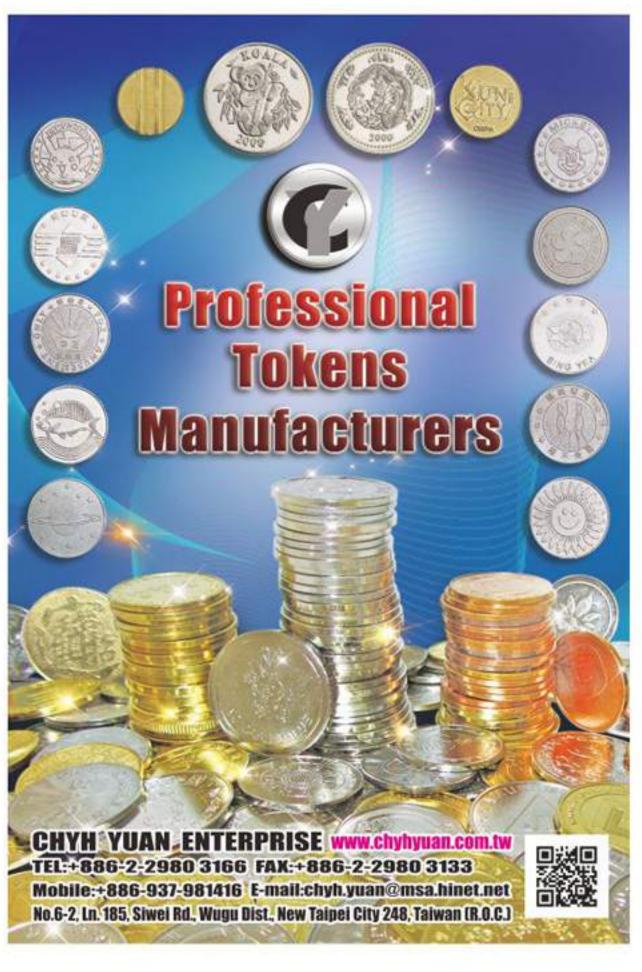
© E-mail:jyemaw@ms12.hinet.net http://www.gearmotor.com JYE MAW No.129, Sec. 2, Yuanquan Rd., Puxin Township, Changhua County 513, Taiwan (R.O.C.)

JYE MAW ELECTRIC INDUSTRIAL CO., LTD.

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No. 233-1, Sec. 2, Zhongzheng Rd., Sanxia Dist., New Taipei City 237, Taiwan (R.O.C.)

WhatsApp: +886956753246 Line:@619xdjhh E-mail:u0408@ms23.hinet.net



A look at the latest products on show at the IAAPA Expo in Orlando, FL, US, last November.

SMART Industry

E m b a r k o n a n extraordinary interactive crane experience with JJ Bot, the result of over four years of dedicated development by Smart Industries. Unlike traditional crane games, JJ Bot is a large robot with a full torso that can interact with the



player. The robotic arm not only serves as the claw for the crane but also interact with the player during the game. It's super easy to control by using a single ball and catch button. Plus, JJ Bot has a screen that shows the tickets you won, making game more exciting. But the fun doesn't stop there – JJ Bot moves, makes expressions, and has cool lights and sounds, creating a fun and immersive gaming experience for everyone!

DREAM FUNS

INI MARKET TOY SMITH PLUS
Dream Funs introduces a groundbreaking Gashapon machine with a laundry-themed design - Toy Smith Plus, offering a vast space for 100 capsules measuring 200mm each. This innovative machine features



a large, laundry-inspired appearance, providing ample room for clear prize displays and easy updates. As the world's first laundry-themed Gashapon machine, Toy Smith Plus redefines the amusement experience by featuring a super-sized storage space inside, plus an intelligent management system. Toy Smith Plus's design not only attracts the player but also enhances the overall enjoyment and players experiences, inviting everyone to try their luck in this unique and visually appealing laundry appearance.

