

Global Board Game Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

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Abstracts

The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the Board Game market covering all its essential aspects.

For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered.

In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner.

Key players in the global Board Game market are covered in Chapter 9:

Goliath B.V.

Alderac Entertainment Group (AEG)

Hasbro

Games Workshop

Asmodee Editions

Ravensburger Tabletop

Mattel Card and Dice Games

Kenzer&Company
Grand Prix International
Fantasy Flight Games
Atlas Games

In Chapter 5 and Chapter 7.3, based on types, the Board Game market from 2017 to 2027 is primarily split into:

Tabletop
Card and Dice Games
Collectible Card Games
Miniature Games
RPGs

In Chapter 6 and Chapter 7.4, based on applications, the Board Game market from 2017 to 2027 covers:

Offline Retail
Online Retail
Others

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7:

United States
Europe
China
Japan
India
Southeast Asia
Latin America
Middle East and Africa
Middle East and Africa

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the Board Game market?

Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the Board Game Industry.

2. How do you determine the list of the key players included in the report?

With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth.

Please find the key player list in Summary.

3. What are your main data sources?

Both Primary and Secondary data sources are being used while compiling the report.

Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users.

Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases.

Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.

4. Can I modify the scope of the report and customize it to suit my requirements?

Yes. Customized requirements of multi-dimensional, deep-level and high-quality can help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

Outline

Chapter 1 mainly defines the market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application, region, etc.), including the definition, market size, and trend of each market segment.

Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets, consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained.

Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered.

Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world.

Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type.

Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market.

Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry.

Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic.

Chapter 9 shares a list of the key players in the market, together with their basic

information, product profiles, market performance (i.e., sales volume, price, revenue, gross margin), recent development, SWOT analysis, etc.

Chapter 10 is the conclusion of the report which helps the readers to sum up the main findings and points.

Chapter 11 introduces the market research methods and data sources.

Years considered for this report:

Historical Years: 2017-2021

Base Year: 2021

Estimated Year: 2022

Forecast Period: 2022-2027

Contents

1 BOARD GAME MARKET OVERVIEW

- 1.1 Product Overview and Scope of Board Game Market
- 1.2 Board Game Market Segment by Type
 - 1.2.1 Global Board Game Market Sales Volume and CAGR (%) Comparison by Type (2017-2027)
- 1.3 Global Board Game Market Segment by Application
 - 1.3.1 Board Game Market Consumption (Sales Volume) Comparison by Application (2017-2027)
- 1.4 Global Board Game Market, Region Wise (2017-2027)
 - 1.4.1 Global Board Game Market Size (Revenue) and CAGR (%) Comparison by Region (2017-2027)
 - 1.4.2 United States Board Game Market Status and Prospect (2017-2027)
 - 1.4.3 Europe Board Game Market Status and Prospect (2017-2027)
 - 1.4.4 China Board Game Market Status and Prospect (2017-2027)
 - 1.4.5 Japan Board Game Market Status and Prospect (2017-2027)
 - 1.4.6 India Board Game Market Status and Prospect (2017-2027)
 - 1.4.7 Southeast Asia Board Game Market Status and Prospect (2017-2027)
 - 1.4.8 Latin America Board Game Market Status and Prospect (2017-2027)
 - 1.4.9 Middle East and Africa Board Game Market Status and Prospect (2017-2027)
- 1.5 Global Market Size of Board Game (2017-2027)
 - 1.5.1 Global Board Game Market Revenue Status and Outlook (2017-2027)
 - 1.5.2 Global Board Game Market Sales Volume Status and Outlook (2017-2027)
- 1.6 Global Macroeconomic Analysis
- 1.7 The impact of the Russia-Ukraine war on the Board Game Market

2 INDUSTRY OUTLOOK

- 2.1 Board Game Industry Technology Status and Trends
- 2.2 Industry Entry Barriers
 - 2.2.1 Analysis of Financial Barriers
 - 2.2.2 Analysis of Technical Barriers
 - 2.2.3 Analysis of Talent Barriers
 - 2.2.4 Analysis of Brand Barrier
- 2.3 Board Game Market Drivers Analysis
- 2.4 Board Game Market Challenges Analysis
- 2.5 Emerging Market Trends

