

APP ANNIE

Innovate to Win on The Next Level with Hybrid Genre Games

2021 Go Global Mobile Game
New Insights



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Methodology and Definition

Data in this report are compiled from App Annie Intelligence

Terms

- Consumer spend is gross spend — the sum of payments made before Apple or Google takes a fee. iOS App Store and Google Play share of consumer spend on apps varies, but was generally 30% in this report. Consumer spend includes paid to download and in-app purchases. They do not include revenue earned from in-app advertising.
- For download and consumer spend figures, the apps in this report are counted based on unified apps made by App Annie. In unified apps, similar versions of the same apps with different names and on different platforms are unified. Apps and publishers are reported under their parent company.
- Cross-genre affinity is the likelihood that the users of one genre will use a game in another genre in comparison to the general population's likelihood.
- Data ready as of June 30, 2021

Game Genres

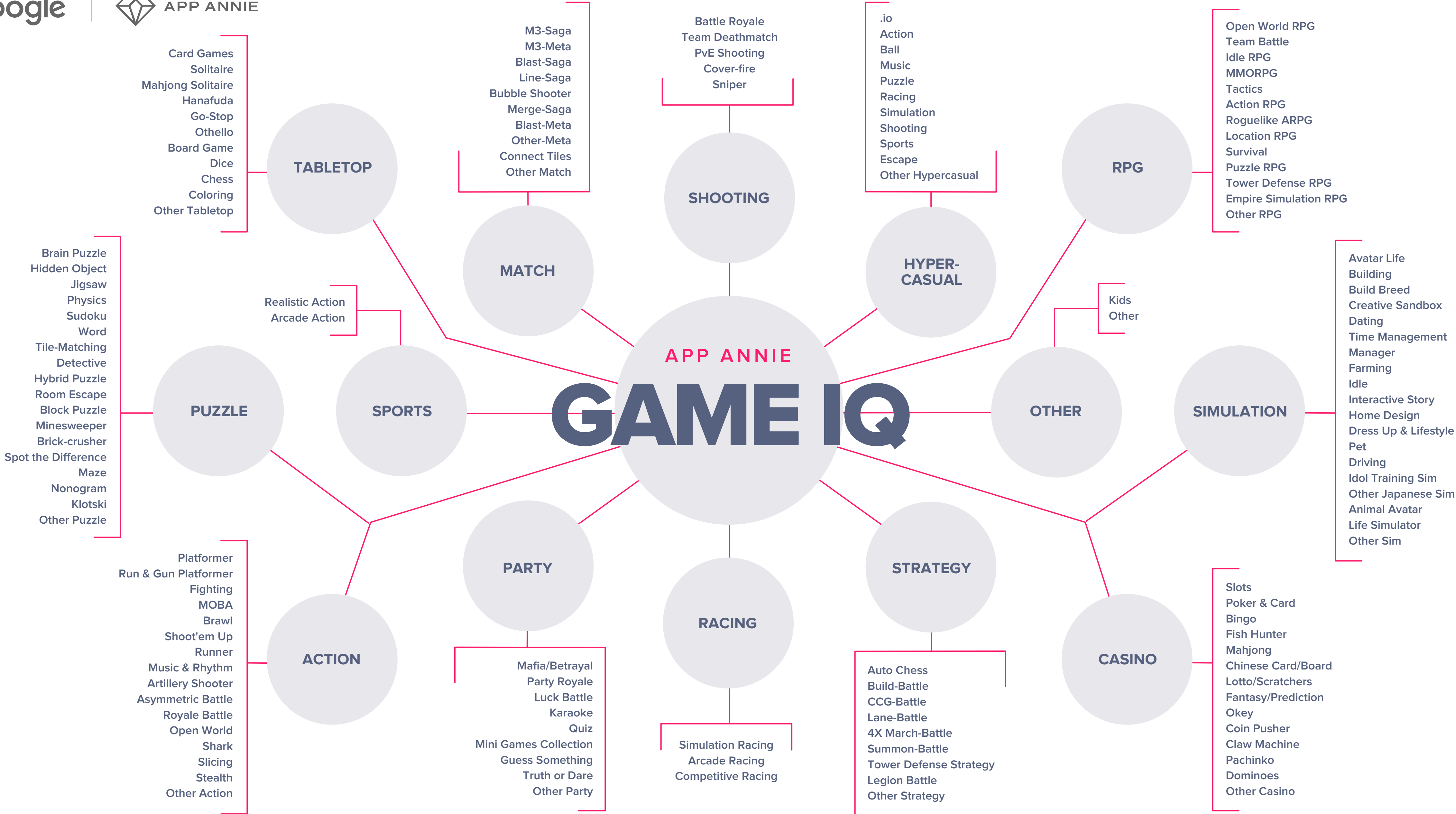
- Games are classified into genres based on App Annie's proprietary game classification taxonomy called Game IQ.
- App Annie's proprietary methodology and framework classifies mobile gaming apps by various attributes such as tuning, genre, subgenre and modifiers, in a scalable manner. This creates a unique classification of the game ecosystem.

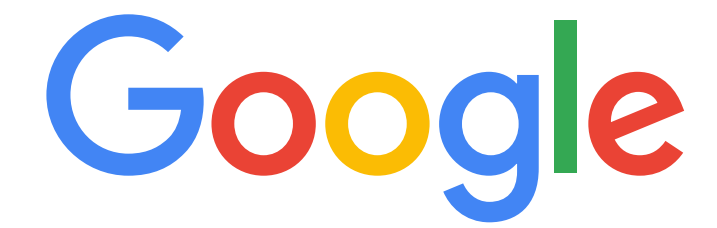
Publisher Headquarter

- China headquartered publishers were defined as companies which are headquartered in Mainland China. They do not include overseas publishers or companies that are subsidiaries of companies which are headquartered in Mainland China.
- Overseas acquisitions did not change the headquarter country.

Countries and Regions

- Overseas means the markets excluding Mainland China, Hong Kong, Taiwan and Macau.
- North America: United States, Canada
- Latin America: Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Falkland Islands, French Guiana, Guyana, Mexico, Paraguay, Peru, Suriname, Uruguay, Venezuela
- Middle East North Africa: Egypt, Israel, Kuwait, Lebanon, Morocco, Qatar, Saudi Arabia, Turkey
- Southeast Asia: Indonesia, Malaysia, Philippines, Singapore, Thailand, Vietnam
- West Europe: Denmark, Finland, France, Germany, Ireland, Italy, Luxembourg, Netherlands, Norway, Portugal, Spain, Sweden, Switzerland, United Kingdom





Take Your Games to the Next Level

Over the years, Google has accompanied Chinese mobile games globalization from zero to hero.

In 2021, we are delighted to see Chinese mobile games reaching new heights in overseas markets. We at Google are grateful to have the opportunity to work with all of you game developers from creating to scaling the games. We look forward to cooperating with more industry partners in 2021 and continue the breakthroughs with our Chinese developers for the next chapter.



Hui Deng
Director, Gaming, China
Large Customer Sales



New Normal, New Opportunities

It has been a challenging period for everyone globally, trying to adapt to the “new normal.” Games have evolved beyond just a form of entertainment and past-time to be a source of bonding, competition, education, relief, and health.

As a global company, App Annie seeks to play our part in this ever-changing landscape by identifying the most granular gaming opportunities and uncovering the best in-game mechanics that impact retention and monetization in every type of game. Together, let us bring the joy of gaming to everyone in the world.



Junde Yu
App Annie Vice President and
General Manager, Gaming



**Mobile Gaming
Continues to
Level Up**



**Opportunities for
Winners in all
Kinds Genres**



**Growth Can
Come in Many
Forms**



Mobile Gaming Continues to Level Up

- **The industry stepped into the new era of growth:** Downloads and time spent are coming down from their pandemic highs but settling into a healthy growth pattern.
- **Chinese games reached new heights:** Since the start of 2020, China HQ'd publishers launched 187 new games into the Top 2000 and grew 47% in consumer spend in H1 2021 to reach the leading mobile game market share position at 23%.
- **Top-grossing markets are still expanding:** Gamers in the top-grossing markets of the US, Germany, and the UK contributed the most to this growth as new areas of opportunity took shape in the markets of Chile and Egypt.



Opportunities for Winners in all Markets and Genres

- **Top titles are key drivers of growth:** The Top 10 grossing subgenres have remained unchanged since last year while new subgenres have leaped into top positions of downloads, signaling a possible shift in gamer preferences.
- **Growth opportunities exist in all subgenres:** Applying a scoring model based on the number of games, consumer spend growth, and total time spent can help identify opportunities with subgenres. We have categorized subgenres by their score into Score Leaders, Mature Middle, and Highly Competitive.

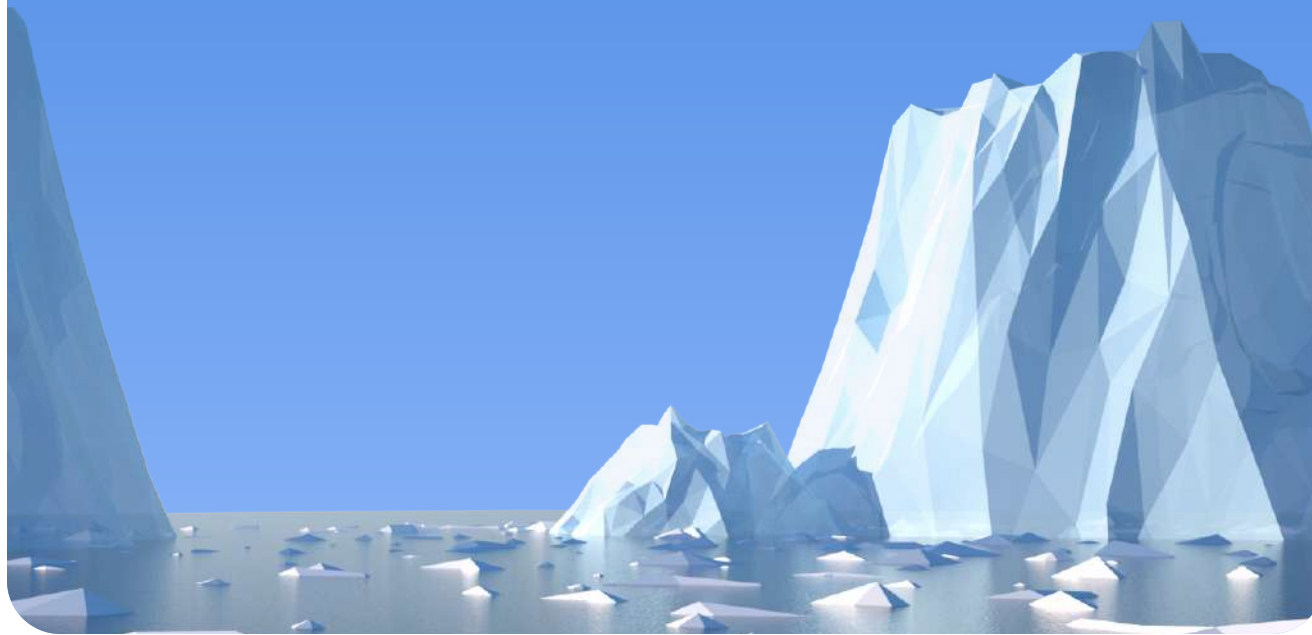


Growth Can Come in Many Forms

- **Innovate and optimize features:** Use current market trends and top-grossing themes and features to grow engagement and revenue.
- **Breakthrough subgenre status quo barriers:** Use hybridization to leverage the strengths of another subgenre to attract a more diverse player base, increase engagement and optimize monetization.

