

Traditional Toys and Games in the Netherlands

July 2025

Table of Contents

Traditional Toys and Games in the Netherlands - Category analysis

KEY DATA FINDINGS

2024 DEVELOPMENTS

Partnerships, licensing, and kidults contribute to growth

Chart 1 - Key Trends 2024

Chart 2 - Analyst Insight

INDUSTRY PERFORMANCE

Licensed products and kidults drive growth for action figures and accessories

Construction accounts for the highest sales, with growth driven by Lego and the kidult trend

Mattel's Minecraft collaboration drives growth through licensing

Chart 3 - Minecraft Partnership Boosts Mattel's Action Figures

Lego leverages core franchises to drive growth

WHAT'S NEXT?

Construction set to lead sales, with action figures and accessories growing the fastest

Kidult demand and licensing set to reshape traditional toys and games

Parents will be keen to purchase traditional toys and games which educate their children but are also fun

Conscious consumerism will enhance the demand for safety and sustainability

Tech-integrated toys will have rising appeal despite some concern about screen time

COMPETITIVE LANDSCAPE

LEGO Group leads due to its wide range of products targeting all age groups

Lego launches target both children and adults

Chart 4 - LEGO Technic Partnership With Mercedes Builds Success on High-End Adult Sets

Square Enix capitalises on Pokémon popularity with Squishmallows launch

CHANNELS

Retail e-commerce continues to dominate, but loses slight share

Toychamp acquisition impacts traditional toys and games

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Toys and Games in the Netherlands - Industry Overview

EXECUTIVE SUMMARY

Kidult trend and licensing contribute to solid growth

KEY DATA FINDINGS

Chart 5 - Key Trends 2024

INDUSTRY PERFORMANCE

Video games leads growth in toys and games

Chart 6 - Analyst Insight

Funko taps into nostalgia with Star Wars Mandalorian figure

Chart 7 - Star Wars Funko Figures Target Dutch Consumers

Lego leverages brand recognition and the kidult trend for growth

Chart 8 - Disney Classics Boost Lego's Cross-Age Appeal

WHAT'S NEXT?

Video games forecast to lead growth in toys and games

AR/VR and new consoles set to fuel growth in video games

Kidults and parental desire for screen-free time set to drive growth for traditional toys and games

Retail e-commerce and omnichannel retailing set to contribute to growth

COMPETITIVE LANDSCAPE

Microsoft and Sony drive concentration, with LEGO also performing well Little Dutch Shop's premium wooden toys drive value sales

Vtech to launch new electronic educational toys range in 2025

CHANNELS

Retail e-commerce maintains its dominance

Retail e-commerce is particularly important in video games: Game Mania turns online-only

Resurgence for offline retail, and Toychamp acquires Intertoys

ECONOMIC CONTEXT

Chart 9 - Real GDP Growth and Inflation 2019-2029 Chart 10 - PEST Analysis in the Netherlands 2024

CONSUMER CONTEXT

Chart 11 - Key Insights on Consumers in the Netherlands 2024 Chart 12 - Consumer Landscape in the Netherlands 2024

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SOURCES

Summary 1 - Research Sources

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