

Global Entertainment Collectible Trading Cards Market Growth 2022-2028

<https://marketpublishers.com/r/GFEB4A5F245AEN.html>

Date: November 2022

Pages: 109

Price: US\$ 3,660.00 (Single User License)

ID: GFEB4A5F245AEN

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

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered

2 EXECUTIVE SUMMARY

2.1 World Market Overview

- 2.1.1 Global Entertainment Collectible Trading Cards Annual Sales 2017-2028
- 2.1.2 World Current & Future Analysis for Entertainment Collectible Trading Cards by Geographic Region, 2017, 2022 & 2028
- 2.1.3 World Current & Future Analysis for Entertainment Collectible Trading Cards by Country/Region, 2017, 2022 & 2028

2.2 Entertainment Collectible Trading Cards Segment by Type

- 2.2.1 Game Card
- 2.2.2 Sports Card
- 2.2.3 Others

2.3 Entertainment Collectible Trading Cards Sales by Type

- 2.3.1 Global Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)
- 2.3.2 Global Entertainment Collectible Trading Cards Revenue and Market Share by Type (2017-2022)
- 2.3.3 Global Entertainment Collectible Trading Cards Sale Price by Type (2017-2022)

2.4 Entertainment Collectible Trading Cards Segment by Application

- 2.4.1 Collector
- 2.4.2 Game Lover
- 2.4.3 Others

2.5 Entertainment Collectible Trading Cards Sales by Application

- 2.5.1 Global Entertainment Collectible Trading Cards Sale Market Share by Application (2017-2022)
- 2.5.2 Global Entertainment Collectible Trading Cards Revenue and Market Share by Application (2017-2022)

2.5.3 Global Entertainment Collectible Trading Cards Sale Price by Application (2017-2022)

3 GLOBAL ENTERTAINMENT COLLECTIBLE TRADING CARDS BY COMPANY

3.1 Global Entertainment Collectible Trading Cards Breakdown Data by Company

3.1.1 Global Entertainment Collectible Trading Cards Annual Sales by Company (2020-2022)

3.1.2 Global Entertainment Collectible Trading Cards Sales Market Share by Company (2020-2022)

3.2 Global Entertainment Collectible Trading Cards Annual Revenue by Company (2020-2022)

3.2.1 Global Entertainment Collectible Trading Cards Revenue by Company (2020-2022)

3.2.2 Global Entertainment Collectible Trading Cards Revenue Market Share by Company (2020-2022)

3.3 Global Entertainment Collectible Trading Cards Sale Price by Company

3.4 Key Manufacturers Entertainment Collectible Trading Cards Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers Entertainment Collectible Trading Cards Product Location Distribution

3.4.2 Players Entertainment Collectible Trading Cards Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)

3.6 New Products and Potential Entrants

3.7 Mergers & Acquisitions, Expansion

4 WORLD HISTORIC REVIEW FOR ENTERTAINMENT COLLECTIBLE TRADING CARDS BY GEOGRAPHIC REGION

4.1 World Historic Entertainment Collectible Trading Cards Market Size by Geographic Region (2017-2022)

4.1.1 Global Entertainment Collectible Trading Cards Annual Sales by Geographic Region (2017-2022)

4.1.2 Global Entertainment Collectible Trading Cards Annual Revenue by Geographic Region

4.2 World Historic Entertainment Collectible Trading Cards Market Size by Country/Region (2017-2022)

4.2.1 Global Entertainment Collectible Trading Cards Annual Sales by Country/Region (2017-2022)

4.2.2 Global Entertainment Collectible Trading Cards Annual Revenue by Country/Region

4.3 Americas Entertainment Collectible Trading Cards Sales Growth

4.4 APAC Entertainment Collectible Trading Cards Sales Growth

4.5 Europe Entertainment Collectible Trading Cards Sales Growth

4.6 Middle East & Africa Entertainment Collectible Trading Cards Sales Growth

5 AMERICAS

5.1 Americas Entertainment Collectible Trading Cards Sales by Country

5.1.1 Americas Entertainment Collectible Trading Cards Sales by Country (2017-2022)

5.1.2 Americas Entertainment Collectible Trading Cards Revenue by Country (2017-2022)

5.2 Americas Entertainment Collectible Trading Cards Sales by Type

5.3 Americas Entertainment Collectible Trading Cards Sales by Application

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Entertainment Collectible Trading Cards Sales by Region

