

# Chess and Card Games Software Market, Global Outlook and Forecast 2022-2028

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## Abstracts

Chess and Card Games are collective term for chess games and card games. With the popularization of computers and smart phones, chess and card games software has appeared in large numbers. Mainly for leisure, there are mainly poker, chess, Go and so on. The genre of games is dominated by non-action games.

This report contains market size and forecasts of Chess and Card Games Software in Global, including the following market information:

Global Chess and Card Games Software Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Chess and Card Games Software market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Chess Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Chess and Card Games Software include Playtika, DoubleU Games, Scientific Games, Zynga, Aristocrat, DoubleU, Tencent, Huuuge Games and Boyaa, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Chess and Card Games Software companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Chess and Card Games Software Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Chess and Card Games Software Market Segment Percentages, by Type, 2021 (%)

Chess

Poker

Card

Others

Global Chess and Card Games Software Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Chess and Card Games Software Market Segment Percentages, by Application, 2021 (%)

PC

Mobile

Global Chess and Card Games Software Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Chess and Card Games Software Market Segment Percentages, By Region and Country, 2021 (%)

## North America

US

Canada

Mexico

## Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

## Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

## South America

Brazil

Argentina

Rest of South America

## Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

## Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Chess and Card Games Software revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Chess and Card Games Software revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Playtika

DoubleU Games

Scientific Games

Zynga

Aristocrat

DoubleU

Tencent

Huuuge Games

Boyaa

KamaGames

JJ

## Contents

### **1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS**

- 1.1 Chess and Card Games Software Market Definition
- 1.2 Market Segments
  - 1.2.1 Market by Type
  - 1.2.2 Market by Application
- 1.3 Global Chess and Card Games Software Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
  - 1.5.1 Research Methodology
  - 1.5.2 Research Process
  - 1.5.3 Base Year
  - 1.5.4 Report Assumptions & Caveats

### **2 GLOBAL CHESS AND CARD GAMES SOFTWARE OVERALL MARKET SIZE**

- 2.1 Global Chess and Card Games Software Market Size: 2021 VS 2028
- 2.2 Global Chess and Card Games Software Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
  - 2.3.1 Market Opportunities & Trends
  - 2.3.2 Market Drivers
  - 2.3.3 Market Restraints

### **3 COMPANY LANDSCAPE**

- 3.1 Top Chess and Card Games Software Players in Global Market
- 3.2 Top Global Chess and Card Games Software Companies Ranked by Revenue
- 3.3 Global Chess and Card Games Software Revenue by Companies
- 3.4 Top 3 and Top 5 Chess and Card Games Software Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Chess and Card Games Software Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Chess and Card Games Software Players in Global Market
  - 3.6.1 List of Global Tier 1 Chess and Card Games Software Companies
  - 3.6.2 List of Global Tier 2 and Tier 3 Chess and Card Games Software Companies

### **4 MARKET SIGHTS BY PRODUCT**

## 4.1 Overview

4.1.1 by Type - Global Chess and Card Games Software Market Size Markets, 2021 & 2028

