

# **Games And Puzzles Market Size, Share & Trends Analysis Report By Licensing (Licensed, Non-licensed), By Distribution Channel, By Type (Games, Puzzles), By Region, And Segment Forecasts, 2020 - 2027**

<https://marketpublishers.com/r/GA570925069EN.html>

Date: June 2020

Pages: 154

Price: US\$ 5,950.00 (Single User License)

ID: GA570925069EN

## **Abstracts**

**This report can be delivered to the clients within 48 Business Hours**

### **Games And Puzzles Market Growth & Trends**

The global games and puzzles market size is anticipated to reach USD 47.83 billion by 2027, exhibiting a CAGR of 18.6% over the forecast period, according to a new report by Grand View Research, Inc. In the era of increasing popularity of electronic games and toys, the presence of a wide range of audiences has helped to keep the market buoyant. Furthermore, increased focus of manufacturers on developing educational games and toys is contributing to the market growth. The growing adult population and their inclination towards the indoor board and card games are key factors driving the industry growth. Manufacturers are also focusing on continuously adapting innovative methods in designing games and puzzles. Additionally, the increasing number of imports has led manufacturers to develop low-cost toys to appeal to price-sensitive customers.

Growing usage of social media platforms is anticipated to offer new growth prospects in near future. Key market players have started designing puzzles that are specially made for display on social media platforms such as Instagram and YouTube. Puzzle enthusiasts are also providing an impetus to the market growth by using exciting and trending hashtags, promoting people to adopt puzzle solving as a new hobby. Moreover, puzzle-solving facilitates creativity while social media platforms enable

people to showcase their talent and help similar groups to join communities. Both these factors are anticipated to further fuel the growth of the market in near future.

New trends in puzzle manufacturing have led to the development of 4D puzzles that offer promising growth opportunities. 4D puzzles are made using a 2D jigsaw puzzle base, wherein 3D puzzle pieces can be affixed using time as a reference. Time acts as the fourth dimension and aids users to piece puzzles together in a chronological manner. 4D puzzles enable users to understand the development of a city, understand and explore historical buildings and architectural styles, and offer an innate sense of its geography.

### Games And Puzzles Market Report Highlights

The licensed games segment is expected to highest growth rate, owing to emerging demand among individuals to use more authentic products and have more relatable experiences

The e-commerce segment is expected to expand at a CAGR of over 21% from 2020 to 2027, attributed to growing proliferation of smart devices and the widespread use of internet

The puzzles segment is expected to portray the fastest CAGR during the forecast period, due to wide adoption of educational puzzles

Increased demand for licensed games and puzzles is anticipated to help the Asia Pacific region register the fastest over the forecast period

## Contents

### CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Research Methodology
- 1.2 Research Scope and Assumptions
- 1.3 List to Data Sources

### CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Games and Puzzles- Industry Snapshot & Key Buying Criteria, 2016 - 2027

### CHAPTER 3 MARKET VARIABLES, TRENDS & SCOPE

- 3.1 Market Segmentation
- 3.2 Market Size and Growth Prospects
- 3.3 Games and Puzzles - Value Chain Analysis
  - 3.3.1 Games and puzzles market - Organized vs. unorganized sales, 2019
- 3.4 Market Dynamics
  - 3.4.1 Market driver analysis
    - 3.4.1.1 Increasing imports of toys and games
    - 3.4.1.2 Rise in the demand for educational puzzles
    - 3.4.1.3 Rise in lockdown periods across various regions
    - 3.4.1.4 Increase in self engaging activities
  - 3.4.2 Market restraint analysis
    - 3.4.2.1 Growth in online games and puzzles
- 3.5 Penetration & Growth Prospect Mapping
- 3.6 Business Environmental Analysis Tools
  - 3.6.1 Porter's Analysis
  - 3.6.2 PEST Analysis
- 3.7 Comparative Analysis
  - 3.7.1 Online/Virtual Games vs puzzles
  - 3.7.2 E-commerce & Brick And Mortar
- 3.8 Consumer Behavior Analysis
  - 3.8.1 Factors urging people to buy games and puzzles during lockdown
    - 3.8.1.1 During COVID-19
    - 3.8.1.2 Post COVID-19
  - 3.8.2 Buying purchasing patterns
  - 3.8.3 Average spending on games and puzzles

