

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

<https://marketpublishers.com/r/GD962A2EA9B3EN.html>

Date: March 2023

Pages: 127

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

ID: GD962A2EA9B3EN

Abstracts

The global Turn-based Online 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 Online Game demand, key companies, and key regions.

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

Highlights and key features of the study

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

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

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

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

Global Turn-based Online Game total market by Type, CAGR, 2018-2029, (USD

Million)

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

This reports profiles major players in the global Turn-based Online 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 KRAFTON, INC, Changyou Company, Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game), Playkot, Tencent Games, Notagamestudio, Konami Holdings Corporation, Blizzard Entertainment and Bushiroad, 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 Online 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 Online Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Turn-based Online Game Market, Segmentation by Type

Web Game

Mobile Game

Global Turn-based Online Game Market, Segmentation by Application

Teenager

Adult

Companies Profiled:

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

Key Questions Answered

1. How big is the global Turn-based Online Game market?
2. What is the demand of the global Turn-based Online Game market?

3. What is the year over year growth of the global Turn-based Online Game market?
4. What is the total value of the global Turn-based Online Game market?
5. Who are the major players in the global Turn-based Online Game market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Turn-based Online Game Introduction
- 1.2 World Turn-based Online Game Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World Turn-based Online Game Total Market by Region (by Headquarter Location)
 - 1.3.1 World Turn-based Online Game Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States Turn-based Online Game Market Size (2018-2029)
 - 1.3.3 China Turn-based Online Game Market Size (2018-2029)
 - 1.3.4 Europe Turn-based Online Game Market Size (2018-2029)
 - 1.3.5 Japan Turn-based Online Game Market Size (2018-2029)
 - 1.3.6 South Korea Turn-based Online Game Market Size (2018-2029)
 - 1.3.7 ASEAN Turn-based Online Game Market Size (2018-2029)
 - 1.3.8 India Turn-based Online Game Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Turn-based Online Game Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Turn-based Online 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 Online Game Consumption Value (2018-2029)
- 2.2 World Turn-based Online Game Consumption Value by Region
 - 2.2.1 World Turn-based Online Game Consumption Value by Region (2018-2023)
 - 2.2.2 World Turn-based Online Game Consumption Value Forecast by Region (2024-2029)
- 2.3 United States Turn-based Online Game Consumption Value (2018-2029)
- 2.4 China Turn-based Online Game Consumption Value (2018-2029)
- 2.5 Europe Turn-based Online Game Consumption Value (2018-2029)
- 2.6 Japan Turn-based Online Game Consumption Value (2018-2029)
- 2.7 South Korea Turn-based Online Game Consumption Value (2018-2029)
- 2.8 ASEAN Turn-based Online Game Consumption Value (2018-2029)
- 2.9 India Turn-based Online Game Consumption Value (2018-2029)

3 WORLD TURN-BASED ONLINE GAME COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Turn-based Online Game Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Turn-based Online Game Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Turn-based Online Game in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for Turn-based Online Game in 2022
- 3.3 Turn-based Online Game Company Evaluation Quadrant
- 3.4 Turn-based Online Game Market: Overall Company Footprint Analysis
 - 3.4.1 Turn-based Online Game Market: Region Footprint
 - 3.4.2 Turn-based Online Game Market: Company Product Type Footprint
 - 3.4.3 Turn-based Online 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 Online Game Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Turn-based Online Game Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: Turn-based Online Game Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: Turn-based Online Game Consumption Value Comparison
 - 4.2.1 United States VS China: Turn-based Online Game Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: Turn-based Online Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based Turn-based Online Game Companies and Market Share, 2018-2023
 - 4.3.1 United States Based Turn-based Online Game Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Turn-based Online Game Revenue, (2018-2023)

4.4 China Based Companies Turn-based Online Game Revenue and Market Share, 2018-2023

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

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

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

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

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

5 MARKET ANALYSIS BY TYPE

5.1 World Turn-based Online 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 Online Game Market Size by Type (2018-2023)

