

Global Backgammon Games Market 2026 by Company, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/GADB85C265F0EN.html>

Date: February 2026

Pages: 158

Price: US\$ 3,480.00 (Single User License)

ID: GADB85C265F0EN

Abstracts

According to our (Global Info Research) latest study, the global Backgammon Games market size was valued at US\$ 159 million in 2025 and is forecast to a readjusted size of US\$ 205 million by 2032 with a CAGR of 3.5% during review period.

In 2025, global Backgammon Games industry-average gross margin of approximately 40%.

Backgammon Games refers to digital applications or services that implement backgammon rules, gameplay, and scoring, typically featuring AI opponents, online matchmaking/multiplayer, ranking systems, tutorials, and game analysis, delivered via mobile apps, desktop clients, or web platforms for entertainment or competitive play.

Backgammon Games sits within the broader casual-to-competitive board game category and typically succeeds by balancing low-friction access with depth for repeat play. The market is driven by mobile-first usage (quick matches, AI practice, and social play), while a smaller but valuable segment focuses on competitive ladders, tournaments, and analysis tools that appeal to dedicated players. Differentiation often comes from matchmaking quality, anti-cheat and fair-play systems, strong UI/UX, credible AI difficulty, and community features (clubs, chat, leagues), with live-ops content and events supporting retention. Monetization commonly blends ads, subscriptions, and in-app purchases, but growth can be constrained by high user-acquisition costs, platform fee policies, and regulatory sensitivity if real-money or prize-based play is involved. Overall, the space tends to reward platforms that build trust and long-term engagement rather than one-off downloads.

This report is a detailed and comprehensive analysis for global Backgammon Games market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Backgammon Games market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Backgammon Games market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Backgammon Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Backgammon Games market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Backgammon Games

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Backgammon Games 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 GNU Backgammon, Nextgammon, Extreme Gammon, Backgammon NJ, BGBlitz, Play65, MobileFusion Apps Ltd., Backgammon Ace, Hardwood Backgammon, Backgammon Live, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Backgammon Games market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Android OS

iOS

Windows OS

Others

Market segment by Gameplay Mode

Single-player

Multiplayer

Market segment by Business Model

Free-to-play + Ads

Subscription

Market segment by Application

Private Entertainment

Competition

Market segment by players, this report covers

GNU Backgammon

Nextgammon

Extreme Gammon

Backgammon NJ

BGBlitz

Play65

MobileFusion Apps Ltd.

Backgammon Ace

Hardwood Backgammon

Backgammon Live

GammonSite

XG Mobile

Backgammon Gold

Backgammon Masters

Backgammon Pro

Random Salad Games

BGRoom

Backgammon Blitz

Backgammon Galaxy

Backgammon Reloaded

Backgammon Studio

Market segment by regions, regional analysis covers
North America (United States, Canada and Mexico)
Europe (Germany, France, UK, Russia, Italy and Rest of Europe)
Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)
South America (Brazil, Rest of South America)
Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Backgammon Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Backgammon Games, with revenue, gross margin, and global market share of Backgammon Games from 2021 to 2026.

Chapter 3, the Backgammon Games competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Backgammon Games market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Backgammon Games.

Chapter 13, to describe Backgammon Games research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Backgammon Online Games by Type