2.6 Consumer Preference Analysis

2.7 Board Game Industry Development Trends under COVID-19 Outbreak

2.7.1 Global COVID-19 Status Overview

2.7.2 Influence of COVID-19 Outbreak on Board Game Industry Development

3 GLOBAL BOARD GAME MARKET LANDSCAPE BY PLAYER

3.1 Global Board Game Sales Volume and Share by Player (2017-2022)

3.2 Global Board Game Revenue and Market Share by Player (2017-2022)

3.3 Global Board Game Average Price by Player (2017-2022)

3.4 Global Board Game Gross Margin by Player (2017-2022)

3.5 Board Game Market Competitive Situation and Trends

3.5.1 Board Game Market Concentration Rate

3.5.2 Board Game Market Share of Top 3 and Top 6 Players

3.5.3 Mergers & Acquisitions, Expansion

4 GLOBAL BOARD GAME SALES VOLUME AND REVENUE REGION WISE (2017-2022)

4.1 Global Board Game Sales Volume and Market Share, Region Wise (2017-2022)

4.2 Global Board Game Revenue and Market Share, Region Wise (2017-2022)

4.3 Global Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4 United States Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4.1 United States Board Game Market Under COVID-19

4.5 Europe Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.5.1 Europe Board Game Market Under COVID-19

4.6 China Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.6.1 China Board Game Market Under COVID-19

4.7 Japan Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.7.1 Japan Board Game Market Under COVID-19

4.8 India Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.8.1 India Board Game Market Under COVID-19

4.9 Southeast Asia Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.9.1 Southeast Asia Board Game Market Under COVID-19

4.10 Latin America Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.10.1 Latin America Board Game Market Under COVID-19

4.11 Middle East and Africa Board Game Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.11.1 Middle East and Africa Board Game Market Under COVID-19

