

Board Games Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

<https://marketpublishers.com/r/B9993B5043A3EN.html>

Date: October 2023

Pages: 147

Price: US\$ 2,499.00 (Single User License)

ID: B9993B5043A3EN

Abstracts

Market Overview:

The global board games market size reached US\$ 15.1 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 29.7 Billion by 2028, exhibiting a growth rate (CAGR) of 11.2% during 2023-2028. The wide availability through various distribution channels, increasing mental diseases, and rising usage for therapy treatment represent some of the key factors driving the market.

Board games comprise tabletop, card and dice, collectible, miniature, and role-playing games (RPG). They are convenient, inexpensive, and widely available in different sizes, shapes, and colors, and they encourage healthy competition and sportsmanship among children. They develop a strong sense of individuality and improve creativity, self-confidence, or self-esteem. They increase brain functioning by stimulating brain areas that are responsible for memory formation and complex thought processes. They also enhance various cognitive skills, such as decision-making, problem-solving, logic and reasoning, critical thinking, communication, and emotional intelligence (EI). They assist in building cooperation among individuals, strengthening relationships, and engaging teamwork. They aid in reducing stress and anxiety and improving conscious and unconscious mind functions. Besides this, they expand vocabulary, boost language skills, and enhance the focus and concentration power of children. They also decrease screen time, increase engagement with family and friends, and enhance memory. As they benefit in lowering blood pressure and increasing patience levels, the demand for board games is rising around the world.

Board Games Market Trends:

At present, the increasing number of board game cafes across the globe represents one of the key factors contributing to the growth of the market. Apart from this, the growing popularity of indoor recreational activities among the masses worldwide is positively influencing the market. Additionally, there is a wide availability of board games through various distribution channels, such as hypermarkets, supermarkets, and specialty and online stores around the world. This, coupled with the increasing focus of parents on the brain development of their children, is bolstering the growth of the market. Besides this, the rising demand for board games, as they reduce the risks of various mental diseases, such as dementia and Alzheimer's disease, is impelling the growth of the market. In addition, the increasing demand for board games as a therapy treatment for children with decreased motor skills, patients with mental or physical disabilities, and people recovering from accidents is offering lucrative growth opportunities to industry investors. Moreover, the rising focus on improving muscle, nerve, and immune systems among the masses is supporting the growth of the market. Furthermore, key players are introducing three-dimensional (3D) printed designs in board games, which is strengthening the market growth.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global board games market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on product type, game type, age group and distribution channel.

Product Type Insights:

Tabletop Games

Card and Dice Games

Collectible Card Games

Miniature Games

RPG Games

The report has provided a detailed breakup and analysis of the board games market based on the product type. This includes tabletop games, card and dice games, collectible card games, miniature games, and RPG games.

Game Type Insights:

Strategy and War Games

Educational Games

Fantasy Games

Sport Games

Others

A detailed breakup and analysis of the board games market based on the game type has also been provided in the report. This includes strategy and war games, educational games, fantasy games, sport games, and others.

Age Group Insights:

0-2 Years

2-5 Years

5-12 Years

Above 12 Years

A detailed breakup and analysis of the board games market based on the age group has also been provided in the report. This includes 0-2 years, 2-5 years, 5-12 years, and above 12 years. According to the report, 5-12 years accounted for the largest market share.

Distribution Channel Insights:

Supermarkets and Hypermarkets

Specialty Stores

Online Stores

Others

A detailed breakup and analysis of the board games market based on the distribution channel has also been provided in the report. This includes supermarkets and hypermarkets, specialty stores, online stores, and others. According to the report, specialty stores accounted for the largest market share.

Regional Insights:

North America

United States

Canada

Asia-Pacific

China

Japan

India

South Korea

Australia

Indonesia

Others

Europe

Germany

France

United Kingdom

Italy

Spain

Russia

Others

Latin America

Brazil

Mexico

Others

Middle East and Africa

The report has also provided a comprehensive analysis of all the major regional markets, which include North America (the United States and Canada); Asia Pacific (China, Japan, India, South Korea, Australia, Indonesia, and others); Europe (Germany, France, the United Kingdom, Italy, Spain, Russia, and others); Latin America (Brazil, Mexico, and others); and the Middle East and Africa. According to the report, North America (the United States and Canada) was the largest market for board games. Some of the factors driving the North America board games market included the presence of a large number of board gamers, rising popularity in bars and cafes, increasing demand for indoor recreational activities, etc.