1.3.1 Overview: Global Backgammon Online Games Market Size by Type: 2021 Versus 2025 Versus 2032

1.3.2 Global Backgammon Online Games Consumption Value Market Share by Type in 2025

1.3.3 Android OS

1.3.4 iOS

1.3.5 Windows OS

1.3.6 Others

1.4 Classification of Backgammon Online Games by Gameplay Mode

1.4.1 Overview: Global Backgammon Online Games Market Size by Gameplay Mode: 2021 Versus 2025 Versus 2032

1.4.2 Global Backgammon Online Games Consumption Value Market Share by Gameplay Mode in 2025

1.4.3 Single-player

1.4.4 Multiplayer

1.5 Classification of Backgammon Online Games by Business Model

1.5.1 Overview: Global Backgammon Online Games Market Size by Business Model: 2021 Versus 2025 Versus 2032

1.5.2 Global Backgammon Online Games Consumption Value Market Share by Business Model in 2025

1.5.3 Free-to-play + Ads

1.5.4 Subscription

1.6 Global Backgammon Online Games Market by Application

1.6.1 Overview: Global Backgammon Online Games Market Size by Application: 2021 Versus 2025 Versus 2032

1.6.2 Private Entertainment

1.6.3 Competition

1.7 Global Backgammon Online Games Market Size & Forecast

1.8 Global Backgammon Online Games Market Size and Forecast by Region

1.8.1 Global Backgammon Online Games Market Size by Region: 2021 VS 2025 VS 2032

1.8.2 Global Backgammon Online Games Market Size by Region, (2021-2032)

- 1.8.3 North America Backgammon Online Games Market Size and Prospect (2021-2032)
- 1.8.4 Europe Backgammon Online Games Market Size and Prospect (2021-2032)
- 1.8.5 Asia-Pacific Backgammon Online Games Market Size and Prospect (2021-2032)
- 1.8.6 South America Backgammon Online Games Market Size and Prospect (2021-2032)
- 1.8.7 Middle East & Africa Backgammon Online Games Market Size and Prospect (2021-2032)

2 COMPANY PROFILES

2.1 GNU Backgammon

- 2.1.1 GNU Backgammon Details
- 2.1.2 GNU Backgammon Major Business
- 2.1.3 GNU Backgammon Backgammon Online Games Product and Solutions
- 2.1.4 GNU Backgammon Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
- 2.1.5 GNU Backgammon Recent Developments and Future Plans

2.2 Nextgammon

- 2.2.1 Nextgammon Details
- 2.2.2 Nextgammon Major Business
- 2.2.3 Nextgammon Backgammon Online Games Product and Solutions
- 2.2.4 Nextgammon Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
- 2.2.5 Nextgammon Recent Developments and Future Plans

2.3 Extreme Gammon

- 2.3.1 Extreme Gammon Details
- 2.3.2 Extreme Gammon Major Business
- 2.3.3 Extreme Gammon Backgammon Online Games Product and Solutions
- 2.3.4 Extreme Gammon Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
- 2.3.5 Extreme Gammon Recent Developments and Future Plans

2.4 Backgammon NJ

- 2.4.1 Backgammon NJ Details
- 2.4.2 Backgammon NJ Major Business
- 2.4.3 Backgammon NJ Backgammon Online Games Product and Solutions
- 2.4.4 Backgammon NJ Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
- 2.4.5 Backgammon NJ Recent Developments and Future Plans

2.5 BGBlitz

2.5.1 BGBlitz Details

2.5.2 BGBlitz Major Business

2.5.3 BGBlitz Backgammon Online Games Product and Solutions

2.5.4 BGBlitz Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.5.5 BGBlitz Recent Developments and Future Plans

2.6 Play65

2.6.1 Play65 Details

2.6.2 Play65 Major Business

2.6.3 Play65 Backgammon Online Games Product and Solutions

2.6.4 Play65 Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.6.5 Play65 Recent Developments and Future Plans

2.7 MobileFusion Apps Ltd.

2.7.1 MobileFusion Apps Ltd. Details

2.7.2 MobileFusion Apps Ltd. Major Business

2.7.3 MobileFusion Apps Ltd. Backgammon Online Games Product and Solutions

2.7.4 MobileFusion Apps Ltd. Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.7.5 MobileFusion Apps Ltd. Recent Developments and Future Plans

2.8 Backgammon Ace

2.8.1 Backgammon Ace Details

2.8.2 Backgammon Ace Major Business

2.8.3 Backgammon Ace Backgammon Online Games Product and Solutions

2.8.4 Backgammon Ace Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.8.5 Backgammon Ace Recent Developments and Future Plans

2.9 Hardwood Backgammon

2.9.1 Hardwood Backgammon Details

2.9.2 Hardwood Backgammon Major Business

2.9.3 Hardwood Backgammon Backgammon Online Games Product and Solutions

2.9.4 Hardwood Backgammon Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.9.5 Hardwood Backgammon Recent Developments and Future Plans

