

## How Big Is The Table Top Games Market | Global Opportunity Analysis and Industry Forecast, 2021 - 2030

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/EINPresswire.com/ -- Table top games are specifically played on a table or a plane surface. Some table top games are played alone. There are table top games, which require only two players and others are group-oriented. On the basis of type, the table top games are segmented as miniature wargames, role-playing games (RPGs), and board games. Miniature wargame is a game in which there are physical models to resemble military forces. It gives players an ultimate experience as if



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real war is taking place. Role-playing is the game in which a player enacts the role of fictitious characters. Board games are specifically played on a board according to some rules and regulations. Common board games like chess, snakes & ladders, snooker, checkers, carom, ludo, scrabble, and backgammon have gained wide popularity among the children as well as the adults across the globe.

On the basis of application, the table top games are segmented as children, adults, family, and party. These games are widely played during social gatherings and parties to spend a quality time with the friends or family and to reduce the boredom. The growth momentum of the market is expected to increase at a considerable rate during the forecast period.

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Covid-19 Scenario Analysis

The pandemic has deeply impacted the <u>table top games market</u>.

The closure of industries due to lockdown has affected the production scale of the fixtures such

as tables and boards.

Being a labour intended industry, the lay-off of workers has led to inconsistent growth of the market.

Export-import is at halt.

The lockdown has given opportunity to the big as well as small struggling companies to focus in their supply chain relations.

The cancellation of international sports events of indoor games like billiards and chess has also adversely affected the market scenario.

The companies are focusing on the diversification of their E-commerce channels to recover the sales.

Top Impacting Factors: Market Scenario Analysis, Trends, Drivers, and Impact Analysis

The main reason that drives the growth of table top games market is the large number of people who are inclined toward indoor games. The table top games are widely used for home entertainment as a part of family get together and to spend the leisure time. Along with this, the concept of social gaming is yet another reason for the growth of the market. Due to change in the living standards of the people and increase in the disposable income, there is a gaming corner and entertainment zone in every upper society, in which table top games, board games, and miniature wargames are gaining a wide traction. Moreover, the high society games such as snooker and billiards are considered as a symbol of status upliftment.

Growth in demand for old school games and need of developing sportsmanship is anticipated to stimulate the demand of such type of games. Also, the games like puzzles and scrabbles boost the vocabulary and brain of the children.

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