

# Global Household Puzzle and Cards Entertainment Market Research Report 2020

<https://marketpublishers.com/r/G3EFE4DB6701EN.html>

Date: June 2020

Pages: 123

Price: US\$ 2,900.00 (Single User License)

ID: G3EFE4DB6701EN

## Abstracts

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 100 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Household Puzzle and Cards Entertainment market in 2020.

COVID-19 can affect the global economy in three main ways: by directly affecting production and demand, by creating supply chain and market disruption, and by its financial impact on firms and financial markets.

The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyses the impact of Coronavirus COVID-19 on the Household Puzzle and Cards Entertainment industry.

Based on our recent survey, we have several different scenarios about the Household Puzzle and Cards Entertainment YoY growth rate for 2020. The probable scenario is expected to grow by a xx% in 2020 and the revenue will be xx in 2020 from US\$ xx million in 2019. The market size of Household Puzzle and Cards Entertainment will reach xx in 2026, with a CAGR of xx% from 2020 to 2026.

QY Research has recently curated a research report titled, Global Household Puzzle and Cards Entertainment Market Research Report 2020. The report is structured on primary and secondary research methodologies that derive historic and forecast data. The global Household Puzzle and Cards Entertainment market is growing remarkably fast and is likely to thrive in terms of volume and revenue during the forecast period. Readers can gain insight into the various opportunities and restraints shaping the

market. The report demonstrates the progress and bends that will occur during the forecast period.

#### Global Household Puzzle and Cards Entertainment Market: Drivers and Restrains

The research report has incorporated the analysis of different factors that augment the market's growth. It constitutes trends, restraints, and drivers that transform the market in either a positive or negative manner. This section also provides the scope of different segments and applications that can potentially influence the market in the future. The detailed information is based on current trends and historic milestones. This section also provides an analysis of the volume of sales about the global market and also about each type from 2015 to 2026. This section mentions the volume of sales by region from 2015 to 2026. Pricing analysis is included in the report according to each type from the year 2015 to 2026, manufacturer from 2015 to 2020, region from 2015 to 2020, and global price from 2015 to 2026.

A thorough evaluation of the restraints included in the report portrays the contrast to drivers and gives room for strategic planning. Factors that overshadow the market growth are pivotal as they can be understood to devise different bends for getting hold of the lucrative opportunities that are present in the ever-growing market. Additionally, insights into market expert's opinions have been taken to understand the market better.

#### Global Household Puzzle and Cards Entertainment Market: Segment Analysis

The research report includes specific segments such as application and product type. Each type provides information about the sales during the forecast period of 2015 to 2026. The application segment also provides revenue by volume and sales during the forecast period of 2015 to 2026. Understanding the segments helps in identifying the importance of different factors that aid the market growth.

#### Global Household Puzzle and Cards Entertainment Market: Regional Analysis

The research report includes a detailed study of regions of North America, Europe, Asia Pacific, Latin America, and Middle East and Africa. The report has been curated after observing and studying various factors that determine regional growth such as economic, environmental, social, technological, and political status of the particular region. Analysts have studied the data of revenue, sales, and manufacturers of each region. This section analyses region-wise revenue and volume for the forecast period of 2015 to 2026. These analyses will help the reader to understand the potential worth of investment in a particular region.

#### Global Household Puzzle and Cards Entertainment Market: Competitive Landscape

This section of the report identifies various key manufacturers of the market. It helps the reader understand the strategies and collaborations that players are focusing on combat competition in the market. The comprehensive report provides a significant microscopic look at the market. The reader can identify the footprints of the manufacturers by knowing about the global revenue of manufacturers, the global price of manufacturers,

and sales by manufacturers during the forecast period of 2015 to 2019.  
Following are the segments covered by the report are:

Puzzle

Cards

By Application:

Adult

Children

Key Players:

The Key manufacturers that are operating in the global Household Puzzle and Cards Entertainment market are:

Springbok Puzzles

Robotime

Disney

Schmidt Spiele

CubicFun

Educa Borrás

Ravensburger

Artifact Puzzles

Tenyo

Toy Town

Cobble Hill

White Mountain Puzzles

Buffalo Games

Castorland

Hape

Asmodee Editions

Goliath B.V.

Grand Prix International

Hasbro

### Competitive Landscape

The analysts have provided a comprehensive analysis of the competitive landscape of the global Household Puzzle and Cards Entertainment market with the company market structure and market share analysis of the top players. The innovative trends and developments, mergers and acquisitions, product portfolio, and new product innovation to provide a dashboard view of the market, ultimately providing the readers accurate measure of the current market developments, business strategies, and key financials.

