

Global Client Games Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Client Games market size was valued at USD million in 2023 and is forecast to a readjusted size of USD million by 2030 with a CAGR of % during review period.

Client games are a new term for “web games” in 2012, that is, traditional online games that rely on download clients to play games on computers.

The Global Info Research report includes an overview of the development of the Client Games industry chain, the market status of

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