Contents

**Global Market Size
& Growth Trends**



**Genre Opportunities
for China HQ'd
Game Publishers**



**Deep Dive on
Subgenre
Opportunities**



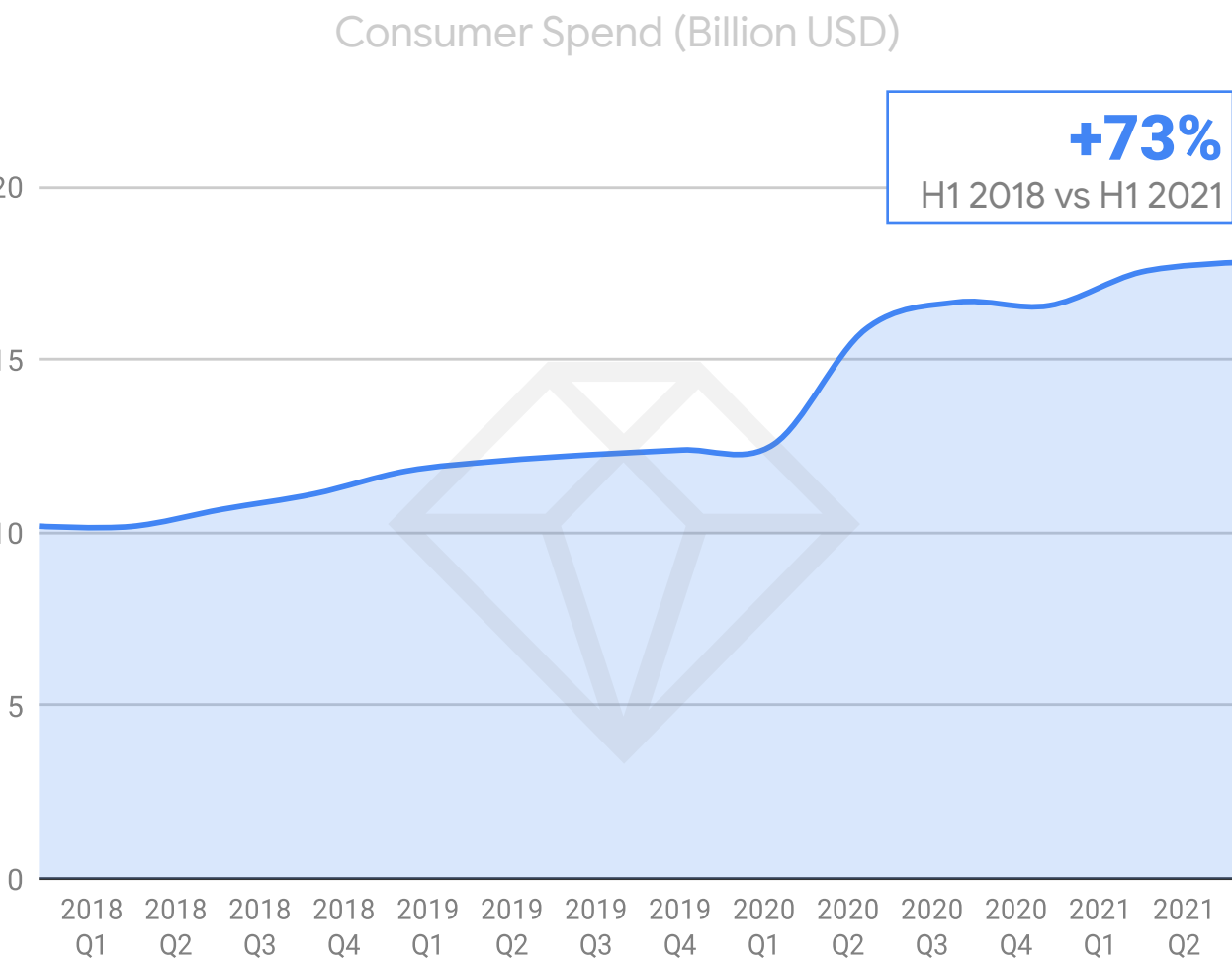
Chapter 1

Global Market Size & Growth Trends

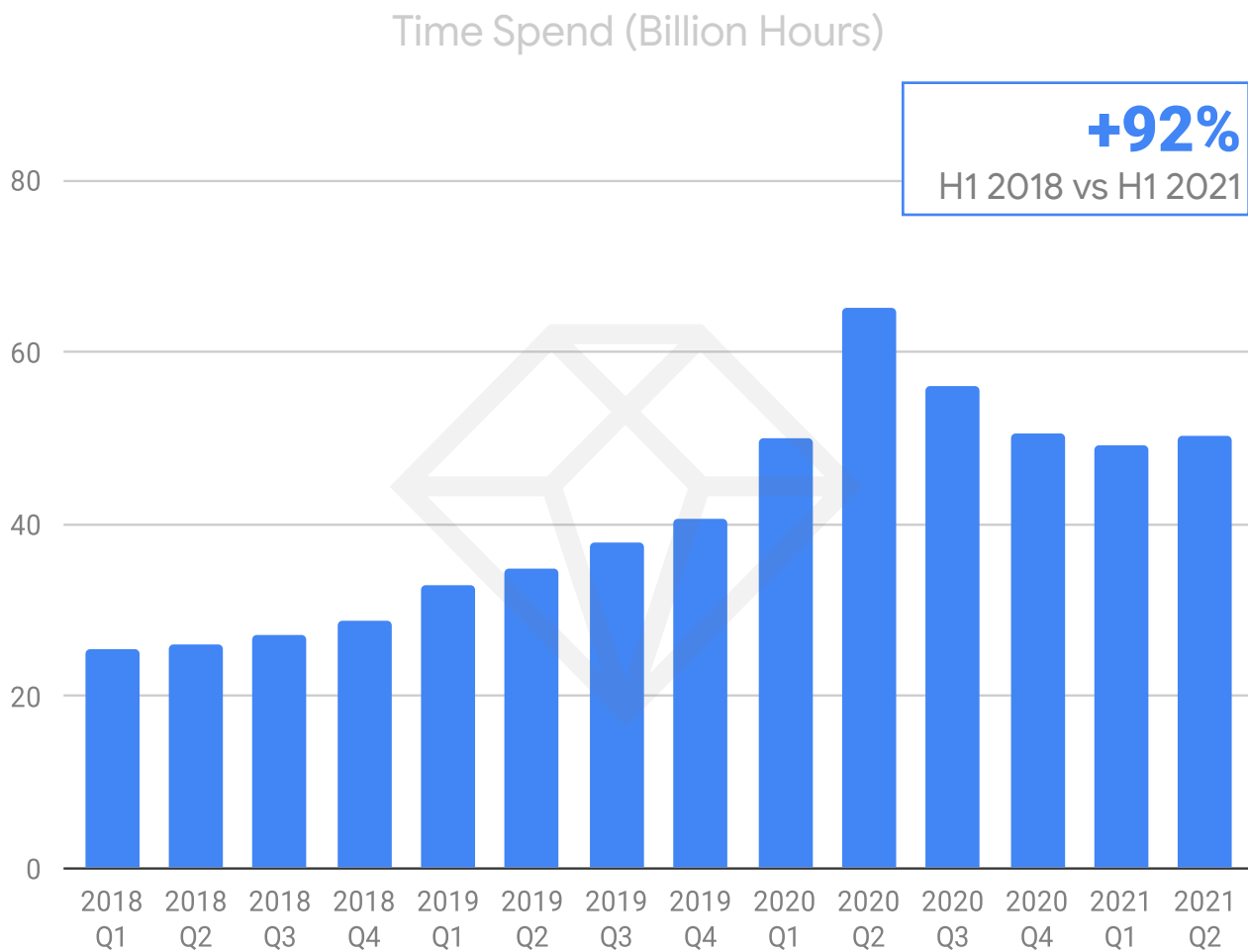


Consumer Gaming Engagement Remains Strong as Pandemic Lockdowns Lift

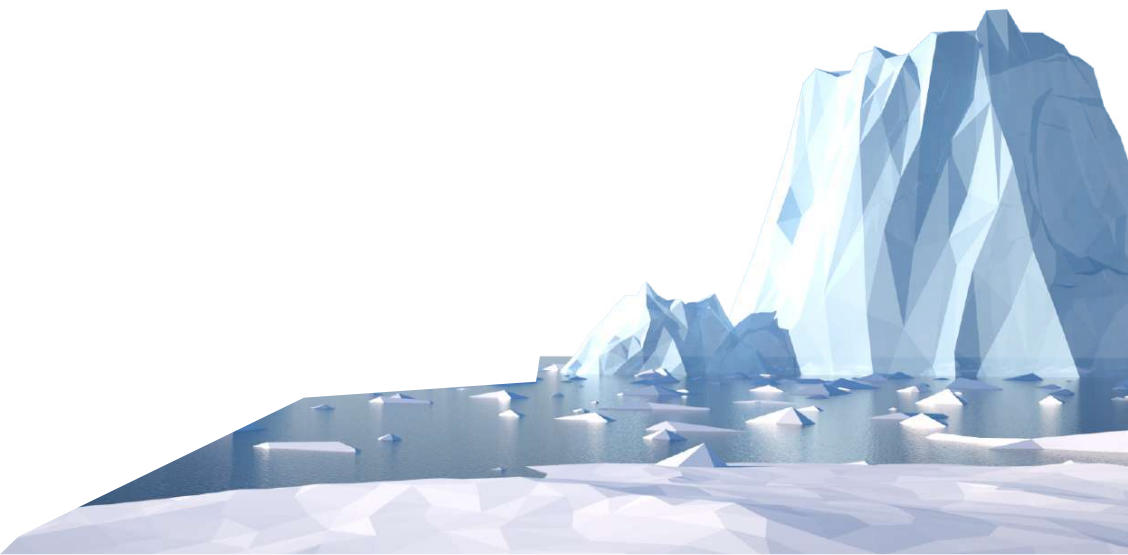
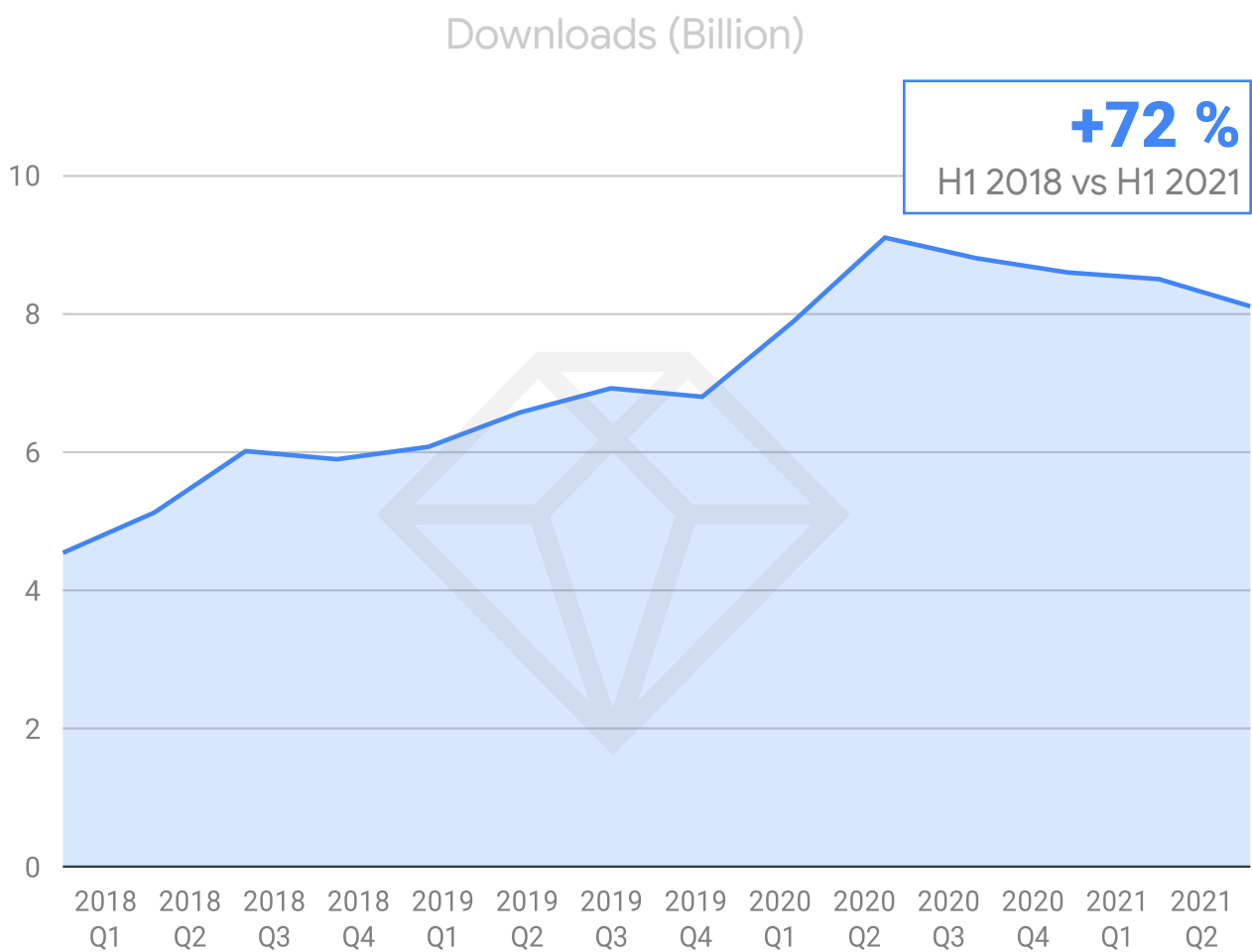
Overseas Mobile Game **Consumer Spend**