### 3.8.3.1 U.S. Jigsaw Puzzle Opportunity Analysis

## **CHAPTER 4 LICENSING TYPE ESTIMATES AND TREND ANALYSIS**

4.1 Market Size Estimates & Forecasts and Trend Analysis, 2016 - 2027 (USD Billion)

4.2 Licensing Movement Analysis & Market Share, 2019 & 2027

4.3 Licensing

4.3.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

4.4 Non-Licensing

4.4.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

## **CHAPTER 5 DISTRIBUTION CHANNEL ESTIMATES AND TREND ANALYSIS**

5.1 Market Size Estimates & Forecasts and Trend Analysis, 2016 - 2027 (USD Billion)

5.2 Distribution Channel Movement Analysis & Market Share, 2019 & 2027

5.3 E-Commerce

5.3.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

5.4 Brick & Mortar

5.4.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

## **CHAPTER 6 TYPE ESTIMATES AND TREND ANALYSIS**

6.1 Market Size Estimates & Forecasts and Trend Analysis, 2016 - 2027 (USD Billion)

6.2 Type Movement Analysis & Market Share, 2019 & 2027

6.3 Games

6.3.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

6.4 Puzzles

6.4.1 Market size estimates and forecasts by region, 2016 - 2027 (USD Billion)

## **CHAPTER 7 REGIONAL ESTIMATES AND TREND ANALYSIS**

7.1 Regional Market Size Estimates & Forecasts, 2016 - 2027 (USD Billion)

7.2 Regional Movement Analysis & Market Share, 2019 & 2027

7.3 North America

7.3.1 North America games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.3.2 North America games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.3.3 North America games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.3.4 U.S.

7.3.4.1 U.S. games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.3.4.2 U.S. games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.3.4.3 U.S. games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.3.5 Canada

7.3.5.1 Canada games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.3.5.2 Canada games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.3.5.3 Canada games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4 Europe

7.4.1 Europe games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.2 Europe games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.3 Europe games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4.4 Germany

7.4.4.1 Germany games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.4.2 Germany games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.4.3 Germany games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4.5 U.K.

7.4.5.1 U.K. games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.5.2 U.K. games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.5.3 U.K. games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4.6 France

7.4.6.1 France games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.6.2 France games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.6.3 France games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4.7 Spain

7.4.7.1 Spain games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.7.2 Spain games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.7.3 Spain games and puzzles market, by type, 2016 - 2027 (USD Billion)

#### 7.4.8 Italy

7.4.8.1 Italy games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.4.8.2 Italy games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.4.8.3 Italy games and puzzles market, by type, 2016 - 2027 (USD Billion)

## 7.5 Asia Pacific

7.5.1 Asia Pacific games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.5.2 Asia Pacific games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.5.3 Asia Pacific games and puzzles market, by type, 2016 - 2027 (USD Billion)

### 7.5.4 China

7.5.4.1 China games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.5.4.2 China games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.5.4.3 China games and puzzles market, by type, 2016 - 2027 (USD Billion)

### 7.5.5 Japan

7.5.5.1 Japan games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.5.5.2 Japan games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.5.5.3 Japan games and puzzles market, by type, 2016 - 2027 (USD Billion)

## 7.6 Latin America

7.6.1 Latin America games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.6.2 Latin America games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.6.3 Latin America games and puzzles market, by type, 2016 - 2027 (USD Billion)

### 7.6.4 Brazil

7.6.4.1 Brazil games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.6.4.2 Brazil games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.6.4.3 Brazil games and puzzles market, by type, 2016 - 2027 (USD Billion)

### 7.6.5 Mexico

7.6.5.1 Mexico games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.6.5.2 Mexico games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.6.5.3 Mexico games and puzzles market, by type, 2016 - 2027 (USD Billion)

