

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

<https://marketpublishers.com/r/G0681AAF078BEN.html>

Date: March 2023

Pages: 123

Price: US\$ 3,660.00 (Single User License)

ID: G0681AAF078BEN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global Turn-based 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 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 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 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 Game players cover KRAFTON, INC, Changyou Company, Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game), Playkot, Tencent Games, Notagamestudio, Konami Holdings Corporation, Blizzard Entertainment and Bushiroad, 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 Game Industry Forecast" looks at past sales and reviews total world Turn-based Game sales in 2022, providing a comprehensive analysis by region and market sector of projected Turn-based Game sales for 2023 through 2029. With Turn-based 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 Game industry.

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

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

This report presents a comprehensive overview, market shares, and growth opportunities of Turn-based 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

Adult

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.

KRAFTON, INC

Changyou Company

Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Playkot

Tencent Games

Notagamestudio

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

Rose City Games(Floppy Knights)

Cybernetic Walrus(Rise of Humanity)

Doolittle Gaming

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

3 TURN-BASED GAME MARKET SIZE BY PLAYER

- 3.1 Turn-based Game Market Size Market Share by Players
 - 3.1.1 Global Turn-based Game Revenue by Players (2018-2023)
 - 3.1.2 Global Turn-based Game Revenue Market Share by Players (2018-2023)
- 3.2 Global Turn-based 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 GAME BY REGIONS

- 4.1 Turn-based Game Market Size by Regions (2018-2023)
- 4.2 Americas Turn-based Game Market Size Growth (2018-2023)
- 4.3 APAC Turn-based Game Market Size Growth (2018-2023)
- 4.4 Europe Turn-based Game Market Size Growth (2018-2023)
- 4.5 Middle East & Africa Turn-based Game Market Size Growth (2018-2023)

5 AMERICAS

- 5.1 Americas Turn-based Game Market Size by Country (2018-2023)
- 5.2 Americas Turn-based Game Market Size by Type (2018-2023)
- 5.3 Americas Turn-based 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 Game Market Size by Region (2018-2023)
- 6.2 APAC Turn-based Game Market Size by Type (2018-2023)
- 6.3 APAC Turn-based 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 Game by Country (2018-2023)
- 7.2 Europe Turn-based Game Market Size by Type (2018-2023)
- 7.3 Europe Turn-based 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 Game by Region (2018-2023)

8.2 Middle East & Africa Turn-based Game Market Size by Type (2018-2023)

8.3 Middle East & Africa Turn-based 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 GAME MARKET FORECAST

10.1 Global Turn-based Game Forecast by Regions (2024-2029)

10.1.1 Global Turn-based Game Forecast by Regions (2024-2029)

10.1.2 Americas Turn-based Game Forecast

10.1.3 APAC Turn-based Game Forecast

10.1.4 Europe Turn-based Game Forecast

10.1.5 Middle East & Africa Turn-based Game Forecast

10.2 Americas Turn-based Game Forecast by Country (2024-2029)

10.2.1 United States Turn-based Game Market Forecast

10.2.2 Canada Turn-based Game Market Forecast

10.2.3 Mexico Turn-based Game Market Forecast

10.2.4 Brazil Turn-based Game Market Forecast

10.3 APAC Turn-based Game Forecast by Region (2024-2029)

10.3.1 China Turn-based Game Market Forecast

10.3.2 Japan Turn-based Game Market Forecast

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

11 KEY PLAYERS ANALYSIS

- 11.1 KRAFTON, INC
 - 11.1.1 KRAFTON, INC Company Information
 - 11.1.2 KRAFTON, INC Turn-based Game Product Offered
 - 11.1.3 KRAFTON, INC Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.1.4 KRAFTON, INC Main Business Overview
 - 11.1.5 KRAFTON, INC Latest Developments
- 11.2 Changyou Company
 - 11.2.1 Changyou Company Company Information
 - 11.2.2 Changyou Company Turn-based Game Product Offered
 - 11.2.3 Changyou Company Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.2.4 Changyou Company Main Business Overview
 - 11.2.5 Changyou Company Latest Developments
- 11.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)
 - 11.3.1 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Company Information
 - 11.3.2 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Turn-based Game Product Offered

