

Global Household Puzzle and Cards Entertainment Market Growth 2023-2029

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Abstracts

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LPI (LP Information)' newest research report, the "Household Puzzle and Cards Entertainment Industry Forecast" looks at past sales and reviews total world Household Puzzle and Cards Entertainment sales in 2022, providing a comprehensive analysis by region and market sector of projected Household Puzzle and Cards Entertainment sales for 2023 through 2029. With Household Puzzle and Cards Entertainment sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Household Puzzle and Cards Entertainment industry.

This Insight Report provides a comprehensive analysis of the global Household Puzzle and Cards Entertainment 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 Household Puzzle and Cards Entertainment portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Household Puzzle and Cards Entertainment market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Household Puzzle and Cards Entertainment 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 Household Puzzle and Cards Entertainment.

The global Household Puzzle and Cards Entertainment market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Household Puzzle and Cards Entertainment is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Household Puzzle and Cards Entertainment is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Household Puzzle and Cards Entertainment is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Household Puzzle and Cards Entertainment players cover Springbok Puzzles, Robotime, Disney, Schmidt Spiele, CubicFun, Educa Borrás, Ravensburger, Artifact Puzzles and Tenyo, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

Market Segmentation:

Segmentation by type

Puzzle

Cards

Segmentation by application

Adult

Children

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

Springbok Puzzles

Robotime

Disney

Schmidt Spiele

CubicFun

Educa Borrás

Ravensburger

Artifact Puzzles

Tenyo

Toy Town

Cobble Hill

White Mountain Puzzles

Buffalo Games

Castorland

Hape

Asmodee Editions

Goliath B.V.

Grand Prix International

Hasbro

Key Questions Addressed in this Report

What is the 10-year outlook for the global Household Puzzle and Cards Entertainment market?

What factors are driving Household Puzzle and Cards Entertainment market growth, globally and by region?

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

How do Household Puzzle and Cards Entertainment market opportunities vary by end market size?

How does Household Puzzle and Cards Entertainment break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

2.1 World Market Overview

- 2.1.1 Global Household Puzzle and Cards Entertainment Annual Sales 2018-2029
- 2.1.2 World Current & Future Analysis for Household Puzzle and Cards Entertainment by Geographic Region, 2018, 2022 & 2029
- 2.1.3 World Current & Future Analysis for Household Puzzle and Cards Entertainment by Country/Region, 2018, 2022 & 2029

2.2 Household Puzzle and Cards Entertainment Segment by Type

- 2.2.1 Puzzle
- 2.2.2 Cards

2.3 Household Puzzle and Cards Entertainment Sales by Type

- 2.3.1 Global Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)
- 2.3.2 Global Household Puzzle and Cards Entertainment Revenue and Market Share by Type (2018-2023)
- 2.3.3 Global Household Puzzle and Cards Entertainment Sale Price by Type (2018-2023)

2.4 Household Puzzle and Cards Entertainment Segment by Application

- 2.4.1 Adult
- 2.4.2 Children

2.5 Household Puzzle and Cards Entertainment Sales by Application

- 2.5.1 Global Household Puzzle and Cards Entertainment Sale Market Share by Application (2018-2023)
- 2.5.2 Global Household Puzzle and Cards Entertainment Revenue and Market Share by Application (2018-2023)

2.5.3 Global Household Puzzle and Cards Entertainment Sale Price by Application (2018-2023)

3 GLOBAL HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT BY COMPANY

3.1 Global Household Puzzle and Cards Entertainment Breakdown Data by Company

3.1.1 Global Household Puzzle and Cards Entertainment Annual Sales by Company (2018-2023)

3.1.2 Global Household Puzzle and Cards Entertainment Sales Market Share by Company (2018-2023)

3.2 Global Household Puzzle and Cards Entertainment Annual Revenue by Company (2018-2023)

3.2.1 Global Household Puzzle and Cards Entertainment Revenue by Company (2018-2023)

3.2.2 Global Household Puzzle and Cards Entertainment Revenue Market Share by Company (2018-2023)

3.3 Global Household Puzzle and Cards Entertainment Sale Price by Company

3.4 Key Manufacturers Household Puzzle and Cards Entertainment Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers Household Puzzle and Cards Entertainment Product Location Distribution

