

Global Games And Puzzles Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/G762BB459F8DEN.html>

Date: May 2020

Pages: 134

Price: US\$ 3,900.00 (Single User License)

ID: G762BB459F8DEN

Abstracts

This report focuses on the global Games And Puzzles status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Games And Puzzles development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Ravensburger AG (Germany)

Hasbro (US)

Buffalo Games (US)

Springbok Puzzles (US)

Cobble Hill (Outset Media) (Canada)

Castor Drukarnia (Poland)

Ceaco, Inc. (US)

Gibsons (US)

Educa Borrás, S.A.U. (Spain)

Eurographics, Inc. (Canada)

Heye Puzzle (Germany)

Piatnik (Austria)

MasterPieces Puzzle Company (US)

Royal Jumbo BV (?Netherlands)

Schmidt Spiele GmbH (Germany)

Market segment by Type, the product can be split into

Licensed

Non-licensed

Market segment by Application, split into

E-commerce

Brick and Mortar

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Games And Puzzles status, future forecast, growth opportunity, key market and key players.

To present the Games And Puzzles development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Games And Puzzles are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Games And Puzzles Revenue
- 1.4 Market Analysis by Type
 - 1.4.1 Global Games And Puzzles Market Size Growth Rate by Type: 2020 VS 2026
 - 1.4.2 Licensed
 - 1.4.3 Non-licensed
- 1.5 Market by Application
 - 1.5.1 Global Games And Puzzles Market Share by Application: 2020 VS 2026
 - 1.5.2 E-commerce
 - 1.5.3 Brick and Mortar
- 1.6 Study Objectives
- 1.7 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 Games And Puzzles Market Perspective (2015-2026)
- 2.2 Games And Puzzles Growth Trends by Regions
 - 2.2.1 Games And Puzzles Market Size by Regions: 2015 VS 2020 VS 2026
 - 2.2.2 Games And Puzzles Historic Market Share by Regions (2015-2020)
 - 2.2.3 Games And Puzzles Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
 - 2.3.1 Market Top Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Challenges
 - 2.3.4 Porter's Five Forces Analysis
 - 2.3.5 Games And Puzzles Market Growth Strategy
 - 2.3.6 Primary Interviews with Key Games And Puzzles Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Top Games And Puzzles Players by Market Size
 - 3.1.1 Global Top Games And Puzzles Players by Revenue (2015-2020)
 - 3.1.2 Global Games And Puzzles Revenue Market Share by Players (2015-2020)
 - 3.1.3 Global Games And Puzzles Market Share by Company Type (Tier 1, Tier 2 and

Tier 3)

3.2 Global Games And Puzzles Market Concentration Ratio

3.2.1 Global Games And Puzzles Market Concentration Ratio (CR5 and HHI)

3.2.2 Global Top 10 and Top 5 Companies by Games And Puzzles Revenue in 2019

3.3 Games And Puzzles Key Players Head office and Area Served

3.4 Key Players Games And Puzzles Product Solution and Service

3.5 Date of Enter into Games And Puzzles Market

3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global Games And Puzzles Historic Market Size by Type (2015-2020)

4.2 Global Games And Puzzles Forecasted Market Size by Type (2021-2026)

5 GAMES AND PUZZLES BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global Games And Puzzles Market Size by Application (2015-2020)

5.2 Global Games And Puzzles Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

6.1 North America Games And Puzzles Market Size (2015-2020)

6.2 Games And Puzzles Key Players in North America (2019-2020)

6.3 North America Games And Puzzles Market Size by Type (2015-2020)

6.4 North America Games And Puzzles Market Size by Application (2015-2020)

7 EUROPE

7.1 Europe Games And Puzzles Market Size (2015-2020)

7.2 Games And Puzzles Key Players in Europe (2019-2020)

7.3 Europe Games And Puzzles Market Size by Type (2015-2020)

7.4 Europe Games And Puzzles Market Size by Application (2015-2020)

8 CHINA

8.1 China Games And Puzzles Market Size (2015-2020)

8.2 Games And Puzzles Key Players in China (2019-2020)

8.3 China Games And Puzzles Market Size by Type (2015-2020)

8.4 China Games And Puzzles Market Size by Application (2015-2020)

9 JAPAN

- 9.1 Japan Games And Puzzles Market Size (2015-2020)
- 9.2 Games And Puzzles Key Players in Japan (2019-2020)
- 9.3 Japan Games And Puzzles Market Size by Type (2015-2020)
- 9.4 Japan Games And Puzzles Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

