

Global Trading Card Games (TCG) on Mobile Competitive Landscape Professional Research Report 2025

<https://marketpublishers.com/r/TD271836913FEN.html>

Date: June 2025

Pages: 165

Price: US\$ 3,500.00 (Single User License)

ID: TD271836913FEN

Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Trading Card Games (TCG) on Mobile market size will reach Million USD in 2025 and is projected to reach Million USD by 2032, with a CAGR of % (2025-2032). Notably, the China Trading Card Games (TCG) on Mobile 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

Trading Card Games (TCG) on mobile are digital adaptations of collectible card games where players build custom decks and compete against others using strategic combinations of cards that represent characters, spells, abilities, or items. These games typically involve elements of deck-building, tactical play, and progression through ranked matches or story modes. Players can acquire new cards through gameplay, in-app purchases, or randomized card packs, mirroring the physical TCG experience in a convenient digital format. Popular titles often include online multiplayer modes, regular content updates, and limited-time events to keep gameplay fresh and competitive. Mobile TCGs appeal to both casual and hardcore players by blending strategy, collection, and community in an accessible, on-the-go platform.

The major global suppliers of Trading Card Games (TCG) on Mobile include Hasbro Inc., Konami Holdings Corporation, Bandai, The Pok?mon Company, Blizzard Entertainment, Upper Deck Company, Bushiroad, Cyber??Agent, Inc, Fantasy Flight

Games, Riot Games, Kyy Games, Legend Story Studios, 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 Trading Card Games (TCG) on Mobile. 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 Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile Include:

Hasbro Inc.

Konami Holdings Corporation

Bandai

The Pok?mon Company

Blizzard Entertainment

Upper Deck Company

Bushiroad

Cyber??Agent, Inc

Fantasy Flight Games

Riot Games

Kyy Games

Legend Story Studios

Trading Card Games (TCG) on Mobile Product Segment Include:

On Cloud

On Premise

Trading Card Games (TCG) on Mobile Product Application Include:

Teenager

Adult

Chapter Scope

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

Chapter 2: Global Trading Card Games (TCG) on Mobile Industry PESTEL Analysis

Chapter 3: Global Trading Card Games (TCG) on Mobile Industry Porter's Five Forces Analysis

Chapter 4: Global Trading Card Games (TCG) on Mobile Major Regional Market Size and Forecast Analysis

Chapter 5: Global Trading Card Games (TCG) on Mobile Market Size and Forecast by Type and Application Analysis

Chapter 6: North America Passenger Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 7: Europe Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 8: China Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 9: APAC (Excl. China) Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 10: Latin America Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 11: Middle East and Africa Trading Card Games (TCG) on Mobile Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 12: Global Trading Card Games (TCG) on Mobile 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 TRADING CARD GAMES (TCG) ON MOBILE MARKET OVERVIEW

- 1.1 Product Definition and Statistical Scope
- 1.2 Trading Card Games (TCG) on Mobile Product by Type
 - 1.2.1 On Cloud
 - 1.2.2 On Premise
- 1.3 Trading Card Games (TCG) on Mobile Product by Application
 - 1.3.1 Teenager
 - 1.3.2 Adult
- 1.4 Global Trading Card Games (TCG) on Mobile Market Size Analysis (2020-2032)
- 1.5 Trading Card Games (TCG) on Mobile Market Development Status and Trends
 - 1.5.1 Trading Card Games (TCG) on Mobile Industry Development Status Analysis
 - 1.5.2 Trading Card Games (TCG) on Mobile Industry Development Trends Analysis

2 TRADING CARD GAMES (TCG) ON MOBILE 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 TRADING CARD GAMES (TCG) ON MOBILE 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 TRADING CARD GAMES (TCG) ON MOBILE MARKET ANALYSIS BY REGIONS

- 4.1 Global Trading Card Games (TCG) on Mobile Overall Market: 2024 VS 2025 VS 2032

