

Global Tabletop Games Market Growth (Status and Outlook) 2023-2029

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Abstracts

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Tabletop games are games that are normally played on a table or other flat surface, such as board games, card games, dice games, miniature wargames, or tile-based games. The demand for table-top games is increasing owing to the rising popularity of games such as board games, and card games among the millennial population. The craze for board games, card games, strategy-based games have been increasing among families, kids, and young millennial populations off-late.

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

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

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

The global Tabletop Games 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 Tabletop Games 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 Tabletop Games 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 Tabletop Games is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Tabletop Games players cover Hasbro, Asmodee, Mattel, Ravensburger AG, Goliath B.V., Grand Prix International, Buffalo Games, Lifestyle Boardgames and Korea Boardgames, 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 Tabletop Games market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Card Games

Quiz Games

Strategy Games

Others

Segmentation by application

Supermarkets or Hypermarkets

Convenience Store

Specialty Stores

Online

Others

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.

Hasbro

Asmodee

Mattel

Ravensburger AG

Goliath B.V.

Grand Prix International

Buffalo Games

Lifestyle Boardgames

Korea Boardgames

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