

Global Roguelike Game Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Roguelike Game market size will reach 1,192.28 Million USD in 2025 and is projected to reach 1,823.76 Million USD by 2032, with a CAGR of 6.26% (2025-2032). Notably, the China Roguelike Game 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

A roguelike game is a subgenre of role-playing games (RPGs) characterized by procedural generation of levels, turn-based gameplay, grid-based movement, and permanent death of the player character. Inspired by the 1980 game *Rogue*, these games emphasize strategic decision-making, exploration, and resource management in randomly generated dungeons or worlds, ensuring a unique experience with each playthrough. Players often face challenging environments filled with enemies, traps, and treasures, requiring careful planning and adaptability to survive. Modern roguelike games sometimes incorporate real-time elements or soften the ?permadeath? mechanic by allowing some progression between runs, leading to the development of the ?roguelite? subgenre. The appeal of roguelike games lies in their replayability, rewarding challenge, and the satisfaction of mastering complex systems and unpredictable scenarios.

The major global suppliers of Roguelike Game include Spike Chunsoft, Qingci Games, Supergiant Games, HABBY, Motion Twin, Housemarque, Hopoo Games, Mega Crit

Games, Avalon Games, Poncle, Devolver Digital, Nolla Games, Daniel Mullins Games, Shanghai Sunborn Network Technology, Cellar Door Games, Brace Yourself Games, ChillyRoom, Mossmouth, 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 Roguelike Game. 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 Roguelike Game 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 Roguelike Game 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 Roguelike Game 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 Roguelike Game Include:

Spike Chunsoft

Qingci Games

Supergiant Games

HABBY

Motion Twin

Housemarque

Hopoo Games

Mega Crit Games

Avalon Games

Poncle

Devolver Digital

Nolla Games

Daniel Mullins Games

Shanghai Sunborn Network Technology

Cellar Door Games

Brace Yourself Games

ChillyRoom

Mossmouth

Roguelike Game Product Segment Include:

2D Roguelike Game

3D Roguelike Game

Roguelike Game Product Application Include:

Mobile Game

Computer Game

Chapter Scope

Chapter 1: Product Research Range, Product Types and Applications, Market Overview, Market Situation and Trends

Chapter 2: Global Roguelike Game Industry PESTEL Analysis

Chapter 3: Global Roguelike Game Industry Porter's Five Forces Analysis

Chapter 4: Global Roguelike Game Major Regional Market Size and Forecast Analysis

Chapter 5: Global Roguelike Game Market Size and Forecast by Type and Application Analysis

Chapter 6: North America Passenger Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 7: Europe Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 8: China Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 9: APAC (Excl. China) Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 10: Latin America Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 11: Middle East and Africa Roguelike Game Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 12: Global Roguelike Game Competitive Analysis of Key Suppliers (Revenue, Market Share, Regional Distribution and Industry Concentration)

Chapter 13: Key Company Profiles (Product Portfolio, Revenue and Gross Margin)

Chapter 14: Industrial Chain Analysis, Include Raw Material Suppliers, Distributors and Customers

Chapter 15: Research Findings and Conclusion

Chapter 16: Methodology and Data Sources

Contents

1 ROGUELIKE GAME MARKET OVERVIEW

- 1.1 Product Definition and Statistical Scope
- 1.2 Roguelike Game Product by Type
 - 1.2.1 2D Roguelike Game
 - 1.2.2 3D Roguelike Game
- 1.3 Roguelike Game Product by Application
 - 1.3.1 Mobile Game
 - 1.3.2 Computer Game
- 1.4 Global Roguelike Game Market Size Analysis (2020-2032)
- 1.5 Roguelike Game Market Development Status and Trends
 - 1.5.1 Roguelike Game Industry Development Status Analysis
 - 1.5.2 Roguelike Game Industry Development Trends Analysis

2 ROGUELIKE GAME MARKET PESTEL ANALYSIS

- 2.1 Political Factors Analysis
- 2.2 Economic Factors Analysis
- 2.3 Social Factors Analysis
- 2.4 Technological Factors Analysis
- 2.5 Environmental Factors Analysis
- 2.6 Legal Factors Analysis