4.2 Global Trading Card Games (TCG) on Mobile Revenue and Forecast Analysis (2020-2032)

4.2.1 Global Trading Card Games (TCG) on Mobile Revenue and Market Share by Region (2020-2025)

4.2.2 Global Trading Card Games (TCG) on Mobile Revenue Forecast by Region (2026-2032)

5 GLOBAL TRADING CARD GAMES (TCG) ON MOBILE MARKET SIZE BY TYPE AND APPLICATION

5.1 Global Trading Card Games (TCG) on Mobile Market Size by Type (2020-2032)

5.2 Global Trading Card Games (TCG) on Mobile Market Size by Application (2020-2032)

6 NORTH AMERICA

6.1 North America Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

6.2 North America Key Suppliers Analysis

6.3 North America Trading Card Games (TCG) on Mobile Market Size by Type

6.4 North America Trading Card Games (TCG) on Mobile Market Size by Application

6.5 North America Trading Card Games (TCG) on Mobile Market Size by Country

6.5.1 US

6.5.2 Canada

7 EUROPE

7.1 Europe Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

7.2 Europe Key Suppliers Analysis

7.3 Europe Trading Card Games (TCG) on Mobile Market Size by Type

7.4 Europe Trading Card Games (TCG) on Mobile Market Size by Application

7.5 Europe Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

8.2 China Key Suppliers Analysis

8.3 China Trading Card Games (TCG) on Mobile Market Size by Type

8.4 China Trading Card Games (TCG) on Mobile Market Size by Application

9 APAC (EXCL. CHINA)

9.1 APAC (excl. China) Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

9.2 APAC (excl. China) Key Suppliers Analysis

9.3 APAC (excl. China) Trading Card Games (TCG) on Mobile Market Size by Type

9.4 APAC (excl. China) Trading Card Games (TCG) on Mobile Market Size by Application

9.5 APAC (excl. China) Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

10.2 Latin America Key Suppliers Analysis

10.3 Latin America Trading Card Games (TCG) on Mobile Market Size by Type

10.4 Latin America Trading Card Games (TCG) on Mobile Market Size by Application

10.5 Latin America Trading Card Games (TCG) on Mobile Market Size by Country

10.5.1 Mexico

10.5.2 Brazil

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Trading Card Games (TCG) on Mobile Market Size and Growth Rate Analysis (2020-2032)

11.2 Middle East & Africa Key Suppliers Analysis

11.3 Middle East & Africa Trading Card Games (TCG) on Mobile Market Size by Type

11.4 Middle East & Africa Trading Card Games (TCG) on Mobile Market Size by Application

11.5 Middle East & Africa Trading Card Games (TCG) on Mobile Market Size by Country

11.5.1 Saudi Arabia

11.5.2 South Africa

12 COMPETITION BY SUPPLIERS

12.1 Global Trading Card Games (TCG) on Mobile Market Revenue by Key Suppliers (2021-2025)

12.2 Trading Card Games (TCG) on Mobile Competitive Landscape Analysis and Market Dynamic

12.2.1 Trading Card Games (TCG) on Mobile 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 Hasbro Inc.

13.1.1 Hasbro Inc. Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.1.2 Hasbro Inc. Trading Card Games (TCG) on Mobile Product Portfolio

13.1.3 Hasbro Inc. Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.2 Konami Holdings Corporation

13.2.1 Konami Holdings Corporation Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.2.2 Konami Holdings Corporation Trading Card Games (TCG) on Mobile Product Portfolio

13.2.3 Konami Holdings Corporation Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.3 Bandai

13.3.1 Bandai Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.3.2 Bandai Trading Card Games (TCG) on Mobile Product Portfolio

13.3.3 Bandai Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue,

Gross Margin and Market Share) (2021-2025)

13.4 The Pokemon Company

13.4.1 The Pokemon Company Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.4.2 The Pokemon Company Trading Card Games (TCG) on Mobile Product Portfolio

