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Global Digital Backgammon Games Market Growth (Status and Outlook) 2025-2031

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Abstracts

The global Digital Backgammon Games market size is predicted to grow from US$ 145 million in 2025 to US$ 173 million in 2031; it is expected to grow at a CAGR of 3.0% from 2025 to 2031.

Backgammon is a two-player board game played with counters and dice on tables boards. It is the most widespread Western member of the large family of tables games, whose ancestors date back at least 1600 years. The earliest record of backgammon itself dates to 17th-century England, being descended from the 16th-century game of Irish.

United States market for Digital Backgammon Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Digital Backgammon Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Digital Backgammon Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Digital Backgammon Games players cover GNU Backgammon, Play65, Backgammon Studio, Extreme Gammon, Backgammon NJ, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the “Digital Backgammon Games Industry Forecast” looks at past sales and reviews total world Digital Backgammon Games sales in 2024, providing a comprehensive analysis by region and market sector of projected

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Digital Backgammon Games sales for 2025 through 2031. With Digital Backgammon Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Digital Backgammon Games industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Digital Backgammon Games 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 Digital Backgammon Games.

This report presents a comprehensive overview, market shares, and growth opportunities of Digital Backgammon Games market by product type, application, key players and key regions and countries.

Segmentation by Type:

Android OS

iOS

Windows OS

Others

Segmentation by Application:

Private Entertainment

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Competition

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

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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 analyzing the company's coverage, product portfolio, its market penetration.

GNU Backgammon

Play65

Backgammon Studio

Extreme Gammon

Backgammon NJ

BGBlitz

BGLightCE

Backgammon Ace

Hardwood Backgammon

Backgammon Live

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GammonSite

XG Mobile

Backgammon Gold

Backgammon Masters

Backgammon Pro

Gammoned.com

BGRoom

Backgammon Blitz

Backgammon Galaxy

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