

Global Online Mobile Card Game Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Online Mobile Card Game market size is predicted to grow from US\$ 9423 million in 2025 to US\$ 14423 million in 2032; it is expected to grow at a CAGR of 6.5% from 2026 to 2032.

Online mobile card games are digital games played on smartphones or tablets in which players collect, build, and use decks of cards to compete in real-time or turn-based matches via internet connectivity, combining strategy, probability, and progression systems with social, competitive, and monetized gameplay experiences.

Ongoing and planned projects in the online mobile card game market include development of cross-platform card games integrating mobile and PC ecosystems, expansion of popular franchises through seasonal updates and new card expansions, integration of AI-driven personalization and adaptive gameplay systems, deployment of cloud gaming technologies to reduce hardware limitations, growth of esports tournament infrastructures for competitive card games, collaborations with entertainment IP owners for branded content, and introduction of blockchain-based digital card ownership models in select markets, all aimed at enhancing player engagement, retention, and monetization in an increasingly competitive mobile gaming landscape.

2025 Global Market Average Gross Profit Margin: 65%.

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

Global key Online Mobile Card Game players cover Blizzard Entertainment, Konami Holdings Corporation, Wizards of the Coast LLC (Hasbro), The Pok?mon Company, MARVEL, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the 'Online Mobile Card Game Industry Forecast' looks at past sales and reviews total world Online Mobile Card Game sales in 2025, providing a comprehensive analysis by region and market sector of projected Online Mobile Card Game sales for 2026 through 2032. With Online Mobile Card Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Online Mobile Card Game industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Online Mobile Card Game and breaks down the forecast by Type, by End User, 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 Online Mobile Card Game.

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

Segmentation by Type:

Free-To-Play

Purchase

Segmentation by Game Structure Type:

Collectible Card Games

Fixed-Deck Card Games

Segmentation by Game Style:

Entertainment

Educational

Competitive

Segmentation by End User:

Children Players

Teen Players

Adult Players

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.

Blizzard Entertainment

Konami Holdings Corporation

Wizards of the Coast LLC (Hasbro)

The Pok?mon Company

MARVEL

Cygames

Riot Games

Supercell

Mattel163

Mega Crit Games

Playstack Ltd

CD PROJEKT

Shiny Shoe LLC

Tencent Games

NetEase Games

Bilibili Games

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 Online Mobile Card Game Market Size (2021-2032)
 - 2.1.2 Online Mobile Card Game Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for Online Mobile Card Game by Country/Region (2021, 2025 & 2032)
- 2.2 Online Mobile Card Game Segment by Type
 - 2.2.1 Free-To-Play
 - 2.2.2 Purchase
 - 2.2.3 Online Mobile Card Game Market Size by Type
 - 2.2.3.1 Online Mobile Card Game Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.3.2 Global Online Mobile Card Game Market Size Market Share by Type (2021-2026)
- 2.3 Online Mobile Card Game Segment by Game Structure Type
 - 2.3.1 Collectible Card Games
 - 2.3.2 Fixed-Deck Card Games
 - 2.3.3 Online Mobile Card Game Market Size by Game Structure Type
 - 2.3.3.1 Online Mobile Card Game Market Size CAGR by Game Structure Type (2021 VS 2025 VS 2032)
 - 2.3.3.2 Global Online Mobile Card Game Market Size Market Share by Game Structure Type (2021-2026)
- 2.4 Online Mobile Card Game Segment by Game Style
 - 2.4.1 Entertainment

2.4.2 Educational

2.4.3 Competitive

2.4.4 Online Mobile Card Game Market Size by Game Style

2.4.4.1 Online Mobile Card Game Market Size CAGR by Game Style (2021 VS 2025 VS 2032)

2.4.4.2 Global Online Mobile Card Game Market Size Market Share by Game Style (2021-2026)

2.5 Online Mobile Card Game Segment by End User

2.5.1 Children Players

2.5.2 Teen Players

2.5.3 Adult Players

2.5.4 Online Mobile Card Game Market Size by End User

2.5.4.1 Online Mobile Card Game Market Size CAGR by End User (2021 VS 2025 VS 2032)

2.5.4.2 Global Online Mobile Card Game Market Size Market Share by End User (2021-2026)

3 ONLINE MOBILE CARD GAME MARKET SIZE BY PLAYER

3.1 Online Mobile Card Game Market Size Market Share by Player

3.1.1 Global Online Mobile Card Game Revenue by Player (2021-2026)

3.1.2 Global Online Mobile Card Game Revenue Market Share by Player (2021-2026)

3.2 Global Online Mobile Card Game Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 ONLINE MOBILE CARD GAME BY REGION

