

Gambling Mobile Games Market - Global Outlook and Forecast 2022-2028

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Abstracts

Gambling mobile game refers to using a remote device such as a smartphone or mobile phone with a wireless Internet connection to play games of chance or money.

This report contains market size and forecasts of Gambling Mobile Games in Global, including the following market information:

Global Gambling Mobile Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

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

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

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

The global key manufacturers of Gambling Mobile Games include King, Playrix, Playtika, Zynga, Electronic Arts, Jam City, Rovio, Scientific Games and Supercell, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Gambling Mobile Games 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 Gambling Mobile Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Gambling Mobile Games Market Segment Percentages, by Type, 2021 (%)

Poker

Betting

Lottery

Casino

Other

Global Gambling Mobile Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Gambling Mobile Games Market Segment Percentages, by Application, 2021 (%)

Gambling Enthusiasts

Dabblers

Social Exuberant

Other

Global Gambling Mobile Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Gambling Mobile Games 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 Gambling Mobile Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Gambling Mobile Games revenues share in global market, 2021 (%)

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

King

Playrix

Playtika

Zynga

Electronic Arts

Jam City

Rovio

Scientific Games

Supercell

Big Fish Games

GAME.co.uk

Beijing Elex Technology

Tencent

FunPlus

Beijing Longtech Network

IGG Tap5Fun

Fuzhou Longteng Jianhe Network Technology

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Gambling Mobile Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Gambling Mobile Games 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 GAMBLING MOBILE GAMES OVERALL MARKET SIZE

- 2.1 Global Gambling Mobile Games Market Size: 2021 VS 2028
- 2.2 Global Gambling Mobile Games 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 Gambling Mobile Games Players in Global Market
- 3.2 Top Global Gambling Mobile Games Companies Ranked by Revenue
- 3.3 Global Gambling Mobile Games Revenue by Companies
- 3.4 Top 3 and Top 5 Gambling Mobile Games Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Gambling Mobile Games Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Gambling Mobile Games Players in Global Market
 - 3.6.1 List of Global Tier 1 Gambling Mobile Games Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Gambling Mobile Games Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Gambling Mobile Games Market Size Markets, 2021 & 2028

4.1.2 Poker

4.1.3 Betting

4.1.4 Lottery

4.1.5 Casino

4.1.6 Other

4.2 By Type - Global Gambling Mobile Games Revenue & Forecasts

4.2.1 By Type - Global Gambling Mobile Games Revenue, 2017-2022

4.2.2 By Type - Global Gambling Mobile Games Revenue, 2023-2028

4.2.3 By Type - Global Gambling Mobile Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Gambling Mobile Games Market Size, 2021 & 2028

5.1.2 Gambling Enthusiasts

5.1.3 Dabblers

5.1.4 Social Exuberant

5.1.5 Other

5.2 By Application - Global Gambling Mobile Games Revenue & Forecasts

5.2.1 By Application - Global Gambling Mobile Games Revenue, 2017-2022

5.2.2 By Application - Global Gambling Mobile Games Revenue, 2023-2028

5.2.3 By Application - Global Gambling Mobile Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Gambling Mobile Games Market Size, 2021 & 2028

6.2 By Region - Global Gambling Mobile Games Revenue & Forecasts

6.2.1 By Region - Global Gambling Mobile Games Revenue, 2017-2022

6.2.2 By Region - Global Gambling Mobile Games Revenue, 2023-2028

6.2.3 By Region - Global Gambling Mobile Games Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Gambling Mobile Games Revenue, 2017-2028

6.3.2 US Gambling Mobile Games Market Size, 2017-2028

6.3.3 Canada Gambling Mobile Games Market Size, 2017-2028

6.3.4 Mexico Gambling Mobile Games Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Gambling Mobile Games Revenue, 2017-2028

6.4.2 Germany Gambling Mobile Games Market Size, 2017-2028

6.4.3 France Gambling Mobile Games Market Size, 2017-2028

6.4.4 U.K. Gambling Mobile Games Market Size, 2017-2028

6.4.5 Italy Gambling Mobile Games Market Size, 2017-2028

6.4.6 Russia Gambling Mobile Games Market Size, 2017-2028

6.4.7 Nordic Countries Gambling Mobile Games Market Size, 2017-2028

6.4.8 Benelux Gambling Mobile Games Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Gambling Mobile Games Revenue, 2017-2028

6.5.2 China Gambling Mobile Games Market Size, 2017-2028

6.5.3 Japan Gambling Mobile Games Market Size, 2017-2028

6.5.4 South Korea Gambling Mobile Games Market Size, 2017-2028

6.5.5 Southeast Asia Gambling Mobile Games Market Size, 2017-2028

6.5.6 India Gambling Mobile Games Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Gambling Mobile Games Revenue, 2017-2028

6.6.2 Brazil Gambling Mobile Games Market Size, 2017-2028

6.6.3 Argentina Gambling Mobile Games Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Gambling Mobile Games Revenue, 2017-2028