SEGA

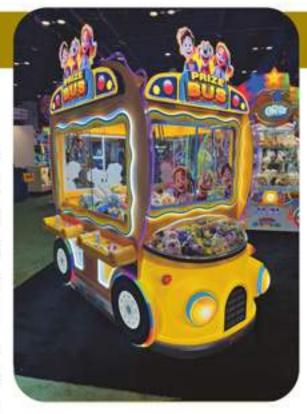
Capto Candy has become a popular sweet crane game, featuring innovative elements that enhance the player's experience. The standout characteristic is its animated lighting feature, coupled with edge lighting that can switch between five colors –



red, green, blue, yellow, and pink. The 39" wide Capto Candy takes it a step further with a 3D header that animates each letter, creating a captivating gradient lighting effect. Sega highlights the game's improvement with animated lighting, calling it a significant enhancement. Moreover, the machine now offers the flexibility to switch between the aforementioned five colors. For those seeking a more compact option, the MIDI version of the game is available in both a 32" and a wider 39" cabinet, both equipped with the mesmerizing animated lighting feature.

ZOOOM Studios

Hop on board the Prize
Bus and get ready for an
instant win adventure like no
other! With 4-player/360
gameplay, compete with friends
for excitement. The arcade will
light up with our attentiongrabbing design and vibrant
colors, accompanied by



captivating sounds for an immersive experience. Explore unique prize displays and shine bright with huge light up signs. Built with high-quality metal and glass construction, the Prize Bus ensures durability and endless fun. It's the perfect activity for all ages! Let's get the party started! Get ready for a thrilling ride at Zooom Studios.



UNIS

ANTASTIC PRIZE MINI 2 Players

and thrills of UNIS's best-selling Fantastic Prize, now in a more compact and versatile form. The gameplay is all about skill and precision. Players must cut the string to win the hanging prize inside. To play, simply push and hold the button to move the cutter mechanism forward, then release it at just the right moment. Timing is everything, and a sharp eye is needed to succeed. Available also in 1-player, and 4-player options, the mini version features a more streamlined cabinet design, making it an ideal fit for more locations.

Coastal **Amusements**

urf League (Video Surfing Race Game)

Surf League revolutionizes traditional racing games with its distinctive interactive gameplay. This 2-player arcade racing sensation puts players on



surfboards equipped with a 180-degree swivel, enabling thrilling twists and turns through diverse levels. The primary objective is to skillfully collect coins and power-ups, earning tickets to secure victory in this exciting wave race. Presented in a twin style cabinet for 1-2 players, credit up then hop onto the swivel platform to control your character. There are five animal surfers to choose from and four stages where you can race the waves. The gameplay draws inspiration from beloved racing games like Mario Kart, offering surfers ramps, jumps, and strategic power-ups to outpace opponents. Yet, navigating around obstacles such as giant beach balls add an extra layer of challenge to the race.

ANDAMIRO USA

RAZY TOY 31" Crane (Merchandise Vending) Andamiro USA unveil the first offering in its new crane machine featuring a high-quality, low-cost solution. Its brand-new "Crazy Toy 31" will stand out from the pack. Its bright, white appearance is guaranteed to charm players, while its mechanical reliability is sure to please operators. Solidly built using all-metal materials and tempered-safety glass, the new crane is enhanced with eye-catching orange illumination. Crazy Toy ships in two stylings: "standard" with a full-frontal LED wrap and "clear" with transparent prize bin corners. What sets this crane apart, however, is its merchandising pizzazz. Crazy Toy effortlessly accommodates plush sizes ranging from 4" to 9" (up to 18 oz.), giving operators the freedom to offer a wide array of items. And two posterior shelves for displaying select prizes amplify the crane's visual appeal, creating a boutique retail ambiance.

