

# Global Battle Royale Games Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIResearch's in-depth investigation and research, the global Battle Royale Games market size will reach Million USD in 2025 and is projected to reach Million USD by 2032, with a CAGR of % (2025-2032). Notably, the China Battle Royale Games market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

Battle Royale games are a popular genre of video games that typically involve a large number of players competing against each other in a last-person-standing competition. The term 'Battle Royale' is derived from a Japanese dystopian novel and subsequent film adaptations, where a group of participants engage in a fight to the death until only one survivor remains. In a Battle Royale game, players are dropped into a virtual environment, often an expansive map, and must scavenge for weapons, equipment, and resources to eliminate opponents and survive. The playable area gradually shrinks over time, forcing players into closer proximity and increasing the intensity of encounters.

The major global suppliers of Battle Royale Games include Tencent, Epic Games, NetEase, Electronic Arts, Activision, Rec Room, Techland, Ubisoft, Bethesda Game Studios, Daybreak, Proletariat, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier

includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Battle Royale Games. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Battle Royale Games market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Battle Royale Games market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Battle Royale Games industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Battle Royale Games Include:

Tencent

Epic Games

NetEase

Electronic Arts

Activision

Rec Room

Techland

Ubisoft

Bethesda Game Studios

Daybreak

Proletariat

Battle Royale Games Product Segment Include:

Free-to-play

Pay-to-play

Battle Royale Games Product Application Include:

PC

Mobile

Tablet

Others

## **Chapter Scope**

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