

Table-Top Game Market, Global Outlook and Forecast 2022-2028

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Abstracts

The demand for table-top games is increasing owing to the rising popularity of games such as board games, and card games among the millennial population. The craze for board games, card games, strategy-based games have been increasing among families, kids, and young millennial populations off-late.

This report contains market size and forecasts of Table-Top Game in Global, including the following market information:

Global Table-Top Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Table-Top 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.

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

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

The global key manufacturers of Table-Top Game include Hasbro, Asmodee, Mattel, Ravensburger, Goliath, Grand Prix International, Buffalo Games, Lifestyle Boardgames and Korea Boardgames. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Table-Top 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.

challenges, obstacles, and potential risks.
Total Market by Segment:
Global Table-Top Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)
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Board Games
Card Games
Quiz Games
Strategy Games
Others
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Offline
Online
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North America

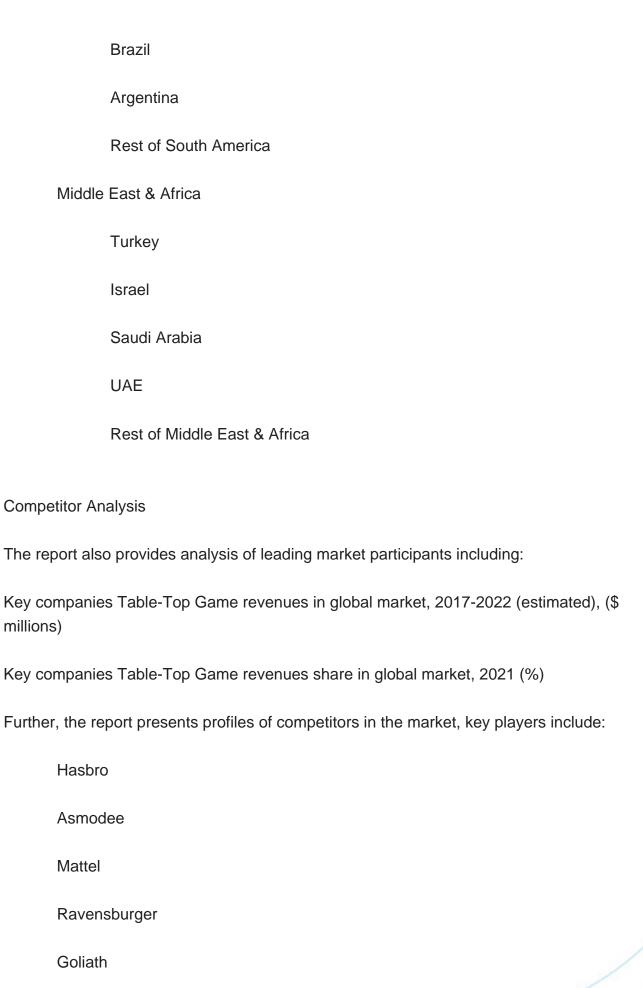
US



	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







Grand Prix International

Buffalo Games

Lifestyle Boardgames

Korea Boardgames



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