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Global Anime Figure Blind Box Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Anime Figure Blind Box market size is expected to reach $ 4232.3 million by 2029, rising at a market growth of 4.3% CAGR during the forecast period (2023-2029).

Since there is no label on the box, consumers will only know the product in the draw after purchasing and opening it, so it is named blind box. This uncertain stimulus makes the blind box attractive and has become a hot topic in social communication among users. Therefore, the blind box has both surprise and social attributes. In addition, the blind box also has attributes such as spiritual comfort and collection. The blind box has so many attributes that it goes beyond the category of leisure toys, and the audience covers a wider range of ages. The channels for blind box sales mainly include online Taobao stores, offline branded toy shopping mall stores, robot stores, and specialized fashion goods sales stores. At present, there are few blind box brands in offline self-operated stores (only Bubble Mart has self-operated stores), self-operated channels are mainly operated through online Taobao studio stores, and offline channels also have special trendy toy sales supplies shop.

Consumers cannot know in advance the toy boxes of specific product styles

This report studies the global Anime Figure Blind Box demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Anime Figure Blind Box, and provides market size (US$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Anime Figure Blind Box that contribute to its increasing demand across many markets.

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Highlights and key features of the study

Global Anime Figure Blind Box total market, 2018-2029, (USD Million)

Global Anime Figure Blind Box total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Anime Figure Blind Box total market, key domestic companies and share, (USD Million)

Global Anime Figure Blind Box revenue by player and market share 2018-2023, (USD Million)

Global Anime Figure Blind Box total market by Type, CAGR, 2018-2029, (USD Million)

Global Anime Figure Blind Box total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Anime Figure Blind Box market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Sonny Angel, Popmart, 1983, LEGO, Miniso, TOKIDOKI, Kidrobot, DisneyFunko and Shopkins, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Anime Figure Blind Box market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Anime Figure Blind Box Market, By Region:

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United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Anime Figure Blind Box Market, Segmentation by Type

Limited Edition

Hidden Edition

Ordinary Edition

Global Anime Figure Blind Box Market, Segmentation by Application

Supermarkets

Convenience Stores

Online Sales

Others

Companies Profiled:

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Sonny Angel

Popmart

1983

LEGO

Miniso

TOKIDOKI

Kidrobot

DisneyFunko

Shopkins

Dreams inc

52toys

Robotime

Ip Station

EXDL

12dong

China Brands

Alpha Group

Key Questions Answered

1. How big is the global Anime Figure Blind Box market?

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2. What is the demand of the global Anime Figure Blind Box market?

3. What is the year over year growth of the global Anime Figure Blind Box market?

4. What is the total value of the global Anime Figure Blind Box market?

5. Who are the major players in the global Anime Figure Blind Box market?

6. What are the growth factors driving the market demand?

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