

Global Turn-based Card Game Market Growth (Status and Outlook) 2023-2029

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Abstracts

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The global Turn-based Card Game 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 Turn-based Card Game 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 Turn-based Card Game 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 Turn-based Card Game is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Turn-based Card Game players cover Rose City Games(Floppy Knights), Cybernetic Walrus(Rise of Humanity), Doolittle Gaming, Konami Holdings Corporation, Blizzard Entertainment, Bushiroad, Cyber??Agent, Inc, Fantasy Flight Games and Riot Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

LPI (LP Information)' newest research report, the "Turn-based Card Game Industry Forecast" looks at past sales and reviews total world Turn-based Card Game sales in 2022, providing a comprehensive analysis by region and market sector of projected Turn-based Card Game sales for 2023 through 2029. With 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 Turn-based Card Game industry.

This Insight Report provides a comprehensive analysis of the global 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 analyzes the strategies of leading global companies with a focus on 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 Turn-based Card Game market.

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

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

Market Segmentation:

Segmentation by type

Web Game

Mobile Game

Segmentation by application

Teenager

Middle Aged

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.

Rose City Games(Floppy Knights)

Cybernetic Walrus(Rise of Humanity)

Doolittle Gaming

Konami Holdings Corporation

Blizzard Entertainment

Bushiroad

Cyber??Agent, Inc

Fantasy Flight Games

Riot Games

Kyy Games

Legend Story Studios

Sorare

Splinterlands

Gods Unchained

Crypto Spells

Dawn of Gods

Metropolis Origins

Kepithor Studios

Reality Gaming Group Limited

Horizon Blockchain Games

AXEL MARK INC.

TaleCraft

Bilibili

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 Turn-based Card Game Market Size 2018-2029
 - 2.1.2 Turn-based Card Game Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 Turn-based Card Game Segment by Type
 - 2.2.1 Web Game
 - 2.2.2 Mobile Game
- 2.3 Turn-based Card Game Market Size by Type
 - 2.3.1 Turn-based Card Game Market Size CAGR by Type (2018 VS 2022 VS 2029)
 - 2.3.2 Global Turn-based Card Game Market Size Market Share by Type (2018-2023)
- 2.4 Turn-based Card Game Segment by Application
 - 2.4.1 Teenager
 - 2.4.2 Middle Aged
- 2.5 Turn-based Card Game Market Size by Application
 - 2.5.1 Turn-based Card Game Market Size CAGR by Application (2018 VS 2022 VS 2029)
 - 2.5.2 Global Turn-based Card Game Market Size Market Share by Application (2018-2023)

3 TURN-BASED CARD GAME MARKET SIZE BY PLAYER

- 3.1 Turn-based Card Game Market Size Market Share by Players
 - 3.1.1 Global Turn-based Card Game Revenue by Players (2018-2023)
 - 3.1.2 Global Turn-based Card Game Revenue Market Share by Players (2018-2023)
- 3.2 Global Turn-based 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) & (2021-2023)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 TURN-BASED CARD GAME BY REGIONS

4.1 Turn-based Card Game Market Size by Regions (2018-2023)

4.2 Americas Turn-based Card Game Market Size Growth (2018-2023)

4.3 APAC Turn-based Card Game Market Size Growth (2018-2023)

4.4 Europe Turn-based Card Game Market Size Growth (2018-2023)

4.5 Middle East & Africa Turn-based Card Game Market Size Growth (2018-2023)

5 AMERICAS

5.1 Americas Turn-based Card Game Market Size by Country (2018-2023)

5.2 Americas Turn-based Card Game Market Size by Type (2018-2023)

5.3 Americas Turn-based Card Game Market Size by Application (2018-2023)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Turn-based Card Game Market Size by Region (2018-2023)

6.2 APAC Turn-based Card Game Market Size by Type (2018-2023)

6.3 APAC Turn-based Card Game Market Size by Application (2018-2023)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Turn-based Card Game by Country (2018-2023)

