

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

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Abstracts

The global SRPG 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.

SRPG games are a subgenre of role-playing games (RPGs) that incorporate elements of tactical or strategy games. SRPG games usually involve controlling a party of characters with different abilities and classes, and engaging in turn-based or real-time battles on a grid-based map. SRPG games often emphasize character development, story, and strategic thinking over exploration and action.

United States market for SRPG 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 SRPG 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 SRPG 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 SRPG Games players cover Square Enix, Intelligent Systems, Nippon Ichi Software, Sega, Koei Tecmo, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "SRPG Games Industry Forecast" looks at past sales and reviews total world SRPG Games sales in 2025, providing a comprehensive analysis by region and market sector of projected SRPG Games sales for 2026 through 2032. With SRPG Games sales broken down by region, market sector

and sub-sector, this report provides a detailed analysis in US\$ millions of the world SRPG Games industry.

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

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

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

Segmentation by Type:

Play Solo

Multiplayer

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.

Square Enix

Intelligent Systems

Nippon Ichi Software

Sega

Koei Tecmo

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