

Global Two-player Computer Game Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/G20D0173DF4DEN.html>

Date: July 2024

Pages: 162

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

ID: G20D0173DF4DEN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global Two-player Computer Game market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of % from 2024 to 2030.

LPI (LP Information)' newest research report, the "Two-player Computer Game Industry Forecast" looks at past sales and reviews total world Two-player Computer Game sales in 2022, providing a comprehensive analysis by region and market sector of projected Two-player Computer Game sales for 2023 through 2029. With Two-player Computer Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Two-player Computer Game industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Two-player Computer Game 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 Two-player Computer Game.

United States market for Two-player Computer Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Two-player Computer Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Two-player Computer Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Two-player Computer Game players cover Ghost Ship Games (Overcooked 2), Hazelight Studios (It Takes Two), Iron Gate (Valheim), Stunlock Studios (V Rising), Capcom (Monster Hunter Rise), etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

This report presents a comprehensive overview, market shares, and growth opportunities of Two-player Computer Game market by product type, application, key players and key regions and countries.

Segmentation by Type:

Athletic Games

Adventure Games

Simulation Games

Role Playing Games

Other

Segmentation by Application:

Family

Friends

Colleagues

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

Segmentation by Type:

Athletic Games

Adventure Games

Simulation Games

Role Playing Games

Other

Segmentation by Application:

Family

Friends

Colleagues

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.

Ghost Ship Games (Overcooked 2)

Hazelight Studios (It Takes Two)

Iron Gate (Valheim)

Stunlock Studios (V Rising)

Capcom (Monster Hunter Rise)

Zeekerss (Lethal Company)

Eric Barone (Stardew Valley)

Tripwire Interactive (Teenage Mutant Ninja Turtles)

Ubisoft Montreal (Tom Clancy's Rainbow Six)

Coin Crew Games (Escape Academy)

Overkill Software ?Payday 2?

Blizzard Entertainment (Diablo 4)

Steel Crate Games ?Keep Talking And Nobody Explodes?

Behaviour Interactive ?Dead by Daylight)

Bohemia Interactive ?Arma 3?

Gearbox Software (Borderlands 3)

FromSoftware (Dark Souls)

Mossmouth (Spelunky)

Valve (Left 4 Dead)

Arrowhead Game Studios (Helldivers 2)

Rockstar Games (Grand Theft Auto V)

Larian Studios (Baldur's Gate)

Mojang (Minecraft)

DICE (Drop Dead)

Tencent

NetEase (Eggy Party)

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Two-player Computer Game Market Size 2019-2030
 - 2.1.2 Two-player Computer Game Market Size CAGR by Region (2019 VS 2023 VS 2030)
 - 2.1.3 World Current & Future Analysis for Two-player Computer Game by Country/Region, 2019, 2023 & 2030
- 2.2 Two-player Computer Game Segment by Type
 - 2.2.1 Athletic Games
 - 2.2.2 Adventure Games
 - 2.2.3 Simulation Games
 - 2.2.4 Role Playing Games
 - 2.2.5 Other
- 2.3 Two-player Computer Game Market Size by Type
 - 2.3.1 Two-player Computer Game Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Two-player Computer Game Market Size Market Share by Type (2019-2024)
- 2.4 Two-player Computer Game Segment by Application
 - 2.4.1 Family
 - 2.4.2 Friends
 - 2.4.3 Colleagues
 - 2.4.4 Others
- 2.5 Two-player Computer Game Market Size by Application
 - 2.5.1 Two-player Computer Game Market Size CAGR by Application (2019 VS 2023)

VS 2030)

2.5.2 Global Two-player Computer Game Market Size Market Share by Application (2019-2024)

3 TWO-PLAYER COMPUTER GAME MARKET SIZE BY PLAYER

3.1 Two-player Computer Game Market Size Market Share by Player

3.1.1 Global Two-player Computer Game Revenue by Player (2019-2024)

3.1.2 Global Two-player Computer Game Revenue Market Share by Player (2019-2024)

3.2 Global Two-player Computer Game Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 TWO-PLAYER COMPUTER GAME BY REGION

