

Global Turn-based Card Game Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/G2A63171B0DFEN.html>

Date: March 2023

Pages: 133

Price: US\$ 4,480.00 (Single User License)

ID: G2A63171B0DFEN

Abstracts

The global Turn-based Card Game market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Turn-based Card Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Turn-based Card Game, 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 Turn-based Card Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Turn-based Card Game total market, 2018-2029, (USD Million)

Global Turn-based Card Game total market by region & country, CAGR, 2018-2029, (USD Million)

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

Global Turn-based Card Game revenue by player and market share 2018-2023, (USD Million)

Global Turn-based Card Game total market by Type, CAGR, 2018-2029, (USD Million)

Global Turn-based Card Game total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global 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 Rose City Games(Floppy Knights), Cybernetic Walrus(Rise of Humanity), Doolittle Gaming, Konami Holdings Corporation, Blizzard Entertainment, Bushiroad, Cyber??Agent, Inc, Fantasy Flight Games and Riot Games, 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 Turn-based 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 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 Turn-based Card Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Turn-based Card Game Market, Segmentation by Type

Web Game

Mobile Game

Global Turn-based Card Game Market, Segmentation by Application

Teenager

Middle Aged

Companies Profiled:

Rose City Games(Floppy Knights)

Cybernetic Walrus(Rise of Humanity)

Doolittle Gaming

Konami Holdings Corporation

Blizzard Entertainment

Bushiroad

Cyber??Agent, Inc

Fantasy Flight Games

Riot Games

Kyy Games

Legend Story Studios

Sorare

Splinterlands

Gods Unchained

Crypto Spells

Dawn of Gods

Metropolis Origins

Kepithor Studios

Reality Gaming Group Limited

Horizon Blockchain Games

AXEL MARK INC.

TaleCraft

Bilibili

Key Questions Answered

1. How big is the global Turn-based Card Game market?
2. What is the demand of the global Turn-based Card Game market?
3. What is the year over year growth of the global Turn-based Card Game market?
4. What is the total value of the global Turn-based Card Game market?
5. Who are the major players in the global Turn-based Card Game market?

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

Contents

1 SUPPLY SUMMARY

- 1.1 Turn-based Card Game Introduction
- 1.2 World Turn-based Card Game Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World Turn-based Card Game Total Market by Region (by Headquarter Location)
 - 1.3.1 World Turn-based Card Game Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States Turn-based Card Game Market Size (2018-2029)
 - 1.3.3 China Turn-based Card Game Market Size (2018-2029)
 - 1.3.4 Europe Turn-based Card Game Market Size (2018-2029)
 - 1.3.5 Japan Turn-based Card Game Market Size (2018-2029)
 - 1.3.6 South Korea Turn-based Card Game Market Size (2018-2029)
 - 1.3.7 ASEAN Turn-based Card Game Market Size (2018-2029)
 - 1.3.8 India Turn-based Card Game Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Turn-based Card Game Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Turn-based Card Game Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World Turn-based Card Game Consumption Value (2018-2029)
- 2.2 World Turn-based Card Game Consumption Value by Region
 - 2.2.1 World Turn-based Card Game Consumption Value by Region (2018-2023)
 - 2.2.2 World Turn-based Card Game Consumption Value Forecast by Region (2024-2029)
- 2.3 United States Turn-based Card Game Consumption Value (2018-2029)
- 2.4 China Turn-based Card Game Consumption Value (2018-2029)
- 2.5 Europe Turn-based Card Game Consumption Value (2018-2029)
- 2.6 Japan Turn-based Card Game Consumption Value (2018-2029)
- 2.7 South Korea Turn-based Card Game Consumption Value (2018-2029)
- 2.8 ASEAN Turn-based Card Game Consumption Value (2018-2029)
- 2.9 India Turn-based Card Game Consumption Value (2018-2029)