- 10.1 Southeast Asia Games And Puzzles Market Size (2015-2020)
- 10.2 Games And Puzzles Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Games And Puzzles Market Size by Type (2015-2020)
- 10.4 Southeast Asia Games And Puzzles Market Size by Application (2015-2020)

11 INDIA

- 11.1 India Games And Puzzles Market Size (2015-2020)
- 11.2 Games And Puzzles Key Players in India (2019-2020)
- 11.3 India Games And Puzzles Market Size by Type (2015-2020)
- 11.4 India Games And Puzzles Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Games And Puzzles Market Size (2015-2020)
- 12.2 Games And Puzzles Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Games And Puzzles Market Size by Type (2015-2020)
- 12.4 Central & South America Games And Puzzles Market Size by Application (2015-2020)

13 KEY PLAYERS PROFILES

- 13.1 Ravensburger AG (Germany)
 - 13.1.1 Ravensburger AG (Germany) Company Details
 - 13.1.2 Ravensburger AG (Germany) Business Overview and Its Total Revenue
 - 13.1.3 Ravensburger AG (Germany) Games And Puzzles Introduction
 - 13.1.4 Ravensburger AG (Germany) Revenue in Games And Puzzles Business (2015-2020))
 - 13.1.5 Ravensburger AG (Germany) Recent Development