6.1.1 APAC Entertainment Collectible Trading Cards Sales by Region (2017-2022)

6.1.2 APAC Entertainment Collectible Trading Cards Revenue by Region (2017-2022)

6.2 APAC Entertainment Collectible Trading Cards Sales by Type

6.3 APAC Entertainment Collectible Trading Cards Sales by Application

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

6.10 China Taiwan

7 EUROPE

- 7.1 Europe Entertainment Collectible Trading Cards by Country
 - 7.1.1 Europe Entertainment Collectible Trading Cards Sales by Country (2017-2022)
 - 7.1.2 Europe Entertainment Collectible Trading Cards Revenue by Country (2017-2022)
- 7.2 Europe Entertainment Collectible Trading Cards Sales by Type
- 7.3 Europe Entertainment Collectible Trading Cards Sales by Application
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Entertainment Collectible Trading Cards by Country
 - 8.1.1 Middle East & Africa Entertainment Collectible Trading Cards Sales by Country (2017-2022)
 - 8.1.2 Middle East & Africa Entertainment Collectible Trading Cards Revenue by Country (2017-2022)
- 8.2 Middle East & Africa Entertainment Collectible Trading Cards Sales by Type
- 8.3 Middle East & Africa Entertainment Collectible Trading Cards Sales by Application
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

10 MANUFACTURING COST STRUCTURE ANALYSIS

- 10.1 Raw Material and Suppliers
- 10.2 Manufacturing Cost Structure Analysis of Entertainment Collectible Trading Cards
- 10.3 Manufacturing Process Analysis of Entertainment Collectible Trading Cards
- 10.4 Industry Chain Structure of Entertainment Collectible Trading Cards

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Entertainment Collectible Trading Cards Distributors

