

# Global 2D Fighting Games Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global 2D Fighting Games market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global 2D Fighting Games market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2023, are provided.

### Key Features:

Global 2D Fighting Games market size and forecasts, in consumption value (\$ Million), 2018-2029

Global 2D Fighting Games market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global 2D Fighting Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global 2D Fighting Games market shares of main players, in revenue (\$ Million), 2018-2023

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for 2D Fighting Games

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global 2D Fighting Games market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Nintendo, Namco, WB Games, Sega and Capcom, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market segmentation

2D Fighting Games market is split by Type and by Application. For the period 2018-2029, the growth among segments provide accurate calculations and forecasts for consumption value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Stand-alone Game

Online Game

Market segment by Application

PC

Mobile Phone

Tablet

Gaming Console

Market segment by players, this report covers

Nintendo

Namco

WB Games

Sega

Capcom

Koei Tecmo

SNK Playmore

Autumn Games

Arc System Works

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe 2D Fighting Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of 2D Fighting Games, with revenue, gross margin and global market share of 2D Fighting Games from 2018 to 2023.

Chapter 3, the 2D Fighting Games competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2018 to 2029.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2018 to 2023. and 2D Fighting Games market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of 2D Fighting Games.

Chapter 13, to describe 2D Fighting Games research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of 2D Fighting Games
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of 2D Fighting Games by Type
  - 1.3.1 Overview: Global 2D Fighting Games Market Size by Type: 2018 Versus 2022 Versus 2029
  - 1.3.2 Global 2D Fighting Games Consumption Value Market Share by Type in 2022
  - 1.3.3 Stand-alone Game
  - 1.3.4 Online Game
- 1.4 Global 2D Fighting Games Market by Application
  - 1.4.1 Overview: Global 2D Fighting Games Market Size by Application: 2018 Versus 2022 Versus 2029
  - 1.4.2 PC
  - 1.4.3 Mobile Phone
  - 1.4.4 Tablet
  - 1.4.5 Gaming Console
- 1.5 Global 2D Fighting Games Market Size & Forecast
- 1.6 Global 2D Fighting Games Market Size and Forecast by Region
  - 1.6.1 Global 2D Fighting Games Market Size by Region: 2018 VS 2022 VS 2029
  - 1.6.2 Global 2D Fighting Games Market Size by Region, (2018-2029)
  - 1.6.3 North America 2D Fighting Games Market Size and Prospect (2018-2029)
  - 1.6.4 Europe 2D Fighting Games Market Size and Prospect (2018-2029)
  - 1.6.5 Asia-Pacific 2D Fighting Games Market Size and Prospect (2018-2029)
  - 1.6.6 South America 2D Fighting Games Market Size and Prospect (2018-2029)
  - 1.6.7 Middle East and Africa 2D Fighting Games Market Size and Prospect (2018-2029)

### 2 COMPANY PROFILES

- 2.1 Nintendo
  - 2.1.1 Nintendo Details
  - 2.1.2 Nintendo Major Business
  - 2.1.3 Nintendo 2D Fighting Games Product and Solutions
  - 2.1.4 Nintendo 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)
  - 2.1.5 Nintendo Recent Developments and Future Plans

## 2.2 Namco

### 2.2.1 Namco Details

### 2.2.2 Namco Major Business

### 2.2.3 Namco 2D Fighting Games Product and Solutions

### 2.2.4 Namco 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

### 2.2.5 Namco Recent Developments and Future Plans

## 2.3 WB Games

### 2.3.1 WB Games Details

### 2.3.2 WB Games Major Business

### 2.3.3 WB Games 2D Fighting Games Product and Solutions

### 2.3.4 WB Games 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

### 2.3.5 WB Games Recent Developments and Future Plans

## 2.4 Sega

### 2.4.1 Sega Details

### 2.4.2 Sega Major Business

### 2.4.3 Sega 2D Fighting Games Product and Solutions

### 2.4.4 Sega 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

### 2.4.5 Sega Recent Developments and Future Plans

## 2.5 Capcom

### 2.5.1 Capcom Details

### 2.5.2 Capcom Major Business

### 2.5.3 Capcom 2D Fighting Games Product and Solutions

### 2.5.4 Capcom 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

### 2.5.5 Capcom Recent Developments and Future Plans

## 2.6 Koei Tecmo

### 2.6.1 Koei Tecmo Details

### 2.6.2 Koei Tecmo Major Business

### 2.6.3 Koei Tecmo 2D Fighting Games Product and Solutions

### 2.6.4 Koei Tecmo 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

### 2.6.5 Koei Tecmo Recent Developments and Future Plans

## 2.7 SNK Playmore

### 2.7.1 SNK Playmore Details

### 2.7.2 SNK Playmore Major Business

### 2.7.3 SNK Playmore 2D Fighting Games Product and Solutions

2.7.4 SNK Playmore 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

2.7.5 SNK Playmore Recent Developments and Future Plans

2.8 Autumn Games

2.8.1 Autumn Games Details

2.8.2 Autumn Games Major Business

2.8.3 Autumn Games 2D Fighting Games Product and Solutions

2.8.4 Autumn Games 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Autumn Games Recent Developments and Future Plans