4.1 Online Mobile Card Game Market Size by Region (2021-2026)

4.2 Global Online Mobile Card Game Annual Revenue by Country/Region (2021-2026)

4.3 Americas Online Mobile Card Game Market Size Growth (2021-2026)

4.4 APAC Online Mobile Card Game Market Size Growth (2021-2026)

4.5 Europe Online Mobile Card Game Market Size Growth (2021-2026)

4.6 Middle East & Africa Online Mobile Card Game Market Size Growth (2021-2026)

5 AMERICAS

- 5.1 Americas Online Mobile Card Game Market Size by Country (2021-2026)
- 5.2 Americas Online Mobile Card Game Market Size by Type (2021-2026)
- 5.3 Americas Online Mobile Card Game Market Size by End User (2021-2026)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Online Mobile Card Game Market Size by Region (2021-2026)
- 6.2 APAC Online Mobile Card Game Market Size by Type (2021-2026)
- 6.3 APAC Online Mobile Card Game Market Size by End User (2021-2026)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Online Mobile Card Game Market Size by Country (2021-2026)
- 7.2 Europe Online Mobile Card Game Market Size by Type (2021-2026)
- 7.3 Europe Online Mobile Card Game Market Size by End User (2021-2026)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Online Mobile Card Game by Region (2021-2026)
- 8.2 Middle East & Africa Online Mobile Card Game Market Size by Type (2021-2026)
- 8.3 Middle East & Africa Online Mobile Card Game Market Size by End User (2021-2026)
- 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 GLOBAL ONLINE MOBILE CARD GAME MARKET FORECAST

10.1 Global Online Mobile Card Game Forecast by Region (2027-2032)

10.1.1 Global Online Mobile Card Game Forecast by Region (2027-2032)

10.1.2 Americas Online Mobile Card Game Forecast

10.1.3 APAC Online Mobile Card Game Forecast

10.1.4 Europe Online Mobile Card Game Forecast

10.1.5 Middle East & Africa Online Mobile Card Game Forecast

10.2 Americas Online Mobile Card Game Forecast by Country (2027-2032)

10.2.1 United States Market Online Mobile Card Game Forecast

10.2.2 Canada Market Online Mobile Card Game Forecast

10.2.3 Mexico Market Online Mobile Card Game Forecast

10.2.4 Brazil Market Online Mobile Card Game Forecast

10.3 APAC Online Mobile Card Game Forecast by Region (2027-2032)

10.3.1 China Online Mobile Card Game Market Forecast

10.3.2 Japan Market Online Mobile Card Game Forecast

10.3.3 Korea Market Online Mobile Card Game Forecast

10.3.4 Southeast Asia Market Online Mobile Card Game Forecast

10.3.5 India Market Online Mobile Card Game Forecast

10.3.6 Australia Market Online Mobile Card Game Forecast

10.4 Europe Online Mobile Card Game Forecast by Country (2027-2032)

10.4.1 Germany Market Online Mobile Card Game Forecast

10.4.2 France Market Online Mobile Card Game Forecast

10.4.3 UK Market Online Mobile Card Game Forecast

10.4.4 Italy Market Online Mobile Card Game Forecast

10.4.5 Russia Market Online Mobile Card Game Forecast

10.5 Middle East & Africa Online Mobile Card Game Forecast by Region (2027-2032)

10.5.1 Egypt Market Online Mobile Card Game Forecast

- 10.5.2 South Africa Market Online Mobile Card Game Forecast
- 10.5.3 Israel Market Online Mobile Card Game Forecast
- 10.5.4 Turkey Market Online Mobile Card Game Forecast
- 10.6 Global Online Mobile Card Game Forecast by Type (2027-2032)
- 10.7 Global Online Mobile Card Game Forecast by End User (2027-2032)
 - 10.7.1 GCC Countries Market Online Mobile Card Game Forecast