- 7.2 Europe Turn-based Card Game Market Size by Type (2018-2023)
- 7.3 Europe Turn-based Card Game Market Size by Application (2018-2023)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Turn-based Card Game by Region (2018-2023)
- 8.2 Middle East & Africa Turn-based Card Game Market Size by Type (2018-2023)
- 8.3 Middle East & Africa Turn-based Card Game Market Size by Application (2018-2023)
- 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 TURN-BASED CARD GAME MARKET FORECAST

- 10.1 Global Turn-based Card Game Forecast by Regions (2024-2029)
 - 10.1.1 Global Turn-based Card Game Forecast by Regions (2024-2029)
 - 10.1.2 Americas Turn-based Card Game Forecast
 - 10.1.3 APAC Turn-based Card Game Forecast
 - 10.1.4 Europe Turn-based Card Game Forecast
 - 10.1.5 Middle East & Africa Turn-based Card Game Forecast
- 10.2 Americas Turn-based Card Game Forecast by Country (2024-2029)
 - 10.2.1 United States Turn-based Card Game Market Forecast
 - 10.2.2 Canada Turn-based Card Game Market Forecast
 - 10.2.3 Mexico Turn-based Card Game Market Forecast
 - 10.2.4 Brazil Turn-based Card Game Market Forecast

- 10.3 APAC Turn-based Card Game Forecast by Region (2024-2029)
 - 10.3.1 China Turn-based Card Game Market Forecast
 - 10.3.2 Japan Turn-based Card Game Market Forecast
 - 10.3.3 Korea Turn-based Card Game Market Forecast
 - 10.3.4 Southeast Asia Turn-based Card Game Market Forecast
 - 10.3.5 India Turn-based Card Game Market Forecast
 - 10.3.6 Australia Turn-based Card Game Market Forecast
- 10.4 Europe Turn-based Card Game Forecast by Country (2024-2029)
 - 10.4.1 Germany Turn-based Card Game Market Forecast
 - 10.4.2 France Turn-based Card Game Market Forecast
 - 10.4.3 UK Turn-based Card Game Market Forecast
 - 10.4.4 Italy Turn-based Card Game Market Forecast
 - 10.4.5 Russia Turn-based Card Game Market Forecast
- 10.5 Middle East & Africa Turn-based Card Game Forecast by Region (2024-2029)
 - 10.5.1 Egypt Turn-based Card Game Market Forecast
 - 10.5.2 South Africa Turn-based Card Game Market Forecast
 - 10.5.3 Israel Turn-based Card Game Market Forecast
 - 10.5.4 Turkey Turn-based Card Game Market Forecast
 - 10.5.5 GCC Countries Turn-based Card Game Market Forecast
- 10.6 Global Turn-based Card Game Forecast by Type (2024-2029)
- 10.7 Global Turn-based Card Game Forecast by Application (2024-2029)

11 KEY PLAYERS ANALYSIS

- 11.1 Rose City Games(Floppy Knights)
 - 11.1.1 Rose City Games(Floppy Knights) Company Information
 - 11.1.2 Rose City Games(Floppy Knights) Turn-based Card Game Product Offered
 - 11.1.3 Rose City Games(Floppy Knights) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.1.4 Rose City Games(Floppy Knights) Main Business Overview
 - 11.1.5 Rose City Games(Floppy Knights) Latest Developments
- 11.2 Cybernetic Walrus(Rise of Humanity)
 - 11.2.1 Cybernetic Walrus(Rise of Humanity) Company Information
 - 11.2.2 Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Product Offered
 - 11.2.3 Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.2.4 Cybernetic Walrus(Rise of Humanity) Main Business Overview
 - 11.2.5 Cybernetic Walrus(Rise of Humanity) Latest Developments
- 11.3 Doolittle Gaming