2.9 Arc System Works

2.9.1 Arc System Works Details

2.9.2 Arc System Works Major Business

2.9.3 Arc System Works 2D Fighting Games Product and Solutions

2.9.4 Arc System Works 2D Fighting Games Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 Arc System Works Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

3.1 Global 2D Fighting Games Revenue and Share by Players (2018-2023)

3.2 Market Share Analysis (2022)

3.2.1 Market Share of 2D Fighting Games by Company Revenue

3.2.2 Top 3 2D Fighting Games Players Market Share in 2022

3.2.3 Top 6 2D Fighting Games Players Market Share in 2022

3.3 2D Fighting Games Market: Overall Company Footprint Analysis

3.3.1 2D Fighting Games Market: Region Footprint

3.3.2 2D Fighting Games Market: Company Product Type Footprint

3.3.3 2D Fighting Games Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

### **4 MARKET SIZE SEGMENT BY TYPE**

4.1 Global 2D Fighting Games Consumption Value and Market Share by Type (2018-2023)

4.2 Global 2D Fighting Games Market Forecast by Type (2024-2029)

### **5 MARKET SIZE SEGMENT BY APPLICATION**



5.1 Global 2D Fighting Games Consumption Value Market Share by Application (2018-2023)

5.2 Global 2D Fighting Games Market Forecast by Application (2024-2029)

## **6 NORTH AMERICA**

6.1 North America 2D Fighting Games Consumption Value by Type (2018-2029)

6.2 North America 2D Fighting Games Consumption Value by Application (2018-2029)

6.3 North America 2D Fighting Games Market Size by Country

6.3.1 North America 2D Fighting Games Consumption Value by Country (2018-2029)

6.3.2 United States 2D Fighting Games Market Size and Forecast (2018-2029)

6.3.3 Canada 2D Fighting Games Market Size and Forecast (2018-2029)

6.3.4 Mexico 2D Fighting Games Market Size and Forecast (2018-2029)

## **7 EUROPE**

7.1 Europe 2D Fighting Games Consumption Value by Type (2018-2029)

7.2 Europe 2D Fighting Games Consumption Value by Application (2018-2029)

7.3 Europe 2D Fighting Games Market Size by Country

7.3.1 Europe 2D Fighting Games Consumption Value by Country (2018-2029)

7.3.2 Germany 2D Fighting Games Market Size and Forecast (2018-2029)

7.3.3 France 2D Fighting Games Market Size and Forecast (2018-2029)

7.3.4 United Kingdom 2D Fighting Games Market Size and Forecast (2018-2029)

7.3.5 Russia 2D Fighting Games Market Size and Forecast (2018-2029)

7.3.6 Italy 2D Fighting Games Market Size and Forecast (2018-2029)

## **8 ASIA-PACIFIC**

8.1 Asia-Pacific 2D Fighting Games Consumption Value by Type (2018-2029)

8.2 Asia-Pacific 2D Fighting Games Consumption Value by Application (2018-2029)

8.3 Asia-Pacific 2D Fighting Games Market Size by Region

8.3.1 Asia-Pacific 2D Fighting Games Consumption Value by Region (2018-2029)

8.3.2 China 2D Fighting Games Market Size and Forecast (2018-2029)

8.3.3 Japan 2D Fighting Games Market Size and Forecast (2018-2029)

8.3.4 South Korea 2D Fighting Games Market Size and Forecast (2018-2029)

8.3.5 India 2D Fighting Games Market Size and Forecast (2018-2029)

8.3.6 Southeast Asia 2D Fighting Games Market Size and Forecast (2018-2029)

8.3.7 Australia 2D Fighting Games Market Size and Forecast (2018-2029)



## **9 SOUTH AMERICA**

- 9.1 South America 2D Fighting Games Consumption Value by Type (2018-2029)
- 9.2 South America 2D Fighting Games Consumption Value by Application (2018-2029)
- 9.3 South America 2D Fighting Games Market Size by Country
  - 9.3.1 South America 2D Fighting Games Consumption Value by Country (2018-2029)
  - 9.3.2 Brazil 2D Fighting Games Market Size and Forecast (2018-2029)
  - 9.3.3 Argentina 2D Fighting Games Market Size and Forecast (2018-2029)