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

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

6 MARKET ANALYSIS BY APPLICATION

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

6.2 Segment Introduction by Application

6.2.1 Teenager

6.2.2 Adult

6.3 Market Segment by Application

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

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

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

7 COMPANY PROFILES

7.1 KRAFTON, INC

- 7.1.1 KRAFTON, INC Details
- 7.1.2 KRAFTON, INC Major Business
- 7.1.3 KRAFTON, INC Turn-based Online Game Product and Services
- 7.1.4 KRAFTON, INC Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.1.5 KRAFTON, INC Recent Developments/Updates
- 7.1.6 KRAFTON, INC Competitive Strengths & Weaknesses
- 7.2 Changyou Company
 - 7.2.1 Changyou Company Details
 - 7.2.2 Changyou Company Major Business
 - 7.2.3 Changyou Company Turn-based Online Game Product and Services
 - 7.2.4 Changyou Company Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.2.5 Changyou Company Recent Developments/Updates
 - 7.2.6 Changyou Company Competitive Strengths & Weaknesses
- 7.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)
 - 7.3.1 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Details
 - 7.3.2 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Major Business
 - 7.3.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Product and Services
 - 7.3.4 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.3.5 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Recent Developments/Updates
 - 7.3.6 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Competitive Strengths & Weaknesses
- 7.4 Playkot
 - 7.4.1 Playkot Details
 - 7.4.2 Playkot Major Business
 - 7.4.3 Playkot Turn-based Online Game Product and Services
 - 7.4.4 Playkot Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.4.5 Playkot Recent Developments/Updates
 - 7.4.6 Playkot Competitive Strengths & Weaknesses
- 7.5 Tencent Games
 - 7.5.1 Tencent Games Details
 - 7.5.2 Tencent Games Major Business

- 7.5.3 Tencent Games Turn-based Online Game Product and Services
- 7.5.4 Tencent Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.5.5 Tencent Games Recent Developments/Updates
- 7.5.6 Tencent Games Competitive Strengths & Weaknesses
- 7.6 Notagamestudio
 - 7.6.1 Notagamestudio Details
 - 7.6.2 Notagamestudio Major Business
 - 7.6.3 Notagamestudio Turn-based Online Game Product and Services
 - 7.6.4 Notagamestudio Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.6.5 Notagamestudio Recent Developments/Updates
 - 7.6.6 Notagamestudio Competitive Strengths & Weaknesses
- 7.7 Konami Holdings Corporation
 - 7.7.1 Konami Holdings Corporation Details
 - 7.7.2 Konami Holdings Corporation Major Business
 - 7.7.3 Konami Holdings Corporation Turn-based Online Game Product and Services
 - 7.7.4 Konami Holdings Corporation Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Konami Holdings Corporation Recent Developments/Updates
 - 7.7.6 Konami Holdings Corporation Competitive Strengths & Weaknesses
- 7.8 Blizzard Entertainment
 - 7.8.1 Blizzard Entertainment Details
 - 7.8.2 Blizzard Entertainment Major Business
 - 7.8.3 Blizzard Entertainment Turn-based Online Game Product and Services
 - 7.8.4 Blizzard Entertainment Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Blizzard Entertainment Recent Developments/Updates
 - 7.8.6 Blizzard Entertainment Competitive Strengths & Weaknesses
- 7.9 Bushiroad
 - 7.9.1 Bushiroad Details
 - 7.9.2 Bushiroad Major Business
 - 7.9.3 Bushiroad Turn-based Online Game Product and Services
 - 7.9.4 Bushiroad Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Bushiroad Recent Developments/Updates
 - 7.9.6 Bushiroad Competitive Strengths & Weaknesses
- 7.10 Cyber??Agent, Inc
 - 7.10.1 Cyber??Agent, Inc Details