- 11.3.1 Doolittle Gaming Company Information
- 11.3.2 Doolittle Gaming Turn-based Card Game Product Offered
- 11.3.3 Doolittle Gaming Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 11.3.4 Doolittle Gaming Main Business Overview
- 11.3.5 Doolittle Gaming Latest Developments
- 11.4 Konami Holdings Corporation
 - 11.4.1 Konami Holdings Corporation Company Information
 - 11.4.2 Konami Holdings Corporation Turn-based Card Game Product Offered
 - 11.4.3 Konami Holdings Corporation Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.4.4 Konami Holdings Corporation Main Business Overview
 - 11.4.5 Konami Holdings Corporation Latest Developments
- 11.5 Blizzard Entertainment
 - 11.5.1 Blizzard Entertainment Company Information
 - 11.5.2 Blizzard Entertainment Turn-based Card Game Product Offered
 - 11.5.3 Blizzard Entertainment Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.5.4 Blizzard Entertainment Main Business Overview
 - 11.5.5 Blizzard Entertainment Latest Developments
- 11.6 Bushiroad
 - 11.6.1 Bushiroad Company Information
 - 11.6.2 Bushiroad Turn-based Card Game Product Offered
 - 11.6.3 Bushiroad Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.6.4 Bushiroad Main Business Overview
 - 11.6.5 Bushiroad Latest Developments
- 11.7 Cyber??Agent, Inc
 - 11.7.1 Cyber??Agent, Inc Company Information
 - 11.7.2 Cyber??Agent, Inc Turn-based Card Game Product Offered
 - 11.7.3 Cyber??Agent, Inc Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.7.4 Cyber??Agent, Inc Main Business Overview
 - 11.7.5 Cyber??Agent, Inc Latest Developments
- 11.8 Fantasy Flight Games
 - 11.8.1 Fantasy Flight Games Company Information
 - 11.8.2 Fantasy Flight Games Turn-based Card Game Product Offered
 - 11.8.3 Fantasy Flight Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)

- 11.8.4 Fantasy Flight Games Main Business Overview
- 11.8.5 Fantasy Flight Games Latest Developments
- 11.9 Riot Games
 - 11.9.1 Riot Games Company Information
 - 11.9.2 Riot Games Turn-based Card Game Product Offered
 - 11.9.3 Riot Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.9.4 Riot Games Main Business Overview
 - 11.9.5 Riot Games Latest Developments
- 11.10 Kyy Games
 - 11.10.1 Kyy Games Company Information
 - 11.10.2 Kyy Games Turn-based Card Game Product Offered
 - 11.10.3 Kyy Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.10.4 Kyy Games Main Business Overview
 - 11.10.5 Kyy Games Latest Developments
- 11.11 Legend Story Studios
 - 11.11.1 Legend Story Studios Company Information
 - 11.11.2 Legend Story Studios Turn-based Card Game Product Offered
 - 11.11.3 Legend Story Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.11.4 Legend Story Studios Main Business Overview
 - 11.11.5 Legend Story Studios Latest Developments
- 11.12 Sorare
 - 11.12.1 Sorare Company Information
 - 11.12.2 Sorare Turn-based Card Game Product Offered
 - 11.12.3 Sorare Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.12.4 Sorare Main Business Overview
 - 11.12.5 Sorare Latest Developments
- 11.13 Splinterlands
 - 11.13.1 Splinterlands Company Information
 - 11.13.2 Splinterlands Turn-based Card Game Product Offered
 - 11.13.3 Splinterlands Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.13.4 Splinterlands Main Business Overview
 - 11.13.5 Splinterlands Latest Developments
- 11.14 Gods Unchained
 - 11.14.1 Gods Unchained Company Information