## **10 MIDDLE EAST & AFRICA**

- 10.1 Middle East & Africa 2D Fighting Games Consumption Value by Type (2018-2029)
- 10.2 Middle East & Africa 2D Fighting Games Consumption Value by Application (2018-2029)
- 10.3 Middle East & Africa 2D Fighting Games Market Size by Country
  - 10.3.1 Middle East & Africa 2D Fighting Games Consumption Value by Country (2018-2029)
  - 10.3.2 Turkey 2D Fighting Games Market Size and Forecast (2018-2029)
  - 10.3.3 Saudi Arabia 2D Fighting Games Market Size and Forecast (2018-2029)
  - 10.3.4 UAE 2D Fighting Games Market Size and Forecast (2018-2029)

## **11 MARKET DYNAMICS**

- 11.1 2D Fighting Games Market Drivers
- 11.2 2D Fighting Games Market Restraints
- 11.3 2D Fighting Games Trends Analysis
- 11.4 Porters Five Forces Analysis
  - 11.4.1 Threat of New Entrants
  - 11.4.2 Bargaining Power of Suppliers
  - 11.4.3 Bargaining Power of Buyers
  - 11.4.4 Threat of Substitutes
  - 11.4.5 Competitive Rivalry
- 11.5 Influence of COVID-19 and Russia-Ukraine War
  - 11.5.1 Influence of COVID-19
  - 11.5.2 Influence of Russia-Ukraine War

## **12 INDUSTRY CHAIN ANALYSIS**

- 12.1 2D Fighting Games Industry Chain
- 12.2 2D Fighting Games Upstream Analysis
- 12.3 2D Fighting Games Midstream Analysis
- 12.4 2D Fighting Games Downstream Analysis

## **13 RESEARCH FINDINGS AND CONCLUSION**

## **14 APPENDIX**

- 14.1 Methodology
- 14.2 Research Process and Data Source
- 14.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global 2D Fighting Games Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global 2D Fighting Games Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global 2D Fighting Games Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global 2D Fighting Games Consumption Value by Region (2024-2029) & (USD Million)

Table 5. Nintendo Company Information, Head Office, and Major Competitors

Table 6. Nintendo Major Business

Table 7. Nintendo 2D Fighting Games Product and Solutions

Table 8. Nintendo 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. Nintendo Recent Developments and Future Plans

Table 10. Namco Company Information, Head Office, and Major Competitors

Table 11. Namco Major Business

Table 12. Namco 2D Fighting Games Product and Solutions

Table 13. Namco 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. Namco Recent Developments and Future Plans

Table 15. WB Games Company Information, Head Office, and Major Competitors

Table 16. WB Games Major Business

Table 17. WB Games 2D Fighting Games Product and Solutions

Table 18. WB Games 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. WB Games Recent Developments and Future Plans

Table 20. Sega Company Information, Head Office, and Major Competitors

Table 21. Sega Major Business

Table 22. Sega 2D Fighting Games Product and Solutions

Table 23. Sega 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. Sega Recent Developments and Future Plans

Table 25. Capcom Company Information, Head Office, and Major Competitors

Table 26. Capcom Major Business

Table 27. Capcom 2D Fighting Games Product and Solutions

Table 28. Capcom 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 29. Capcom Recent Developments and Future Plans

Table 30. Koei Tecmo Company Information, Head Office, and Major Competitors

Table 31. Koei Tecmo Major Business

Table 32. Koei Tecmo 2D Fighting Games Product and Solutions

Table 33. Koei Tecmo 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 34. Koei Tecmo Recent Developments and Future Plans

Table 35. SNK Playmore Company Information, Head Office, and Major Competitors

Table 36. SNK Playmore Major Business

Table 37. SNK Playmore 2D Fighting Games Product and Solutions

Table 38. SNK Playmore 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 39. SNK Playmore Recent Developments and Future Plans

Table 40. Autumn Games Company Information, Head Office, and Major Competitors

Table 41. Autumn Games Major Business

Table 42. Autumn Games 2D Fighting Games Product and Solutions

Table 43. Autumn Games 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 44. Autumn Games Recent Developments and Future Plans

Table 45. Arc System Works Company Information, Head Office, and Major Competitors

