

Global Turn-based Online Game Market 2023 by Company, Regions, Type and Application, Forecast to 2029

<https://marketpublishers.com/r/G5E6FE2A4B34EN.html>

Date: March 2023

Pages: 124

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

ID: G5E6FE2A4B34EN

Abstracts

According to our (Global Info Research) latest study, the global Turn-based Online Game market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global Turn-based Online Game 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 2023, are provided.

Key Features:

Global Turn-based Online Game market size and forecasts, in consumption value (\$ Million), 2018-2029

Global Turn-based Online Game market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global Turn-based Online Game market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global Turn-based Online Game market shares of main players, in revenue (\$ Million),

2018-2023

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 Turn-based Online 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 Turn-based Online Game market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include KRAFTON, INC, Changyou Company, Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game), Playkot and Tencent 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.

Market segmentation

Turn-based Online Game market is split by Type and by Application. For the period 2018-2029, the growth among segments provide 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

Web Game

Mobile Game

Market segment by Application

Teenager

Adult

Market segment by players, this report covers

KRAFTON, INC

Changyou Company

Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Playkot

Tencent Games

Notagamestudio

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

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, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and 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 Turn-based Online Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Turn-based Online Game, with revenue, gross margin and global market share of Turn-based Online Game from 2018 to 2023.

Chapter 3, the Turn-based Online 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 application, with consumption value and growth rate by Type, application, from 2018 to 2029.

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 2018 to 2023. and Turn-based Online Game market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of Turn-based Online Game.

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

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Turn-based Online Game
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of Turn-based Online Game by Type
 - 1.3.1 Overview: Global Turn-based Online Game Market Size by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 Global Turn-based Online Game Consumption Value Market Share by Type in 2022
 - 1.3.3 Web Game
 - 1.3.4 Mobile Game
- 1.4 Global Turn-based Online Game Market by Application
 - 1.4.1 Overview: Global Turn-based Online Game Market Size by Application: 2018 Versus 2022 Versus 2029
 - 1.4.2 Teenager
 - 1.4.3 Adult
- 1.5 Global Turn-based Online Game Market Size & Forecast
- 1.6 Global Turn-based Online Game Market Size and Forecast by Region
 - 1.6.1 Global Turn-based Online Game Market Size by Region: 2018 VS 2022 VS 2029
 - 1.6.2 Global Turn-based Online Game Market Size by Region, (2018-2029)
 - 1.6.3 North America Turn-based Online Game Market Size and Prospect (2018-2029)
 - 1.6.4 Europe Turn-based Online Game Market Size and Prospect (2018-2029)
 - 1.6.5 Asia-Pacific Turn-based Online Game Market Size and Prospect (2018-2029)
 - 1.6.6 South America Turn-based Online Game Market Size and Prospect (2018-2029)
 - 1.6.7 Middle East and Africa Turn-based Online Game Market Size and Prospect (2018-2029)

2 COMPANY PROFILES

- 2.1 KRAFTON, INC
 - 2.1.1 KRAFTON, INC Details
 - 2.1.2 KRAFTON, INC Major Business
 - 2.1.3 KRAFTON, INC Turn-based Online Game Product and Solutions
 - 2.1.4 KRAFTON, INC Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.1.5 KRAFTON, INC Recent Developments and Future Plans
- 2.2 Changyou Company

- 2.2.1 Changyou Company Details
- 2.2.2 Changyou Company Major Business
- 2.2.3 Changyou Company Turn-based Online Game Product and Solutions
- 2.2.4 Changyou Company Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 2.2.5 Changyou Company Recent Developments and Future Plans
- 2.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)
 - 2.3.1 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Details
 - 2.3.2 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Major Business
 - 2.3.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Product and Solutions
 - 2.3.4 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.3.5 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Recent Developments and Future Plans
- 2.4 Playkot
 - 2.4.1 Playkot Details
 - 2.4.2 Playkot Major Business
 - 2.4.3 Playkot Turn-based Online Game Product and Solutions
 - 2.4.4 Playkot Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.4.5 Playkot Recent Developments and Future Plans
- 2.5 Tencent Games
 - 2.5.1 Tencent Games Details
 - 2.5.2 Tencent Games Major Business
 - 2.5.3 Tencent Games Turn-based Online Game Product and Solutions
 - 2.5.4 Tencent Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 Tencent Games Recent Developments and Future Plans
- 2.6 Notagamestudio
 - 2.6.1 Notagamestudio Details
 - 2.6.2 Notagamestudio Major Business
 - 2.6.3 Notagamestudio Turn-based Online Game Product and Solutions
 - 2.6.4 Notagamestudio Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Notagamestudio Recent Developments and Future Plans
- 2.7 Konami Holdings Corporation

