

Global Multiplayer Racing Games Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/G7EFED8BF96CEN.html>

Date: June 2026

Pages: 128

Price: US\$ 3,660.00 (Single User License)

ID: G7EFED8BF96CEN

Abstracts

The global Multiplayer Racing Games market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

United States market for Multiplayer Racing 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 Multiplayer Racing 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 Multiplayer Racing 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 Multiplayer Racing Games players cover Tencent, Gameloft, Aquiris Game Studio, Vector Unit, Shanghai Posts & Telecommunications Technology, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the 'Multiplayer Racing Games Industry Forecast' looks at past sales and reviews total world Multiplayer Racing Games sales in 2025, providing a comprehensive analysis by region and market sector of projected Multiplayer Racing Games sales for 2026 through 2032. With Multiplayer Racing Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Multiplayer Racing Games industry.

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

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

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

Segmentation by Type:

Free

Pay

Segmentation by Application:

Internet Cafes

Personal Computers

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

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

Gameloft

Aquiris Game Studio

Vector Unit

Shanghai Posts & Telecommunications Technology

Criterion

Turn 10 Studios

Codemasters

Electronic Arts

NaturalMotion

Ubisoft

THQ Nordic

Fingersoft

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

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