3.4.2 Players Household Puzzle and Cards Entertainment Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)

3.6 New Products and Potential Entrants

3.7 Mergers & Acquisitions, Expansion

4 WORLD HISTORIC REVIEW FOR HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT BY GEOGRAPHIC REGION

4.1 World Historic Household Puzzle and Cards Entertainment Market Size by Geographic Region (2018-2023)

4.1.1 Global Household Puzzle and Cards Entertainment Annual Sales by Geographic Region (2018-2023)

4.1.2 Global Household Puzzle and Cards Entertainment Annual Revenue by Geographic Region (2018-2023)

4.2 World Historic Household Puzzle and Cards Entertainment Market Size by Country/Region (2018-2023)

- 4.2.1 Global Household Puzzle and Cards Entertainment Annual Sales by Country/Region (2018-2023)
- 4.2.2 Global Household Puzzle and Cards Entertainment Annual Revenue by Country/Region (2018-2023)
- 4.3 Americas Household Puzzle and Cards Entertainment Sales Growth
- 4.4 APAC Household Puzzle and Cards Entertainment Sales Growth
- 4.5 Europe Household Puzzle and Cards Entertainment Sales Growth
- 4.6 Middle East & Africa Household Puzzle and Cards Entertainment Sales Growth

5 AMERICAS

- 5.1 Americas Household Puzzle and Cards Entertainment Sales by Country
 - 5.1.1 Americas Household Puzzle and Cards Entertainment Sales by Country (2018-2023)
 - 5.1.2 Americas Household Puzzle and Cards Entertainment Revenue by Country (2018-2023)
- 5.2 Americas Household Puzzle and Cards Entertainment Sales by Type
- 5.3 Americas Household Puzzle and Cards Entertainment Sales by Application
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Household Puzzle and Cards Entertainment Sales by Region
 - 6.1.1 APAC Household Puzzle and Cards Entertainment Sales by Region (2018-2023)
 - 6.1.2 APAC Household Puzzle and Cards Entertainment Revenue by Region (2018-2023)
- 6.2 APAC Household Puzzle and Cards Entertainment Sales by Type
- 6.3 APAC Household Puzzle and Cards Entertainment 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 Household Puzzle and Cards Entertainment by Country

7.1.1 Europe Household Puzzle and Cards Entertainment Sales by Country (2018-2023)

7.1.2 Europe Household Puzzle and Cards Entertainment Revenue by Country (2018-2023)

7.2 Europe Household Puzzle and Cards Entertainment Sales by Type

7.3 Europe Household Puzzle and Cards Entertainment 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 Household Puzzle and Cards Entertainment by Country

8.1.1 Middle East & Africa Household Puzzle and Cards Entertainment Sales by Country (2018-2023)

8.1.2 Middle East & Africa Household Puzzle and Cards Entertainment Revenue by Country (2018-2023)

8.2 Middle East & Africa Household Puzzle and Cards Entertainment Sales by Type

8.3 Middle East & Africa Household Puzzle and Cards Entertainment 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 Household Puzzle and Cards Entertainment

10.3 Manufacturing Process Analysis of Household Puzzle and Cards Entertainment

10.4 Industry Chain Structure of Household Puzzle and Cards Entertainment

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Household Puzzle and Cards Entertainment Distributors

11.3 Household Puzzle and Cards Entertainment Customer

12 WORLD FORECAST REVIEW FOR HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT BY GEOGRAPHIC REGION

12.1 Global Household Puzzle and Cards Entertainment Market Size Forecast by Region

12.1.1 Global Household Puzzle and Cards Entertainment Forecast by Region (2024-2029)

12.1.2 Global Household Puzzle and Cards Entertainment Annual Revenue Forecast by Region (2024-2029)

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 Household Puzzle and Cards Entertainment Forecast by Type

12.7 Global Household Puzzle and Cards Entertainment Forecast by Application

13 KEY PLAYERS ANALYSIS

13.1 Springbok Puzzles

13.1.1 Springbok Puzzles Company Information

13.1.2 Springbok Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.1.3 Springbok Puzzles Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.1.4 Springbok Puzzles Main Business Overview