## Contents

### **1 HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT MARKET OVERVIEW**

1.1 Product Overview and Scope of Household Puzzle and Cards Entertainment

1.2 Household Puzzle and Cards Entertainment Segment by Type

1.2.1 Global Household Puzzle and Cards Entertainment Sales Growth Rate Comparison by Type (2021-2026)

1.2.2 Puzzle

1.2.3 Cards

1.3 Household Puzzle and Cards Entertainment Segment by Application

1.3.1 Household Puzzle and Cards Entertainment Sales Comparison by Application: 2020 VS 2026

1.3.2 Adult

1.3.3 Children

1.4 Global Household Puzzle and Cards Entertainment Market Size Estimates and Forecasts

1.4.1 Global Household Puzzle and Cards Entertainment Revenue 2015-2026

1.4.2 Global Household Puzzle and Cards Entertainment Sales 2015-2026

1.4.3 Household Puzzle and Cards Entertainment Market Size by Region: 2020 Versus 2026

1.5 Coronavirus Disease 2019 (Covid-19): Household Puzzle and Cards Entertainment Industry Impact

1.5.1 How the Covid-19 is Affecting the Household Puzzle and Cards Entertainment Industry

1.5.1.1 Household Puzzle and Cards Entertainment Business Impact Assessment - Covid-19

1.5.1.2 Supply Chain Challenges

1.5.1.3 COVID-19's Impact On Crude Oil and Refined Products

1.5.2 Market Trends and Household Puzzle and Cards Entertainment Potential Opportunities in the COVID-19 Landscape

1.5.3 Measures / Proposal against Covid-19

1.5.3.1 Government Measures to Combat Covid-19 Impact

1.5.3.2 Proposal for Household Puzzle and Cards Entertainment Players to Combat Covid-19 Impact

### **2 GLOBAL HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT MARKET COMPETITION BY MANUFACTURERS**

- 2.1 Global Household Puzzle and Cards Entertainment Sales Market Share by Manufacturers (2015-2020)
- 2.2 Global Household Puzzle and Cards Entertainment Revenue Share by Manufacturers (2015-2020)
- 2.3 Global Household Puzzle and Cards Entertainment Average Price by Manufacturers (2015-2020)
- 2.4 Manufacturers Household Puzzle and Cards Entertainment Manufacturing Sites, Area Served, Product Type
- 2.5 Household Puzzle and Cards Entertainment Market Competitive Situation and Trends
  - 2.5.1 Household Puzzle and Cards Entertainment Market Concentration Rate
  - 2.5.2 Global Top 5 and Top 10 Players Market Share by Revenue
  - 2.5.3 Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 2.6 Manufacturers Mergers & Acquisitions, Expansion Plans
- 2.7 Primary Interviews with Key Household Puzzle and Cards Entertainment Players (Opinion Leaders)

### **3 HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT RETROSPECTIVE MARKET SCENARIO BY REGION**

- 3.1 Global Household Puzzle and Cards Entertainment Retrospective Market Scenario in Sales by Region: 2015-2020
- 3.2 Global Household Puzzle and Cards Entertainment Retrospective Market Scenario in Revenue by Region: 2015-2020
- 3.3 North America Household Puzzle and Cards Entertainment Market Facts & Figures by Country
  - 3.3.1 North America Household Puzzle and Cards Entertainment Sales by Country
  - 3.3.2 North America Household Puzzle and Cards Entertainment Sales by Country
  - 3.3.3 U.S.
  - 3.3.4 Canada
- 3.4 Europe Household Puzzle and Cards Entertainment Market Facts & Figures by Country
  - 3.4.1 Europe Household Puzzle and Cards Entertainment Sales by Country
  - 3.4.2 Europe Household Puzzle and Cards Entertainment Sales by Country
  - 3.4.3 Germany
  - 3.4.4 France
  - 3.4.5 U.K.
  - 3.4.6 Italy
  - 3.4.7 Russia