4.1 Two-player Computer Game Market Size by Region (2019-2024)

4.2 Global Two-player Computer Game Annual Revenue by Country/Region (2019-2024)

4.3 Americas Two-player Computer Game Market Size Growth (2019-2024)

4.4 APAC Two-player Computer Game Market Size Growth (2019-2024)

4.5 Europe Two-player Computer Game Market Size Growth (2019-2024)

4.6 Middle East & Africa Two-player Computer Game Market Size Growth (2019-2024)

5 AMERICAS

5.1 Americas Two-player Computer Game Market Size by Country (2019-2024)

5.2 Americas Two-player Computer Game Market Size by Type (2019-2024)

5.3 Americas Two-player Computer Game Market Size by Application (2019-2024)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

- 6.1 APAC Two-player Computer Game Market Size by Region (2019-2024)
- 6.2 APAC Two-player Computer Game Market Size by Type (2019-2024)
- 6.3 APAC Two-player Computer Game Market Size by Application (2019-2024)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Two-player Computer Game Market Size by Country (2019-2024)
- 7.2 Europe Two-player Computer Game Market Size by Type (2019-2024)
- 7.3 Europe Two-player Computer Game Market Size by Application (2019-2024)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Two-player Computer Game by Region (2019-2024)
- 8.2 Middle East & Africa Two-player Computer Game Market Size by Type (2019-2024)
- 8.3 Middle East & Africa Two-player Computer Game Market Size by Application (2019-2024)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

10 GLOBAL TWO-PLAYER COMPUTER GAME MARKET FORECAST

- 10.1 Global Two-player Computer Game Forecast by Region (2025-2030)
 - 10.1.1 Global Two-player Computer Game Forecast by Region (2025-2030)
 - 10.1.2 Americas Two-player Computer Game Forecast
 - 10.1.3 APAC Two-player Computer Game Forecast
 - 10.1.4 Europe Two-player Computer Game Forecast
 - 10.1.5 Middle East & Africa Two-player Computer Game Forecast
- 10.2 Americas Two-player Computer Game Forecast by Country (2025-2030)
 - 10.2.1 United States Market Two-player Computer Game Forecast
 - 10.2.2 Canada Market Two-player Computer Game Forecast
 - 10.2.3 Mexico Market Two-player Computer Game Forecast
 - 10.2.4 Brazil Market Two-player Computer Game Forecast
- 10.3 APAC Two-player Computer Game Forecast by Region (2025-2030)
 - 10.3.1 China Two-player Computer Game Market Forecast
 - 10.3.2 Japan Market Two-player Computer Game Forecast
 - 10.3.3 Korea Market Two-player Computer Game Forecast
 - 10.3.4 Southeast Asia Market Two-player Computer Game Forecast
 - 10.3.5 India Market Two-player Computer Game Forecast
 - 10.3.6 Australia Market Two-player Computer Game Forecast
- 10.4 Europe Two-player Computer Game Forecast by Country (2025-2030)
 - 10.4.1 Germany Market Two-player Computer Game Forecast
 - 10.4.2 France Market Two-player Computer Game Forecast
 - 10.4.3 UK Market Two-player Computer Game Forecast
 - 10.4.4 Italy Market Two-player Computer Game Forecast
 - 10.4.5 Russia Market Two-player Computer Game Forecast
- 10.5 Middle East & Africa Two-player Computer Game Forecast by Region (2025-2030)
 - 10.5.1 Egypt Market Two-player Computer Game Forecast
 - 10.5.2 South Africa Market Two-player Computer Game Forecast
 - 10.5.3 Israel Market Two-player Computer Game Forecast
 - 10.5.4 Turkey Market Two-player Computer Game Forecast
- 10.6 Global Two-player Computer Game Forecast by Type (2025-2030)
- 10.7 Global Two-player Computer Game Forecast by Application (2025-2030)
 - 10.7.1 GCC Countries Market Two-player Computer Game Forecast

11 KEY PLAYERS ANALYSIS

- 11.1 Ghost Ship Games (Overcooked 2)
 - 11.1.1 Ghost Ship Games (Overcooked 2) Company Information