- 13.1.5 Springbok Puzzles Latest Developments
- 13.2 Robotime
 - 13.2.1 Robotime Company Information
 - 13.2.2 Robotime Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.2.3 Robotime Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.2.4 Robotime Main Business Overview
 - 13.2.5 Robotime Latest Developments
- 13.3 Disney
 - 13.3.1 Disney Company Information
 - 13.3.2 Disney Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.3.3 Disney Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.3.4 Disney Main Business Overview
 - 13.3.5 Disney Latest Developments
- 13.4 Schmidt Spiele
 - 13.4.1 Schmidt Spiele Company Information
 - 13.4.2 Schmidt Spiele Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.4.3 Schmidt Spiele Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.4.4 Schmidt Spiele Main Business Overview
 - 13.4.5 Schmidt Spiele Latest Developments
- 13.5 CubicFun
 - 13.5.1 CubicFun Company Information
 - 13.5.2 CubicFun Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.5.3 CubicFun Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.5.4 CubicFun Main Business Overview
 - 13.5.5 CubicFun Latest Developments
- 13.6 Educa Borrás
 - 13.6.1 Educa Borrás Company Information
 - 13.6.2 Educa Borrás Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.6.3 Educa Borrás Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

- 13.6.4 Educa Borrás Main Business Overview
- 13.6.5 Educa Borrás Latest Developments
- 13.7 Ravensburger
 - 13.7.1 Ravensburger Company Information
 - 13.7.2 Ravensburger Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.7.3 Ravensburger Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.7.4 Ravensburger Main Business Overview
 - 13.7.5 Ravensburger Latest Developments
- 13.8 Artifact Puzzles
 - 13.8.1 Artifact Puzzles Company Information
 - 13.8.2 Artifact Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.8.3 Artifact Puzzles Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.8.4 Artifact Puzzles Main Business Overview
 - 13.8.5 Artifact Puzzles Latest Developments
- 13.9 Tenyo
 - 13.9.1 Tenyo Company Information
 - 13.9.2 Tenyo Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.9.3 Tenyo Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.9.4 Tenyo Main Business Overview
 - 13.9.5 Tenyo Latest Developments
- 13.10 Toy Town
 - 13.10.1 Toy Town Company Information
 - 13.10.2 Toy Town Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.10.3 Toy Town Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)
 - 13.10.4 Toy Town Main Business Overview
 - 13.10.5 Toy Town Latest Developments
- 13.11 Cobble Hill
 - 13.11.1 Cobble Hill Company Information
 - 13.11.2 Cobble Hill Household Puzzle and Cards Entertainment Product Portfolios and Specifications
 - 13.11.3 Cobble Hill Household Puzzle and Cards Entertainment Sales, Revenue, Price

and Gross Margin (2018-2023)

13.11.4 Cobble Hill Main Business Overview

13.11.5 Cobble Hill Latest Developments

13.12 White Mountain Puzzles

13.12.1 White Mountain Puzzles Company Information

13.12.2 White Mountain Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.12.3 White Mountain Puzzles Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.12.4 White Mountain Puzzles Main Business Overview

13.12.5 White Mountain Puzzles Latest Developments

13.13 Buffalo Games

13.13.1 Buffalo Games Company Information

13.13.2 Buffalo Games Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.13.3 Buffalo Games Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.13.4 Buffalo Games Main Business Overview

13.13.5 Buffalo Games Latest Developments

13.14 Castorland

13.14.1 Castorland Company Information

13.14.2 Castorland Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.14.3 Castorland Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.14.4 Castorland Main Business Overview

13.14.5 Castorland Latest Developments

13.15 Hape

13.15.1 Hape Company Information

13.15.2 Hape Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.15.3 Hape Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.15.4 Hape Main Business Overview

13.15.5 Hape Latest Developments

13.16 Asmodee Editions

13.16.1 Asmodee Editions Company Information

13.16.2 Asmodee Editions Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.16.3 Asmodee Editions Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.16.4 Asmodee Editions Main Business Overview

13.16.5 Asmodee Editions Latest Developments

13.17 Goliath B.V.

13.17.1 Goliath B.V. Company Information

13.17.2 Goliath B.V. Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.17.3 Goliath B.V. Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.17.4 Goliath B.V. Main Business Overview

13.17.5 Goliath B.V. Latest Developments

13.18 Grand Prix International

13.18.1 Grand Prix International Company Information

13.18.2 Grand Prix International Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.18.3 Grand Prix International Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.18.4 Grand Prix International Main Business Overview