### 3.5 Asia Pacific Household Puzzle and Cards Entertainment Market Facts & Figures by Region

3.5.1 Asia Pacific Household Puzzle and Cards Entertainment Sales by Region

3.5.2 Asia Pacific Household Puzzle and Cards Entertainment Sales by Region

3.5.3 China

3.5.4 Japan

3.5.5 South Korea

3.5.6 India

3.5.7 Australia

3.5.8 Taiwan

3.5.9 Indonesia

3.5.10 Thailand

3.5.11 Malaysia

3.5.12 Philippines

3.5.13 Vietnam

### 3.6 Latin America Household Puzzle and Cards Entertainment Market Facts & Figures by Country

3.6.1 Latin America Household Puzzle and Cards Entertainment Sales by Country

3.6.2 Latin America Household Puzzle and Cards Entertainment Sales by Country

3.6.3 Mexico

3.6.3 Brazil

3.6.3 Argentina

### 3.7 Middle East and Africa Household Puzzle and Cards Entertainment Market Facts & Figures by Country

3.7.1 Middle East and Africa Household Puzzle and Cards Entertainment Sales by Country

3.7.2 Middle East and Africa Household Puzzle and Cards Entertainment Sales by Country

3.7.3 Turkey

3.7.4 Saudi Arabia

3.7.5 U.A.E

## **4 GLOBAL HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT HISTORIC MARKET ANALYSIS BY TYPE**

4.1 Global Household Puzzle and Cards Entertainment Sales Market Share by Type (2015-2020)

4.2 Global Household Puzzle and Cards Entertainment Revenue Market Share by Type (2015-2020)

4.3 Global Household Puzzle and Cards Entertainment Price Market Share by Type (2015-2020)

4.4 Global Household Puzzle and Cards Entertainment Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

## **5 GLOBAL HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT HISTORIC MARKET ANALYSIS BY APPLICATION**

5.1 Global Household Puzzle and Cards Entertainment Sales Market Share by Application (2015-2020)

5.2 Global Household Puzzle and Cards Entertainment Revenue Market Share by Application (2015-2020)

5.3 Global Household Puzzle and Cards Entertainment Price by Application (2015-2020)

## **6 COMPANY PROFILES AND KEY FIGURES IN HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT BUSINESS**

6.1 Springbok Puzzles

6.1.1 Corporation Information

6.1.2 Springbok Puzzles Description, Business Overview and Total Revenue

6.1.3 Springbok Puzzles Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.1.4 Springbok Puzzles Products Offered

6.1.5 Springbok Puzzles Recent Development

6.2 Robotime

6.2.1 Robotime Corporation Information

6.2.2 Robotime Description, Business Overview and Total Revenue

6.2.3 Robotime Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.2.4 Robotime Products Offered

6.2.5 Robotime Recent Development

6.3 Disney

6.3.1 Disney Corporation Information

6.3.2 Disney Description, Business Overview and Total Revenue

6.3.3 Disney Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.3.4 Disney Products Offered

6.3.5 Disney Recent Development



## 6.4 Schmidt Spiele

6.4.1 Schmidt Spiele Corporation Information

6.4.2 Schmidt Spiele Description, Business Overview and Total Revenue

6.4.3 Schmidt Spiele Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.4.4 Schmidt Spiele Products Offered

6.4.5 Schmidt Spiele Recent Development

## 6.5 CubicFun

6.5.1 CubicFun Corporation Information

6.5.2 CubicFun Description, Business Overview and Total Revenue

6.5.3 CubicFun Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.5.4 CubicFun Products Offered

6.5.5 CubicFun Recent Development

## 6.6 Educa Borrás

6.6.1 Educa Borrás Corporation Information

6.6.2 Educa Borrás Description, Business Overview and Total Revenue

6.6.3 Educa Borrás Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.6.4 Educa Borrás Products Offered

6.6.5 Educa Borrás Recent Development

## 6.7 Ravensburger

6.6.1 Ravensburger Corporation Information

6.6.2 Ravensburger Description, Business Overview and Total Revenue

6.6.3 Ravensburger Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.4.4 Ravensburger Products Offered

6.7.5 Ravensburger Recent Development

## 6.8 Artifact Puzzles

6.8.1 Artifact Puzzles Corporation Information

6.8.2 Artifact Puzzles Description, Business Overview and Total Revenue

6.8.3 Artifact Puzzles Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.8.4 Artifact Puzzles Products Offered

6.8.5 Artifact Puzzles Recent Development

## 6.9 Tenyo

6.9.1 Tenyo Corporation Information

6.9.2 Tenyo Description, Business Overview and Total Revenue

6.9.3 Tenyo Household Puzzle and Cards Entertainment Sales, Revenue and Gross

## Margin (2015-2020)

6.9.4 Tenyo Products Offered

6.9.5 Tenyo Recent Development

## 6.10 Toy Town

6.10.1 Toy Town Corporation Information

6.10.2 Toy Town Description, Business Overview and Total Revenue

6.10.3 Toy Town Household Puzzle and Cards Entertainment Sales, Revenue and

## Gross Margin (2015-2020)

6.10.4 Toy Town Products Offered

6.10.5 Toy Town Recent Development

## 6.11 Cobble Hill

6.11.1 Cobble Hill Corporation Information

6.11.2 Cobble Hill Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.11.3 Cobble Hill Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.11.4 Cobble Hill Products Offered

6.11.5 Cobble Hill Recent Development

## 6.12 White Mountain Puzzles

6.12.1 White Mountain Puzzles Corporation Information

6.12.2 White Mountain Puzzles Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.12.3 White Mountain Puzzles Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.12.4 White Mountain Puzzles Products Offered

6.12.5 White Mountain Puzzles Recent Development

## 6.13 Buffalo Games

6.13.1 Buffalo Games Corporation Information

6.13.2 Buffalo Games Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.13.3 Buffalo Games Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.13.4 Buffalo Games Products Offered

6.13.5 Buffalo Games Recent Development

## 6.14 Castorland

6.14.1 Castorland Corporation Information

6.14.2 Castorland Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.14.3 Castorland Household Puzzle and Cards Entertainment Sales, Revenue and