11.1.2 Ghost Ship Games (Overcooked 2) Two-player Computer Game Product Offered

11.1.3 Ghost Ship Games (Overcooked 2) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.1.4 Ghost Ship Games (Overcooked 2) Main Business Overview

11.1.5 Ghost Ship Games (Overcooked 2) Latest Developments

11.2 Hazelight Studios (It Takes Two)

11.2.1 Hazelight Studios (It Takes Two) Company Information

11.2.2 Hazelight Studios (It Takes Two) Two-player Computer Game Product Offered

11.2.3 Hazelight Studios (It Takes Two) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.2.4 Hazelight Studios (It Takes Two) Main Business Overview

11.2.5 Hazelight Studios (It Takes Two) Latest Developments

11.3 Iron Gate (Valheim)

11.3.1 Iron Gate (Valheim) Company Information

11.3.2 Iron Gate (Valheim) Two-player Computer Game Product Offered

11.3.3 Iron Gate (Valheim) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.3.4 Iron Gate (Valheim) Main Business Overview

11.3.5 Iron Gate (Valheim) Latest Developments

11.4 Stunlock Studios (V Rising)

11.4.1 Stunlock Studios (V Rising) Company Information

11.4.2 Stunlock Studios (V Rising) Two-player Computer Game Product Offered

11.4.3 Stunlock Studios (V Rising) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.4.4 Stunlock Studios (V Rising) Main Business Overview

11.4.5 Stunlock Studios (V Rising) Latest Developments

11.5 Capcom (Monster Hunter Rise)

11.5.1 Capcom (Monster Hunter Rise) Company Information

11.5.2 Capcom (Monster Hunter Rise) Two-player Computer Game Product Offered

11.5.3 Capcom (Monster Hunter Rise) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.5.4 Capcom (Monster Hunter Rise) Main Business Overview

11.5.5 Capcom (Monster Hunter Rise) Latest Developments

11.6 Zeekerss (Lethal Company)

11.6.1 Zeekerss (Lethal Company) Company Information

11.6.2 Zeekerss (Lethal Company) Two-player Computer Game Product Offered

11.6.3 Zeekerss (Lethal Company) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

- 11.6.4 Zeekerss (Lethal Company) Main Business Overview
- 11.6.5 Zeekerss (Lethal Company) Latest Developments
- 11.7 Eric Barone (Stardew Valley)
 - 11.7.1 Eric Barone (Stardew Valley) Company Information
 - 11.7.2 Eric Barone (Stardew Valley) Two-player Computer Game Product Offered
 - 11.7.3 Eric Barone (Stardew Valley) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 Eric Barone (Stardew Valley) Main Business Overview
 - 11.7.5 Eric Barone (Stardew Valley) Latest Developments
- 11.8 Tripwire Interactive (Teenage Mutant Ninja Turtles)
 - 11.8.1 Tripwire Interactive (Teenage Mutant Ninja Turtles) Company Information
 - 11.8.2 Tripwire Interactive (Teenage Mutant Ninja Turtles) Two-player Computer Game Product Offered
 - 11.8.3 Tripwire Interactive (Teenage Mutant Ninja Turtles) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.8.4 Tripwire Interactive (Teenage Mutant Ninja Turtles) Main Business Overview
 - 11.8.5 Tripwire Interactive (Teenage Mutant Ninja Turtles) Latest Developments
- 11.9 Ubisoft Montreal (Tom Clancy's Rainbow Six)
 - 11.9.1 Ubisoft Montreal (Tom Clancy's Rainbow Six) Company Information
 - 11.9.2 Ubisoft Montreal (Tom Clancy's Rainbow Six) Two-player Computer Game Product Offered
 - 11.9.3 Ubisoft Montreal (Tom Clancy's Rainbow Six) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.9.4 Ubisoft Montreal (Tom Clancy's Rainbow Six) Main Business Overview
 - 11.9.5 Ubisoft Montreal (Tom Clancy's Rainbow Six) Latest Developments
- 11.10 Coin Crew Games (Escape Academy)
 - 11.10.1 Coin Crew Games (Escape Academy) Company Information
 - 11.10.2 Coin Crew Games (Escape Academy) Two-player Computer Game Product Offered
 - 11.10.3 Coin Crew Games (Escape Academy) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.10.4 Coin Crew Games (Escape Academy) Main Business Overview
 - 11.10.5 Coin Crew Games (Escape Academy) Latest Developments
- 11.11 Overkill Software ?Payday 2?
 - 11.11.1 Overkill Software ?Payday 2? Company Information
 - 11.11.2 Overkill Software ?Payday 2? Two-player Computer Game Product Offered
 - 11.11.3 Overkill Software ?Payday 2? Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.11.4 Overkill Software ?Payday 2? Main Business Overview