11 KEY PLAYERS ANALYSIS

11.1 Blizzard Entertainment

- 11.1.1 Blizzard Entertainment Company Information
- 11.1.2 Blizzard Entertainment Online Mobile Card Game Product Offered
- 11.1.3 Blizzard Entertainment Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
- 11.1.4 Blizzard Entertainment Main Business Overview
- 11.1.5 Blizzard Entertainment Latest Developments

11.2 Konami Holdings Corporation

- 11.2.1 Konami Holdings Corporation Company Information
- 11.2.2 Konami Holdings Corporation Online Mobile Card Game Product Offered
- 11.2.3 Konami Holdings Corporation Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
- 11.2.4 Konami Holdings Corporation Main Business Overview
- 11.2.5 Konami Holdings Corporation Latest Developments

11.3 Wizards of the Coast LLC (Hasbro)

- 11.3.1 Wizards of the Coast LLC (Hasbro) Company Information
- 11.3.2 Wizards of the Coast LLC (Hasbro) Online Mobile Card Game Product Offered
- 11.3.3 Wizards of the Coast LLC (Hasbro) Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
- 11.3.4 Wizards of the Coast LLC (Hasbro) Main Business Overview
- 11.3.5 Wizards of the Coast LLC (Hasbro) Latest Developments

11.4 The Pok?mon Company

- 11.4.1 The Pok?mon Company Company Information
- 11.4.2 The Pok?mon Company Online Mobile Card Game Product Offered
- 11.4.3 The Pok?mon Company Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
- 11.4.4 The Pok?mon Company Main Business Overview
- 11.4.5 The Pok?mon Company Latest Developments

11.5 MARVEL

- 11.5.1 MARVEL Company Information

- 11.5.2 MARVEL Online Mobile Card Game Product Offered
- 11.5.3 MARVEL Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
- 11.5.4 MARVEL Main Business Overview
- 11.5.5 MARVEL Latest Developments
- 11.6 Cygames
 - 11.6.1 Cygames Company Information
 - 11.6.2 Cygames Online Mobile Card Game Product Offered
 - 11.6.3 Cygames Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.6.4 Cygames Main Business Overview
 - 11.6.5 Cygames Latest Developments
- 11.7 Riot Games
 - 11.7.1 Riot Games Company Information
 - 11.7.2 Riot Games Online Mobile Card Game Product Offered
 - 11.7.3 Riot Games Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.7.4 Riot Games Main Business Overview
 - 11.7.5 Riot Games Latest Developments
- 11.8 Supercell
 - 11.8.1 Supercell Company Information
 - 11.8.2 Supercell Online Mobile Card Game Product Offered
 - 11.8.3 Supercell Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.8.4 Supercell Main Business Overview
 - 11.8.5 Supercell Latest Developments
- 11.9 Mattel163
 - 11.9.1 Mattel163 Company Information
 - 11.9.2 Mattel163 Online Mobile Card Game Product Offered
 - 11.9.3 Mattel163 Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.9.4 Mattel163 Main Business Overview
 - 11.9.5 Mattel163 Latest Developments
- 11.10 Mega Crit Games
 - 11.10.1 Mega Crit Games Company Information
 - 11.10.2 Mega Crit Games Online Mobile Card Game Product Offered
 - 11.10.3 Mega Crit Games Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 Mega Crit Games Main Business Overview

- 11.10.5 Mega Crit Games Latest Developments
- 11.11 Playstack Ltd
 - 11.11.1 Playstack Ltd Company Information
 - 11.11.2 Playstack Ltd Online Mobile Card Game Product Offered
 - 11.11.3 Playstack Ltd Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 Playstack Ltd Main Business Overview
 - 11.11.5 Playstack Ltd Latest Developments
- 11.12 CD PROJEKT
 - 11.12.1 CD PROJEKT Company Information
 - 11.12.2 CD PROJEKT Online Mobile Card Game Product Offered
 - 11.12.3 CD PROJEKT Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 CD PROJEKT Main Business Overview
 - 11.12.5 CD PROJEKT Latest Developments
- 11.13 Shiny Shoe LLC
 - 11.13.1 Shiny Shoe LLC Company Information
 - 11.13.2 Shiny Shoe LLC Online Mobile Card Game Product Offered
 - 11.13.3 Shiny Shoe LLC Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.13.4 Shiny Shoe LLC Main Business Overview
 - 11.13.5 Shiny Shoe LLC Latest Developments
- 11.14 Tencent Games
 - 11.14.1 Tencent Games Company Information
 - 11.14.2 Tencent Games Online Mobile Card Game Product Offered
 - 11.14.3 Tencent Games Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.14.4 Tencent Games Main Business Overview
 - 11.14.5 Tencent Games Latest Developments
- 11.15 NetEase Games
 - 11.15.1 NetEase Games Company Information
 - 11.15.2 NetEase Games Online Mobile Card Game Product Offered
 - 11.15.3 NetEase Games Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)
 - 11.15.4 NetEase Games Main Business Overview
 - 11.15.5 NetEase Games Latest Developments
- 11.16 Bilibili Games
 - 11.16.1 Bilibili Games Company Information
 - 11.16.2 Bilibili Games Online Mobile Card Game Product Offered

