

# Global Entertainment Collectible Trading Cards Market Growth 2022-2028

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## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global market for Entertainment Collectible Trading Cards is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC Entertainment Collectible Trading Cards market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Entertainment Collectible Trading Cards market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Entertainment Collectible Trading Cards market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Entertainment Collectible Trading Cards market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Entertainment Collectible Trading Cards players cover Panini, Topps Company, The Upper Deck Company, Futera and Leaf Trading Cards, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

## Report Coverage

This latest report provides a deep insight into the global Entertainment Collectible Trading Cards market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global Entertainment Collectible Trading Cards market, with both quantitative and qualitative data, to help readers understand how the Entertainment Collectible Trading Cards market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions and volume in K Units.

#### Market Segmentation:

The study segments the Entertainment Collectible Trading Cards market and forecasts the market size by Type (Game Card, Sports Card and Others), by Application (Collector, Game Lover and Others,), and region (APAC, Americas, Europe, and Middle East & Africa).

#### Segmentation by type

Game Card

Sports Card

Others

#### Segmentation by application

Collector

Game Lover

Others

## Segmentation 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

## Major companies covered

Panini

Topps Company

The Upper Deck Company

Futera

Leaf Trading Cards

Hasbro Inc.

Konami Holdings Corporation

Bandai

The Pok?mon Company

Blizzard Entertainment

Upper Deck Company

Bushiroad

## Chapter Introduction

Chapter 1: Scope of Entertainment Collectible Trading Cards, Research Methodology, etc.

Chapter 2: Executive Summary, global Entertainment Collectible Trading Cards market size (sales and revenue) and CAGR, Entertainment Collectible Trading Cards market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Entertainment Collectible Trading Cards sales, revenue, average price, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Entertainment Collectible Trading Cards sales and revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, sales segment by country, by type, and type.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global Entertainment Collectible Trading Cards market size forecast by region, by country, by type, and application.

Chapter 13: Comprehensive company profiles of the leading players, including Panini, Topps Company, The Upper Deck Company, Futera, Leaf Trading Cards, Hasbro Inc., Konami Holdings Corporation, Bandai and The Pok?mon Company, etc.

Chapter 14: Research Findings and Conclusion

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