

Global Story Puzzle Game Market Research Report 2026(Status and Outlook)

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Abstracts

A Story Puzzle Game is a hybrid genre that combines narrative storytelling with interactive puzzle-solving mechanics. It emphasizes both plot progression and cognitive challenges, requiring the player to solve puzzles that are deeply integrated into the unfolding of the story.

The global Story Puzzle Game market size was estimated at USD 5805.0 million in 2025 and is projected to grow at a compound annual growth rate (CAGR) of 8.60% during the forecast period.

This report offers a comprehensive and in-depth analysis of the global Story Puzzle Game market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges, as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global Story Puzzle Game market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the Story Puzzle Game market.

Global Story Puzzle Game Market: Market Segmentation Analysis

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

Key Company

Ubisoft
Nintendo
Square Enix
Valve Corporation
Quantic Dream
Tencent
Verified Market Research
Telltale Games
Fireproof Games
Rusty Lake
No Brakes Games
IDreamSky
NetEase Games
Tencent Games
Happy Elements
CottonGame
Onyx Lute
HandyGames
Simogo

Square Enix Montreal
Valve

Market Segmentation (by Type)

Free Games
Paid Games

Market Segmentation (by Application)

Entertainment and Leisure
Competition
Others

Geographic Segmentation

North America (USA, Canada, Mexico)
Europe (Germany, UK, France, Russia, Italy, Rest of Europe)
Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)
South America (Brazil, Argentina, Columbia, Rest of South America)
The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study
Neutral perspective on the market performance
Recent industry trends and developments
Competitive landscape & strategies of key players
Potential & niche segments and regions exhibiting promising growth covered
Historical, current, and projected market size, in terms of value
In-depth analysis of the Story Puzzle Game Market
Overview of the regional outlook of the Story Puzzle Game Market:

Customization of the Report

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Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Story Puzzle Game Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of Story Puzzle Game, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share,

product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change
This enables you to anticipate market changes to remain ahead of your competitors
You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

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Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Story Puzzle Game
- 1.2 Key Market Segments
 - 1.2.1 Story Puzzle Game Segment by Type
 - 1.2.2 Story Puzzle Game Segment by Application
- 1.3 Methodology & Sources of Information
 - 1.3.1 Research Methodology
 - 1.3.2 Research Process
 - 1.3.3 Market Breakdown and Data Triangulation
 - 1.3.4 Base Year
 - 1.3.5 Report Assumptions & Caveats

2 STORY PUZZLE GAME MARKET OVERVIEW

- 2.1 Global Market Overview
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 STORY PUZZLE GAME MARKET COMPETITIVE LANDSCAPE

- 3.1 Company Assessment Quadrant
- 3.2 Global Story Puzzle Game Product Life Cycle
- 3.3 Global Story Puzzle Game Revenue Market Share by Company (2020-2025)
- 3.4 Story Puzzle Game Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.5 Headquarters, Areas Served, and Product Types of Major Players
- 3.6 Story Puzzle Game Market Competitive Situation and Trends
 - 3.6.1 Story Puzzle Game Market Concentration Rate
 - 3.6.2 Global 5 and 10 Largest Story Puzzle Game Players Market Share by Revenue
 - 3.6.3 Mergers & Acquisitions, Expansion

4 STORY PUZZLE GAME VALUE CHAIN ANALYSIS

- 4.1 Story Puzzle Game Value Chain Analysis
- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF STORY PUZZLE GAME MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Industry News

5.4.1 New Product Developments

5.4.2 Mergers & Acquisitions

5.4.3 Expansions

5.4.4 Collaboration/Supply Contracts

5.5 PEST Analysis

5.5.1 Industry Policies Analysis

5.5.2 Economic Environment Analysis

5.5.3 Social Environment Analysis

5.5.4 Technological Environment Analysis

5.6 Global Story Puzzle Game Market Porter's Five Forces Analysis

6 STORY PUZZLE GAME MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Story Puzzle Game Market by Type (2020-2025)

6.3 Global Story Puzzle Game Market Size Growth Rate by Type (2021-2025)

7 STORY PUZZLE GAME MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Story Puzzle Game Market Size (M USD) by Application (2020-2025)

