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Global Mobile TCGs Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Mobile TCGs market size is predicted to grow from US$ 1210 million in 2025 to US$ 2350 million in 2032; it is expected to grow at a CAGR of 10.1% from 2026 to 2032.

Mobile TCGs refer to digital versions of traditional trading card games that can be played on smartphones and tablets. These games typically involve players collecting cards, building decks, and engaging in strategic gameplay against other players or AI opponents.

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

Global key Mobile TCGs players cover Konami, Nuverse, Cygames, Wizards of the Coast, 2K Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the ?Mobile TCGs Industry Forecast? looks at past sales and reviews total world Mobile TCGs sales in 2025, providing a comprehensive analysis by region and market sector of projected Mobile TCGs sales for 2026 through 2032. With Mobile TCGs sales broken down by region, market sector

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and sub-sector, this report provides a detailed analysis in US$ millions of the world Mobile TCGs industry.

This Insight Report provides a comprehensive analysis of the global Mobile TCGs 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 Mobile TCGs portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms? unique position in an accelerating global Mobile TCGs market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Mobile TCGs 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 Mobile TCGs.

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

Segmentation by Type:

iOS

Android

Segmentation by Application:

Male

Female

This report also splits the market by region:

Americas

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United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

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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.

Konami

Nuverse

Cygames

Wizards of the Coast

2K Games

Blizzard Entertainment

Riot Game

Pokemon

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