- 2.7.1 Konami Holdings Corporation Details
- 2.7.2 Konami Holdings Corporation Major Business
- 2.7.3 Konami Holdings Corporation Turn-based Online Game Product and Solutions
- 2.7.4 Konami Holdings Corporation Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 2.7.5 Konami Holdings Corporation Recent Developments and Future Plans
- 2.8 Blizzard Entertainment
 - 2.8.1 Blizzard Entertainment Details
 - 2.8.2 Blizzard Entertainment Major Business
 - 2.8.3 Blizzard Entertainment Turn-based Online Game Product and Solutions
 - 2.8.4 Blizzard Entertainment Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.8.5 Blizzard Entertainment Recent Developments and Future Plans
- 2.9 Bushiroad
 - 2.9.1 Bushiroad Details
 - 2.9.2 Bushiroad Major Business
 - 2.9.3 Bushiroad Turn-based Online Game Product and Solutions
 - 2.9.4 Bushiroad Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.9.5 Bushiroad Recent Developments and Future Plans
- 2.10 Cyber??Agent, Inc
 - 2.10.1 Cyber??Agent, Inc Details
 - 2.10.2 Cyber??Agent, Inc Major Business
 - 2.10.3 Cyber??Agent, Inc Turn-based Online Game Product and Solutions
 - 2.10.4 Cyber??Agent, Inc Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.10.5 Cyber??Agent, Inc Recent Developments and Future Plans
- 2.11 Fantasy Flight Games
 - 2.11.1 Fantasy Flight Games Details
 - 2.11.2 Fantasy Flight Games Major Business
 - 2.11.3 Fantasy Flight Games Turn-based Online Game Product and Solutions
 - 2.11.4 Fantasy Flight Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.11.5 Fantasy Flight Games Recent Developments and Future Plans
- 2.12 Riot Games
 - 2.12.1 Riot Games Details
 - 2.12.2 Riot Games Major Business
 - 2.12.3 Riot Games Turn-based Online Game Product and Solutions
 - 2.12.4 Riot Games Turn-based Online Game Revenue, Gross Margin and Market

Share (2018-2023)

2.12.5 Riot Games Recent Developments and Future Plans

2.13 Kyy Games

2.13.1 Kyy Games Details

2.13.2 Kyy Games Major Business

2.13.3 Kyy Games Turn-based Online Game Product and Solutions

2.13.4 Kyy Games Turn-based Online Game Revenue, Gross Margin and Market

Share (2018-2023)

2.13.5 Kyy Games Recent Developments and Future Plans

2.14 Legend Story Studios

2.14.1 Legend Story Studios Details

2.14.2 Legend Story Studios Major Business

2.14.3 Legend Story Studios Turn-based Online Game Product and Solutions

2.14.4 Legend Story Studios Turn-based Online Game Revenue, Gross Margin and

Market Share (2018-2023)

2.14.5 Legend Story Studios Recent Developments and Future Plans

2.15 Sorare

2.15.1 Sorare Details

2.15.2 Sorare Major Business

2.15.3 Sorare Turn-based Online Game Product and Solutions

2.15.4 Sorare Turn-based Online Game Revenue, Gross Margin and Market Share

(2018-2023)

2.15.5 Sorare Recent Developments and Future Plans

2.16 Splinterlands

2.16.1 Splinterlands Details

2.16.2 Splinterlands Major Business

2.16.3 Splinterlands Turn-based Online Game Product and Solutions

2.16.4 Splinterlands Turn-based Online Game Revenue, Gross Margin and Market

Share (2018-2023)