- 7.10.2 Cyber??Agent, Inc Major Business
- 7.10.3 Cyber??Agent, Inc Turn-based Online Game Product and Services
- 7.10.4 Cyber??Agent, Inc Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.10.5 Cyber??Agent, Inc Recent Developments/Updates
- 7.10.6 Cyber??Agent, Inc Competitive Strengths & Weaknesses
- 7.11 Fantasy Flight Games
 - 7.11.1 Fantasy Flight Games Details
 - 7.11.2 Fantasy Flight Games Major Business
 - 7.11.3 Fantasy Flight Games Turn-based Online Game Product and Services
 - 7.11.4 Fantasy Flight Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.11.5 Fantasy Flight Games Recent Developments/Updates
 - 7.11.6 Fantasy Flight Games Competitive Strengths & Weaknesses
- 7.12 Riot Games
 - 7.12.1 Riot Games Details
 - 7.12.2 Riot Games Major Business
 - 7.12.3 Riot Games Turn-based Online Game Product and Services
 - 7.12.4 Riot Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.12.5 Riot Games Recent Developments/Updates
 - 7.12.6 Riot Games Competitive Strengths & Weaknesses
- 7.13 Kyy Games
 - 7.13.1 Kyy Games Details
 - 7.13.2 Kyy Games Major Business
 - 7.13.3 Kyy Games Turn-based Online Game Product and Services
 - 7.13.4 Kyy Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.13.5 Kyy Games Recent Developments/Updates
 - 7.13.6 Kyy Games Competitive Strengths & Weaknesses
- 7.14 Legend Story Studios
 - 7.14.1 Legend Story Studios Details
 - 7.14.2 Legend Story Studios Major Business
 - 7.14.3 Legend Story Studios Turn-based Online Game Product and Services
 - 7.14.4 Legend Story Studios Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.14.5 Legend Story Studios Recent Developments/Updates
 - 7.14.6 Legend Story Studios Competitive Strengths & Weaknesses
- 7.15 Sorare

- 7.15.1 Sorare Details
- 7.15.2 Sorare Major Business
- 7.15.3 Sorare Turn-based Online Game Product and Services
- 7.15.4 Sorare Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.15.5 Sorare Recent Developments/Updates
- 7.15.6 Sorare Competitive Strengths & Weaknesses
- 7.16 Splinterlands
 - 7.16.1 Splinterlands Details
 - 7.16.2 Splinterlands Major Business
 - 7.16.3 Splinterlands Turn-based Online Game Product and Services
 - 7.16.4 Splinterlands Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.16.5 Splinterlands Recent Developments/Updates
 - 7.16.6 Splinterlands Competitive Strengths & Weaknesses
- 7.17 Gods Unchained
 - 7.17.1 Gods Unchained Details
 - 7.17.2 Gods Unchained Major Business
 - 7.17.3 Gods Unchained Turn-based Online Game Product and Services
 - 7.17.4 Gods Unchained Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.17.5 Gods Unchained Recent Developments/Updates
 - 7.17.6 Gods Unchained Competitive Strengths & Weaknesses
- 7.18 Crypto Spells
 - 7.18.1 Crypto Spells Details
 - 7.18.2 Crypto Spells Major Business
 - 7.18.3 Crypto Spells Turn-based Online Game Product and Services
 - 7.18.4 Crypto Spells Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.18.5 Crypto Spells Recent Developments/Updates
 - 7.18.6 Crypto Spells Competitive Strengths & Weaknesses
- 7.19 Dawn of Gods
 - 7.19.1 Dawn of Gods Details
 - 7.19.2 Dawn of Gods Major Business
 - 7.19.3 Dawn of Gods Turn-based Online Game Product and Services
 - 7.19.4 Dawn of Gods Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.19.5 Dawn of Gods Recent Developments/Updates
 - 7.19.6 Dawn of Gods Competitive Strengths & Weaknesses