13.18.5 Grand Prix International Latest Developments

13.19 Hasbro

13.19.1 Hasbro Company Information

13.19.2 Hasbro Household Puzzle and Cards Entertainment Product Portfolios and Specifications

13.19.3 Hasbro Household Puzzle and Cards Entertainment Sales, Revenue, Price and Gross Margin (2018-2023)

13.19.4 Hasbro Main Business Overview

13.19.5 Hasbro Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Household Puzzle and Cards Entertainment Annual Sales CAGR by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Table 2. Household Puzzle and Cards Entertainment Annual Sales CAGR by Country/Region (2018, 2022 & 2029) & (\$ millions)
- Table 3. Major Players of Puzzle
- Table 4. Major Players of Cards
- Table 5. Global Household Puzzle and Cards Entertainment Sales by Type (2018-2023) & (K Units)
- Table 6. Global Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)
- Table 7. Global Household Puzzle and Cards Entertainment Revenue by Type (2018-2023) & (\$ million)
- Table 8. Global Household Puzzle and Cards Entertainment Revenue Market Share by Type (2018-2023)
- Table 9. Global Household Puzzle and Cards Entertainment Sale Price by Type (2018-2023) & (US\$/Unit)
- Table 10. Global Household Puzzle and Cards Entertainment Sales by Application (2018-2023) & (K Units)
- Table 11. Global Household Puzzle and Cards Entertainment Sales Market Share by Application (2018-2023)
- Table 12. Global Household Puzzle and Cards Entertainment Revenue by Application (2018-2023)
- Table 13. Global Household Puzzle and Cards Entertainment Revenue Market Share by Application (2018-2023)
- Table 14. Global Household Puzzle and Cards Entertainment Sale Price by Application (2018-2023) & (US\$/Unit)
- Table 15. Global Household Puzzle and Cards Entertainment Sales by Company (2018-2023) & (K Units)
- Table 16. Global Household Puzzle and Cards Entertainment Sales Market Share by Company (2018-2023)
- Table 17. Global Household Puzzle and Cards Entertainment Revenue by Company (2018-2023) (\$ Millions)
- Table 18. Global Household Puzzle and Cards Entertainment Revenue Market Share by Company (2018-2023)
- Table 19. Global Household Puzzle and Cards Entertainment Sale Price by Company

(2018-2023) & (US\$/Unit)

Table 20. Key Manufacturers Household Puzzle and Cards Entertainment Producing Area Distribution and Sales Area

Table 21. Players Household Puzzle and Cards Entertainment Products Offered

Table 22. Household Puzzle and Cards Entertainment Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)

Table 23. New Products and Potential Entrants

Table 24. Mergers & Acquisitions, Expansion

Table 25. Global Household Puzzle and Cards Entertainment Sales by Geographic Region (2018-2023) & (K Units)

Table 26. Global Household Puzzle and Cards Entertainment Sales Market Share Geographic Region (2018-2023)

Table 27. Global Household Puzzle and Cards Entertainment Revenue by Geographic Region (2018-2023) & (\$ millions)

Table 28. Global Household Puzzle and Cards Entertainment Revenue Market Share by Geographic Region (2018-2023)

Table 29. Global Household Puzzle and Cards Entertainment Sales by Country/Region (2018-2023) & (K Units)

Table 30. Global Household Puzzle and Cards Entertainment Sales Market Share by Country/Region (2018-2023)

Table 31. Global Household Puzzle and Cards Entertainment Revenue by Country/Region (2018-2023) & (\$ millions)

Table 32. Global Household Puzzle and Cards Entertainment Revenue Market Share by Country/Region (2018-2023)

Table 33. Americas Household Puzzle and Cards Entertainment Sales by Country (2018-2023) & (K Units)

Table 34. Americas Household Puzzle and Cards Entertainment Sales Market Share by Country (2018-2023)

Table 35. Americas Household Puzzle and Cards Entertainment Revenue by Country (2018-2023) & (\$ Millions)

Table 36. Americas Household Puzzle and Cards Entertainment Revenue Market Share by Country (2018-2023)

Table 37. Americas Household Puzzle and Cards Entertainment Sales by Type (2018-2023) & (K Units)

Table 38. Americas Household Puzzle and Cards Entertainment Sales by Application (2018-2023) & (K Units)

Table 39. APAC Household Puzzle and Cards Entertainment Sales by Region (2018-2023) & (K Units)

Table 40. APAC Household Puzzle and Cards Entertainment Sales Market Share by

Region (2018-2023)

Table 41. APAC Household Puzzle and Cards Entertainment Revenue by Region (2018-2023) & (\$ Millions)

