

# Global Real Money Skill Games Market Research Report 2024(Status and Outlook)

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## Abstracts

### Report Overview

Real money skill games refer to online or mobile games that allow players to wager real money and earn rewards based on their performance. Unlike games of chance (such as casino games), skill games rely on the player's abilities, including hand-eye coordination, knowledge, strategy, or other cognitive skills. These games are gaining popularity globally, driven by advances in technology, widespread smartphone adoption, and regulatory developments that support real money gaming. This market includes a wide array of game categories, ranging from trivia and puzzle games to card games and sports simulations. Popular platforms include both dedicated skill gaming apps and integration with broader online gaming or gambling platforms. In the gambling niche, real money skill games (also known as "cash games") are games in which the outcomes are determined by skill rather than by chance. In certain jurisdictions, this distinction makes these games legal rather than illegal.

The global Real Money Skill Games market size is projected to reach US\$ 41,797.44 Million by 2030 from US\$ 17,495.09 million in 2023 at a CAGR of 13.68% during 2024-2030. The popularity of mobile games and the improvement of network infrastructure have become the key drivers of market development. The widespread use of smartphones allows players to participate in games anytime and anywhere, greatly expanding the user base of real money skill games. In addition, with the development of network infrastructure, especially the expansion of network coverage in remote areas, the potential user group of real money skill games has increased significantly and is no longer limited to large cities or developed areas. This move has further promoted the global market Growth.

The development trend of real money skill games is reflected in technological innovation, diversification of game content, enhanced social and interactivity, enhanced security and privacy protection, and sustainable development and social responsibility. Game content is becoming more diverse, to attract different groups of players, at the same time, the social and interactive nature of the game is also being strengthened through multiplayer online games and virtual social platforms.

Segment by Type, the Real Money Skill Games can be split into Board Games, Card Games, etc. All along, the Card Games category has occupied the most important market position, contributing nearly 50% of the market share. During the forecast period, the Card Games sector will also expand at the highest CAGR of 14.33%. The dominance of card games in the real money skill game market is due to their easy-to-learn gameplay, broad user base, suitability for mobile platforms, strong social and competitive features, and diverse game innovations. Many card games such as Poker, bridge, blackjack, etc. have a long history and have a large number of loyal players around the world. Real money card games bring these traditional card games to digital platforms, making them more convenient and attracting players who were originally offline. Player groups. The convenience of mobile games enhances player participation, especially in the use of fragmented time, such as commuting time, rest time, etc.

According to the application classification, the Real Money Skill Games can be split into Apple Ecosystem, Android, Windows, Others. Android platform is the most important carrier of Real Money Skill Games and contributed 60.97% of the market share in 2023. Android devices cover a wide range of device types from high-end smartphones to low-priced smartphones. The system can run on devices of various price ranges, and it can reach a wide range of consumer groups. In emerging markets, the penetration rate of Android devices far exceeds that of Apple devices. Due to the limited spending power in these markets, the Android platform has become the devices and extensive application ecosystem have attracted a large number of users.

On basis of geography, the Real Money Skill Games market is segmented into North America, Europe, Asia-Pacific, South America, Middle East and Africa, etc. The market shares of Europe, North America and Asia in 2023 will be 33.37%, 29.73% and 33.77% respectively. % and 28.84%. European countries, especially the United Kingdom, Germany, France, etc., have a long tradition in gambling and games. Online gambling and real money games have been deeply rooted in the hearts of the people, making Europe an important region for the real money skill game market. North America, especially the United States and Canada, is the global leader in the electronic game market. The United States is one of the major markets for electronic games, and players

have a growing demand for real money skill games. North American players are more competitive, which is related to the real money skill games. The core gameplay of real money skill games is very suitable. The Asia-Pacific region has a huge population base, especially India and Southeast Asian countries, with a large number of game users. With the increase in the penetration rate of smartphones, more and more users have access to real money skill games, forming a huge potential market.

According to our estimates, the CR5 and HHI of the Real Money Skill Games market in 2023 will be 33.31% and 3.25% respectively. This means that the Real Money Skill Games market is currently less concentrated and the suppliers in the market are in fierce competition. Compared with other industries such as traditional games or high-end AAA games, the capital investment required to develop real money skill games is relatively low. Game developers can quickly enter the market by leveraging accessible development tools and distribution platforms, such as Android's open ecosystem and third-party app stores. In addition, preferences for game types and mechanics vary by region. This creates space for specialized companies that focus on regional markets, further diluting market concentration. Currently, major players in the market include Entain plc, Flutter, Dream11, Bet365, Kindred Group, Gameskraft, Evolution Group, Papaya Gaming, Play Games24x7, Skillz Inc, Mobile Premier League (MPL), Zupzee, A23, WINZO, Tether Studios LLC, Paytm First Game, Gameberry, Voodoo, Game Duell, Avia Games, World Winner, Nazara Technologies, Winner Studio, Mobile Fox.

This report provides a deep insight into the global Real Money Skill Games market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Real Money Skill Games Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Real Money Skill Games market in any manner.

## Global Real Money Skill Games Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

### Key Company

Entain plc

Flutter

Dream11

Bet365

Kindred Group

Gameskraft

Evolution Group

Papaya Gaming

Play Games24x7

Skillz Inc

Mobile Premier League (MPL)

Zupee

A23

WINZO

Tether Studios LLC

Paytm First Game

Gameberry

Voodoo

Game Duell

Avia Games

World Winner

Nazara Technologies

Winner Studio

Mobile Fox

Market Segmentation (by Type)

Board Games

Card Games

Fantasy Sports

Puzzle Games

Others

Market Segmentation (by Application)

Apple Ecosystem

Android

Windows

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Real Money Skill Games Market

Overview of the regional outlook of the Real Money Skill Games Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the

years to come

6-month post-sales analyst support

### Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Real Money Skill Games Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.



Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

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