3 WORLD TURN-BASED CARD GAME COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Turn-based Card Game Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Turn-based Card Game Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Turn-based Card Game in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for Turn-based Card Game in 2022
- 3.3 Turn-based Card Game Company Evaluation Quadrant
- 3.4 Turn-based Card Game Market: Overall Company Footprint Analysis
 - 3.4.1 Turn-based Card Game Market: Region Footprint
 - 3.4.2 Turn-based Card Game Market: Company Product Type Footprint
 - 3.4.3 Turn-based Card Game Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Turn-based Card Game Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Turn-based Card Game Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: Turn-based Card Game Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: Turn-based Card Game Consumption Value Comparison
 - 4.2.1 United States VS China: Turn-based Card Game Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: Turn-based Card Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based Turn-based Card Game Companies and Market Share, 2018-2023
 - 4.3.1 United States Based Turn-based Card Game Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Turn-based Card Game Revenue, (2018-2023)
- 4.4 China Based Companies Turn-based Card Game Revenue and Market Share,

2018-2023

4.4.1 China Based Turn-based Card Game Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies Turn-based Card Game Revenue, (2018-2023)

4.5 Rest of World Based Turn-based Card Game Companies and Market Share, 2018-2023

4.5.1 Rest of World Based Turn-based Card Game Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies Turn-based Card Game Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World Turn-based Card Game Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Web Game

5.2.2 Mobile Game

5.3 Market Segment by Type

5.3.1 World Turn-based Card Game Market Size by Type (2018-2023)

5.3.2 World Turn-based Card Game Market Size by Type (2024-2029)

5.3.3 World Turn-based Card Game Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Turn-based Card Game Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Teenager

6.2.2 Middle Aged

6.3 Market Segment by Application

6.3.1 World Turn-based Card Game Market Size by Application (2018-2023)

6.3.2 World Turn-based Card Game Market Size by Application (2024-2029)

6.3.3 World Turn-based Card Game Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 Rose City Games(Floppy Knights)

7.1.1 Rose City Games(Floppy Knights) Details

7.1.2 Rose City Games(Floppy Knights) Major Business

- 7.1.3 Rose City Games(Floppy Knights) Turn-based Card Game Product and Services
- 7.1.4 Rose City Games(Floppy Knights) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.1.5 Rose City Games(Floppy Knights) Recent Developments/Updates
- 7.1.6 Rose City Games(Floppy Knights) Competitive Strengths & Weaknesses
- 7.2 Cybernetic Walrus(Rise of Humanity)
- 7.2.1 Cybernetic Walrus(Rise of Humanity) Details
- 7.2.2 Cybernetic Walrus(Rise of Humanity) Major Business
- 7.2.3 Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Product and Services
- 7.2.4 Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.2.5 Cybernetic Walrus(Rise of Humanity) Recent Developments/Updates
- 7.2.6 Cybernetic Walrus(Rise of Humanity) Competitive Strengths & Weaknesses
- 7.3 Doolittle Gaming
- 7.3.1 Doolittle Gaming Details
- 7.3.2 Doolittle Gaming Major Business
- 7.3.3 Doolittle Gaming Turn-based Card Game Product and Services
- 7.3.4 Doolittle Gaming Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.3.5 Doolittle Gaming Recent Developments/Updates
- 7.3.6 Doolittle Gaming Competitive Strengths & Weaknesses
- 7.4 Konami Holdings Corporation
- 7.4.1 Konami Holdings Corporation Details
- 7.4.2 Konami Holdings Corporation Major Business
- 7.4.3 Konami Holdings Corporation Turn-based Card Game Product and Services
- 7.4.4 Konami Holdings Corporation Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.4.5 Konami Holdings Corporation Recent Developments/Updates
- 7.4.6 Konami Holdings Corporation Competitive Strengths & Weaknesses
- 7.5 Blizzard Entertainment
- 7.5.1 Blizzard Entertainment Details
- 7.5.2 Blizzard Entertainment Major Business
- 7.5.3 Blizzard Entertainment Turn-based Card Game Product and Services
- 7.5.4 Blizzard Entertainment Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.5.5 Blizzard Entertainment Recent Developments/Updates
- 7.5.6 Blizzard Entertainment Competitive Strengths & Weaknesses
- 7.6 Bushiroad

