

# Non-Fungible Token Game Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/N1DB1794E2BDEN.html>

Date: July 2022

Pages: 109

Price: US\$ 3,250.00 (Single User License)

ID: N1DB1794E2BDEN

## Abstracts

This report contains market size and forecasts of Non-Fungible Token Game in Global, including the following market information:

Global Non-Fungible Token Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Non-Fungible Token Game 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.

Play To Earn NFT Games Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Non-Fungible Token Game include OpenSea, Larva Labs, Sky Mavis, Dapper Labs, Decentraland, Yuga Labs, SandBox, Sorare and Solanart, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Non-Fungible Token Game 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 Non-Fungible Token Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Non-Fungible Token Game Market Segment Percentages, by Type, 2021 (%)

Play To Earn NFT Games

Games For Players

Free To Play Games

Global Non-Fungible Token Game Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Non-Fungible Token Game Market Segment Percentages, by Application, 2021 (%)

Mobile Game

Computer Game

Global Non-Fungible Token Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Non-Fungible Token Game 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 Non-Fungible Token Game revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Non-Fungible Token Game revenues share in global market, 2021 (%)

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

OpenSea

Larva Labs

Sky Mavis

Dapper Labs

Decentraland

Yuga Labs

SandBox

Sorare

Solanart

SuperRare

Gala Games

Foundation

Rarible

MOBOX

MakersPlace

## Contents

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

- 1.1 Non-Fungible Token Game Market Definition
- 1.2 Market Segments
  - 1.2.1 Market by Type
  - 1.2.2 Market by Application
- 1.3 Global Non-Fungible Token Game 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 NON-FUNGIBLE TOKEN GAME OVERALL MARKET SIZE**

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

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

#### 4.1 Overview

4.1.1 by Type - Global Non-Fungible Token Game Market Size Markets, 2021 & 2028

4.1.2 Play To Earn NFT Games

4.1.3 Games For Players

4.1.4 Free To Play Games

#### 4.2 By Type - Global Non-Fungible Token Game Revenue & Forecasts

4.2.1 By Type - Global Non-Fungible Token Game Revenue, 2017-2022

4.2.2 By Type - Global Non-Fungible Token Game Revenue, 2023-2028

4.2.3 By Type - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

### 5 SIGHTS BY APPLICATION

#### 5.1 Overview

5.1.1 By Application - Global Non-Fungible Token Game Market Size, 2021 & 2028

5.1.2 Mobile Game

5.1.3 Computer Game

#### 5.2 By Application - Global Non-Fungible Token Game Revenue & Forecasts

5.2.1 By Application - Global Non-Fungible Token Game Revenue, 2017-2022

5.2.2 By Application - Global Non-Fungible Token Game Revenue, 2023-2028

5.2.3 By Application - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

### 6 SIGHTS BY REGION

6.1 By Region - Global Non-Fungible Token Game Market Size, 2021 & 2028

#### 6.2 By Region - Global Non-Fungible Token Game Revenue & Forecasts

6.2.1 By Region - Global Non-Fungible Token Game Revenue, 2017-2022

6.2.2 By Region - Global Non-Fungible Token Game Revenue, 2023-2028

6.2.3 By Region - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

#### 6.3 North America

6.3.1 By Country - North America Non-Fungible Token Game Revenue, 2017-2028

6.3.2 US Non-Fungible Token Game Market Size, 2017-2028

6.3.3 Canada Non-Fungible Token Game Market Size, 2017-2028

6.3.4 Mexico Non-Fungible Token Game Market Size, 2017-2028

#### 6.4 Europe

6.4.1 By Country - Europe Non-Fungible Token Game Revenue, 2017-2028

6.4.2 Germany Non-Fungible Token Game Market Size, 2017-2028

6.4.3 France Non-Fungible Token Game Market Size, 2017-2028

- 6.4.4 U.K. Non-Fungible Token Game Market Size, 2017-2028
- 6.4.5 Italy Non-Fungible Token Game Market Size, 2017-2028
- 6.4.6 Russia Non-Fungible Token Game Market Size, 2017-2028
- 6.4.7 Nordic Countries Non-Fungible Token Game Market Size, 2017-2028
- 6.4.8 Benelux Non-Fungible Token Game Market Size, 2017-2028

## 6.5 Asia

- 6.5.1 By Region - Asia Non-Fungible Token Game Revenue, 2017-2028
- 6.5.2 China Non-Fungible Token Game Market Size, 2017-2028
- 6.5.3 Japan Non-Fungible Token Game Market Size, 2017-2028
- 6.5.4 South Korea Non-Fungible Token Game Market Size, 2017-2028
- 6.5.5 Southeast Asia Non-Fungible Token Game Market Size, 2017-2028
- 6.5.6 India Non-Fungible Token Game Market Size, 2017-2028

## 6.6 South America

- 6.6.1 By Country - South America Non-Fungible Token Game Revenue, 2017-2028
- 6.6.2 Brazil Non-Fungible Token Game Market Size, 2017-2028
- 6.6.3 Argentina Non-Fungible Token Game Market Size, 2017-2028

