

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

<https://marketpublishers.com/r/G6F3C0D0FEE8EN.html>

Date: June 2026

Pages: 104

Price: US\$ 3,660.00 (Single User License)

ID: G6F3C0D0FEE8EN

Abstracts

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

Soulslike games, also known as soul-like games, refer to some top-level action games with high story, high level difficulty, high gaming experience and high aesthetic design.

United States market for Soulslike 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 Soulslike 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 Soulslike 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 Soulslike Games players cover FromSoftware, Bluepoint Games, Prime 1 Studio, Team Ninja, Deck13 Interactive, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

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

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

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

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

Segmentation by Type:

2D

3D

Segmentation by Application:

Mobile Phone

Computer

Other

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.

FromSoftware

Bluepoint Games

Prime 1 Studio

Team Ninja

Deck13 Interactive

CI Games

Cold Symmetry

Motion Twin

Housemarque

Team Cherry

Neowiz Games & Round8 Studio

Ska Studios

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