- 7.6.1 Bushiroad Details
- 7.6.2 Bushiroad Major Business
- 7.6.3 Bushiroad Turn-based Card Game Product and Services
- 7.6.4 Bushiroad Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.6.5 Bushiroad Recent Developments/Updates
- 7.6.6 Bushiroad Competitive Strengths & Weaknesses
- 7.7 Cyber??Agent, Inc
 - 7.7.1 Cyber??Agent, Inc Details
 - 7.7.2 Cyber??Agent, Inc Major Business
 - 7.7.3 Cyber??Agent, Inc Turn-based Card Game Product and Services
 - 7.7.4 Cyber??Agent, Inc Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Cyber??Agent, Inc Recent Developments/Updates
 - 7.7.6 Cyber??Agent, Inc Competitive Strengths & Weaknesses
- 7.8 Fantasy Flight Games
 - 7.8.1 Fantasy Flight Games Details
 - 7.8.2 Fantasy Flight Games Major Business
 - 7.8.3 Fantasy Flight Games Turn-based Card Game Product and Services
 - 7.8.4 Fantasy Flight Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Fantasy Flight Games Recent Developments/Updates
 - 7.8.6 Fantasy Flight Games Competitive Strengths & Weaknesses
- 7.9 Riot Games
 - 7.9.1 Riot Games Details
 - 7.9.2 Riot Games Major Business
 - 7.9.3 Riot Games Turn-based Card Game Product and Services
 - 7.9.4 Riot Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Riot Games Recent Developments/Updates
 - 7.9.6 Riot Games Competitive Strengths & Weaknesses
- 7.10 Kyy Games
 - 7.10.1 Kyy Games Details
 - 7.10.2 Kyy Games Major Business
 - 7.10.3 Kyy Games Turn-based Card Game Product and Services
 - 7.10.4 Kyy Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 Kyy Games Recent Developments/Updates
 - 7.10.6 Kyy Games Competitive Strengths & Weaknesses