3 ROGUELIKE GAME MARKET PORTER'S FIVE FORCES ANALYSIS

- 3.1 Competitive Rivalry
- 3.2 Threat of New Entrants
- 3.3 Bargaining Power of Suppliers
- 3.4 Bargaining Power of Buyers
- 3.5 Threat of Substitutes

4 GLOBAL ROGUELIKE GAME MARKET ANALYSIS BY REGIONS

- 4.1 Global Roguelike Game Overall Market: 2024 VS 2025 VS 2032
- 4.2 Global Roguelike Game Revenue and Forecast Analysis (2020-2032)
 - 4.2.1 Global Roguelike Game Revenue and Market Share by Region (2020-2025)
 - 4.2.2 Global Roguelike Game Revenue Forecast by Region (2026-2032)

5 GLOBAL ROGUELIKE GAME MARKET SIZE BY TYPE AND APPLICATION

5.1 Global Roguelike Game Market Size by Type (2020-2032)

5.2 Global Roguelike Game Market Size by Application (2020-2032)

6 NORTH AMERICA

6.1 North America Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

6.2 North America Key Suppliers Analysis

6.3 North America Roguelike Game Market Size by Type

6.4 North America Roguelike Game Market Size by Application

6.5 North America Roguelike Game Market Size by Country

6.5.1 US

6.5.2 Canada

7 EUROPE

7.1 Europe Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

7.2 Europe Key Suppliers Analysis

7.3 Europe Roguelike Game Market Size by Type

7.4 Europe Roguelike Game Market Size by Application

7.5 Europe Roguelike Game Market Size by Country

7.5.1 Germany

7.5.2 France

7.5.3 United Kingdom

7.5.4 Italy

7.5.5 Spain

7.5.6 Benelux

8 CHINA

8.1 China Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

8.2 China Key Suppliers Analysis

8.3 China Roguelike Game Market Size by Type

8.4 China Roguelike Game Market Size by Application

9 APAC (EXCL. CHINA)

9.1 APAC (excl. China) Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

9.2 APAC (excl. China) Key Suppliers Analysis

9.3 APAC (excl. China) Roguelike Game Market Size by Type

9.4 APAC (excl. China) Roguelike Game Market Size by Application

9.5 APAC (excl. China) Roguelike Game Market Size by Country

9.5.1 Japan

9.5.2 South Korea

9.5.3 India

9.5.4 Australia

9.5.5 Southeast Asia

10 LATIN AMERICA

10.1 Latin America Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

10.2 Latin America Key Suppliers Analysis

10.3 Latin America Roguelike Game Market Size by Type

10.4 Latin America Roguelike Game Market Size by Application

10.5 Latin America Roguelike Game Market Size by Country

10.5.1 Mexico

10.5.2 Brazil

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Roguelike Game Market Size and Growth Rate Analysis (2020-2032)

11.2 Middle East & Africa Key Suppliers Analysis

11.3 Middle East & Africa Roguelike Game Market Size by Type

11.4 Middle East & Africa Roguelike Game Market Size by Application

11.5 Middle East & Africa Roguelike Game Market Size by Country

11.5.1 Saudi Arabia

11.5.2 South Africa

12 COMPETITION BY SUPPLIERS

12.1 Global Roguelike Game Market Revenue by Key Suppliers (2021-2025)

12.2 Roguelike Game Competitive Landscape Analysis and Market Dynamic

12.2.1 Roguelike Game Competitive Landscape Analysis

- 12.2.2 Global Key Suppliers Headquarter Location and Key Area Sales
- 12.2.3 Market Dynamic

13 KEY COMPANIES ANALYSIS

13.1 Spike Chunsoft

- 13.1.1 Spike Chunsoft Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.1.2 Spike Chunsoft Roguelike Game Product Portfolio
- 13.1.3 Spike Chunsoft Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.2 Qingci Games

- 13.2.1 Qingci Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.2.2 Qingci Games Roguelike Game Product Portfolio
- 13.2.3 Qingci Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.3 Supergiant Games

