

Global Online Mobile Card Game Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Online Mobile Card Game market size is expected to reach \$ 14848 million by 2032, rising at a market growth of 6.1% CAGR during the forecast period (2026-2032).

Online mobile card games are digital games played on smartphones or tablets in which players collect, build, and use decks of cards to compete in real-time or turn-based matches via internet connectivity, combining strategy, probability, and progression systems with social, competitive, and monetized gameplay experiences.

Ongoing and planned projects in the online mobile card game market include development of cross-platform card games integrating mobile and PC ecosystems, expansion of popular franchises through seasonal updates and new card expansions, integration of AI-driven personalization and adaptive gameplay systems, deployment of cloud gaming technologies to reduce hardware limitations, growth of esports tournament infrastructures for competitive card games, collaborations with entertainment IP owners for branded content, and introduction of blockchain-based digital card ownership models in select markets, all aimed at enhancing player engagement, retention, and monetization in an increasingly competitive mobile gaming landscape.

2025 Global Market Average Gross Profit Margin: 65%.

This report studies the global Online Mobile Card Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Online

Mobile Card Game, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Online Mobile Card Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Online Mobile Card Game total market, 2021-2032, (USD Million)

Global Online Mobile Card Game total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Online Mobile Card Game total market, key domestic companies, and share, (USD Million)

Global Online Mobile Card Game revenue by player, revenue and market share 2021-2026, (USD Million)

Global Online Mobile Card Game total market by Type, CAGR, 2021-2032, (USD Million)

Global Online Mobile Card Game total market by End User, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Online Mobile Card Game 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 Blizzard Entertainment, Konami Holdings Corporation, Wizards of the Coast LLC (Hasbro), The Pok?mon Company, MARVEL, Cygames, Riot Games, Supercell, Mattel163, Mega Crit Games, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Online Mobile Card Game market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by End User. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Online Mobile Card Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Online Mobile Card Game Market, Segmentation by Type:

Free-To-Play

Purchase

Global Online Mobile Card Game Market, Segmentation by Game Structure Type:

Collectible Card Games

Fixed-Deck Card Games

Global Online Mobile Card Game Market, Segmentation by Game Style:

Entertainment

Educational

Competitive

Global Online Mobile Card Game Market, Segmentation by End User:

Children Players

Teen Players

Adult Players

Companies Profiled:

Blizzard Entertainment

Konami Holdings Corporation

Wizards of the Coast LLC (Hasbro)

The Pok?mon Company

MARVEL

Cygames

Riot Games

Supercell

Mattel163

Mega Crit Games

Playstack Ltd

CD PROJEKT

Shiny Shoe LLC

Tencent Games

NetEase Games

Bilibili Games

Key Questions Answered

1. How big is the global Online Mobile Card Game market?
2. What is the demand of the global Online Mobile Card Game market?
3. What is the year over year growth of the global Online Mobile Card Game market?
4. What is the total value of the global Online Mobile Card Game market?
5. Who are the Major Players in the global Online Mobile Card Game market?
6. What are the growth factors driving the market demand?

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