

Global Play-to-Earn NFT Games Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Play-to-Earn NFT Games market size will reach 1,828.75 Million USD in 2025 and is projected to reach 8,967.27 Million USD by 2032, with a CAGR of 25.50% (2025-2032). Notably, the China Play-to-Earn NFT Games 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

Play-to-Earn NFT games represent a novel category within the gaming industry where players can earn real-world value through the ownership and trade of non-fungible tokens (NFTs). In these blockchain-based games, players can acquire, trade, and sell unique in-game assets, often represented as NFTs on a blockchain. These assets can include characters, items, land, or other digital collectibles. The play-to-earn model allows gamers to monetize their time and efforts by earning valuable tokens or NFTs as they progress in the game. These digital assets can be stored in digital wallets and traded on decentralized marketplaces, creating a virtual economy within the game ecosystem. Play-to-earn NFT games leverage blockchain technology to provide players with true ownership of their in-game assets, fostering a new paradigm where gaming becomes a potential source of income for dedicated players. The popularity of play-to-earn games has grown rapidly, blending elements of blockchain, decentralized finance (DeFi), and traditional gaming to create unique and immersive experiences.

The major global suppliers of Play-to-Earn NFT Games include Sky Mavis, Dapper

Labs, Decentraland, The Sandbox, Immutable, Dacoco, Sorare, Gala Games, Splinterlands, MOBOX, DeFi Kingdoms, G.JIT JAPAN, 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 Play-to-Earn NFT Games. 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 Play-to-Earn NFT Games 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 Play-to-Earn NFT Games 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 Play-to-Earn NFT Games 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 Play-to-Earn NFT Games Include:

Sky Mavis

Dapper Labs

Decentraland

The Sandbox

Immutable

Dacoco

Sorare

Gala Games

Splinterlands

MOBOX

DeFi Kingdoms

G.JIT JAPAN

Play-to-Earn NFT Games Product Segment Include:

RPG

Sandbox Games

CAG

Others

Play-to-Earn NFT Games Product Application Include:

PersonalComputer

Personal Mobile Device

Chapter Scope

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

Chapter 2: Global Play-to-Earn NFT Games Industry PESTEL Analysis

Chapter 3: Global Play-to-Earn NFT Games Industry Porter's Five Forces Analysis

Chapter 4: Global Play-to-Earn NFT Games Major Regional Market Size and Forecast Analysis

Chapter 5: Global Play-to-Earn NFT Games Market Size and Forecast by Type and Application Analysis

Chapter 6: North America Passenger Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 7: Europe Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 8: China Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 9: APAC (Excl. China) Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 10: Latin America Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 11: Middle East and Africa Play-to-Earn NFT Games Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment

Analysis, Countries Analysis)

Chapter 12: Global Play-to-Earn NFT Games Competitive Analysis of Key Suppliers (Revenue, Market Share, Regional Distribution and Industry Concentration)

Chapter 13: Key Company Profiles (Product Portfolio, Revenue and Gross Margin)

Chapter 14: Industrial Chain Analysis, Include Raw Material Suppliers, Distributors and Customers

Chapter 15: Research Findings and Conclusion

Chapter 16: Methodology and Data Sources

Contents

1 PLAY-TO-EARN NFT GAMES MARKET OVERVIEW

- 1.1 Product Definition and Statistical Scope
- 1.2 Play-to-Earn NFT Games Product by Type
 - 1.2.1 RPG
 - 1.2.2 Sandbox Games
 - 1.2.3 CAG
 - 1.2.4 Others
- 1.3 Play-to-Earn NFT Games Product by Application
 - 1.3.1 Personal Computer
 - 1.3.2 Personal Mobile Device
- 1.4 Global Play-to-Earn NFT Games Market Size Analysis (2020-2032)
- 1.5 Play-to-Earn NFT Games Market Development Status and Trends
 - 1.5.1 Play-to-Earn NFT Games Industry Development Status Analysis
 - 1.5.2 Play-to-Earn NFT Games Industry Development Trends Analysis