11.3.3 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)

11.3.4 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Main Business Overview

11.3.5 Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Latest Developments

11.4 Playkot

11.4.1 Playkot Company Information

11.4.2 Playkot Turn-based Game Product Offered

11.4.3 Playkot Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)

11.4.4 Playkot Main Business Overview

11.4.5 Playkot Latest Developments

11.5 Tencent Games

11.5.1 Tencent Games Company Information

11.5.2 Tencent Games Turn-based Game Product Offered

11.5.3 Tencent Games Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)

11.5.4 Tencent Games Main Business Overview

11.5.5 Tencent Games Latest Developments

11.6 Notagamestudio

11.6.1 Notagamestudio Company Information

11.6.2 Notagamestudio Turn-based Game Product Offered

11.6.3 Notagamestudio Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)

11.6.4 Notagamestudio Main Business Overview

11.6.5 Notagamestudio Latest Developments

11.7 Konami Holdings Corporation

11.7.1 Konami Holdings Corporation Company Information

11.7.2 Konami Holdings Corporation Turn-based Game Product Offered

11.7.3 Konami Holdings Corporation Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)

11.7.4 Konami Holdings Corporation Main Business Overview

11.7.5 Konami Holdings Corporation Latest Developments

11.8 Blizzard Entertainment

11.8.1 Blizzard Entertainment Company Information

11.8.2 Blizzard Entertainment Turn-based Game Product Offered

11.8.3 Blizzard Entertainment Turn-based Game Revenue, Gross Margin and Market

Share (2018-2023)

11.8.4 Blizzard Entertainment Main Business Overview

11.8.5 Blizzard Entertainment Latest Developments

11.9 Bushiroad

11.9.1 Bushiroad Company Information

11.9.2 Bushiroad Turn-based Game Product Offered

11.9.3 Bushiroad Turn-based Game Revenue, Gross Margin and Market Share

(2018-2023)

11.9.4 Bushiroad Main Business Overview

11.9.5 Bushiroad Latest Developments

11.10 Cyber??Agent, Inc

11.10.1 Cyber??Agent, Inc Company Information

11.10.2 Cyber??Agent, Inc Turn-based Game Product Offered

11.10.3 Cyber??Agent, Inc Turn-based Game Revenue, Gross Margin and Market

Share (2018-2023)

11.10.4 Cyber??Agent, Inc Main Business Overview

11.10.5 Cyber??Agent, Inc Latest Developments

11.11 Fantasy Flight Games

11.11.1 Fantasy Flight Games Company Information

11.11.2 Fantasy Flight Games Turn-based Game Product Offered

11.11.3 Fantasy Flight Games Turn-based Game Revenue, Gross Margin and Market

Share (2018-2023)

11.11.4 Fantasy Flight Games Main Business Overview

11.11.5 Fantasy Flight Games Latest Developments

11.12 Riot Games

11.12.1 Riot Games Company Information

11.12.2 Riot Games Turn-based Game Product Offered

11.12.3 Riot Games Turn-based Game Revenue, Gross Margin and Market Share

(2018-2023)

11.12.4 Riot Games Main Business Overview

11.12.5 Riot Games Latest Developments

11.13 Kyy Games

11.13.1 Kyy Games Company Information

11.13.2 Kyy Games Turn-based Game Product Offered

11.13.3 Kyy Games Turn-based Game Revenue, Gross Margin and Market Share

(2018-2023)

