

COVID-19 Outbreak-Global Collectible Card Game Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

A collectible card game (CCG), also called a trading card game (TCG) or many other names, is a kind of strategy card game that was created in 1993 and consists of specially designed sets of playing cards. These cards use proprietary artwork or images to embellish the card. CCGs may depict anything from fantasy or science fiction genres, horror themes, cartoons, or even sports. Game text is also on the card and is used to interact with the other cards in a strategic fashion. Games are commonly played between two players, though multiplayer formats are also common. Players may also use dice, counters, card sleeves, or play mats to complement their gameplay. The Collectible Card Game market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Collectible Card Game industry. Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the

industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Collectible Card Game market can be split based on product types, major applications, and important countries as follows:

Key players in the global Collectible Card Game market covered in Chapter 12:

Albino Dragon

WEE Supercard

Shadowverse

Long Pack

Duel Link

Magic

Hearthstone

Star Wars

Magic Duels

In Chapter 4 and 14.1, on the basis of types, the Collectible Card Game market from 2015 to 2025 is primarily split into:

Digital

Physical

In Chapter 5 and 14.2, on the basis of applications, the Collectible Card Game market from 2015 to 2025 covers:

Smartphone

Tabletop

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain
Russia
Others
Asia-Pacific (Covered in Chapter 9 and 14)
China
Japan
South Korea
Australia
India
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 10 and 14)
Saudi Arabia
UAE
Egypt
Nigeria
South Africa
Others
South America (Covered in Chapter 11 and 14)
Brazil
Argentina
Columbia
Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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