- 13.3.1 Supergiant Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.3.2 Supergiant Games Roguelike Game Product Portfolio
- 13.3.3 Supergiant Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.4 HABBY

- 13.4.1 HABBY Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.4.2 HABBY Roguelike Game Product Portfolio
- 13.4.3 HABBY Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.5 Motion Twin

- 13.5.1 Motion Twin Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.5.2 Motion Twin Roguelike Game Product Portfolio
- 13.5.3 Motion Twin Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.6 Housemarque

- 13.6.1 Housemarque Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)
- 13.6.2 Housemarque Roguelike Game Product Portfolio

13.6.3 Housemarque Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.7 Hopoo Games

13.7.1 Hopoo Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.7.2 Hopoo Games Roguelike Game Product Portfolio

13.7.3 Hopoo Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.8 Mega Crit Games

13.8.1 Mega Crit Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.8.2 Mega Crit Games Roguelike Game Product Portfolio

13.8.3 Mega Crit Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.9 Avalon Games

13.9.1 Avalon Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.9.2 Avalon Games Roguelike Game Product Portfolio

13.9.3 Avalon Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.10 Poncle

13.10.1 Poncle Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.10.2 Poncle Roguelike Game Product Portfolio

13.10.3 Poncle Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.11 Devolver Digital

13.11.1 Devolver Digital Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.11.2 Devolver Digital Roguelike Game Product Portfolio

13.11.3 Devolver Digital Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.12 Nolla Games

13.12.1 Nolla Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.12.2 Nolla Games Roguelike Game Product Portfolio

13.12.3 Nolla Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.13 Daniel Mullins Games

13.13.1 Daniel Mullins Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.13.2 Daniel Mullins Games Roguelike Game Product Portfolio

13.13.3 Daniel Mullins Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.14 Shanghai Sunborn Network Technology

13.14.1 Shanghai Sunborn Network Technology Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.14.2 Shanghai Sunborn Network Technology Roguelike Game Product Portfolio

13.14.3 Shanghai Sunborn Network Technology Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.15 Cellar Door Games

13.15.1 Cellar Door Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.15.2 Cellar Door Games Roguelike Game Product Portfolio

13.15.3 Cellar Door Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.16 Brace Yourself Games

13.16.1 Brace Yourself Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.16.2 Brace Yourself Games Roguelike Game Product Portfolio

13.16.3 Brace Yourself Games Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.17 ChillyRoom

13.17.1 ChillyRoom Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.17.2 ChillyRoom Roguelike Game Product Portfolio

13.17.3 ChillyRoom Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

13.18 Mossmouth

13.18.1 Mossmouth Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.18.2 Mossmouth Roguelike Game Product Portfolio

13.18.3 Mossmouth Roguelike Game Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

14 INDUSTRY CHAIN ANALYSIS

14.1 Roguelike Game Industry Chain Analysis

14.2 Roguelike Game Typical Downstream Customers

14.3 Roguelike Game Sales Channel Analysis

15 RESEARCH FINDINGS AND CONCLUSION

16 METHODOLOGY AND DATA SOURCE

16.1 Methodology/Research Approach

16.2 Research Scope

16.3 Benchmarks and Assumptions

16.4 Data Source

16.4.1 Primary Sources

16.4.2 Secondary Sources

16.5 Data Cross Validation

16.6 Disclaimer

List Of Tables

LIST OF TABLES

Table 1: Global Roguelike Game Market Size Growth Rate by Type, 2024 VS 2025 VS 2032 (US\$ Million)

Table 2: Global Roguelike Game Market Size Growth Rate by Application, 2024 VS 2025 VS 2032 (US\$ Million)

Table 3: Roguelike Game Industry Development Status

Table 4: Roguelike Game Industry Development Trends

Table 5: Global Roguelike Game Market Size by Region in US\$ Million: 2024 VS 2025 VS 2032

Table 6: Global Roguelike Game Revenue by Region (2020-2025) & (US\$ Million)

Table 7: Global Roguelike Game Revenue Market Share by Region (2020-2025)

Table 8: Global Roguelike Game Revenue Forecast by Region (2026-2032) & (US\$ Million)

Table 9: Global Roguelike Game Revenue Market Share Forecast by Region (2026-2032)