2.16.5 Splinterlands Recent Developments and Future Plans

2.17 Gods Unchained

2.17.1 Gods Unchained Details

2.17.2 Gods Unchained Major Business

2.17.3 Gods Unchained Turn-based Online Game Product and Solutions

2.17.4 Gods Unchained Turn-based Online Game Revenue, Gross Margin and Market

Share (2018-2023)

2.17.5 Gods Unchained Recent Developments and Future Plans

2.18 Crypto Spells

2.18.1 Crypto Spells Details

- 2.18.2 Crypto Spells Major Business
- 2.18.3 Crypto Spells Turn-based Online Game Product and Solutions
- 2.18.4 Crypto Spells Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 2.18.5 Crypto Spells Recent Developments and Future Plans
- 2.19 Dawn of Gods
 - 2.19.1 Dawn of Gods Details
 - 2.19.2 Dawn of Gods Major Business
 - 2.19.3 Dawn of Gods Turn-based Online Game Product and Solutions
 - 2.19.4 Dawn of Gods Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.19.5 Dawn of Gods Recent Developments and Future Plans
- 2.20 Metropolis Origins
 - 2.20.1 Metropolis Origins Details
 - 2.20.2 Metropolis Origins Major Business
 - 2.20.3 Metropolis Origins Turn-based Online Game Product and Solutions
 - 2.20.4 Metropolis Origins Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.20.5 Metropolis Origins Recent Developments and Future Plans
- 2.21 Kepithor Studios
 - 2.21.1 Kepithor Studios Details
 - 2.21.2 Kepithor Studios Major Business
 - 2.21.3 Kepithor Studios Turn-based Online Game Product and Solutions
 - 2.21.4 Kepithor Studios Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.21.5 Kepithor Studios Recent Developments and Future Plans
- 2.22 Reality Gaming Group Limited
 - 2.22.1 Reality Gaming Group Limited Details
 - 2.22.2 Reality Gaming Group Limited Major Business
 - 2.22.3 Reality Gaming Group Limited Turn-based Online Game Product and Solutions
 - 2.22.4 Reality Gaming Group Limited Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.22.5 Reality Gaming Group Limited Recent Developments and Future Plans
- 2.23 Horizon Blockchain Games
 - 2.23.1 Horizon Blockchain Games Details
 - 2.23.2 Horizon Blockchain Games Major Business
 - 2.23.3 Horizon Blockchain Games Turn-based Online Game Product and Solutions
 - 2.23.4 Horizon Blockchain Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)

- 2.23.5 Horizon Blockchain Games Recent Developments and Future Plans
- 2.24 AXEL MARK INC.
 - 2.24.1 AXEL MARK INC. Details
 - 2.24.2 AXEL MARK INC. Major Business
 - 2.24.3 AXEL MARK INC. Turn-based Online Game Product and Solutions
 - 2.24.4 AXEL MARK INC. Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.24.5 AXEL MARK INC. Recent Developments and Future Plans
- 2.25 TaleCraft
 - 2.25.1 TaleCraft Details
 - 2.25.2 TaleCraft Major Business
 - 2.25.3 TaleCraft Turn-based Online Game Product and Solutions
 - 2.25.4 TaleCraft Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 2.25.5 TaleCraft Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Turn-based Online Game Revenue and Share by Players (2018-2023)
- 3.2 Market Share Analysis (2022)
 - 3.2.1 Market Share of Turn-based Online Game by Company Revenue
 - 3.2.2 Top 3 Turn-based Online Game Players Market Share in 2022
 - 3.2.3 Top 6 Turn-based Online Game Players Market Share in 2022
- 3.3 Turn-based Online Game Market: Overall Company Footprint Analysis
 - 3.3.1 Turn-based Online Game Market: Region Footprint
 - 3.3.2 Turn-based Online Game Market: Company Product Type Footprint
 - 3.3.3 Turn-based Online Game 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 Turn-based Online Game Consumption Value and Market Share by Type (2018-2023)
- 4.2 Global Turn-based Online Game Market Forecast by Type (2024-2029)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Turn-based Online Game Consumption Value Market Share by Application

