

Hobby, Toy & Game Store Revenues Eurasia Report & Database

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Abstracts

HOBBY, TOY & GAME STORE REVENUES EURASIA REPORT + DATABASE

The Hobby, Toy & Game Store Revenues 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.



51 Products/Markets covered, 1926 pages, 4019 spreadsheets, 3993 database tables, 254 illustrations. Updated monthly. 12 month After-Sales Service. This database covers NAICS code: 45112_L.



Contents

HOBBY, TOY & GAME STORE REVENUES EURASIA REPORT + DATABASE

The Market for Hobby, Toy & Game Store Revenues in each country by Products & Services.

This database covers NAICS code: 45112_L. Products/Services classified by 5-Digit US Commerce Department Code and then defined by each 6 to 10-Digit Product Codes.

The Hobby, Toy & Game Store Revenues 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:

HOBBY - TOY + GAME STORE REVENUES

- 1. Hobby, toy & game stores Lines
- 2. Groceries & other foods for human consumption off the premises
- 3. Meals, unpack snacks, sandwiches, etc for immediate consump
- 4. Drugs, health aids, beauty aids, including cosmetics
- 5. Paper & related prod, incl paper towels, toilet tissue, wraps, etc
- 6. Men's wear
- 7. Women's, juniors', & misses' wear
- 8. Children's wear, incl boys, girls, & infants & toddlers
- 9. Footwear, including accessories
- 10. Sewing, knitting materials & supplies, needlework goods
- 11. Fabrics
- 12. Patterns
- 13. Sewing supplies, notions, yarns, laces, trimmings, etc
- 14. Curtains, draperies, blinds, slipcovers, bed & table coverings
- 15. TVs, video recorders, video cameras, videos, DVDs, etc
- 16. Audio equip, musical instr, radios, stereos, CDs, media, etc
- 17. Furniture, sleep equipment & outdoor/patio furniture
- 18. Computer hardware, software, & supplies
- 19. Kitchenware & home furnishings



- 20. Jewelry, incl watches, watch attach, novelty jewelry, etc
- 21. Books
- 22. Photographic equipment & supplies
- 23. Toys, hobby goods, & games
- 24. Toys, including wheel goods
- 25. Games, including video & electronic games
- 26. Hobby goods
- 27. Optical goods, incl eyeglasses, contact lenses, sunglasses, etc
- 28. Sporting goods
- 29. Bicycles, parts & accessories
- 30. All other sporting goods
- 31. Hardware, tools, & plumbing & electrical supplies
- 32. Lawn, garden, & farm equipment & supplies
- 33. Paint & sundries
- 34. Automotive tires, tubes, batteries, parts, accessories
- 35. All other merchandise
- 36. Stationery products
- 37. Office paper, incl computer, copier, fax & typewriter paper
- 38. Office & school supplies
- 39. Greeting cards
- 40. Magazines & newspapers
- 41. Artists' materials & supplies
- 42. Souvenirs & novelty items
- 43. Seasonal decorations
- 44. Artificial/silk flowers, plants, & trees
- 45. Craft supplies
- 46. All other merchandise
- 47. All nonmerchandise receipts
- 48. Receipts from video media, DVD, DVD player etc rentals
- 49. Receipts from instructions & lessons
- 50. All other nonmerchandise receipts

59 MARKET RESEARCH CHAPTERS:

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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.



51 Products covered for 4 countries: 1926 pages, 4019 spreadsheets, 3993 database tables, 254 diagrams & maps.

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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