Table 10: Global Roguelike Game Revenue Analysis by Type (2020-2025) & (US\$ Million)

Table 11: Global Roguelike Game Revenue Analysis Forecast by Type (2026-2032) & (US\$ Million)

Table 12: Global Roguelike Game Revenue Analysis by Application (2020-2025) & (US\$ Million)

Table 13: Global Roguelike Game Revenue Analysis Forecast by Application (2026-2032) & (US\$ Million)

Table 14: Key Roguelike Game Players in North America

Table 15: North America Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 16: North America Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 17: North America Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 18: North America Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 19: North America Roguelike Game Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 20: North America Roguelike Game Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 21: Key Roguelike Game Players in Europe

Table 22: Europe Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 23: Europe Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 24: Europe Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 25: Europe Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 26: Europe Roguelike Game Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 27: Europe Roguelike Game Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 28: Key Roguelike Game Players in China

Table 29: China Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 30: China Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 31: China Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 32: China Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 33: Key Roguelike Game Players in APAC (excl. China)

Table 34: APAC (excl. China) Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 35: APAC (excl. China) Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 36: APAC (excl. China) Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 37: APAC (excl. China) Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 38: APAC (excl. China) Roguelike Game Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 39: APAC (excl. China) Roguelike Game Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 40: Key Roguelike Game Players in Latin America

Table 41: Latin America Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 42: Latin America Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 43: Latin America Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 44: Latin America Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 45: Latin America Roguelike Game Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 46: Latin America Roguelike Game Revenue Market Size by Country (2026-2032)

& (US\$ Million)

Table 47: Key Roguelike Game Players in Middle East & Africa

Table 48: Middle East & Africa Roguelike Game Revenue by Type (2020-2025) & (US\$ Million)

Table 49: Middle East & Africa Roguelike Game Revenue by Type (2026-2032) & (US\$ Million)

Table 50: Middle East & Africa Roguelike Game Revenue by Application (2020-2025) & (US\$ Million)

Table 51: Middle East & Africa Roguelike Game Revenue by Application (2026-2032) & (US\$ Million)

Table 52: Middle East & Africa Roguelike Game Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 53: Middle East & Africa Roguelike Game Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 54: Global Roguelike Game Market Revenue by Key Suppliers (2021-2025) & (US\$ Million)

Table 55: Global Roguelike Game Revenue Market Share by Key Suppliers (2021-2025)

Table 56: Global Key Suppliers Headquarter Location and Key Area Sales

Table 57: Market Mergers & Acquisitions, Expansion

Table 58: Spike Chunsoft Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 59: Spike Chunsoft Roguelike Game Product Portfolio

Table 60: Spike Chunsoft Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 61: Qingci Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 62: Qingci Games Roguelike Game Product Portfolio

Table 63: Qingci Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 64: Supergiant Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 65: Supergiant Games Roguelike Game Product Portfolio

Table 66: Supergiant Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 67: HABBY Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 68: HABBY Roguelike Game Product Portfolio

Table 69: HABBY Roguelike Game Revenue (US\$ Million), Gross Margin and Market

Share (2021-2025)

Table 70: Motion Twin Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 71: Motion Twin Roguelike Game Product Portfolio

Table 72: Motion Twin Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 73: Housemarque Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 74: Housemarque Roguelike Game Product Portfolio

Table 75: Housemarque Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 76: Hopoo Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 77: Hopoo Games Roguelike Game Product Portfolio

Table 78: Hopoo Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 79: Mega Crit Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 80: Mega Crit Games Roguelike Game Product Portfolio

Table 81: Mega Crit Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 82: Avalon Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 83: Avalon Games Roguelike Game Product Portfolio

Table 84: Avalon Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 85: Poncle Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 86: Poncle Roguelike Game Product Portfolio

Table 87: Poncle Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 88: Devolver Digital Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 89: Devolver Digital Roguelike Game Product Portfolio

Table 90: Devolver Digital Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 91: Nolla Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 92: Nolla Games Roguelike Game Product Portfolio

Table 93: Nolla Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 94: Daniel Mullins Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 95: Daniel Mullins Games Roguelike Game Product Portfolio