7.11 Legend Story Studios

7.11.1 Legend Story Studios Details

7.11.2 Legend Story Studios Major Business

7.11.3 Legend Story Studios Turn-based Card Game Product and Services

7.11.4 Legend Story Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

7.11.5 Legend Story Studios Recent Developments/Updates

7.11.6 Legend Story Studios Competitive Strengths & Weaknesses

7.12 Sorare

7.12.1 Sorare Details

7.12.2 Sorare Major Business

7.12.3 Sorare Turn-based Card Game Product and Services

7.12.4 Sorare Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

7.12.5 Sorare Recent Developments/Updates

7.12.6 Sorare Competitive Strengths & Weaknesses

7.13 Splinterlands

7.13.1 Splinterlands Details

7.13.2 Splinterlands Major Business

7.13.3 Splinterlands Turn-based Card Game Product and Services

7.13.4 Splinterlands Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

7.13.5 Splinterlands Recent Developments/Updates

7.13.6 Splinterlands Competitive Strengths & Weaknesses

7.14 Gods Unchained

7.14.1 Gods Unchained Details

7.14.2 Gods Unchained Major Business

7.14.3 Gods Unchained Turn-based Card Game Product and Services

7.14.4 Gods Unchained Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

7.14.5 Gods Unchained Recent Developments/Updates

7.14.6 Gods Unchained Competitive Strengths & Weaknesses

7.15 Crypto Spells

7.15.1 Crypto Spells Details

7.15.2 Crypto Spells Major Business

7.15.3 Crypto Spells Turn-based Card Game Product and Services

7.15.4 Crypto Spells Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

7.15.5 Crypto Spells Recent Developments/Updates

- 7.15.6 Crypto Spells Competitive Strengths & Weaknesses
- 7.16 Dawn of Gods
 - 7.16.1 Dawn of Gods Details
 - 7.16.2 Dawn of Gods Major Business
 - 7.16.3 Dawn of Gods Turn-based Card Game Product and Services
 - 7.16.4 Dawn of Gods Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.16.5 Dawn of Gods Recent Developments/Updates
 - 7.16.6 Dawn of Gods Competitive Strengths & Weaknesses
- 7.17 Metropolis Origins
 - 7.17.1 Metropolis Origins Details
 - 7.17.2 Metropolis Origins Major Business
 - 7.17.3 Metropolis Origins Turn-based Card Game Product and Services
 - 7.17.4 Metropolis Origins Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.17.5 Metropolis Origins Recent Developments/Updates
 - 7.17.6 Metropolis Origins Competitive Strengths & Weaknesses
- 7.18 Kepithor Studios
 - 7.18.1 Kepithor Studios Details
 - 7.18.2 Kepithor Studios Major Business
 - 7.18.3 Kepithor Studios Turn-based Card Game Product and Services
 - 7.18.4 Kepithor Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.18.5 Kepithor Studios Recent Developments/Updates
 - 7.18.6 Kepithor Studios Competitive Strengths & Weaknesses
- 7.19 Reality Gaming Group Limited
 - 7.19.1 Reality Gaming Group Limited Details
 - 7.19.2 Reality Gaming Group Limited Major Business
 - 7.19.3 Reality Gaming Group Limited Turn-based Card Game Product and Services
 - 7.19.4 Reality Gaming Group Limited Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.19.5 Reality Gaming Group Limited Recent Developments/Updates
 - 7.19.6 Reality Gaming Group Limited Competitive Strengths & Weaknesses
- 7.20 Horizon Blockchain Games
 - 7.20.1 Horizon Blockchain Games Details
 - 7.20.2 Horizon Blockchain Games Major Business
 - 7.20.3 Horizon Blockchain Games Turn-based Card Game Product and Services
 - 7.20.4 Horizon Blockchain Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

- 7.20.5 Horizon Blockchain Games Recent Developments/Updates
- 7.20.6 Horizon Blockchain Games Competitive Strengths & Weaknesses
- 7.21 AXEL MARK INC.
 - 7.21.1 AXEL MARK INC. Details
 - 7.21.2 AXEL MARK INC. Major Business
 - 7.21.3 AXEL MARK INC. Turn-based Card Game Product and Services
 - 7.21.4 AXEL MARK INC. Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.21.5 AXEL MARK INC. Recent Developments/Updates
 - 7.21.6 AXEL MARK INC. Competitive Strengths & Weaknesses
- 7.22 TaleCraft
 - 7.22.1 TaleCraft Details
 - 7.22.2 TaleCraft Major Business
 - 7.22.3 TaleCraft Turn-based Card Game Product and Services
 - 7.22.4 TaleCraft Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.22.5 TaleCraft Recent Developments/Updates
 - 7.22.6 TaleCraft Competitive Strengths & Weaknesses
- 7.23 Bilibili
 - 7.23.1 Bilibili Details
 - 7.23.2 Bilibili Major Business
 - 7.23.3 Bilibili Turn-based Card Game Product and Services
 - 7.23.4 Bilibili Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.23.5 Bilibili Recent Developments/Updates
 - 7.23.6 Bilibili Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 Turn-based Card Game Industry Chain
- 8.2 Turn-based Card Game Upstream Analysis
- 8.3 Turn-based Card Game Midstream Analysis
- 8.4 Turn-based Card Game Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

- 10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Turn-based Card Game Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World Turn-based Card Game Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World Turn-based Card Game Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World Turn-based Card Game Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World Turn-based Card Game Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Turn-based Card Game Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World Turn-based Card Game Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World Turn-based Card Game Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World Turn-based Card Game Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key Turn-based Card Game Players in 2022

