**Mobile Gaming’s $1 Billion Club Has Grown Tenfold Since 2016**

﻿﻿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.

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[*https://www.emarketer.com/content/mobile-gaming-1-billion-club-has-grown-tenfold-since-2016?utm\_source=Triggermail&utm\_medium=email&utm\_campaign=II20210809GamingAppsCOTD&utm\_term=New%20COTD%202020*](https://www.emarketer.com/content/mobile-gaming-1-billion-club-has-grown-tenfold-since-2016?utm_source=Triggermail&utm_medium=email&utm_campaign=II20210809GamingAppsCOTD&utm_term=New%20COTD%202020)

*Image credit:*

[*https://www.gamesradar.com/how-to-choose-a-phone-for-mobile-gaming/*](https://www.gamesradar.com/how-to-choose-a-phone-for-mobile-gaming/)