(2018-2023)

5.2 Global Turn-based Online Game Market Forecast by Application (2024-2029)

6 NORTH AMERICA

6.1 North America Turn-based Online Game Consumption Value by Type (2018-2029)

6.2 North America Turn-based Online Game Consumption Value by Application (2018-2029)

6.3 North America Turn-based Online Game Market Size by Country

6.3.1 North America Turn-based Online Game Consumption Value by Country (2018-2029)

6.3.2 United States Turn-based Online Game Market Size and Forecast (2018-2029)

6.3.3 Canada Turn-based Online Game Market Size and Forecast (2018-2029)

6.3.4 Mexico Turn-based Online Game Market Size and Forecast (2018-2029)

7 EUROPE

7.1 Europe Turn-based Online Game Consumption Value by Type (2018-2029)

7.2 Europe Turn-based Online Game Consumption Value by Application (2018-2029)

7.3 Europe Turn-based Online Game Market Size by Country

7.3.1 Europe Turn-based Online Game Consumption Value by Country (2018-2029)

7.3.2 Germany Turn-based Online Game Market Size and Forecast (2018-2029)

7.3.3 France Turn-based Online Game Market Size and Forecast (2018-2029)

7.3.4 United Kingdom Turn-based Online Game Market Size and Forecast (2018-2029)

7.3.5 Russia Turn-based Online Game Market Size and Forecast (2018-2029)

7.3.6 Italy Turn-based Online Game Market Size and Forecast (2018-2029)

8 ASIA-PACIFIC

8.1 Asia-Pacific Turn-based Online Game Consumption Value by Type (2018-2029)

8.2 Asia-Pacific Turn-based Online Game Consumption Value by Application (2018-2029)

8.3 Asia-Pacific Turn-based Online Game Market Size by Region

8.3.1 Asia-Pacific Turn-based Online Game Consumption Value by Region (2018-2029)

8.3.2 China Turn-based Online Game Market Size and Forecast (2018-2029)

8.3.3 Japan Turn-based Online Game Market Size and Forecast (2018-2029)

8.3.4 South Korea Turn-based Online Game Market Size and Forecast (2018-2029)

- 8.3.5 India Turn-based Online Game Market Size and Forecast (2018-2029)
- 8.3.6 Southeast Asia Turn-based Online Game Market Size and Forecast (2018-2029)
- 8.3.7 Australia Turn-based Online Game Market Size and Forecast (2018-2029)

9 SOUTH AMERICA

- 9.1 South America Turn-based Online Game Consumption Value by Type (2018-2029)
- 9.2 South America Turn-based Online Game Consumption Value by Application (2018-2029)
- 9.3 South America Turn-based Online Game Market Size by Country
 - 9.3.1 South America Turn-based Online Game Consumption Value by Country (2018-2029)
 - 9.3.2 Brazil Turn-based Online Game Market Size and Forecast (2018-2029)
 - 9.3.3 Argentina Turn-based Online Game Market Size and Forecast (2018-2029)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Turn-based Online Game Consumption Value by Type (2018-2029)
- 10.2 Middle East & Africa Turn-based Online Game Consumption Value by Application (2018-2029)
- 10.3 Middle East & Africa Turn-based Online Game Market Size by Country
 - 10.3.1 Middle East & Africa Turn-based Online Game Consumption Value by Country (2018-2029)
 - 10.3.2 Turkey Turn-based Online Game Market Size and Forecast (2018-2029)
 - 10.3.3 Saudi Arabia Turn-based Online Game Market Size and Forecast (2018-2029)
 - 10.3.4 UAE Turn-based Online Game Market Size and Forecast (2018-2029)

11 MARKET DYNAMICS

- 11.1 Turn-based Online Game Market Drivers
- 11.2 Turn-based Online Game Market Restraints
- 11.3 Turn-based Online Game 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

