

Palworld after one month of launch: 25 million players, record high revenue




There is no doubt that Palworld is the most popular name in the global gaming industry recently, with consecutive records in sales and number of players being broken.

The open world survival game with cute "Pals" from Japanese developer Pocket Pair has become the first video game to achieve resounding success on both PC and Xbox platforms.

Currently, after more than a month since Palworld's launch, PocketPair has continued to reveal new impressive statistics of this game. Accordingly, with the Steam and Xbox platforms alone, Palworld has more than 25 million players, including 15 million players on Steam. Since Palworld is a paid game on Steam, the above number means that 15 million digital copies of the game have been sold on the platform.

With a price of 30 USD/copy, it is estimated that Pocketpair has earned 450 million USD from Palworld sales alone on Steam after nearly two months of release. Minus the costs paid to Steam, the company's revenue still reached the \$315 million mark. This is a huge amount of money for any game, let alone a game that was released a while ago. Palworld is currently in the top 20 games with the best sales on Steam, and top 10 in terms of concurrent players at the same time.

Similarly, on the Xbox platform, more than 10 million gamers have tried the Palworld experience. However, because Palworld is a Day One Xbox Game Pass title, it's unclear how many players have paid in full for the game.

 Palworld  
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🎉 Total number of players exceeds 25 million 🎉

It's been a month since #Palworld was released, thank you!

- Steam: 15 million players
- Xbox: 10 million players

We will continue to prioritize fixing bugs and preventing further cheating.

Thank you for your continued support!



10:05 PM · Feb 22, 2024

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To see how successful Palworld is, just make a few small comparisons. Hogwarts Legacy - a blockbuster in 2023 - took 3 months to reach 15 million copies sold on all platforms, and by the end of 2023 that number would reach 22 million. Similarly, another popular game of 2022, Elden Ring, also took nearly a year to sell 20 million copies.

However, to maintain this success, the Pocketpair team will need to work harder to fix errors and prevent the problem of hacks and cheats that are increasingly common on Palworld. Pocketpair previously announced plans for future content updates, but it seems like for now they're still focused on solving the game's issues.

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