- 11.14.2 Gods Unchained Turn-based Card Game Product Offered
- 11.14.3 Gods Unchained Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
- 11.14.4 Gods Unchained Main Business Overview
- 11.14.5 Gods Unchained Latest Developments
- 11.15 Crypto Spells
 - 11.15.1 Crypto Spells Company Information
 - 11.15.2 Crypto Spells Turn-based Card Game Product Offered
 - 11.15.3 Crypto Spells Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.15.4 Crypto Spells Main Business Overview
 - 11.15.5 Crypto Spells Latest Developments
- 11.16 Dawn of Gods
 - 11.16.1 Dawn of Gods Company Information
 - 11.16.2 Dawn of Gods Turn-based Card Game Product Offered
 - 11.16.3 Dawn of Gods Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.16.4 Dawn of Gods Main Business Overview
 - 11.16.5 Dawn of Gods Latest Developments
- 11.17 Metropolis Origins
 - 11.17.1 Metropolis Origins Company Information
 - 11.17.2 Metropolis Origins Turn-based Card Game Product Offered
 - 11.17.3 Metropolis Origins Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.17.4 Metropolis Origins Main Business Overview
 - 11.17.5 Metropolis Origins Latest Developments
- 11.18 Kepithor Studios
 - 11.18.1 Kepithor Studios Company Information
 - 11.18.2 Kepithor Studios Turn-based Card Game Product Offered
 - 11.18.3 Kepithor Studios Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.18.4 Kepithor Studios Main Business Overview
 - 11.18.5 Kepithor Studios Latest Developments
- 11.19 Reality Gaming Group Limited
 - 11.19.1 Reality Gaming Group Limited Company Information
 - 11.19.2 Reality Gaming Group Limited Turn-based Card Game Product Offered
 - 11.19.3 Reality Gaming Group Limited Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.19.4 Reality Gaming Group Limited Main Business Overview

- 11.19.5 Reality Gaming Group Limited Latest Developments
- 11.20 Horizon Blockchain Games
 - 11.20.1 Horizon Blockchain Games Company Information
 - 11.20.2 Horizon Blockchain Games Turn-based Card Game Product Offered
 - 11.20.3 Horizon Blockchain Games Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.20.4 Horizon Blockchain Games Main Business Overview
 - 11.20.5 Horizon Blockchain Games Latest Developments
- 11.21 AXEL MARK INC.
 - 11.21.1 AXEL MARK INC. Company Information
 - 11.21.2 AXEL MARK INC. Turn-based Card Game Product Offered
 - 11.21.3 AXEL MARK INC. Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.21.4 AXEL MARK INC. Main Business Overview
 - 11.21.5 AXEL MARK INC. Latest Developments
- 11.22 TaleCraft
 - 11.22.1 TaleCraft Company Information
 - 11.22.2 TaleCraft Turn-based Card Game Product Offered
 - 11.22.3 TaleCraft Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.22.4 TaleCraft Main Business Overview
 - 11.22.5 TaleCraft Latest Developments
- 11.23 Bilibili
 - 11.23.1 Bilibili Company Information
 - 11.23.2 Bilibili Turn-based Card Game Product Offered
 - 11.23.3 Bilibili Turn-based Card Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.23.4 Bilibili Main Business Overview
 - 11.23.5 Bilibili Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Turn-based Card Game Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)

Table 2. Major Players of Web Game

Table 3. Major Players of Mobile Game

Table 4. Turn-based Card Game Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)

Table 5. Global Turn-based Card Game Market Size by Type (2018-2023) & (\$ Millions)

Table 6. Global Turn-based Card Game Market Size Market Share by Type (2018-2023)

Table 7. Turn-based Card Game Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)

Table 8. Global Turn-based Card Game Market Size by Application (2018-2023) & (\$ Millions)

Table 9. Global Turn-based Card Game Market Size Market Share by Application (2018-2023)

Table 10. Global Turn-based Card Game Revenue by Players (2018-2023) & (\$ Millions)

Table 11. Global Turn-based Card Game Revenue Market Share by Player (2018-2023)

Table 12. Turn-based Card Game Key Players Head office and Products Offered

Table 13. Turn-based Card Game Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

Table 14. New Products and Potential Entrants

Table 15. Mergers & Acquisitions, Expansion

Table 16. Global Turn-based Card Game Market Size by Regions 2018-2023 & (\$ Millions)

Table 17. Global Turn-based Card Game Market Size Market Share by Regions (2018-2023)

Table 18. Global Turn-based Card Game Revenue by Country/Region (2018-2023) & (\$ millions)

Table 19. Global Turn-based Card Game Revenue Market Share by Country/Region (2018-2023)

Table 20. Americas Turn-based Card Game Market Size by Country (2018-2023) & (\$ Millions)