5 GLOBAL BOARD GAME SALES VOLUME, REVENUE, PRICE TREND BY TYPE

5.1 Global Board Game Sales Volume and Market Share by Type (2017-2022)

5.2 Global Board Game Revenue and Market Share by Type (2017-2022)

5.3 Global Board Game Price by Type (2017-2022)

5.4 Global Board Game Sales Volume, Revenue and Growth Rate by Type (2017-2022)

5.4.1 Global Board Game Sales Volume, Revenue and Growth Rate of Tabletop (2017-2022)

5.4.2 Global Board Game Sales Volume, Revenue and Growth Rate of Card and Dice Games (2017-2022)

5.4.3 Global Board Game Sales Volume, Revenue and Growth Rate of Collectible Card Games (2017-2022)

5.4.4 Global Board Game Sales Volume, Revenue and Growth Rate of Miniature Games (2017-2022)

5.4.5 Global Board Game Sales Volume, Revenue and Growth Rate of RPGs (2017-2022)

6 GLOBAL BOARD GAME MARKET ANALYSIS BY APPLICATION

6.1 Global Board Game Consumption and Market Share by Application (2017-2022)

6.2 Global Board Game Consumption Revenue and Market Share by Application (2017-2022)

6.3 Global Board Game Consumption and Growth Rate by Application (2017-2022)

6.3.1 Global Board Game Consumption and Growth Rate of Offline Retail (2017-2022)

6.3.2 Global Board Game Consumption and Growth Rate of Online Retail (2017-2022)

6.3.3 Global Board Game Consumption and Growth Rate of Others (2017-2022)

7 GLOBAL BOARD GAME MARKET FORECAST (2022-2027)

7.1 Global Board Game Sales Volume, Revenue Forecast (2022-2027)

7.1.1 Global Board Game Sales Volume and Growth Rate Forecast (2022-2027)

7.1.2 Global Board Game Revenue and Growth Rate Forecast (2022-2027)

7.1.3 Global Board Game Price and Trend Forecast (2022-2027)

7.2 Global Board Game Sales Volume and Revenue Forecast, Region Wise (2022-2027)

- 7.2.1 United States Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.2 Europe Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.3 China Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.4 Japan Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.5 India Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.6 Southeast Asia Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.7 Latin America Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.2.8 Middle East and Africa Board Game Sales Volume and Revenue Forecast (2022-2027)
- 7.3 Global Board Game Sales Volume, Revenue and Price Forecast by Type (2022-2027)
 - 7.3.1 Global Board Game Revenue and Growth Rate of Tabletop (2022-2027)
 - 7.3.2 Global Board Game Revenue and Growth Rate of Card and Dice Games (2022-2027)
 - 7.3.3 Global Board Game Revenue and Growth Rate of Collectible Card Games (2022-2027)
 - 7.3.4 Global Board Game Revenue and Growth Rate of Miniature Games (2022-2027)
 - 7.3.5 Global Board Game Revenue and Growth Rate of RPGs (2022-2027)
- 7.4 Global Board Game Consumption Forecast by Application (2022-2027)
 - 7.4.1 Global Board Game Consumption Value and Growth Rate of Offline Retail(2022-2027)
 - 7.4.2 Global Board Game Consumption Value and Growth Rate of Online Retail(2022-2027)
 - 7.4.3 Global Board Game Consumption Value and Growth Rate of Others(2022-2027)
- 7.5 Board Game Market Forecast Under COVID-19

8 BOARD GAME MARKET UPSTREAM AND DOWNSTREAM ANALYSIS

- 8.1 Board Game Industrial Chain Analysis
- 8.2 Key Raw Materials Suppliers and Price Analysis
- 8.3 Manufacturing Cost Structure Analysis
 - 8.3.1 Labor Cost Analysis
 - 8.3.2 Energy Costs Analysis
 - 8.3.3 R&D Costs Analysis
- 8.4 Alternative Product Analysis
- 8.5 Major Distributors of Board Game Analysis
- 8.6 Major Downstream Buyers of Board Game Analysis
- 8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream in the Board Game Industry

