

Global ARPG Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global ARPG Games market size is predicted to grow from US\$ 5356 million in 2025 to US\$ 10420 million in 2032; it is expected to grow at a CAGR of 10.2% from 2026 to 2032.

ARPG Games are a subgenre of video games that combine core elements from both the action game and role-playing genre. They emphasize real-time combat where the player has direct control over the characters as opposed to turn or menu-based combat while still having a focus on character's stats in order to determine relative strength and abilities. These games often use action game combat systems similar to hack and slash or shooter games. ARPG Games may also incorporate action-adventure games, which include a mission system and role-playing game mechanics, or MMORPGs with real-time combat systems.

The ARPG market is expected to continue growing, driven by several key trends:

Increased Mobile Gaming: The rise of powerful mobile devices is making high-quality ARPGs more accessible on smartphones and tablets.

Cross-Platform Play: Gamers increasingly demand seamless experiences across different devices, leading to more ARPGs supporting cross-platform play.

Integration of VR and AR: Virtual Reality (VR) and Augmented Reality (AR) technologies are enhancing the immersive experience of ARPGs, offering new ways to interact with game worlds.

Live Service Models: Many ARPGs are adopting live service models, providing

continuous updates, new content, and events to keep players engaged over longer periods.

Community and Social Features: Enhanced multiplayer and social features are becoming more prevalent, allowing players to team up and compete in more dynamic ways.

LPI (LP Information)' newest research report, the “ARPG Games Industry Forecast” looks at past sales and reviews total world ARPG Games sales in 2025, providing a comprehensive analysis by region and market sector of projected ARPG Games sales for 2026 through 2032. With ARPG Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world ARPG Games industry.

This Insight Report provides a comprehensive analysis of the global ARPG Games landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on ARPG Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms’ unique position in an accelerating global ARPG Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for ARPG Games and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global ARPG Games.

This report presents a comprehensive overview, market shares, and growth opportunities of ARPG Games market by product type, application, key players and key regions and countries.

Segmentation by Type:

Solo Games

Multiplayer Games

Segmentation by Application:

Online

Offline

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Microsoft

Grinding Gear Games

Square Enix

CAPCOM

Sony

Nintendo

CDPR

FromSoftware

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