2.10 Backgammon Live

2.10.1 Backgammon Live Details

2.10.2 Backgammon Live Major Business

2.10.3 Backgammon Live Backgammon Online Games Product and Solutions

2.10.4 Backgammon Live Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.10.5 Backgammon Live Recent Developments and Future Plans

2.11 GammonSite

2.11.1 GammonSite Details

2.11.2 GammonSite Major Business

2.11.3 GammonSite Backgammon Online Games Product and Solutions

2.11.4 GammonSite Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.11.5 GammonSite Recent Developments and Future Plans

2.12 XG Mobile

2.12.1 XG Mobile Details

2.12.2 XG Mobile Major Business

2.12.3 XG Mobile Backgammon Online Games Product and Solutions

2.12.4 XG Mobile Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.12.5 XG Mobile Recent Developments and Future Plans

2.13 Backgammon Gold

2.13.1 Backgammon Gold Details

2.13.2 Backgammon Gold Major Business

2.13.3 Backgammon Gold Backgammon Online Games Product and Solutions

2.13.4 Backgammon Gold Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.13.5 Backgammon Gold Recent Developments and Future Plans

2.14 Backgammon Masters

2.14.1 Backgammon Masters Details

2.14.2 Backgammon Masters Major Business

2.14.3 Backgammon Masters Backgammon Online Games Product and Solutions

2.14.4 Backgammon Masters Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.14.5 Backgammon Masters Recent Developments and Future Plans

2.15 Backgammon Pro

2.15.1 Backgammon Pro Details

2.15.2 Backgammon Pro Major Business

2.15.3 Backgammon Pro Backgammon Online Games Product and Solutions

2.15.4 Backgammon Pro Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)

2.15.5 Backgammon Pro Recent Developments and Future Plans

2.16 Random Salad Games

- 2.16.1 Random Salad Games Details
- 2.16.2 Random Salad Games Major Business
- 2.16.3 Random Salad Games Backgammon Online Games Product and Solutions
- 2.16.4 Random Salad Games Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
- 2.16.5 Random Salad Games Recent Developments and Future Plans
- 2.17 BGRoom
 - 2.17.1 BGRoom Details
 - 2.17.2 BGRoom Major Business
 - 2.17.3 BGRoom Backgammon Online Games Product and Solutions
 - 2.17.4 BGRoom Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
 - 2.17.5 BGRoom Recent Developments and Future Plans
- 2.18 Backgammon Blitz
 - 2.18.1 Backgammon Blitz Details
 - 2.18.2 Backgammon Blitz Major Business
 - 2.18.3 Backgammon Blitz Backgammon Online Games Product and Solutions
 - 2.18.4 Backgammon Blitz Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
 - 2.18.5 Backgammon Blitz Recent Developments and Future Plans
- 2.19 Backgammon Galaxy
 - 2.19.1 Backgammon Galaxy Details
 - 2.19.2 Backgammon Galaxy Major Business
 - 2.19.3 Backgammon Galaxy Backgammon Online Games Product and Solutions
 - 2.19.4 Backgammon Galaxy Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
 - 2.19.5 Backgammon Galaxy Recent Developments and Future Plans
- 2.20 Backgammon Reloaded
 - 2.20.1 Backgammon Reloaded Details
 - 2.20.2 Backgammon Reloaded Major Business
 - 2.20.3 Backgammon Reloaded Backgammon Online Games Product and Solutions
 - 2.20.4 Backgammon Reloaded Backgammon Online Games Revenue, Gross Margin and Market Share (2021-2026)
 - 2.20.5 Backgammon Reloaded Recent Developments and Future Plans
- 2.21 Backgammon Studio
 - 2.21.1 Backgammon Studio Details
 - 2.21.2 Backgammon Studio Major Business
 - 2.21.3 Backgammon Studio Backgammon Online Games Product and Solutions
 - 2.21.4 Backgammon Studio Backgammon Online Games Revenue, Gross Margin and

Market Share (2021-2026)

2.21.5 Backgammon Studio Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Backgammon Online Games Revenue and Share by Players (2021-2026)