7.20 Metropolis Origins

7.20.1 Metropolis Origins Details

7.20.2 Metropolis Origins Major Business

7.20.3 Metropolis Origins Turn-based Online Game Product and Services

7.20.4 Metropolis Origins Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)

7.20.5 Metropolis Origins Recent Developments/Updates

7.20.6 Metropolis Origins Competitive Strengths & Weaknesses

7.21 Kepithor Studios

7.21.1 Kepithor Studios Details

7.21.2 Kepithor Studios Major Business

7.21.3 Kepithor Studios Turn-based Online Game Product and Services

7.21.4 Kepithor Studios Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)

7.21.5 Kepithor Studios Recent Developments/Updates

7.21.6 Kepithor Studios Competitive Strengths & Weaknesses

7.22 Reality Gaming Group Limited

7.22.1 Reality Gaming Group Limited Details

7.22.2 Reality Gaming Group Limited Major Business

7.22.3 Reality Gaming Group Limited Turn-based Online Game Product and Services

7.22.4 Reality Gaming Group Limited Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)

7.22.5 Reality Gaming Group Limited Recent Developments/Updates

7.22.6 Reality Gaming Group Limited Competitive Strengths & Weaknesses

7.23 Horizon Blockchain Games

7.23.1 Horizon Blockchain Games Details

7.23.2 Horizon Blockchain Games Major Business

7.23.3 Horizon Blockchain Games Turn-based Online Game Product and Services

7.23.4 Horizon Blockchain Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)

7.23.5 Horizon Blockchain Games Recent Developments/Updates

7.23.6 Horizon Blockchain Games Competitive Strengths & Weaknesses

7.24 AXEL MARK INC.

7.24.1 AXEL MARK INC. Details

7.24.2 AXEL MARK INC. Major Business

7.24.3 AXEL MARK INC. Turn-based Online Game Product and Services

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

7.24.5 AXEL MARK INC. Recent Developments/Updates

- 7.24.6 AXEL MARK INC. Competitive Strengths & Weaknesses
- 7.25 TaleCraft
 - 7.25.1 TaleCraft Details
 - 7.25.2 TaleCraft Major Business
 - 7.25.3 TaleCraft Turn-based Online Game Product and Services
 - 7.25.4 TaleCraft Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.25.5 TaleCraft Recent Developments/Updates
 - 7.25.6 TaleCraft Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 Turn-based Online Game Industry Chain
- 8.2 Turn-based Online Game Upstream Analysis
- 8.3 Turn-based Online Game Midstream Analysis
- 8.4 Turn-based Online 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 Online Game Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

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

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

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

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

Table 6. Major Market Trends

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 35. KRAFTON, INC Basic Information, Area Served and Competitors

Table 36. KRAFTON, INC Major Business

Table 37. KRAFTON, INC Turn-based Online Game Product and Services

Table 38. KRAFTON, INC Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. KRAFTON, INC Recent Developments/Updates

Table 40. KRAFTON, INC Competitive Strengths & Weaknesses

Table 41. Changyou Company Basic Information, Area Served and Competitors

Table 42. Changyou Company Major Business

Table 43. Changyou Company Turn-based Online Game Product and Services

Table 44. Changyou Company Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Changyou Company Recent Developments/Updates

- Table 46. Changyou Company Competitive Strengths & Weaknesses
- Table 47. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Basic Information, Area Served and Competitors
- Table 48. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Major Business
- Table 49. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Product and Services
- Table 50. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 51. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Recent Developments/Updates
- Table 52. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Competitive Strengths & Weaknesses
- Table 53. Playkot Basic Information, Area Served and Competitors
- Table 54. Playkot Major Business
- Table 55. Playkot Turn-based Online Game Product and Services
- Table 56. Playkot Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 57. Playkot Recent Developments/Updates
- Table 58. Playkot Competitive Strengths & Weaknesses
- Table 59. Tencent Games Basic Information, Area Served and Competitors
- Table 60. Tencent Games Major Business
- Table 61. Tencent Games Turn-based Online Game Product and Services
- Table 62. Tencent Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 63. Tencent Games Recent Developments/Updates
- Table 64. Tencent Games Competitive Strengths & Weaknesses
- Table 65. Notagamestudio Basic Information, Area Served and Competitors
- Table 66. Notagamestudio Major Business
- Table 67. Notagamestudio Turn-based Online Game Product and Services
- Table 68. Notagamestudio Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 69. Notagamestudio Recent Developments/Updates
- Table 70. Notagamestudio Competitive Strengths & Weaknesses
- Table 71. Konami Holdings Corporation Basic Information, Area Served and Competitors
- Table 72. Konami Holdings Corporation Major Business
- Table 73. Konami Holdings Corporation Turn-based Online Game Product and Services