11.5 Influence of COVID-19 and Russia-Ukraine War

11.5.1 Influence of COVID-19

11.5.2 Influence of Russia-Ukraine War

12 INDUSTRY CHAIN ANALYSIS

12.1 Turn-based Online Game Industry Chain

12.2 Turn-based Online Game Upstream Analysis

12.3 Turn-based Online Game Midstream Analysis

12.4 Turn-based Online Game 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 Turn-based Online Game Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Turn-based Online Game Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global Turn-based Online Game Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global Turn-based Online Game Consumption Value by Region (2024-2029) & (USD Million)

Table 5. KRAFTON, INC Company Information, Head Office, and Major Competitors

Table 6. KRAFTON, INC Major Business

Table 7. KRAFTON, INC Turn-based Online Game Product and Solutions

Table 8. KRAFTON, INC Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. KRAFTON, INC Recent Developments and Future Plans

Table 10. Changyou Company Company Information, Head Office, and Major Competitors

Table 11. Changyou Company Major Business

Table 12. Changyou Company Turn-based Online Game Product and Solutions

Table 13. Changyou Company Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. Changyou Company Recent Developments and Future Plans

Table 15. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Company Information, Head Office, and Major Competitors

Table 16. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Major Business

Table 17. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Product and Solutions

Table 18. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Recent Developments and Future Plans

Table 20. Playkot Company Information, Head Office, and Major Competitors

Table 21. Playkot Major Business

Table 22. Playkot Turn-based Online Game Product and Solutions

Table 23. Playkot Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. Playkot Recent Developments and Future Plans

Table 25. Tencent Games Company Information, Head Office, and Major Competitors

Table 26. Tencent Games Major Business

Table 27. Tencent Games Turn-based Online Game Product and Solutions

Table 28. Tencent Games Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 29. Tencent Games Recent Developments and Future Plans

Table 30. Notagamestudio Company Information, Head Office, and Major Competitors

Table 31. Notagamestudio Major Business

Table 32. Notagamestudio Turn-based Online Game Product and Solutions

Table 33. Notagamestudio Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 34. Notagamestudio Recent Developments and Future Plans

Table 35. Konami Holdings Corporation Company Information, Head Office, and Major Competitors

Table 36. Konami Holdings Corporation Major Business

Table 37. Konami Holdings Corporation Turn-based Online Game Product and Solutions

Table 38. Konami Holdings Corporation Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 39. Konami Holdings Corporation Recent Developments and Future Plans

Table 40. Blizzard Entertainment Company Information, Head Office, and Major Competitors

Table 41. Blizzard Entertainment Major Business

Table 42. Blizzard Entertainment Turn-based Online Game Product and Solutions

Table 43. Blizzard Entertainment Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 44. Blizzard Entertainment Recent Developments and Future Plans

Table 45. Bushiroad Company Information, Head Office, and Major Competitors

Table 46. Bushiroad Major Business

Table 47. Bushiroad Turn-based Online Game Product and Solutions

Table 48. Bushiroad Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 49. Bushiroad Recent Developments and Future Plans

Table 50. Cyber??Agent, Inc Company Information, Head Office, and Major Competitors

Table 51. Cyber??Agent, Inc Major Business

- Table 52. Cyber??Agent, Inc Turn-based Online Game Product and Solutions
- Table 53. Cyber??Agent, Inc Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 54. Cyber??Agent, Inc Recent Developments and Future Plans
- Table 55. Fantasy Flight Games Company Information, Head Office, and Major Competitors
- Table 56. Fantasy Flight Games Major Business
- Table 57. Fantasy Flight Games Turn-based Online Game Product and Solutions
- Table 58. Fantasy Flight Games Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 59. Fantasy Flight Games Recent Developments and Future Plans
- Table 60. Riot Games Company Information, Head Office, and Major Competitors
- Table 61. Riot Games Major Business
- Table 62. Riot Games Turn-based Online Game Product and Solutions
- Table 63. Riot Games Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 64. Riot Games Recent Developments and Future Plans
- Table 65. Kyy Games Company Information, Head Office, and Major Competitors
- Table 66. Kyy Games Major Business
- Table 67. Kyy Games Turn-based Online Game Product and Solutions
- Table 68. Kyy Games Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 69. Kyy Games Recent Developments and Future Plans
- Table 70. Legend Story Studios Company Information, Head Office, and Major Competitors
- Table 71. Legend Story Studios Major Business
- Table 72. Legend Story Studios Turn-based Online Game Product and Solutions
- Table 73. Legend Story Studios Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 74. Legend Story Studios Recent Developments and Future Plans
- Table 75. Sorare Company Information, Head Office, and Major Competitors
- Table 76. Sorare Major Business
- Table 77. Sorare Turn-based Online Game Product and Solutions
- Table 78. Sorare Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 79. Sorare Recent Developments and Future Plans
- Table 80. Splinterlands Company Information, Head Office, and Major Competitors
- Table 81. Splinterlands Major Business
- Table 82. Splinterlands Turn-based Online Game Product and Solutions

