

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

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Abstracts

The global Online Mobile Turn-based Card Game market size is predicted to grow from US\$ 5902 million in 2025 to US\$ 7566 million in 2032; it is expected to grow at a CAGR of 3.4% from 2026 to 2032.

Online Mobile Turn-based Card Game refers to a category of digital games played on smartphones or tablets where players strategically deploy virtual cards with specific abilities in a turn-based system, often incorporating deck-building mechanics, online multiplayer interaction, progression systems, and monetization features such as in-app purchases and seasonal content updates.

Globally, numerous online mobile turn-based card game projects are under development or planned by major publishers and independent studios, focusing on new intellectual property creation, cross-platform integration, enhanced graphics and animation, deeper strategic gameplay mechanics, and expansion into esports and social gaming ecosystems, while some projects explore integration of emerging technologies such as blockchain-based assets or AI-driven content generation, with ongoing investments in live service infrastructure, community management systems, and localization strategies to capture growth in emerging markets and maintain user engagement through continuous content updates and seasonal events.

2025 Global Market Average Gross Profit Margin: 68%.

United States market for Online Mobile Turn-based 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 Turn-based 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 Turn-based 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 Turn-based Card Game players cover Blizzard Entertainment, Konami Holdings Corporation, Wizards of the Coast LLC (Hasbro), Mega Crit Games, Playstack Ltd, 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 Turn-based Card Game Industry Forecast' looks at past sales and reviews total world Online Mobile Turn-based Card Game sales in 2025, providing a comprehensive analysis by region and market sector of projected Online Mobile Turn-based Card Game sales for 2026 through 2032. With Online Mobile Turn-based 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 Turn-based Card Game industry.

This Insight Report provides a comprehensive analysis of the global Online Mobile Turn-based 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 Turn-based 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 Turn-based Card Game market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Online Mobile Turn-based 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 Turn-based Card Game.

This report presents a comprehensive overview, market shares, and growth opportunities of Online Mobile Turn-based Card Game market by product type,

application, key players and key regions and countries.

Segmentation by Type:

Player Versus Player

Player Versus Environment

Segmentation by Monetization Model:

Free-To-Play

Premium

Segmentation by Application Type:

Entertainment Gaming

Competitive Esports

Social Interaction Gaming

Others

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)

Mega Crit Games

Playstack Ltd

Cygames

1939 Games

Riot Games

CD PROJEKT

MARVEL

Shiny Shoe LLC

Rise of Humanity

Bushiroad

Cyber??Agent, Inc

Kyy Games

Splinterlands

Immutable

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