13.2 Hasbro (US)

13.2.1 Hasbro (US) Company Details

13.2.2 Hasbro (US) Business Overview and Its Total Revenue

13.2.3 Hasbro (US) Games And Puzzles Introduction

13.2.4 Hasbro (US) Revenue in Games And Puzzles Business (2015-2020)

13.2.5 Hasbro (US) Recent Development

13.3 Buffalo Games (US)

13.3.1 Buffalo Games (US) Company Details

13.3.2 Buffalo Games (US) Business Overview and Its Total Revenue

13.3.3 Buffalo Games (US) Games And Puzzles Introduction

13.3.4 Buffalo Games (US) Revenue in Games And Puzzles Business (2015-2020)

13.3.5 Buffalo Games (US) Recent Development

13.4 Springbok Puzzles (US)

13.4.1 Springbok Puzzles (US) Company Details

13.4.2 Springbok Puzzles (US) Business Overview and Its Total Revenue

13.4.3 Springbok Puzzles (US) Games And Puzzles Introduction

13.4.4 Springbok Puzzles (US) Revenue in Games And Puzzles Business (2015-2020)

13.4.5 Springbok Puzzles (US) Recent Development

13.5 Cobble Hill (Outset Media) (Canada)

13.5.1 Cobble Hill (Outset Media) (Canada) Company Details

13.5.2 Cobble Hill (Outset Media) (Canada) Business Overview and Its Total Revenue

13.5.3 Cobble Hill (Outset Media) (Canada) Games And Puzzles Introduction

13.5.4 Cobble Hill (Outset Media) (Canada) Revenue in Games And Puzzles Business (2015-2020)

13.5.5 Cobble Hill (Outset Media) (Canada) Recent Development

13.6 Castor Drukarnia (Poland)

13.6.1 Castor Drukarnia (Poland) Company Details

13.6.2 Castor Drukarnia (Poland) Business Overview and Its Total Revenue

13.6.3 Castor Drukarnia (Poland) Games And Puzzles Introduction

13.6.4 Castor Drukarnia (Poland) Revenue in Games And Puzzles Business (2015-2020)

13.6.5 Castor Drukarnia (Poland) Recent Development

13.7 Ceaco, Inc. (US)

13.7.1 Ceaco, Inc. (US) Company Details

13.7.2 Ceaco, Inc. (US) Business Overview and Its Total Revenue

13.7.3 Ceaco, Inc. (US) Games And Puzzles Introduction

13.7.4 Ceaco, Inc. (US) Revenue in Games And Puzzles Business (2015-2020)

13.7.5 Ceaco, Inc. (US) Recent Development

13.8 Gibsons (US)

- 13.8.1 Gibsons (US) Company Details
- 13.8.2 Gibsons (US) Business Overview and Its Total Revenue
- 13.8.3 Gibsons (US) Games And Puzzles Introduction
- 13.8.4 Gibsons (US) Revenue in Games And Puzzles Business (2015-2020)
- 13.8.5 Gibsons (US) Recent Development
- 13.9 Educa Borrás, S.A.U. (Spain)
 - 13.9.1 Educa Borrás, S.A.U. (Spain) Company Details
 - 13.9.2 Educa Borrás, S.A.U. (Spain) Business Overview and Its Total Revenue
 - 13.9.3 Educa Borrás, S.A.U. (Spain) Games And Puzzles Introduction
 - 13.9.4 Educa Borrás, S.A.U. (Spain) Revenue in Games And Puzzles Business (2015-2020)
 - 13.9.5 Educa Borrás, S.A.U. (Spain) Recent Development
- 13.10 Eurographics, Inc. (Canada)
 - 13.10.1 Eurographics, Inc. (Canada) Company Details
 - 13.10.2 Eurographics, Inc. (Canada) Business Overview and Its Total Revenue
 - 13.10.3 Eurographics, Inc. (Canada) Games And Puzzles Introduction
 - 13.10.4 Eurographics, Inc. (Canada) Revenue in Games And Puzzles Business (2015-2020)
 - 13.10.5 Eurographics, Inc. (Canada) Recent Development
- 13.11 Heye Puzzle (Germany)
 - 10.11.1 Heye Puzzle (Germany) Company Details
 - 10.11.2 Heye Puzzle (Germany) Business Overview and Its Total Revenue
 - 10.11.3 Heye Puzzle (Germany) Games And Puzzles Introduction
 - 10.11.4 Heye Puzzle (Germany) Revenue in Games And Puzzles Business (2015-2020)
 - 10.11.5 Heye Puzzle (Germany) Recent Development
- 13.12 Piatnik (Austria)
 - 10.12.1 Piatnik (Austria) Company Details
 - 10.12.2 Piatnik (Austria) Business Overview and Its Total Revenue
 - 10.12.3 Piatnik (Austria) Games And Puzzles Introduction
 - 10.12.4 Piatnik (Austria) Revenue in Games And Puzzles Business (2015-2020)
 - 10.12.5 Piatnik (Austria) Recent Development
- 13.13 MasterPieces Puzzle Company (US)
 - 10.13.1 MasterPieces Puzzle Company (US) Company Details
 - 10.13.2 MasterPieces Puzzle Company (US) Business Overview and Its Total Revenue
 - 10.13.3 MasterPieces Puzzle Company (US) Games And Puzzles Introduction
 - 10.13.4 MasterPieces Puzzle Company (US) Revenue in Games And Puzzles Business (2015-2020)

- 10.13.5 MasterPieces Puzzle Company (US) Recent Development
- 13.14 Royal Jumbo BV (?Netherlands)
 - 10.14.1 Royal Jumbo BV (?Netherlands) Company Details
 - 10.14.2 Royal Jumbo BV (?Netherlands) Business Overview and Its Total Revenue
 - 10.14.3 Royal Jumbo BV (?Netherlands) Games And Puzzles Introduction
 - 10.14.4 Royal Jumbo BV (?Netherlands) Revenue in Games And Puzzles Business (2015-2020)
 - 10.14.5 Royal Jumbo BV (?Netherlands) Recent Development
- 13.15 Schmidt Spiele GmbH (Germany)
 - 10.15.1 Schmidt Spiele GmbH (Germany) Company Details
 - 10.15.2 Schmidt Spiele GmbH (Germany) Business Overview and Its Total Revenue
 - 10.15.3 Schmidt Spiele GmbH (Germany) Games And Puzzles Introduction
 - 10.15.4 Schmidt Spiele GmbH (Germany) Revenue in Games And Puzzles Business (2015-2020)
 - 10.15.5 Schmidt Spiele GmbH (Germany) Recent Development

14 ANALYST'S VIEWPOINTS/CONCLUSIONS

15 APPENDIX

- 15.1 Research Methodology
 - 15.1.1 Methodology/Research Approach
 - 15.1.2 Data Source
- 15.2 Disclaimer
- 15.3 Author Details