2 PLAY-TO-EARN NFT GAMES MARKET PESTEL ANALYSIS

- 2.1 Political Factors Analysis
- 2.2 Economic Factors Analysis
- 2.3 Social Factors Analysis
- 2.4 Technological Factors Analysis
- 2.5 Environmental Factors Analysis
- 2.6 Legal Factors Analysis

3 PLAY-TO-EARN NFT GAMES MARKET PORTER'S FIVE FORCES ANALYSIS

- 3.1 Competitive Rivalry
- 3.2 Threat of New Entrants
- 3.3 Bargaining Power of Suppliers
- 3.4 Bargaining Power of Buyers
- 3.5 Threat of Substitutes

4 GLOBAL PLAY-TO-EARN NFT GAMES MARKET ANALYSIS BY REGIONS

- 4.1 Global Play-to-Earn NFT Games Overall Market: 2024 VS 2025 VS 2032
- 4.2 Global Play-to-Earn NFT Games Revenue and Forecast Analysis (2020-2032)

4.2.1 Global Play-to-Earn NFT Games Revenue and Market Share by Region (2020-2025)

4.2.2 Global Play-to-Earn NFT Games Revenue Forecast by Region (2026-2032)

5 GLOBAL PLAY-TO-EARN NFT GAMES MARKET SIZE BY TYPE AND APPLICATION

5.1 Global Play-to-Earn NFT Games Market Size by Type (2020-2032)

5.2 Global Play-to-Earn NFT Games Market Size by Application (2020-2032)

6 NORTH AMERICA

6.1 North America Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

6.2 North America Key Suppliers Analysis

6.3 North America Play-to-Earn NFT Games Market Size by Type

6.4 North America Play-to-Earn NFT Games Market Size by Application

6.5 North America Play-to-Earn NFT Games Market Size by Country

6.5.1 US

6.5.2 Canada

7 EUROPE

7.1 Europe Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

7.2 Europe Key Suppliers Analysis

7.3 Europe Play-to-Earn NFT Games Market Size by Type

7.4 Europe Play-to-Earn NFT Games Market Size by Application

7.5 Europe Play-to-Earn NFT Games Market Size by Country

7.5.1 Germany

7.5.2 France

7.5.3 United Kingdom

7.5.4 Italy

7.5.5 Spain

7.5.6 Benelux

8 CHINA

8.1 China Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

8.2 China Key Suppliers Analysis

8.3 China Play-to-Earn NFT Games Market Size by Type

8.4 China Play-to-Earn NFT Games Market Size by Application

9 APAC (EXCL. CHINA)

9.1 APAC (excl. China) Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

9.2 APAC (excl. China) Key Suppliers Analysis

9.3 APAC (excl. China) Play-to-Earn NFT Games Market Size by Type

9.4 APAC (excl. China) Play-to-Earn NFT Games Market Size by Application

9.5 APAC (excl. China) Play-to-Earn NFT Games Market Size by Country

9.5.1 Japan

9.5.2 South Korea

9.5.3 India

9.5.4 Australia

9.5.5 Southeast Asia

10 LATIN AMERICA

10.1 Latin America Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

10.2 Latin America Key Suppliers Analysis

10.3 Latin America Play-to-Earn NFT Games Market Size by Type

10.4 Latin America Play-to-Earn NFT Games Market Size by Application

10.5 Latin America Play-to-Earn NFT Games Market Size by Country

10.5.1 Mexico

10.5.2 Brazil

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Play-to-Earn NFT Games Market Size and Growth Rate Analysis (2020-2032)

11.2 Middle East & Africa Key Suppliers Analysis

11.3 Middle East & Africa Play-to-Earn NFT Games Market Size by Type

11.4 Middle East & Africa Play-to-Earn NFT Games Market Size by Application

11.5 Middle East & Africa Play-to-Earn NFT Games Market Size by Country

11.5.1 Saudi Arabia

11.5.2 South Africa

12 COMPETITION BY SUPPLIERS

- 12.1 Global Play-to-Earn NFT Games Market Revenue by Key Suppliers (2021-2025)
- 12.2 Play-to-Earn NFT Games Competitive Landscape Analysis and Market Dynamic
 - 12.2.1 Play-to-Earn NFT Games Competitive Landscape Analysis
 - 12.2.2 Global Key Suppliers Headquarter Location and Key Area Sales
 - 12.2.3 Market Dynamic