11.13.4 Kyy Games Main Business Overview

11.13.5 Kyy Games Latest Developments

11.14 Legend Story Studios

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

- 11.19.4 Dawn of Gods Main Business Overview
- 11.19.5 Dawn of Gods Latest Developments
- 11.20 Metropolis Origins
 - 11.20.1 Metropolis Origins Company Information
 - 11.20.2 Metropolis Origins Turn-based Game Product Offered
 - 11.20.3 Metropolis Origins Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.20.4 Metropolis Origins Main Business Overview
 - 11.20.5 Metropolis Origins Latest Developments
- 11.21 Kepithor Studios
 - 11.21.1 Kepithor Studios Company Information
 - 11.21.2 Kepithor Studios Turn-based Game Product Offered
 - 11.21.3 Kepithor Studios Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.21.4 Kepithor Studios Main Business Overview
 - 11.21.5 Kepithor Studios Latest Developments
- 11.22 Reality Gaming Group Limited
 - 11.22.1 Reality Gaming Group Limited Company Information
 - 11.22.2 Reality Gaming Group Limited Turn-based Game Product Offered
 - 11.22.3 Reality Gaming Group Limited Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.22.4 Reality Gaming Group Limited Main Business Overview
 - 11.22.5 Reality Gaming Group Limited Latest Developments
- 11.23 Horizon Blockchain Games
 - 11.23.1 Horizon Blockchain Games Company Information
 - 11.23.2 Horizon Blockchain Games Turn-based Game Product Offered
 - 11.23.3 Horizon Blockchain Games Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.23.4 Horizon Blockchain Games Main Business Overview
 - 11.23.5 Horizon Blockchain Games Latest Developments
- 11.24 AXEL MARK INC.
 - 11.24.1 AXEL MARK INC. Company Information
 - 11.24.2 AXEL MARK INC. Turn-based Game Product Offered
 - 11.24.3 AXEL MARK INC. Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.24.4 AXEL MARK INC. Main Business Overview
 - 11.24.5 AXEL MARK INC. Latest Developments
- 11.25 TaleCraft
 - 11.25.1 TaleCraft Company Information

- 11.25.2 TaleCraft Turn-based Game Product Offered
- 11.25.3 TaleCraft Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
- 11.25.4 TaleCraft Main Business Overview
- 11.25.5 TaleCraft Latest Developments
- 11.26 Rose City Games(Floppy Knights)
 - 11.26.1 Rose City Games(Floppy Knights) Company Information
 - 11.26.2 Rose City Games(Floppy Knights) Turn-based Game Product Offered
 - 11.26.3 Rose City Games(Floppy Knights) Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.26.4 Rose City Games(Floppy Knights) Main Business Overview
 - 11.26.5 Rose City Games(Floppy Knights) Latest Developments
- 11.27 Cybernetic Walrus(Rise of Humanity)
 - 11.27.1 Cybernetic Walrus(Rise of Humanity) Company Information
 - 11.27.2 Cybernetic Walrus(Rise of Humanity) Turn-based Game Product Offered
 - 11.27.3 Cybernetic Walrus(Rise of Humanity) Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.27.4 Cybernetic Walrus(Rise of Humanity) Main Business Overview
 - 11.27.5 Cybernetic Walrus(Rise of Humanity) Latest Developments
- 11.28 Doolittle Gaming
 - 11.28.1 Doolittle Gaming Company Information
 - 11.28.2 Doolittle Gaming Turn-based Game Product Offered
 - 11.28.3 Doolittle Gaming Turn-based Game Revenue, Gross Margin and Market Share (2018-2023)
 - 11.28.4 Doolittle Gaming Main Business Overview
 - 11.28.5 Doolittle Gaming Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Turn-based 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 Game Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 5. Global Turn-based Game Market Size by Type (2018-2023) & (\$ Millions)
- Table 6. Global Turn-based Game Market Size Market Share by Type (2018-2023)
- Table 7. Turn-based Game Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 8. Global Turn-based Game Market Size by Application (2018-2023) & (\$ Millions)
- Table 9. Global Turn-based Game Market Size Market Share by Application (2018-2023)
- Table 10. Global Turn-based Game Revenue by Players (2018-2023) & (\$ Millions)
- Table 11. Global Turn-based Game Revenue Market Share by Player (2018-2023)
- Table 12. Turn-based Game Key Players Head office and Products Offered
- Table 13. Turn-based 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 Game Market Size by Regions 2018-2023 & (\$ Millions)
- Table 17. Global Turn-based Game Market Size Market Share by Regions (2018-2023)
- Table 18. Global Turn-based Game Revenue by Country/Region (2018-2023) & (\$ millions)
- Table 19. Global Turn-based Game Revenue Market Share by Country/Region (2018-2023)
- Table 20. Americas Turn-based Game Market Size by Country (2018-2023) & (\$ Millions)
- Table 21. Americas Turn-based Game Market Size Market Share by Country (2018-2023)
- Table 22. Americas Turn-based Game Market Size by Type (2018-2023) & (\$ Millions)
- Table 23. Americas Turn-based Game Market Size Market Share by Type (2018-2023)
- Table 24. Americas Turn-based Game Market Size by Application (2018-2023) & (\$ Millions)
- Table 25. Americas Turn-based Game Market Size Market Share by Application