Competitive Landscape:

The report has also provided a comprehensive analysis of the competitive landscape in the global board games market. Competitive analysis such as market structure, market share by key players, player positioning, top winning strategies, competitive dashboard, and company evaluation quadrant has been covered in the report. Also, detailed profiles of all major companies have been provided. Some of the companies covered include Buffalo Games, Cartamundi Asia Pacific, Clementoni Spa, CMON Limited, Franckh-Kosmos Verlags-GmbH and Co. KG, Fremont Die Consumer Products Inc., Gibsons Games Ltd., Goliath Games, Hasbro Inc., Mattel Inc., Mindware Inc., PD Verlag GmbH

and Co. KG, The Walt Disney Co., etc. Kindly note that this only represents a partial list of companies, and the complete list has been provided in the report.

Key Questions Answered in This Report

1. What was the size of the global board games market in 2022?
2. What is the expected growth rate of the global board games market during 2023-2028?
3. What are the key factors driving the global board games market?
4. What has been the impact of COVID-19 on the global board games market?
5. What is the breakup of the global board games market based on the age group?
6. What is the breakup of the global board games market based on distribution channel?
7. What are the key regions in the global board games market?
8. Who are the key players/companies in the global board games market?

Contents

1 PREFACE

2 SCOPE AND METHODOLOGY

- 2.1 Objectives of the Study
- 2.2 Stakeholders
- 2.3 Data Sources
 - 2.3.1 Primary Sources
 - 2.3.2 Secondary Sources
- 2.4 Market Estimation
 - 2.4.1 Bottom-Up Approach
 - 2.4.2 Top-Down Approach
- 2.5 Forecasting Methodology

3 EXECUTIVE SUMMARY

4 INTRODUCTION

- 4.1 Overview
- 4.2 Key Industry Trends

5 GLOBAL BOARD GAMES MARKET

- 5.1 Market Overview
- 5.2 Market Performance
- 5.3 Impact of COVID-19
- 5.4 Market Forecast

6 MARKET BREAKUP BY PRODUCT TYPE

- 6.1 Tabletop Games
 - 6.1.1 Market Trends
 - 6.1.2 Market Forecast
- 6.2 Card and Dice Games
 - 6.2.1 Market Trends
 - 6.2.2 Market Forecast
- 6.3 Collectible Card Games

- 6.3.1 Market Trends
- 6.3.2 Market Forecast
- 6.4 Miniature Games
 - 6.4.1 Market Trends
 - 6.4.2 Market Forecast
- 6.5 RPG Games
 - 6.5.1 Market Trends
 - 6.5.2 Market Forecast

7 MARKET BREAKUP BY GAME TYPE

- 7.1 Strategy and War Games
 - 7.1.1 Market Trends
 - 7.1.2 Market Forecast
- 7.2 Educational Games
 - 7.2.1 Market Trends
 - 7.2.2 Market Forecast
- 7.3 Fantasy Games
 - 7.3.1 Market Trends
 - 7.3.2 Market Forecast
- 7.4 Sport Games
 - 7.4.1 Market Trends
 - 7.4.2 Market Forecast
- 7.5 Others
 - 7.5.1 Market Trends
 - 7.5.2 Market Forecast

8 MARKET BREAKUP BY AGE GROUP

- 8.1 0-2 Years
 - 8.1.1 Market Trends
 - 8.1.2 Market Forecast
- 8.2 2-5 Years
 - 8.2.1 Market Trends
 - 8.2.2 Market Forecast
- 8.3 5-12 Years
 - 8.3.1 Market Trends
 - 8.3.2 Market Forecast
- 8.4 Above 12 Years