6.7.2 Turkey Gambling Mobile Games Market Size, 2017-2028

6.7.3 Israel Gambling Mobile Games Market Size, 2017-2028

6.7.4 Saudi Arabia Gambling Mobile Games Market Size, 2017-2028

6.7.5 UAE Gambling Mobile Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 King

7.1.1 King Corporate Summary

7.1.2 King Business Overview

7.1.3 King Gambling Mobile Games Major Product Offerings

7.1.4 King Gambling Mobile Games Revenue in Global Market (2017-2022)

7.1.5 King Key News

7.2 Playrix

7.2.1 Playrix Corporate Summary

7.2.2 Playrix Business Overview

7.2.3 Playrix Gambling Mobile Games Major Product Offerings

7.2.4 Playrix Gambling Mobile Games Revenue in Global Market (2017-2022)

7.2.5 Playrix Key News

7.3 Playtika

7.3.1 Playtika Corporate Summary

7.3.2 Playtika Business Overview

7.3.3 Playtika Gambling Mobile Games Major Product Offerings

7.3.4 Playtika Gambling Mobile Games Revenue in Global Market (2017-2022)

7.3.5 Playtika Key News

7.4 Zynga

7.4.1 Zynga Corporate Summary

7.4.2 Zynga Business Overview

7.4.3 Zynga Gambling Mobile Games Major Product Offerings

7.4.4 Zynga Gambling Mobile Games Revenue in Global Market (2017-2022)

7.4.5 Zynga Key News

7.5 Electronic Arts

7.5.1 Electronic Arts Corporate Summary

7.5.2 Electronic Arts Business Overview

7.5.3 Electronic Arts Gambling Mobile Games Major Product Offerings

7.5.4 Electronic Arts Gambling Mobile Games Revenue in Global Market (2017-2022)

7.5.5 Electronic Arts Key News

7.6 Jam City

7.6.1 Jam City Corporate Summary

7.6.2 Jam City Business Overview

7.6.3 Jam City Gambling Mobile Games Major Product Offerings

7.6.4 Jam City Gambling Mobile Games Revenue in Global Market (2017-2022)

7.6.5 Jam City Key News

7.7 Rovio

7.7.1 Rovio Corporate Summary

7.7.2 Rovio Business Overview

7.7.3 Rovio Gambling Mobile Games Major Product Offerings

7.7.4 Rovio Gambling Mobile Games Revenue in Global Market (2017-2022)

7.7.5 Rovio Key News

7.8 Scientific Games

7.8.1 Scientific Games Corporate Summary

7.8.2 Scientific Games Business Overview

7.8.3 Scientific Games Gambling Mobile Games Major Product Offerings

7.8.4 Scientific Games Gambling Mobile Games Revenue in Global Market (2017-2022)

7.8.5 Scientific Games Key News

7.9 Supercell

- 7.9.1 Supercell Corporate Summary
- 7.9.2 Supercell Business Overview
- 7.9.3 Supercell Gambling Mobile Games Major Product Offerings
- 7.9.4 Supercell Gambling Mobile Games Revenue in Global Market (2017-2022)
- 7.9.5 Supercell Key News
- 7.10 Big Fish Games
 - 7.10.1 Big Fish Games Corporate Summary
 - 7.10.2 Big Fish Games Business Overview
 - 7.10.3 Big Fish Games Gambling Mobile Games Major Product Offerings
 - 7.10.4 Big Fish Games Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.10.5 Big Fish Games Key News
- 7.11 GAME.co.uk
 - 7.11.1 GAME.co.uk Corporate Summary
 - 7.11.2 GAME.co.uk Business Overview
 - 7.11.3 GAME.co.uk Gambling Mobile Games Major Product Offerings
 - 7.11.4 GAME.co.uk Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.11.5 GAME.co.uk Key News
- 7.12 Beijing Elex Technology
 - 7.12.1 Beijing Elex Technology Corporate Summary
 - 7.12.2 Beijing Elex Technology Business Overview
 - 7.12.3 Beijing Elex Technology Gambling Mobile Games Major Product Offerings
 - 7.12.4 Beijing Elex Technology Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.12.5 Beijing Elex Technology Key News
- 7.13 Tencent
 - 7.13.1 Tencent Corporate Summary
 - 7.13.2 Tencent Business Overview
 - 7.13.3 Tencent Gambling Mobile Games Major Product Offerings
 - 7.13.4 Tencent Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.13.5 Tencent Key News
- 7.14 FunPlus
 - 7.14.1 FunPlus Corporate Summary
 - 7.14.2 FunPlus Business Overview
 - 7.14.3 FunPlus Gambling Mobile Games Major Product Offerings
 - 7.14.4 FunPlus Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.14.5 FunPlus Key News
- 7.15 Beijing Longtech Network
 - 7.15.1 Beijing Longtech Network Corporate Summary