- 11.11.5 Overkill Software ?Payday 2? Latest Developments
- 11.12 Blizzard Entertainment (Diablo 4)
 - 11.12.1 Blizzard Entertainment (Diablo 4) Company Information
 - 11.12.2 Blizzard Entertainment (Diablo 4) Two-player Computer Game Product Offered
 - 11.12.3 Blizzard Entertainment (Diablo 4) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.12.4 Blizzard Entertainment (Diablo 4) Main Business Overview
 - 11.12.5 Blizzard Entertainment (Diablo 4) Latest Developments
- 11.13 Steel Crate Games ?Keep Talking And Nobody Explodes?
 - 11.13.1 Steel Crate Games ?Keep Talking And Nobody Explodes? Company Information
 - 11.13.2 Steel Crate Games ?Keep Talking And Nobody Explodes? Two-player Computer Game Product Offered
 - 11.13.3 Steel Crate Games ?Keep Talking And Nobody Explodes? Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.13.4 Steel Crate Games ?Keep Talking And Nobody Explodes? Main Business Overview
 - 11.13.5 Steel Crate Games ?Keep Talking And Nobody Explodes? Latest Developments
- 11.14 Behaviour Interactive ?Dead by Daylight)
 - 11.14.1 Behaviour Interactive ?Dead by Daylight) Company Information
 - 11.14.2 Behaviour Interactive ?Dead by Daylight) Two-player Computer Game Product Offered
 - 11.14.3 Behaviour Interactive ?Dead by Daylight) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.14.4 Behaviour Interactive ?Dead by Daylight) Main Business Overview
 - 11.14.5 Behaviour Interactive ?Dead by Daylight) Latest Developments
- 11.15 Bohemia Interactive ?Arma 3?
 - 11.15.1 Bohemia Interactive ?Arma 3? Company Information
 - 11.15.2 Bohemia Interactive ?Arma 3? Two-player Computer Game Product Offered
 - 11.15.3 Bohemia Interactive ?Arma 3? Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.15.4 Bohemia Interactive ?Arma 3? Main Business Overview
 - 11.15.5 Bohemia Interactive ?Arma 3? Latest Developments
- 11.16 Gearbox Software (Borderlands 3)
 - 11.16.1 Gearbox Software (Borderlands 3) Company Information
 - 11.16.2 Gearbox Software (Borderlands 3) Two-player Computer Game Product Offered

11.16.3 Gearbox Software (Borderlands 3) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.16.4 Gearbox Software (Borderlands 3) Main Business Overview

11.16.5 Gearbox Software (Borderlands 3) Latest Developments

11.17 FromSoftware (Dark Souls)

11.17.1 FromSoftware (Dark Souls) Company Information

11.17.2 FromSoftware (Dark Souls) Two-player Computer Game Product Offered

11.17.3 FromSoftware (Dark Souls) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.17.4 FromSoftware (Dark Souls) Main Business Overview

11.17.5 FromSoftware (Dark Souls) Latest Developments

11.18 Mossmouth (Spelunky)

11.18.1 Mossmouth (Spelunky) Company Information

11.18.2 Mossmouth (Spelunky) Two-player Computer Game Product Offered

11.18.3 Mossmouth (Spelunky) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.18.4 Mossmouth (Spelunky) Main Business Overview