List Of Tables

LIST OF TABLES

- Table 1. Games And Puzzles Key Market Segments
- Table 2. Key Players Covered: Ranking by Games And Puzzles Revenue
- Table 3. Ranking of Global Top Games And Puzzles Manufacturers by Revenue (US\$ Million) in 2019
- Table 4. Global Games And Puzzles Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026
- Table 5. Key Players of Licensed
- Table 6. Key Players of Non-licensed
- Table 7. Global Games And Puzzles Market Size Growth by Application (US\$ Million): 2020 VS 2026
- Table 8. Global Games And Puzzles Market Size by Regions (US\$ Million): 2020 VS 2026
- Table 9. Global Games And Puzzles Market Size by Regions (2015-2020) (US\$ Million)
- Table 10. Global Games And Puzzles Market Share by Regions (2015-2020)
- Table 11. Global Games And Puzzles Forecasted Market Size by Regions (2021-2026) (US\$ Million)
- Table 12. Global Games And Puzzles Market Share by Regions (2021-2026)
- Table 13. Market Top Trends
- Table 14. Key Drivers: Impact Analysis
- Table 15. Key Challenges
- Table 16. Games And Puzzles Market Growth Strategy
- Table 17. Main Points Interviewed from Key Games And Puzzles Players
- Table 18. Global Games And Puzzles Revenue by Players (2015-2020) (Million US\$)
- Table 19. Global Games And Puzzles Market Share by Players (2015-2020)
- Table 20. Global Top Games And Puzzles Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Games And Puzzles as of 2019)
- Table 21. Global Games And Puzzles by Players Market Concentration Ratio (CR5 and HHI)
- Table 22. Key Players Headquarters and Area Served
- Table 23. Key Players Games And Puzzles Product Solution and Service
- Table 24. Date of Enter into Games And Puzzles Market
- Table 25. Mergers & Acquisitions, Expansion Plans
- Table 26. Global Games And Puzzles Market Size by Type (2015-2020) (Million US\$)
- Table 27. Global Games And Puzzles Market Size Share by Type (2015-2020)
- Table 28. Global Games And Puzzles Revenue Market Share by Type (2021-2026)

Table 29. Global Games And Puzzles Market Size Share by Application (2015-2020)

Table 30. Global Games And Puzzles Market Size by Application (2015-2020) (Million US\$)

Table 31. Global Games And Puzzles Market Size Share by Application (2021-2026)

Table 32. North America Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 33. North America Key Players Games And Puzzles Market Share (2019-2020)

Table 34. North America Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 35. North America Games And Puzzles Market Share by Type (2015-2020)

Table 36. North America Games And Puzzles Market Size by Application (2015-2020) (Million US\$)

Table 37. North America Games And Puzzles Market Share by Application (2015-2020)

Table 38. Europe Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 39. Europe Key Players Games And Puzzles Market Share (2019-2020)

Table 40. Europe Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 41. Europe Games And Puzzles Market Share by Type (2015-2020)

Table 42. Europe Games And Puzzles Market Size by Application (2015-2020) (Million US\$)

Table 43. Europe Games And Puzzles Market Share by Application (2015-2020)

Table 44. China Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 45. China Key Players Games And Puzzles Market Share (2019-2020)

Table 46. China Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 47. China Games And Puzzles Market Share by Type (2015-2020)

Table 48. China Games And Puzzles Market Size by Application (2015-2020) (Million US\$)

Table 49. China Games And Puzzles Market Share by Application (2015-2020)

Table 50. Japan Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 51. Japan Key Players Games And Puzzles Market Share (2019-2020)

Table 52. Japan Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 53. Japan Games And Puzzles Market Share by Type (2015-2020)

Table 54. Japan Games And Puzzles Market Size by Application (2015-2020) (Million US\$)

Table 55. Japan Games And Puzzles Market Share by Application (2015-2020)

Table 56. Southeast Asia Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 57. Southeast Asia Key Players Games And Puzzles Market Share (2019-2020)

Table 58. Southeast Asia Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 59. Southeast Asia Games And Puzzles Market Share by Type (2015-2020)

Table 60. Southeast Asia Games And Puzzles Market Size by Application (2015-2020)
(Million US\$)

Table 61. Southeast Asia Games And Puzzles Market Share by Application
(2015-2020)

Table 62. India Key Players Games And Puzzles Revenue (2019-2020) (Million US\$)

Table 63. India Key Players Games And Puzzles Market Share (2019-2020)

Table 64. India Games And Puzzles Market Size by Type (2015-2020) (Million US\$)