7.3 Global Story Puzzle Game Market Size Growth Rate by Application (2021-2025)

8 STORY PUZZLE GAME MARKET SEGMENTATION BY REGION

8.1 Global Story Puzzle Game Market Size by Region

8.1.1 Global Story Puzzle Game Market Size by Region

8.1.2 Global Story Puzzle Game Market Size Market Share by Region

8.2 North America

8.2.1 North America Story Puzzle Game Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe Story Puzzle Game Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Spain

8.4 Asia Pacific

8.4.1 Asia Pacific Story Puzzle Game Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America Story Puzzle Game Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa Story Puzzle Game Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Ubisoft

9.1.1 Ubisoft Basic Information

9.1.2 Ubisoft Story Puzzle Game Product Overview

9.1.3 Ubisoft Story Puzzle Game Product Market Performance

9.1.4 Ubisoft SWOT Analysis

9.1.5 Ubisoft Business Overview

9.1.6 Ubisoft Recent Developments

9.2 Nintendo

9.2.1 Nintendo Basic Information

9.2.2 Nintendo Story Puzzle Game Product Overview

- 9.2.3 Nintendo Story Puzzle Game Product Market Performance
- 9.2.4 Nintendo SWOT Analysis
- 9.2.5 Nintendo Business Overview
- 9.2.6 Nintendo Recent Developments
- 9.3 Square Enix
 - 9.3.1 Square Enix Basic Information
 - 9.3.2 Square Enix Story Puzzle Game Product Overview
 - 9.3.3 Square Enix Story Puzzle Game Product Market Performance
 - 9.3.4 Square Enix SWOT Analysis
 - 9.3.5 Square Enix Business Overview
 - 9.3.6 Square Enix Recent Developments
- 9.4 Valve Corporation
 - 9.4.1 Valve Corporation Basic Information
 - 9.4.2 Valve Corporation Story Puzzle Game Product Overview
 - 9.4.3 Valve Corporation Story Puzzle Game Product Market Performance
 - 9.4.4 Valve Corporation Business Overview
 - 9.4.5 Valve Corporation Recent Developments
- 9.5 Quantic Dream
 - 9.5.1 Quantic Dream Basic Information
 - 9.5.2 Quantic Dream Story Puzzle Game Product Overview
 - 9.5.3 Quantic Dream Story Puzzle Game Product Market Performance
 - 9.5.4 Quantic Dream Business Overview
 - 9.5.5 Quantic Dream Recent Developments
- 9.6 Tencent
 - 9.6.1 Tencent Basic Information
 - 9.6.2 Tencent Story Puzzle Game Product Overview
 - 9.6.3 Tencent Story Puzzle Game Product Market Performance
 - 9.6.4 Tencent Business Overview
 - 9.6.5 Tencent Recent Developments
- 9.7 Verified Market Research
 - 9.7.1 Verified Market Research Basic Information
 - 9.7.2 Verified Market Research Story Puzzle Game Product Overview
 - 9.7.3 Verified Market Research Story Puzzle Game Product Market Performance
 - 9.7.4 Verified Market Research Business Overview
 - 9.7.5 Verified Market Research Recent Developments
- 9.8 Telltale Games
 - 9.8.1 Telltale Games Basic Information
 - 9.8.2 Telltale Games Story Puzzle Game Product Overview
 - 9.8.3 Telltale Games Story Puzzle Game Product Market Performance