11.18.5 Mossmouth (Spelunky) Latest Developments

11.19 Valve (Left 4 Dead)

11.19.1 Valve (Left 4 Dead) Company Information

11.19.2 Valve (Left 4 Dead) Two-player Computer Game Product Offered

11.19.3 Valve (Left 4 Dead) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.19.4 Valve (Left 4 Dead) Main Business Overview

11.19.5 Valve (Left 4 Dead) Latest Developments

11.20 Arrowhead Game Studios (Helldivers 2)

11.20.1 Arrowhead Game Studios (Helldivers 2) Company Information

11.20.2 Arrowhead Game Studios (Helldivers 2) Two-player Computer Game Product Offered

11.20.3 Arrowhead Game Studios (Helldivers 2) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

11.20.4 Arrowhead Game Studios (Helldivers 2) Main Business Overview

11.20.5 Arrowhead Game Studios (Helldivers 2) Latest Developments

11.21 Rockstar Games (Grand Theft Auto V)

11.21.1 Rockstar Games (Grand Theft Auto V) Company Information

11.21.2 Rockstar Games (Grand Theft Auto V) Two-player Computer Game Product Offered

11.21.3 Rockstar Games (Grand Theft Auto V) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)

- 11.21.4 Rockstar Games (Grand Theft Auto V) Main Business Overview
- 11.21.5 Rockstar Games (Grand Theft Auto V) Latest Developments
- 11.22 Larian Studios (Baldur's Gate)
 - 11.22.1 Larian Studios (Baldur's Gate) Company Information
 - 11.22.2 Larian Studios (Baldur's Gate) Two-player Computer Game Product Offered
 - 11.22.3 Larian Studios (Baldur's Gate) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.22.4 Larian Studios (Baldur's Gate) Main Business Overview
 - 11.22.5 Larian Studios (Baldur's Gate) Latest Developments
- 11.23 Mojang (Minecraft)
 - 11.23.1 Mojang (Minecraft) Company Information
 - 11.23.2 Mojang (Minecraft) Two-player Computer Game Product Offered
 - 11.23.3 Mojang (Minecraft) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.23.4 Mojang (Minecraft) Main Business Overview
 - 11.23.5 Mojang (Minecraft) Latest Developments
- 11.24 DICE (Drop Dead)
 - 11.24.1 DICE (Drop Dead) Company Information
 - 11.24.2 DICE (Drop Dead) Two-player Computer Game Product Offered
 - 11.24.3 DICE (Drop Dead) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.24.4 DICE (Drop Dead) Main Business Overview
 - 11.24.5 DICE (Drop Dead) Latest Developments
- 11.25 Tencent
 - 11.25.1 Tencent Company Information
 - 11.25.2 Tencent Two-player Computer Game Product Offered
 - 11.25.3 Tencent Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.25.4 Tencent Main Business Overview
 - 11.25.5 Tencent Latest Developments
- 11.26 NetEase (Eggy Party)
 - 11.26.1 NetEase (Eggy Party) Company Information
 - 11.26.2 NetEase (Eggy Party) Two-player Computer Game Product Offered
 - 11.26.3 NetEase (Eggy Party) Two-player Computer Game Revenue, Gross Margin and Market Share (2019-2024)
 - 11.26.4 NetEase (Eggy Party) Main Business Overview
 - 11.26.5 NetEase (Eggy Party) Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Two-player Computer Game Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ millions)

Table 2. Two-player Computer Game Annual Sales CAGR by Country/Region (2019, 2023 & 2030) & (\$ millions)

Table 3. Major Players of Athletic Games

Table 4. Major Players of Adventure Games

Table 5. Major Players of Simulation Games

Table 6. Major Players of Role Playing Games

Table 7. Major Players of Other

Table 8. Two-player Computer Game Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ millions)

Table 9. Global Two-player Computer Game Market Size by Type (2019-2024) & (\$ millions)

Table 10. Global Two-player Computer Game Market Size Market Share by Type (2019-2024)

Table 11. Two-player Computer Game Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ millions)

Table 12. Global Two-player Computer Game Market Size by Application (2019-2024) & (\$ millions)

Table 13. Global Two-player Computer Game Market Size Market Share by Application (2019-2024)