13 KEY COMPANIES ANALYSIS

- 13.1 Sky Mavis
 - 13.1.1 Sky Mavis Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
 - 13.1.2 Sky Mavis Play-to-Earn NFT Games Product Portfolio
 - 13.1.3 Sky Mavis Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)
- 13.2 Dapper Labs
 - 13.2.1 Dapper Labs Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
 - 13.2.2 Dapper Labs Play-to-Earn NFT Games Product Portfolio
 - 13.2.3 Dapper Labs Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)
- 13.3 Decentraland
 - 13.3.1 Decentraland Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
 - 13.3.2 Decentraland Play-to-Earn NFT Games Product Portfolio
 - 13.3.3 Decentraland Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)
- 13.4 The Sandbox
 - 13.4.1 The Sandbox Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
 - 13.4.2 The Sandbox Play-to-Earn NFT Games Product Portfolio
 - 13.4.3 The Sandbox Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)
- 13.5 Immutable
 - 13.5.1 Immutable Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
 - 13.5.2 Immutable Play-to-Earn NFT Games Product Portfolio

13.5.3 Immutable Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.6 Dacoco

13.6.1 Dacoco Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.6.2 Dacoco Play-to-Earn NFT Games Product Portfolio

13.6.3 Dacoco Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.7 Sorare

13.7.1 Sorare Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.7.2 Sorare Play-to-Earn NFT Games Product Portfolio

13.7.3 Sorare Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.8 Gala Games

13.8.1 Gala Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.8.2 Gala Games Play-to-Earn NFT Games Product Portfolio

13.8.3 Gala Games Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.9 Splinterlands

13.9.1 Splinterlands Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.9.2 Splinterlands Play-to-Earn NFT Games Product Portfolio

13.9.3 Splinterlands Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.10 MOBOX

13.10.1 MOBOX Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.10.2 MOBOX Play-to-Earn NFT Games Product Portfolio

13.10.3 MOBOX Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.11 DeFi Kingdoms

13.11.1 DeFi Kingdoms Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.11.2 DeFi Kingdoms Play-to-Earn NFT Games Product Portfolio

13.11.3 DeFi Kingdoms Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.12 G.JIT JAPAN

13.12.1 G.JIT JAPAN Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.12.2 G.JIT JAPAN Play-to-Earn NFT Games Product Portfolio

13.12.3 G.JIT JAPAN Play-to-Earn NFT Games Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

14 INDUSTRY CHAIN ANALYSIS

14.1 Play-to-Earn NFT Games Industry Chain Analysis

14.2 Play-to-Earn NFT Games Typical Downstream Customers

14.3 Play-to-Earn NFT Games Sales Channel Analysis

15 RESEARCH FINDINGS AND CONCLUSION

16 METHODOLOGY AND DATA SOURCE

16.1 Methodology/Research Approach

16.2 Research Scope

16.3 Benchmarks and Assumptions

16.4 Data Source

16.4.1 Primary Sources

16.4.2 Secondary Sources

16.5 Data Cross Validation

16.6 Disclaimer

List Of Tables

LIST OF TABLES

Table 1: Global Play-to-Earn NFT Games Market Size Growth Rate by Type, 2024 VS 2025 VS 2032 (US\$ Million)

Table 2: Global Play-to-Earn NFT Games Market Size Growth Rate by Application, 2024 VS 2025 VS 2032 (US\$ Million)

Table 3: Play-to-Earn NFT Games Industry Development Status

Table 4: Play-to-Earn NFT Games Industry Development Trends

Table 5: Global Play-to-Earn NFT Games Market Size by Region in US\$ Million: 2024 VS 2025 VS 2032

Table 6: Global Play-to-Earn NFT Games Revenue by Region (2020-2025) & (US\$ Million)

Table 7: Global Play-to-Earn NFT Games Revenue Market Share by Region (2020-2025)

Table 8: Global Play-to-Earn NFT Games Revenue Forecast by Region (2026-2032) & (US\$ Million)