Table 83. Splinterlands Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 84. Splinterlands Recent Developments and Future Plans

Table 85. Gods Unchained Company Information, Head Office, and Major Competitors

Table 86. Gods Unchained Major Business

Table 87. Gods Unchained Turn-based Online Game Product and Solutions

Table 88. Gods Unchained Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 89. Gods Unchained Recent Developments and Future Plans

Table 90. Crypto Spells Company Information, Head Office, and Major Competitors

Table 91. Crypto Spells Major Business

Table 92. Crypto Spells Turn-based Online Game Product and Solutions

Table 93. Crypto Spells Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 94. Crypto Spells Recent Developments and Future Plans

Table 95. Dawn of Gods Company Information, Head Office, and Major Competitors

Table 96. Dawn of Gods Major Business

Table 97. Dawn of Gods Turn-based Online Game Product and Solutions

Table 98. Dawn of Gods Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 99. Dawn of Gods Recent Developments and Future Plans

Table 100. Metropolis Origins Company Information, Head Office, and Major Competitors

Table 101. Metropolis Origins Major Business

Table 102. Metropolis Origins Turn-based Online Game Product and Solutions

Table 103. Metropolis Origins Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 104. Metropolis Origins Recent Developments and Future Plans

Table 105. Kepithor Studios Company Information, Head Office, and Major Competitors

Table 106. Kepithor Studios Major Business

Table 107. Kepithor Studios Turn-based Online Game Product and Solutions

Table 108. Kepithor Studios Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 109. Kepithor Studios Recent Developments and Future Plans

Table 110. Reality Gaming Group Limited Company Information, Head Office, and Major Competitors

Table 111. Reality Gaming Group Limited Major Business

Table 112. Reality Gaming Group Limited Turn-based Online Game Product and Solutions

Table 113. Reality Gaming Group Limited Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 114. Reality Gaming Group Limited Recent Developments and Future Plans

Table 115. Horizon Blockchain Games Company Information, Head Office, and Major Competitors

Table 116. Horizon Blockchain Games Major Business

Table 117. Horizon Blockchain Games Turn-based Online Game Product and Solutions

Table 118. Horizon Blockchain Games Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 119. Horizon Blockchain Games Recent Developments and Future Plans

Table 120. AXEL MARK INC. Company Information, Head Office, and Major Competitors

Table 121. AXEL MARK INC. Major Business

Table 122. AXEL MARK INC. Turn-based Online Game Product and Solutions

Table 123. AXEL MARK INC. Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 124. AXEL MARK INC. Recent Developments and Future Plans

Table 125. TaleCraft Company Information, Head Office, and Major Competitors

Table 126. TaleCraft Major Business

Table 127. TaleCraft Turn-based Online Game Product and Solutions

Table 128. TaleCraft Turn-based Online Game Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 129. TaleCraft Recent Developments and Future Plans

Table 130. Global Turn-based Online Game Revenue (USD Million) by Players (2018-2023)

Table 131. Global Turn-based Online Game Revenue Share by Players (2018-2023)

Table 132. Breakdown of Turn-based Online Game by Company Type (Tier 1, Tier 2, and Tier 3)

Table 133. Market Position of Players in Turn-based Online Game, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 134. Head Office of Key Turn-based Online Game Players

Table 135. Turn-based Online Game Market: Company Product Type Footprint

Table 136. Turn-based Online Game Market: Company Product Application Footprint

Table 137. Turn-based Online Game New Market Entrants and Barriers to Market Entry