Table 96: Daniel Mullins Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 97: Shanghai Sunborn Network Technology Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 98: Shanghai Sunborn Network Technology Roguelike Game Product Portfolio

Table 99: Shanghai Sunborn Network Technology Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 100: Cellar Door Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 101: Cellar Door Games Roguelike Game Product Portfolio

Table 102: Cellar Door Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 103: Brace Yourself Games Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 104: Brace Yourself Games Roguelike Game Product Portfolio

Table 105: Brace Yourself Games Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 106: ChillyRoom Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 107: ChillyRoom Roguelike Game Product Portfolio

Table 108: ChillyRoom Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 109: Mossmouth Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 110: Mossmouth Roguelike Game Product Portfolio

Table 111: Mossmouth Roguelike Game Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 112: Roguelike Game Typical Customer List

Table 113: Roguelike Game Distributors List

List Of Figures

LIST OF FIGURES

Figure 1: Roguelike Game Product Pictures

Figure 2: 2D Roguelike Game Picture Scope

Figure 3: 3D Roguelike Game Picture Scope

Figure 4: Mobile Game Picture Scope

Figure 5: Computer Game Picture Scope

Figure 6: Global Roguelike Game Market Size Analysis: 2024 VS 2025 VS 2032 (US\$ Million)

Figure 7: Global Roguelike Game Market Revenue and Growth Rate Analysis: (2020-2032) & (US\$ Million)

Figure 8: Global Roguelike Game Market Size by Region (2020-2032) & (US\$ Million)

Figure 9: Global Roguelike Game Market Share Scenario by Region in Percentage: 2025 Versus 2032

Figure 10: North America Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 11: North America Roguelike Game Market Share by Players in 2024

Figure 12: North America Roguelike Game Revenue Market Share by Type (2020-2032)

Figure 13: North America Roguelike Game Revenue Market Share by Application (2020-2032)

Figure 14: US Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 15: Canada Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 16: Europe Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 17: Europe Roguelike Game Market Share by Players in 2024

Figure 18: Europe Roguelike Game Revenue Market Share by Type (2020-2032)

Figure 19: Europe Roguelike Game Revenue Market Share by Application (2020-2032)

Figure 20: Germany Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 21: France Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 22: United Kingdom Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 23: Italy Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 24: Spain Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 25: Benelux Roguelike Game Revenue (2020-2032) & (US\$ Million)

Figure 26: China Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 27: China Roguelike Game Market Share by Players in 2024

- Figure 28: China Roguelike Game Revenue Market Share by Type (2020-2032)
- Figure 29: China Roguelike Game Revenue Market Share by Application (2020-2032)
- Figure 30: APAC (excl. China) Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 31: APAC (excl. China) Roguelike Game Market Share by Players in 2024
- Figure 32: APAC (excl. China) Roguelike Game Revenue Market Share by Type (2020-2032)
- Figure 33: APAC (excl. China) Roguelike Game Revenue Market Share by Application (2020-2032)
- Figure 34: Japan Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 35: South Korea Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 36: India Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 37: Australia Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 38: Southeast Asia Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 39: Latin America Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 40: Latin America Roguelike Game Market Share by Players in 2024
- Figure 41: Latin America Roguelike Game Revenue Market Share by Type (2020-2032)
- Figure 42: Latin America Roguelike Game Revenue Market Share by Application (2020-2032)
- Figure 43: Mexico Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 44: Brazil Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 45: Middle East & Africa Roguelike Game Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 46: Middle East & Africa Roguelike Game Market Share by Players in 2024
- Figure 47: Middle East & Africa Roguelike Game Revenue Market Share by Type (2020-2032)
- Figure 48: Middle East & Africa Roguelike Game Revenue Market Share by Application (2020-2032)
- Figure 49: Saudi Arabia Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 50: South Africa Roguelike Game Revenue (2020-2032) & (US\$ Million)
- Figure 51: Global Roguelike Game Revenue Market Share by Key Suppliers in 2024
- Figure 52: Global Roguelike Game Industry Competition Landscape
- Figure 53: Roguelike Game Industry Chain Analysis
- Figure 54: Bottom-Up and Top-Down Research Methods
- Figure 55: Key Interview Objectives
- Figure 56: Data Cross Validation

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