Table 12. World Turn-based Card Game Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global Turn-based Card Game Company Evaluation Quadrant

Table 14. Head Office of Key Turn-based Card Game Player

Table 15. Turn-based Card Game Market: Company Product Type Footprint

Table 16. Turn-based Card Game Market: Company Product Application Footprint

Table 17. Turn-based Card Game Mergers & Acquisitions Activity

Table 18. United States VS China Turn-based Card Game Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China Turn-based Card Game Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based Turn-based Card Game Companies, Headquarters (States, Country)

Table 21. United States Based Companies Turn-based Card Game Revenue, (2018-2023) & (USD Million)

Table 22. United States Based Companies Turn-based Card Game Revenue Market Share (2018-2023)

Table 23. China Based Turn-based Card Game Companies, Headquarters (Province, Country)

Table 24. China Based Companies Turn-based Card Game Revenue, (2018-2023) & (USD Million)

Table 25. China Based Companies Turn-based Card Game Revenue Market Share (2018-2023)

Table 26. Rest of World Based Turn-based Card Game Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies Turn-based Card Game Revenue, (2018-2023) & (USD Million)

Table 28. Rest of World Based Companies Turn-based Card Game Revenue Market Share (2018-2023)

Table 29. World Turn-based Card Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Table 30. World Turn-based Card Game Market Size by Type (2018-2023) & (USD Million)

Table 31. World Turn-based Card Game Market Size by Type (2024-2029) & (USD Million)

Table 32. World Turn-based Card Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Table 33. World Turn-based Card Game Market Size by Application (2018-2023) & (USD Million)

Table 34. World Turn-based Card Game Market Size by Application (2024-2029) & (USD Million)

Table 35. Rose City Games(Floppy Knights) Basic Information, Area Served and Competitors

Table 36. Rose City Games(Floppy Knights) Major Business

Table 37. Rose City Games(Floppy Knights) Turn-based Card Game Product and Services

Table 38. Rose City Games(Floppy Knights) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. Rose City Games(Floppy Knights) Recent Developments/Updates

Table 40. Rose City Games(Floppy Knights) Competitive Strengths & Weaknesses

Table 41. Cybernetic Walrus(Rise of Humanity) Basic Information, Area Served and Competitors

Table 42. Cybernetic Walrus(Rise of Humanity) Major Business

Table 43. Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Product and

Services

Table 44. Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Cybernetic Walrus(Rise of Humanity) Recent Developments/Updates

Table 46. Cybernetic Walrus(Rise of Humanity) Competitive Strengths & Weaknesses

Table 47. Doolittle Gaming Basic Information, Area Served and Competitors

Table 48. Doolittle Gaming Major Business

Table 49. Doolittle Gaming Turn-based Card Game Product and Services

Table 50. Doolittle Gaming Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 51. Doolittle Gaming Recent Developments/Updates

Table 52. Doolittle Gaming Competitive Strengths & Weaknesses

Table 53. Konami Holdings Corporation Basic Information, Area Served and Competitors

Table 54. Konami Holdings Corporation Major Business

Table 55. Konami Holdings Corporation Turn-based Card Game Product and Services

Table 56. Konami Holdings Corporation Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 57. Konami Holdings Corporation Recent Developments/Updates

Table 58. Konami Holdings Corporation Competitive Strengths & Weaknesses

Table 59. Blizzard Entertainment Basic Information, Area Served and Competitors

Table 60. Blizzard Entertainment Major Business

Table 61. Blizzard Entertainment Turn-based Card Game Product and Services

Table 62. Blizzard Entertainment Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 63. Blizzard Entertainment Recent Developments/Updates

Table 64. Blizzard Entertainment Competitive Strengths & Weaknesses

Table 65. Bushiroad Basic Information, Area Served and Competitors

Table 66. Bushiroad Major Business

Table 67. Bushiroad Turn-based Card Game Product and Services

Table 68. Bushiroad Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 69. Bushiroad Recent Developments/Updates