JET Games Corporation

ig Shot (Video Shooting Game) Big Shot is an exciting two-player video target shooting game, featuring enhanced levels on an 85" screen. Armed with realistic pistol controllers, players navigate through various

stages, shooting bottles, cans, targets, and more. Quick reflexes and precision earn players higher points and tickets. Similar to UNIS' On Point, Big Shot offers a cost-effective alternative with comparable gameplay but without airsoft pellets or BBs. Users credit up, select a stage, and engage in blasting virtual objects like bottles, fruit, bullseye targets, and enemy soldiers. Speed and accuracy determine point rewards, fostering competitive play with up to 2 connected units. Achieve a high score to win tickets and dominate the competition!





Guangzhou Lu Xing Animated Tech Co., Ltd.

arble King Pinball Introducing a captivating addition to the amusement industry – a novel pinball game – Marble King Pinball that has taken the gaming experience to new heights with its exciting and fun gameplay design. Embraced by players for its innovative features, this game offers a unique twist with one bead per round, creating suspense and anticipation. The thrill escalates as the bead skillfully rolls towards the lighting channel, unlocking the potential for multiple bet prizes. Perfectly suited for a variety of settings, including children's parks, amusement venues, shopping malls, pedestrian streets, and more, Marble King Pinball promises to bring joy and entertainment to diverse audiences in a range of dynamic locations.

Top Vending XC 200 (Bill Dispenser)

he XC200 series bill dispensers are small in size and large in capacity. With new bill separation technology, they are easier to operate and use through the simple setting method of the display panel and buttons. Two different handle positions provide more installation options. Features: supports a wide voltage range; simple display panel with buttons makes setting operations easier; lockable cash box for extra security; small size design, more efficient use of space. The general spec. includes a dispensing speed of 10 pieces per second, utilizing a Single-Continuous dispensing type. XC200 is equipped with multiple interface options, supporting RS232, Pulse, and Hopper connections. Its installation is designed for indoor use. XC200 is weighted approximately 3.5 kilograms, making it a relatively lightweight solution. The system accommodates bills with dimensions ranging from 116~162 mm / 64~70 mm. With a box capacity of around 850 bills, the system demonstrates a notable capacity for handling a substantial volume of bills. The user interface features a four-digit display, providing clear and concise information during operation. These mechanical specifications underline the system's compact and efficient design, making it suitable for diverse applications requiring precise bill handling capabilities. Power Source 12V / 24V DC.







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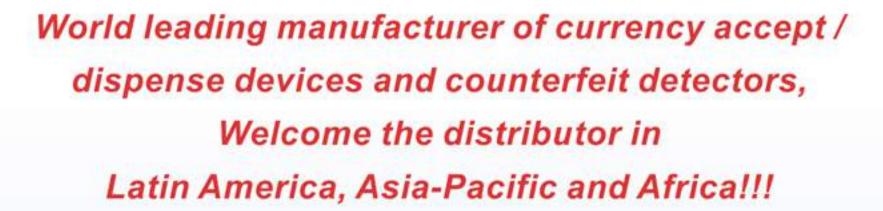






Top Vending Machine Electronics Co., Ltd.





TOP Vending Machine Electronics Co., Ltd. (TOP) was established in 2013, specialized in the technology of currency acceptance and anti-counterfeiting devices (both bills and coins identification). In 2022, a subsidiary EMS company was found to focus on OEM and ODM business. Our mission is to provide one-stop service, including SMT mounting, DIP/through hole process, hand soldering, board testing, system burn-in, system assembly, system testing and packaging.

TOP constantly engaged in the development of our core technology along with the enthusiasm to ensure the full satisfaction of our customers and always pursue the "win-win" situation.

Products and Services:

- ★ Cash module system, including Bill acceptor, coin acceptor, bill dispenser, coin dispenser and thermal printer, etc.
- ★ PCBA, OEM, ODM and all kind of automatic machines, such like crane machine, Roulette machine, slot/lottery machine and vending machine, etc.