(2018-2023)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 41. Middle East & Africa Turn-based Game Market Size Market Share by Type (2018-2023)

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

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

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

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

Table 46. Key Industry Trends of Turn-based Game

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

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

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

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

(\$ Millions)

Table 51. KRAFTON, INC Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 52. KRAFTON, INC Turn-based Game Product Offered

Table 53. KRAFTON, INC Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. KRAFTON, INC Main Business

Table 55. KRAFTON, INC Latest Developments

Table 56. Changyou Company Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 57. Changyou Company Turn-based Game Product Offered

Table 58. Changyou Company Main Business

Table 59. Changyou Company Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Changyou Company Latest Developments

Table 61. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 62. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Game Product Offered

Table 63. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Main Business

Table 64. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 65. Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game) Latest Developments

Table 66. Playkot Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 67. Playkot Turn-based Game Product Offered

Table 68. Playkot Main Business

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

Table 70. Playkot Latest Developments

Table 71. Tencent Games Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 72. Tencent Games Turn-based Game Product Offered

Table 73. Tencent Games Main Business

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

Table 75. Tencent Games Latest Developments

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

Table 77. Notagamestudio Turn-based Game Product Offered

Table 78. Notagamestudio Main Business

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

Table 80. Notagamestudio Latest Developments

Table 81. Konami Holdings Corporation Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 82. Konami Holdings Corporation Turn-based Game Product Offered

Table 83. Konami Holdings Corporation Main Business

Table 84. Konami Holdings Corporation Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. Konami Holdings Corporation Latest Developments

Table 86. Blizzard Entertainment Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 87. Blizzard Entertainment Turn-based Game Product Offered

Table 88. Blizzard Entertainment Main Business

Table 89. Blizzard Entertainment Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Blizzard Entertainment Latest Developments

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

Table 92. Bushiroad Turn-based Game Product Offered

Table 93. Bushiroad Main Business

Table 94. Bushiroad Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. Bushiroad Latest Developments

Table 96. Cyber??Agent, Inc Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 97. Cyber??Agent, Inc Turn-based Game Product Offered

Table 98. Cyber??Agent, Inc Main Business

Table 99. Cyber??Agent, Inc Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. Cyber??Agent, Inc Latest Developments

Table 101. Fantasy Flight Games Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 102. Fantasy Flight Games Turn-based Game Product Offered

Table 103. Fantasy Flight Games Turn-based Game Revenue (\$ million), Gross Margin

and Market Share (2018-2023)