Table 65. India Games And Puzzles Market Share by Type (2015-2020)

Table 66. India Games And Puzzles Market Size by Application (2015-2020) (Million
US\$)

Table 67. India Games And Puzzles Market Share by Application (2015-2020)

Table 68. Central & South America Key Players Games And Puzzles Revenue
(2019-2020) (Million US\$)

Table 69. Central & South America Key Players Games And Puzzles Market Share
(2019-2020)

Table 70. Central & South America Games And Puzzles Market Size by Type
(2015-2020) (Million US\$)

Table 71. Central & South America Games And Puzzles Market Share by Type
(2015-2020)

Table 72. Central & South America Games And Puzzles Market Size by Application
(2015-2020) (Million US\$)

Table 73. Central & South America Games And Puzzles Market Share by Application
(2015-2020)

Table 74. Ravensburger AG (Germany) Company Details

Table 75. Ravensburger AG (Germany) Business Overview

Table 76. Ravensburger AG (Germany) Product

Table 77. Ravensburger AG (Germany) Revenue in Games And Puzzles Business
(2015-2020) (Million US\$)

Table 78. Ravensburger AG (Germany) Recent Development

Table 79. Hasbro (US) Company Details

Table 80. Hasbro (US) Business Overview

Table 81. Hasbro (US) Product

Table 82. Hasbro (US) Revenue in Games And Puzzles Business (2015-2020) (Million
US\$)

Table 83. Hasbro (US) Recent Development

Table 84. Buffalo Games (US) Company Details

Table 85. Buffalo Games (US) Business Overview

Table 86. Buffalo Games (US) Product

Table 87. Buffalo Games (US) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 88. Buffalo Games (US) Recent Development

Table 89. Springbok Puzzles (US) Company Details

Table 90. Springbok Puzzles (US) Business Overview

Table 91. Springbok Puzzles (US) Product

Table 92. Springbok Puzzles (US) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 93. Springbok Puzzles (US) Recent Development

Table 94. Cobble Hill (Outset Media) (Canada) Company Details

Table 95. Cobble Hill (Outset Media) (Canada) Business Overview

Table 96. Cobble Hill (Outset Media) (Canada) Product

Table 97. Cobble Hill (Outset Media) (Canada) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 98. Cobble Hill (Outset Media) (Canada) Recent Development

Table 99. Castor Drukarnia (Poland) Company Details

Table 100. Castor Drukarnia (Poland) Business Overview

Table 101. Castor Drukarnia (Poland) Product

Table 102. Castor Drukarnia (Poland) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 103. Castor Drukarnia (Poland) Recent Development

Table 104. Ceaco, Inc. (US) Company Details

Table 105. Ceaco, Inc. (US) Business Overview

Table 106. Ceaco, Inc. (US) Product

Table 107. Ceaco, Inc. (US) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 108. Ceaco, Inc. (US) Recent Development

Table 109. Gibsons (US) Business Overview

Table 110. Gibsons (US) Product

Table 111. Gibsons (US) Company Details

Table 112. Gibsons (US) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 113. Gibsons (US) Recent Development

Table 114. Educa Borrás, S.A.U. (Spain) Company Details

Table 115. Educa Borrás, S.A.U. (Spain) Business Overview

Table 116. Educa Borrás, S.A.U. (Spain) Product

Table 117. Educa Borrás, S.A.U. (Spain) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)