- 9.8.4 Telltale Games Business Overview
- 9.8.5 Telltale Games Recent Developments
- 9.9 Fireproof Games
 - 9.9.1 Fireproof Games Basic Information
 - 9.9.2 Fireproof Games Story Puzzle Game Product Overview
 - 9.9.3 Fireproof Games Story Puzzle Game Product Market Performance
 - 9.9.4 Fireproof Games Business Overview
 - 9.9.5 Fireproof Games Recent Developments
- 9.10 Rusty Lake
 - 9.10.1 Rusty Lake Basic Information
 - 9.10.2 Rusty Lake Story Puzzle Game Product Overview
 - 9.10.3 Rusty Lake Story Puzzle Game Product Market Performance
 - 9.10.4 Rusty Lake Business Overview
 - 9.10.5 Rusty Lake Recent Developments
- 9.11 No Brakes Games
 - 9.11.1 No Brakes Games Basic Information
 - 9.11.2 No Brakes Games Story Puzzle Game Product Overview
 - 9.11.3 No Brakes Games Story Puzzle Game Product Market Performance
 - 9.11.4 No Brakes Games Business Overview
 - 9.11.5 No Brakes Games Recent Developments
- 9.12 IDreamSky
 - 9.12.1 IDreamSky Basic Information
 - 9.12.2 IDreamSky Story Puzzle Game Product Overview
 - 9.12.3 IDreamSky Story Puzzle Game Product Market Performance
 - 9.12.4 IDreamSky Business Overview
 - 9.12.5 IDreamSky Recent Developments
- 9.13 NetEase Games
 - 9.13.1 NetEase Games Basic Information
 - 9.13.2 NetEase Games Story Puzzle Game Product Overview
 - 9.13.3 NetEase Games Story Puzzle Game Product Market Performance
 - 9.13.4 NetEase Games Business Overview
 - 9.13.5 NetEase Games Recent Developments
- 9.14 Tencent Games
 - 9.14.1 Tencent Games Basic Information
 - 9.14.2 Tencent Games Story Puzzle Game Product Overview
 - 9.14.3 Tencent Games Story Puzzle Game Product Market Performance
 - 9.14.4 Tencent Games Business Overview
 - 9.14.5 Tencent Games Recent Developments
- 9.15 Happy Elements

- 9.15.1 Happy Elements Basic Information
- 9.15.2 Happy Elements Story Puzzle Game Product Overview
- 9.15.3 Happy Elements Story Puzzle Game Product Market Performance
- 9.15.4 Happy Elements Business Overview
- 9.15.5 Happy Elements Recent Developments
- 9.16 CottonGame
 - 9.16.1 CottonGame Basic Information
 - 9.16.2 CottonGame Story Puzzle Game Product Overview
 - 9.16.3 CottonGame Story Puzzle Game Product Market Performance
 - 9.16.4 CottonGame Business Overview
 - 9.16.5 CottonGame Recent Developments
- 9.17 Onyx Lute
 - 9.17.1 Onyx Lute Basic Information
 - 9.17.2 Onyx Lute Story Puzzle Game Product Overview
 - 9.17.3 Onyx Lute Story Puzzle Game Product Market Performance
 - 9.17.4 Onyx Lute Business Overview
 - 9.17.5 Onyx Lute Recent Developments
- 9.18 HandyGames
 - 9.18.1 HandyGames Basic Information
 - 9.18.2 HandyGames Story Puzzle Game Product Overview
 - 9.18.3 HandyGames Story Puzzle Game Product Market Performance
 - 9.18.4 HandyGames Business Overview
 - 9.18.5 HandyGames Recent Developments
- 9.19 Simogo
 - 9.19.1 Simogo Basic Information
 - 9.19.2 Simogo Story Puzzle Game Product Overview
 - 9.19.3 Simogo Story Puzzle Game Product Market Performance
 - 9.19.4 Simogo Business Overview
 - 9.19.5 Simogo Recent Developments
- 9.20 Square Enix Montreal
 - 9.20.1 Square Enix Montreal Basic Information
 - 9.20.2 Square Enix Montreal Story Puzzle Game Product Overview
 - 9.20.3 Square Enix Montreal Story Puzzle Game Product Market Performance
 - 9.20.4 Square Enix Montreal Business Overview
 - 9.20.5 Square Enix Montreal Recent Developments
- 9.21 Valve
 - 9.21.1 Valve Basic Information
 - 9.21.2 Valve Story Puzzle Game Product Overview
 - 9.21.3 Valve Story Puzzle Game Product Market Performance

9.21.4 Valve Business Overview

9.21.5 Valve Recent Developments

10 STORY PUZZLE GAME MARKET FORECAST BY REGION

10.1 Global Story Puzzle Game Market Size Forecast

10.2 Global Story Puzzle Game Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Story Puzzle Game Market Size Forecast by Country