Table 74. Konami Holdings Corporation Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 75. Konami Holdings Corporation Recent Developments/Updates

Table 76. Konami Holdings Corporation Competitive Strengths & Weaknesses

Table 77. Blizzard Entertainment Basic Information, Area Served and Competitors

Table 78. Blizzard Entertainment Major Business

Table 79. Blizzard Entertainment Turn-based Online Game Product and Services

Table 80. Blizzard Entertainment Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 81. Blizzard Entertainment Recent Developments/Updates

Table 82. Blizzard Entertainment Competitive Strengths & Weaknesses

Table 83. Bushiroad Basic Information, Area Served and Competitors

Table 84. Bushiroad Major Business

Table 85. Bushiroad Turn-based Online Game Product and Services

Table 86. Bushiroad Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. Bushiroad Recent Developments/Updates

Table 88. Bushiroad Competitive Strengths & Weaknesses

Table 89. Cyber??Agent, Inc Basic Information, Area Served and Competitors

Table 90. Cyber??Agent, Inc Major Business

Table 91. Cyber??Agent, Inc Turn-based Online Game Product and Services

Table 92. Cyber??Agent, Inc Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. Cyber??Agent, Inc Recent Developments/Updates

Table 94. Cyber??Agent, Inc Competitive Strengths & Weaknesses

Table 95. Fantasy Flight Games Basic Information, Area Served and Competitors

Table 96. Fantasy Flight Games Major Business

Table 97. Fantasy Flight Games Turn-based Online Game Product and Services

Table 98. Fantasy Flight Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. Fantasy Flight Games Recent Developments/Updates

Table 100. Fantasy Flight Games Competitive Strengths & Weaknesses

Table 101. Riot Games Basic Information, Area Served and Competitors

Table 102. Riot Games Major Business

Table 103. Riot Games Turn-based Online Game Product and Services

Table 104. Riot Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. Riot Games Recent Developments/Updates

Table 106. Riot Games Competitive Strengths & Weaknesses

Table 107. Kyy Games Basic Information, Area Served and Competitors

Table 108. Kyy Games Major Business

Table 109. Kyy Games Turn-based Online Game Product and Services

Table 110. Kyy Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 111. Kyy Games Recent Developments/Updates

Table 112. Kyy Games Competitive Strengths & Weaknesses

Table 113. Legend Story Studios Basic Information, Area Served and Competitors

Table 114. Legend Story Studios Major Business

Table 115. Legend Story Studios Turn-based Online Game Product and Services

Table 116. Legend Story Studios Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 117. Legend Story Studios Recent Developments/Updates

Table 118. Legend Story Studios Competitive Strengths & Weaknesses

Table 119. Sorare Basic Information, Area Served and Competitors

Table 120. Sorare Major Business

Table 121. Sorare Turn-based Online Game Product and Services

Table 122. Sorare Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 123. Sorare Recent Developments/Updates

Table 124. Sorare Competitive Strengths & Weaknesses

Table 125. Splinterlands Basic Information, Area Served and Competitors

Table 126. Splinterlands Major Business

Table 127. Splinterlands Turn-based Online Game Product and Services

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

Table 129. Splinterlands Recent Developments/Updates

Table 130. Splinterlands Competitive Strengths & Weaknesses

Table 131. Gods Unchained Basic Information, Area Served and Competitors

Table 132. Gods Unchained Major Business

Table 133. Gods Unchained Turn-based Online Game Product and Services

Table 134. Gods Unchained Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 135. Gods Unchained Recent Developments/Updates

