

# Global Roguelike Game Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global Roguelike Game market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Roguelike Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Roguelike Game, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Roguelike Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Roguelike Game total market, 2018-2029, (USD Million)

Global Roguelike Game total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Roguelike Game total market, key domestic companies and share, (USD Million)

Global Roguelike Game revenue by player and market share 2018-2023, (USD Million)

Global Roguelike Game total market by Type, CAGR, 2018-2029, (USD Million)

## Global Roguelike Game total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Roguelike Game market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Motion Twin (Dead Cells), Red Hook Studios (Darkest Dungeon), Dodge Roll (Enter the Gungeon), Housemarque (RETURNAL), ChillyRoom (Soul Knight), Cellar Door Games (ROGUE LEGACY 2), Mossmouth (Spelunky 2), Four Quarters (Loop Hero) and Supergiant Games (Hades), etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Roguelike Game market

### Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

### Global Roguelike Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

## Global Roguelike Game Market, Segmentation by Type

2D Roguelike Game

3D Roguelike Game

## Global Roguelike Game Market, Segmentation by Application

Mobile Game

Computer Game

## Companies Profiled:

Motion Twin (Dead Cells)

Red Hook Studios (Darkest Dungeon)

Dodge Roll (Enter the Gungeon)

Housemarque (RETURNAL)

ChillyRoom (Soul Knight)

Cellar Door Games (ROGUE LEGACY 2)

Mossmouth (Spelunky 2)

Four Quarters (Loop Hero)

Supergiant Games (Hades)

Subset Games (FTL: Faster Than Light)

Blue Manchu (Void Bastards)

Daniel Mullins Games (Inscription)

Maschinen-Mensch (Curious Expedition)

Brace Yourself Games (Crypt of the Necrodancer)

Hopoo Games (Risk of Rain 2)

Klei Entertainment (Don't Starve)

Massive Monster (Cult of the Lamb)

HABBY (Survivor.io)

Afterburner Studios (Dreamscaper)

## Key Questions Answered

1. How big is the global Roguelike Game market?
2. What is the demand of the global Roguelike Game market?
3. What is the year over year growth of the global Roguelike Game market?
4. What is the total value of the global Roguelike Game market?
5. Who are the major players in the global Roguelike Game market?
6. What are the growth factors driving the market demand?

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