

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

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## Abstracts

The global Online Turn-based Card Game market size is predicted to grow from US\$ 6117 million in 2025 to US\$ 9424 million in 2032; it is expected to grow at a CAGR of 6.6% from 2026 to 2032.

Online turn-based card games are digital strategy games where players build decks of cards and compete in structured turn-based matches over the internet, using tactical decision-making, resource management, and probabilistic outcomes to defeat opponents in competitive or casual gameplay environments.

Ongoing and planned projects in the online turn-based card game market include development of next-generation cross-platform digital trading card games with real-time global matchmaking, expansion of existing popular franchises through new card sets and seasonal content updates, integration of AI-powered opponents and coaching systems, cloud-based gaming infrastructure for low-latency global play, esports tournament platforms with blockchain-based reward tracking in some ecosystems, mobile-first card game adaptations targeting emerging markets, and partnerships between game publishers and entertainment IP holders to create branded card game experiences, all aimed at increasing user engagement, monetization efficiency, and long-term ecosystem sustainability.

2025 Global Market Average Gross Profit Margin: 65%.

United States market for Online 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 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 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 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 Turn-based Card Game Industry Forecast' looks at past sales and reviews total world Online Turn-based Card Game sales in 2025, providing a comprehensive analysis by region and market sector of projected Online Turn-based Card Game sales for 2026 through 2032. With Online 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 Turn-based Card Game industry.

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

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

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

### Segmentation by Type:

Mobile

PC

### Segmentation by Monetization Model:

Free-To-Play

Premium

### 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)

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

Tencent Games

NetEase Games

Bilibili Games

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