Table 42. APAC Household Puzzle and Cards Entertainment Revenue Market Share by Region (2018-2023)

Table 43. APAC Household Puzzle and Cards Entertainment Sales by Type (2018-2023) & (K Units)

Table 44. APAC Household Puzzle and Cards Entertainment Sales by Application (2018-2023) & (K Units)

Table 45. Europe Household Puzzle and Cards Entertainment Sales by Country (2018-2023) & (K Units)

Table 46. Europe Household Puzzle and Cards Entertainment Sales Market Share by Country (2018-2023)

Table 47. Europe Household Puzzle and Cards Entertainment Revenue by Country (2018-2023) & (\$ Millions)

Table 48. Europe Household Puzzle and Cards Entertainment Revenue Market Share by Country (2018-2023)

Table 49. Europe Household Puzzle and Cards Entertainment Sales by Type (2018-2023) & (K Units)

Table 50. Europe Household Puzzle and Cards Entertainment Sales by Application (2018-2023) & (K Units)

Table 51. Middle East & Africa Household Puzzle and Cards Entertainment Sales by Country (2018-2023) & (K Units)

Table 52. Middle East & Africa Household Puzzle and Cards Entertainment Sales Market Share by Country (2018-2023)

Table 53. Middle East & Africa Household Puzzle and Cards Entertainment Revenue by Country (2018-2023) & (\$ Millions)

Table 54. Middle East & Africa Household Puzzle and Cards Entertainment Revenue Market Share by Country (2018-2023)

Table 55. Middle East & Africa Household Puzzle and Cards Entertainment Sales by Type (2018-2023) & (K Units)

Table 56. Middle East & Africa Household Puzzle and Cards Entertainment Sales by Application (2018-2023) & (K Units)

Table 57. Key Market Drivers & Growth Opportunities of Household Puzzle and Cards Entertainment

Table 58. Key Market Challenges & Risks of Household Puzzle and Cards Entertainment

Table 59. Key Industry Trends of Household Puzzle and Cards Entertainment

Table 60. Household Puzzle and Cards Entertainment Raw Material

Table 61. Key Suppliers of Raw Materials
Table 62. Household Puzzle and Cards Entertainment Distributors List
Table 63. Household Puzzle and Cards Entertainment Customer List
Table 64. Global Household Puzzle and Cards Entertainment Sales Forecast by Region (2024-2029) & (K Units)
Table 65. Global Household Puzzle and Cards Entertainment Revenue Forecast by Region (2024-2029) & (\$ millions)
Table 66. Americas Household Puzzle and Cards Entertainment Sales Forecast by Country (2024-2029) & (K Units)
Table 67. Americas Household Puzzle and Cards Entertainment Revenue Forecast by Country (2024-2029) & (\$ millions)
Table 68. APAC Household Puzzle and Cards Entertainment Sales Forecast by Region (2024-2029) & (K Units)
Table 69. APAC Household Puzzle and Cards Entertainment Revenue Forecast by Region (2024-2029) & (\$ millions)
Table 70. Europe Household Puzzle and Cards Entertainment Sales Forecast by Country (2024-2029) & (K Units)
Table 71. Europe Household Puzzle and Cards Entertainment Revenue Forecast by Country (2024-2029) & (\$ millions)
Table 72. Middle East & Africa Household Puzzle and Cards Entertainment Sales Forecast by Country (2024-2029) & (K Units)
Table 73. Middle East & Africa Household Puzzle and Cards Entertainment Revenue Forecast by Country (2024-2029) & (\$ millions)
Table 74. Global Household Puzzle and Cards Entertainment Sales Forecast by Type (2024-2029) & (K Units)
Table 75. Global Household Puzzle and Cards Entertainment Revenue Forecast by Type (2024-2029) & (\$ Millions)
Table 76. Global Household Puzzle and Cards Entertainment Sales Forecast by Application (2024-2029) & (K Units)
Table 77. Global Household Puzzle and Cards Entertainment Revenue Forecast by Application (2024-2029) & (\$ Millions)
Table 78. Springbok Puzzles Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors
Table 79. Springbok Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications
Table 80. Springbok Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
Table 81. Springbok Puzzles Main Business
Table 82. Springbok Puzzles Latest Developments

Table 83. Robotime Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 84. Robotime Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 85. Robotime Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 86. Robotime Main Business