3.2 Market Share Analysis (2025)

3.2.1 Market Share of Backgammon Online Games by Company Revenue

3.2.2 Top 3 Backgammon Online Games Players Market Share in 2025

3.2.3 Top 6 Backgammon Online Games Players Market Share in 2025

3.3 Backgammon Online Games Market: Overall Company Footprint Analysis

3.3.1 Backgammon Online Games Market: Region Footprint

3.3.2 Backgammon Online Games Market: Company Product Type Footprint

3.3.3 Backgammon Online Games Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Backgammon Online Games Consumption Value and Market Share by Type (2021-2026)

4.2 Global Backgammon Online Games Market Forecast by Type (2027-2032)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Backgammon Online Games Consumption Value Market Share by Application (2021-2026)

5.2 Global Backgammon Online Games Market Forecast by Application (2027-2032)

6 NORTH AMERICA

6.1 North America Backgammon Online Games Consumption Value by Type (2021-2032)

6.2 North America Backgammon Online Games Market Size by Application (2021-2032)

6.3 North America Backgammon Online Games Market Size by Country

6.3.1 North America Backgammon Online Games Consumption Value by Country (2021-2032)

6.3.2 United States Backgammon Online Games Market Size and Forecast (2021-2032)

6.3.3 Canada Backgammon Online Games Market Size and Forecast (2021-2032)

6.3.4 Mexico Backgammon Online Games Market Size and Forecast (2021-2032)

7 EUROPE

7.1 Europe Backgammon Online Games Consumption Value by Type (2021-2032)

7.2 Europe Backgammon Online Games Consumption Value by Application
(2021-2032)

7.3 Europe Backgammon Online Games Market Size by Country

7.3.1 Europe Backgammon Online Games Consumption Value by Country
(2021-2032)

7.3.2 Germany Backgammon Online Games Market Size and Forecast (2021-2032)

7.3.3 France Backgammon Online Games Market Size and Forecast (2021-2032)

7.3.4 United Kingdom Backgammon Online Games Market Size and Forecast
(2021-2032)

7.3.5 Russia Backgammon Online Games Market Size and Forecast (2021-2032)

7.3.6 Italy Backgammon Online Games Market Size and Forecast (2021-2032)

8 ASIA-PACIFIC

8.1 Asia-Pacific Backgammon Online Games Consumption Value by Type (2021-2032)

8.2 Asia-Pacific Backgammon Online Games Consumption Value by Application
(2021-2032)

8.3 Asia-Pacific Backgammon Online Games Market Size by Region

8.3.1 Asia-Pacific Backgammon Online Games Consumption Value by Region
(2021-2032)

8.3.2 China Backgammon Online Games Market Size and Forecast (2021-2032)

8.3.3 Japan Backgammon Online Games Market Size and Forecast (2021-2032)

8.3.4 South Korea Backgammon Online Games Market Size and Forecast
(2021-2032)

8.3.5 India Backgammon Online Games Market Size and Forecast (2021-2032)

8.3.6 Southeast Asia Backgammon Online Games Market Size and Forecast
(2021-2032)

8.3.7 Australia Backgammon Online Games Market Size and Forecast (2021-2032)

9 SOUTH AMERICA

9.1 South America Backgammon Online Games Consumption Value by Type
(2021-2032)

9.2 South America Backgammon Online Games Consumption Value by Application (2021-2032)

9.3 South America Backgammon Online Games Market Size by Country

9.3.1 South America Backgammon Online Games Consumption Value by Country (2021-2032)

9.3.2 Brazil Backgammon Online Games Market Size and Forecast (2021-2032)

9.3.3 Argentina Backgammon Online Games Market Size and Forecast (2021-2032)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Backgammon Online Games Consumption Value by Type (2021-2032)