## Gross Margin (2015-2020)

6.14.4 Castorland Products Offered

6.14.5 Castorland Recent Development

## 6.15 Hape

6.15.1 Hape Corporation Information

6.15.2 Hape Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.15.3 Hape Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.15.4 Hape Products Offered

6.15.5 Hape Recent Development

## 6.16 Asmodee Editions

6.16.1 Asmodee Editions Corporation Information

6.16.2 Asmodee Editions Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.16.3 Asmodee Editions Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.16.4 Asmodee Editions Products Offered

6.16.5 Asmodee Editions Recent Development

## 6.17 Goliath B.V.

6.17.1 Goliath B.V. Corporation Information

6.17.2 Goliath B.V. Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.17.3 Goliath B.V. Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.17.4 Goliath B.V. Products Offered

6.17.5 Goliath B.V. Recent Development

## 6.18 Grand Prix International

6.18.1 Grand Prix International Corporation Information

6.18.2 Grand Prix International Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.18.3 Grand Prix International Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.18.4 Grand Prix International Products Offered

6.18.5 Grand Prix International Recent Development

## 6.19 Hasbro

6.19.1 Hasbro Corporation Information

6.19.2 Hasbro Household Puzzle and Cards Entertainment Description, Business Overview and Total Revenue

6.19.3 Hasbro Household Puzzle and Cards Entertainment Sales, Revenue and Gross Margin (2015-2020)

6.19.4 Hasbro Products Offered

6.19.5 Hasbro Recent Development

## **7 HOUSEHOLD PUZZLE AND CARDS ENTERTAINMENT MANUFACTURING COST ANALYSIS**

7.1 Household Puzzle and Cards Entertainment Key Raw Materials Analysis

7.1.1 Key Raw Materials

7.1.2 Key Raw Materials Price Trend

7.1.3 Key Suppliers of Raw Materials

7.2 Proportion of Manufacturing Cost Structure

7.3 Manufacturing Process Analysis of Household Puzzle and Cards Entertainment

7.4 Household Puzzle and Cards Entertainment Industrial Chain Analysis

## **8 MARKETING CHANNEL, DISTRIBUTORS AND CUSTOMERS**

8.1 Marketing Channel

8.2 Household Puzzle and Cards Entertainment Distributors List

8.3 Household Puzzle and Cards Entertainment Customers

## **9 MARKET DYNAMICS**

9.1 Market Trends

9.2 Opportunities and Drivers

9.3 Challenges

9.4 Porter's Five Forces Analysis

## **10 GLOBAL MARKET FORECAST**

10.1 Global Household Puzzle and Cards Entertainment Market Estimates and Projections by Type

10.1.1 Global Forecasted Sales of Household Puzzle and Cards Entertainment by Type (2021-2026)

10.1.2 Global Forecasted Revenue of Household Puzzle and Cards Entertainment by Type (2021-2026)

10.2 Household Puzzle and Cards Entertainment Market Estimates and Projections by Application

10.2.1 Global Forecasted Sales of Household Puzzle and Cards Entertainment by Application (2021-2026)

10.2.2 Global Forecasted Revenue of Household Puzzle and Cards Entertainment by Application (2021-2026)

10.3 Household Puzzle and Cards Entertainment Market Estimates and Projections by Region

10.3.1 Global Forecasted Sales of Household Puzzle and Cards Entertainment by Region (2021-2026)

10.3.2 Global Forecasted Revenue of Household Puzzle and Cards Entertainment by Region (2021-2026)

10.4 North America Household Puzzle and Cards Entertainment Estimates and Projections (2021-2026)

10.5 Europe Household Puzzle and Cards Entertainment Estimates and Projections (2021-2026)

10.6 Asia Pacific Household Puzzle and Cards Entertainment Estimates and Projections (2021-2026)

10.7 Latin America Household Puzzle and Cards Entertainment Estimates and Projections (2021-2026)

10.8 Middle East and Africa Household Puzzle and Cards Entertainment Estimates and Projections (2021-2026)

## **11 RESEARCH FINDING AND CONCLUSION**

## **12 METHODOLOGY AND DATA SOURCE**

12.1 Methodology/Research Approach

12.1.1 Research Programs/Design

12.1.2 Market Size Estimation

12.1.3 Market Breakdown and Data Triangulation

12.2 Data Source

12.2.1 Secondary Sources

12.2.2 Primary Sources

12.3 Author List

12.4 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global Household Puzzle and Cards Entertainment Sales (K Units) Growth Rate Comparison by Type (2015-2026)

Table 2. Global Household Puzzle and Cards Entertainment Sales (K Units) Comparison by Application: 2020 VS 2026

Table 3. Global Household Puzzle and Cards Entertainment Market Size by Type (K Units) (US\$ Million) (2020 VS 2026)

