

Global Online Mobile Turn-based Card Game Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Online Mobile Turn-based Card Game market size was valued at US\$ 6208 million in 2025 and is forecast to a readjusted size of US\$ 7867 million by 2032 with a CAGR of 3.2% during review period.

Online Mobile Turn-based Card Game refers to a category of digital games played on smartphones or tablets where players strategically deploy virtual cards with specific abilities in a turn-based system, often incorporating deck-building mechanics, online multiplayer interaction, progression systems, and monetization features such as in-app purchases and seasonal content updates.

Globally, numerous online mobile turn-based card game projects are under development or planned by major publishers and independent studios, focusing on new intellectual property creation, cross-platform integration, enhanced graphics and animation, deeper strategic gameplay mechanics, and expansion into esports and social gaming ecosystems, while some projects explore integration of emerging technologies such as blockchain-based assets or AI-driven content generation, with ongoing investments in live service infrastructure, community management systems, and localization strategies to capture growth in emerging markets and maintain user engagement through continuous content updates and seasonal events.

2025 Global Market Average Gross Profit Margin: 68%.

This report is a detailed and comprehensive analysis for global Online Mobile Turn-based Card Game market. Both quantitative and qualitative analyses are presented by

company, by region & country, by Type and by End User. 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 Online Mobile Turn-based Card Game market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Online Mobile Turn-based Card Game market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Online Mobile Turn-based Card Game market size and forecasts, by Type and by End User, in consumption value (\$ Million), 2021-2032

Global Online Mobile Turn-based Card Game 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 Online Mobile Turn-based Card Game

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 Online Mobile Turn-based 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), Mega Crit Games, Playstack Ltd, Cygames, 1939 Games, Riot Games, CD PROJEKT, MARVEL, etc.

This report also provides key insights about market drivers, restraints, opportunities,

new product launches or approvals.

Market segmentation

Online Mobile Turn-based Card Game market is split by Type and by End User. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by End User. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Player Versus Player

Player Versus Environment

Market segment by Monetization Model

Free-To-Play

Premium

Market segment by Application Type

Entertainment Gaming

Competitive Esports

Social Interaction Gaming

Others

Market segment by End User

Children Players

Teen Players

Adult Players

Market segment by players, this report covers

Blizzard Entertainment

Konami Holdings Corporation

Wizards of the Coast LLC (Hasbro)

Mega Crit Games

Playstack Ltd

Cygames

1939 Games

Riot Games

CD PROJEKT

MARVEL

Shiny Shoe LLC

Rise of Humanity

Bushiroad

Cyber??Agent, Inc

Kyy Games

Splinterlands

Immutable

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 Online Mobile Turn-based Card Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Online Mobile Turn-based Card Game, with revenue, gross margin, and global market share of Online Mobile Turn-based Card Game from 2021 to 2026.

Chapter 3, the Online Mobile Turn-based Card Game 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 End User, with consumption value and growth rate by Type, by End User, 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 Online Mobile Turn-based Card Game market forecast, by regions, by Type and by End User, 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 Online Mobile Turn-based Card Game.

Chapter 13, to describe Online Mobile Turn-based Card Game research findings and conclusion.

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