Table 9: Global Play-to-Earn NFT Games Revenue Market Share Forecast by Region (2026-2032)

Table 10: Global Play-to-Earn NFT Games Revenue Analysis by Type (2020-2025) & (US\$ Million)

Table 11: Global Play-to-Earn NFT Games Revenue Analysis Forecast by Type (2026-2032) & (US\$ Million)

Table 12: Global Play-to-Earn NFT Games Revenue Analysis by Application (2020-2025) & (US\$ Million)

Table 13: Global Play-to-Earn NFT Games Revenue Analysis Forecast by Application (2026-2032) & (US\$ Million)

Table 14: Key Play-to-Earn NFT Games Players in North America

Table 15: North America Play-to-Earn NFT Games Revenue by Type (2020-2025) & (US\$ Million)

Table 16: North America Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 17: North America Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 18: North America Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 19: North America Play-to-Earn NFT Games Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 20: North America Play-to-Earn NFT Games Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 21: Key Play-to-Earn NFT Games Players in Europe

Table 22: Europe Play-to-Earn NFT Games Revenue by Type (2020-2025) & (US\$ Million)

Table 23: Europe Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 24: Europe Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 25: Europe Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 26: Europe Play-to-Earn NFT Games Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 27: Europe Play-to-Earn NFT Games Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 28: Key Play-to-Earn NFT Games Players in China

Table 29: China Play-to-Earn NFT Games Revenue by Type (2020-2025) & (US\$ Million)

Table 30: China Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 31: China Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 32: China Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 33: Key Play-to-Earn NFT Games Players in APAC (excl. China)

Table 34: APAC (excl. China) Play-to-Earn NFT Games Revenue by Type (2020-2025) & (US\$ Million)

Table 35: APAC (excl. China) Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 36: APAC (excl. China) Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 37: APAC (excl. China) Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 38: APAC (excl. China) Play-to-Earn NFT Games Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 39: APAC (excl. China) Play-to-Earn NFT Games Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 40: Key Play-to-Earn NFT Games Players in Latin America

Table 41: Latin America Play-to-Earn NFT Games Revenue by Type (2020-2025) &

(US\$ Million)

Table 42: Latin America Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 43: Latin America Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 44: Latin America Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 45: Latin America Play-to-Earn NFT Games Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 46: Latin America Play-to-Earn NFT Games Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 47: Key Play-to-Earn NFT Games Players in Middle East & Africa

Table 48: Middle East & Africa Play-to-Earn NFT Games Revenue by Type (2020-2025) & (US\$ Million)

Table 49: Middle East & Africa Play-to-Earn NFT Games Revenue by Type (2026-2032) & (US\$ Million)

Table 50: Middle East & Africa Play-to-Earn NFT Games Revenue by Application (2020-2025) & (US\$ Million)

Table 51: Middle East & Africa Play-to-Earn NFT Games Revenue by Application (2026-2032) & (US\$ Million)

Table 52: Middle East & Africa Play-to-Earn NFT Games Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 53: Middle East & Africa Play-to-Earn NFT Games Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 54: Global Play-to-Earn NFT Games Market Revenue by Key Suppliers (2021-2025) & (US\$ Million)

Table 55: Global Play-to-Earn NFT Games Revenue Market Share by Key Suppliers (2021-2025)

Table 56: Global Key Suppliers Headquarter Location and Key Area Sales

Table 57: Market Mergers & Acquisitions, Expansion

Table 58: Sky Mavis Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 59: Sky Mavis Play-to-Earn NFT Games Product Portfolio

Table 60: Sky Mavis Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 61: Dapper Labs Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 62: Dapper Labs Play-to-Earn NFT Games Product Portfolio

Table 63: Dapper Labs Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin

and Market Share (2021-2025)

Table 64: Decentraland Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 65: Decentraland Play-to-Earn NFT Games Product Portfolio

Table 66: Decentraland Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 67: The Sandbox Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 68: The Sandbox Play-to-Earn NFT Games Product Portfolio

Table 69: The Sandbox Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 70: Immutable Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 71: Immutable Play-to-Earn NFT Games Product Portfolio