## 7.7 Middle East and Africa (MEA)

7.7.1 MEA games and puzzles market, by licensing, 2016 - 2027 (USD Billion)

7.7.2 MEA games and puzzles market, by distribution channel, 2016 - 2027 (USD Billion)

7.7.3 MEA games and puzzles market, by type, 2016 - 2027 (USD Billion)

## CHAPTER 8 COMPETITIVE LANDSCAPE

## 8.1 U.S. Puzzle Distributors and Retailers

### 8.1.1 Key Retailers Overview

#### 8.1.1.1 Puzzle Warehouse

##### 8.1.1.1.1 Company Overview

##### 8.1.1.1.2 Product Benchmarking

#### 8.1.1.2 SimplePastimes, Inc.

##### 8.1.1.2.1 Company Overview

##### 8.1.1.2.2 Product Benchmarking

#### 8.1.1.3 Jigsaw Jungle International, Inc.

##### 8.1.1.3.1 Company Overview

##### 8.1.1.3.2 Product Benchmarking

#### 8.1.1.4 Wholesale Puzzles

##### 8.1.1.4.1 Company Overview

##### 8.1.1.4.2 Product Benchmarking

#### 8.1.1.5 Barnes & Noble, Inc.

##### 8.1.1.5.1 Company Overview

##### 8.1.1.5.2 Financial Performance

##### 8.1.1.5.3 Product Benchmarking

##### 8.1.1.5.4 Recent Developments

### 8.1.2 Key Distributor Overview

#### 8.1.2.1 IMEX Model Co., Inc.

#### 8.1.2.2 Orbet LLC

#### 8.1.2.3 Southwest Puzzles

#### 8.1.2.4 Kelli's Gift Shop Suppliers

#### 8.1.2.5 DollarDays International, Inc.

#### 8.1.2.6 Artoy Trading LLC

#### 8.1.2.7 Empire Discount- Wholesale Toys

#### 8.1.2.8 Four Seasons General Merchandise

#### 8.1.2.9 Surprize Novelty

#### 8.1.2.10 Bulk Toy Store

#### 8.1.2.11 CoTa Global

## 8.2 Pricing Structure

### 8.2.1 U.S. Puzzle Market - Average Selling Price and Estimated Profit Distribution

### 8.2.2 Estimated cost across value chain

### 8.2.3 Distribution profit margin across value chain

### 8.2.4 Estimated profit margin of manufacturer

## 8.3 Games and Puzzles - Key Company Analysis, 2019

## 8.4 Company Profiles

- 8.4.1 Buffalo Games
  - 8.4.1.1 Company Overview
  - 8.4.1.2 Product Benchmarking
- 8.4.2 Castor Drukarnia
  - 8.4.2.1 Company Overview
  - 8.4.2.2 Product Benchmarking
- 8.4.3 Ceaco, Inc.
  - 8.4.3.1 Company Overview
  - 8.4.3.2 Product Benchmarking
- 8.4.4 Cobble Hill (Outset Media)
  - 8.4.4.1 Company Overview
  - 8.4.4.2 Product Benchmarking
- 8.4.5 Educa Borrás, S.A.U.
  - 8.4.5.1 Company Overview
  - 8.4.5.2 Product Benchmarking
  - 8.4.5.3 Recent Developments
- 8.4.6 Eurographics, Inc.
  - 8.4.6.1 Company Overview
  - 8.4.6.2 Product Benchmarking
- 8.4.7 H P Gibson & Sons Limited.
  - 8.4.7.1 Company Overview
  - 8.4.7.2 Product Benchmarking
  - 8.4.7.3 Recent Developments
- 8.4.8 Hasbro, Inc.
  - 8.4.8.1 Company Overview
  - 8.4.8.2 Financial Performance
  - 8.4.8.3 Product Benchmarking
  - 8.4.8.4 Recent Developments
- 8.4.9 Athesia Kalenderverlag GmbH
  - 8.4.9.1 Company Overview
  - 8.4.9.2 Product Benchmarking
- 8.4.10 MasterPieces Puzzle Company
  - 8.4.10.1 Company Overview
  - 8.4.10.2 Product Benchmarking
  - 8.4.10.3 Recent Developments
- 8.4.11 Mattel, Inc.
  - 8.4.11.1 Company Overview
  - 8.4.11.2 Financial Performance
  - 8.4.11.3 Product Benchmarking