Overseas Mobile Game **Time Spent**



Overseas Mobile Game **Downloads**

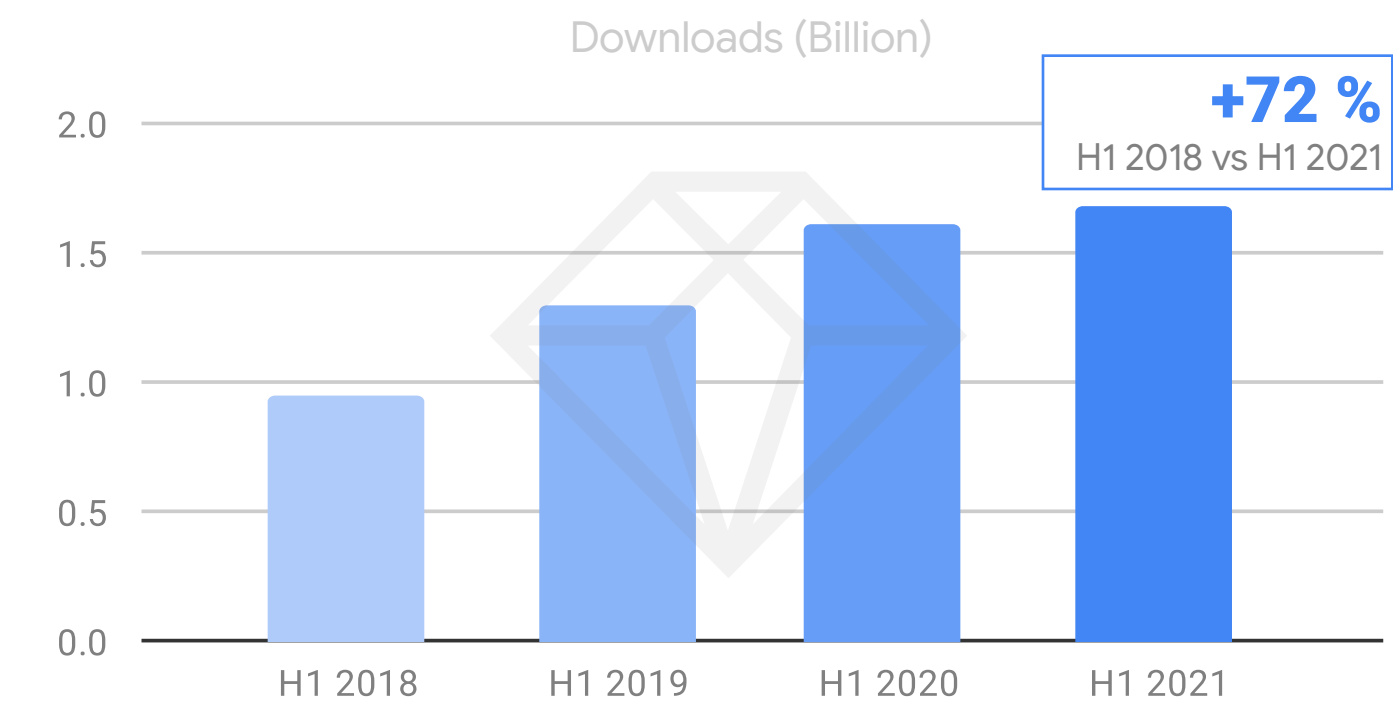


China Mobile Gaming Exports Reached New Highs

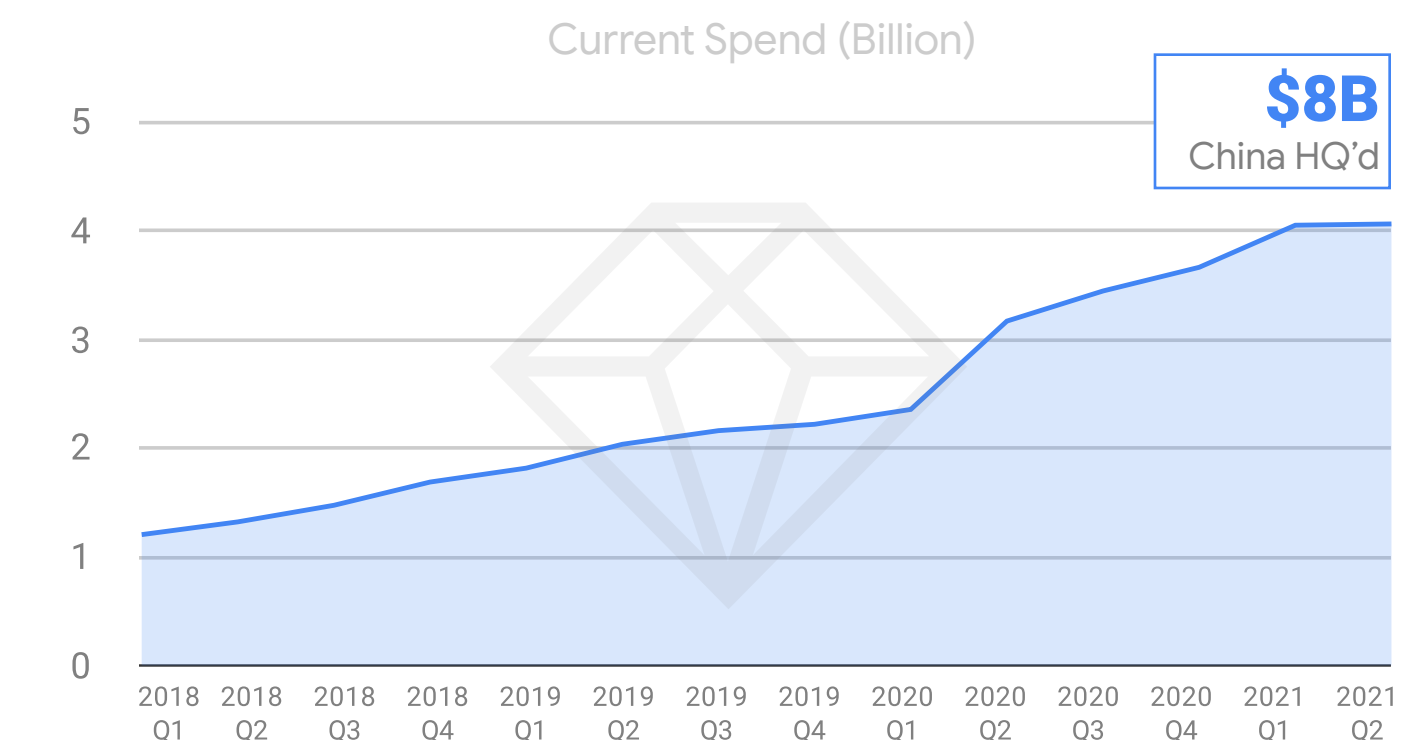
- Demand for mobile games remains strong as evidenced by China-HQ'd publishers' overseas downloads reaching 1.7B in H1 2021
- Gamers spent \$36B this year globally on mobile games of which **\$8B was spent on China mobile game exports**, 47% year-on-year growth

Global Market Size & Growth Trends

Downloads in Overseas Markets
By China-HQ'd Publishers



Consumer Spend in Overseas Markets
By China-HQ'd Publishers

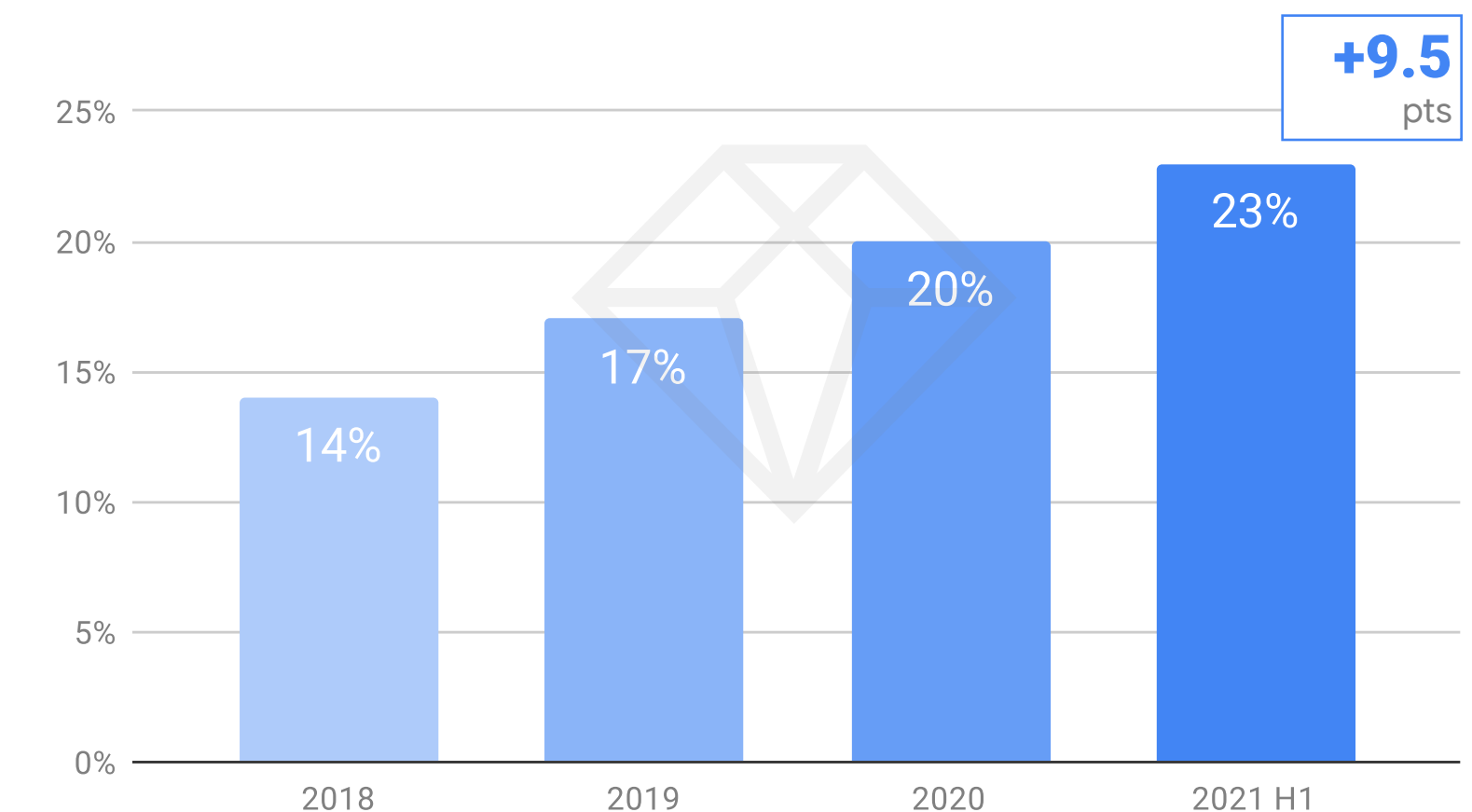


China Grows to Account for Nearly 25% of Global Consumer Spend on Mobile Games

- The market share of China mobile game exports in overseas consumer spend has **grown steadily by an average rate of 3.2% year over year**
- Since 2018, China's share of consumer spend on mobile games has grown 9.5 percentage points

