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Global 2.5D Fighting Games Market Growth (Status and Outlook) 2025-2031

https://marketpublishers.com/r/G739EEDC5D26EN.html
Date: August 2025
Pages: 104
Price: US$ 3,660.00 (Single User License)
ID: G739EEDC5D26EN

Abstracts

According to this study, the global 2.5D Fighting Games market size will reach US$ 2882 million by 2031.

2.5D fighting games are a subgenre of fighting video games that combine two-dimensional (2D) gameplay mechanics with three-dimensional (3D) graphics or visual elements. In these games, characters typically move and fight on a fixed 2D plane—left and right, up and down—while the visuals and character models are rendered in full 3D, creating a hybrid aesthetic that merges classic gameplay with modern visual depth.

United States market for 2.5D Fighting Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for 2.5D Fighting Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for 2.5D Fighting Games is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key 2.5D Fighting Games players cover Capcom, SNK, Arc System Works, Bandai Namco, NetherRealm Studios, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the “2.5D Fighting Games Industry Forecast” looks at past sales and reviews total world 2.5D Fighting Games sales in 2024, providing a comprehensive analysis by region and market sector of projected 2.5D Fighting Games sales for 2025 through 2031. With 2.5D Fighting Games sales

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broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world 2.5D Fighting Games industry.

This Insight Report provides a comprehensive analysis of the global 2.5D Fighting 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 2.5D Fighting Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global 2.5D Fighting Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for 2.5D Fighting 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 2.5D Fighting Games.

This report presents a comprehensive overview, market shares, and growth opportunities of 2.5D Fighting Games market by product type, application, key players and key regions and countries.

Segmentation by Type:

PC Side

Mobile Side

Segmentation by Application:

E-Sports

Entertainment and Leisure

Others

This report also splits the market by region:

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- Americas
  - United States
  - Canada
  - Mexico
  - Brazil
- APAC
  - China
  - Japan
  - Korea
  - Southeast Asia
  - India
  - Australia
- Europe
  - Germany
  - France
  - UK
  - Italy
  - Russia
- Middle East & Africa
  - Egypt

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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.

Capcom

SNK

Arc System Works

Bandai Namco

NetherRealm Studios

Koei Tecmo

Sega

WB Games

Nintendo

French Bread

Dimps

Neople

Autumn Games

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WayForward

CyberConnect2

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