Table 4. COVID-19 Impact Global Market: (Four Household Puzzle and Cards Entertainment Market Size Forecast Scenarios)

Table 5. Opportunities and Trends for Household Puzzle and Cards Entertainment Players in the COVID-19 Landscape

Table 6. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 7. Key Regions/Countries Measures against Covid-19 Impact

Table 8. Proposal for Household Puzzle and Cards Entertainment Players to Combat Covid-19 Impact

Table 9. Global Key Household Puzzle and Cards Entertainment Manufacturers Covered in This Study

Table 10. Global Household Puzzle and Cards Entertainment Sales (K Units) by Manufacturers (2015-2020)

Table 11. Global Household Puzzle and Cards Entertainment Sales Share by Manufacturers (2015-2020)

Table 12. Global Household Puzzle and Cards Entertainment Revenue (Million USD) by Manufacturers (2015-2020)

Table 13. Global Household Puzzle and Cards Entertainment Revenue Share by Manufacturers (2015-2020)

Table 14. Global Market Household Puzzle and Cards Entertainment Average Price (US\$/Unit) of Key Manufacturers (2015-2020)

Table 15. Manufacturers Household Puzzle and Cards Entertainment Sales Sites and Area Served

Table 16. Manufacturers Household Puzzle and Cards Entertainment Product Types

Table 17. Global Household Puzzle and Cards Entertainment Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 18. Global Household Puzzle and Cards Entertainment by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Household Puzzle and Cards Entertainment as of 2019)

Table 19. Manufacturers Mergers & Acquisitions, Expansion Plans

Table 20. Main Points Interviewed from Key Household Puzzle and Cards Entertainment Players

Table 21. Global Household Puzzle and Cards Entertainment Sales (K Units) by Region (2015-2020)

Table 22. Global Household Puzzle and Cards Entertainment Sales Market Share by Region (2015-2020)

Table 23. Global Household Puzzle and Cards Entertainment Revenue (Million US\$) by Region (2015-2020)

Table 24. Global Household Puzzle and Cards Entertainment Revenue Market Share by Region (2015-2020)

Table 25. North America Household Puzzle and Cards Entertainment Sales by Country (2015-2020) (K Units)

Table 26. North America Household Puzzle and Cards Entertainment Sales Market Share by Country (2015-2020)

Table 27. North America Household Puzzle and Cards Entertainment Revenue by Country (2015-2020) (US\$ Million)

Table 28. North America Household Puzzle and Cards Entertainment Revenue Market Share by Country (2015-2020)

Table 29. Europe Household Puzzle and Cards Entertainment Sales by Country (2015-2020) (K Units)

Table 30. Europe Household Puzzle and Cards Entertainment Sales Market Share by Country (2015-2020)

Table 31. Europe Household Puzzle and Cards Entertainment Revenue by Country (2015-2020) (US\$ Million)

Table 32. Europe Household Puzzle and Cards Entertainment Revenue Market Share by Country (2015-2020)

Table 33. Asia Pacific Household Puzzle and Cards Entertainment Sales by Region (2015-2020) (K Units)

Table 34. Asia Pacific Household Puzzle and Cards Entertainment Sales Market Share by Region (2015-2020)

Table 35. Asia Pacific Household Puzzle and Cards Entertainment Revenue by Region (2015-2020) (US\$ Million)

Table 36. Asia Pacific Household Puzzle and Cards Entertainment Revenue Market Share by Region (2015-2020)

Table 37. Latin America Household Puzzle and Cards Entertainment Sales by Country (2015-2020) (K Units)

Table 38. Latin America Household Puzzle and Cards Entertainment Sales Market Share by Country (2015-2020)

Table 39. Latin America Household Puzzle and Cards Entertainment Revenue by

Country (2015-2020) (US\$ Million)

Table 40. Latin America Household Puzzle and Cards Entertainment Revenue Market Share by Country (2015-2020)

Table 41. Middle East and Africa Household Puzzle and Cards Entertainment Sales by Country (2015-2020) (K Units)

Table 42. Middle East and Africa Household Puzzle and Cards Entertainment Sales Market Share by Country (2015-2020)

Table 43. Middle East and Africa Household Puzzle and Cards Entertainment Revenue by Country (2015-2020) (US\$ Million)

Table 44. Middle East and Africa Household Puzzle and Cards Entertainment Revenue Market Share by Country (2015-2020)

Table 45. Global Household Puzzle and Cards Entertainment Sales (K Units) by Type (2015-2020)

Table 46. Global Household Puzzle and Cards Entertainment Sales Share by Type (2015-2020)

Table 47. Global Household Puzzle and Cards Entertainment Revenue (Million US\$) by Type (2015-2020)

Table 48. Global Household Puzzle and Cards Entertainment Revenue Share by Type (2015-2020)

Table 49. Global Household Puzzle and Cards Entertainment Price (US\$/Unit) by Type (2015-2020)