Table 21. Americas Turn-based Card Game Market Size Market Share by Country (2018-2023)

Table 22. Americas Turn-based Card Game Market Size by Type (2018-2023) & (\$ Millions)

Table 23. Americas Turn-based Card Game Market Size Market Share by Type (2018-2023)

Table 24. Americas Turn-based Card Game Market Size by Application (2018-2023) & (\$ Millions)

Table 25. Americas Turn-based Card Game Market Size Market Share by Application (2018-2023)

Table 26. APAC Turn-based Card Game Market Size by Region (2018-2023) & (\$ Millions)

Table 27. APAC Turn-based Card Game Market Size Market Share by Region (2018-2023)

Table 28. APAC Turn-based Card Game Market Size by Type (2018-2023) & (\$ Millions)

Table 29. APAC Turn-based Card Game Market Size Market Share by Type (2018-2023)

Table 30. APAC Turn-based Card Game Market Size by Application (2018-2023) & (\$ Millions)

Table 31. APAC Turn-based Card Game Market Size Market Share by Application (2018-2023)

Table 32. Europe Turn-based Card Game Market Size by Country (2018-2023) & (\$ Millions)

Table 33. Europe Turn-based Card Game Market Size Market Share by Country (2018-2023)

Table 34. Europe Turn-based Card Game Market Size by Type (2018-2023) & (\$ Millions)

Table 35. Europe Turn-based Card Game Market Size Market Share by Type (2018-2023)

Table 36. Europe Turn-based Card Game Market Size by Application (2018-2023) & (\$ Millions)

Table 37. Europe Turn-based Card Game Market Size Market Share by Application (2018-2023)

Table 38. Middle East & Africa Turn-based Card Game Market Size by Region (2018-2023) & (\$ Millions)

Table 39. Middle East & Africa Turn-based Card Game Market Size Market Share by Region (2018-2023)

Table 40. Middle East & Africa Turn-based Card Game Market Size by Type (2018-2023) & (\$ Millions)

Table 41. Middle East & Africa Turn-based Card Game Market Size Market Share by

Type (2018-2023)

Table 42. Middle East & Africa Turn-based Card Game Market Size by Application (2018-2023) & (\$ Millions)

Table 43. Middle East & Africa Turn-based Card Game Market Size Market Share by Application (2018-2023)

Table 44. Key Market Drivers & Growth Opportunities of Turn-based Card Game

Table 45. Key Market Challenges & Risks of Turn-based Card Game

Table 46. Key Industry Trends of Turn-based Card Game

Table 47. Global Turn-based Card Game Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 48. Global Turn-based Card Game Market Size Market Share Forecast by Regions (2024-2029)

Table 49. Global Turn-based Card Game Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 50. Global Turn-based Card Game Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 51. Rose City Games(Floppy Knights) Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 52. Rose City Games(Floppy Knights) Turn-based Card Game Product Offered

Table 53. Rose City Games(Floppy Knights) Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Rose City Games(Floppy Knights) Main Business

Table 55. Rose City Games(Floppy Knights) Latest Developments

Table 56. Cybernetic Walrus(Rise of Humanity) Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 57. Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Product Offered

Table 58. Cybernetic Walrus(Rise of Humanity) Main Business

Table 59. Cybernetic Walrus(Rise of Humanity) Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Cybernetic Walrus(Rise of Humanity) Latest Developments

Table 61. Doolittle Gaming Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 62. Doolittle Gaming Turn-based Card Game Product Offered

Table 63. Doolittle Gaming Main Business

Table 64. Doolittle Gaming Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 65. Doolittle Gaming Latest Developments

Table 66. Konami Holdings Corporation Details, Company Type, Turn-based Card

Game Area Served and Its Competitors

Table 67. Konami Holdings Corporation Turn-based Card Game Product Offered

Table 68. Konami Holdings Corporation Main Business

Table 69. Konami Holdings Corporation Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 70. Konami Holdings Corporation Latest Developments

Table 71. Blizzard Entertainment Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 72. Blizzard Entertainment Turn-based Card Game Product Offered