## 6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa Non-Fungible Token Game Revenue, 2017-2028
- 6.7.2 Turkey Non-Fungible Token Game Market Size, 2017-2028
- 6.7.3 Israel Non-Fungible Token Game Market Size, 2017-2028
- 6.7.4 Saudi Arabia Non-Fungible Token Game Market Size, 2017-2028
- 6.7.5 UAE Non-Fungible Token Game Market Size, 2017-2028

## 7 PLAYERS PROFILES

### 7.1 OpenSea

- 7.1.1 OpenSea Corporate Summary
- 7.1.2 OpenSea Business Overview
- 7.1.3 OpenSea Non-Fungible Token Game Major Product Offerings
- 7.1.4 OpenSea Non-Fungible Token Game Revenue in Global Market (2017-2022)
- 7.1.5 OpenSea Key News

### 7.2 Larva Labs

- 7.2.1 Larva Labs Corporate Summary
- 7.2.2 Larva Labs Business Overview
- 7.2.3 Larva Labs Non-Fungible Token Game Major Product Offerings
- 7.2.4 Larva Labs Non-Fungible Token Game Revenue in Global Market (2017-2022)
- 7.2.5 Larva Labs Key News

### 7.3 Sky Mavis



- 7.3.1 Sky Mavis Corporate Summary
- 7.3.2 Sky Mavis Business Overview
- 7.3.3 Sky Mavis Non-Fungible Token Game Major Product Offerings
- 7.3.4 Sky Mavis Non-Fungible Token Game Revenue in Global Market (2017-2022)
- 7.3.5 Sky Mavis Key News
- 7.4 Dapper Labs
  - 7.4.1 Dapper Labs Corporate Summary
  - 7.4.2 Dapper Labs Business Overview
  - 7.4.3 Dapper Labs Non-Fungible Token Game Major Product Offerings
  - 7.4.4 Dapper Labs Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.4.5 Dapper Labs Key News
- 7.5 Decentraland
  - 7.5.1 Decentraland Corporate Summary
  - 7.5.2 Decentraland Business Overview
  - 7.5.3 Decentraland Non-Fungible Token Game Major Product Offerings
  - 7.5.4 Decentraland Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.5.5 Decentraland Key News
- 7.6 Yuga Labs
  - 7.6.1 Yuga Labs Corporate Summary
  - 7.6.2 Yuga Labs Business Overview
  - 7.6.3 Yuga Labs Non-Fungible Token Game Major Product Offerings
  - 7.6.4 Yuga Labs Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.6.5 Yuga Labs Key News
- 7.7 SandBox
  - 7.7.1 SandBox Corporate Summary
  - 7.7.2 SandBox Business Overview
  - 7.7.3 SandBox Non-Fungible Token Game Major Product Offerings
  - 7.7.4 SandBox Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.7.5 SandBox Key News
- 7.8 Sorare
  - 7.8.1 Sorare Corporate Summary
  - 7.8.2 Sorare Business Overview
  - 7.8.3 Sorare Non-Fungible Token Game Major Product Offerings
  - 7.8.4 Sorare Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.8.5 Sorare Key News
- 7.9 Solanart
  - 7.9.1 Solanart Corporate Summary
  - 7.9.2 Solanart Business Overview
  - 7.9.3 Solanart Non-Fungible Token Game Major Product Offerings

- 7.9.4 Solanart Non-Fungible Token Game Revenue in Global Market (2017-2022)
- 7.9.5 Solanart Key News
- 7.10 SuperRare
  - 7.10.1 SuperRare Corporate Summary
  - 7.10.2 SuperRare Business Overview
  - 7.10.3 SuperRare Non-Fungible Token Game Major Product Offerings
  - 7.10.4 SuperRare Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.10.5 SuperRare Key News
- 7.11 Gala Games
  - 7.11.1 Gala Games Corporate Summary
  - 7.11.2 Gala Games Business Overview
  - 7.11.3 Gala Games Non-Fungible Token Game Major Product Offerings
  - 7.11.4 Gala Games Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.11.5 Gala Games Key News
- 7.12 Foundation
  - 7.12.1 Foundation Corporate Summary
  - 7.12.2 Foundation Business Overview
  - 7.12.3 Foundation Non-Fungible Token Game Major Product Offerings
  - 7.12.4 Foundation Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.12.5 Foundation Key News
- 7.13 Rarible
  - 7.13.1 Rarible Corporate Summary
  - 7.13.2 Rarible Business Overview
  - 7.13.3 Rarible Non-Fungible Token Game Major Product Offerings
  - 7.13.4 Rarible Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.13.5 Rarible Key News
- 7.14 MOBOX
  - 7.14.1 MOBOX Corporate Summary
  - 7.14.2 MOBOX Business Overview
  - 7.14.3 MOBOX Non-Fungible Token Game Major Product Offerings
  - 7.14.4 MOBOX Non-Fungible Token Game Revenue in Global Market (2017-2022)
  - 7.14.5 MOBOX Key News
- 7.15 MakersPlace
  - 7.15.1 MakersPlace Corporate Summary
  - 7.15.2 MakersPlace Business Overview
  - 7.15.3 MakersPlace Non-Fungible Token Game Major Product Offerings
  - 7.15.4 MakersPlace Non-Fungible Token Game Revenue in Global Market (2017-2022)