Table 50. Global Household Puzzle and Cards Entertainment Sales (K Units) by Application (2015-2020)

Table 51. Global Household Puzzle and Cards Entertainment Sales Market Share by Application (2015-2020)

Table 52. Global Household Puzzle and Cards Entertainment Sales Growth Rate by Application (2015-2020)

Table 53. Springbok Puzzles Household Puzzle and Cards Entertainment Corporation Information

Table 54. Springbok Puzzles Description and Business Overview

Table 55. Springbok Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 56. Springbok Puzzles Main Product

Table 57. Springbok Puzzles Recent Development

Table 58. Robotime Household Puzzle and Cards Entertainment Corporation Information

Table 59. Robotime Corporation Information

Table 60. Robotime Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)



- Table 61. Robotime Main Product
- Table 62. Robotime Recent Development
- Table 63. Disney Household Puzzle and Cards Entertainment Corporation Information
- Table 64. Disney Corporation Information
- Table 65. Disney Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)
- Table 66. Disney Main Product
- Table 67. Disney Recent Development
- Table 68. Schmidt Spiele Household Puzzle and Cards Entertainment Corporation Information
- Table 69. Schmidt Spiele Corporation Information
- Table 70. Schmidt Spiele Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)
- Table 71. Schmidt Spiele Main Product
- Table 72. Schmidt Spiele Recent Development
- Table 73. CubicFun Household Puzzle and Cards Entertainment Corporation Information
- Table 74. CubicFun Corporation Information
- Table 75. CubicFun Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)
- Table 76. CubicFun Main Product
- Table 77. CubicFun Recent Development
- Table 78. Educa Borrás Household Puzzle and Cards Entertainment Corporation Information
- Table 79. Educa Borrás Corporation Information
- Table 80. Educa Borrás Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)
- Table 81. Educa Borrás Main Product
- Table 82. Educa Borrás Recent Development
- Table 83. Ravensburger Household Puzzle and Cards Entertainment Corporation Information
- Table 84. Ravensburger Corporation Information
- Table 85. Ravensburger Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)
- Table 86. Ravensburger Main Product
- Table 87. Ravensburger Recent Development
- Table 88. Artifact Puzzles Household Puzzle and Cards Entertainment Corporation Information
- Table 89. Artifact Puzzles Corporation Information

Table 90. Artifact Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 91. Artifact Puzzles Main Product

Table 92. Artifact Puzzles Recent Development

Table 93. Tenyo Household Puzzle and Cards Entertainment Corporation Information

Table 94. Tenyo Corporation Information

Table 95. Tenyo Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 96. Tenyo Main Product

Table 97. Tenyo Recent Development

Table 98. Toy Town Household Puzzle and Cards Entertainment Corporation Information

Table 99. Toy Town Corporation Information

Table 100. Toy Town Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 101. Toy Town Main Product

Table 102. Toy Town Recent Development

Table 103. Cobble Hill Household Puzzle and Cards Entertainment Corporation Information

Table 104. Cobble Hill Corporation Information

Table 105. Cobble Hill Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 106. Cobble Hill Main Product

Table 107. Cobble Hill Recent Development

Table 108. White Mountain Puzzles Household Puzzle and Cards Entertainment Corporation Information

Table 109. White Mountain Puzzles Corporation Information

Table 110. White Mountain Puzzles Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 111. White Mountain Puzzles Main Product

Table 112. White Mountain Puzzles Recent Development

Table 113. Buffalo Games Household Puzzle and Cards Entertainment Corporation Information

Table 114. Buffalo Games Corporation Information

Table 115. Buffalo Games Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 116. Buffalo Games Main Product

Table 117. Buffalo Games Recent Development

Table 118. Castorland Household Puzzle and Cards Entertainment Corporation

## Information

Table 119. Castorland Corporation Information

Table 120. Castorland Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 121. Castorland Main Product

Table 122. Castorland Recent Development

Table 123. Hape Household Puzzle and Cards Entertainment Corporation Information

Table 124. Hape Corporation Information

Table 125. Hape Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 126. Hape Main Product

Table 127. Hape Recent Development

Table 128. Asmodee Editions Household Puzzle and Cards Entertainment Corporation Information

Table 129. Asmodee Editions Corporation Information

Table 130. Asmodee Editions Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 131. Asmodee Editions Main Product

Table 132. Asmodee Editions Recent Development

Table 133. Goliath B.V. Household Puzzle and Cards Entertainment Corporation Information

Table 134. Goliath B.V. Corporation Information

Table 135. Goliath B.V. Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 136. Goliath B.V. Main Product

Table 137. Goliath B.V. Recent Development

Table 138. Grand Prix International Household Puzzle and Cards Entertainment Corporation Information

Table 139. Grand Prix International Corporation Information

Table 140. Grand Prix International Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 141. Grand Prix International Main Product

Table 142. Grand Prix International Recent Development

Table 143. Hasbro Household Puzzle and Cards Entertainment Corporation Information