4.1.2 Chess

4.1.3 Poker

4.1.4 Card

4.1.5 Others

## 4.2 By Type - Global Chess and Card Games Software Revenue & Forecasts

4.2.1 By Type - Global Chess and Card Games Software Revenue, 2017-2022

4.2.2 By Type - Global Chess and Card Games Software Revenue, 2023-2028

4.2.3 By Type - Global Chess and Card Games Software Revenue Market Share, 2017-2028

## 5 SIGHTS BY APPLICATION

### 5.1 Overview

5.1.1 By Application - Global Chess and Card Games Software Market Size, 2021 & 2028

5.1.2 PC

5.1.3 Mobile

### 5.2 By Application - Global Chess and Card Games Software Revenue & Forecasts

5.2.1 By Application - Global Chess and Card Games Software Revenue, 2017-2022

5.2.2 By Application - Global Chess and Card Games Software Revenue, 2023-2028

5.2.3 By Application - Global Chess and Card Games Software Revenue Market Share, 2017-2028

## 6 SIGHTS BY REGION

6.1 By Region - Global Chess and Card Games Software Market Size, 2021 & 2028

### 6.2 By Region - Global Chess and Card Games Software Revenue & Forecasts

6.2.1 By Region - Global Chess and Card Games Software Revenue, 2017-2022

6.2.2 By Region - Global Chess and Card Games Software Revenue, 2023-2028

6.2.3 By Region - Global Chess and Card Games Software Revenue Market Share, 2017-2028

### 6.3 North America

6.3.1 By Country - North America Chess and Card Games Software Revenue, 2017-2028

6.3.2 US Chess and Card Games Software Market Size, 2017-2028

6.3.3 Canada Chess and Card Games Software Market Size, 2017-2028

6.3.4 Mexico Chess and Card Games Software Market Size, 2017-2028

## 6.4 Europe

6.4.1 By Country - Europe Chess and Card Games Software Revenue, 2017-2028

6.4.2 Germany Chess and Card Games Software Market Size, 2017-2028

6.4.3 France Chess and Card Games Software Market Size, 2017-2028

6.4.4 U.K. Chess and Card Games Software Market Size, 2017-2028

6.4.5 Italy Chess and Card Games Software Market Size, 2017-2028

6.4.6 Russia Chess and Card Games Software Market Size, 2017-2028

6.4.7 Nordic Countries Chess and Card Games Software Market Size, 2017-2028

6.4.8 Benelux Chess and Card Games Software Market Size, 2017-2028

## 6.5 Asia

6.5.1 By Region - Asia Chess and Card Games Software Revenue, 2017-2028

6.5.2 China Chess and Card Games Software Market Size, 2017-2028

6.5.3 Japan Chess and Card Games Software Market Size, 2017-2028

6.5.4 South Korea Chess and Card Games Software Market Size, 2017-2028

6.5.5 Southeast Asia Chess and Card Games Software Market Size, 2017-2028

6.5.6 India Chess and Card Games Software Market Size, 2017-2028

## 6.6 South America

6.6.1 By Country - South America Chess and Card Games Software Revenue, 2017-2028

6.6.2 Brazil Chess and Card Games Software Market Size, 2017-2028

6.6.3 Argentina Chess and Card Games Software Market Size, 2017-2028

## 6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Chess and Card Games Software Revenue, 2017-2028

6.7.2 Turkey Chess and Card Games Software Market Size, 2017-2028

6.7.3 Israel Chess and Card Games Software Market Size, 2017-2028

6.7.4 Saudi Arabia Chess and Card Games Software Market Size, 2017-2028

6.7.5 UAE Chess and Card Games Software Market Size, 2017-2028

## 7 PLAYERS PROFILES

### 7.1 Playtika

7.1.1 Playtika Corporate Summary

7.1.2 Playtika Business Overview

7.1.3 Playtika Chess and Card Games Software Major Product Offerings

7.1.4 Playtika Chess and Card Games Software Revenue in Global Market (2017-2022)



- 7.1.5 Playtika Key News
- 7.2 DoubleU Games
  - 7.2.1 DoubleU Games Corporate Summary
  - 7.2.2 DoubleU Games Business Overview
  - 7.2.3 DoubleU Games Chess and Card Games Software Major Product Offerings
  - 7.2.4 DoubleU Games Chess and Card Games Software Revenue in Global Market (2017-2022)
  - 7.2.5 DoubleU Games Key News
- 7.3 Scientific Games
  - 7.3.1 Scientific Games Corporate Summary
  - 7.3.2 Scientific Games Business Overview
  - 7.3.3 Scientific Games Chess and Card Games Software Major Product Offerings
  - 7.3.4 Scientific Games Chess and Card Games Software Revenue in Global Market (2017-2022)
  - 7.3.5 Scientific Games Key News
- 7.4 Zynga
  - 7.4.1 Zynga Corporate Summary
  - 7.4.2 Zynga Business Overview
  - 7.4.3 Zynga Chess and Card Games Software Major Product Offerings
  - 7.4.4 Zynga Chess and Card Games Software Revenue in Global Market (2017-2022)
  - 7.4.5 Zynga Key News
- 7.5 Aristocrat
  - 7.5.1 Aristocrat Corporate Summary
  - 7.5.2 Aristocrat Business Overview
  - 7.5.3 Aristocrat Chess and Card Games Software Major Product Offerings
  - 7.5.4 Aristocrat Chess and Card Games Software Revenue in Global Market (2017-2022)
  - 7.5.5 Aristocrat Key News
- 7.6 DoubleU
  - 7.6.1 DoubleU Corporate Summary
  - 7.6.2 DoubleU Business Overview
  - 7.6.3 DoubleU Chess and Card Games Software Major Product Offerings
  - 7.6.4 DoubleU Chess and Card Games Software Revenue in Global Market (2017-2022)
  - 7.6.5 DoubleU Key News
- 7.7 Tencent
  - 7.7.1 Tencent Corporate Summary
  - 7.7.2 Tencent Business Overview
  - 7.7.3 Tencent Chess and Card Games Software Major Product Offerings