10.2 Middle East & Africa Backgammon Online Games Consumption Value by Application (2021-2032)

10.3 Middle East & Africa Backgammon Online Games Market Size by Country

10.3.1 Middle East & Africa Backgammon Online Games Consumption Value by Country (2021-2032)

10.3.2 Turkey Backgammon Online Games Market Size and Forecast (2021-2032)

10.3.3 Saudi Arabia Backgammon Online Games Market Size and Forecast (2021-2032)

10.3.4 UAE Backgammon Online Games Market Size and Forecast (2021-2032)

11 MARKET DYNAMICS

11.1 Backgammon Online Games Market Drivers

11.2 Backgammon Online Games Market Restraints

11.3 Backgammon Online Games Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Backgammon Online Games Industry Chain

12.2 Backgammon Online Games Upstream Analysis

12.3 Backgammon Online Games Midstream Analysis

12.4 Backgammon Online Games Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Backgammon Games Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Table 2. Global Backgammon Games Consumption Value by Gameplay Mode, (USD Million), 2021 & 2025 & 2032

Table 3. Global Backgammon Games Consumption Value by Business Model, (USD Million), 2021 & 2025 & 2032

Table 4. Global Backgammon Games Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Table 5. Global Backgammon Games Consumption Value by Region (2021-2026) & (USD Million)

Table 6. Global Backgammon Games Consumption Value by Region (2027-2032) & (USD Million)

Table 7. GNU Backgammon Company Information, Head Office, and Major Competitors

Table 8. GNU Backgammon Major Business

Table 9. GNU Backgammon Backgammon Games Product and Solutions

Table 10. GNU Backgammon Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 11. GNU Backgammon Recent Developments and Future Plans

Table 12. Nextgammon Company Information, Head Office, and Major Competitors

Table 13. Nextgammon Major Business

Table 14. Nextgammon Backgammon Games Product and Solutions

Table 15. Nextgammon Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 16. Nextgammon Recent Developments and Future Plans

Table 17. Extreme Gammon Company Information, Head Office, and Major Competitors

Table 18. Extreme Gammon Major Business

Table 19. Extreme Gammon Backgammon Games Product and Solutions

Table 20. Extreme Gammon Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 21. Backgammon NJ Company Information, Head Office, and Major Competitors

Table 22. Backgammon NJ Major Business

Table 23. Backgammon NJ Backgammon Games Product and Solutions

Table 24. Backgammon NJ Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 25. Backgammon NJ Recent Developments and Future Plans

- Table 26. BGBlitz Company Information, Head Office, and Major Competitors
- Table 27. BGBlitz Major Business
- Table 28. BGBlitz Backgammon Games Product and Solutions
- Table 29. BGBlitz Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 30. BGBlitz Recent Developments and Future Plans
- Table 31. Play65 Company Information, Head Office, and Major Competitors
- Table 32. Play65 Major Business
- Table 33. Play65 Backgammon Games Product and Solutions
- Table 34. Play65 Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 35. Play65 Recent Developments and Future Plans
- Table 36. MobileFusion Apps Ltd. Company Information, Head Office, and Major Competitors
- Table 37. MobileFusion Apps Ltd. Major Business
- Table 38. MobileFusion Apps Ltd. Backgammon Games Product and Solutions
- Table 39. MobileFusion Apps Ltd. Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 40. MobileFusion Apps Ltd. Recent Developments and Future Plans
- Table 41. Backgammon Ace Company Information, Head Office, and Major Competitors
- Table 42. Backgammon Ace Major Business
- Table 43. Backgammon Ace Backgammon Games Product and Solutions
- Table 44. Backgammon Ace Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 45. Backgammon Ace Recent Developments and Future Plans
- Table 46. Hardwood Backgammon Company Information, Head Office, and Major Competitors
- Table 47. Hardwood Backgammon Major Business
- Table 48. Hardwood Backgammon Backgammon Games Product and Solutions
- Table 49. Hardwood Backgammon Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 50. Hardwood Backgammon Recent Developments and Future Plans
- Table 51. Backgammon Live Company Information, Head Office, and Major Competitors
- Table 52. Backgammon Live Major Business
- Table 53. Backgammon Live Backgammon Games Product and Solutions
- Table 54. Backgammon Live Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 55. Backgammon Live Recent Developments and Future Plans

Table 56. GammonSite Company Information, Head Office, and Major Competitors

Table 57. GammonSite Major Business

Table 58. GammonSite Backgammon Games Product and Solutions

Table 59. GammonSite Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 60. GammonSite Recent Developments and Future Plans