8.4.1 Market Trends

8.4.2 Market Forecast

9 MARKET BREAKUP BY DISTRIBUTION CHANNEL

9.1 Supermarkets and Hypermarkets

9.1.1 Market Trends

9.1.2 Market Forecast

9.2 Specialty Stores

9.2.1 Market Trends

9.2.2 Market Forecast

9.3 Online Stores

9.3.1 Market Trends

9.3.2 Market Forecast

9.4 Others

9.4.1 Market Trends

9.4.2 Market Forecast

10 MARKET BREAKUP BY REGION

10.1 North America

10.1.1 United States

10.1.1.1 Market Trends

10.1.1.2 Market Forecast

10.1.2 Canada

10.1.2.1 Market Trends

10.1.2.2 Market Forecast

10.2 Asia-Pacific

10.2.1 China

10.2.1.1 Market Trends

10.2.1.2 Market Forecast

10.2.2 Japan

10.2.2.1 Market Trends

10.2.2.2 Market Forecast

10.2.3 India

10.2.3.1 Market Trends

10.2.3.2 Market Forecast

10.2.4 South Korea

10.2.4.1 Market Trends

- 10.2.4.2 Market Forecast
- 10.2.5 Australia
 - 10.2.5.1 Market Trends
 - 10.2.5.2 Market Forecast
- 10.2.6 Indonesia
 - 10.2.6.1 Market Trends
 - 10.2.6.2 Market Forecast
- 10.2.7 Others
 - 10.2.7.1 Market Trends
 - 10.2.7.2 Market Forecast
- 10.3 Europe
 - 10.3.1 Germany
 - 10.3.1.1 Market Trends
 - 10.3.1.2 Market Forecast
 - 10.3.2 France
 - 10.3.2.1 Market Trends
 - 10.3.2.2 Market Forecast
 - 10.3.3 United Kingdom
 - 10.3.3.1 Market Trends
 - 10.3.3.2 Market Forecast
 - 10.3.4 Italy
 - 10.3.4.1 Market Trends
 - 10.3.4.2 Market Forecast
 - 10.3.5 Spain
 - 10.3.5.1 Market Trends
 - 10.3.5.2 Market Forecast
 - 10.3.6 Russia
 - 10.3.6.1 Market Trends
 - 10.3.6.2 Market Forecast
 - 10.3.7 Others
 - 10.3.7.1 Market Trends
 - 10.3.7.2 Market Forecast
- 10.4 Latin America
 - 10.4.1 Brazil
 - 10.4.1.1 Market Trends
 - 10.4.1.2 Market Forecast
 - 10.4.2 Mexico
 - 10.4.2.1 Market Trends
 - 10.4.2.2 Market Forecast

10.4.3 Others

10.4.3.1 Market Trends

10.4.3.2 Market Forecast

10.5 Middle East and Africa

10.5.1 Market Trends

10.5.2 Market Breakup by Country

10.5.3 Market Forecast

11 SWOT ANALYSIS

11.1 Overview

11.2 Strengths

11.3 Weaknesses

11.4 Opportunities

11.5 Threats

12 VALUE CHAIN ANALYSIS

13 PORTERS FIVE FORCES ANALYSIS

13.1 Overview

13.2 Bargaining Power of Buyers

13.3 Bargaining Power of Suppliers

13.4 Degree of Competition

13.5 Threat of New Entrants

13.6 Threat of Substitutes

14 PRICE ANALYSIS

15 COMPETITIVE LANDSCAPE

15.1 Market Structure

15.2 Key Players

15.3 Profiles of Key Players

15.3.1 Buffalo Games

15.3.1.1 Company Overview

15.3.1.2 Product Portfolio

15.3.2 Cartamundi Asia Pacific

15.3.2.1 Company Overview

- 15.3.2.2 Product Portfolio
- 15.3.3 Clementoni Spa
 - 15.3.3.1 Company Overview
 - 15.3.3.2 Product Portfolio
- 15.3.4 CMON Limited
 - 15.3.4.1 Company Overview
 - 15.3.4.2 Product Portfolio
- 15.3.5 Franckh-Kosmos Verlags-GmbH and Co. KG
 - 15.3.5.1 Company Overview
 - 15.3.5.2 Product Portfolio
- 15.3.6 Fremont Die Consumer Products Inc.
 - 15.3.6.1 Company Overview
 - 15.3.6.2 Product Portfolio
- 15.3.7 Gibsons Games Ltd.
 - 15.3.7.1 Company Overview
 - 15.3.7.2 Product Portfolio
- 15.3.8 Goliath Games
 - 15.3.8.1 Company Overview
 - 15.3.8.2 Product Portfolio
- 15.3.9 Hasbro Inc.
 - 15.3.9.1 Company Overview
 - 15.3.9.2 Product Portfolio
 - 15.3.9.3 Financials
 - 15.3.9.4 SWOT Analysis
- 15.3.10 Mattel Inc.
 - 15.3.10.1 Company Overview
 - 15.3.10.2 Product Portfolio
 - 15.3.10.3 Financials
 - 15.3.10.4 SWOT Analysis
- 15.3.11 Mindware Inc.
 - 15.3.11.1 Company Overview
 - 15.3.11.2 Product Portfolio
- 15.3.12 PD Verlag GmbH and Co. KG
 - 15.3.12.1 Company Overview
 - 15.3.12.2 Product Portfolio
- 15.3.13 The Walt Disney Co.
 - 15.3.13.1 Company Overview
 - 15.3.13.2 Product Portfolio
 - 15.3.13.3 Financials

15.3.13.4 SWOT Analysis

List Of Tables

LIST OF TABLES

Table 1: Global: Board Games Market: Key Industry Highlights, 2022 and 2028

Table 2: Global: Board Games Market Forecast: Breakup by Product Type (in Million US\$), 2023-2028

Table 3: Global: Board Games Market Forecast: Breakup by Game Type (in Million US\$), 2023-2028

Table 4: Global: Board Games Market Forecast: Breakup by Age Group (in Million US\$), 2023-2028