Table 46. Arc System Works Major Business

Table 47. Arc System Works 2D Fighting Games Product and Solutions

Table 48. Arc System Works 2D Fighting Games Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 49. Arc System Works Recent Developments and Future Plans

Table 50. Global 2D Fighting Games Revenue (USD Million) by Players (2018-2023)

Table 51. Global 2D Fighting Games Revenue Share by Players (2018-2023)

Table 52. Breakdown of 2D Fighting Games by Company Type (Tier 1, Tier 2, and Tier 3)

Table 53. Market Position of Players in 2D Fighting Games, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 54. Head Office of Key 2D Fighting Games Players

Table 55. 2D Fighting Games Market: Company Product Type Footprint

Table 56. 2D Fighting Games Market: Company Product Application Footprint

Table 57. 2D Fighting Games New Market Entrants and Barriers to Market Entry

Table 58. 2D Fighting Games Mergers, Acquisition, Agreements, and Collaborations

Table 59. Global 2D Fighting Games Consumption Value (USD Million) by Type (2018-2023)

Table 60. Global 2D Fighting Games Consumption Value Share by Type (2018-2023)

Table 61. Global 2D Fighting Games Consumption Value Forecast by Type (2024-2029)

Table 62. Global 2D Fighting Games Consumption Value by Application (2018-2023)

Table 63. Global 2D Fighting Games Consumption Value Forecast by Application (2024-2029)

Table 64. North America 2D Fighting Games Consumption Value by Type (2018-2023) & (USD Million)

Table 65. North America 2D Fighting Games Consumption Value by Type (2024-2029) & (USD Million)

Table 66. North America 2D Fighting Games Consumption Value by Application (2018-2023) & (USD Million)

Table 67. North America 2D Fighting Games Consumption Value by Application (2024-2029) & (USD Million)

Table 68. North America 2D Fighting Games Consumption Value by Country (2018-2023) & (USD Million)

Table 69. North America 2D Fighting Games Consumption Value by Country (2024-2029) & (USD Million)

Table 70. Europe 2D Fighting Games Consumption Value by Type (2018-2023) & (USD Million)

Table 71. Europe 2D Fighting Games Consumption Value by Type (2024-2029) & (USD Million)

Table 72. Europe 2D Fighting Games Consumption Value by Application (2018-2023) & (USD Million)

Table 73. Europe 2D Fighting Games Consumption Value by Application (2024-2029) & (USD Million)

Table 74. Europe 2D Fighting Games Consumption Value by Country (2018-2023) & (USD Million)

Table 75. Europe 2D Fighting Games Consumption Value by Country (2024-2029) & (USD Million)

Table 76. Asia-Pacific 2D Fighting Games Consumption Value by Type (2018-2023) & (USD Million)

Table 77. Asia-Pacific 2D Fighting Games Consumption Value by Type (2024-2029) & (USD Million)

Table 78. Asia-Pacific 2D Fighting Games Consumption Value by Application (2018-2023) & (USD Million)

Table 79. Asia-Pacific 2D Fighting Games Consumption Value by Application (2024-2029) & (USD Million)

Table 80. Asia-Pacific 2D Fighting Games Consumption Value by Region (2018-2023) & (USD Million)

Table 81. Asia-Pacific 2D Fighting Games Consumption Value by Region (2024-2029) & (USD Million)

Table 82. South America 2D Fighting Games Consumption Value by Type (2018-2023) & (USD Million)

Table 83. South America 2D Fighting Games Consumption Value by Type (2024-2029) & (USD Million)

Table 84. South America 2D Fighting Games Consumption Value by Application (2018-2023) & (USD Million)

Table 85. South America 2D Fighting Games Consumption Value by Application (2024-2029) & (USD Million)

Table 86. South America 2D Fighting Games Consumption Value by Country (2018-2023) & (USD Million)

Table 87. South America 2D Fighting Games Consumption Value by Country (2024-2029) & (USD Million)

Table 88. Middle East & Africa 2D Fighting Games Consumption Value by Type (2018-2023) & (USD Million)

Table 89. Middle East & Africa 2D Fighting Games Consumption Value by Type (2024-2029) & (USD Million)

Table 90. Middle East & Africa 2D Fighting Games Consumption Value by Application (2018-2023) & (USD Million)

Table 91. Middle East & Africa 2D Fighting Games Consumption Value by Application (2024-2029) & (USD Million)

Table 92. Middle East & Africa 2D Fighting Games Consumption Value by Country (2018-2023) & (USD Million)