- 8.4.11.4 Recent Developments
- 8.4.12 Piatnik
  - 8.4.12.1 Company Overview
  - 8.4.12.2 Product Benchmarking
- 8.4.13 Ravensburger AG
  - 8.4.13.1 Company Overview
  - 8.4.13.2 Financial Performance
  - 8.4.13.3 Product Benchmarking
  - 8.4.13.4 Recent Developments
- 8.4.14 Royal Jumbo BV
  - 8.4.14.1 Company Overview
  - 8.4.14.2 Product Benchmarking
  - 8.4.14.3 Recent Developments
- 8.4.15 Schmidt Spiele GmbH
  - 8.4.15.1 Company Overview
  - 8.4.15.2 Product Benchmarking
- 8.4.16 Springbok Puzzles
  - 8.4.16.1 Company Overview
  - 8.4.16.2 Product Benchmarking
- 8.4.17 SunsOut
  - 8.4.17.1 Company Overview
  - 8.4.17.2 Product Benchmarking
- 8.4.18 Trefl S.A.
  - 8.4.18.1 Company Overview
  - 8.4.18.2 Product Benchmarking
- 8.4.19 White Mountain Puzzles, Inc.
  - 8.4.19.1 Company Overview
  - 8.4.19.2 Product Benchmarking
- 8.4.20 Yanoman Corporation
  - 8.4.20.1 Company Overview
  - 8.4.20.2 Product Benchmarking

## List Of Tables

### LIST OF TABLES

Table 1 Games and puzzles market estimates & forecasts, 2016 - 2027 (USD Billion)

Table 2 Games and puzzles market estimates and forecasts by region, 2016 - 2027 (USD Billion)

Table 3 Games and puzzles market estimates and forecasts by licensing, 2016 - 2027 (USD Billion)

Table 4 Games and puzzles market estimates and forecasts by distribution channel, 2016 - 2027 (USD Billion)

Table 5 Games and puzzles market estimates and forecasts by type, 2016 - 2027 (USD Billion)

Table 6 Ranking for type of games played during COVID-19 pandemic

Table 7 Ranking for average viewership of games on Twitch (in Millions)

Table 8 Adoption trends of puzzles among children of various age groups

Table 9 Number of games purchased

Table 10 Average spending

Table 11 Global licensed games and puzzles market by region, 2016 - 2027 (USD Billion)

Table 12 Global non-licensed games and puzzles market by region, 2016 - 2027 (USD Billion)

Table 13 Global games and puzzles market via e-commerce distribution channel, by region, 2016 - 2027 (USD Billion)

Table 14 Global games and puzzles market via brick & mortar distribution channel, by region, 2016 - 2027 (USD Billion)

Table 15 Global games market, by region, 2016 - 2027 (USD Billion)

Table 16 Global puzzles market, by region, 2016 - 2027 (USD Billion)

Table 17 North America games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 18 North America games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 19 North America games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 20 U.S. games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 21 U.S. games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 22 U.S. games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 23 Canada. games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 24 Canada. games and puzzles market by distribution channel, 2016 - 2027

(USD Billion)

Table 25 Canada games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 26 Europe games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 27 Europe games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 28 Europe games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 29 U.K. games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 30 U.K. games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 31 U.K. games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 32 Germany games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 33 Germany games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 34 Germany games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 35 France games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 36 France games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 37 France games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 38 Italy games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 39 Italy games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 40 Italy games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 41 Spain games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 42 Spain games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 43 Spain games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 44 Asia Pacific games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 45 Asia Pacific games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 46 Asia Pacific games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 47 China games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 48 China games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 49 China games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 50 India games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 51 India games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 52 India games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 53 Japan games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 54 Japan games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 55 Japan games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 56 Latin America games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 57 Latin America games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 58 Latin America games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 59 Brazil games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 60 Brazil games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 61 Brazil games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 62 Mexico games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 63 Mexico games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 64 Mexico games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 65 MEA games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Table 66 MEA games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Table 67 MEA games and puzzles market by type, 2016 - 2027 (USD Billion)

Table 68 U.S. puzzle market - Average Selling Price, (USD)

Table 69 U.S. puzzle market - Estimated cost across value chain, (USD)

Table 70 U.S. puzzle market - Distribution of overall profit margin across value chain, (USD)