Table 104. Fantasy Flight Games Main Business

Table 105. Fantasy Flight Games Latest Developments

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

Table 107. Riot Games Turn-based Game Product Offered

Table 108. Riot Games Main Business

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

Table 110. Riot Games Latest Developments

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

Table 112. Kyy Games Turn-based Game Product Offered

Table 113. Kyy Games Main Business

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

Table 115. Kyy Games Latest Developments

Table 116. Legend Story Studios Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 117. Legend Story Studios Turn-based Game Product Offered

Table 118. Legend Story Studios Main Business

Table 119. Legend Story Studios Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 120. Legend Story Studios Latest Developments

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

Table 122. Sorare Turn-based Game Product Offered

Table 123. Sorare Main Business

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

Table 125. Sorare Latest Developments

Table 126. Splinterlands Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 127. Splinterlands Turn-based Game Product Offered

Table 128. Splinterlands Main Business

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

Table 130. Splinterlands Latest Developments

Table 131. Gods Unchained Details, Company Type, Turn-based Game Area Served

and Its Competitors

Table 132. Gods Unchained Turn-based Game Product Offered

Table 133. Gods Unchained Main Business

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

Table 135. Gods Unchained Latest Developments

Table 136. Crypto Spells Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 137. Crypto Spells Turn-based Game Product Offered

Table 138. Crypto Spells Main Business

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

Table 140. Crypto Spells Latest Developments

Table 141. Dawn of Gods Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 142. Dawn of Gods Turn-based Game Product Offered

Table 143. Dawn of Gods Main Business

Table 144. Dawn of Gods Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 145. Dawn of Gods Latest Developments

Table 146. Metropolis Origins Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 147. Metropolis Origins Turn-based Game Product Offered

Table 148. Metropolis Origins Main Business

Table 149. Metropolis Origins Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 150. Metropolis Origins Latest Developments

Table 151. Kepithor Studios Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 152. Kepithor Studios Turn-based Game Product Offered

Table 153. Kepithor Studios Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 154. Kepithor Studios Main Business

Table 155. Kepithor Studios Latest Developments

Table 156. Reality Gaming Group Limited Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 157. Reality Gaming Group Limited Turn-based Game Product Offered

Table 158. Reality Gaming Group Limited Main Business

Table 159. Reality Gaming Group Limited Turn-based Game Revenue (\$ million), Gross

Margin and Market Share (2018-2023)

Table 160. Reality Gaming Group Limited Latest Developments

Table 161. Horizon Blockchain Games Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 162. Horizon Blockchain Games Turn-based Game Product Offered

Table 163. Horizon Blockchain Games Main Business

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

Table 165. Horizon Blockchain Games Latest Developments

Table 166. AXEL MARK INC. Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 167. AXEL MARK INC. Turn-based Game Product Offered

Table 168. AXEL MARK INC. Main Business

Table 169. AXEL MARK INC. Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 170. AXEL MARK INC. Latest Developments

Table 171. TaleCraft Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 172. TaleCraft Turn-based Game Product Offered

Table 173. TaleCraft Main Business

Table 174. TaleCraft Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 175. TaleCraft Latest Developments

Table 176. Rose City Games(Floppy Knights) Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 177. Rose City Games(Floppy Knights) Turn-based Game Product Offered

Table 178. Rose City Games(Floppy Knights) Main Business

Table 179. Rose City Games(Floppy Knights) Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 180. Rose City Games(Floppy Knights) Latest Developments

Table 181. Cybernetic Walrus(Rise of Humanity) Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 182. Cybernetic Walrus(Rise of Humanity) Turn-based Game Product Offered

Table 183. Cybernetic Walrus(Rise of Humanity) Main Business

Table 184. Cybernetic Walrus(Rise of Humanity) Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 185. Cybernetic Walrus(Rise of Humanity) Latest Developments

Table 186. Doolittle Gaming Details, Company Type, Turn-based Game Area Served and Its Competitors