10.2.3 Asia Pacific Story Puzzle Game Market Size Forecast by Region

10.2.4 South America Story Puzzle Game Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Sales of Story Puzzle Game by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2035)

11.1 Global Story Puzzle Game Market Forecast by Type (2026-2035)

11.1.1 Global Story Puzzle Game Market Size Forecast by Type (2026-2035)

11.2 Global Story Puzzle Game Market Forecast by Application (2026-2035)

11.2.1 Global Story Puzzle Game Market Size (M USD) Forecast by Application (2026-2035)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

- Table 1. Introduction of the Type
- Table 2. Introduction of the Application
- Table 3. Global Story Puzzle Game Market Size by Type (M USD)
- Table 4. Global Story Puzzle Game Market Size by Application
- Table 5. Story Puzzle Game Market Size Comparison by Region (M USD)
- Table 6. Global Story Puzzle Game Revenue (M USD) by Company (2020-2025)
- Table 7. Global Story Puzzle Game Revenue Share by Company (2020-2025)
- Table 8. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Story Puzzle Game as of 2025)
- Table 9. Headquarters, Areas Served, and Product Types of Major Players
- Table 10. Product Type of Major Players
- Table 11. Global Story Puzzle Game Company Market Concentration Ratio (CR5 and HHI)
- Table 12. Mergers & Acquisitions, Expansion Plans
- Table 13. Midstream Market Analysis
- Table 14. Downstream Customer Analysis
- Table 15. Key Development Trends
- Table 16. Driving Factors
- Table 17. Story Puzzle Game Market Challenges
- Table 18. Goldman Sachs' forecast real GDP growth rate for 2024-2026
- Table 19. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027
- Table 20. World Bank ' Forecast Real GDP Growth Rate For 2024-2026
- Table 21. Global Story Puzzle Game Market Size by Type (M USD)
- Table 22. Global Story Puzzle Game Market Size (M USD) by Type (2020-2025)
- Table 23. Global Story Puzzle Game Market Share by Type (2020-2025)
- Table 24. Global Story Puzzle Game Market Size Growth Rate by Type (2021-2025)
- Table 25. Global Story Puzzle Game Market Size by Application
- Table 26. Global Story Puzzle Game Market Size by Application (2020-2025) & (M USD)
- Table 27. Global Story Puzzle Game Market Share by Application (2020-2025)
- Table 28. Global Story Puzzle Game Market Size Growth Rate by Application (2021-2025)
- Table 29. Global Story Puzzle Game Market Size by Region (2020-2025) & (M USD)
- Table 30. Global Story Puzzle Game Market Size Market Share by Region (2020-2025)
- Table 31. North America Story Puzzle Game Market Size by Country (2020-2025) & (M

USD)

Table 32. Europe Story Puzzle Game Market Size by Country (2020-2025) & (M USD)

Table 33. Asia Pacific Story Puzzle Game Market Size by Region (2020-2025) & (M USD)

Table 34. South America Story Puzzle Game Market Size by Country (2020-2025) & (M USD)

Table 35. Middle East and Africa Story Puzzle Game Market Size by Region (2020-2025) & (M USD)

Table 36. Ubisoft Basic Information

Table 37. Ubisoft Story Puzzle Game Product Overview

Table 38. Ubisoft Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 39. Ubisoft SWOT Analysis

Table 40. Ubisoft Business Overview

Table 41. Ubisoft Recent Developments

Table 42. Nintendo Basic Information

Table 43. Nintendo Story Puzzle Game Product Overview

Table 44. Nintendo Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 45. Nintendo SWOT Analysis

Table 46. Nintendo Business Overview

Table 47. Nintendo Recent Developments

Table 48. Square Enix Basic Information

Table 49. Square Enix Story Puzzle Game Product Overview

Table 50. Square Enix Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 51. Square Enix SWOT Analysis

Table 52. Square Enix Business Overview

Table 53. Square Enix Recent Developments

Table 54. Valve Corporation Basic Information

Table 55. Valve Corporation Story Puzzle Game Product Overview

Table 56. Valve Corporation Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 57. Valve Corporation Business Overview

