

# 2015-2027 Global Board Games and Tabletop Games Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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## Abstracts

The worldwide market for Board Games and Tabletop Games is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

### Major Companies Covered

Buffalo Games

Ravensburger

BoardGameDesign.com

Gibsons Games

The Walt Disney Co.

Hasbro

The Grey Fox Games

Bezier Games

Mattel

Clementoni

Asmodee Editions

Fremont Die Consumer Products

Games Workshop

Goliath

Goliath BV

IELLO Games

Grand Prix International

Indie Boards and Cards

CMON

Major Types Covered

Board Games

Tabletop Games

Major Applications Covered

Education

Entertainment

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand

Philippines

Malaysia

Brazil  
Mexico  
Argentina  
Columbia  
Chile  
Saudi Arabia  
UAE  
Egypt  
Nigeria  
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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