

Games, Toys & Childrens Vehicles Eurasia Report & Database

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Abstracts

GAMES, TOYS & CHILDRENS VEHICLES EURASIA REPORT + DATABASE

The Games, Toys & Childrens Vehicles Eurasia Report & Database gives Market Consumption/Products/Services for 4 countries by 6 to 10-Digit NAICS Product Codes by 3 Time series: From 1997- 2019 and Forecasts 2020- 2027 & 2027-2046.

Countries covered include: Kazakhstan, Kyrgyzstan, Russia, Uzbekistan

59 MARKET RESEARCH CHAPTERS. SPREADSHEET CHAPTERS: Market Consumption - in US\$ by Country by Product/Service by Year. Market, Financial, Competitive, Market Segmentation, Industry, Critical Parameters, Marketing Costs, Markets, Decision Makers, Performance, Product Launch.

EURASIA & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS. FINANCIAL SPREADSHEETS & DATABASES. INDUSTRY SPREADSHEETS & DATABASES.

Data includes Market Consumption by individual Product/Service, Per-Capita Consumption, Marketing Costs & Margins, Product Launch Data, Buyers, End Users & Customer Profile, Consumer Demographics. Historic Balance Sheets, Forecast Financial Data, Industry Profile, National Data.

The report is on a DVD containing the entire web and databases, or it is available online. Merge text, tables & databases for your own reports, spreadsheet calculations & modeling.

93 Products/Markets covered, 1986 pages, 4039 spreadsheets, 3972 database tables, 273 illustrations. Updated monthly. 12 month After-Sales Service. This database covers NAICS code: 339932.

Contents

GAMES, TOYS & CHILDRENS VEHICLES EURASIA REPORT + DATABASE

The Market for Games, Toys & Childrens Vehicles in each country by Products & Services.

This database covers NAICS code: 339932. Products/Services classified by 5-Digit US Commerce Department Code and then defined by each 6 to 10-Digit Product Codes.

The Games, Toys & Childrens Vehicles Eurasia Report & Database covers:

TIME SERIES - Historic: 1997- 2019/Current time series: 2020- 2027/Long Term Projection: 2027-2046. Consumption given at industry/distribution channel/service or product line level.

PRODUCTS & MARKETS COVERED:

GAMES - TOYS + CHILDRENS VEHICLES

1. Game, toy & children's vehicle manufactures
2. Baby carriages & children's vehicles, except bicycles with pneumatic tires
3. Baby carriages & strollers
4. Children's tricycles (incl pedal & chain driven), plastics construction
5. Parts for children's vehicles, sold separately
6. Other children's vehicles (automobiles, tractors, two-wheel sidewalk cycles, scooters, wagons, baby walkers & sleds) (excl bicycles with pneumatic tires)
7. Baby carriages & children's vehicles, except bicycles with pneumatic tires, nsk
8. Baby carriages/children's veh., excl. bicycles w/pneum. tires
9. Baby carriages and strollers
10. Plastics tricycles, including chain and pedal driven
11. Parts for children's vehicles, sold separately
12. Other children's vehicles, excl. bicycles with pneumatic tires
13. Baby carriages and children's vehicles, nsk
14. Toys, excl games, hobbies & electronic toys
15. Nonpowered transportation toys & sets, incl trains, nonriding, except model kits
16. Toy trains & equipment (mechanical & electric)
17. Plastics nonpowered transportation toys (nonriding, sold without accessories), except model kits, greater than 6 in. in length

18. Other nonpowered transportation toys (nonriding, sold without accessories), except model kits, greater than 6 in. in length
19. Other nonpowered transportation toys (nonriding, sold without accessories), except model kits, 6 in. in length or less
20. Nonpowered transportation toy sets (nonriding, sold with accessories), except model kits
21. Other toys incl doll carriages, strollers, carts, houses & furniture, musical toys & instruments, infant toys, nec
22. Doll carriages, strollers & doll carts
23. Doll houses & furniture (excl collectors' doll houses, miniatures & accessories)
24. Musical toys & toy musical instruments, except electronic
25. Infant toys, nec, except games, hobbies & electronic toys
26. Children's coloring books & picture-word books, except games
27. Juvenile-scale sporting goods & inflatables (incl sand, water, gardening toys, etc)
28. Parts for toys
29. Toys, nec
30. Preschool playsets & toys, nec (excl infants' toys, building toys & electronic toys)
31. Toy guns, gun sets & rifles
32. Housekeeping & cooking toys (incl tea sets & play tools)
33. Toys, excl games, hobbies & electronic toys, nsk
34. Models (operating or static), craft, structural & scientific equipment kits, sets & individual units
35. Electrically operated model railroads, operating model cars, boats, planes & other models, static models, all materials & components & accessories for all models, operating & static
36. Electrically operated model railroads (individual units, kits, sets & accessories)
37. Operating model cars, boats, planes & other models (individual units, kits & sets)
38. Static models, other than plastics (all individual units, kits, sets & structural kits, incl railroad, car, boat & plane)
39. Plastics static models
40. Components & accessories for all models (operating & static)
41. Craft kits & supplies individually packaged or in bulk, microscopes, chemistry sets, or any natural science kit or set, collectors' miniatures, except dolls
42. Craft kits & supplies individually packaged or in bulk (decoupage, macrame, tiffany glass, beadery, etc)
43. Science: microscopes, chemistry sets, or any natural science kit or set (botany, minerology, electrical, etc)
44. Collectors' miniatures (doll houses, accessories, soldiers or historic figures, scale cars, aircraft, etc.), except dolls

