

Global Collectible Card Game Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Collectible Card Game market size will reach 22,131 Million USD in 2025 and is projected to reach 67,058 Million USD by 2032, with a CAGR of 17.16% (2025-2032). Notably, the China Collectible Card Game market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

A Collectible Card Game (CCG) is a type of strategy card game in which players use decks of cards to compete against each other. Each player builds their deck by selecting specific cards from a larger pool of collectible cards. These cards typically represent characters, creatures, spells, or other game elements with various abilities and attributes. During gameplay, players take turns playing cards from their decks, strategizing to defeat their opponents and achieve specific objectives. CCGs often involve deep strategy, deck-building skills, and a bit of luck, as players draw cards from their decks at random. The collectible aspect of these games adds an element of rarity and trading, as players seek to acquire and trade cards to enhance their decks and improve their chances of winning. Popular examples of CCGs include Magic: The Gathering, Pok?mon TCG, and Yu-Gi-Oh!

The major global suppliers of Collectible Card Game include Hasbro Inc., Blizzard Entertainment, Cygames, Take-Two Interactive Software, Magic, Konami, Magic Duels, KYY games, Bushiroad, etc. The global players competition landscape in this report is

divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Collectible Card Game. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Collectible Card Game market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Collectible Card Game market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Collectible Card Game industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Collectible Card Game Include:

Hasbro Inc.

Blizzard Entertainment

Cygames

Take-Two Interactive Software

Magic

Konami

Magic Duels

KYY games

Bushiroad

Collectible Card Game Product Segment Include:

Digital Collectible Card Game

Physical Collectible Card Game

Collectible Card Game Product Application Include:

PC Games

Mobile Device Games

Others

Chapter Scope

Chapter 1: Product Research Range, Product Types and Applications, Market Overview, Market Situation and Trends

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