Table 144. Hasbro Corporation Information

Table 145. Hasbro Household Puzzle and Cards Entertainment Sales (K Units), Revenue (Million US\$), Price (US\$/Unit) and Gross Margin (2015-2020)

Table 146. Hasbro Main Product

Table 147. Hasbro Recent Development

- Table 148. Sales Base and Market Concentration Rate of Raw Material
- Table 149. Key Suppliers of Raw Materials
- Table 150. Household Puzzle and Cards Entertainment Distributors List
- Table 151. Household Puzzle and Cards Entertainment Customers List
- Table 152. Market Key Trends
- Table 153. Key Opportunities and Drivers: Impact Analysis (2021-2026)
- Table 154. Key Challenges
- Table 155. Global Household Puzzle and Cards Entertainment Sales (K Units) Forecast by Type (2021-2026)
- Table 156. Global Household Puzzle and Cards Entertainment Sales Market Share Forecast by Type (2021-2026)
- Table 157. Global Household Puzzle and Cards Entertainment Revenue (Million US\$) Forecast by Type (2021-2026)
- Table 158. Global Household Puzzle and Cards Entertainment Revenue (Million US\$) Market Share Forecast by Type (2021-2026)
- Table 159. Global Household Puzzle and Cards Entertainment Sales (K Units) Forecast by Application (2021-2026)
- Table 160. Global Household Puzzle and Cards Entertainment Revenue (Million US\$) Forecast by Application (2021-2026)
- Table 161. Global Household Puzzle and Cards Entertainment Sales (K Units) Forecast by Region (2021-2026)
- Table 162. Global Household Puzzle and Cards Entertainment Sales Market Share Forecast by Region (2021-2026)
- Table 163. Global Household Puzzle and Cards Entertainment Revenue Forecast by Region (2021-2026) (US\$ Million)
- Table 164. Global Household Puzzle and Cards Entertainment Revenue Market Share Forecast by Region (2021-2026)
- Table 165. Research Programs/Design for This Report
- Table 166. Key Data Information from Secondary Sources
- Table 167. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

- Figure 1. Picture of Household Puzzle and Cards Entertainment
- Figure 2. Global Household Puzzle and Cards Entertainment Sales Market Share by Type: 2020 VS 2026
- Figure 3. Puzzle Product Picture
- Figure 4. Cards Product Picture
- Figure 5. Global Household Puzzle and Cards Entertainment Consumption Market Share by Application: 2020 VS 2026
- Figure 6. Adult
- Figure 7. Children
- Figure 8. Global Household Puzzle and Cards Entertainment Market Size 2015-2026 (US\$ Million)
- Figure 9. Global Household Puzzle and Cards Entertainment Sales Capacity (K Units) (2015-2026)
- Figure 10. Global Household Puzzle and Cards Entertainment Market Size Market Share by Region: 2020 Versus 2026
- Figure 11. Household Puzzle and Cards Entertainment Sales Share by Manufacturers in 2020
- Figure 12. Global Household Puzzle and Cards Entertainment Revenue Share by Manufacturers in 2019
- Figure 13. The Global 5 and 10 Largest Players: Market Share by Household Puzzle and Cards Entertainment Revenue in 2019
- Figure 14. Household Puzzle and Cards Entertainment Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019
- Figure 15. Global Household Puzzle and Cards Entertainment Sales Market Share by Region (2015-2020)
- Figure 16. Global Household Puzzle and Cards Entertainment Sales Market Share by Region in 2019
- Figure 17. Global Household Puzzle and Cards Entertainment Revenue Market Share by Region (2015-2020)
- Figure 18. Global Household Puzzle and Cards Entertainment Revenue Market Share by Region in 2019
- Figure 19. North America Household Puzzle and Cards Entertainment Sales Market Share by Country in 2019
- Figure 20. North America Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2019

Figure 21. U.S. Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 22. U.S. Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 23. Canada Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 24. Canada Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 25. Europe Household Puzzle and Cards Entertainment Sales Market Share by Country in 2019

Figure 26. Europe Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2019

Figure 27. Germany Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 28. Germany Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 29. France Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 30. France Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 31. U.K. Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 32. U.K. Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 33. Italy Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 34. Italy Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 35. Russia Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 36. Russia Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 37. Asia Pacific Household Puzzle and Cards Entertainment Sales Market Share by Region in 2019

Figure 38. Asia Pacific Household Puzzle and Cards Entertainment Revenue Market Share by Region in 2019

Figure 39. China Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)

Figure 40. China Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 41. Japan Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 42. Japan Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 43. South Korea Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 44. South Korea Household Puzzle and Cards Entertainment Revenue Growth

Rate (2015-2020) (US\$ Million)

Figure 45. India Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 46. India Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 47. Australia Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 48. Australia Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 49. Taiwan Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 50. Taiwan Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 51. Indonesia Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 52. Indonesia Household Puzzle and Cards Entertainment Revenue Growth