9 PLAYERS PROFILES

9.1 Goliath B.V.

9.1.1 Goliath B.V. Basic Information, Manufacturing Base, Sales Region and Competitors

9.1.2 Board Game Product Profiles, Application and Specification

9.1.3 Goliath B.V. Market Performance (2017-2022)

9.1.4 Recent Development

9.1.5 SWOT Analysis

9.2 Alderac Entertainment Group (AEG)

9.2.1 Alderac Entertainment Group (AEG) Basic Information, Manufacturing Base, Sales Region and Competitors

9.2.2 Board Game Product Profiles, Application and Specification

9.2.3 Alderac Entertainment Group (AEG) Market Performance (2017-2022)

9.2.4 Recent Development

9.2.5 SWOT Analysis

9.3 Hasbro

9.3.1 Hasbro Basic Information, Manufacturing Base, Sales Region and Competitors

9.3.2 Board Game Product Profiles, Application and Specification

9.3.3 Hasbro Market Performance (2017-2022)

9.3.4 Recent Development

9.3.5 SWOT Analysis

9.4 Games Workshop

9.4.1 Games Workshop Basic Information, Manufacturing Base, Sales Region and Competitors

9.4.2 Board Game Product Profiles, Application and Specification

9.4.3 Games Workshop Market Performance (2017-2022)

9.4.4 Recent Development

9.4.5 SWOT Analysis

9.5 Asmodee Editions

9.5.1 Asmodee Editions Basic Information, Manufacturing Base, Sales Region and Competitors

9.5.2 Board Game Product Profiles, Application and Specification

9.5.3 Asmodee Editions Market Performance (2017-2022)

9.5.4 Recent Development

9.5.5 SWOT Analysis

9.6 Ravensburger Tabletop

9.6.1 Ravensburger Tabletop Basic Information, Manufacturing Base, Sales Region

and Competitors

9.6.2 Board Game Product Profiles, Application and Specification

9.6.3 Ravensburger Tabletop Market Performance (2017-2022)

9.6.4 Recent Development

9.6.5 SWOT Analysis

9.7 Mattel Card and Dice Games

9.7.1 Mattel Card and Dice Games Basic Information, Manufacturing Base, Sales Region and Competitors

9.7.2 Board Game Product Profiles, Application and Specification

9.7.3 Mattel Card and Dice Games Market Performance (2017-2022)

9.7.4 Recent Development

9.7.5 SWOT Analysis

9.8 Kenzer&Company

9.8.1 Kenzer&Company Basic Information, Manufacturing Base, Sales Region and Competitors

9.8.2 Board Game Product Profiles, Application and Specification

9.8.3 Kenzer&Company Market Performance (2017-2022)

9.8.4 Recent Development

9.8.5 SWOT Analysis

9.9 Grand Prix International

9.9.1 Grand Prix International Basic Information, Manufacturing Base, Sales Region and Competitors

9.9.2 Board Game Product Profiles, Application and Specification

9.9.3 Grand Prix International Market Performance (2017-2022)

9.9.4 Recent Development

9.9.5 SWOT Analysis

9.10 Fantasy Flight Games

9.10.1 Fantasy Flight Games Basic Information, Manufacturing Base, Sales Region and Competitors

9.10.2 Board Game Product Profiles, Application and Specification

9.10.3 Fantasy Flight Games Market Performance (2017-2022)

9.10.4 Recent Development

9.10.5 SWOT Analysis

9.11 Atlas Games

9.11.1 Atlas Games Basic Information, Manufacturing Base, Sales Region and Competitors

9.11.2 Board Game Product Profiles, Application and Specification

9.11.3 Atlas Games Market Performance (2017-2022)

9.11.4 Recent Development

9.11.5 SWOT Analysis

10 RESEARCH FINDINGS AND CONCLUSION

11 APPENDIX

11.1 Methodology

11.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Board Game Product Picture

Table Global Board Game Market Sales Volume and CAGR (%) Comparison by Type

Table Board Game Market Consumption (Sales Volume) Comparison by Application (2017-2027)

Figure Global Board Game Market Size (Revenue, Million USD) and CAGR (%) (2017-2027)

Figure United States Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Europe Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure China Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Japan Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure India Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Southeast Asia Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Latin America Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Middle East and Africa Board Game Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Global Board Game Market Sales Volume Status and Outlook (2017-2027)

Table Global Macroeconomic Analysis

Figure Global COVID-19 Status Overview

Table Influence of COVID-19 Outbreak on Board Game Industry Development

Table Global Board Game Sales Volume by Player (2017-2022)

Table Global Board Game Sales Volume Share by Player (2017-2022)

Figure Global Board Game Sales Volume Share by Player in 2021

Table Board Game Revenue (Million USD) by Player (2017-2022)

Table Board Game Revenue Market Share by Player (2017-2022)

Table Board Game Price by Player (2017-2022)

Table Board Game Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global Board Game Sales Volume, Region Wise (2017-2022)

Table Global Board Game Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Board Game Sales Volume Market Share, Region Wise (2017-2022)
Figure Global Board Game Sales Volume Market Share, Region Wise in 2021
Table Global Board Game Revenue (Million USD), Region Wise (2017-2022)
Table Global Board Game Revenue Market Share, Region Wise (2017-2022)
Figure Global Board Game Revenue Market Share, Region Wise (2017-2022)
Figure Global Board Game Revenue Market Share, Region Wise in 2021
Table Global Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table United States Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Europe Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table China Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Japan Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table India Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Southeast Asia Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Latin America Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Middle East and Africa Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Global Board Game Sales Volume by Type (2017-2022)
Table Global Board Game Sales Volume Market Share by Type (2017-2022)
Figure Global Board Game Sales Volume Market Share by Type in 2021
Table Global Board Game Revenue (Million USD) by Type (2017-2022)
Table Global Board Game Revenue Market Share by Type (2017-2022)
Figure Global Board Game Revenue Market Share by Type in 2021
Table Board Game Price by Type (2017-2022)
Figure Global Board Game Sales Volume and Growth Rate of Tabletop (2017-2022)
Figure Global Board Game Revenue (Million USD) and Growth Rate of Tabletop (2017-2022)
Figure Global Board Game Sales Volume and Growth Rate of Card and Dice Games (2017-2022)
Figure Global Board Game Revenue (Million USD) and Growth Rate of Card and Dice Games (2017-2022)
Figure Global Board Game Sales Volume and Growth Rate of Collectible Card Games

(2017-2022)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Collectible Card Games (2017-2022)

Figure Global Board Game Sales Volume and Growth Rate of Miniature Games (2017-2022)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Miniature Games (2017-2022)

Figure Global Board Game Sales Volume and Growth Rate of RPGs (2017-2022)

Figure Global Board Game Revenue (Million USD) and Growth Rate of RPGs (2017-2022)

Table Global Board Game Consumption by Application (2017-2022)

Table Global Board Game Consumption Market Share by Application (2017-2022)

Table Global Board Game Consumption Revenue (Million USD) by Application (2017-2022)

Table Global Board Game Consumption Revenue Market Share by Application (2017-2022)

Table Global Board Game Consumption and Growth Rate of Offline Retail (2017-2022)