Table 61. XG Mobile Company Information, Head Office, and Major Competitors

Table 62. XG Mobile Major Business

Table 63. XG Mobile Backgammon Games Product and Solutions

Table 64. XG Mobile Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 65. XG Mobile Recent Developments and Future Plans

Table 66. Backgammon Gold Company Information, Head Office, and Major Competitors

Table 67. Backgammon Gold Major Business

Table 68. Backgammon Gold Backgammon Games Product and Solutions

Table 69. Backgammon Gold Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 70. Backgammon Gold Recent Developments and Future Plans

Table 71. Backgammon Masters Company Information, Head Office, and Major Competitors

Table 72. Backgammon Masters Major Business

Table 73. Backgammon Masters Backgammon Games Product and Solutions

Table 74. Backgammon Masters Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 75. Backgammon Masters Recent Developments and Future Plans

Table 76. Backgammon Pro Company Information, Head Office, and Major Competitors

Table 77. Backgammon Pro Major Business

Table 78. Backgammon Pro Backgammon Games Product and Solutions

Table 79. Backgammon Pro Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 80. Backgammon Pro Recent Developments and Future Plans

Table 81. Random Salad Games Company Information, Head Office, and Major Competitors

Table 82. Random Salad Games Major Business

Table 83. Random Salad Games Backgammon Games Product and Solutions

Table 84. Random Salad Games Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 85. Random Salad Games Recent Developments and Future Plans

- Table 86. BGRoom Company Information, Head Office, and Major Competitors
- Table 87. BGRoom Major Business
- Table 88. BGRoom Backgammon Games Product and Solutions
- Table 89. BGRoom Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 90. BGRoom Recent Developments and Future Plans
- Table 91. Backgammon Blitz Company Information, Head Office, and Major Competitors
- Table 92. Backgammon Blitz Major Business
- Table 93. Backgammon Blitz Backgammon Games Product and Solutions
- Table 94. Backgammon Blitz Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 95. Backgammon Blitz Recent Developments and Future Plans
- Table 96. Backgammon Galaxy Company Information, Head Office, and Major Competitors
- Table 97. Backgammon Galaxy Major Business
- Table 98. Backgammon Galaxy Backgammon Games Product and Solutions
- Table 99. Backgammon Galaxy Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 100. Backgammon Galaxy Recent Developments and Future Plans
- Table 101. Backgammon Reloaded Company Information, Head Office, and Major Competitors
- Table 102. Backgammon Reloaded Major Business
- Table 103. Backgammon Reloaded Backgammon Games Product and Solutions
- Table 104. Backgammon Reloaded Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 105. Backgammon Reloaded Recent Developments and Future Plans
- Table 106. Backgammon Studio Company Information, Head Office, and Major Competitors
- Table 107. Backgammon Studio Major Business
- Table 108. Backgammon Studio Backgammon Games Product and Solutions
- Table 109. Backgammon Studio Backgammon Games Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 110. Backgammon Studio Recent Developments and Future Plans
- Table 111. Global Backgammon Games Revenue (USD Million) by Players (2021-2026)
- Table 112. Global Backgammon Games Revenue Share by Players (2021-2026)
- Table 113. Breakdown of Backgammon Games by Company Type (Tier 1, Tier 2, and Tier 3)
- Table 114. Market Position of Players in Backgammon Games, (Tier 1, Tier 2, and Tier

3), Based on Revenue in 2025

Table 115. Head Office of Key Backgammon Games Players

Table 116. Backgammon Games Market: Company Product Type Footprint

Table 117. Backgammon Games Market: Company Product Application Footprint

Table 118. Backgammon Games New Market Entrants and Barriers to Market Entry

Table 119. Backgammon Games Mergers, Acquisition, Agreements, and Collaborations

Table 120. Global Backgammon Games Consumption Value (USD Million) by Type (2021-2026)

Table 121. Global Backgammon Games Consumption Value Share by Type (2021-2026)

Table 122. Global Backgammon Games Consumption Value Forecast by Type (2027-2032)