We provide OEM one-stop service. Total Solution all in one!



Technology Support Kingdom Min Yan Technology Co., Ltd

T.S.K was founded in 1980, and has been positioning as a leading game design group in Taiwan. We have been striving to develop our own brand for all these years, and we have made it! Due to reasonable pricing and quality entertainment, our sales record has been outstanding.

Our registered trademark T.S.K represents Technology, Support and Kingdom, which also refers to our second goal of offering professional post-care service by employees with rich international marketing and management experience. Our innovative approach allows us to design unique games that fit the local market as required by clients. The high quality of our products has made us one of the most well-know game design companies in Taiwan, and our products are popular in many foreign countries as well.

T.S.K has accumulated many hit products, which helped cultivate solid RD experience. These strengths allow us to reach our ultimate goal of serving our clients to the best of our abilities.

OUR PRODUCING CAPACITY

TSK offers the best products and keeps improving design of both inner and outer side of machines, and develops various machines. Besides, we have high quality an well capacity. Furthermore, we pay much attention to our procedure management. Due to years of experience, we have cautious quality control on every step including game plan, circuit design, mass-production, assembly, modifying of motherboard chips, testing, packing and exporting to make everything successful and perfect.

We are confident that we are certainly able to make products which match customers' requirement with honest, immediate and responsible service of all members.

OEM CAPABILITY

We accept OEM and ODM manufacture production. Our employees will be enthusiastic for the customer consultation. After consultation, we will use our technique to satisfy customers' demand. In addition, we focus on after-sales service. When our customers receive our merchandise, we must track that if everything is in good order.

We sincerely welcome you to be our customer!











A Amusement

P Park

G Gaming

V Vending

S Summit

Online



JANUARY

ATRAX Expo

Date: January 11-13

Venue: Istanbul Expo Center, Turkey

Contact: Nergis Aslan Tel: +90 212 570 63 05

Email: nergis@tureksfuar.com.tr Website: www.atraxexpo.com

A

EAG - Entertainment, Attractions & Gaming International Expo

Date: January 16-18

Venue: ExCeL, London, UK
Contact: Nicola Lazenby
Tel: +44 20 7730 6444

Email: Nicola.lazenby@eagexpo.com

Website: www.eagexpo.com



FEBRUARY

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ICE London

London will no longer be home to the world's biggest annual gaming industry trade show, with ICE set to move to Barcelona from 2025. The event moves to the 240,000 square metre Fira de Barcelona on a five-year contract from 2025 to 2029. The 2025 edition will run between 20-22 January that year

ICE London

Date: February 6-8

Venue: ExCeL London, UK

Contact: Andy Ventris
Tel: +44 7570 303 892

Email: Andy. Ventris@clariongaming.com

Website: www.icegaming.com

AIC Games

Tel:+886-2-2736 3039 Fax:+886-2-2736 3739

E-mail: aic.sales@aicgames.com Website: www.aicgames.com

Address: 5F., No. 120, Sec. 2, Anhe Rd., Da'an Dist., Taipei City 106, Taiwan





Different slot games and spare parts.



These dates may be subjects to change. Please check the latest calendar before visiting these events.

>>>> 2

FEBRUARY

FEEXPO -Family Entertainment Expo

Date: February 27-29

Venue: Fiera di Bergamo, Italy

Contact: Antonella Morico

E-mail: a.morico@studiorotaeassociati.it

Website: www.feexpo.it

Tel: +39 333 393 8863

FEEXPO

FEEXPO held its first show in 2017 in Riccione, then Rimini, Rome and, last year, Bergamo. Bergamo is located in the central part of Northern Italy and boasts the largest Italian airport for low-cost flights. Bergamo is very near to Milan and only 250km far from the Adriatic Sea that features some of the best Seaside Arcades. Therefore, the Organizer has chosen this very nice town to make amusement exhibition.

