

Mobile gaming's \$1 billion club has grown tenfold since 2016

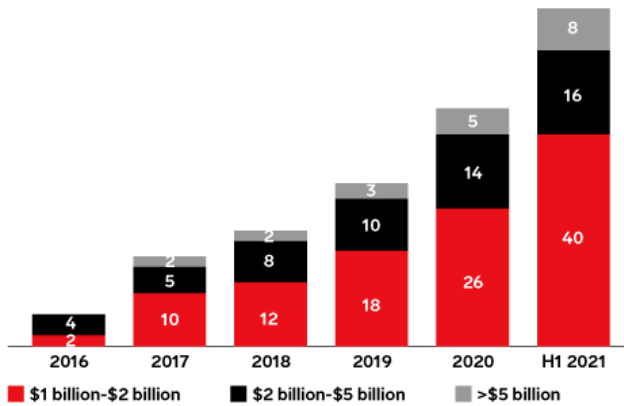
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Five years ago, just **six** mobile gaming apps had made **\$1 billion** or more in global revenues since 2014. As of H1 2021, a whopping **64** mobile games have crossed the billion-dollar

threshold, with **eight** of them scoring over **\$5 billion** apiece. That's a lot of candy crushed, Pokémon captured, and birds angered.

Number of Mobile Gaming Apps Surpassing \$1 Billion in Cumulative Revenues Worldwide, 2016-H1 2021



Note: cumulative revenues from the start of 2014 through the end of each period shown; read as in 2016 there were 6 mobile gaming apps with at least \$1 billion in cumulative revenues, while in 2020 there were 45

Source: Sensor Tower, "Store Intelligence Data Digest: Q2 2021," June 15, 2021

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