

Games and Puzzles Market Rapidly Gaining Traction in Key Business Segments: SunsOut, Heye Puzzle, Piatnik

The global Games and Puzzles market size was valued at USD 22.7 billion in 2024 and is expected to grow at a annual growth rate CAGR of 19.6% from 2024 to 2032.

PUNE, MAHARASHTRA, INDIA, September 6, 2024 /EINPresswire.com/ -- HTF MI released the most extensive analysis of [Games and Puzzles market](#) from a regional market perspective – forecast to 2030. A detailed overview of the major equipment providers from Games and Puzzles is included for Europe, the Middle East & Africa

(EMEA), the Americas, China, Japan, and the Rest of the World. Furthermore, the Global Games and Puzzles Market study includes industrial manufacturing subsectors analysis and a comparison of revenue growth in the Games and Puzzles market with key underlying growth factors and trends. Finally, market shares for leading vendors in the Games and Puzzles market are presented.

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Stay up to date with Games and Puzzles Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth.”

Nidhi Bhawsar



Games and Puzzles Market

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Currently, most established players – OEM, suppliers are working on strategies to cope with shifting growth patterns in Games and Puzzles due to unexpectedly high demand

and supply aspects in more mature technologies. To accurately gauge the pulse of the Games and Puzzles market; manufacturers like Springbok Puzzles, Schmidt Spiele GmbH, Heye Puzzle,

Royal Jumbo BV, SunsOut, Cobble Hill (Outset Media), Piatnik, Educa Borrás, S.A.U., MasterPieces Puzzle Company, Ravensburger, Hasbro, Inc., Gibsons, Ceaco, Inc., Eurographics, Inc., Buffalo Games, Trefl S.A., Yanoman Corporation & Castor Drukarnia were studied thoroughly and profiled.

Global mega-trends in Games and Puzzles industry – shifting growth patterns and increasing pace of digitization

Highlights of Global Games and Puzzles Market Study

- Global and regional market share estimates of leading suppliers for total Games and Puzzles, Games & Puzzles.
- Analyse and measure the Global Games and Puzzles Market by identifying consumption across various application/end-use verticals - E-commerce & Brick & Mortar.
- Analyses of multiple economic indicators affecting Global Games and Puzzles Markets like tracking industrial capacity, machinery production, real GDP, and capital expenditure (CAPEX).
- Growth forecasts for 20+ Games and Puzzles markets to 2030 in terms of US dollar revenues, unit shipments, and average selling price.

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Actuals & Forecast: Frequency & Time Period

- Historical Years (2019-2030)
- Base year (2023)
- Annual forecast (2024-2030)

Reasons to buy Global Games and Puzzles Market report

- Identify growth opportunities
- Gain Games and Puzzles Market understanding
- Get an in-depth View of the competitive landscape

Identify the right markets

Identify the right verticals

- Understand the trends driving growth

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The primary and secondary research is done to access up-to-date government regulations, market information, and industry data. Data were collected from the Household Steam Dryers manufacturers, distributors, end users, industry associations, governments' industry bureaus, industry publications, industry experts, third-party databases, and our in-house databases. The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranging from a macro overview of the total market size, industry chain, and market dynamics to micro details of the segment by type, application, and region and as a result provides a holistic view of as well as a deep insight into the Household Steam Dryers market covering all its essential aspects.

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HTF Market Intelligence is an upscale market research platform that helps key decision-makers in the business make strategic decisions based on valuable insights derived through primary and secondary market research.

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