Table 138. Turn-based Online Game Mergers, Acquisition, Agreements, and Collaborations

Table 139. Global Turn-based Online Game Consumption Value (USD Million) by Type (2018-2023)

Table 140. Global Turn-based Online Game Consumption Value Share by Type

(2018-2023)

Table 141. Global Turn-based Online Game Consumption Value Forecast by Type (2024-2029)

Table 142. Global Turn-based Online Game Consumption Value by Application (2018-2023)

Table 143. Global Turn-based Online Game Consumption Value Forecast by Application (2024-2029)

Table 144. North America Turn-based Online Game Consumption Value by Type (2018-2023) & (USD Million)

Table 145. North America Turn-based Online Game Consumption Value by Type (2024-2029) & (USD Million)

Table 146. North America Turn-based Online Game Consumption Value by Application (2018-2023) & (USD Million)

Table 147. North America Turn-based Online Game Consumption Value by Application (2024-2029) & (USD Million)

Table 148. North America Turn-based Online Game Consumption Value by Country (2018-2023) & (USD Million)

Table 149. North America Turn-based Online Game Consumption Value by Country (2024-2029) & (USD Million)

Table 150. Europe Turn-based Online Game Consumption Value by Type (2018-2023) & (USD Million)

Table 151. Europe Turn-based Online Game Consumption Value by Type (2024-2029) & (USD Million)

Table 152. Europe Turn-based Online Game Consumption Value by Application (2018-2023) & (USD Million)

Table 153. Europe Turn-based Online Game Consumption Value by Application (2024-2029) & (USD Million)

Table 154. Europe Turn-based Online Game Consumption Value by Country (2018-2023) & (USD Million)

Table 155. Europe Turn-based Online Game Consumption Value by Country (2024-2029) & (USD Million)

Table 156. Asia-Pacific Turn-based Online Game Consumption Value by Type (2018-2023) & (USD Million)

Table 157. Asia-Pacific Turn-based Online Game Consumption Value by Type (2024-2029) & (USD Million)

Table 158. Asia-Pacific Turn-based Online Game Consumption Value by Application (2018-2023) & (USD Million)

Table 159. Asia-Pacific Turn-based Online Game Consumption Value by Application (2024-2029) & (USD Million)

Table 160. Asia-Pacific Turn-based Online Game Consumption Value by Region (2018-2023) & (USD Million)

Table 161. Asia-Pacific Turn-based Online Game Consumption Value by Region (2024-2029) & (USD Million)

Table 162. South America Turn-based Online Game Consumption Value by Type (2018-2023) & (USD Million)

Table 163. South America Turn-based Online Game Consumption Value by Type (2024-2029) & (USD Million)

Table 164. South America Turn-based Online Game Consumption Value by Application (2018-2023) & (USD Million)

Table 165. South America Turn-based Online Game Consumption Value by Application (2024-2029) & (USD Million)

Table 166. South America Turn-based Online Game Consumption Value by Country (2018-2023) & (USD Million)

Table 167. South America Turn-based Online Game Consumption Value by Country (2024-2029) & (USD Million)

Table 168. Middle East & Africa Turn-based Online Game Consumption Value by Type (2018-2023) & (USD Million)

Table 169. Middle East & Africa Turn-based Online Game Consumption Value by Type (2024-2029) & (USD Million)

Table 170. Middle East & Africa Turn-based Online Game Consumption Value by Application (2018-2023) & (USD Million)

Table 171. Middle East & Africa Turn-based Online Game Consumption Value by Application (2024-2029) & (USD Million)

Table 172. Middle East & Africa Turn-based Online Game Consumption Value by Country (2018-2023) & (USD Million)

Table 173. Middle East & Africa Turn-based Online Game Consumption Value by Country (2024-2029) & (USD Million)

Table 174. Turn-based Online Game Raw Material

Table 175. Key Suppliers of Turn-based Online Game Raw Materials

List Of Figures

LIST OF FIGURES

Figure 1. Turn-based Online Game Picture

Figure 2. Global Turn-based Online Game Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global Turn-based Online Game Consumption Value Market Share by Type in 2022