Table 123. Global Backgammon Games Consumption Value by Application (2021-2026)

Table 124. Global Backgammon Games Consumption Value Forecast by Application (2027-2032)

Table 125. North America Backgammon Games Consumption Value by Type (2021-2026) & (USD Million)

Table 126. North America Backgammon Games Consumption Value by Type (2027-2032) & (USD Million)

Table 127. North America Backgammon Games Consumption Value by Application (2021-2026) & (USD Million)

Table 128. North America Backgammon Games Consumption Value by Application (2027-2032) & (USD Million)

Table 129. North America Backgammon Games Consumption Value by Country (2021-2026) & (USD Million)

Table 130. North America Backgammon Games Consumption Value by Country (2027-2032) & (USD Million)

Table 131. Europe Backgammon Games Consumption Value by Type (2021-2026) & (USD Million)

Table 132. Europe Backgammon Games Consumption Value by Type (2027-2032) & (USD Million)

Table 133. Europe Backgammon Games Consumption Value by Application (2021-2026) & (USD Million)

Table 134. Europe Backgammon Games Consumption Value by Application (2027-2032) & (USD Million)

Table 135. Europe Backgammon Games Consumption Value by Country (2021-2026) & (USD Million)

Table 136. Europe Backgammon Games Consumption Value by Country (2027-2032) &

(USD Million)

Table 137. Asia-Pacific Backgammon Games Consumption Value by Type (2021-2026) & (USD Million)

Table 138. Asia-Pacific Backgammon Games Consumption Value by Type (2027-2032) & (USD Million)

Table 139. Asia-Pacific Backgammon Games Consumption Value by Application (2021-2026) & (USD Million)

Table 140. Asia-Pacific Backgammon Games Consumption Value by Application (2027-2032) & (USD Million)

Table 141. Asia-Pacific Backgammon Games Consumption Value by Region (2021-2026) & (USD Million)

Table 142. Asia-Pacific Backgammon Games Consumption Value by Region (2027-2032) & (USD Million)

Table 143. South America Backgammon Games Consumption Value by Type (2021-2026) & (USD Million)

Table 144. South America Backgammon Games Consumption Value by Type (2027-2032) & (USD Million)

Table 145. South America Backgammon Games Consumption Value by Application (2021-2026) & (USD Million)

Table 146. South America Backgammon Games Consumption Value by Application (2027-2032) & (USD Million)

Table 147. South America Backgammon Games Consumption Value by Country (2021-2026) & (USD Million)

Table 148. South America Backgammon Games Consumption Value by Country (2027-2032) & (USD Million)

Table 149. Middle East & Africa Backgammon Games Consumption Value by Type (2021-2026) & (USD Million)

Table 150. Middle East & Africa Backgammon Games Consumption Value by Type (2027-2032) & (USD Million)

Table 151. Middle East & Africa Backgammon Games Consumption Value by Application (2021-2026) & (USD Million)

Table 152. Middle East & Africa Backgammon Games Consumption Value by Application (2027-2032) & (USD Million)

Table 153. Middle East & Africa Backgammon Games Consumption Value by Country (2021-2026) & (USD Million)

Table 154. Middle East & Africa Backgammon Games Consumption Value by Country (2027-2032) & (USD Million)

Table 155. Global Key Players of Backgammon Games Upstream (Raw Materials)

Table 156. Global Backgammon Games Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Backgammon Games Picture

Figure 2. Global Backgammon Games Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Figure 3. Global Backgammon Games Consumption Value Market Share by Type in 2025

Figure 4. Android OS

Figure 5. iOS

Figure 6. Windows OS

Figure 7. Others

Figure 8. Global Backgammon Games Consumption Value by Gameplay Mode, (USD Million), 2021 & 2025 & 2032

Figure 9. Global Backgammon Games Consumption Value Market Share by Gameplay Mode in 2025

Figure 10. Single-player

Figure 11. Multiplayer

Figure 12. Global Backgammon Games Consumption Value by Business Model, (USD Million), 2021 & 2025 & 2032

Figure 13. Global Backgammon Games Consumption Value Market Share by Business Model in 2025