7.15.5 MakersPlace 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. Non-Fungible Token Game Market Opportunities & Trends in Global Market

Table 2. Non-Fungible Token Game Market Drivers in Global Market

Table 3. Non-Fungible Token Game Market Restraints in Global Market

Table 4. Key Players of Non-Fungible Token Game in Global Market

Table 5. Top Non-Fungible Token Game Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Non-Fungible Token Game Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Non-Fungible Token Game Revenue Share by Companies, 2017-2022

Table 8. Global Companies Non-Fungible Token Game Product Type

Table 9. List of Global Tier 1 Non-Fungible Token Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Non-Fungible Token Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Non-Fungible Token Game Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Non-Fungible Token Game Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Non-Fungible Token Game Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Non-Fungible Token Game Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Non-Fungible Token Game Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Non-Fungible Token Game Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Non-Fungible Token Game Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Non-Fungible Token Game Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Non-Fungible Token Game Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Non-Fungible Token Game Revenue, (US\$, Mn),

2023-2028

Table 22. By Country - Europe Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Non-Fungible Token Game Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Non-Fungible Token Game Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Non-Fungible Token Game Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Non-Fungible Token Game Revenue, (US\$, Mn), 2023-2028

Table 30. OpenSea Corporate Summary

Table 31. OpenSea Non-Fungible Token Game Product Offerings

Table 32. OpenSea Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 33. Larva Labs Corporate Summary

Table 34. Larva Labs Non-Fungible Token Game Product Offerings

Table 35. Larva Labs Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 36. Sky Mavis Corporate Summary

Table 37. Sky Mavis Non-Fungible Token Game Product Offerings

Table 38. Sky Mavis Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 39. Dapper Labs Corporate Summary

Table 40. Dapper Labs Non-Fungible Token Game Product Offerings

Table 41. Dapper Labs Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 42. Decentraland Corporate Summary

Table 43. Decentraland Non-Fungible Token Game Product Offerings

Table 44. Decentraland Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 45. Yuga Labs Corporate Summary

Table 46. Yuga Labs Non-Fungible Token Game Product Offerings

Table 47. Yuga Labs Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 48. SandBox Corporate Summary

Table 49. SandBox Non-Fungible Token Game Product Offerings

Table 50. SandBox Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

Table 51. Sorare Corporate Summary

Table 52. Sorare Non-Fungible Token Game Product Offerings

Table 53. Sorare Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

- Table 54. Solanart Corporate Summary
- Table 55. Solanart Non-Fungible Token Game Product Offerings
- Table 56. Solanart Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 57. SuperRare Corporate Summary
- Table 58. SuperRare Non-Fungible Token Game Product Offerings
- Table 59. SuperRare Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 60. Gala Games Corporate Summary
- Table 61. Gala Games Non-Fungible Token Game Product Offerings
- Table 62. Gala Games Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 63. Foundation Corporate Summary
- Table 64. Foundation Non-Fungible Token Game Product Offerings
- Table 65. Foundation Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 66. Rarible Corporate Summary
- Table 67. Rarible Non-Fungible Token Game Product Offerings
- Table 68. Rarible Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 69. MOBOX Corporate Summary
- Table 70. MOBOX Non-Fungible Token Game Product Offerings
- Table 71. MOBOX Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)
- Table 72. MakersPlace Corporate Summary
- Table 73. MakersPlace Non-Fungible Token Game Product Offerings
- Table 74. MakersPlace Non-Fungible Token Game Revenue (US\$, Mn), (2017-2022)

## List Of Figures

### LIST OF FIGURES

Figure 1. Non-Fungible Token Game Segment by Type in 2021

Figure 2. Non-Fungible Token Game Segment by Application in 2021

Figure 3. Global Non-Fungible Token Game Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Non-Fungible Token Game Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Non-Fungible Token Game Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Non-Fungible Token Game Revenue in 2021

Figure 8. By Type - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 9. By Application - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 10. By Region - Global Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 11. By Country - North America Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 12. US Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 16. Germany Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 17. France Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 24. China Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 28. India Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 30. Brazil Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Non-Fungible Token Game Revenue Market Share, 2017-2028

Figure 33. Turkey Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Non-Fungible Token Game Revenue, (US\$, Mn), 2017-2028

Figure 37. OpenSea Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Larva Labs Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Sky Mavis Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Dapper Labs Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Decentraland Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Yuga Labs Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. SandBox Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Sorare Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Solanart Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. SuperRare Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Gala Games Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Foundation Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Rarible Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. MOBOX Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)



Figure 51. MakersPlace Non-Fungible Token Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

## I would like to order

Product name: Non-Fungible Token Game Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/N1DB1794E2BDEN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/N1DB1794E2BDEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970