

Table Top Games Market Projected Expansion to \$4.1 billion by 2031 with a 5.3% CAGR

Table top games market size was valued at \$2.5 billion in 2021 and is projected to reach \$4.1 billion by 2031, growing at a CAGR of 5.3% from 2022 to 2031.

PORTLAND, OREGON, UNITED STATES, December 1, 2023 /EINPresswire.com/

-- [Table Top Games Market](#) The study presents an impending revenue forecast of the industry for the next few years coupled with imminent market trends and opportunities. Moreover, the study also doles out different logical tables and graphs to identify the complexities of the market



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A complete and wide-ranging evaluation of the aspects that drive and restrain market growth is also provided throughout the study. This detailed exploration of the market size and its proper segmentation help the market players define the prevalent opportunities that are looming large.

The report helps clients in comprehending their first-hand knowledge of the global market while providing a full-fledged understanding of the regional-level analysis of each segment. At the same time, the study contains in-depth information of the frontrunners that are active in the industry along with their financial agenda, segmental profits, company trends, services/products offerings, and major adopted stratagems.

The Table Top Games report keeps a perfect tab on the market share of several companies, recent market trends, revenue forecast, and new product launches across the market. The report

includes company profiles that delineate the revenue share of the top competitors in the market. Simultaneously, the report provides revenue forecasts for four regions and more than twenty major countries across Asia-Pacific, LAMEA, North America and Europe.

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Table Top Games Key Players

Asmodee Group, NSF boardgames and puzzles, Australian Design Group, Buffalo Games, Hasbro Inc., Lifestyle Boardgames Ltd, Korea BoardGames, Ravensburger, Goliath Games, LLC, Mattel, Inc.

The Table Top Games report is analyzed across Type, Application, End-Use Industry

Application

- ☐Children
- ☐Adults
- ☐Family
- ☐Party

Type

- ☐Miniature Wargames

Sub-type

Online

Offline

- ☐Role Playing Games

Sub-type

Online

Offline

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Analysis of COVID-19 impact

The outbreak of the pandemic has had a massive impact on the majority of industries and the Table Top Games was also not an exception in this regard. The report provides a detailed study on the micro- and macro-economic impact during the pandemic. Additionally, it emphasizes the direct impact of the COVID-19 pandemic on the Table Top Games in the form of qualitative study. The report offers explicit details regarding the market extent and shares during this unprecedented time. At the same time, the major strategies adopted by the market players to combat the global crisis are also covered under the report. Last but not least, the report highlights how the pandemic has distorted the supply chain of the market and takes in a post-COVID-19 analysis too.

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