11.16.3 Bilibili Games Online Mobile Card Game Revenue, Gross Margin and Market Share (2021-2026)

11.16.4 Bilibili Games Main Business Overview

11.16.5 Bilibili Games Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Online Mobile Card Game Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Online Mobile Card Game Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Free-To-Play

Table 4. Major Players of Purchase

Table 5. Online Mobile Card Game Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 6. Global Online Mobile Card Game Market Size by Type (2021-2026) & (\$ millions)

Table 7. Global Online Mobile Card Game Market Size Market Share by Type (2021-2026)

Table 8. Major Players of Collectible Card Games

Table 9. Major Players of Fixed-Deck Card Games

Table 10. Online Mobile Card Game Market Size CAGR by Game Structure Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 11. Global Online Mobile Card Game Market Size by Game Structure Type (2021-2026) & (\$ millions)

Table 12. Global Online Mobile Card Game Market Size Market Share by Game Structure Type (2021-2026)

Table 13. Major Players of Entertainment

Table 14. Major Players of Educational

Table 15. Major Players of Competitive

Table 16. Online Mobile Card Game Market Size CAGR by Game Style (2021 VS 2025 VS 2032) & (\$ millions)

Table 17. Global Online Mobile Card Game Market Size by Game Style (2021-2026) & (\$ millions)

Table 18. Global Online Mobile Card Game Market Size Market Share by Game Style (2021-2026)

Table 19. Online Mobile Card Game Market Size CAGR by End User (2021 VS 2025 VS 2032) & (\$ millions)

Table 20. Global Online Mobile Card Game Market Size by End User (2021-2026) & (\$ millions)

Table 21. Global Online Mobile Card Game Market Size Market Share by End User (2021-2026)

Table 22. Global Online Mobile Card Game Revenue by Player (2021-2026) & (\$ millions)

Table 23. Global Online Mobile Card Game Revenue Market Share by Player (2021-2026)

Table 24. Online Mobile Card Game Key Players Head office and Products Offered

Table 25. Online Mobile Card Game Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 26. New Products and Potential Entrants

Table 27. Mergers & Acquisitions, Expansion

Table 28. Global Online Mobile Card Game Market Size by Region (2021-2026) & (\$ millions)

Table 29. Global Online Mobile Card Game Market Size Market Share by Region (2021-2026)

Table 30. Global Online Mobile Card Game Revenue by Country/Region (2021-2026) & (\$ millions)

Table 31. Global Online Mobile Card Game Revenue Market Share by Country/Region (2021-2026)

Table 32. Americas Online Mobile Card Game Market Size by Country (2021-2026) & (\$ millions)

Table 33. Americas Online Mobile Card Game Market Size Market Share by Country (2021-2026)

Table 34. Americas Online Mobile Card Game Market Size by Type (2021-2026) & (\$ millions)

Table 35. Americas Online Mobile Card Game Market Size Market Share by Type (2021-2026)

Table 36. Americas Online Mobile Card Game Market Size by End User (2021-2026) & (\$ millions)

Table 37. Americas Online Mobile Card Game Market Size Market Share by End User (2021-2026)

Table 38. APAC Online Mobile Card Game Market Size by Region (2021-2026) & (\$ millions)

Table 39. APAC Online Mobile Card Game Market Size Market Share by Region (2021-2026)

Table 40. APAC Online Mobile Card Game Market Size by Type (2021-2026) & (\$ millions)

Table 41. APAC Online Mobile Card Game Market Size by End User (2021-2026) & (\$ millions)

Table 42. Europe Online Mobile Card Game Market Size by Country (2021-2026) & (\$ millions)

Table 43. Europe Online Mobile Card Game Market Size Market Share by Country (2021-2026)

