

# TRYME! Boardgames Store

\*\*Names\*\*

A TEAM OF BOARD GAME  
ENTHUSIASTS!



# OPPORTUNITY/INDUSTRY STATS

Global market for board games to reach  
by 2026 at CAGR of 13%.

Market dynamics is marked by millennials who  
like to experiment with board games.

*-Arizton Advisory & Intelligence*

board games with children below 14 play

with children below 14

of parents say that  
for their children.

*-Statista.com*



# PROBLEM

You don't know if a board game is fun until you play it.

You spend money on something you don't use.

Also, clutter!

# SOLUTION

What if you could try board games before you bought it?

Free up money and space!

Enjoy novelty in games for less!