13.4.3 The Pokemon Company Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.5 Blizzard Entertainment

13.5.1 Blizzard Entertainment Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.5.2 Blizzard Entertainment Trading Card Games (TCG) on Mobile Product Portfolio

13.5.3 Blizzard Entertainment Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.6 Upper Deck Company

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

13.6.2 Upper Deck Company Trading Card Games (TCG) on Mobile Product Portfolio

13.6.3 Upper Deck Company Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.7 Bushiroad

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

13.7.2 Bushiroad Trading Card Games (TCG) on Mobile Product Portfolio

13.7.3 Bushiroad Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.8 Cyber??Agent, Inc

13.8.1 Cyber??Agent, Inc Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.8.2 Cyber??Agent, Inc Trading Card Games (TCG) on Mobile Product Portfolio

13.8.3 Cyber??Agent, Inc Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.9 Fantasy Flight Games

13.9.1 Fantasy Flight Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.9.2 Fantasy Flight Games Trading Card Games (TCG) on Mobile Product Portfolio

13.9.3 Fantasy Flight Games Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.10 Riot Games

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

13.10.2 Riot Games Trading Card Games (TCG) on Mobile Product Portfolio

13.10.3 Riot Games Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.11 Kyy Games

13.11.1 Kyy Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.11.2 Kyy Games Trading Card Games (TCG) on Mobile Product Portfolio

13.11.3 Kyy Games Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.12 Legend Story Studios

13.12.1 Legend Story Studios Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.12.2 Legend Story Studios Trading Card Games (TCG) on Mobile Product Portfolio

13.12.3 Legend Story Studios Trading Card Games (TCG) on Mobile Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

14 INDUSTRY CHAIN ANALYSIS

14.1 Trading Card Games (TCG) on Mobile Industry Chain Analysis

14.2 Trading Card Games (TCG) on Mobile Typical Downstream Customers

14.3 Trading Card Games (TCG) on Mobile 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 Trading Card Games (TCG) on Mobile Market Size Growth Rate by Type, 2024 VS 2025 VS 2032 (US\$ Million)

Table 2: Global Trading Card Games (TCG) on Mobile Market Size Growth Rate by Application, 2024 VS 2025 VS 2032 (US\$ Million)

Table 3: Trading Card Games (TCG) on Mobile Industry Development Status

Table 4: Trading Card Games (TCG) on Mobile Industry Development Trends

Table 5: Global Trading Card Games (TCG) on Mobile Market Size by Region in US\$ Million: 2024 VS 2025 VS 2032

Table 6: Global Trading Card Games (TCG) on Mobile Revenue by Region (2020-2025) & (US\$ Million)

Table 7: Global Trading Card Games (TCG) on Mobile Revenue Market Share by Region (2020-2025)

Table 8: Global Trading Card Games (TCG) on Mobile Revenue Forecast by Region (2026-2032) & (US\$ Million)

Table 9: Global Trading Card Games (TCG) on Mobile Revenue Market Share Forecast by Region (2026-2032)

Table 10: Global Trading Card Games (TCG) on Mobile Revenue Analysis by Type (2020-2025) & (US\$ Million)

Table 11: Global Trading Card Games (TCG) on Mobile Revenue Analysis Forecast by Type (2026-2032) & (US\$ Million)

Table 12: Global Trading Card Games (TCG) on Mobile Revenue Analysis by Application (2020-2025) & (US\$ Million)

Table 13: Global Trading Card Games (TCG) on Mobile Revenue Analysis Forecast by Application (2026-2032) & (US\$ Million)

Table 14: Key Trading Card Games (TCG) on Mobile Players in North America

Table 15: North America Trading Card Games (TCG) on Mobile Revenue by Type (2020-2025) & (US\$ Million)

Table 16: North America Trading Card Games (TCG) on Mobile Revenue by Type (2026-2032) & (US\$ Million)

Table 17: North America Trading Card Games (TCG) on Mobile Revenue by Application (2020-2025) & (US\$ Million)