A **IAAPI** Amusement Expo

Date: February 27-29

Venue: Bombay Exhibition Centre, Mumbai, India

Contact: Aarti Vedpathak Tel: +91 99674 99933 Email: aarti@iaapi.org Website: www.iaapi.org

>>>> 3 MARCH

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DEAL - Dubai Entertainment Amusement & Leisure Show

Date: March 5-7

Venue: Dubai World Trade Centre, UAE

Contact: DonnaBelle Reyes

Tel: +971 4 3435777

Email: donna@iecdubai.com

Website: www.dealmiddleeastshow.com

Global Game Co., Ltd.

Tel:+886-2-2222 3670 Fax:+886-2-2222 8600

E-mail:Ken0328@ms9.hinet.net



Video Slot Games, all of kind games, spare parts, IGS Fish Games and so on.



A Amusement Park Gaming V Vending S Summit O Online

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RAS -Rimini Amusement Show

Date: March 12-14

Venue: Rimini Exhibition Centre, Italy

Contact: Alessandra Borghesi

Tel: +39 0541 74?4864

Email: alessandra.borghesi@iegexpo.it

Website: en.riminiamusement.it

AGE Lagos -Africa Gaming Expo

Date: March 12-15

Venue: Eko Convention Center, Lagos, Nigeria

Contact: Faruq Hassan Tel: +234 802 3000 967

Email: aruq@agelagos.com Website: www.agelagos.com

AEI -Amusement Expo International

Date: March 20-21

Venue: Las Vegas Convention Center, NV

Contact: Jean Saidler Tel: +1 815 893 8714

Email: JSaidler@jmsmkt.com

Website: www.amusementexpo.org

MARCH

Australasian Hospitality & Gaming

Date: March 20-21

Venue: Brisbane Convention & Exhibition Centre,

Australia

Contact: Amy Coady Tel: +61 7 3607 1226

Email: amy@ahgexpo.com.au Website: www.ahgexpo.com

SAGSE Latam

Date: March 20-21

Venue: Hilton Buenos Aires Hotel and Convention

Center, Buenos Aires, Argentina

Contact: Alan Burak

Tel: + 54 9 11 6245 5985

Email: alan@sagselatam.com Website: www.sagselatam.com

AEI

Amusement Expo International is the only conference and trade show sponsored by the leading professional associations in the amusement entertainment industry: AMOA and AAMA. This ensures exhibitors and attendees alike are given access to the latest innovations and industry experts who are turning virtual experiences into real income!



These dates may be subjects to change. Please check the latest calendar before visiting these events.

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MARCH

China Beijing Attractions Expo

Date: March 20-22

Venue: China International Exhibition Center.