11.3 Entertainment Collectible Trading Cards Customer

12 WORLD FORECAST REVIEW FOR ENTERTAINMENT COLLECTIBLE TRADING CARDS BY GEOGRAPHIC REGION

12.1 Global Entertainment Collectible Trading Cards Market Size Forecast by Region

12.1.1 Global Entertainment Collectible Trading Cards Forecast by Region (2023-2028)

12.1.2 Global Entertainment Collectible Trading Cards Annual Revenue Forecast by Region (2023-2028)

12.2 Americas Forecast by Country

12.3 APAC Forecast by Region

12.4 Europe Forecast by Country

12.5 Middle East & Africa Forecast by Country

12.6 Global Entertainment Collectible Trading Cards Forecast by Type

12.7 Global Entertainment Collectible Trading Cards Forecast by Application

13 KEY PLAYERS ANALYSIS

13.1 Panini

13.1.1 Panini Company Information

13.1.2 Panini Entertainment Collectible Trading Cards Product Offered

13.1.3 Panini Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)

13.1.4 Panini Main Business Overview

13.1.5 Panini Latest Developments

13.2 Topps Company

13.2.1 Topps Company Company Information

13.2.2 Topps Company Entertainment Collectible Trading Cards Product Offered

13.2.3 Topps Company Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)

13.2.4 Topps Company Main Business Overview

- 13.2.5 Topps Company Latest Developments
- 13.3 The Upper Deck Company
 - 13.3.1 The Upper Deck Company Company Information
 - 13.3.2 The Upper Deck Company Entertainment Collectible Trading Cards Product Offered
 - 13.3.3 The Upper Deck Company Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.3.4 The Upper Deck Company Main Business Overview
 - 13.3.5 The Upper Deck Company Latest Developments
- 13.4 Futera
 - 13.4.1 Futera Company Information
 - 13.4.2 Futera Entertainment Collectible Trading Cards Product Offered
 - 13.4.3 Futera Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.4.4 Futera Main Business Overview
 - 13.4.5 Futera Latest Developments
- 13.5 Leaf Trading Cards
 - 13.5.1 Leaf Trading Cards Company Information
 - 13.5.2 Leaf Trading Cards Entertainment Collectible Trading Cards Product Offered
 - 13.5.3 Leaf Trading Cards Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.5.4 Leaf Trading Cards Main Business Overview
 - 13.5.5 Leaf Trading Cards Latest Developments
- 13.6 Hasbro Inc.
 - 13.6.1 Hasbro Inc. Company Information
 - 13.6.2 Hasbro Inc. Entertainment Collectible Trading Cards Product Offered
 - 13.6.3 Hasbro Inc. Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.6.4 Hasbro Inc. Main Business Overview
 - 13.6.5 Hasbro Inc. Latest Developments
- 13.7 Konami Holdings Corporation
 - 13.7.1 Konami Holdings Corporation Company Information
 - 13.7.2 Konami Holdings Corporation Entertainment Collectible Trading Cards Product Offered
 - 13.7.3 Konami Holdings Corporation Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.7.4 Konami Holdings Corporation Main Business Overview
 - 13.7.5 Konami Holdings Corporation Latest Developments
- 13.8 Bandai

- 13.8.1 Bandai Company Information
- 13.8.2 Bandai Entertainment Collectible Trading Cards Product Offered
- 13.8.3 Bandai Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
- 13.8.4 Bandai Main Business Overview
- 13.8.5 Bandai Latest Developments
- 13.9 The Pok?mon Company
 - 13.9.1 The Pok?mon Company Company Information
 - 13.9.2 The Pok?mon Company Entertainment Collectible Trading Cards Product Offered
 - 13.9.3 The Pok?mon Company Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.9.4 The Pok?mon Company Main Business Overview
 - 13.9.5 The Pok?mon Company Latest Developments
- 13.10 Blizzard Entertainment
 - 13.10.1 Blizzard Entertainment Company Information
 - 13.10.2 Blizzard Entertainment Entertainment Collectible Trading Cards Product Offered
 - 13.10.3 Blizzard Entertainment Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.10.4 Blizzard Entertainment Main Business Overview
 - 13.10.5 Blizzard Entertainment Latest Developments
- 13.11 Upper Deck Company
 - 13.11.1 Upper Deck Company Company Information
 - 13.11.2 Upper Deck Company Entertainment Collectible Trading Cards Product Offered
 - 13.11.3 Upper Deck Company Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.11.4 Upper Deck Company Main Business Overview
 - 13.11.5 Upper Deck Company Latest Developments
- 13.12 Bushiroad
 - 13.12.1 Bushiroad Company Information
 - 13.12.2 Bushiroad Entertainment Collectible Trading Cards Product Offered
 - 13.12.3 Bushiroad Entertainment Collectible Trading Cards Sales, Revenue, Price and Gross Margin (2020-2022)
 - 13.12.4 Bushiroad Main Business Overview
 - 13.12.5 Bushiroad Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Entertainment Collectible Trading Cards Annual Sales CAGR by Geographic Region (2017, 2022 & 2028) & (\$ millions)

Table 2. Entertainment Collectible Trading Cards Annual Sales CAGR by Country/Region (2017, 2022 & 2028) & (\$ millions)

Table 3. Major Players of Game Card

Table 4. Major Players of Sports Card

Table 5. Major Players of Others

Table 6. Global Entertainment Collectible Trading Cards Sales by Type (2017-2022) & (K Units)

Table 7. Global Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)

Table 8. Global Entertainment Collectible Trading Cards Revenue by Type (2017-2022) & (\$ million)

Table 9. Global Entertainment Collectible Trading Cards Revenue Market Share by Type (2017-2022)

Table 10. Global Entertainment Collectible Trading Cards Sale Price by Type (2017-2022) & (US\$/Unit)

Table 11. Global Entertainment Collectible Trading Cards Sales by Application (2017-2022) & (K Units)

Table 12. Global Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Table 13. Global Entertainment Collectible Trading Cards Revenue by Application (2017-2022)

