

Global Collectible Cards Market Growth 2026-2032

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Abstracts

The global Collectible Cards market size is predicted to grow from US\$ 1832 million in 2025 to US\$ 7710 million in 2032; it is expected to grow at a CAGR of 23.2% from 2026 to 2032.

Collectible cards are physical or digital cards that are sought after by collectors for their rarity, artwork, or association with a specific theme or franchise.

United States market for Collectible Cards is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Collectible Cards is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Collectible Cards is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Collectible Cards players cover Konami, Bushiroad, Bandai Namco, The Pok?mon Company, Panini, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the "Collectible Cards Industry Forecast" looks at past sales and reviews total world Collectible Cards sales in 2025, providing a comprehensive analysis by region and market sector of projected Collectible Cards sales for 2026 through 2032. With Collectible Cards sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Collectible Cards industry.

This Insight Report provides a comprehensive analysis of the global Collectible Cards

landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Collectible Cards portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Collectible Cards market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Collectible Cards and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Collectible Cards.

This report presents a comprehensive overview, market shares, and growth opportunities of Collectible Cards market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Original IP

Proxy IP

Segmentation by Application:

Teenagers

Adult

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Konami

Bushiroad

Bandai Namco

The Pok?mon Company

Panini

Tokaratomy

Wizards of the Coast

Topps Company

Upper Deck Company

Broccoli (Happinet)

Hitcard

Card Hobby

FansMall

Saka Saka Holdings

Kayou

Holley Technology

Finding Unicorn Culture Entertainment

Desilai Cultural Communication

Reesee Entertainment

Roaming Cabin Cultural Technology

JasonAnime

Key Questions Addressed in this Report

What is the 10-year outlook for the global Collectible Cards market?

What factors are driving Collectible Cards market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Collectible Cards market opportunities vary by end market size?

How does Collectible Cards break out by Type, by Application?

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