Table 87. Robotime Latest Developments

Table 88. Disney Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 89. Disney Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 90. Disney Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 91. Disney Main Business

Table 92. Disney Latest Developments

Table 93. Schmidt Spiele Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 94. Schmidt Spiele Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 95. Schmidt Spiele Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 96. Schmidt Spiele Main Business

Table 97. Schmidt Spiele Latest Developments

Table 98. CubicFun Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 99. CubicFun Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 100. CubicFun Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 101. CubicFun Main Business

Table 102. CubicFun Latest Developments

Table 103. Educa Borrás Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 104. Educa Borrás Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 105. Educa Borrás Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 106. Educa Borrás Main Business

Table 107. Educa Borrás Latest Developments

Table 108. Ravensburger Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 109. Ravensburger Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 110. Ravensburger Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 111. Ravensburger Main Business

Table 112. Ravensburger Latest Developments

Table 113. Artifact Puzzles Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 114. Artifact Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 115. Artifact Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 116. Artifact Puzzles Main Business

Table 117. Artifact Puzzles Latest Developments

Table 118. Tenyo Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 119. Tenyo Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 120. Tenyo Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 121. Tenyo Main Business

Table 122. Tenyo Latest Developments

Table 123. Toy Town Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 124. Toy Town Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 125. Toy Town Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 126. Toy Town Main Business

Table 127. Toy Town Latest Developments

Table 128. Cobble Hill Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 129. Cobble Hill Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 130. Cobble Hill Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 131. Cobble Hill Main Business

Table 132. Cobble Hill Latest Developments

Table 133. White Mountain Puzzles Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 134. White Mountain Puzzles Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 135. White Mountain Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 136. White Mountain Puzzles Main Business

Table 137. White Mountain Puzzles Latest Developments

Table 138. Buffalo Games Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 139. Buffalo Games Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 140. Buffalo Games Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 141. Buffalo Games Main Business

Table 142. Buffalo Games Latest Developments

Table 143. Castorland Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 144. Castorland Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 145. Castorland Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 146. Castorland Main Business

Table 147. Castorland Latest Developments

Table 148. Hape Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 149. Hape Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 150. Hape Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 151. Hape Main Business

Table 152. Hape Latest Developments

Table 153. Asmodee Editions Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 154. Asmodee Editions Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 155. Asmodee Editions Household Puzzle and Cards Entertainment Sales (K

Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 156. Asmodee Editions Main Business

Table 157. Asmodee Editions Latest Developments

Table 158. Goliath B.V. Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 159. Goliath B.V. Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 160. Goliath B.V. Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 161. Goliath B.V. Main Business

Table 162. Goliath B.V. Latest Developments

Table 163. Grand Prix International Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 164. Grand Prix International Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 165. Grand Prix International Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 166. Grand Prix International Main Business

Table 167. Grand Prix International Latest Developments

Table 168. Hasbro Basic Information, Household Puzzle and Cards Entertainment Manufacturing Base, Sales Area and Its Competitors

Table 169. Hasbro Household Puzzle and Cards Entertainment Product Portfolios and Specifications

Table 170. Hasbro Household Puzzle and Cards Entertainment Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 171. Hasbro Main Business

Table 172. Hasbro Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Household Puzzle and Cards Entertainment
- Figure 2. Household Puzzle and Cards Entertainment Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Household Puzzle and Cards Entertainment Sales Growth Rate 2018-2029 (K Units)
- Figure 7. Global Household Puzzle and Cards Entertainment Revenue Growth Rate 2018-2029 (\$ Millions)
- Figure 8. Household Puzzle and Cards Entertainment Sales by Region (2018, 2022 & 2029) & (\$ Millions)
- Figure 9. Product Picture of Puzzle
- Figure 10. Product Picture of Cards
- Figure 11. Global Household Puzzle and Cards Entertainment Sales Market Share by Type in 2022
- Figure 12. Global Household Puzzle and Cards Entertainment Revenue Market Share by Type (2018-2023)
- Figure 13. Household Puzzle and Cards Entertainment Consumed in Adult
- Figure 14. Global Household Puzzle and Cards Entertainment Market: Adult (2018-2023) & (K Units)
- Figure 15. Household Puzzle and Cards Entertainment Consumed in Children
- Figure 16. Global Household Puzzle and Cards Entertainment Market: Children (2018-2023) & (K Units)
- Figure 17. Global Household Puzzle and Cards Entertainment Sales Market Share by Application (2022)
- Figure 18. Global Household Puzzle and Cards Entertainment Revenue Market Share by Application in 2022
- Figure 19. Household Puzzle and Cards Entertainment Sales Market by Company in 2022 (K Units)
- Figure 20. Global Household Puzzle and Cards Entertainment Sales Market Share by Company in 2022
- Figure 21. Household Puzzle and Cards Entertainment Revenue Market by Company in 2022 (\$ Million)
- Figure 22. Global Household Puzzle and Cards Entertainment Revenue Market Share by Company in 2022

