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

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Abstracts

The global Text Adventure Games market size is predicted to grow from US$ 200 million in 2025 to US$ 352 million in 2032; it is expected to grow at a CAGR of 8.6% from 2026 to 2032.

Text adventure games, often called interactive fiction (IF), are a genre of computer games where the primary medium of interaction is text rather than graphics or real-time action.

United States market for Text Adventure 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 Text Adventure 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 Text Adventure 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 Text Adventure Games players cover Tencent, NetEase, Annapurna Interactive, Choice of Games, Inkle Studios, 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 “Text Adventure Games Industry Forecast” looks at past sales and reviews total world Text Adventure Games sales in 2025, providing a comprehensive analysis by region and market sector of projected

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Text Adventure Games sales for 2026 through 2032. With Text Adventure Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Text Adventure Games industry.

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

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

This report presents a comprehensive overview, market shares, and growth opportunities of Text Adventure 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:

Leisure and Entertainment

Competitions

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- Others

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.

Tencent

NetEase

Annapurna Interactive

Choice of Games

Inkle Studios

Square Enix Montreal

Chucklefish

Telltale Games

Ndemic Creations

Frictional Games

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Aksys Games

Virtuos

Wales Interactive

Trailmix Games

Habby

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