Table 72: Immutable Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 73: Dacoco Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 74: Dacoco Play-to-Earn NFT Games Product Portfolio

Table 75: Dacoco Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 76: Sorare Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 77: Sorare Play-to-Earn NFT Games Product Portfolio

Table 78: Sorare Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 79: Gala Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 80: Gala Games Play-to-Earn NFT Games Product Portfolio

Table 81: Gala Games Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 82: Splinterlands Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 83: Splinterlands Play-to-Earn NFT Games Product Portfolio

Table 84: Splinterlands Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 85: MOBOX Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 86: MOBOX Play-to-Earn NFT Games Product Portfolio

Table 87: MOBOX Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 88: DeFi Kingdoms Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 89: DeFi Kingdoms Play-to-Earn NFT Games Product Portfolio

Table 90: DeFi Kingdoms Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 91: G.JIT JAPAN Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 92: G.JIT JAPAN Play-to-Earn NFT Games Product Portfolio

Table 93: G.JIT JAPAN Play-to-Earn NFT Games Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 94: Play-to-Earn NFT Games Typical Customer List

Table 95: Play-to-Earn NFT Games Distributors List

List Of Figures

LIST OF FIGURES

Figure 1: Play-to-Earn NFT Games Product Pictures

Figure 2: RPG Picture Scope

Figure 3: Sandbox Games Picture Scope

Figure 4: CAG Picture Scope

Figure 5: Others Picture Scope

Figure 6: Personal Computer Picture Scope

Figure 7: Personal Mobile Device Picture Scope

Figure 8: Global Play-to-Earn NFT Games Market Size Analysis: 2024 VS 2025 VS 2032 (US\$ Million)

Figure 9: Global Play-to-Earn NFT Games Market Revenue and Growth Rate Analysis: (2020-2032) & (US\$ Million)

Figure 10: Global Play-to-Earn NFT Games Market Size by Region (2020-2032) & (US\$ Million)

Figure 11: Global Play-to-Earn NFT Games Market Share Scenario by Region in Percentage: 2025 Versus 2032

Figure 12: North America Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 13: North America Play-to-Earn NFT Games Market Share by Players in 2024

Figure 14: North America Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)

Figure 15: North America Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)

Figure 16: US Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 17: Canada Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 18: Europe Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 19: Europe Play-to-Earn NFT Games Market Share by Players in 2024

Figure 20: Europe Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)

Figure 21: Europe Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)

Figure 22: Germany Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 23: France Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 24: United Kingdom Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

- Figure 25: Italy Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 26: Spain Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 27: Benelux Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 28: China Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 29: China Play-to-Earn NFT Games Market Share by Players in 2024
- Figure 30: China Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)
- Figure 31: China Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)
- Figure 32: APAC (excl. China) Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 33: APAC (excl. China) Play-to-Earn NFT Games Market Share by Players in 2024
- Figure 34: APAC (excl. China) Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)
- Figure 35: APAC (excl. China) Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)
- Figure 36: Japan Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 37: South Korea Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 38: India Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 39: Australia Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 40: Southeast Asia Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 41: Latin America Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 42: Latin America Play-to-Earn NFT Games Market Share by Players in 2024
- Figure 43: Latin America Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)
- Figure 44: Latin America Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)
- Figure 45: Mexico Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 46: Brazil Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)
- Figure 47: Middle East & Africa Play-to-Earn NFT Games Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 48: Middle East & Africa Play-to-Earn NFT Games Market Share by Players in 2024
- Figure 49: Middle East & Africa Play-to-Earn NFT Games Revenue Market Share by Type (2020-2032)

Figure 50: Middle East & Africa Play-to-Earn NFT Games Revenue Market Share by Application (2020-2032)

Figure 51: Saudi Arabia Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 52: South Africa Play-to-Earn NFT Games Revenue (2020-2032) & (US\$ Million)

Figure 53: Global Play-to-Earn NFT Games Revenue Market Share by Key Suppliers in 2024

Figure 54: Global Play-to-Earn NFT Games Industry Competition Landscape

Figure 55: Play-to-Earn NFT Games Industry Chain Analysis

Figure 56: Bottom-Up and Top-Down Research Methods

Figure 57: Key Interview Objectives

Figure 58: Data Cross Validation

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