Table 18: North America Trading Card Games (TCG) on Mobile Revenue by Application (2026-2032) & (US\$ Million)

Table 19: North America Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 20: North America Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 21: Key Trading Card Games (TCG) on Mobile Players in Europe

Table 22: Europe Trading Card Games (TCG) on Mobile Revenue by Type (2020-2025) & (US\$ Million)

Table 23: Europe Trading Card Games (TCG) on Mobile Revenue by Type (2026-2032) & (US\$ Million)

Table 24: Europe Trading Card Games (TCG) on Mobile Revenue by Application (2020-2025) & (US\$ Million)

Table 25: Europe Trading Card Games (TCG) on Mobile Revenue by Application (2026-2032) & (US\$ Million)

Table 26: Europe Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 27: Europe Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 28: Key Trading Card Games (TCG) on Mobile Players in China

Table 29: China Trading Card Games (TCG) on Mobile Revenue by Type (2020-2025) & (US\$ Million)

Table 30: China Trading Card Games (TCG) on Mobile Revenue by Type (2026-2032) & (US\$ Million)

Table 31: China Trading Card Games (TCG) on Mobile Revenue by Application (2020-2025) & (US\$ Million)

Table 32: China Trading Card Games (TCG) on Mobile Revenue by Application (2026-2032) & (US\$ Million)

Table 33: Key Trading Card Games (TCG) on Mobile Players in APAC (excl. China)

Table 34: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue by Type (2020-2025) & (US\$ Million)

Table 35: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue by Type (2026-2032) & (US\$ Million)

Table 36: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue by Application (2020-2025) & (US\$ Million)

Table 37: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue by Application (2026-2032) & (US\$ Million)

Table 38: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 39: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 40: Key Trading Card Games (TCG) on Mobile Players in Latin America

Table 41: Latin America Trading Card Games (TCG) on Mobile Revenue by Type

(2020-2025) & (US\$ Million)

Table 42: Latin America Trading Card Games (TCG) on Mobile Revenue by Type

(2026-2032) & (US\$ Million)

Table 43: Latin America Trading Card Games (TCG) on Mobile Revenue by Application

(2020-2025) & (US\$ Million)

Table 44: Latin America Trading Card Games (TCG) on Mobile Revenue by Application

(2026-2032) & (US\$ Million)

Table 45: Latin America Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 46: Latin America Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 47: Key Trading Card Games (TCG) on Mobile Players in Middle East & Africa

Table 48: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue by Type (2020-2025) & (US\$ Million)

Table 49: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue by Type (2026-2032) & (US\$ Million)

Table 50: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue by Application (2020-2025) & (US\$ Million)

Table 51: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue by Application (2026-2032) & (US\$ Million)

Table 52: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 53: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 54: Global Trading Card Games (TCG) on Mobile Market Revenue by Key Suppliers (2021-2025) & (US\$ Million)

Table 55: Global Trading Card Games (TCG) on Mobile 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: Hasbro Inc. Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 59: Hasbro Inc. Trading Card Games (TCG) on Mobile Product Portfolio

Table 60: Hasbro Inc. Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 61: Konami Holdings Corporation Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 62: Konami Holdings Corporation Trading Card Games (TCG) on Mobile Product Portfolio

Table 63: Konami Holdings Corporation Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 65: Bandai Trading Card Games (TCG) on Mobile Product Portfolio

Table 66: Bandai Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 68: The Pokemon Company Trading Card Games (TCG) on Mobile Product Portfolio

Table 69: The Pokemon Company Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 71: Blizzard Entertainment Trading Card Games (TCG) on Mobile Product Portfolio

Table 72: Blizzard Entertainment Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 74: Upper Deck Company Trading Card Games (TCG) on Mobile Product Portfolio

Table 75: Upper Deck Company Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 77: Bushiroad Trading Card Games (TCG) on Mobile Product Portfolio

Table 78: Bushiroad Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 79: Cyber??Agent, Inc Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 80: Cyber??Agent, Inc Trading Card Games (TCG) on Mobile Product Portfolio