Table 70. Bushiroad Competitive Strengths & Weaknesses

Table 71. Cyber??Agent, Inc Basic Information, Area Served and Competitors

Table 72. Cyber??Agent, Inc Major Business

Table 73. Cyber??Agent, Inc Turn-based Card Game Product and Services

Table 74. Cyber??Agent, Inc Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

- Table 75. Cyber??Agent, Inc Recent Developments/Updates
- Table 76. Cyber??Agent, Inc Competitive Strengths & Weaknesses
- Table 77. Fantasy Flight Games Basic Information, Area Served and Competitors
- Table 78. Fantasy Flight Games Major Business
- Table 79. Fantasy Flight Games Turn-based Card Game Product and Services
- Table 80. Fantasy Flight Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 81. Fantasy Flight Games Recent Developments/Updates
- Table 82. Fantasy Flight Games Competitive Strengths & Weaknesses
- Table 83. Riot Games Basic Information, Area Served and Competitors
- Table 84. Riot Games Major Business
- Table 85. Riot Games Turn-based Card Game Product and Services
- Table 86. Riot Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 87. Riot Games Recent Developments/Updates
- Table 88. Riot Games Competitive Strengths & Weaknesses
- Table 89. Kyy Games Basic Information, Area Served and Competitors
- Table 90. Kyy Games Major Business
- Table 91. Kyy Games Turn-based Card Game Product and Services
- Table 92. Kyy Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 93. Kyy Games Recent Developments/Updates
- Table 94. Kyy Games Competitive Strengths & Weaknesses
- Table 95. Legend Story Studios Basic Information, Area Served and Competitors
- Table 96. Legend Story Studios Major Business
- Table 97. Legend Story Studios Turn-based Card Game Product and Services
- Table 98. Legend Story Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 99. Legend Story Studios Recent Developments/Updates
- Table 100. Legend Story Studios Competitive Strengths & Weaknesses
- Table 101. Sorare Basic Information, Area Served and Competitors
- Table 102. Sorare Major Business
- Table 103. Sorare Turn-based Card Game Product and Services
- Table 104. Sorare Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 105. Sorare Recent Developments/Updates
- Table 106. Sorare Competitive Strengths & Weaknesses
- Table 107. Splinterlands Basic Information, Area Served and Competitors
- Table 108. Splinterlands Major Business

- Table 109. Splinterlands Turn-based Card Game Product and Services
- Table 110. Splinterlands Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 111. Splinterlands Recent Developments/Updates
- Table 112. Splinterlands Competitive Strengths & Weaknesses
- Table 113. Gods Unchained Basic Information, Area Served and Competitors
- Table 114. Gods Unchained Major Business
- Table 115. Gods Unchained Turn-based Card Game Product and Services
- Table 116. Gods Unchained Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 117. Gods Unchained Recent Developments/Updates
- Table 118. Gods Unchained Competitive Strengths & Weaknesses
- Table 119. Crypto Spells Basic Information, Area Served and Competitors
- Table 120. Crypto Spells Major Business
- Table 121. Crypto Spells Turn-based Card Game Product and Services
- Table 122. Crypto Spells Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 123. Crypto Spells Recent Developments/Updates
- Table 124. Crypto Spells Competitive Strengths & Weaknesses
- Table 125. Dawn of Gods Basic Information, Area Served and Competitors
- Table 126. Dawn of Gods Major Business
- Table 127. Dawn of Gods Turn-based Card Game Product and Services
- Table 128. Dawn of Gods Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 129. Dawn of Gods Recent Developments/Updates
- Table 130. Dawn of Gods Competitive Strengths & Weaknesses
- Table 131. Metropolis Origins Basic Information, Area Served and Competitors
- Table 132. Metropolis Origins Major Business
- Table 133. Metropolis Origins Turn-based Card Game Product and Services
- Table 134. Metropolis Origins Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 135. Metropolis Origins Recent Developments/Updates
- Table 136. Metropolis Origins Competitive Strengths & Weaknesses
- Table 137. Kepithor Studios Basic Information, Area Served and Competitors
- Table 138. Kepithor Studios Major Business
- Table 139. Kepithor Studios Turn-based Card Game Product and Services
- Table 140. Kepithor Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 141. Kepithor Studios Recent Developments/Updates