Figure 23. Global Household Puzzle and Cards Entertainment Sales Market Share by Geographic Region (2018-2023)

Figure 24. Global Household Puzzle and Cards Entertainment Revenue Market Share by Geographic Region in 2022

Figure 25. Americas Household Puzzle and Cards Entertainment Sales 2018-2023 (K Units)

Figure 26. Americas Household Puzzle and Cards Entertainment Revenue 2018-2023 (\$ Millions)

Figure 27. APAC Household Puzzle and Cards Entertainment Sales 2018-2023 (K Units)

Figure 28. APAC Household Puzzle and Cards Entertainment Revenue 2018-2023 (\$ Millions)

Figure 29. Europe Household Puzzle and Cards Entertainment Sales 2018-2023 (K Units)

Figure 30. Europe Household Puzzle and Cards Entertainment Revenue 2018-2023 (\$ Millions)

Figure 31. Middle East & Africa Household Puzzle and Cards Entertainment Sales 2018-2023 (K Units)

Figure 32. Middle East & Africa Household Puzzle and Cards Entertainment Revenue 2018-2023 (\$ Millions)

Figure 33. Americas Household Puzzle and Cards Entertainment Sales Market Share by Country in 2022

Figure 34. Americas Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2022

Figure 35. Americas Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)

Figure 36. Americas Household Puzzle and Cards Entertainment Sales Market Share by Application (2018-2023)

Figure 37. United States Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 38. Canada Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 39. Mexico Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 40. Brazil Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 41. APAC Household Puzzle and Cards Entertainment Sales Market Share by Region in 2022

Figure 42. APAC Household Puzzle and Cards Entertainment Revenue Market Share

by Regions in 2022

Figure 43. APAC Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)

Figure 44. APAC Household Puzzle and Cards Entertainment Sales Market Share by Application (2018-2023)

Figure 45. China Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 46. Japan Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 47. South Korea Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 48. Southeast Asia Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 49. India Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 50. Australia Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 51. China Taiwan Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 52. Europe Household Puzzle and Cards Entertainment Sales Market Share by Country in 2022

Figure 53. Europe Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2022

Figure 54. Europe Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)

Figure 55. Europe Household Puzzle and Cards Entertainment Sales Market Share by Application (2018-2023)

Figure 56. Germany Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 57. France Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 58. UK Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 59. Italy Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 60. Russia Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 61. Middle East & Africa Household Puzzle and Cards Entertainment Sales Market Share by Country in 2022

Figure 62. Middle East & Africa Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2022

Figure 63. Middle East & Africa Household Puzzle and Cards Entertainment Sales Market Share by Type (2018-2023)

Figure 64. Middle East & Africa Household Puzzle and Cards Entertainment Sales Market Share by Application (2018-2023)

Figure 65. Egypt Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 66. South Africa Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 67. Israel Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 68. Turkey Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 69. GCC Country Household Puzzle and Cards Entertainment Revenue Growth 2018-2023 (\$ Millions)

Figure 70. Manufacturing Cost Structure Analysis of Household Puzzle and Cards Entertainment in 2022

Figure 71. Manufacturing Process Analysis of Household Puzzle and Cards Entertainment

Figure 72. Industry Chain Structure of Household Puzzle and Cards Entertainment

Figure 73. Channels of Distribution

Figure 74. Global Household Puzzle and Cards Entertainment Sales Market Forecast by Region (2024-2029)

Figure 75. Global Household Puzzle and Cards Entertainment Revenue Market Share Forecast by Region (2024-2029)

Figure 76. Global Household Puzzle and Cards Entertainment Sales Market Share Forecast by Type (2024-2029)

Figure 77. Global Household Puzzle and Cards Entertainment Revenue Market Share Forecast by Type (2024-2029)

Figure 78. Global Household Puzzle and Cards Entertainment Sales Market Share Forecast by Application (2024-2029)

Figure 79. Global Household Puzzle and Cards Entertainment Revenue Market Share Forecast by Application (2024-2029)

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