

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.

Total Market by Segment:

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

Global Table-Top Game Market Segment Percentages, by Type, 2021 (%)

Board Games

Card Games

Quiz Games

Strategy Games

Others

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

Global Table-Top Game Market Segment Percentages, by Application, 2021 (%)

Offline

Online

Global Table-Top Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Table-Top 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 Table-Top Game revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Table-Top Game revenues share in global market, 2021 (%)

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

Hasbro

Asmodee

Mattel

Ravensburger

Goliath

Grand Prix International

Buffalo Games

Lifestyle Boardgames

Korea Boardgames

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