Table 14. Global Entertainment Collectible Trading Cards Revenue Market Share by Application (2017-2022)

Table 15. Global Entertainment Collectible Trading Cards Sale Price by Application (2017-2022) & (US\$/Unit)

Table 16. Global Entertainment Collectible Trading Cards Sales by Company (2020-2022) & (K Units)

Table 17. Global Entertainment Collectible Trading Cards Sales Market Share by Company (2020-2022)

Table 18. Global Entertainment Collectible Trading Cards Revenue by Company (2020-2022) (\$ Millions)

Table 19. Global Entertainment Collectible Trading Cards Revenue Market Share by Company (2020-2022)

Table 20. Global Entertainment Collectible Trading Cards Sale Price by Company (2020-2022) & (US\$/Unit)

Table 21. Key Manufacturers Entertainment Collectible Trading Cards Producing Area Distribution and Sales Area

Table 22. Players Entertainment Collectible Trading Cards Products Offered

Table 23. Entertainment Collectible Trading Cards Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)

Table 24. New Products and Potential Entrants

Table 25. Mergers & Acquisitions, Expansion

Table 26. Global Entertainment Collectible Trading Cards Sales by Geographic Region (2017-2022) & (K Units)

Table 27. Global Entertainment Collectible Trading Cards Sales Market Share Geographic Region (2017-2022)

Table 28. Global Entertainment Collectible Trading Cards Revenue by Geographic Region (2017-2022) & (\$ millions)

Table 29. Global Entertainment Collectible Trading Cards Revenue Market Share by Geographic Region (2017-2022)

Table 30. Global Entertainment Collectible Trading Cards Sales by Country/Region (2017-2022) & (K Units)

Table 31. Global Entertainment Collectible Trading Cards Sales Market Share by Country/Region (2017-2022)

Table 32. Global Entertainment Collectible Trading Cards Revenue by Country/Region (2017-2022) & (\$ millions)

Table 33. Global Entertainment Collectible Trading Cards Revenue Market Share by Country/Region (2017-2022)

Table 34. Americas Entertainment Collectible Trading Cards Sales by Country (2017-2022) & (K Units)

Table 35. Americas Entertainment Collectible Trading Cards Sales Market Share by Country (2017-2022)

Table 36. Americas Entertainment Collectible Trading Cards Revenue by Country (2017-2022) & (\$ Millions)

Table 37. Americas Entertainment Collectible Trading Cards Revenue Market Share by Country (2017-2022)

Table 38. Americas Entertainment Collectible Trading Cards Sales by Type (2017-2022) & (K Units)

Table 39. Americas Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)

Table 40. Americas Entertainment Collectible Trading Cards Sales by Application (2017-2022) & (K Units)

Table 41. Americas Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Table 42. APAC Entertainment Collectible Trading Cards Sales by Region (2017-2022) & (K Units)

Table 43. APAC Entertainment Collectible Trading Cards Sales Market Share by Region (2017-2022)

Table 44. APAC Entertainment Collectible Trading Cards Revenue by Region (2017-2022) & (\$ Millions)

Table 45. APAC Entertainment Collectible Trading Cards Revenue Market Share by Region (2017-2022)

Table 46. APAC Entertainment Collectible Trading Cards Sales by Type (2017-2022) & (K Units)

Table 47. APAC Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)

Table 48. APAC Entertainment Collectible Trading Cards Sales by Application (2017-2022) & (K Units)

Table 49. APAC Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Table 50. Europe Entertainment Collectible Trading Cards Sales by Country (2017-2022) & (K Units)

Table 51. Europe Entertainment Collectible Trading Cards Sales Market Share by Country (2017-2022)

Table 52. Europe Entertainment Collectible Trading Cards Revenue by Country (2017-2022) & (\$ Millions)

Table 53. Europe Entertainment Collectible Trading Cards Revenue Market Share by Country (2017-2022)

Table 54. Europe Entertainment Collectible Trading Cards Sales by Type (2017-2022) & (K Units)