Table 58. Valve Corporation Recent Developments

Table 59. Quantic Dream Basic Information

Table 60. Quantic Dream Story Puzzle Game Product Overview

Table 61. Quantic Dream Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 62. Quantic Dream Business Overview

- Table 63. Quantic Dream Recent Developments
- Table 64. Tencent Basic Information
- Table 65. Tencent Story Puzzle Game Product Overview
- Table 66. Tencent Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 67. Tencent Business Overview
- Table 68. Tencent Recent Developments
- Table 69. Verified Market Research Basic Information
- Table 70. Verified Market Research Story Puzzle Game Product Overview
- Table 71. Verified Market Research Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 72. Verified Market Research Business Overview
- Table 73. Verified Market Research Recent Developments
- Table 74. Telltale Games Basic Information
- Table 75. Telltale Games Story Puzzle Game Product Overview
- Table 76. Telltale Games Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 77. Telltale Games Business Overview
- Table 78. Telltale Games Recent Developments
- Table 79. Fireproof Games Basic Information
- Table 80. Fireproof Games Story Puzzle Game Product Overview
- Table 81. Fireproof Games Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 82. Fireproof Games Business Overview
- Table 83. Fireproof Games Recent Developments
- Table 84. Rusty Lake Basic Information
- Table 85. Rusty Lake Story Puzzle Game Product Overview
- Table 86. Rusty Lake Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 87. Rusty Lake Business Overview
- Table 88. Rusty Lake Recent Developments
- Table 89. No Brakes Games Basic Information
- Table 90. No Brakes Games Story Puzzle Game Product Overview
- Table 91. No Brakes Games Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 92. No Brakes Games Business Overview
- Table 93. No Brakes Games Recent Developments
- Table 94. IDreamSky Basic Information
- Table 95. IDreamSky Story Puzzle Game Product Overview

Table 96. IDreamSky Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 97. IDreamSky Business Overview

Table 98. IDreamSky Recent Developments

Table 99. NetEase Games Basic Information

Table 100. NetEase Games Story Puzzle Game Product Overview

Table 101. NetEase Games Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 102. NetEase Games Business Overview

Table 103. NetEase Games Recent Developments

Table 104. Tencent Games Basic Information

Table 105. Tencent Games Story Puzzle Game Product Overview

Table 106. Tencent Games Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 107. Tencent Games Business Overview

Table 108. Tencent Games Recent Developments

Table 109. Happy Elements Basic Information

Table 110. Happy Elements Story Puzzle Game Product Overview

Table 111. Happy Elements Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 112. Happy Elements Business Overview

Table 113. Happy Elements Recent Developments

Table 114. CottonGame Basic Information

Table 115. CottonGame Story Puzzle Game Product Overview

Table 116. CottonGame Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 117. CottonGame Business Overview

Table 118. CottonGame Recent Developments

Table 119. Onyx Lute Basic Information

Table 120. Onyx Lute Story Puzzle Game Product Overview

Table 121. Onyx Lute Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 122. Onyx Lute Business Overview

Table 123. Onyx Lute Recent Developments

Table 124. HandyGames Basic Information

Table 125. HandyGames Story Puzzle Game Product Overview

Table 126. HandyGames Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)