Table 118. Educa Borrás, S.A.U. (Spain) Recent Development

- Table 119. Eurographics, Inc. (Canada) Company Details
- Table 120. Eurographics, Inc. (Canada) Business Overview
- Table 121. Eurographics, Inc. (Canada) Product
- Table 122. Eurographics, Inc. (Canada) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 123. Eurographics, Inc. (Canada) Recent Development
- Table 124. Heye Puzzle (Germany) Company Details
- Table 125. Heye Puzzle (Germany) Business Overview
- Table 126. Heye Puzzle (Germany) Product
- Table 127. Heye Puzzle (Germany) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 128. Heye Puzzle (Germany) Recent Development
- Table 129. Piatnik (Austria) Company Details
- Table 130. Piatnik (Austria) Business Overview
- Table 131. Piatnik (Austria) Product
- Table 132. Piatnik (Austria) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 133. Piatnik (Austria) Recent Development
- Table 134. MasterPieces Puzzle Company (US) Company Details
- Table 135. MasterPieces Puzzle Company (US) Business Overview
- Table 136. MasterPieces Puzzle Company (US) Product
- Table 137. MasterPieces Puzzle Company (US) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 138. MasterPieces Puzzle Company (US) Recent Development
- Table 139. Royal Jumbo BV (?Netherlands) Company Details
- Table 140. Royal Jumbo BV (?Netherlands) Business Overview
- Table 141. Royal Jumbo BV (?Netherlands) Product
- Table 142. Royal Jumbo BV (?Netherlands) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 143. Royal Jumbo BV (?Netherlands) Recent Development
- Table 144. Schmidt Spiele GmbH (Germany) Company Details
- Table 145. Schmidt Spiele GmbH (Germany) Business Overview
- Table 146. Schmidt Spiele GmbH (Germany) Product
- Table 147. Schmidt Spiele GmbH (Germany) Revenue in Games And Puzzles Business (2015-2020) (Million US\$)
- Table 148. Schmidt Spiele GmbH (Germany) Recent Development
- Table 149. Research Programs/Design for This Report
- Table 150. Key Data Information from Secondary Sources
- Table 151. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Global Games And Puzzles Market Share by Type: 2020 VS 2026
- Figure 2. Licensed Features
- Figure 3. Non-licensed Features
- Figure 4. Global Games And Puzzles Market Share by Application: 2020 VS 2026
- Figure 5. E-commerce Case Studies
- Figure 6. Brick and Mortar Case Studies
- Figure 7. Games And Puzzles Report Years Considered
- Figure 8. Global Games And Puzzles Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 9. Global Games And Puzzles Market Share by Regions: 2020 VS 2026
- Figure 10. Global Games And Puzzles Market Share by Regions (2021-2026)
- Figure 11. Porter's Five Forces Analysis
- Figure 12. Global Games And Puzzles Market Share by Players in 2019
- Figure 13. Global Top Games And Puzzles Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Games And Puzzles as of 2019)
- Figure 14. The Top 10 and 5 Players Market Share by Games And Puzzles Revenue in 2019
- Figure 15. North America Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 16. Europe Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 17. China Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 18. Japan Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 19. Southeast Asia Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 20. India Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 21. Central & South America Games And Puzzles Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 22. Ravensburger AG (Germany) Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 23. Ravensburger AG (Germany) Revenue Growth Rate in Games And Puzzles Business (2015-2020)
- Figure 24. Hasbro (US) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 25. Hasbro (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 26. Buffalo Games (US) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 27. Buffalo Games (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 28. Springbok Puzzles (US) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 29. Springbok Puzzles (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 30. Cobble Hill (Outset Media) (Canada) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 31. Cobble Hill (Outset Media) (Canada) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 32. Castor Drukarnia (Poland) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 33. Castor Drukarnia (Poland) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 34. Ceaco, Inc. (US) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 35. Ceaco, Inc. (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 36. Gibsons (US) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 37. Gibsons (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 38. Educa Borrás, S.A.U. (Spain) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 39. Educa Borrás, S.A.U. (Spain) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 40. Eurographics, Inc. (Canada) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 41. Eurographics, Inc. (Canada) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 42. Heye Puzzle (Germany) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 43. Heye Puzzle (Germany) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 44. Piatnik (Austria) Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 45. Piatnik (Austria) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 46. MasterPieces Puzzle Company (US) Total Revenue (US\$ Million): 2019

Compared with 2018

Figure 47. MasterPieces Puzzle Company (US) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 48. Royal Jumbo BV (?Netherlands) Total Revenue (US\$ Million): 2019

Compared with 2018

Figure 49. Royal Jumbo BV (?Netherlands) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 50. Schmidt Spiele GmbH (Germany) Total Revenue (US\$ Million): 2019

Compared with 2018

Figure 51. Schmidt Spiele GmbH (Germany) Revenue Growth Rate in Games And Puzzles Business (2015-2020)

Figure 52. Bottom-up and Top-down Approaches for This Report

Figure 53. Data Triangulation

Figure 54. Key Executives Interviewed

I would like to order

Product name: Global Games And Puzzles Market Size, Status and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/G762BB459F8DEN.html>

Price: US\$ 3,900.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G762BB459F8DEN.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