Table 5: Global: Board Games Market Forecast: Breakup by Distribution Channel (in Million US\$), 2023-2028

Table 6: Global: Board Games Market Forecast: Breakup by Region (in Million US\$), 2023-2028

Table 7: Global: Board Games Market: Competitive Structure

Table 8: Global: Board Games Market: Key Players

List Of Figures

LIST OF FIGURES

Figure 1: Global: Board Games Market: Major Drivers and Challenges

Figure 2: Global: Board Games Market: Sales Value (in Billion US\$), 2017-2022

Figure 3: Global: Board Games Market Forecast: Sales Value (in Billion US\$), 2023-2028

Figure 4: Global: Board Games Market: Breakup by Product Type (in %), 2022

Figure 5: Global: Board Games Market: Breakup by Game Type (in %), 2022

Figure 6: Global: Board Games Market: Breakup by Age Group (in %), 2022

Figure 7: Global: Board Games Market: Breakup by Distribution Channel (in %), 2022

Figure 8: Global: Board Games Market: Breakup by Region (in %), 2022

Figure 9: Global: Board Games (Tabletop Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 10: Global: Board Games (Tabletop Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 11: Global: Board Games (Card and Dice Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 12: Global: Board Games (Card and Dice Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 13: Global: Board Games (Collectible Card Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 14: Global: Board Games (Collectible Card Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 15: Global: Board Games (Miniature Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 16: Global: Board Games (Miniature Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 17: Global: Board Games (RPG Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 18: Global: Board Games (RPG Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 19: Global: Board Games (Strategy and War Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 20: Global: Board Games (Strategy and War Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 21: Global: Board Games (Educational Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 22: Global: Board Games (Educational Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 23: Global: Board Games (Fantasy Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 24: Global: Board Games (Fantasy Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 25: Global: Board Games (Sport Games) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 26: Global: Board Games (Sport Games) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 27: Global: Board Games (Other Game Types) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 28: Global: Board Games (Other Game Types) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 29: Global: Board Games (0-2 Years) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 30: Global: Board Games (0-2 Years) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 31: Global: Board Games (2-5 Years) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 32: Global: Board Games (2-5 Years) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 33: Global: Board Games (5-12 Years) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 34: Global: Board Games (5-12 Years) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 35: Global: Board Games (Above 12 Years) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 36: Global: Board Games (Above 12 Years) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 37: Global: Board Games (Supermarkets and Hypermarkets) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 38: Global: Board Games (Supermarkets and Hypermarkets) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 39: Global: Board Games (Specialty Stores) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 40: Global: Board Games (Specialty Stores) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 41: Global: Board Games (Online Stores) Market: Sales Value (in Million US\$),

2017 & 2022

Figure 42: Global: Board Games (Online Stores) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 43: Global: Board Games (Other Distribution Channels) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 44: Global: Board Games (Other Distribution Channels) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 45: North America: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 46: North America: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 47: United States: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 48: United States: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 49: Canada: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 50: Canada: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 51: Asia-Pacific: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 52: Asia-Pacific: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 53: China: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 54: China: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 55: Japan: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 56: Japan: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 57: India: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 58: India: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 59: South Korea: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 60: South Korea: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 61: Australia: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 62: Australia: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 63: Indonesia: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 64: Indonesia: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 65: Others: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 66: Others: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 67: Europe: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 68: Europe: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 69: Germany: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 70: Germany: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 71: France: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 72: France: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 73: United Kingdom: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 74: United Kingdom: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 75: Italy: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 76: Italy: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 77: Spain: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 78: Spain: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 79: Russia: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 80: Russia: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 81: Others: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 82: Others: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 83: Latin America: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 84: Latin America: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 85: Brazil: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 86: Brazil: Board Games Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 87: Mexico: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 88: Mexico: Board Games Market Forecast: Sales Value (in Million US\$),

2023-2028

Figure 89: Others: Board Games Market: Sales Value (in Million US\$), 2017 & 2022

Figure 90: Others: Board Games Market Forecast: Sales Value (in Million US\$),
2023-2028

Figure 91: Middle East and Africa: Board Games Market: Sales Value (in Million US\$),
2017 & 2022

Figure 92: Middle East and Africa: Board Games Market: Breakup by Country (in %),
2022

Figure 93: Middle East and Africa: Board Games Market Forecast: Sales Value (in
Million US\$), 2023-2028

Figure 94: Global: Board Games Industry: SWOT Analysis

Figure 95: Global: Board Games Industry: Value Chain Analysis

Figure 96: Global: Board Games Industry: Porter's Five Forces Analysis

I would like to order

Product name: Board Games Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

Product link: <https://marketpublishers.com/r/B9993B5043A3EN.html>

Price: US\$ 2,499.00 (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/B9993B5043A3EN.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