Table 127. HandyGames Business Overview

- Table 128. HandyGames Recent Developments
- Table 129. Simogo Basic Information
- Table 130. Simogo Story Puzzle Game Product Overview
- Table 131. Simogo Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 132. Simogo Business Overview
- Table 133. Simogo Recent Developments
- Table 134. Square Enix Montreal Basic Information
- Table 135. Square Enix Montreal Story Puzzle Game Product Overview
- Table 136. Square Enix Montreal Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 137. Square Enix Montreal Business Overview
- Table 138. Square Enix Montreal Recent Developments
- Table 139. Valve Basic Information
- Table 140. Valve Story Puzzle Game Product Overview
- Table 141. Valve Story Puzzle Game Revenue (M USD) and Gross Margin (2020-2025)
- Table 142. Valve Business Overview
- Table 143. Valve Recent Developments
- Table 144. Global Story Puzzle Game Market Size Forecast by Region (2026-2035) & (M USD)
- Table 145. North America Story Puzzle Game Market Size Forecast by Country (2026-2035) & (M USD)
- Table 146. Europe Story Puzzle Game Market Size Forecast by Country (2026-2035) & (M USD)
- Table 147. Asia Pacific Story Puzzle Game Market Size Forecast by Region (2026-2035) & (M USD)
- Table 148. South America Story Puzzle Game Market Size Forecast by Country (2026-2035) & (M USD)
- Table 149. Middle East and Africa Story Puzzle Game Market Size Forecast by Country (2026-2035) & (M USD)
- Table 150. Global Story Puzzle Game Market Size Forecast by Type (2026-2035) & (M USD)
- Table 151. Global Story Puzzle Game Market Size Forecast by Application (2026-2035) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Industry Chain of Story Puzzle Game
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Story Puzzle Game Market Size (M USD), 2025-2035
- Figure 5. Global Story Puzzle Game Market Size (M USD) (2020-2035)
- Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 8. Evaluation Matrix of Regional Market Development Potential
- Figure 9. Story Puzzle Game Market Size by Country (M USD)
- Figure 10. Company Assessment Quadrant
- Figure 11. Global Story Puzzle Game Product Life Cycle
- Figure 12. Global Story Puzzle Game Revenue Share by Company in 2025
- Figure 13. Story Puzzle Game Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2025
- Figure 14. The Global 5 and 10 Largest Players: Market Share by Story Puzzle Game Revenue in 2025
- Figure 15. Value Chain Map of Story Puzzle Game
- Figure 16. Global Story Puzzle Game Market PEST Analysis
- Figure 17. Global Story Puzzle Game Market Porter's Five Forces Analysis
- Figure 18. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 19. Global Story Puzzle Game Market Share by Type
- Figure 20. Market Share of Story Puzzle Game by Type (2020-2025)
- Figure 21. Global Story Puzzle Game Market Size Growth Rate by Type (2021-2025)
- Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 23. Global Story Puzzle Game Market Share by Application
- Figure 24. Global Story Puzzle Game Market Share by Application (2020-2025)
- Figure 25. Global Story Puzzle Game Market Share by Application in 2024
- Figure 26. Global Story Puzzle Game Market Size Growth Rate by Application (2021-2025)
- Figure 27. Global Story Puzzle Game Market Size Market Share by Region (2020-2025)
- Figure 28. North America Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 29. North America Story Puzzle Game Market Size Market Share by Country in 2024
- Figure 30. U.S. Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M

USD)

Figure 31. Canada Story Puzzle Game Market Size (M USD) and Growth Rate (2020-2025)

Figure 32. Mexico Story Puzzle Game Market Size (M USD) and Growth Rate (2020-2025)

Figure 33. Europe Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 34. Europe Story Puzzle Game Market Share by Country in 2024

Figure 35. Germany Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 36. France Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 37. U.K. Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 38. Italy Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 39. Spain Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 40. Asia Pacific Story Puzzle Game Market Size and Growth Rate (M USD)

Figure 41. Asia Pacific Story Puzzle Game Market Size Market Share by Region in 2024

Figure 42. China Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 43. Japan Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. South Korea Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 45. India Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 46. Southeast Asia Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. South America Story Puzzle Game Market Size and Growth Rate (M USD)

Figure 48. South America Story Puzzle Game Market Size Market Share by Country in 2024

Figure 49. Brazil Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 50. Argentina Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 51. Columbia Story Puzzle Game Market Size and Growth Rate (2020-2025) &

(M USD)

Figure 52. Middle East and Africa Story Puzzle Game Market Size and Growth Rate (M USD)

Figure 53. Middle East and Africa Story Puzzle Game Market Size Market Share by Region in 2024

Figure 54. Saudi Arabia Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 55. UAE Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 56. Egypt Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. Nigeria Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 58. South Africa Story Puzzle Game Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. Global Story Puzzle Game Market Size Forecast by Value (2020-2035) & (M USD)

Figure 60. Global Story Puzzle Game Market Share Forecast by Type (2026-2035)

Figure 61. Global Story Puzzle Game Market Share Forecast by Application (2026-2035)

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