Table 73. Blizzard Entertainment Main Business

Table 74. Blizzard Entertainment Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 75. Blizzard Entertainment Latest Developments

Table 76. Bushiroad Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 77. Bushiroad Turn-based Card Game Product Offered

Table 78. Bushiroad Main Business

Table 79. Bushiroad Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 80. Bushiroad Latest Developments

Table 81. Cyber??Agent, Inc Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 82. Cyber??Agent, Inc Turn-based Card Game Product Offered

Table 83. Cyber??Agent, Inc Main Business

Table 84. Cyber??Agent, Inc Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. Cyber??Agent, Inc Latest Developments

Table 86. Fantasy Flight Games Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 87. Fantasy Flight Games Turn-based Card Game Product Offered

Table 88. Fantasy Flight Games Main Business

Table 89. Fantasy Flight Games Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Fantasy Flight Games Latest Developments

Table 91. Riot Games Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 92. Riot Games Turn-based Card Game Product Offered

Table 93. Riot Games Main Business

Table 94. Riot Games Turn-based Card Game Revenue (\$ million), Gross Margin and

Market Share (2018-2023)

Table 95. Riot Games Latest Developments

Table 96. Kyy Games Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 97. Kyy Games Turn-based Card Game Product Offered

Table 98. Kyy Games Main Business

Table 99. Kyy Games Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. Kyy Games Latest Developments

Table 101. Legend Story Studios Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 102. Legend Story Studios Turn-based Card Game Product Offered

Table 103. Legend Story Studios Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 104. Legend Story Studios Main Business

Table 105. Legend Story Studios Latest Developments

Table 106. Sorare Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 107. Sorare Turn-based Card Game Product Offered

Table 108. Sorare Main Business

Table 109. Sorare Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 110. Sorare Latest Developments

Table 111. Splinterlands Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 112. Splinterlands Turn-based Card Game Product Offered

Table 113. Splinterlands Main Business

Table 114. Splinterlands Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 115. Splinterlands Latest Developments

Table 116. Gods Unchained Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 117. Gods Unchained Turn-based Card Game Product Offered

Table 118. Gods Unchained Main Business

Table 119. Gods Unchained Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 120. Gods Unchained Latest Developments

Table 121. Crypto Spells Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 122. Crypto Spells Turn-based Card Game Product Offered

Table 123. Crypto Spells Main Business

Table 124. Crypto Spells Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 125. Crypto Spells Latest Developments

Table 126. Dawn of Gods Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 127. Dawn of Gods Turn-based Card Game Product Offered

Table 128. Dawn of Gods Main Business

Table 129. Dawn of Gods Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 130. Dawn of Gods Latest Developments

Table 131. Metropolis Origins Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 132. Metropolis Origins Turn-based Card Game Product Offered

Table 133. Metropolis Origins Main Business

Table 134. Metropolis Origins Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 135. Metropolis Origins Latest Developments

Table 136. Kepithor Studios Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 137. Kepithor Studios Turn-based Card Game Product Offered

Table 138. Kepithor Studios Main Business

Table 139. Kepithor Studios Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 140. Kepithor Studios Latest Developments

Table 141. Reality Gaming Group Limited Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 142. Reality Gaming Group Limited Turn-based Card Game Product Offered

Table 143. Reality Gaming Group Limited Main Business

Table 144. Reality Gaming Group Limited Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 145. Reality Gaming Group Limited Latest Developments

Table 146. Horizon Blockchain Games Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 147. Horizon Blockchain Games Turn-based Card Game Product Offered

Table 148. Horizon Blockchain Games Main Business

Table 149. Horizon Blockchain Games Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 150. Horizon Blockchain Games Latest Developments

Table 151. AXEL MARK INC. Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 152. AXEL MARK INC. Turn-based Card Game Product Offered

Table 153. AXEL MARK INC. Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 154. AXEL MARK INC. Main Business

Table 155. AXEL MARK INC. Latest Developments

Table 156. TaleCraft Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 157. TaleCraft Turn-based Card Game Product Offered

Table 158. TaleCraft Main Business

Table 159. TaleCraft Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 160. TaleCraft Latest Developments

