

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

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Abstracts

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The global Fighting Games market size is predicted to grow from US\$ 1514 million in 2025 to US\$ 1956 million in 2031; it is expected to grow at a CAGR of 4.4% from 2025 to 2031.

A fighting game is a video game genre based around close combat between a limited amount of characters, in a stage in which the boundaries are fixed.

North America has the largest global consumption quantity in Fighting Games market, while the Europe is the second sales volume market for Fighting Games in 2019.

In the industry, Nintendo profits most in 2019, while Namco and WB Games ranked 2 and 3. The market share of them is about 50%, about 15% and about 10% in 2019.

There are two mainly types of Fighting Games, including 2D Fighting Games, 3D Fighting Games. And 2D Fighting Games is the main type for Fighting Games, in 2019, the 2D Fighting Games reached with over 77% of global sales value.

LPI (LP Information)' newest research report, the "Fighting Games Industry Forecast" looks at past sales and reviews total world Fighting Games sales in 2024, providing a comprehensive analysis by region and market sector of projected Fighting Games sales for 2025 through 2031. With Fighting Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Fighting Games industry.

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

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

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

Segmentation by Type:

2D Fighting Games

3D Fighting Games

Segmentation by Application:

PC

Mobile

Tablet

Gaming Console

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.

Nintendo

Namco

WB Games

Sega

Capcom

Koei Tecmo

SNK Playmore

Autumn Games

Arc System Works

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