Table 81: Cyber??Agent, Inc Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 83: Fantasy Flight Games Trading Card Games (TCG) on Mobile Product Portfolio

Table 84: Fantasy Flight Games Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 86: Riot Games Trading Card Games (TCG) on Mobile Product Portfolio

Table 87: Riot Games Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

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

Table 89: Kyy Games Trading Card Games (TCG) on Mobile Product Portfolio

Table 90: Kyy Games Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 91: Legend Story Studios Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 92: Legend Story Studios Trading Card Games (TCG) on Mobile Product Portfolio

Table 93: Legend Story Studios Trading Card Games (TCG) on Mobile Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 94: Trading Card Games (TCG) on Mobile Typical Customer List

Table 95: Trading Card Games (TCG) on Mobile Distributors List

List Of Figures

LIST OF FIGURES

Figure 1: Trading Card Games (TCG) on Mobile Product Pictures

Figure 2: On Cloud Picture Scope

Figure 3: On Premise Picture Scope

Figure 4: Teenager Picture Scope

Figure 5: Adult Picture Scope

Figure 6: Global Trading Card Games (TCG) on Mobile Market Size Analysis: 2024 VS 2025 VS 2032 (US\$ Million)

Figure 7: Global Trading Card Games (TCG) on Mobile Market Revenue and Growth Rate Analysis: (2020-2032) & (US\$ Million)

Figure 8: Global Trading Card Games (TCG) on Mobile Market Size by Region (2020-2032) & (US\$ Million)

Figure 9: Global Trading Card Games (TCG) on Mobile Market Share Scenario by Region in Percentage: 2025 Versus 2032

Figure 10: North America Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 11: North America Trading Card Games (TCG) on Mobile Market Share by Players in 2024

Figure 12: North America Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 13: North America Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 14: US Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 15: Canada Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 16: Europe Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 17: Europe Trading Card Games (TCG) on Mobile Market Share by Players in 2024

Figure 18: Europe Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 19: Europe Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 20: Germany Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 21: France Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 22: United Kingdom Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 23: Italy Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 24: Spain Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 25: Benelux Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 26: China Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 27: China Trading Card Games (TCG) on Mobile Market Share by Players in 2024

Figure 28: China Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 29: China Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 30: APAC (excl. China) Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 31: APAC (excl. China) Trading Card Games (TCG) on Mobile Market Share by Players in 2024

Figure 32: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 33: APAC (excl. China) Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 34: Japan Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 35: South Korea Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 36: India Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 37: Australia Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 38: Southeast Asia Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 39: Latin America Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 40: Latin America Trading Card Games (TCG) on Mobile Market Share by

Players in 2024

Figure 41: Latin America Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 42: Latin America Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 43: Mexico Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 44: Brazil Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 45: Middle East & Africa Trading Card Games (TCG) on Mobile Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 46: Middle East & Africa Trading Card Games (TCG) on Mobile Market Share by Players in 2024

Figure 47: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue Market Share by Type (2020-2032)

Figure 48: Middle East & Africa Trading Card Games (TCG) on Mobile Revenue Market Share by Application (2020-2032)

Figure 49: Saudi Arabia Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 50: South Africa Trading Card Games (TCG) on Mobile Revenue (2020-2032) & (US\$ Million)

Figure 51: Global Trading Card Games (TCG) on Mobile Revenue Market Share by Key Suppliers in 2024

Figure 52: Global Trading Card Games (TCG) on Mobile Industry Competition Landscape

Figure 53: Trading Card Games (TCG) on Mobile Industry Chain Analysis

Figure 54: Bottom-Up and Top-Down Research Methods

Figure 55: Key Interview Objectives

Figure 56: Data Cross Validation

I would like to order

Product name: Global Trading Card Games (TCG) on Mobile Competitive Landscape Professional Research Report 2025

Product link: <https://marketpublishers.com/r/TD271836913FEN.html>

Price: US\$ 3,500.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/TD271836913FEN.html>