45. Hobbies: modelscraft, structural & scientific equipment kits, sets & individual units, nsk
46. Models, craft kits/supplies, natural science kits/sets, etc.
47. Models, including components and accessories
48. Elect. model trains/railroads, incl. ind. units/kits/sets/etc.
49. Other operating models, incl. individual units/kits/sets/access.
50. Plastics models, static, incl. indiv. units/kits/sets/accessories
51. Other models, static type, incl. indiv. units/kits/sets/access.
52. Components and accessories for models
53. Craft kits/supplies, nat. sci. kits/sets/collectors' miniatures
54. Craft kits/supplies, individ. pkg. & in bulk, exc. glass beads
55. Natural science kits/sets, incl. botanical, chemistry, etc.
56. Collectors' miniatures, except dolls
57. Models, craft kits/supplies, nat. science kits/sets, etc., nsk
58. Nonelectronic games
59. Board games
60. Nonelectronic action & skill games, puzzles & parts for games, excl electronic parts
61. Sports-oriented nonelectronic action & skill games (football, baseball, etc)
62. Nonsports-oriented nonelectronic action & skill games
63. Puzzles
64. Other nonelectronic games
65. Parts for games (excl electronic parts)
66. Nonelectronic games and puzzles, including parts
67. Board games
68. Nonelectronic sports-oriented action and skill games
69. Nonelectronic nonsports-oriented action and skill games
70. Puzzles
71. Other nonelectronic games
72. Parts for nonelectronic games
73. Nonelectronic games, nsk
74. Other nonelectronic toys, including parts
75. Nonpowered transportation toys and toy sets
76. Nonpower. transport. toys (exc. model kits), plastics, greater than/equal to 6 in.
77. Nonpowered transport. toys (exc. model kits), other, greater than/equal to 6 in.
78. Nonpowered transport. toys/toy sets, other types, nonriding
79. Toy guns, gun sets and rifles
80. Housekeeping and cooking toys, incl. tea sets and play tools
81. Other preschool playsets and toys, exc. building & infant toys
82. All other nonelectronic toys, including parts

83. Juvenile-scale sporting goods/gardening/sand toys/inflatables
84. Doll carriages, strollers and carts
85. Other infant toys
86. All other nonelectronic toys
87. Parts for nonelectronic toys
88. Other nonelectronic toys, including parts, nsk
89. Electronic games & toys (excl media)
90. Games, toys & children's vehicles, nsk
91. Games, toys & children's vehicles, nsk, nonadministrative-record
92. Games, toys & children's vehicles, nsk, administrative-record

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SPREADSHEET CHAPTERS:

PRODUCT CONSUMPTION - in US\$ by Country by Product/Service by Year: 1997-2019, Forecast 2020- 2027, Forecast 2027-2046. Market, Financial, Competitive, Market Segmentation, Industry, Critical Parameters, Marketing Costs, Markets, Decision Makers, Performance, Product Launch.

EURASIAN & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS: 1332

Eurasian Database tables & Spreadsheets covering business scenarios. 1435 Eurasian Database tables & Spreadsheets covering Markets, Market Forecast, Financial Forecast, Financial Margins, Historic Financial, Historic Costs, Industry Norms for each country. 3816 National Database tables & Spreadsheets covering business scenarios. FINANCIAL SPREADSHEETS & DATABASES: 188 Balance Sheet, Financial Margins & Ratios for each of 103 Business Scenarios - by Country by Year - Forecast 2020-2027, Forecast 2027-2046.

INDUSTRY SPREADSHEETS & DATABASES: 820 Database tables & Spreadsheets covering Historic Industry Balance Sheet Data, Forecast Industry Financial Data, Industry Profiles & Norms - by Country by Year - Forecast 2020- 2027, Forecast 2027-2046.

NATIONAL DATA - by Country by Year.

The report is produced on a DVD containing the entire report web and databases, and it is also supplied online as a zipped file. Readers can access & reproduce the information for their own documents or reports. Tables & databases as Access & Excel formats on the DVD to enable readers to produce their own spreadsheet calculations and modeling.

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This database is updated monthly. 12 months Full After-Sales Services & Updates available from the publishers.

This report is also available as 9 Regional Reports: Canada and the USA, Central America (31 countries), South America (13 countries), Europe (45 countries), Eurasia (4 countries), Middle East (19 Countries), Africa (54 countries), Asia (48 countries), and Oceania (20 countries). This report is also available for individual countries.

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