Rate (2015-2020) (US\$ Million)

Figure 53. Thailand Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 54. Thailand Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 55. Malaysia Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 56. Malaysia Household Puzzle and Cards Entertainment Revenue Growth Rate

(2015-2020) (US\$ Million)

Figure 57. Philippines Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

Figure 58. Philippines Household Puzzle and Cards Entertainment Revenue Growth

Rate (2015-2020) (US\$ Million)

Figure 59. Vietnam Household Puzzle and Cards Entertainment Sales Growth Rate

(2015-2020) (K Units)

- Figure 60. Vietnam Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 61. Latin America Household Puzzle and Cards Entertainment Sales Market Share by Country in 2019
- Figure 62. Latin America Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2019
- Figure 63. Mexico Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 64. Mexico Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 65. Brazil Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 66. Brazil Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 67. Argentina Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 68. Argentina Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 69. Middle East and Africa Household Puzzle and Cards Entertainment Sales Market Share by Country in 2019
- Figure 70. Middle East and Africa Household Puzzle and Cards Entertainment Revenue Market Share by Country in 2019
- Figure 71. Turkey Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 72. Turkey Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 73. Saudi Arabia Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 74. Saudi Arabia Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 75. U.A.E Household Puzzle and Cards Entertainment Sales Growth Rate (2015-2020) (K Units)
- Figure 76. U.A.E Household Puzzle and Cards Entertainment Revenue Growth Rate (2015-2020) (US\$ Million)
- Figure 77. Sales Market Share of Household Puzzle and Cards Entertainment by Type (2015-2020)
- Figure 78. Sales Market Share of Household Puzzle and Cards Entertainment by Type in 2019
- Figure 79. Revenue Share of Household Puzzle and Cards Entertainment by Type



(2015-2020)

Figure 80. Revenue Market Share of Household Puzzle and Cards Entertainment by Type in 2019

Figure 81. Global Household Puzzle and Cards Entertainment Sales Growth by Type (2015-2020) (K Units)

Figure 82. Global Household Puzzle and Cards Entertainment Sales Market Share by Application (2015-2020)

Figure 83. Global Household Puzzle and Cards Entertainment Sales Market Share by Application in 2019

Figure 84. Global Revenue Share of Household Puzzle and Cards Entertainment by Application (2015-2020)

Figure 85. Global Revenue Share of Household Puzzle and Cards Entertainment by Application in 2020

Figure 86. Springbok Puzzles Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 87. Robotime Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 88. Disney Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 89. Schmidt Spiele Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 90. CubicFun Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 91. Educa Borrás Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 92. Ravensburger Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 93. Artifact Puzzles Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 94. Tenyo Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 95. Toy Town Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 96. Cobble Hill Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 97. White Mountain Puzzles Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 98. Buffalo Games Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 99. Castorland Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 100. Hape Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 101. Asmodee Editions Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 102. Goliath B.V. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 103. Grand Prix International Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 104. Hasbro Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 105. Price Trend of Key Raw Materials

Figure 106. Manufacturing Cost Structure of Household Puzzle and Cards Entertainment

Figure 107. Manufacturing Process Analysis of Household Puzzle and Cards Entertainment

Figure 108. Household Puzzle and Cards Entertainment Industrial Chain Analysis

Figure 109. Channels of Distribution

Figure 110. Distributors Profiles

Figure 111. Porter's Five Forces Analysis

Figure 112. North America Household Puzzle and Cards Entertainment Sales (K Units) and Growth Rate Forecast (2021-2026)

Figure 113. North America Household Puzzle and Cards Entertainment Revenue (Million US\$) and Growth Rate Forecast (2021-2026)

Figure 114. Europe Household Puzzle and Cards Entertainment Sales (K Units) and Growth Rate Forecast (2021-2026)

Figure 115. Europe Household Puzzle and Cards Entertainment Revenue (Million US\$) and Growth Rate Forecast (2021-2026)

Figure 116. Latin America Household Puzzle and Cards Entertainment Sales (K Units) and Growth Rate Forecast (2021-2026)

Figure 117. Latin America Household Puzzle and Cards Entertainment Revenue (Million US\$) and Growth Rate Forecast (2021-2026)

Figure 118. Middle East and Africa Household Puzzle and Cards Entertainment Sales (K Units) and Growth Rate Forecast (2021-2026)

Figure 119. Middle East and Africa Household Puzzle and Cards Entertainment Revenue (Million US\$) and Growth Rate Forecast (2021-2026)

Figure 120. Asia Pacific Household Puzzle and Cards Entertainment Sales (K Units) and Growth Rate Forecast (2021-2026)

Figure 121. Asia Pacific Household Puzzle and Cards Entertainment Revenue (Million US\$) and Growth Rate Forecast (2021-2026)

Figure 122. Bottom-up and Top-down Approaches for This Report

Figure 123. Data Triangulation

Figure 124. Key Executives Interviewed

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