Table 93. Middle East & Africa 2D Fighting Games Consumption Value by Country (2024-2029) & (USD Million)

Table 94. 2D Fighting Games Raw Material

Table 95. Key Suppliers of 2D Fighting Games Raw Materials



## List Of Figures

### LIST OF FIGURES

Figure 1. 2D Fighting Games Picture

Figure 2. Global 2D Fighting Games Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global 2D Fighting Games Consumption Value Market Share by Type in 2022

Figure 4. Stand-alone Game

Figure 5. Online Game

Figure 6. Global 2D Fighting Games Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 7. 2D Fighting Games Consumption Value Market Share by Application in 2022

Figure 8. PC Picture

Figure 9. Mobile Phone Picture

Figure 10. Tablet Picture

Figure 11. Gaming Console Picture

Figure 12. Global 2D Fighting Games Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 13. Global 2D Fighting Games Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 14. Global Market 2D Fighting Games Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)

Figure 15. Global 2D Fighting Games Consumption Value Market Share by Region (2018-2029)

Figure 16. Global 2D Fighting Games Consumption Value Market Share by Region in 2022

Figure 17. North America 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 18. Europe 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 19. Asia-Pacific 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 20. South America 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 21. Middle East and Africa 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 22. Global 2D Fighting Games Revenue Share by Players in 2022

Figure 23. 2D Fighting Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022



Figure 24. Global Top 3 Players 2D Fighting Games Market Share in 2022

Figure 25. Global Top 6 Players 2D Fighting Games Market Share in 2022

Figure 26. Global 2D Fighting Games Consumption Value Share by Type (2018-2023)

Figure 27. Global 2D Fighting Games Market Share Forecast by Type (2024-2029)

Figure 28. Global 2D Fighting Games Consumption Value Share by Application (2018-2023)

Figure 29. Global 2D Fighting Games Market Share Forecast by Application (2024-2029)

Figure 30. North America 2D Fighting Games Consumption Value Market Share by Type (2018-2029)

Figure 31. North America 2D Fighting Games Consumption Value Market Share by Application (2018-2029)

Figure 32. North America 2D Fighting Games Consumption Value Market Share by Country (2018-2029)

Figure 33. United States 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 34. Canada 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 35. Mexico 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 36. Europe 2D Fighting Games Consumption Value Market Share by Type (2018-2029)

Figure 37. Europe 2D Fighting Games Consumption Value Market Share by Application (2018-2029)

Figure 38. Europe 2D Fighting Games Consumption Value Market Share by Country (2018-2029)

Figure 39. Germany 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 40. France 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 41. United Kingdom 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 42. Russia 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 43. Italy 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

Figure 44. Asia-Pacific 2D Fighting Games Consumption Value Market Share by Type (2018-2029)

Figure 45. Asia-Pacific 2D Fighting Games Consumption Value Market Share by Application (2018-2029)

Figure 46. Asia-Pacific 2D Fighting Games Consumption Value Market Share by Region (2018-2029)

Figure 47. China 2D Fighting Games Consumption Value (2018-2029) & (USD Million)

- Figure 48. Japan 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 49. South Korea 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 50. India 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 51. Southeast Asia 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 52. Australia 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 53. South America 2D Fighting Games Consumption Value Market Share by Type (2018-2029)
- Figure 54. South America 2D Fighting Games Consumption Value Market Share by Application (2018-2029)
- Figure 55. South America 2D Fighting Games Consumption Value Market Share by Country (2018-2029)
- Figure 56. Brazil 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 57. Argentina 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 58. Middle East and Africa 2D Fighting Games Consumption Value Market Share by Type (2018-2029)
- Figure 59. Middle East and Africa 2D Fighting Games Consumption Value Market Share by Application (2018-2029)
- Figure 60. Middle East and Africa 2D Fighting Games Consumption Value Market Share by Country (2018-2029)
- Figure 61. Turkey 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 62. Saudi Arabia 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 63. UAE 2D Fighting Games Consumption Value (2018-2029) & (USD Million)
- Figure 64. 2D Fighting Games Market Drivers
- Figure 65. 2D Fighting Games Market Restraints
- Figure 66. 2D Fighting Games Market Trends
- Figure 67. Porters Five Forces Analysis
- Figure 68. Manufacturing Cost Structure Analysis of 2D Fighting Games in 2022
- Figure 69. Manufacturing Process Analysis of 2D Fighting Games
- Figure 70. 2D Fighting Games Industrial Chain
- Figure 71. Methodology
- Figure 72. Research Process and Data Source

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