Table 136. Gods Unchained Competitive Strengths & Weaknesses

Table 137. Crypto Spells Basic Information, Area Served and Competitors

Table 138. Crypto Spells Major Business

Table 139. Crypto Spells Turn-based Online Game Product and Services

Table 140. Crypto Spells Turn-based Online Game Revenue, Gross Margin and Market

Share (2018-2023) & (USD Million)

Table 141. Crypto Spells Recent Developments/Updates

Table 142. Crypto Spells Competitive Strengths & Weaknesses

Table 143. Dawn of Gods Basic Information, Area Served and Competitors

Table 144. Dawn of Gods Major Business

Table 145. Dawn of Gods Turn-based Online Game Product and Services

Table 146. Dawn of Gods Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 147. Dawn of Gods Recent Developments/Updates

Table 148. Dawn of Gods Competitive Strengths & Weaknesses

Table 149. Metropolis Origins Basic Information, Area Served and Competitors

Table 150. Metropolis Origins Major Business

Table 151. Metropolis Origins Turn-based Online Game Product and Services

Table 152. Metropolis Origins Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 153. Metropolis Origins Recent Developments/Updates

Table 154. Metropolis Origins Competitive Strengths & Weaknesses

Table 155. Kepithor Studios Basic Information, Area Served and Competitors

Table 156. Kepithor Studios Major Business

Table 157. Kepithor Studios Turn-based Online Game Product and Services

Table 158. Kepithor Studios Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 159. Kepithor Studios Recent Developments/Updates

Table 160. Kepithor Studios Competitive Strengths & Weaknesses

Table 161. Reality Gaming Group Limited Basic Information, Area Served and Competitors

Table 162. Reality Gaming Group Limited Major Business

Table 163. Reality Gaming Group Limited Turn-based Online Game Product and Services

Table 164. Reality Gaming Group Limited Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 165. Reality Gaming Group Limited Recent Developments/Updates

Table 166. Reality Gaming Group Limited Competitive Strengths & Weaknesses

Table 167. Horizon Blockchain Games Basic Information, Area Served and Competitors

Table 168. Horizon Blockchain Games Major Business

Table 169. Horizon Blockchain Games Turn-based Online Game Product and Services

Table 170. Horizon Blockchain Games Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 171. Horizon Blockchain Games Recent Developments/Updates

- Table 172. Horizon Blockchain Games Competitive Strengths & Weaknesses
- Table 173. AXEL MARK INC. Basic Information, Area Served and Competitors
- Table 174. AXEL MARK INC. Major Business
- Table 175. AXEL MARK INC. Turn-based Online Game Product and Services
- Table 176. AXEL MARK INC. Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 177. AXEL MARK INC. Recent Developments/Updates
- Table 178. TaleCraft Basic Information, Area Served and Competitors
- Table 179. TaleCraft Major Business
- Table 180. TaleCraft Turn-based Online Game Product and Services
- Table 181. TaleCraft Turn-based Online Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 182. Global Key Players of Turn-based Online Game Upstream (Raw Materials)
- Table 183. Turn-based Online Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Turn-based Online Game Picture

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

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

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

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

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

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

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

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

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

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

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

Figure 13. Turn-based Online Game Market Drivers

Figure 14. Factors Affecting Demand

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Figure 31. Web Game

Figure 32. Mobile Game

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

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

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

Figure 36. Teenager

Figure 37. Adult

Figure 38. Turn-based Online Game Industrial Chain

Figure 39. Methodology

Figure 40. Research Process and Data Source

I would like to order

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

Product link: <https://marketpublishers.com/r/GD962A2EA9B3EN.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/GD962A2EA9B3EN.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