

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.

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, by Application, 2017-2022, 2023-2028 (\$ millions)

2021 (%)

PC

Mobile

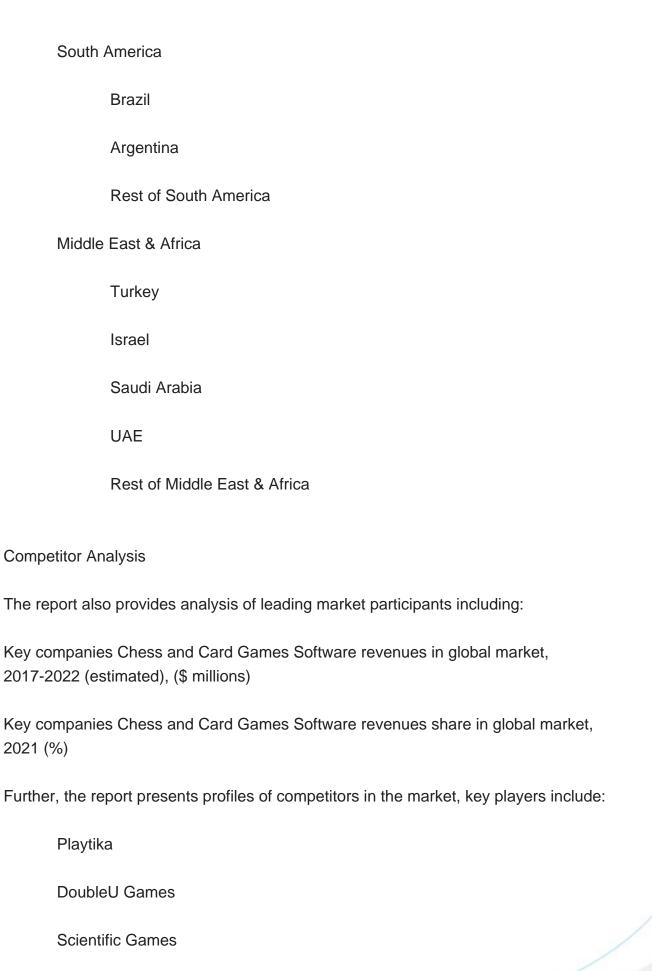
Global Chess and Card Games Software Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

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



North America		
	US	
	Canada	
	Mexico	
Europ	oe	
	Germany	
	France	
	U.K.	
	Italy	
	Russia	
	Nordic Countries	
	Benelux	
	Rest of Europe	
Asia		
	China	
	Japan	
	South Korea	
	Southeast Asia	
	India	
	Rest of Asia	







Zynga	
Aristocrat	
DoubleU	
Tencent	
Huuuge Games	
Boyaa	
KamaGames	
JJ	



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