Share of China HQ'd Consumer Spend in Overseas Gaming Markets

Top 2000 games, 2018-H1 2021

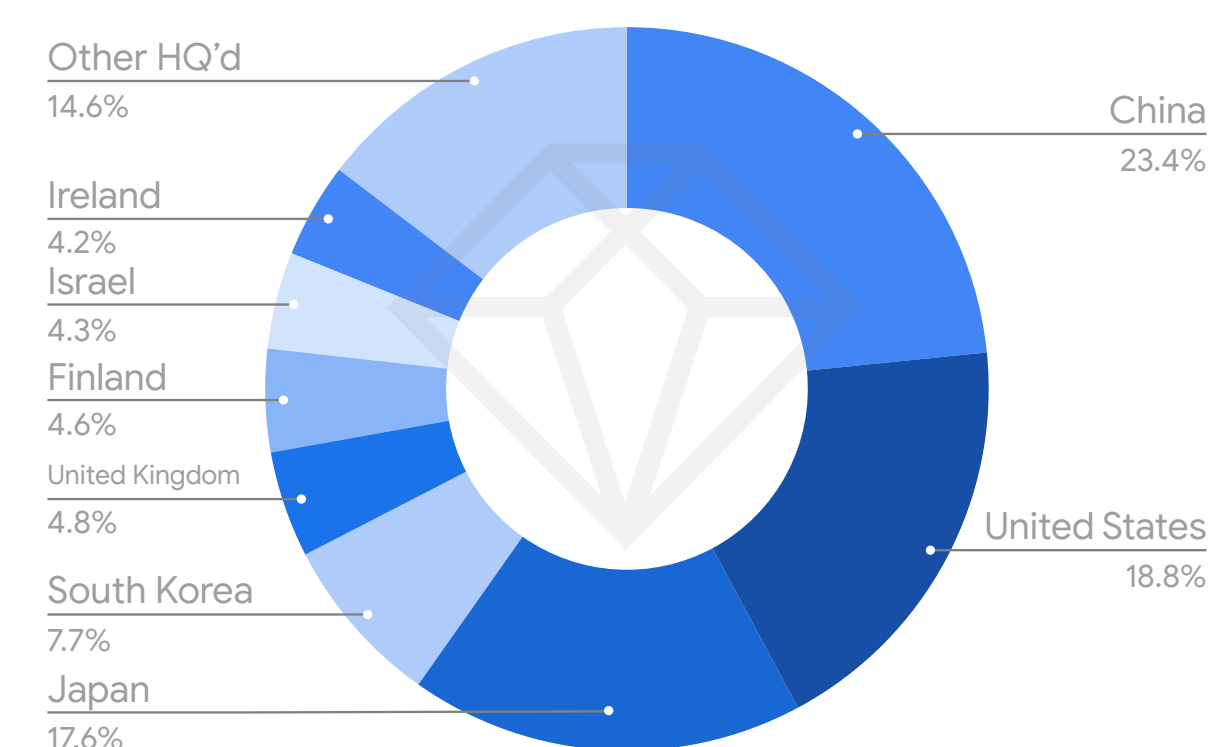


China Game Exports Continue to Increase in Number and Quality – Driving Steady Growth

- China's market share of overseas consumer spend grew by **3.6 percentage points year over year**, establishing China as a leader
- Investments by China-HQ'd publishers in **187 new game launches** from January 2020 to H1 2020 helped with this growth
- Ireland's growth among top games is primarily due to continued growth in established titles

Share of China-HQ'd Consumer Spend in Overseas Gaming Markets

Top 2000 games, H1 2021



Market Share YoY Percentage Point(pp) vs H1 2020

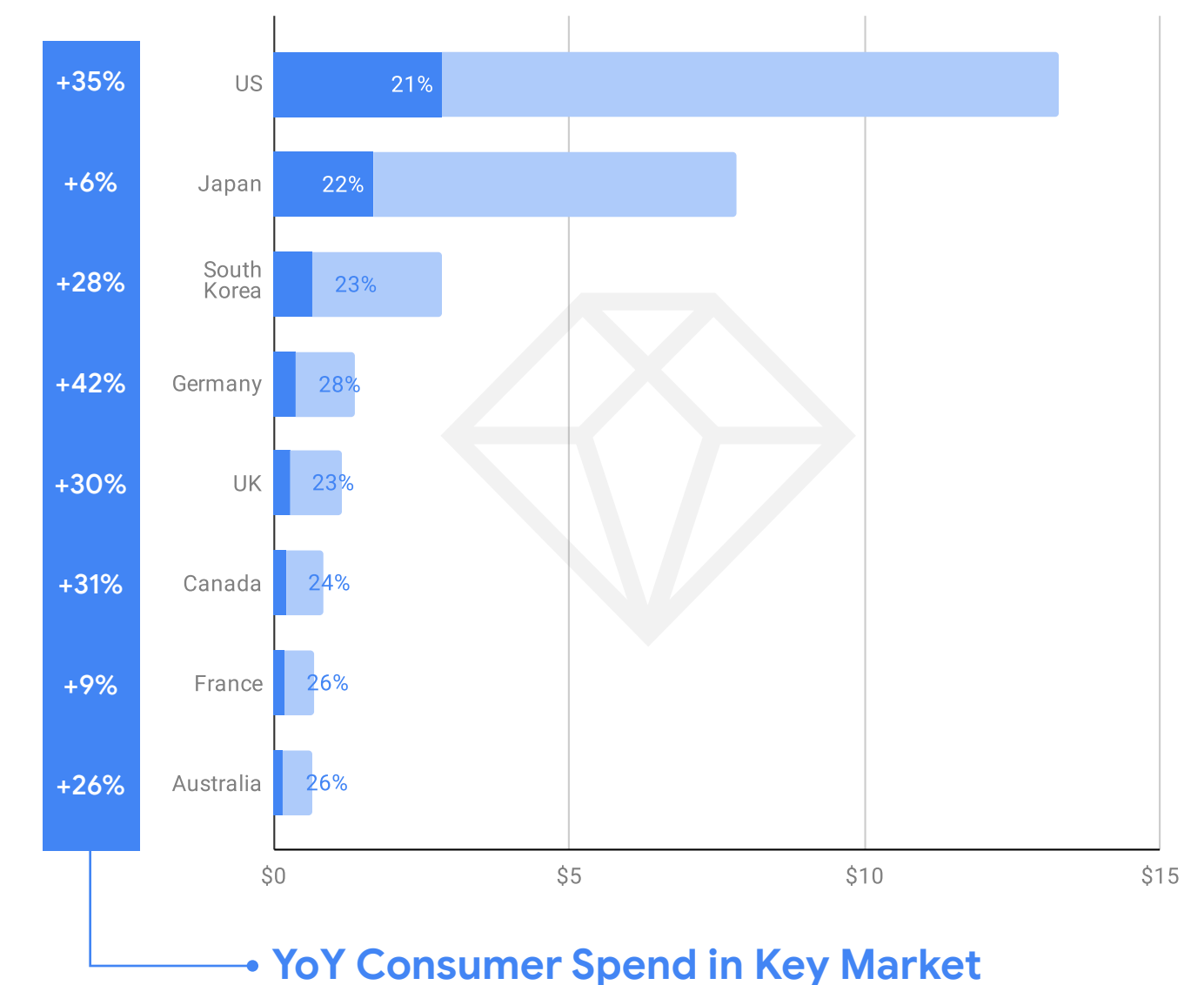
China 3.6pp	United Kingdom -0.5pp
United States 0.3pp	Finland -
Japan -3.7pp	Israel -0.2pp
South Korea -0.6pp	Ireland 0.8pp

China Publishers Gain Market Share in Top Grossing Markets

- The market share of consumer spend by China-HQ'd publishers in Germany surged to 28% in H1 2021
- Slowest market share growth was in South Korea (15%) while consumer spend grew 28%.
- China HQ'd publishers saw strong YoY growth in consumer spend in other markets like Chile (+86%) and Egypt (+58%)

Share of China HQ'd Games in Key Markets for Overseas Consumer Spend

Top 2000 games, H1 2021, Billion USD



Chapter 2

Genre Opportunities for China – HQ'd Game Publishers



Strategy, Match and RPG Subgenres Remain among the Top-grossing Genres, while Hypercasual Genres Jump in Downloads Rankings for Overseas Spend

Top 10 Subgenres by Overseas Consumer Spend, Top 2000 Games, H1 2021

Rank in H1 2021	vs 2020	Subgenres
1	+1	4X March-Battle (Strategy)
2	-1	Team Battle (RPG)
3	=	Slots (Casino)
4	=	MMORPG (RPG)
5	+1	M3-Meta (Match)
6	+2	M3-Saga (Match)
7	=	Battle Royale (Shooting)
8	-3	Puzzle RPG (RPG)
9	+2	Creative Sandbox (Simulation)
10	-1	Simulation Sports (Sports)

Top 10 Subgenres by Overseas Downloads, Top 2000 Games, H1 2021

Rank in H1 2021	vs 2020	Subgenres
1	=	M3-Meta (Match)
2	=	Runner (Action)
3	+5	4X Match-Battle (RPG)
4	+1	Simulation Sports (Sports)
5	+1	Board Game (Tabletop)
6	+6	Creative Sandbox (Simulation)
7	-3	Battle Royale (Shooting)
8	+1	Team Deathmatch (Shooting)
9	+18	Music (Hypercasual)
10	+3	M3-Saga (Match)



Diverse Game Play Preferences across Select Markets are Reflected in the Top Subgenres

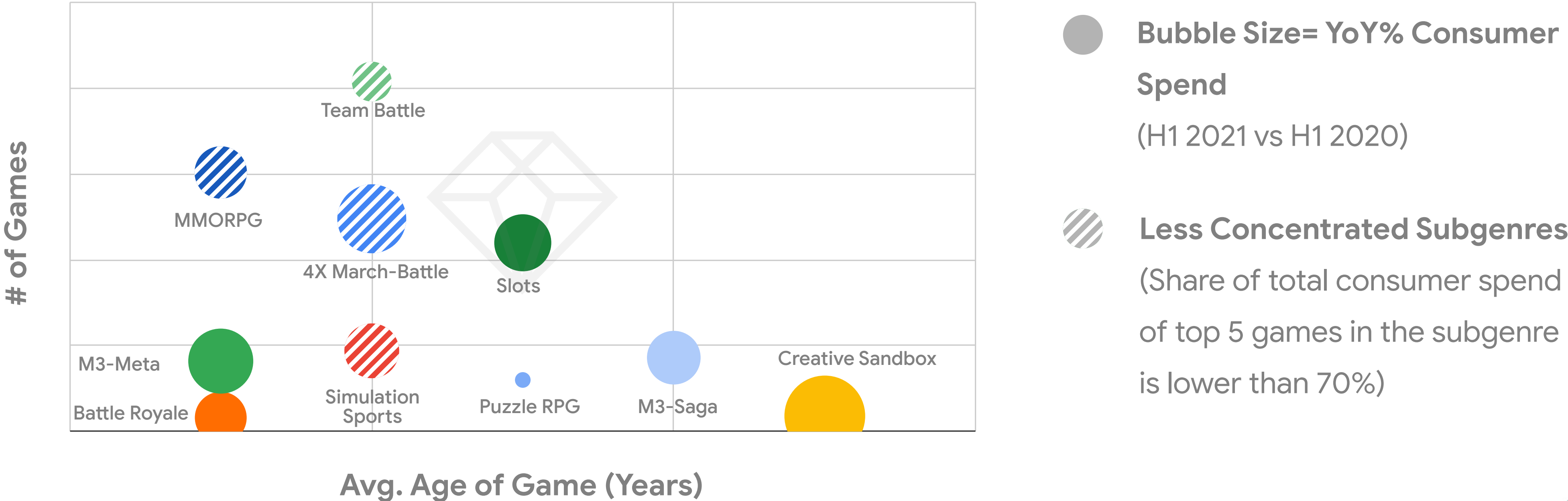
Top 3 Subgenres by Overseas Consumer Spend in Select Markets
Top 2000 Games (H1 2021)

US			Japan		Korea		Germany	
1	Slots	15%	Team Battle	21%	MMORPG	49%	4X March-Battle	19%
2	4X March-Battle	13%	Idol Training Sim	13%	Team Battle	11%	M3-Meta	9%
3	M3-Meta / Team Battle	7%	Puzzle RPG	10%	4X March-Battle	9%	Team Battle	7%
UK			Indonesia		Brazil		Egypt	
1	4X March-Battle	17%	4X March-Battle	18%	Battle Royale	12%	4X March-Battle	28%
2	M3-Meta	9%	Battle Royale	11%	4X March-Battle	12%	Battle Royale	21%
3	M3-Saga	7%	MMORPG	7%	Luck Battle	8%	Simulation Sports	4%



Additional Opportunity to Expand Market Share Still Exists in Some Top Subgenres where Mature Titles Have Driven Growth

Count of Games in Subgenre x Average Age of Game
Top 10 Subgenres by Overseas Consumer Spend, Top 2000 Games, H1 2021



Identifying Opportunities for Growth

We analyzed the Top 2000 games published before May 2020 and scored the subgenres using a combination of:

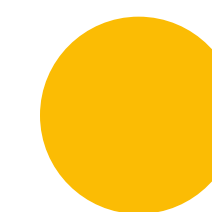
- Number of games in the subgenre and their average ranking by consumer spend
- YoY consumer spend growth (H1 2021 vs H1 2020)
- H1 2021 total time — representing the user base of the subgenre

Grouping subgenres by their score into three categories based on their score may help identify specific areas of opportunity for new game launches or growth in existing games.