Table 55. Europe Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)

Table 56. Europe Entertainment Collectible Trading Cards Sales by Application (2017-2022) & (K Units)

Table 57. Europe Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Table 58. Middle East & Africa Entertainment Collectible Trading Cards Sales by Country (2017-2022) & (K Units)

Table 59. Middle East & Africa Entertainment Collectible Trading Cards Sales Market Share by Country (2017-2022)

Table 60. Middle East & Africa Entertainment Collectible Trading Cards Revenue by

Country (2017-2022) & (\$ Millions)

Table 61. Middle East & Africa Entertainment Collectible Trading Cards Revenue Market Share by Country (2017-2022)

Table 62. Middle East & Africa Entertainment Collectible Trading Cards Sales by Type (2017-2022) & (K Units)

Table 63. Middle East & Africa Entertainment Collectible Trading Cards Sales Market Share by Type (2017-2022)

Table 64. Middle East & Africa Entertainment Collectible Trading Cards Sales by Application (2017-2022) & (K Units)

Table 65. Middle East & Africa Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Table 66. Key Market Drivers & Growth Opportunities of Entertainment Collectible Trading Cards

Table 67. Key Market Challenges & Risks of Entertainment Collectible Trading Cards

Table 68. Key Industry Trends of Entertainment Collectible Trading Cards

Table 69. Entertainment Collectible Trading Cards Raw Material

Table 70. Key Suppliers of Raw Materials

Table 71. Entertainment Collectible Trading Cards Distributors List

Table 72. Entertainment Collectible Trading Cards Customer List

Table 73. Global Entertainment Collectible Trading Cards Sales Forecast by Region (2023-2028) & (K Units)

Table 74. Global Entertainment Collectible Trading Cards Sales Market Forecast by Region

Table 75. Global Entertainment Collectible Trading Cards Revenue Forecast by Region (2023-2028) & (\$ millions)

Table 76. Global Entertainment Collectible Trading Cards Revenue Market Share Forecast by Region (2023-2028)

Table 77. Americas Entertainment Collectible Trading Cards Sales Forecast by Country (2023-2028) & (K Units)

Table 78. Americas Entertainment Collectible Trading Cards Revenue Forecast by Country (2023-2028) & (\$ millions)

Table 79. APAC Entertainment Collectible Trading Cards Sales Forecast by Region (2023-2028) & (K Units)

Table 80. APAC Entertainment Collectible Trading Cards Revenue Forecast by Region (2023-2028) & (\$ millions)

Table 81. Europe Entertainment Collectible Trading Cards Sales Forecast by Country (2023-2028) & (K Units)

Table 82. Europe Entertainment Collectible Trading Cards Revenue Forecast by Country (2023-2028) & (\$ millions)

- Table 83. Middle East & Africa Entertainment Collectible Trading Cards Sales Forecast by Country (2023-2028) & (K Units)
- Table 84. Middle East & Africa Entertainment Collectible Trading Cards Revenue Forecast by Country (2023-2028) & (\$ millions)
- Table 85. Global Entertainment Collectible Trading Cards Sales Forecast by Type (2023-2028) & (K Units)
- Table 86. Global Entertainment Collectible Trading Cards Sales Market Share Forecast by Type (2023-2028)
- Table 87. Global Entertainment Collectible Trading Cards Revenue Forecast by Type (2023-2028) & (\$ Millions)
- Table 88. Global Entertainment Collectible Trading Cards Revenue Market Share Forecast by Type (2023-2028)
- Table 89. Global Entertainment Collectible Trading Cards Sales Forecast by Application (2023-2028) & (K Units)
- Table 90. Global Entertainment Collectible Trading Cards Sales Market Share Forecast by Application (2023-2028)
- Table 91. Global Entertainment Collectible Trading Cards Revenue Forecast by Application (2023-2028) & (\$ Millions)
- Table 92. Global Entertainment Collectible Trading Cards Revenue Market Share Forecast by Application (2023-2028)
- Table 93. Panini Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors
- Table 94. Panini Entertainment Collectible Trading Cards Product Offered
- Table 95. Panini Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)
- Table 96. Panini Main Business
- Table 97. Panini Latest Developments
- Table 98. Topps Company Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors
- Table 99. Topps Company Entertainment Collectible Trading Cards Product Offered
- Table 100. Topps Company Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)
- Table 101. Topps Company Main Business
- Table 102. Topps Company Latest Developments
- Table 103. The Upper Deck Company Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors
- Table 104. The Upper Deck Company Entertainment Collectible Trading Cards Product Offered
- Table 105. The Upper Deck Company Entertainment Collectible Trading Cards Sales (K

Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 106. The Upper Deck Company Main Business

Table 107. The Upper Deck Company Latest Developments

Table 108. Futera Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 109. Futera Entertainment Collectible Trading Cards Product Offered

Table 110. Futera Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 111. Futera Main Business

Table 112. Futera Latest Developments

Table 113. Leaf Trading Cards Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 114. Leaf Trading Cards Entertainment Collectible Trading Cards Product Offered

Table 115. Leaf Trading Cards Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 116. Leaf Trading Cards Main Business

Table 117. Leaf Trading Cards Latest Developments

Table 118. Hasbro Inc. Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 119. Hasbro Inc. Entertainment Collectible Trading Cards Product Offered

Table 120. Hasbro Inc. Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 121. Hasbro Inc. Main Business

Table 122. Hasbro Inc. Latest Developments

Table 123. Konami Holdings Corporation Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 124. Konami Holdings Corporation Entertainment Collectible Trading Cards Product Offered

Table 125. Konami Holdings Corporation Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 126. Konami Holdings Corporation Main Business

Table 127. Konami Holdings Corporation Latest Developments

Table 128. Bandai Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 129. Bandai Entertainment Collectible Trading Cards Product Offered

Table 130. Bandai Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 131. Bandai Main Business

Table 132. Bandai Latest Developments

Table 133. The Pok?mon Company Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 134. The Pok?mon Company Entertainment Collectible Trading Cards Product Offered

Table 135. The Pok?mon Company Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 136. The Pok?mon Company Main Business

Table 137. The Pok?mon Company Latest Developments

Table 138. Blizzard Entertainment Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 139. Blizzard Entertainment Entertainment Collectible Trading Cards Product Offered

Table 140. Blizzard Entertainment Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 141. Blizzard Entertainment Main Business

Table 142. Blizzard Entertainment Latest Developments

Table 143. Upper Deck Company Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 144. Upper Deck Company Entertainment Collectible Trading Cards Product Offered

Table 145. Upper Deck Company Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 146. Upper Deck Company Main Business

Table 147. Upper Deck Company Latest Developments

Table 148. Bushiroad Basic Information, Entertainment Collectible Trading Cards Manufacturing Base, Sales Area and Its Competitors

Table 149. Bushiroad Entertainment Collectible Trading Cards Product Offered

Table 150. Bushiroad Entertainment Collectible Trading Cards Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2022)

Table 151. Bushiroad Main Business

Table 152. Bushiroad Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Picture of Entertainment Collectible Trading Cards

Figure 2. Entertainment Collectible Trading Cards Report Years Considered

Figure 3. Research Objectives

Figure 4. Research Methodology

Figure 5. Research Process and Data Source

Figure 6. Global Entertainment Collectible Trading Cards Sales Growth Rate 2017-2028 (K Units)

Figure 7. Global Entertainment Collectible Trading Cards Revenue Growth Rate 2017-2028 (\$ Millions)

Figure 8. Entertainment Collectible Trading Cards Sales by Region (2021 & 2028) & (\$ millions)

Figure 9. Product Picture of Game Card

Figure 10. Product Picture of Sports Card

Figure 11. Product Picture of Others

Figure 12. Global Entertainment Collectible Trading Cards Sales Market Share by Type in 2021

Figure 13. Global Entertainment Collectible Trading Cards Revenue Market Share by Type (2017-2022)

Figure 14. Entertainment Collectible Trading Cards Consumed in Collector

Figure 15. Global Entertainment Collectible Trading Cards Market: Collector (2017-2022) & (K Units)

