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

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Abstracts

The global Comic-based Games market size is predicted to grow from US$ 7659 million in 2025 to US$ 14500 million in 2032; it is expected to grow at a CAGR of 9.7% from 2026 to 2032.

Comic-based games are video games that are adapted from or inspired by comic books, graphic novels, or manga, where the storyline, characters, settings, or visual styles are directly derived from the source material. These games translate static, illustrated narratives into interactive digital experiences, allowing players to engage with iconic comic universes through exploration, combat, decision-making, or role-play.

United States market for Comic-based Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Comic-based Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Comic-based Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Comic-based Games players cover Bandai Namco Entertainment, NetEase Games, Tencent Games, Warner Bros. Games, Square Enix, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

Report Scope

LPI (LP Information)' newest research report, the “Comic-based Games Industry

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Forecast" looks at past sales and reviews total world Comic-based Games sales in 2025, providing a comprehensive analysis by region and market sector of projected Comic-based Games sales for 2026 through 2032. With Comic-based Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Comic-based Games industry.

This Insight Report provides a comprehensive analysis of the global Comic-based 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 Comic-based Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Comic-based Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Comic-based 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 Comic-based Games.

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

Market Segmentation

Segmentation by Type:

Free Games

Paid Games

Segmentation by Application:

Mobile Platform

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- Host Platform

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

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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.

Bandai Namco Entertainment

NetEase Games

Tencent Games

Warner Bros. Games

Square Enix

Capcom

Koei Tecmo Games

Insomniac Games

Ubisoft

Activision Blizzard

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