7.7.4 Tencent Chess and Card Games Software Revenue in Global Market  
(2017-2022)

7.7.5 Tencent Key News

7.8 Huuuge Games

7.8.1 Huuuge Games Corporate Summary

7.8.2 Huuuge Games Business Overview

7.8.3 Huuuge Games Chess and Card Games Software Major Product Offerings

7.8.4 Huuuge Games Chess and Card Games Software Revenue in Global Market  
(2017-2022)

7.8.5 Huuuge Games Key News

7.9 Boyaa

7.9.1 Boyaa Corporate Summary

7.9.2 Boyaa Business Overview

7.9.3 Boyaa Chess and Card Games Software Major Product Offerings

7.9.4 Boyaa Chess and Card Games Software Revenue in Global Market (2017-2022)

7.9.5 Boyaa Key News

7.10 KamaGames

7.10.1 KamaGames Corporate Summary

7.10.2 KamaGames Business Overview

7.10.3 KamaGames Chess and Card Games Software Major Product Offerings

7.10.4 KamaGames Chess and Card Games Software Revenue in Global Market  
(2017-2022)

7.10.5 KamaGames Key News

7.11 JJ

7.11.1 JJ Corporate Summary

7.11.2 JJ Business Overview

7.11.3 JJ Chess and Card Games Software Major Product Offerings

7.11.4 JJ Chess and Card Games Software Revenue in Global Market (2017-2022)

7.11.5 JJ Key News

## **8 CONCLUSION**

## **9 APPENDIX**

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Chess and Card Games Software Market Opportunities & Trends in Global Market

Table 2. Chess and Card Games Software Market Drivers in Global Market

Table 3. Chess and Card Games Software Market Restraints in Global Market

Table 4. Key Players of Chess and Card Games Software in Global Market

Table 5. Top Chess and Card Games Software Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Chess and Card Games Software Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Chess and Card Games Software Revenue Share by Companies, 2017-2022

Table 8. Global Companies Chess and Card Games Software Product Type

Table 9. List of Global Tier 1 Chess and Card Games Software Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Chess and Card Games Software Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Chess and Card Games Software Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Chess and Card Games Software Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Chess and Card Games Software Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Chess and Card Games Software Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Chess and Card Games Software Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Chess and Card Games Software Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Chess and Card Games Software Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Chess and Card Games Software Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Chess and Card Games Software Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Chess and Card Games Software Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America Chess and Card Games Software Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Chess and Card Games Software Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Chess and Card Games Software Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Chess and Card Games Software Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Chess and Card Games Software Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Chess and Card Games Software Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Chess and Card Games Software Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Chess and Card Games Software Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Chess and Card Games Software Revenue, (US\$, Mn), 2023-2028

Table 30. Playtika Corporate Summary

Table 31. Playtika Chess and Card Games Software Product Offerings

Table 32. Playtika Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 33. DoubleU Games Corporate Summary

Table 34. DoubleU Games Chess and Card Games Software Product Offerings

Table 35. DoubleU Games Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 36. Scientific Games Corporate Summary

Table 37. Scientific Games Chess and Card Games Software Product Offerings

Table 38. Scientific Games Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 39. Zynga Corporate Summary

Table 40. Zynga Chess and Card Games Software Product Offerings

Table 41. Zynga Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 42. Aristocrat Corporate Summary

Table 43. Aristocrat Chess and Card Games Software Product Offerings

Table 44. Aristocrat Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 45. DoubleU Corporate Summary

Table 46. DoubleU Chess and Card Games Software Product Offerings

Table 47. DoubleU Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 48. Tencent Corporate Summary

Table 49. Tencent Chess and Card Games Software Product Offerings

Table 50. Tencent Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 51. Huuuge Games Corporate Summary

Table 52. Huuuge Games Chess and Card Games Software Product Offerings

Table 53. Huuuge Games Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 54. Boyaa Corporate Summary

Table 55. Boyaa Chess and Card Games Software Product Offerings

Table 56. Boyaa Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 57. KamaGames Corporate Summary

Table 58. KamaGames Chess and Card Games Software Product Offerings

Table 59. KamaGames Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

Table 60. JJ Corporate Summary

Table 61. JJ Chess and Card Games Software Product Offerings

Table 62. JJ Chess and Card Games Software Revenue (US\$, Mn), (2017-2022)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Chess and Card Games Software Segment by Type in 2021
- Figure 2. Chess and Card Games Software Segment by Application in 2021
- Figure 3. Global Chess and Card Games Software Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Chess and Card Games Software Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Chess and Card Games Software Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Chess and Card Games Software Revenue in 2021
- Figure 8. By Type - Global Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 12. US Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 16. Germany Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Chess and Card Games Software Revenue Market Share, 2017-2028
- Figure 24. China Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Chess and Card Games Software Revenue, (US\$, Mn),

2017-2028

Figure 27. Southeast Asia Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 28. India Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Chess and Card Games Software Revenue Market Share, 2017-2028

Figure 30. Brazil Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Chess and Card Games Software Revenue Market Share, 2017-2028

Figure 33. Turkey Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Chess and Card Games Software Revenue, (US\$, Mn), 2017-2028

Figure 37. Playtika Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. DoubleU Games Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Scientific Games Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Zynga Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Aristocrat Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. DoubleU Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Tencent Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Huuuge Games Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Boyaa Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. KamaGames Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. JJ Chess and Card Games Software Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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