Figure 16. Entertainment Collectible Trading Cards Consumed in Game Lover

Figure 17. Global Entertainment Collectible Trading Cards Market: Game Lover (2017-2022) & (K Units)

Figure 18. Entertainment Collectible Trading Cards Consumed in Others

Figure 19. Global Entertainment Collectible Trading Cards Market: Others (2017-2022) & (K Units)

Figure 20. Global Entertainment Collectible Trading Cards Sales Market Share by Application (2017-2022)

Figure 21. Global Entertainment Collectible Trading Cards Revenue Market Share by Application in 2021

Figure 22. Entertainment Collectible Trading Cards Revenue Market by Company in 2021 (\$ Million)

Figure 23. Global Entertainment Collectible Trading Cards Revenue Market Share by Company in 2021

Figure 24. Global Entertainment Collectible Trading Cards Sales Market Share by Geographic Region (2017-2022)

Figure 25. Global Entertainment Collectible Trading Cards Revenue Market Share by Geographic Region in 2021

Figure 26. Global Entertainment Collectible Trading Cards Sales Market Share by Region (2017-2022)

Figure 27. Global Entertainment Collectible Trading Cards Revenue Market Share by Country/Region in 2021

Figure 28. Americas Entertainment Collectible Trading Cards Sales 2017-2022 (K Units)

Figure 29. Americas Entertainment Collectible Trading Cards Revenue 2017-2022 (\$ Millions)

Figure 30. APAC Entertainment Collectible Trading Cards Sales 2017-2022 (K Units)

Figure 31. APAC Entertainment Collectible Trading Cards Revenue 2017-2022 (\$ Millions)

Figure 32. Europe Entertainment Collectible Trading Cards Sales 2017-2022 (K Units)

Figure 33. Europe Entertainment Collectible Trading Cards Revenue 2017-2022 (\$ Millions)

Figure 34. Middle East & Africa Entertainment Collectible Trading Cards Sales 2017-2022 (K Units)

Figure 35. Middle East & Africa Entertainment Collectible Trading Cards Revenue 2017-2022 (\$ Millions)

Figure 36. Americas Entertainment Collectible Trading Cards Sales Market Share by Country in 2021

Figure 37. Americas Entertainment Collectible Trading Cards Revenue Market Share by Country in 2021

Figure 38. United States Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 39. Canada Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 40. Mexico Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 41. Brazil Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 42. APAC Entertainment Collectible Trading Cards Sales Market Share by Region in 2021

Figure 43. APAC Entertainment Collectible Trading Cards Revenue Market Share by Regions in 2021

Figure 44. China Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 45. Japan Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 46. South Korea Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 47. Southeast Asia Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 48. India Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 49. Australia Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 50. Europe Entertainment Collectible Trading Cards Sales Market Share by Country in 2021

Figure 51. Europe Entertainment Collectible Trading Cards Revenue Market Share by Country in 2021

Figure 52. Germany Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 53. France Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 54. UK Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 55. Italy Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 56. Russia Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 57. Middle East & Africa Entertainment Collectible Trading Cards Sales Market Share by Country in 2021

Figure 58. Middle East & Africa Entertainment Collectible Trading Cards Revenue Market Share by Country in 2021

Figure 59. Egypt Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 60. South Africa Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 61. Israel Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 62. Turkey Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 63. GCC Country Entertainment Collectible Trading Cards Revenue Growth 2017-2022 (\$ Millions)

Figure 64. Manufacturing Cost Structure Analysis of Entertainment Collectible Trading

Cards in 2021

Figure 65. Manufacturing Process Analysis of Entertainment Collectible Trading Cards

Figure 66. Industry Chain Structure of Entertainment Collectible Trading Cards

Figure 67. Channels of Distribution

Figure 68. Distributors Profiles

I would like to order

Product name: Global Entertainment Collectible Trading Cards Market Growth 2022-2028

Product link: <https://marketpublishers.com/r/GFEB4A5F245AEN.html>

Price: US\$ 3,660.00 (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/GFEB4A5F245AEN.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