



## Trading Card Game (TCG) Market Trend

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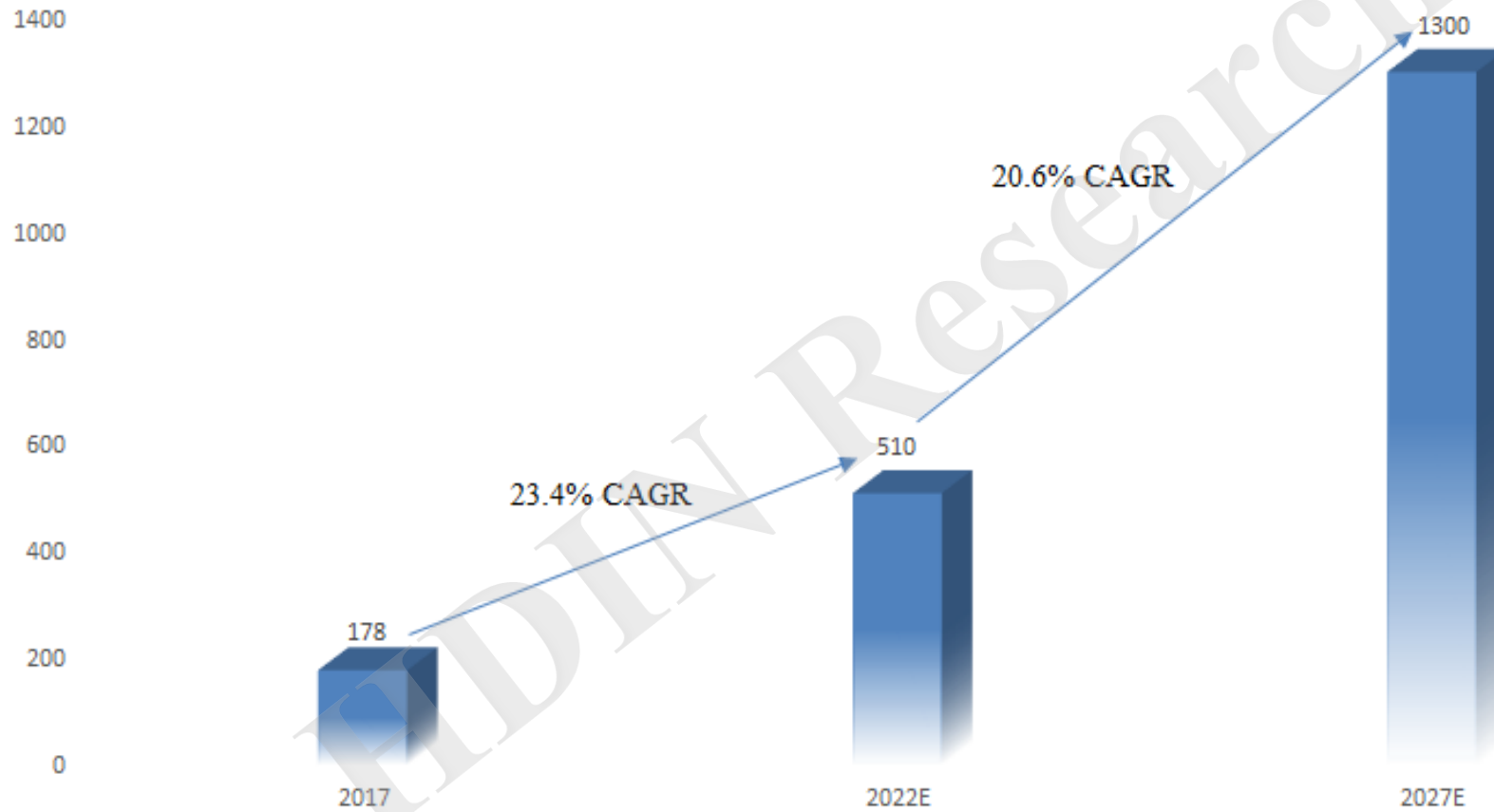
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## **Trading Card Game (TCG) Market Trend**

Trading Card Game (TCG) is also commonly known as Collectible Card Game (CCG) or Customized Card Game. TCG combines the collecting elements of trading cards with the elements of building strategic decks and playing games. Unlike traditional card games, the TCG often has a unique design and aesthetic appeal, in many cases derived from licensed IP, so it is not only suitable for entertainment purposes, but also for collecting.

The global TCG market size was 178 million US\$ in 2017 and grew to 510 million US\$ in 2022, with a CAGR of 23.4% from 2017 to 2022. The game and collectibles market is expected to grow in the future mainly driven by the increasing number of players and emerging IPs for new popular toys and new games. The global TCG market size is expected to reach 1,300 million US\$ in 2027, with a CAGR of 20.6% from 2022 to 2027.

## GLOBAL TCG MARKET SIZE (MILLION USD) AND CAGR



As one of the oldest TCG IPs, MTG has huge fans worldwide. MTG's wholesale value has grown steadily over the past few years and is expected to grow steadily in the future. Pocket Monsters and Duel Monsters also are classic IPs around the world, both of which have a series of cross-media productions, including games, animation, comics, TCG and related products.

### Global TCG Market Share By IP (2021)