## List Of Figures

### LIST OF FIGURES

- Fig. 1 Industry snapshot - Games and puzzles market
- Fig. 2 Games and puzzles market segmentation
- Fig. 3 Market size and growth prospects (USD Billion)
- Fig. 4 Games and puzzles - Value chain analysis
- Fig. 5 Games and puzzles - Distribution structure
- Fig. 6 Games and puzzles- Organized vs unorganized sales, 2019
- Fig. 7 Market dynamics
- Fig. 8 Online jigsaw puzzles
- Fig. 9 Online jigsaw puzzles
- Fig. 10 U.S.-Year on Year (YoY) change in TEU toy import volume
- Fig. 11 Penetration & growth prospect mapping
- Fig. 12 Porter's five forces analysis
- Fig. 13 PEST Analysis
- Fig. 14 Comparative Analysis - Impact of online/virtual games on physical puzzle sales
- Fig. 15 Why do customers prefer online e-commerce?
- Fig. 16 Verdict
- Fig. 17 Where does the opportunity lie in for new entrants?
- Fig. 18 Framework conditions
- Fig. 19 Games and puzzles market licensing outlook key takeaways
- Fig. 20 Games and puzzles market: Licensing movement analysis
- Fig. 21 Global licensed games and puzzles market, 2016 - 2027 (USD Billion)
- Fig. 22 Global non-licensed games and puzzles market, 2016 - 2027 (USD Billion)
- Fig. 23 Games and puzzles market distribution channel outlook key takeaways
- Fig. 24 Games and puzzles market: Distribution channel movement analysis
- Fig. 25 Global games and puzzles market via e-commerce distribution channel, 2016 - 2027 (USD Billion)
- Fig. 26 Global games and puzzles market via brick & mortar distribution channel, 2016 - 2027 (USD Billion)
- Fig. 27 Games and puzzles market type outlook key takeaways
- Fig. 28 Games and puzzles market: Type movement analysis
- Fig. 29 Global games market, 2016 - 2027 (USD Billion)
- Fig. 30 Global puzzles market, 2016 - 2027 (USD Billion)
- Fig. 31 Regional marketplace: key takeaways
- Fig. 32 Regional outlook, 2019 & 2027
- Fig. 33 North America games and puzzles market, 2019 & 2027 (USD Billion)

Fig. 34 North America games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 35 North America games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 36 North America games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 37 U.S. games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 38 U.S. games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 39 U.S. games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 40 Canada games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 41 Canada games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 42 Canada games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 43 Europe games and puzzles market, 2019 & 2027 (USD Billion)

Fig. 44 Europe games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 45 Europe games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 46 Europe games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 47 U.K. games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 48 U.K. games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 49 U.K. games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 50 Germany games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 51 Germany games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 52 Germany games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 53 France games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 54 France games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 55 France games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 56 Spain games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 57 Spain games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 58 Spain games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 59 Italy games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 60 Italy games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 61 Italy games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 62 Asia Pacific games and puzzles market, 2019 & 2027 (USD Billion)

Fig. 63 Asia Pacific games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 64 Asia Pacific games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 65 Asia Pacific games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 66 China games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 67 China games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 68 China games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 69 India games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 70 India games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 71 India games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 72 Japan games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 73 Japan games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 74 Japan games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 75 Latin America games and puzzles market, 2019 & 2027 (USD Billion)

Fig. 76 Latin America games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 77 Latin America games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 78 Latin America games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 79 Brazil games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 80 Brazil games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 81 Brazil games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 82 Mexico games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 83 Mexico games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 84 Mexico games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 85 MEA games and puzzles market, 2019 & 2027 (USD Billion)

Fig. 86 MEA games and puzzles market by licensing, 2016 - 2027 (USD Billion)

Fig. 87 MEA games and puzzles market by distribution channel, 2016 - 2027 (USD Billion)

Fig. 88 MEA games and puzzles market by type, 2016 - 2027 (USD Billion)

Fig. 89 U.S. puzzle market - Estimated percentage share of profit margin across value chain

Fig. 90 Estimated profit margin for manufacturer, (% share)

## I would like to order

Product name: Games And Puzzles Market Size, Share & Trends Analysis Report By Licensing (Licensed, Non-licensed), By Distribution Channel, By Type (Games, Puzzles), By Region, And Segment Forecasts, 2020 - 2027

Product link: <https://marketpublishers.com/r/GA570925069EN.html>

Price: US\$ 5,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GA570925069EN.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