

EMEA (Europe, Middle East and Africa) Toys and Games Market Report 2017

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Abstracts

In this report, the EMEA Toys and Games market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split EMEA into Europe, the Middle East and Africa, With sales (K Units), revenue (Million USD), market share and growth rate of Toys and Games for these regions, from 2012 to 2022 (forecast)

Europe: Germany, France, UK, Russia, Italy and Benelux;

Middle East: Saudi Arabia, Israel, UAE and Iran;

Africa: South Africa, Nigeria, Egypt and Algeria.

EMEA Toys and Games market competition by top manufacturers/players, with Toys and Games sales volume (K Units), price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

Dream International Limited (Hong Kong)

Hasbro, Inc. (US)

Integrity Toys, Inc. (US)

JAKKS Pacific Inc. (US)



Kids II, Inc. (US)

K'NEX Brands, L.P. (US)

Konami Corporation (Japan)

LeapFrog Enterprises, Inc. (US)

LEGO Group (Denmark)

Mattel, Inc. (US)

Fisher-Price, Inc. (US)

MEGA Brands, Inc. (Canada)

MGA Entertainment, Inc. (US)

NAMCO BANDAI Holdings Inc. (Japan)

Playmates Toys, Inc. (US)

Ravensburger AG (Germany)

Sanrio Company Ltd. (Japan)

Tarata Toys Ltd. (New Zealand)

TOMY Company Ltd. (Japan)

Toy Quest (US)

VTech Holdings Limited (Hong Kong)

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into



	Games and Puzzles
	Infant and Preschool
	Activity and Construction Toys
	Dolls and Action Figures
	Vehicle Toys and Ride-Ons
	Soft/Plush Toys
	Others
outlook	basis on the end users/applications, this report focuses on the status and for major applications/end users, sales volume (K Units), market share and rate of Toys and Games for each application, including Girls Boys



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