- Table 142. Kepithor Studios Competitive Strengths & Weaknesses
- Table 143. Reality Gaming Group Limited Basic Information, Area Served and Competitors
- Table 144. Reality Gaming Group Limited Major Business
- Table 145. Reality Gaming Group Limited Turn-based Card Game Product and Services
- Table 146. Reality Gaming Group Limited Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 147. Reality Gaming Group Limited Recent Developments/Updates
- Table 148. Reality Gaming Group Limited Competitive Strengths & Weaknesses
- Table 149. Horizon Blockchain Games Basic Information, Area Served and Competitors
- Table 150. Horizon Blockchain Games Major Business
- Table 151. Horizon Blockchain Games Turn-based Card Game Product and Services
- Table 152. Horizon Blockchain Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 153. Horizon Blockchain Games Recent Developments/Updates
- Table 154. Horizon Blockchain Games Competitive Strengths & Weaknesses
- Table 155. AXEL MARK INC. Basic Information, Area Served and Competitors
- Table 156. AXEL MARK INC. Major Business
- Table 157. AXEL MARK INC. Turn-based Card Game Product and Services
- Table 158. AXEL MARK INC. Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 159. AXEL MARK INC. Recent Developments/Updates
- Table 160. AXEL MARK INC. Competitive Strengths & Weaknesses
- Table 161. TaleCraft Basic Information, Area Served and Competitors
- Table 162. TaleCraft Major Business
- Table 163. TaleCraft Turn-based Card Game Product and Services
- Table 164. TaleCraft Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 165. TaleCraft Recent Developments/Updates
- Table 166. Bilibili Basic Information, Area Served and Competitors
- Table 167. Bilibili Major Business
- Table 168. Bilibili Turn-based Card Game Product and Services
- Table 169. Bilibili Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 170. Global Key Players of Turn-based Card Game Upstream (Raw Materials)
- Table 171. Turn-based Card Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Turn-based Card Game Picture

Figure 2. World Turn-based Card Game Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World Turn-based Card Game Total Market Size (2018-2029) & (USD Million)

Figure 4. World Turn-based Card Game Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World Turn-based Card Game Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company Turn-based Card Game Revenue (2018-2029) & (USD Million)

Figure 13. Turn-based Card Game Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 16. World Turn-based Card Game Consumption Value Market Share by Region (2018-2029)

Figure 17. United States Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 18. China Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Million)

Figure 21. South Korea Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 23. India Turn-based Card Game Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of Turn-based Card Game by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for Turn-based Card Game Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for Turn-based Card Game Markets in 2022

Figure 27. United States VS China: Turn-based Card Game Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: Turn-based Card Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World Turn-based Card Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World Turn-based Card Game Market Size Market Share by Type in 2022

Figure 31. Web Game

Figure 32. Mobile Game

Figure 33. World Turn-based Card Game Market Size Market Share by Type (2018-2029)

Figure 34. World Turn-based Card Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 35. World Turn-based Card Game Market Size Market Share by Application in 2022

Figure 36. Teenager

Figure 37. Middle Aged

Figure 38. Turn-based Card Game Industrial Chain

Figure 39. Methodology

Figure 40. Research Process and Data Source

I would like to order

Product name: Global Turn-based Card Game Supply, Demand and Key Producers, 2023-2029

Product link: <https://marketpublishers.com/r/G2A63171B0DFEN.html>

Price: US\$ 4,480.00 (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/G2A63171B0DFEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970