Table Global Board Game Consumption and Growth Rate of Online Retail (2017-2022)

Table Global Board Game Consumption and Growth Rate of Others (2017-2022)

Figure Global Board Game Sales Volume and Growth Rate Forecast (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate Forecast (2022-2027)

Figure Global Board Game Price and Trend Forecast (2022-2027)

Figure USA Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure USA Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure China Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure China Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure India Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure India Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Board Game Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Board Game Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Table Global Board Game Market Sales Volume Forecast, by Type

Table Global Board Game Sales Volume Market Share Forecast, by Type

Table Global Board Game Market Revenue (Million USD) Forecast, by Type

Table Global Board Game Revenue Market Share Forecast, by Type

Table Global Board Game Price Forecast, by Type

Figure Global Board Game Revenue (Million USD) and Growth Rate of Tabletop (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Tabletop (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Card and Dice Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Card and Dice Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Collectible Card Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Collectible Card Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Miniature Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of Miniature Games (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of RPGs (2022-2027)

Figure Global Board Game Revenue (Million USD) and Growth Rate of RPGs (2022-2027)

Table Global Board Game Market Consumption Forecast, by Application

Table Global Board Game Consumption Market Share Forecast, by Application

Table Global Board Game Market Revenue (Million USD) Forecast, by Application

Table Global Board Game Revenue Market Share Forecast, by Application

Figure Global Board Game Consumption Value (Million USD) and Growth Rate of Offline Retail (2022-2027)

Figure Global Board Game Consumption Value (Million USD) and Growth Rate of Online Retail (2022-2027)

Figure Global Board Game Consumption Value (Million USD) and Growth Rate of Others (2022-2027)

Figure Board Game Industrial Chain Analysis

Table Key Raw Materials Suppliers and Price Analysis

Figure Manufacturing Cost Structure Analysis

Table Alternative Product Analysis

Table Downstream Distributors

Table Downstream Buyers

Table Goliath B.V. Profile

Table Goliath B.V. Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Goliath B.V. Board Game Sales Volume and Growth Rate

Figure Goliath B.V. Revenue (Million USD) Market Share 2017-2022

Table Alderac Entertainment Group (AEG) Profile

Table Alderac Entertainment Group (AEG) Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Alderac Entertainment Group (AEG) Board Game Sales Volume and Growth Rate

Figure Alderac Entertainment Group (AEG) Revenue (Million USD) Market Share 2017-2022

Table Hasbro Profile

Table Hasbro Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Hasbro Board Game Sales Volume and Growth Rate

Figure Hasbro Revenue (Million USD) Market Share 2017-2022

Table Games Workshop Profile

Table Games Workshop Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Games Workshop Board Game Sales Volume and Growth Rate

Figure Games Workshop Revenue (Million USD) Market Share 2017-2022

Table Asmodee Editions Profile

Table Asmodee Editions Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Asmodee Editions Board Game Sales Volume and Growth Rate

Figure Asmodee Editions Revenue (Million USD) Market Share 2017-2022

Table Ravensburger Tabletop Profile

Table Ravensburger Tabletop Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Ravensburger Tabletop Board Game Sales Volume and Growth Rate

Figure Ravensburger Tabletop Revenue (Million USD) Market Share 2017-2022

Table Mattel Card and Dice Games Profile

Table Mattel Card and Dice Games Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Mattel Card and Dice Games Board Game Sales Volume and Growth Rate

Figure Mattel Card and Dice Games Revenue (Million USD) Market Share 2017-2022

Table Kenzer&Company Profile

Table Kenzer&Company Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Kenzer&Company Board Game Sales Volume and Growth Rate

Figure Kenzer&Company Revenue (Million USD) Market Share 2017-2022

Table Grand Prix International Profile

Table Grand Prix International Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Grand Prix International Board Game Sales Volume and Growth Rate

Figure Grand Prix International Revenue (Million USD) Market Share 2017-2022

Table Fantasy Flight Games Profile

Table Fantasy Flight Games Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Fantasy Flight Games Board Game Sales Volume and Growth Rate

Figure Fantasy Flight Games Revenue (Million USD) Market Share 2017-2022

Table Atlas Games Profile

Table Atlas Games Board Game Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Atlas Games Board Game Sales Volume and Growth Rate

Figure Atlas Games Revenue (Million USD) Market Share 2017-2022

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