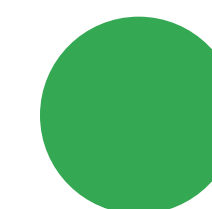
Score Leaders

May require more initial resources to break into these subgenres but adding their features to your game may help improve monetization.



Moderate Middle

Consistent monetization and higher average ranking of these subgenres; lower risk for iterative innovations to break away from the competition.




Highly Competitive

Creative performance marketing and continuous gameplay optimization may spur growth in these unique subgenres.



Subgenre Opportunity Analysis

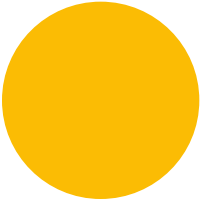


Score Leaders

These subgenres have fewer titles with higher average rankings. They have seen significant growth in consumer spend across larger than average user bases (avg total time)

Examples:

- Luck Battle
- Merge-Saga
- Brawl

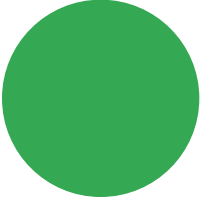


Moderate Middle

These subgenres are more densely populated with average ranking games. Growth in consumer spend and user bases (avg total time) were modest or below average compared to the other top 30 subgenres.

Examples:

- M3-Meta
- 4X March-Battle
- Simulation Sports

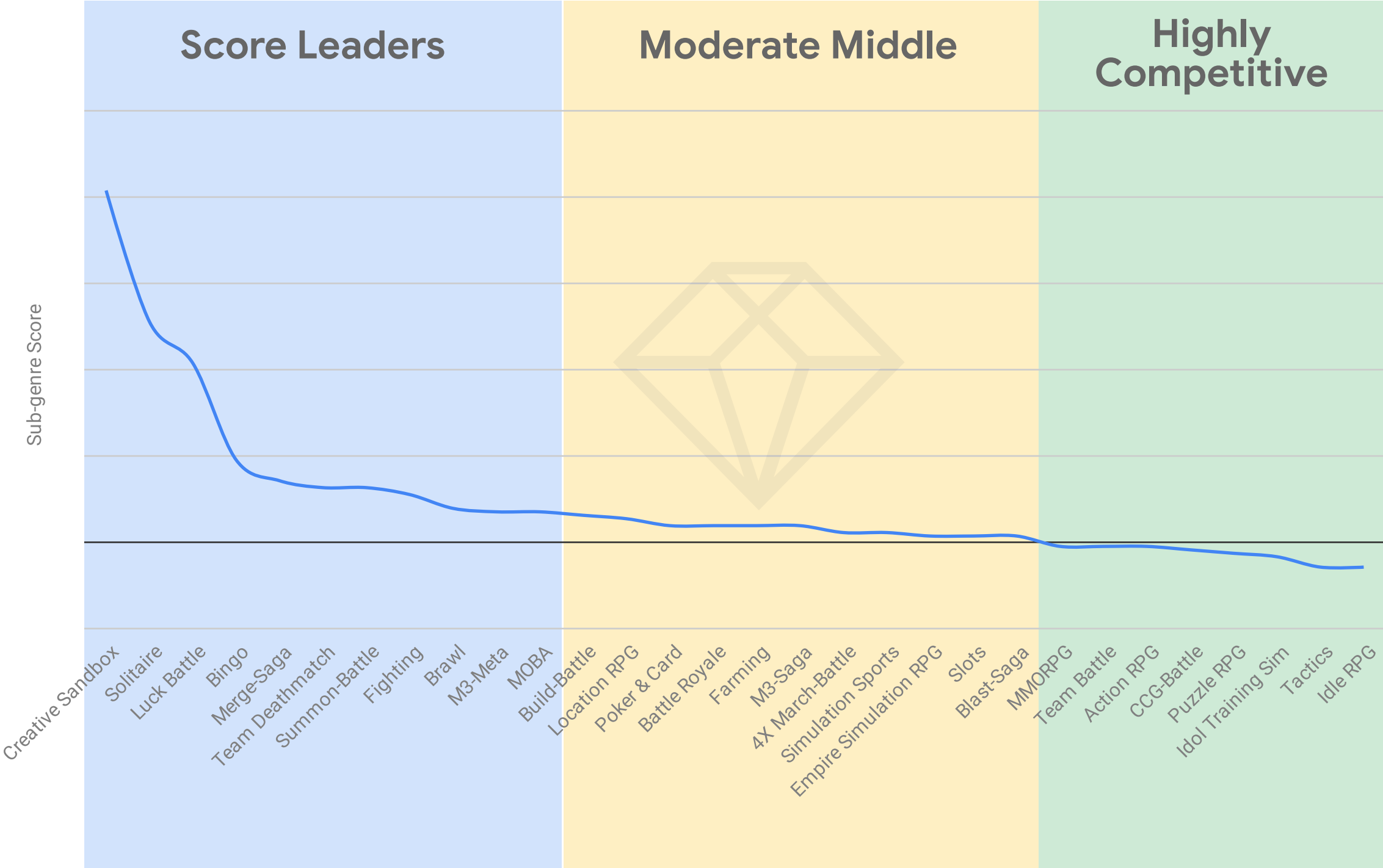


Highly Competitive

While some of these subgenres have high total consumer spend, subgenres in this category have seen below average growth rates in consumer spend and shrinking user bases (avg total time) compared to lower ranking titles.

Examples:

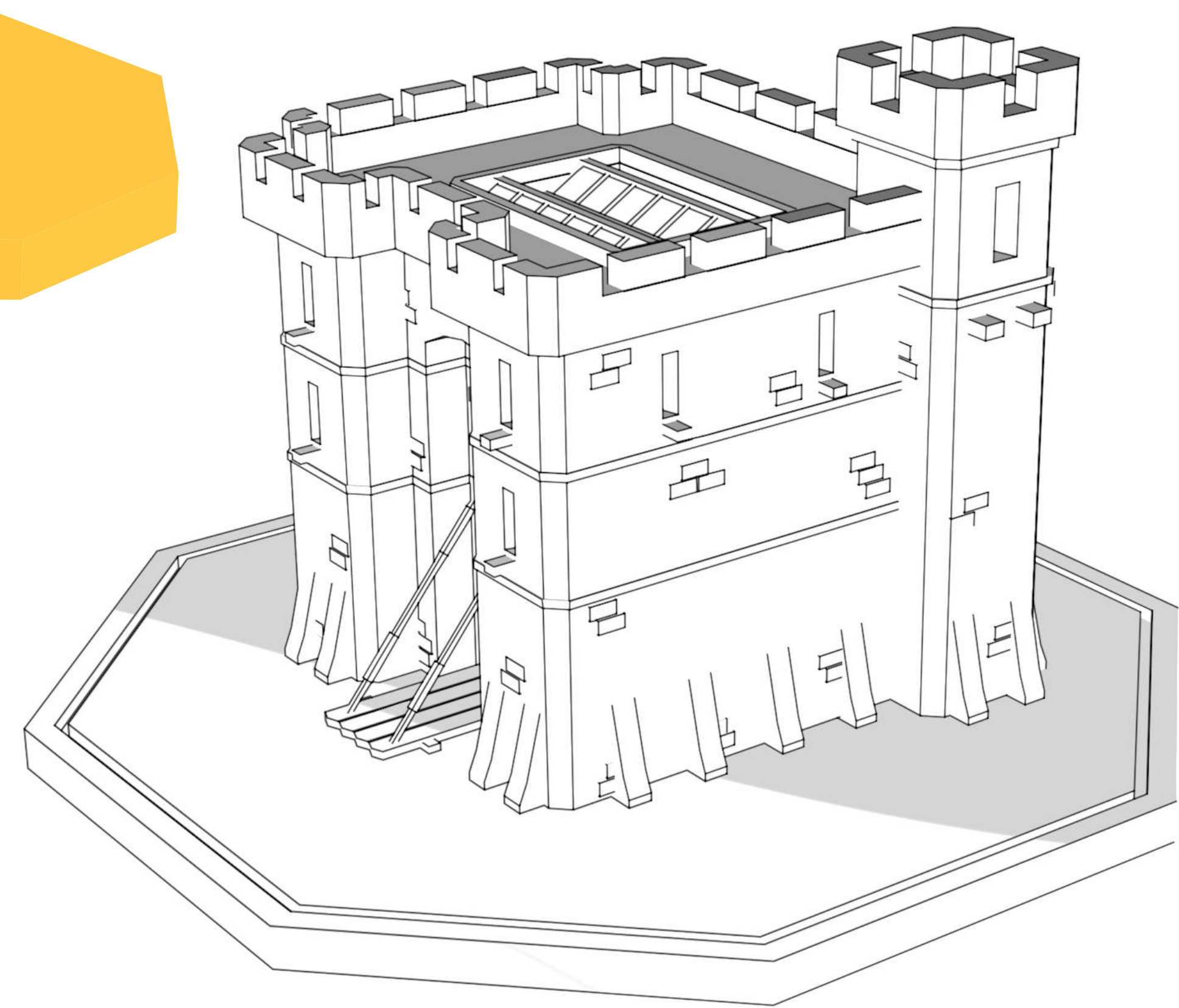
- Idol Training Sim
- Team Battle
- Puzzle RPG



Chapter 3

Deep Dive on Subgenre Opportunities










Score Leaders

Luck Battle Merge Saga

Luck Battle

Player engages with a chance-based game system to battle/loot from other real players

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name
1	 Coin Master
2	 Pirate Kings
3	 Island King
4	 Dice Dreams
5	 Piggy GO

Luck Battle | Market Overview

Focused on social and community, Luck Battle is one of the top – grossing genres where growth predominately comes from a few mature titles

+19%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

Gamers from US,
Germany, and UK
spent the most

-28%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in
Brazil, US, and Malaysia

+23%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

Brazil, US, and France
were the top markets
for time spent



Luck Battle | Market Opportunities

Broaden appeal of this high-retention subgenre by incorporating farming gameplay and multiplayer elements

Grow with Fan Favorites

Attention getters:

- Themes - Fantasy, War, and Asian Culture - Nijigen

Engagement and monetization drivers:

- External Friend Invites (Social)
- Consumables (Monetization)
- Tournaments (Social)
- Any Competitive Multiplayer (Social)
- Events (Gameplay Features)

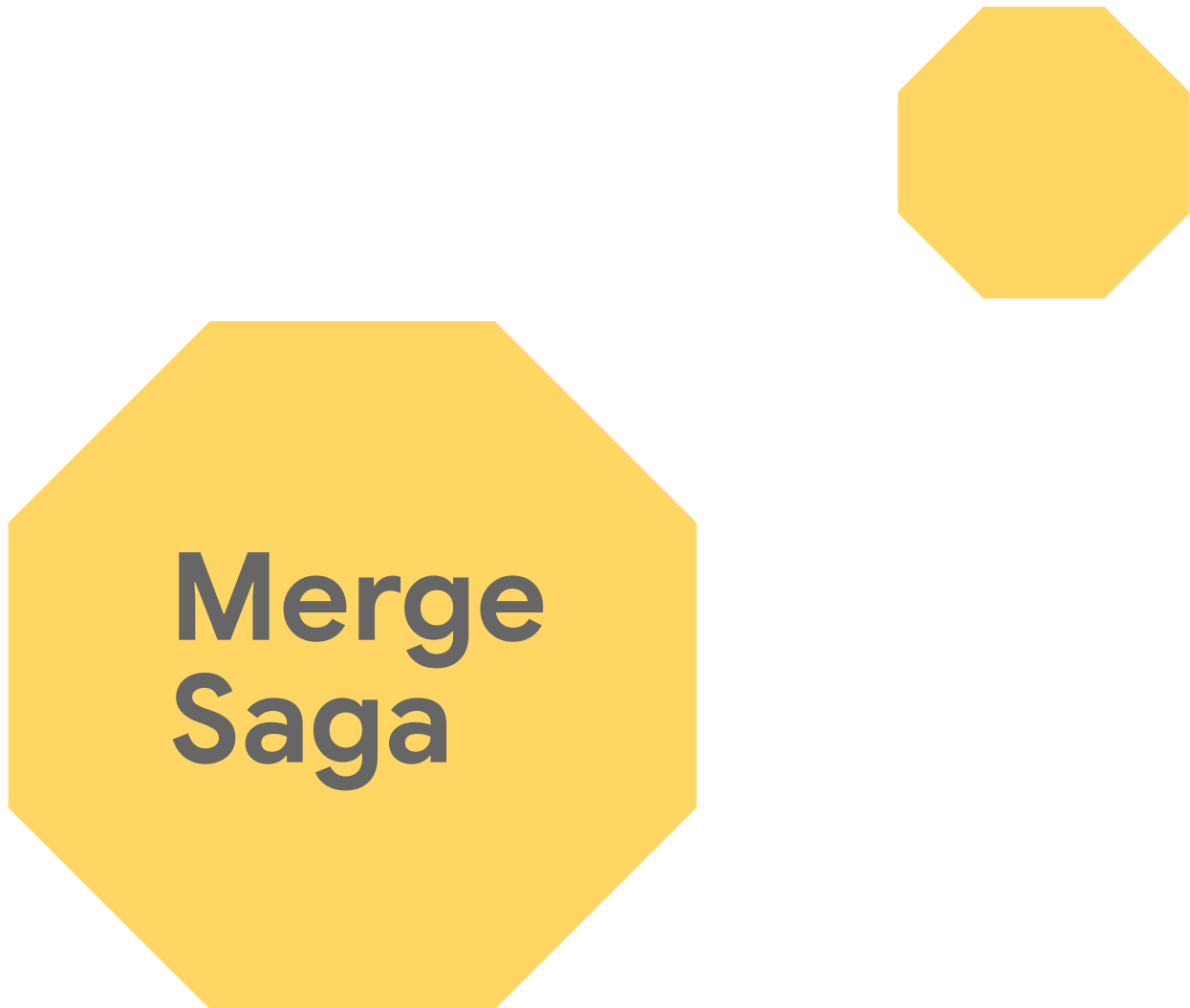
Expand with High Affinity Subgenres

Luck Battle players also enjoy playing games from these subgenres:

Cross Subgenre Usage






- 4X March-Battle 13%
- Farming 13%
- Slots 12%





Games with a focus on merging similar items to create more powerful items as well as utilizing saga-based progression

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name
1	 Merge Dragons
2	 EverMerge
3	 Merge Magic
4	 Mergical
5	 Merge Gardens



Merge Saga | Market Overview

Maturing category leaders are being challenged by newer games offering fresh combinations that are capturing player spend and attention

+21%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

US, UK, and Germany
gamers spent the most

-26%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in the
US, Russia, and Brazil

+11%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

US, Germany, and India
were the top
markets by time spent



Merge Saga | Market Opportunities

Iterate on the merge core genre with casual genre combinations or fantasy themes to reach optimal ecosystem mix

Grow with Fan Favorites

Attention getters:

- Themes - Fantasy, Lifestyle - Farming

Engagement and monetization drivers:

- Advertising (monetization)
- Events (gameplay features)
- Power Ups (monetization)
- Gacha / Loot Boxes (monetization)
- Consumables (monetization)

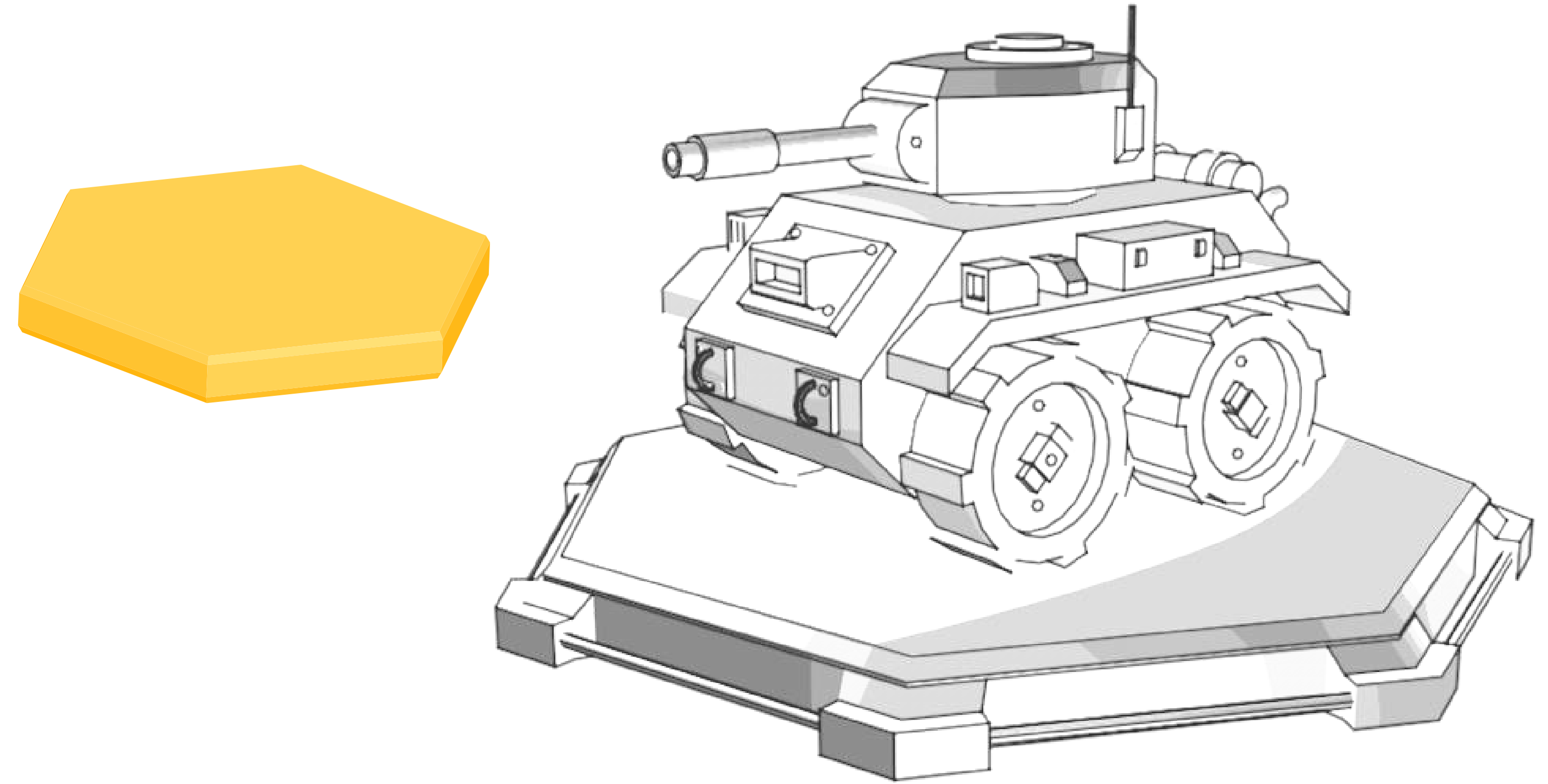
Expand with High Affinity Subgenres

Merge Saga players also enjoy playing games from these subgenres:

Cross Subgenre Usage

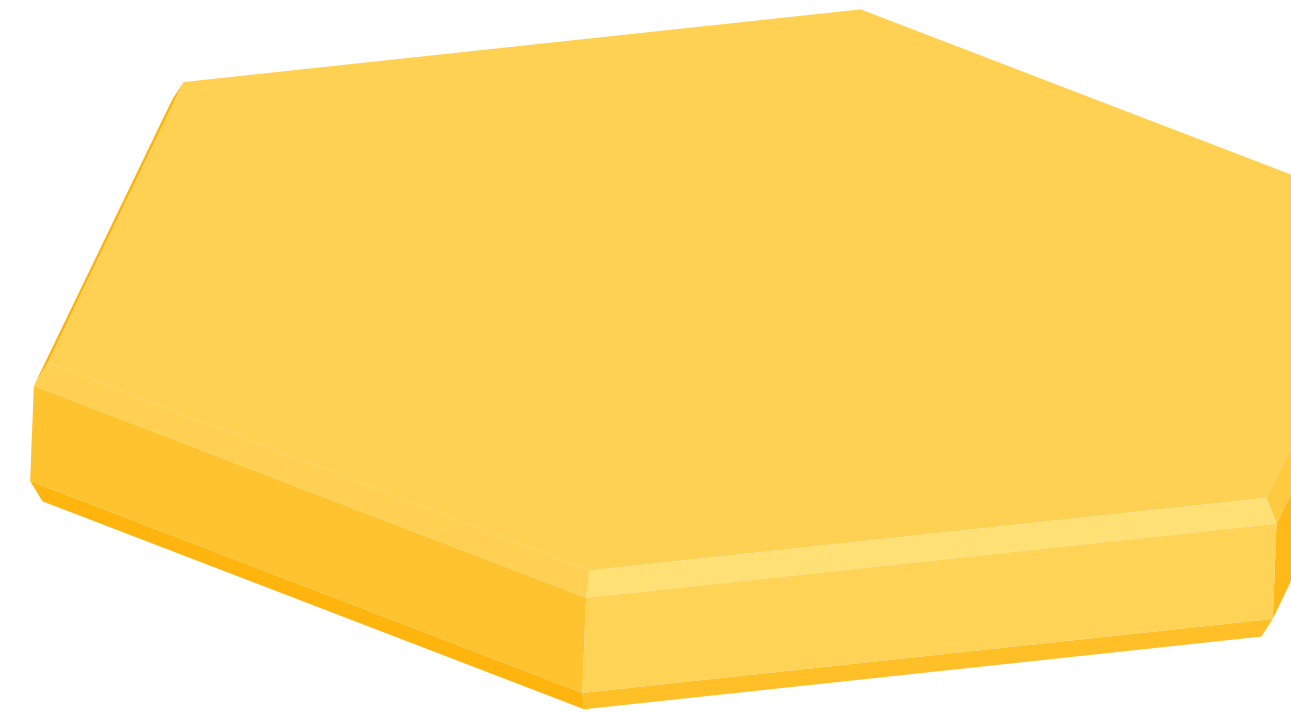
- Idle 18%
- Coloring 15%
- Farming 13%





Moderate Middle






4X March Battle M3-meta



4X March Battle

Games where the player grows a city and builds an army that attacks through timed marches on a map

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name
1	 State of Survival
2	 Rise of Kingdoms
3	 Lords Mobile
4	 Top War: Battle Game
5	 Mafia City

4X March-Battle | Market Overview

Dominant Strategy genre where growth is mainly driven by existing titles scaling

+51%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

Consumers from US,
Japan, and Germany
spent the most

+15%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in the
US, India, and Brazil

+31%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

US, Japan, and Indonesia
were the top markets
by time spent



4X March-Battle | Market Opportunities

Diversify appeal and widen monetization with IP along with simplified casual and core hybridization

Grow with Fan Favorites

Attention getters:

- Themes - War, Fantasy, and Western Historical - Medieval

Engagement and monetization drivers:

- Guilds/Clans (Social)
- Chat (Social)
- Events (Gameplay Features)
- Consumables (Monetization)
- Any Competitive Multiplayer (Social)

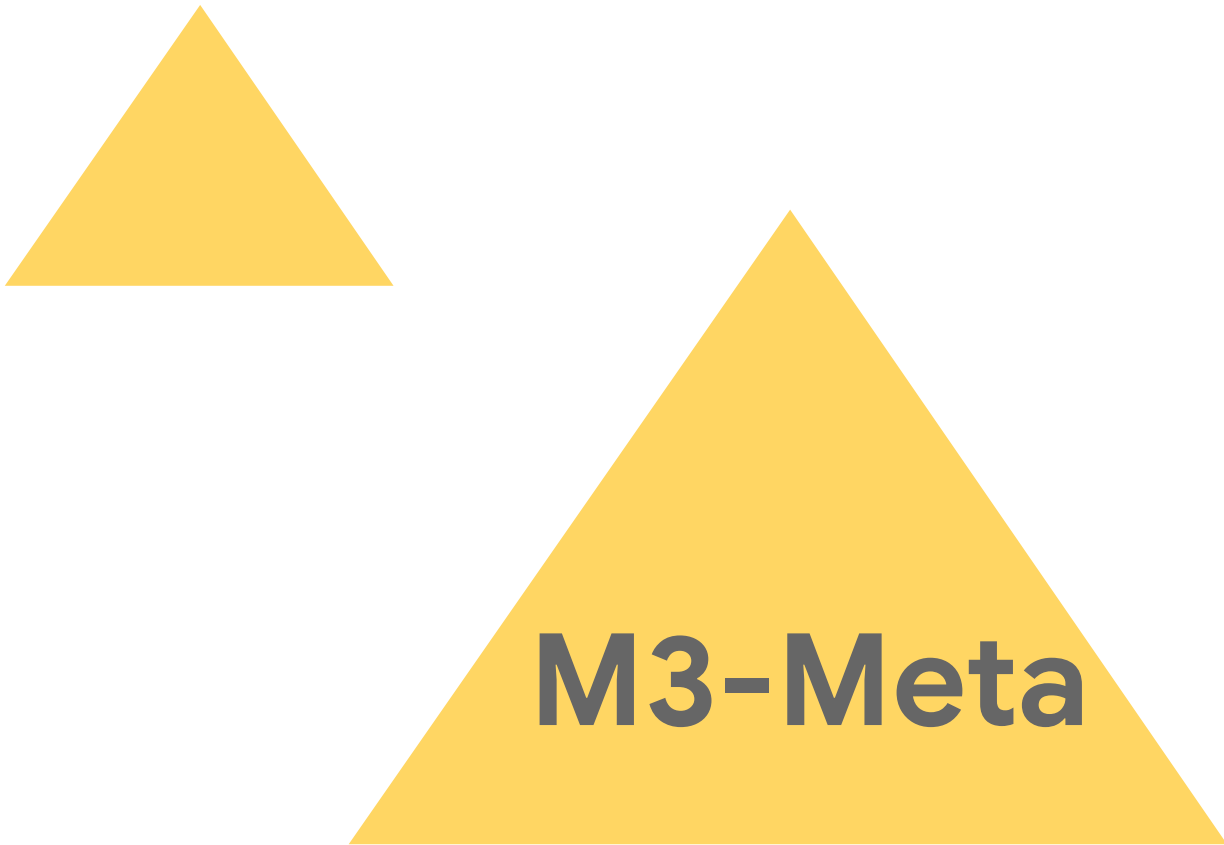
Expand with High Affinity Subgenres

4X March-Battle players also enjoy playing games from these subgenres:

Cross Subgenre Usage






- Idle 18%
- Team Battle 17%
- Shooting 11%





Match 3 swapping games
with a focus on some form
of building in its meta game

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name	
1		Homescapes
2		Gardenscapes - New Acres
3		Project Makeover
4		Fishdom: Deep Dive
5		Matchington Mansion



M3-Meta | Market Overview

Loyal player appetite for different kinds of meta concepts have helped drive consumer spend growth in this crowded casual category

+42%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

Consumers from the US,
Japan, and Germany
spent the most

-30%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in India,
US, and Brazil;
with Brazil seeing the largest growth

-2%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

US, Russia, and Japan were
the top markets; with US and
Russia continuing to grow



M3-Meta | Market Opportunities

Match genre with maturing player expectations, new meta concepts, and simplified core genre features focused on motivations of the player

Grow with Fan Favorites

Attention getters:

- Themes -Home Design, Female Oriented, and Western Historical - Medieval

Engagement and monetization drivers:

- Power Ups (monetization)
- Events (Gameplay Features)
- Leaderboards (Social)
- Consumables (monetization)
- Social Assists (Social)

Expand with High Affinity Subgenres

M3-Meta players also enjoy playing games from these subgenres:

Cross Subgenre Usage

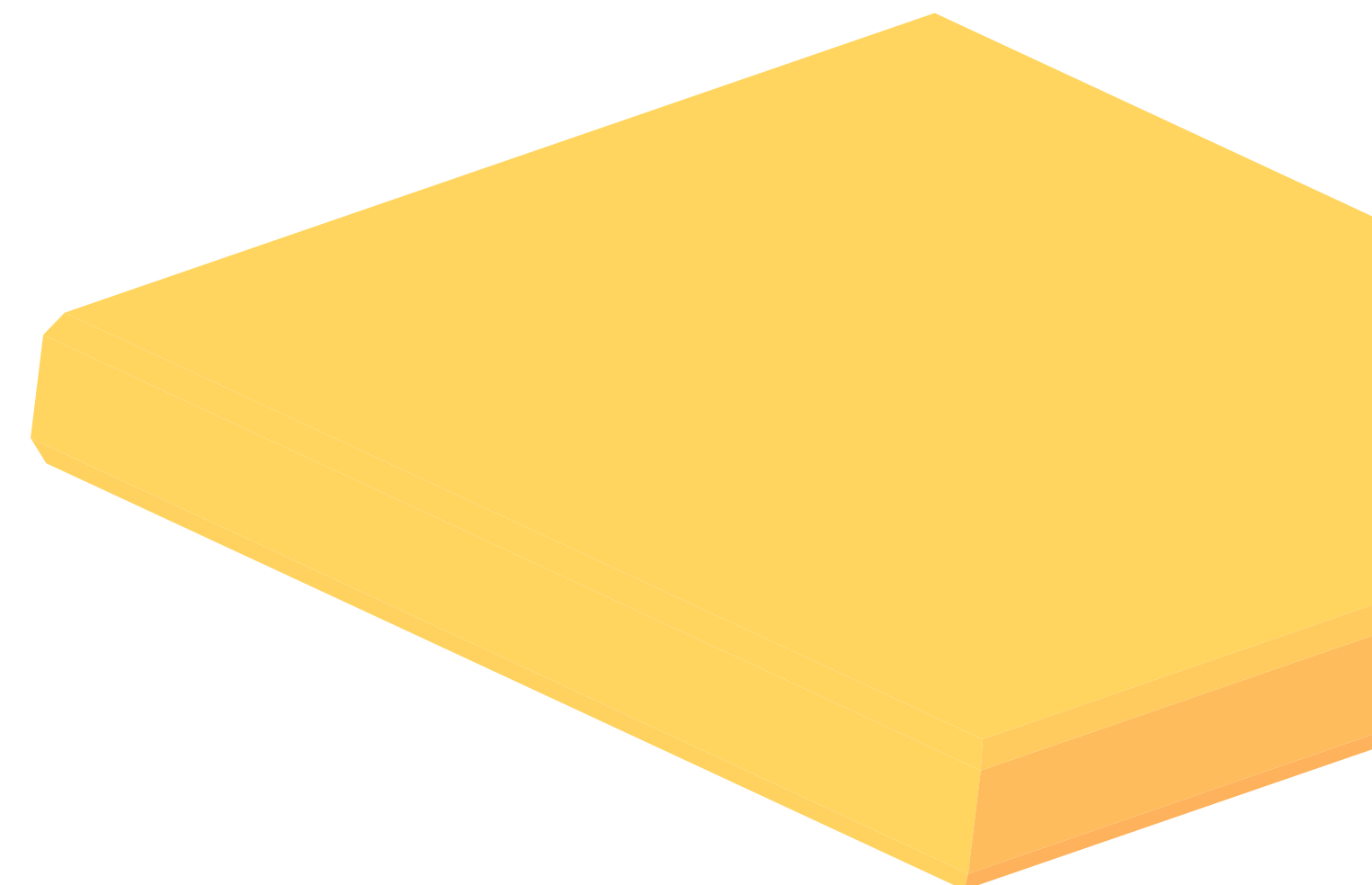
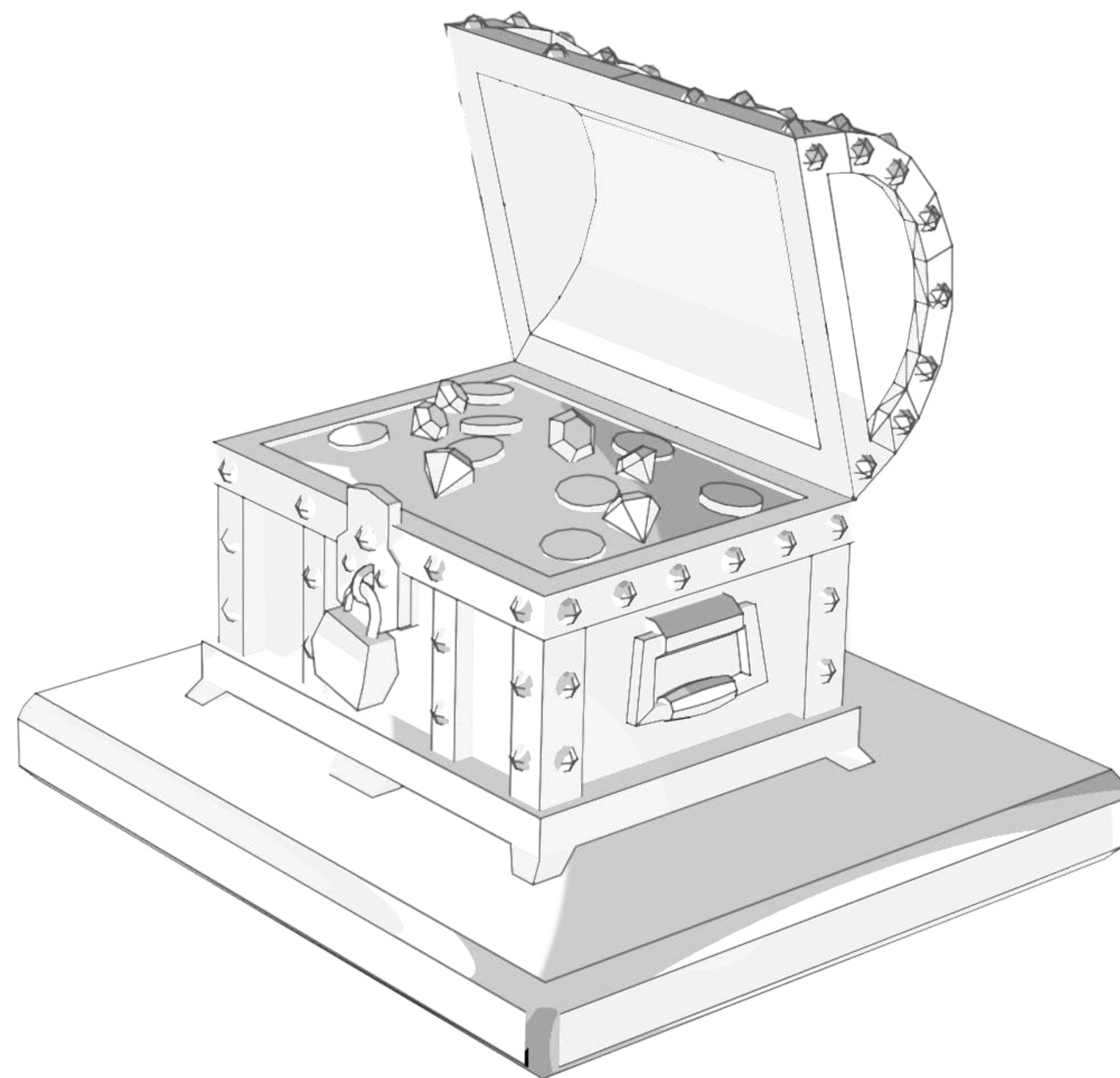
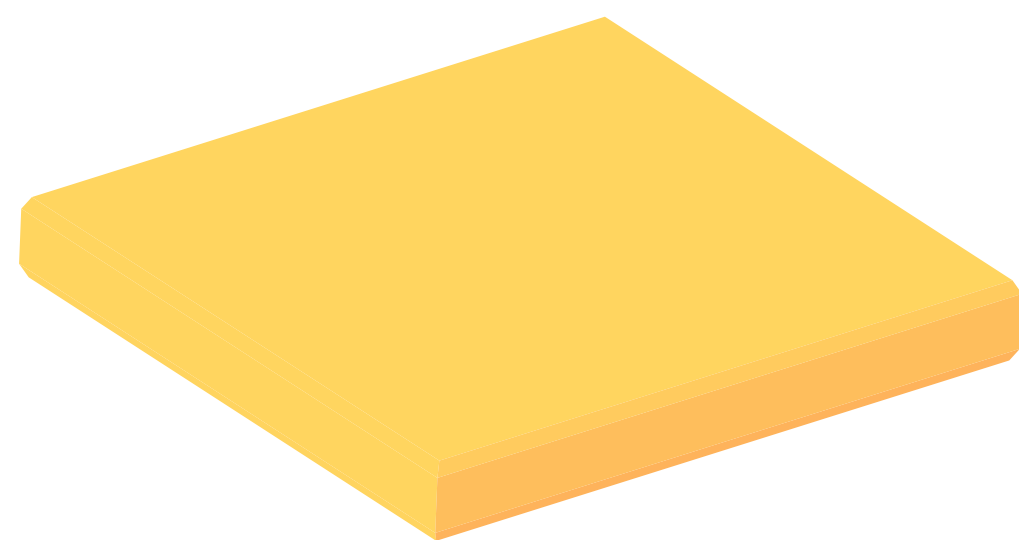
- Coloring
- Farming
- Solitaire



11%

10%

10%








High Competition

Idol training Puzzle RPG

Idol
Training

Games in which players train and level up Japanese-style idols against different types of activities or professions