- 7.15.2 Beijing Longtech Network Business Overview
- 7.15.3 Beijing Longtech Network Gambling Mobile Games Major Product Offerings
- 7.15.4 Beijing Longtech Network Gambling Mobile Games Revenue in Global Market (2017-2022)
- 7.15.5 Beijing Longtech Network Key News
- 7.16 IGG Tap5Fun
 - 7.16.1 IGG Tap5Fun Corporate Summary
 - 7.16.2 IGG Tap5Fun Business Overview
 - 7.16.3 IGG Tap5Fun Gambling Mobile Games Major Product Offerings
 - 7.16.4 IGG Tap5Fun Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.16.5 IGG Tap5Fun Key News
- 7.17 Fuzhou Longteng Jianhe Network Technology
 - 7.17.1 Fuzhou Longteng Jianhe Network Technology Corporate Summary
 - 7.17.2 Fuzhou Longteng Jianhe Network Technology Business Overview
 - 7.17.3 Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Major Product Offerings
 - 7.17.4 Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Revenue in Global Market (2017-2022)
 - 7.17.5 Fuzhou Longteng Jianhe Network Technology 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. Gambling Mobile Games Market Opportunities & Trends in Global Market

Table 2. Gambling Mobile Games Market Drivers in Global Market

Table 3. Gambling Mobile Games Market Restraints in Global Market

Table 4. Key Players of Gambling Mobile Games in Global Market

Table 5. Top Gambling Mobile Games Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Gambling Mobile Games Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Gambling Mobile Games Revenue Share by Companies, 2017-2022

Table 8. Global Companies Gambling Mobile Games Product Type

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

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

Table 11. By Type – Global Gambling Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Gambling Mobile Games Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Gambling Mobile Games Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Gambling Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Gambling Mobile Games Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Gambling Mobile Games Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Gambling Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Gambling Mobile Games Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Gambling Mobile Games Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Gambling Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Gambling Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Gambling Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Gambling Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Gambling Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Gambling Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Gambling Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Gambling Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Gambling Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Gambling Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 30. King Corporate Summary

Table 31. King Gambling Mobile Games Product Offerings

Table 32. King Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 33. Playrix Corporate Summary

Table 34. Playrix Gambling Mobile Games Product Offerings

Table 35. Playrix Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 36. Playtika Corporate Summary

Table 37. Playtika Gambling Mobile Games Product Offerings

Table 38. Playtika Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 39. Zynga Corporate Summary

Table 40. Zynga Gambling Mobile Games Product Offerings

Table 41. Zynga Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 42. Electronic Arts Corporate Summary

Table 43. Electronic Arts Gambling Mobile Games Product Offerings

Table 44. Electronic Arts Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 45. Jam City Corporate Summary

Table 46. Jam City Gambling Mobile Games Product Offerings

Table 47. Jam City Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 48. Rovio Corporate Summary

Table 49. Rovio Gambling Mobile Games Product Offerings

Table 50. Rovio Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 51. Scientific Games Corporate Summary

Table 52. Scientific Games Gambling Mobile Games Product Offerings

Table 53. Scientific Games Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 54. Supercell Corporate Summary

Table 55. Supercell Gambling Mobile Games Product Offerings

Table 56. Supercell Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 57. Big Fish Games Corporate Summary

Table 58. Big Fish Games Gambling Mobile Games Product Offerings

Table 59. Big Fish Games Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 60. GAME.co.uk Corporate Summary

Table 61. GAME.co.uk Gambling Mobile Games Product Offerings

Table 62. GAME.co.uk Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 63. Beijing Elex Technology Corporate Summary

Table 64. Beijing Elex Technology Gambling Mobile Games Product Offerings

Table 65. Beijing Elex Technology Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 66. Tencent Corporate Summary

Table 67. Tencent Gambling Mobile Games Product Offerings

Table 68. Tencent Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 69. FunPlus Corporate Summary

Table 70. FunPlus Gambling Mobile Games Product Offerings

Table 71. FunPlus Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 72. Beijing Longtech Network Corporate Summary

Table 73. Beijing Longtech Network Gambling Mobile Games Product Offerings

Table 74. Beijing Longtech Network Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 75. IGG Tap5Fun Corporate Summary

Table 76. IGG Tap5Fun Gambling Mobile Games Product Offerings

Table 77. IGG Tap5Fun Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 78. Fuzhou Longteng Jianhe Network Technology Corporate Summary

Table 79. Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Product Offerings

Table 80. Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Gambling Mobile Games Segment by Type in 2021

Figure 2. Gambling Mobile Games Segment by Application in 2021

Figure 3. Global Gambling Mobile Games Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Gambling Mobile Games Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Gambling Mobile Games Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Gambling Mobile Games Revenue in 2021

Figure 8. By Type - Global Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 9. By Application - Global Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 10. By Region - Global Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 11. By Country - North America Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 12. US Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 16. Germany Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 17. France Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 24. China Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 28. India Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Gambling Mobile Games Revenue Market

Share, 2017-2028

Figure 30. Brazil Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Gambling Mobile Games Revenue Market Share, 2017-2028

Figure 33. Turkey Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Gambling Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 37. King Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Playrix Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Playtika Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Zynga Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Electronic Arts Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Jam City Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Rovio Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Scientific Games Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Supercell Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Big Fish Games Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. GAME.co.uk Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Beijing Elex Technology Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Tencent Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. FunPlus Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Beijing Longtech Network Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. IGG Tap5Fun Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 53. Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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