Table 44. Europe Online Mobile Card Game Market Size by Type (2021-2026) & (\$ millions)

Table 45. Europe Online Mobile Card Game Market Size by End User (2021-2026) & (\$ millions)

Table 46. Middle East & Africa Online Mobile Card Game Market Size by Region (2021-2026) & (\$ millions)

Table 47. Middle East & Africa Online Mobile Card Game Market Size by Type (2021-2026) & (\$ millions)

Table 48. Middle East & Africa Online Mobile Card Game Market Size by End User (2021-2026) & (\$ millions)

Table 49. Key Market Drivers & Growth Opportunities of Online Mobile Card Game

Table 50. Key Market Challenges & Risks of Online Mobile Card Game

Table 51. Key Industry Trends of Online Mobile Card Game

Table 52. Global Online Mobile Card Game Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 53. Global Online Mobile Card Game Market Size Market Share Forecast by Region (2027-2032)

Table 54. Global Online Mobile Card Game Market Size Forecast by Type (2027-2032) & (\$ millions)

Table 55. Global Online Mobile Card Game Market Size Forecast by End User (2027-2032) & (\$ millions)

Table 56. Blizzard Entertainment Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 57. Blizzard Entertainment Online Mobile Card Game Product Offered

Table 58. Blizzard Entertainment Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 59. Blizzard Entertainment Main Business

Table 60. Blizzard Entertainment Latest Developments

Table 61. Konami Holdings Corporation Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 62. Konami Holdings Corporation Online Mobile Card Game Product Offered

Table 63. Konami Holdings Corporation Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 64. Konami Holdings Corporation Main Business

Table 65. Konami Holdings Corporation Latest Developments

Table 66. Wizards of the Coast LLC (Hasbro) Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 67. Wizards of the Coast LLC (Hasbro) Online Mobile Card Game Product Offered

Table 68. Wizards of the Coast LLC (Hasbro) Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 69. Wizards of the Coast LLC (Hasbro) Main Business

Table 70. Wizards of the Coast LLC (Hasbro) Latest Developments

Table 71. The Pok?mon Company Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 72. The Pok?mon Company Online Mobile Card Game Product Offered

Table 73. The Pok?mon Company Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 74. The Pok?mon Company Main Business

Table 75. The Pok?mon Company Latest Developments

Table 76. MARVEL Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 77. MARVEL Online Mobile Card Game Product Offered

Table 78. MARVEL Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 79. MARVEL Main Business

Table 80. MARVEL Latest Developments

Table 81. Cygames Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 82. Cygames Online Mobile Card Game Product Offered

Table 83. Cygames Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 84. Cygames Main Business

Table 85. Cygames Latest Developments

Table 86. Riot Games Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 87. Riot Games Online Mobile Card Game Product Offered

Table 88. Riot Games Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 89. Riot Games Main Business

Table 90. Riot Games Latest Developments

Table 91. Supercell Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 92. Supercell Online Mobile Card Game Product Offered

Table 93. Supercell Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 94. Supercell Main Business

Table 95. Supercell Latest Developments

Table 96. Mattel163 Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 97. Mattel163 Online Mobile Card Game Product Offered

Table 98. Mattel163 Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 99. Mattel163 Main Business

Table 100. Mattel163 Latest Developments

Table 101. Mega Crit Games Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 102. Mega Crit Games Online Mobile Card Game Product Offered

Table 103. Mega Crit Games Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 104. Mega Crit Games Main Business

Table 105. Mega Crit Games Latest Developments

Table 106. Playstack Ltd Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 107. Playstack Ltd Online Mobile Card Game Product Offered

Table 108. Playstack Ltd Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 109. Playstack Ltd Main Business

Table 110. Playstack Ltd Latest Developments

Table 111. CD PROJEKT Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 112. CD PROJEKT Online Mobile Card Game Product Offered

Table 113. CD PROJEKT Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 114. CD PROJEKT Main Business

Table 115. CD PROJEKT Latest Developments

Table 116. Shiny Shoe LLC Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 117. Shiny Shoe LLC Online Mobile Card Game Product Offered

Table 118. Shiny Shoe LLC Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 119. Shiny Shoe LLC Main Business

Table 120. Shiny Shoe LLC Latest Developments

Table 121. Tencent Games Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 122. Tencent Games Online Mobile Card Game Product Offered

Table 123. Tencent Games Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 124. Tencent Games Main Business