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name
1	 Uma Musume Pretty Derby
2	 Ensemble Stars Music
3	 Project Sekai Colorful Stage! feat. Hatsune Miku
4	 THE IDOLM@STER Starlight Stage
5	 BanG Dream

Idol Training | Market Overview

Breakout growth driven by a few new title launches from Japan and China – HQ'd publishers

+129%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

Japan, Korea and US
gamers spent the most

+127%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in
Japan, Korea, and US

+59%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

Japan, Korea, and Indonesia
were the top markets
for time spent



Idol Training | Market Opportunities

Gacha and Loot Boxes catapult newly launched titles into revenue leader statuses while social features that connect VIPs increase retention and engagement

Grow with Fan Favorites

Attention getters:

- Themes - Idol Raising, Asian Culture - Nijigen, and Sports - Other Sport

Engagement and monetization drivers:

- Daily Login Rewards (gameplay features)
- Consumables (monetization)
- Events (gameplay features)
- Gacha / Loot Boxes (monetization)
- Achievements (gameplay features)

Expand with High Affinity Subgenres

Idol Training players also enjoy playing games from these subgenres:

Cross Subgenre Usage






- Dating 12%
- Japanese Sim 12%
- Party 11%



Puzzle
RPG

RPG games that utilize a puzzle system as the primary combat mechanism

Top 5 Games by Overseas Consumer Spend in H1 2021

Rank	Game Name
1	 Monster Strike
2	 Puzzle & Dragons
3	 Empires & Puzzles
4	 Best Fiends
5	 YO-KAI WATCH Wibble Wobble

Puzzle RPG | Market Overview

User acquisition challenges due to new user privacy policies may be impacting growth overall but pockets of it can be found in the subgenre's biggest market, Japan, as well as in the US and Germany

-12%

Consumer Spend
growth worldwide
2021 H1 vs 2020 H1

Gamers from Japan, US, and Germany spent the most, with Germany seeing 17% growth

-27%

Downloads
growth worldwide
2021 H1 vs 2020 H1

Most downloaded in Japan, US, and Russia; downloads have grown significantly in Egypt and Philippines

-3%

Total Time Spent
growth worldwide
2021 H1 vs 2020 H1

Japan, Russia, and US were the top markets by time spend, with Russia continuing to grow



Puzzle RPG | Market Opportunities

Nijigen themes are the next opportunity attracting gamers, while for creative design consider incorporating some hardcore game elements into consideration, e.g. Team Battle and 4X March-Battle.

Grow with Fan Favorites

Attention getters:

- Themes - Fantasy, War, and Asian Culture - Nijigen

Engagement and monetization drivers:

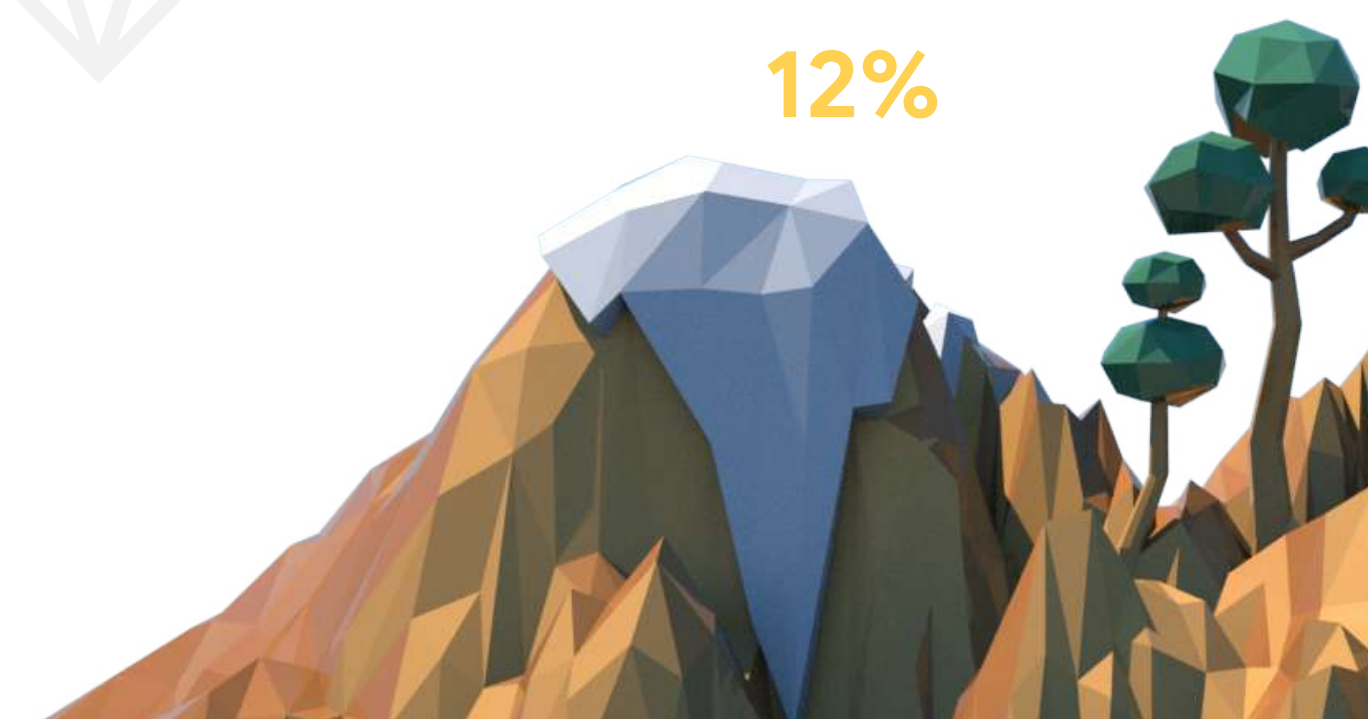
- Consumables (monetization)
- Events (gameplay features)
- Gacha / Loot Boxes (monetization)
- IAPs - Starter Pack (monetization)
- External Friend Invites (Social)

Expand with High Affinity Subgenres

Puzzle RPG players also enjoy playing games from these subgenres:

Cross Subgenre Usage

- 4X March-Battle 20%
- Location RPG 12%
- Summon Battle 12%



Strategy

4X Match-Battle

Build-Battle

Summon-Battle

CCG-Battle

1



State of Survival



Clash of Clans



Clash Royale



Yu-Gi-Oh! Duel Links

2



Rise of Kingdoms



Forge of Empires



The Battle Cats



WWE SuperCard

3



Lords Mobile



Castle Clash



Mighty Party



Hearthstone: Heroes of Warcraft

4



Top War: Battle Game



Boom Beach



Castle & Dragon



Shadowverse

5



Mafia City



Ark of War



Art of Conquest



Magic: The Gathering Arena

RPG

Team Battle

MMORPG

Puzzle RPG

Location RPG

Idle RPG

Empire Simulation RPG

Action RPG

Tactics

1



Fate/Grand Order



Lineage M



Monster Strike



Pokémon GO



AFK Arena



Game of Sultans



Honkai Impact 3



Dragon Quest Tact

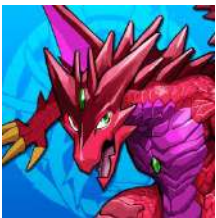
2



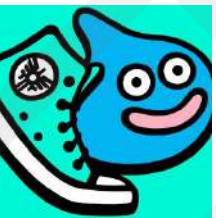
Dragon Ball Z Dokkan Battle



Lineage 2M



Puzzle & Dragons



Dragon Quest Walk



Girls Chronicle



Be The King



Colopl Rune Story



Final Fantasy Brave Exvius War Of The Visions

3



RAID: Shadow Legends



Crasher: Origin



Empires & Puzzles



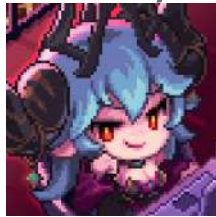
Jurassic World Alive



Idle Heroes



Call Me Emperor



Guardian Tales

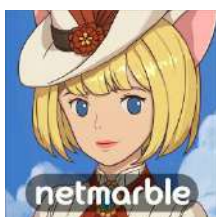


Fire Emblem Heroes

4



Hero Wars



Ni no Kuni: Cross Worlds



Best Fiends



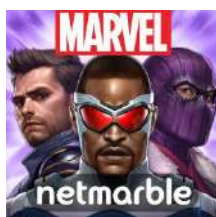
Eki Memo Station Memories



Mobile Legends: Adventure



Emperor And Beauties



MARVEL Future Fight

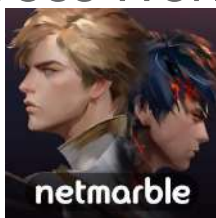


Langrisser

5



The Seven Deadly Sins: Hikari to Yami no Grand Cross



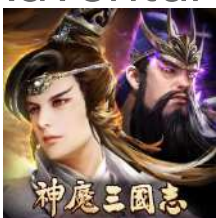
Seven Knights 2



YO-KAI WATCH Wibble Wobble



The Walking Dead: Our World



God and Devil Three Kingdoms



Kings Throne: Game of Lust



BLEACH Brave Souls



For Whom the Alchemist Exists

Match

Shooting

M3-Meta

M3-Saga

Blast-Saga

Merge-Saga

Battle
Royale

Team
Deathmatch

1



Homescapes



Candy Crush Saga



Toon Blast



Merge Dragons



PUBG MOBILE



Call of Duty: Mobile

2



Gardenscapes -
New Acres



Candy Crush Soda Saga



Toy Blast



EverMerge



Free Fire



War Robots

3



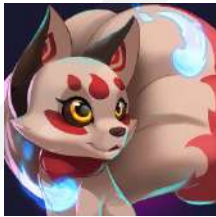
Project Makeover



Farm Heroes Saga



Angry Birds
Dream Blast



Merge Magic



Knives Out



World of Tanks Blitz

4



Fishdom: Deep Dive



Clockmaker



Pet Rescue Saga



Mergical



Bullet Echo



War Machines : 3D
Multiplayer Tank Arena

5



Matchington Mansion



PokoPoko



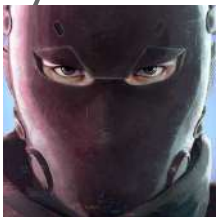
Sugar Blast



Merge Gardens













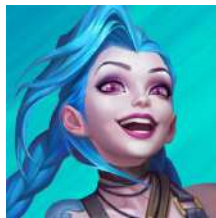



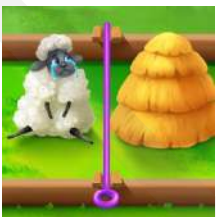















Creative Destruction



Standoff 2

Simulation

Action

	Creative Sandbox	Idol Training Sim	Farming	Brawl	MOBA	Fighting
1	 ROBLOX	 Uma Musume Pretty Derby	 Township	 Brawl Stars	 Mobile Legends: Bang Bang	 Marvel Contest of Champions
2	 Minecraft Pocket Edition	 Ensemble Stars Music	 Hay Day	 ONE PIECE Bounty Rush	 League of Legends: Wild Rift	 MORTAL KOMBAT X
3	 Growtopia	 Project Sekai Colorful Stage! feat. Hatsune Miku	 Klondike Adventures	 #Compass	 Arena of Valor	 Injustice 2
4	 Blockman Go	 THE IDOLM@STER Starlight Stage	 Family Island	 SMASH LEGENDS	 Onmyoji Arena	 Shadow Fight 3
5	 WorldBox	 BanG Dream	 Dragonscapes Adventure	 Marvel Realm of Champions	 Heroes Evolved	 Injustice: Gods Among Us

Casino

Party

Sports

Tabletop

Poker & Card

Slots

Bingo

Luck Battle

Simulation
Sports

Solitaire

1



World Series of Poker



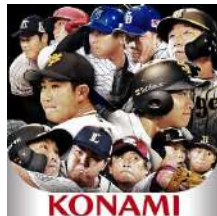
Slotomania



BINGO Blitz



Coin Master



Professional
Baseball Spirits A



Solitaire - Grand Harvest

2



Zynga Poker



Jackpot Party Casino



Bingo Story



Pirate Kings



eFootball PES 2020



Solitaire TriPeaks

3



Pokerist Texas Poker



Cash Frenzy



Bingo Bash



Island King



Golf Clash



Solitaire Cruise TriPeaks Game

4



Poker by Neowiz



DoubleDown Casino



Bingo Party



Dice Dreams



8 Ball Pool



Pyramid Solitaire Saga

5



Playshoo Texas Poker



Cashman Casino



Bingo Pop



Piggy GO



Fash: Fish Gishing
Clame 2020



Solitaire TriPeaks Journey



Google



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