

# Toys & Games Asia Report & Database

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## Abstracts

### TOYS & GAMES ASIA REPORT + DATABASE

The Toys & Games Asia Report & Database gives Market Consumption/Products/Services for 24 countries by each Product by 3 Time series: From 1997- 2019 and Forecasts 2020- 2027 & 2027-2046.

Countries covered include: Bangladesh, Bhutan, Brunei, Burma, Cambodia, China, Hong Kong, India, Indonesia, Japan, Laos, Macau, Malaysia, Maldives, Mongolia, Nepal, North Korea, Philippines, Singapore, South Korea, Sri Lanka, Taiwan, Thailand, Vietnam, Other: East Timor. NB: Data Caveats apply to some countries.

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.

ASIA & 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.

22 Products/Markets covered, 1936 pages, 3956 spreadsheets, 3997 database tables, 256 illustrations. Updated monthly. 12 month After-Sales Service.

## Contents

### TOYS & GAMES ASIA REPORT + DATABASE

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

The Toys & Games Asia 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:

#### TOYS + GAMES

1. Toys and Games
2. PENCILS/CRAYONS/PAINTS & COLOURING MATERIALS
3. COLOURING & PAINTING BOOKS
4. SOFT TOYS
5. JIGSAW & OTHER PUZZLES/CARDBOARD CUT-OUT GAMES
6. MODEL CARS/TRUCKS/ET CETERA
7. MODEL KITS
8. DOLLS (MALE & FEMALE)
9. BOARD GAMES
10. CARD GAMES
11. ELECTRONIC GAMES & EQUIPMENT
12. CONSTRUCTION SETS/BRICKS & SIMILAR TOYS
13. MODELLING MATERIALS
14. PLASTIC & RUBBER TOYS (MISCELLANEOUS)
15. TRAINS SETS/CAR RACING SETS & SIMILAR TOYS
16. TOY GUNS & SIMILAR/ASSOCIATED PRODUCTS
17. BICYCLES/TRICYCLES/PEDAL CARS/SCOOTERS
18. DOLLS PRAMS/PUSH CHAIRS/OTHER WHEELED TOYS
19. WAR TOYS & GAMES
20. DOLLS HOUSES/DOLLS ACCESSORIES & OTHER GAMES
21. MISCELLANEOUS TOYS + GAMES

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ASIA & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS: 1332 Asia Database tables & Spreadsheets covering business scenarios. 1435 Asia 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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