New Venue, Beijin, China

Contact: Yang Ming

Tel: +86 010-57690266

Email: caapa@qq.com

Website: www.caapa.org

RAAPA Expo

Date: March 27-29

Venue: EXPOCENTRE, Moscow, Russia

Contact: Marina Illenzeer

Tel: +7 495 604 11 26

Email: raapa@raapa.ru

Website: www.raapa.ru/en



APRIL

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Midwest Gaming Classic

Date: April 5-7

Venue: Baird Center, Milwaukee, WI

Contact: Dan Loosen

Email: loosen@goatstore.com

Website: www.midwestgamingclassic.com

GAT Expo -Gaming & Technology Expo

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Date: April 9-11

Venue: Convention Center of the Americas,

Cartagena, Colombia

Contact: Alexandra Hernández

Tel: +57 310 855 0921

Email: marketing@gatexpo.net
Website: www.gatexpo.net/en

Indian Gaming Tradeshow & Convention

Date: April 8-11

Venue: Anaheim Convention Center, Anaheim, CA

Contact: Ed Gallo

Tel: +1 203 521 2538

Email: edward.gallo@clarionevents.com
Website: www.indiangamingtradeshow.com

GTI Asia Taipei Expo

Date: April 26-28

Venue: A Zone, Hall 1, Taipei World Trade Center

(TWTC), Taipei City, Taiwan

Tel: +886 2 2760 7407

Email: gametime@taiwanslot.com.tw

Website: www.gti-amuse.com



A Amusement Park Gaming V Vending S Summit O Online





FIJMA24

Date: May 7-9

Venue: IFEMA Madrid, Madrid, Spain

Contact: Alexandra Guerrero

Email: alexandra@gruporandom.com

Website: wwwwferiainternacionaldeljuego.com

G Asia VR & AR Fair & Summit

Date: May 10-12

Venue: China Import & Export Fair Complex,

Guangzhou, China

Contact: Tina

Tel: +86 13729868685

Email: sale@grandeurhk.com Website: www.vrarfair.com

SAE Expo -Saudi Entertainment and Amusement Expo

Date: May 7-9

Venue: Riyadh Front Exhibition & Convention Center,

Saudi Arabia

Contact: Mohammed Faisal

Tel: +971 4 4453606

Email: MohammedFaisal@dmgevents.com Website: www.saudientertainmentexpo.com

AALAR24 A

Conference & Trade Show

Date: May 20-23

Venue: Gold Coast Convention and Exhibition Centre.

Queensland, Australia

Tel: +61 1800 118 123

Email: info@aalara.com.au Website: www.aalara.com.au

AAA - Asia Amusement & Attraction Expo

Date: May 10-12

Venue: China Import & Export Fair Complex,

Guangzhou, China

Contact: Tina

Tel: +86 13729868685

Email: sale@grandeurhk.com Website: www.aaaexpos.com

AAA

The 2024 Asia Amusement and Attractions Expo is one of the most prestigious events in the amusement, attractions and recreation industry. By participating in AAA, you will have the opportunity to connect with potential clients, partners, and distributors, as well as gain valuable exposure for your brand.



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These dates may be subjects to change. Please check the latest calendar before visiting these events.

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MAY

Belgrade Future Gaming

Date: May 28-29

Venue: Belgrade Fair Hall 4, Serbia

Contact: Nenad Radojkovic

Tel: +381 11 367 44 27

Email: team@belgradegaming.com Website: www.belgradegaming.com

G IAAPA Expo Asia

Date: May 28-30

Venue: Queen Sirikit National Convention Center,

Bangkok, Thailand

Contact: Patrick Haller

Email: PHaller@iaapa.org

Website: www.iaapa.org/expos/iaapa-expo-asia

Asia Vending & Smart Retail Expo

Date: May 29-31

Venue: China Import & Export Fair Complex,

Guangzhou, China

Contact: Mr. Chang

Tel: +86 185 2057 7689

Email: 360190138@qq.com Website: www.chinavmf.com

IAAPA Expo Asia

IAAPA Expo Asia is headed to Thailand. The expo provides a unique opportunity for professionals, buyers, and enthusiasts from the amusement industry to come together and explore the latest trends, innovations, and products in the Asia-Pacific region. Attendees can expect to be not only engaged with the latest advancements in the amusement industry but also immersed in the rich culture and iconic attractions in Bangkok.



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SiGMA Asia

Date: June 3-5

Venue: SMX Convention Center, Manila, Philippines

Contact: Neil

Email: neil@sigma.world

Website: www.sigma.world/asia

PGS - Peru Gaming Show

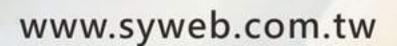
Date: June 12-13

Venue: Jockey Exhibition Centre, Lima, Peru

Contact: Henry Suoyn B Tel: +51 944 686 440

Email: hsuyon@amgsac.pe

Website: www.perugamingshow.com





































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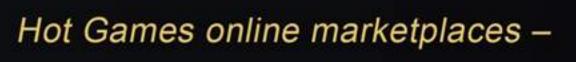
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