Table 125. Tencent Games Latest Developments

Table 126. NetEase Games Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 127. NetEase Games Online Mobile Card Game Product Offered

Table 128. NetEase Games Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 129. NetEase Games Main Business

Table 130. NetEase Games Latest Developments

Table 131. Bilibili Games Details, Company Type, Online Mobile Card Game Area Served and Its Competitors

Table 132. Bilibili Games Online Mobile Card Game Product Offered

Table 133. Bilibili Games Online Mobile Card Game Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 134. Bilibili Games Main Business

Table 135. Bilibili Games Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Online Mobile Card Game Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Online Mobile Card Game Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. Online Mobile Card Game Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. Online Mobile Card Game Sales Market Share by Country/Region (2025)

Figure 8. Online Mobile Card Game Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global Online Mobile Card Game Market Size Market Share by Type in 2025

Figure 10. Global Online Mobile Card Game Market Size Market Share by Game Structure Type in 2025

Figure 11. Global Online Mobile Card Game Market Size Market Share by Game Style in 2025

Figure 12. Online Mobile Card Game in Children Players

Figure 13. Global Online Mobile Card Game Market: Children Players (2021-2026) & (\$ millions)

Figure 14. Online Mobile Card Game in Teen Players

Figure 15. Global Online Mobile Card Game Market: Teen Players (2021-2026) & (\$ millions)

Figure 16. Online Mobile Card Game in Adult Players

Figure 17. Global Online Mobile Card Game Market: Adult Players (2021-2026) & (\$ millions)

Figure 18. Global Online Mobile Card Game Market Size Market Share by End User in 2025

Figure 19. Global Online Mobile Card Game Revenue Market Share by Player in 2025

Figure 20. Global Online Mobile Card Game Market Size Market Share by Region (2021-2026)

Figure 21. Americas Online Mobile Card Game Market Size 2021-2026 (\$ millions)

Figure 22. APAC Online Mobile Card Game Market Size 2021-2026 (\$ millions)

Figure 23. Europe Online Mobile Card Game Market Size 2021-2026 (\$ millions)

Figure 24. Middle East & Africa Online Mobile Card Game Market Size 2021-2026 (\$ millions)

Figure 25. Americas Online Mobile Card Game Value Market Share by Country in 2025

Figure 26. United States Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 27. Canada Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 28. Mexico Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 29. Brazil Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 30. APAC Online Mobile Card Game Market Size Market Share by Region in 2025

Figure 31. APAC Online Mobile Card Game Market Size Market Share by Type (2021-2026)

Figure 32. APAC Online Mobile Card Game Market Size Market Share by End User (2021-2026)

Figure 33. China Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 34. Japan Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 35. South Korea Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 36. Southeast Asia Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 37. India Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 38. Australia Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 39. Europe Online Mobile Card Game Market Size Market Share by Country in 2025

Figure 40. Europe Online Mobile Card Game Market Size Market Share by Type (2021-2026)

Figure 41. Europe Online Mobile Card Game Market Size Market Share by End User (2021-2026)

Figure 42. Germany Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 43. France Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 44. UK Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 45. Italy Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 46. Russia Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 47. Middle East & Africa Online Mobile Card Game Market Size Market Share by Region (2021-2026)

Figure 48. Middle East & Africa Online Mobile Card Game Market Size Market Share by Type (2021-2026)

Figure 49. Middle East & Africa Online Mobile Card Game Market Size Market Share by End User (2021-2026)

Figure 50. Egypt Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 51. South Africa Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 52. Israel Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 53. Turkey Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 54. GCC Countries Online Mobile Card Game Market Size Growth 2021-2026 (\$ millions)

Figure 55. Americas Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 56. APAC Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 57. Europe Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 58. Middle East & Africa Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 59. United States Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 60. Canada Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 61. Mexico Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 62. Brazil Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 63. China Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 64. Japan Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 65. Korea Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 66. Southeast Asia Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 67. India Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 68. Australia Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 69. Germany Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 70. France Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 71. UK Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 72. Italy Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 73. Russia Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 74. Egypt Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 75. South Africa Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 76. Israel Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 77. Turkey Online Mobile Card Game Market Size 2027-2032 (\$ millions)

Figure 78. Global Online Mobile Card Game Market Size Market Share Forecast by Type (2027-2032)

Figure 79. Global Online Mobile Card Game Market Size Market Share Forecast by End User (2027-2032)

Figure 80. GCC Countries Online Mobile Card Game Market Size 2027-2032 (\$

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