Figure 14. Free-to-play + Ads

Figure 15. Subscription

Figure 16. Global Backgammon Games Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 17. Backgammon Games Consumption Value Market Share by Application in 2025

Figure 18. Private Entertainment Picture

Figure 19. Competition Picture

Figure 20. Global Backgammon Games Consumption Value, (USD Million): 2021 & 2025 & 2032

Figure 21. Global Backgammon Games Consumption Value and Forecast (2021-2032) & (USD Million)

Figure 22. Global Market Backgammon Games Consumption Value (USD Million) Comparison by Region (2021 VS 2025 VS 2032)

Figure 23. Global Backgammon Games Consumption Value Market Share by Region (2021-2032)

Figure 24. Global Backgammon Games Consumption Value Market Share by Region in 2025

Figure 25. North America Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 26. Europe Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 27. Asia-Pacific Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 28. South America Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 29. Middle East & Africa Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 30. Company Three Recent Developments and Future Plans

Figure 31. Global Backgammon Games Revenue Share by Players in 2025

Figure 32. Backgammon Games Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

Figure 33. Market Share of Backgammon Games by Player Revenue in 2025

Figure 34. Top 3 Backgammon Games Players Market Share in 2025

Figure 35. Top 6 Backgammon Games Players Market Share in 2025

Figure 36. Global Backgammon Games Consumption Value Share by Type (2021-2026)

Figure 37. Global Backgammon Games Market Share Forecast by Type (2027-2032)

Figure 38. Global Backgammon Games Consumption Value Share by Application (2021-2026)

Figure 39. Global Backgammon Games Market Share Forecast by Application (2027-2032)

Figure 40. North America Backgammon Games Consumption Value Market Share by Type (2021-2032)

Figure 41. North America Backgammon Games Consumption Value Market Share by Application (2021-2032)

Figure 42. North America Backgammon Games Consumption Value Market Share by Country (2021-2032)

Figure 43. United States Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 44. Canada Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 45. Mexico Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 46. Europe Backgammon Games Consumption Value Market Share by Type

(2021-2032)

Figure 47. Europe Backgammon Games Consumption Value Market Share by Application (2021-2032)

Figure 48. Europe Backgammon Games Consumption Value Market Share by Country (2021-2032)

Figure 49. Germany Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 50. France Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 51. United Kingdom Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 52. Russia Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 53. Italy Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 54. Asia-Pacific Backgammon Games Consumption Value Market Share by Type (2021-2032)

Figure 55. Asia-Pacific Backgammon Games Consumption Value Market Share by Application (2021-2032)

Figure 56. Asia-Pacific Backgammon Games Consumption Value Market Share by Region (2021-2032)

Figure 57. China Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 58. Japan Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 59. South Korea Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 60. India Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 61. Southeast Asia Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 62. Australia Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 63. South America Backgammon Games Consumption Value Market Share by Type (2021-2032)

Figure 64. South America Backgammon Games Consumption Value Market Share by Application (2021-2032)

Figure 65. South America Backgammon Games Consumption Value Market Share by Country (2021-2032)

Figure 66. Brazil Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 67. Argentina Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 68. Middle East & Africa Backgammon Games Consumption Value Market Share by Type (2021-2032)

Figure 69. Middle East & Africa Backgammon Games Consumption Value Market Share by Application (2021-2032)

Figure 70. Middle East & Africa Backgammon Games Consumption Value Market Share by Country (2021-2032)

Figure 71. Turkey Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 72. Saudi Arabia Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 73. UAE Backgammon Games Consumption Value (2021-2032) & (USD Million)

Figure 74. Backgammon Games Market Drivers

Figure 75. Backgammon Games Market Restraints

Figure 76. Backgammon Games Market Trends

Figure 77. Porters Five Forces Analysis

Figure 78. Backgammon Games Industrial Chain

Figure 79. Methodology

Figure 80. Research Process and Data Source

I would like to order

Product name: Global Backgammon Games Market 2026 by Company, Regions, Type and Application, Forecast to 2032

Product link: <https://marketpublishers.com/r/GADB85C265F0EN.html>

Price: US\$ 3,480.00 (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/GADB85C265F0EN.html>