Table 187. Doolittle Gaming Turn-based Game Product Offered

Table 188. Doolittle Gaming Main Business

Table 189. Doolittle Gaming Turn-based Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 190. Doolittle Gaming Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Turn-based Game Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Turn-based Game Market Size Growth Rate 2018-2029 (\$ Millions)
- Figure 6. Turn-based Game Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Figure 7. Turn-based Game Sales Market Share by Country/Region (2022)
- Figure 8. Turn-based Game Sales Market Share by Country/Region (2018, 2022 & 2029)
- Figure 9. Global Turn-based Game Market Size Market Share by Type in 2022
- Figure 10. Turn-based Game in Teenager
- Figure 11. Global Turn-based Game Market: Teenager (2018-2023) & (\$ Millions)
- Figure 12. Turn-based Game in Adult
- Figure 13. Global Turn-based Game Market: Adult (2018-2023) & (\$ Millions)
- Figure 14. Global Turn-based Game Market Size Market Share by Application in 2022
- Figure 15. Global Turn-based Game Revenue Market Share by Player in 2022
- Figure 16. Global Turn-based Game Market Size Market Share by Regions (2018-2023)
- Figure 17. Americas Turn-based Game Market Size 2018-2023 (\$ Millions)
- Figure 18. APAC Turn-based Game Market Size 2018-2023 (\$ Millions)
- Figure 19. Europe Turn-based Game Market Size 2018-2023 (\$ Millions)
- Figure 20. Middle East & Africa Turn-based Game Market Size 2018-2023 (\$ Millions)
- Figure 21. Americas Turn-based Game Value Market Share by Country in 2022
- Figure 22. United States Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 23. Canada Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 24. Mexico Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 25. Brazil Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 26. APAC Turn-based Game Market Size Market Share by Region in 2022
- Figure 27. APAC Turn-based Game Market Size Market Share by Type in 2022
- Figure 28. APAC Turn-based Game Market Size Market Share by Application in 2022
- Figure 29. China Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 30. Japan Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 31. Korea Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 32. Southeast Asia Turn-based Game Market Size Growth 2018-2023 (\$ Millions)

- Figure 33. India Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 34. Australia Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 35. Europe Turn-based Game Market Size Market Share by Country in 2022
- Figure 36. Europe Turn-based Game Market Size Market Share by Type (2018-2023)
- Figure 37. Europe Turn-based Game Market Size Market Share by Application (2018-2023)
- Figure 38. Germany Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 39. France Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 40. UK Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 41. Italy Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 42. Russia Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 43. Middle East & Africa Turn-based Game Market Size Market Share by Region (2018-2023)
- Figure 44. Middle East & Africa Turn-based Game Market Size Market Share by Type (2018-2023)
- Figure 45. Middle East & Africa Turn-based Game Market Size Market Share by Application (2018-2023)
- Figure 46. Egypt Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 47. South Africa Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 48. Israel Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 49. Turkey Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 50. GCC Country Turn-based Game Market Size Growth 2018-2023 (\$ Millions)
- Figure 51. Americas Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 52. APAC Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 53. Europe Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 54. Middle East & Africa Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 55. United States Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 56. Canada Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 57. Mexico Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 58. Brazil Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 59. China Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 60. Japan Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 61. Korea Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 62. Southeast Asia Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 63. India Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 64. Australia Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 65. Germany Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 66. France Turn-based Game Market Size 2024-2029 (\$ Millions)
- Figure 67. UK Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 68. Italy Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 69. Russia Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 70. Spain Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 71. Egypt Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 72. South Africa Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 73. Israel Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 74. Turkey Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 75. GCC Countries Turn-based Game Market Size 2024-2029 (\$ Millions)

Figure 76. Global Turn-based Game Market Size Market Share Forecast by Type (2024-2029)

Figure 77. Global Turn-based Game Market Size Market Share Forecast by Application (2024-2029)

I would like to order

Product name: Global Turn-based Game Market Growth (Status and Outlook) 2023-2029

Product link: <https://marketpublishers.com/r/G0681AAF078BEN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G0681AAF078BEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970