

Tabletop Games Market, Global Outlook and Forecast 2022-2028

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Abstracts

Tabletop games are games that are normally played on a table or other flat surface, such as board games, card games, dice games, miniature wargames, or tile-based games. 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 Tabletop Games in Global, including the following market information:

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

Global top five companies in 2021 (%)

The global Tabletop 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.

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

The global key manufacturers of Tabletop Games include Hasbro, Asmodee, Mattel, Ravensburger AG, Goliath B.V., 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 Tabletop 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 M | larket by Segment: | | | |
|---------|---|--|--|--|
| Global | Global Tabletop Games Market, by Type, 2017-2022, 2023-2028 (\$ millions) | | | |
| Global | Tabletop Games Market Segment Percentages, by Type, 2021 (%) | | | |
| | Card Games | | | |
| | Quiz Games | | | |
| | Strategy Games | | | |
| | Others | | | |
| Global | Tabletop Games Market, by Application, 2017-2022, 2023-2028 (\$ millions) | | | |
| Global | Tabletop Games Market Segment Percentages, by Application, 2021 (%) | | | |
| | Supermarkets or Hypermarkets | | | |
| | Convenience Store | | | |
| | Specialty Stores | | | |
| | Online | | | |
| | Others | | | |
| | | | | |

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

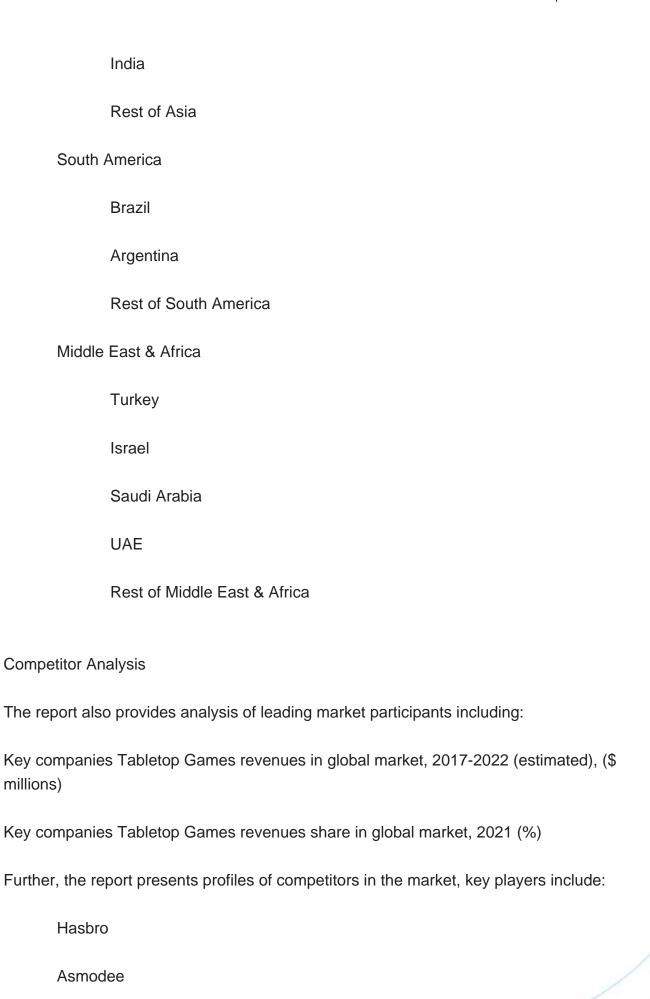


Global Tabletop Games Market Segment Percentages, By Region and Country, 2021 (%)

| North America | | |
|---------------|------------------|--|
| | US | |
| | Canada | |
| | Mexico | |
| Europe | e | |
| | Germany | |
| | France | |
| | U.K. | |
| | Italy | |
| | Russia | |
| | Nordic Countries | |
| | Benelux | |
| | Rest of Europe | |
| Asia | | |
| | China | |
| | Japan | |
| | South Korea | |
| | | |

Southeast Asia







| Mattel |
|--------------------------|
| Ravensburger AG |
| Goliath B.V. |
| Grand Prix International |
| Buffalo Games |
| Lifestyle Boardgames |
| Korea Boardgames |



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