Figure 4. Web Game

Figure 5. Mobile Game

Figure 6. Global Turn-based Online Game Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 7. Turn-based Online Game Consumption Value Market Share by Application in 2022

Figure 8. Teenager Picture

Figure 9. Adult Picture

Figure 10. Global Turn-based Online Game Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 11. Global Turn-based Online Game Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 12. Global Market Turn-based Online Game Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)

Figure 13. Global Turn-based Online Game Consumption Value Market Share by Region (2018-2029)

Figure 14. Global Turn-based Online Game Consumption Value Market Share by Region in 2022

Figure 15. North America Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 16. Europe Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 17. Asia-Pacific Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 18. South America Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 19. Middle East and Africa Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 20. Global Turn-based Online Game Revenue Share by Players in 2022

Figure 21. Turn-based Online Game Market Share by Company Type (Tier 1, Tier 2 and

Tier 3) in 2022

Figure 22. Global Top 3 Players Turn-based Online Game Market Share in 2022

Figure 23. Global Top 6 Players Turn-based Online Game Market Share in 2022

Figure 24. Global Turn-based Online Game Consumption Value Share by Type (2018-2023)

Figure 25. Global Turn-based Online Game Market Share Forecast by Type (2024-2029)

Figure 26. Global Turn-based Online Game Consumption Value Share by Application (2018-2023)

Figure 27. Global Turn-based Online Game Market Share Forecast by Application (2024-2029)

Figure 28. North America Turn-based Online Game Consumption Value Market Share by Type (2018-2029)

Figure 29. North America Turn-based Online Game Consumption Value Market Share by Application (2018-2029)

Figure 30. North America Turn-based Online Game Consumption Value Market Share by Country (2018-2029)

Figure 31. United States Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 32. Canada Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 33. Mexico Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 34. Europe Turn-based Online Game Consumption Value Market Share by Type (2018-2029)

Figure 35. Europe Turn-based Online Game Consumption Value Market Share by Application (2018-2029)

Figure 36. Europe Turn-based Online Game Consumption Value Market Share by Country (2018-2029)

Figure 37. Germany Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 38. France Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 39. United Kingdom Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 40. Russia Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 41. Italy Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 42. Asia-Pacific Turn-based Online Game Consumption Value Market Share by Type (2018-2029)

Figure 43. Asia-Pacific Turn-based Online Game Consumption Value Market Share by Application (2018-2029)

Figure 44. Asia-Pacific Turn-based Online Game Consumption Value Market Share by Region (2018-2029)

Figure 45. China Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 46. Japan Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 47. South Korea Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 48. India Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 49. Southeast Asia Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 50. Australia Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 51. South America Turn-based Online Game Consumption Value Market Share by Type (2018-2029)

Figure 52. South America Turn-based Online Game Consumption Value Market Share by Application (2018-2029)

Figure 53. South America Turn-based Online Game Consumption Value Market Share by Country (2018-2029)

Figure 54. Brazil Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 55. Argentina Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 56. Middle East and Africa Turn-based Online Game Consumption Value Market Share by Type (2018-2029)

Figure 57. Middle East and Africa Turn-based Online Game Consumption Value Market Share by Application (2018-2029)

Figure 58. Middle East and Africa Turn-based Online Game Consumption Value Market Share by Country (2018-2029)

Figure 59. Turkey Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 60. Saudi Arabia Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Figure 61. UAE Turn-based Online Game Consumption Value (2018-2029) & (USD Million)

Million)

Figure 62. Turn-based Online Game Market Drivers

Figure 63. Turn-based Online Game Market Restraints

Figure 64. Turn-based Online Game Market Trends

Figure 65. Porters Five Forces Analysis

Figure 66. Manufacturing Cost Structure Analysis of Turn-based Online Game in 2022

Figure 67. Manufacturing Process Analysis of Turn-based Online Game

Figure 68. Turn-based Online Game Industrial Chain

Figure 69. Methodology

Figure 70. Research Process and Data Source

I would like to order

Product name: Global Turn-based Online Game Market 2023 by Company, Regions, Type and Application, Forecast to 2029

Product link: <https://marketpublishers.com/r/G5E6FE2A4B34EN.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/G5E6FE2A4B34EN.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