Table 161. Bilibili Details, Company Type, Turn-based Card Game Area Served and Its Competitors

Table 162. Bilibili Turn-based Card Game Product Offered

Table 163. Bilibili Main Business

Table 164. Bilibili Turn-based Card Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 165. Bilibili Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Turn-based Card Game Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Turn-based Card Game Market Size Growth Rate 2018-2029 (\$ Millions)

Figure 6. Turn-based Card Game Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Figure 7. Turn-based Card Game Sales Market Share by Country/Region (2022)

Figure 8. Turn-based Card Game Sales Market Share by Country/Region (2018, 2022 & 2029)

Figure 9. Global Turn-based Card Game Market Size Market Share by Type in 2022

Figure 10. Turn-based Card Game in Teenager

Figure 11. Global Turn-based Card Game Market: Teenager (2018-2023) & (\$ Millions)

Figure 12. Turn-based Card Game in Middle Aged

Figure 13. Global Turn-based Card Game Market: Middle Aged (2018-2023) & (\$ Millions)

Figure 14. Global Turn-based Card Game Market Size Market Share by Application in 2022

Figure 15. Global Turn-based Card Game Revenue Market Share by Player in 2022

Figure 16. Global Turn-based Card Game Market Size Market Share by Regions (2018-2023)

Figure 17. Americas Turn-based Card Game Market Size 2018-2023 (\$ Millions)

Figure 18. APAC Turn-based Card Game Market Size 2018-2023 (\$ Millions)

Figure 19. Europe Turn-based Card Game Market Size 2018-2023 (\$ Millions)

Figure 20. Middle East & Africa Turn-based Card Game Market Size 2018-2023 (\$ Millions)

Figure 21. Americas Turn-based Card Game Value Market Share by Country in 2022

Figure 22. United States Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 23. Canada Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 24. Mexico Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 25. Brazil Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 26. APAC Turn-based Card Game Market Size Market Share by Region in 2022

Figure 27. APAC Turn-based Card Game Market Size Market Share by Type in 2022

Figure 28. APAC Turn-based Card Game Market Size Market Share by Application in 2022

Figure 29. China Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 30. Japan Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 31. Korea Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Southeast Asia Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 33. India Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Australia Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 35. Europe Turn-based Card Game Market Size Market Share by Country in 2022

Figure 36. Europe Turn-based Card Game Market Size Market Share by Type (2018-2023)

Figure 37. Europe Turn-based Card Game Market Size Market Share by Application (2018-2023)

Figure 38. Germany Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 39. France Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 40. UK Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 41. Italy Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 42. Russia Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Middle East & Africa Turn-based Card Game Market Size Market Share by Region (2018-2023)

Figure 44. Middle East & Africa Turn-based Card Game Market Size Market Share by Type (2018-2023)

Figure 45. Middle East & Africa Turn-based Card Game Market Size Market Share by Application (2018-2023)

Figure 46. Egypt Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 47. South Africa Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 48. Israel Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 49. Turkey Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 50. GCC Country Turn-based Card Game Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Americas Turn-based Card Game Market Size 2024-2029 (\$ Millions)

Figure 52. APAC Turn-based Card Game Market Size 2024-2029 (\$ Millions)

Figure 53. Europe Turn-based Card Game Market Size 2024-2029 (\$ Millions)

Figure 54. Middle East & Africa Turn-based Card Game Market Size 2024-2029 (\$ Millions)

Figure 55. United States Turn-based Card Game Market Size 2024-2029 (\$ Millions)

- Figure 56. Canada Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 57. Mexico Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 58. Brazil Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 59. China Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 60. Japan Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 61. Korea Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 62. Southeast Asia Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 63. India Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 64. Australia Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 65. Germany Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 66. France Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 67. UK Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 68. Italy Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 69. Russia Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 70. Spain Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 71. Egypt Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 72. South Africa Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 73. Israel Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 74. Turkey Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 75. GCC Countries Turn-based Card Game Market Size 2024-2029 (\$ Millions)
- Figure 76. Global Turn-based Card Game Market Size Market Share Forecast by Type (2024-2029)
- Figure 77. Global Turn-based Card Game Market Size Market Share Forecast by Application (2024-2029)

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