Table 14. Global Two-player Computer Game Revenue by Player (2019-2024) & (\$ millions)

Table 15. Global Two-player Computer Game Revenue Market Share by Player (2019-2024)

Table 16. Two-player Computer Game Key Players Head office and Products Offered

Table 17. Two-player Computer Game Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

Table 18. New Products and Potential Entrants

Table 19. Mergers & Acquisitions, Expansion

Table 20. Global Two-player Computer Game Market Size by Region (2019-2024) & (\$ millions)

Table 21. Global Two-player Computer Game Market Size Market Share by Region (2019-2024)

Table 22. Global Two-player Computer Game Revenue by Country/Region (2019-2024)

& (\$ millions)

Table 23. Global Two-player Computer Game Revenue Market Share by Country/Region (2019-2024)

Table 24. Americas Two-player Computer Game Market Size by Country (2019-2024) & (\$ millions)

Table 25. Americas Two-player Computer Game Market Size Market Share by Country (2019-2024)

Table 26. Americas Two-player Computer Game Market Size by Type (2019-2024) & (\$ millions)

Table 27. Americas Two-player Computer Game Market Size Market Share by Type (2019-2024)

Table 28. Americas Two-player Computer Game Market Size by Application (2019-2024) & (\$ millions)

Table 29. Americas Two-player Computer Game Market Size Market Share by Application (2019-2024)

Table 30. APAC Two-player Computer Game Market Size by Region (2019-2024) & (\$ millions)

Table 31. APAC Two-player Computer Game Market Size Market Share by Region (2019-2024)

Table 32. APAC Two-player Computer Game Market Size by Type (2019-2024) & (\$ millions)

Table 33. APAC Two-player Computer Game Market Size by Application (2019-2024) & (\$ millions)

Table 34. Europe Two-player Computer Game Market Size by Country (2019-2024) & (\$ millions)

Table 35. Europe Two-player Computer Game Market Size Market Share by Country (2019-2024)

Table 36. Europe Two-player Computer Game Market Size by Type (2019-2024) & (\$ millions)

Table 37. Europe Two-player Computer Game Market Size by Application (2019-2024) & (\$ millions)

Table 38. Middle East & Africa Two-player Computer Game Market Size by Region (2019-2024) & (\$ millions)

Table 39. Middle East & Africa Two-player Computer Game Market Size by Type (2019-2024) & (\$ millions)

Table 40. Middle East & Africa Two-player Computer Game Market Size by Application (2019-2024) & (\$ millions)

Table 41. Key Market Drivers & Growth Opportunities of Two-player Computer Game

Table 42. Key Market Challenges & Risks of Two-player Computer Game

Table 43. Key Industry Trends of Two-player Computer Game

Table 44. Global Two-player Computer Game Market Size Forecast by Region (2025-2030) & (\$ millions)

Table 45. Global Two-player Computer Game Market Size Market Share Forecast by Region (2025-2030)

Table 46. Global Two-player Computer Game Market Size Forecast by Type (2025-2030) & (\$ millions)

Table 47. Global Two-player Computer Game Market Size Forecast by Application (2025-2030) & (\$ millions)

Table 48. Ghost Ship Games (Overcooked 2) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 49. Ghost Ship Games (Overcooked 2) Two-player Computer Game Product Offered

Table 50. Ghost Ship Games (Overcooked 2) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 51. Ghost Ship Games (Overcooked 2) Main Business

Table 52. Ghost Ship Games (Overcooked 2) Latest Developments

Table 53. Hazelight Studios (It Takes Two) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 54. Hazelight Studios (It Takes Two) Two-player Computer Game Product Offered

Table 55. Hazelight Studios (It Takes Two) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 56. Hazelight Studios (It Takes Two) Main Business

Table 57. Hazelight Studios (It Takes Two) Latest Developments

Table 58. Iron Gate (Valheim) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 59. Iron Gate (Valheim) Two-player Computer Game Product Offered

Table 60. Iron Gate (Valheim) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 61. Iron Gate (Valheim) Main Business

Table 62. Iron Gate (Valheim) Latest Developments

Table 63. Stunlock Studios (V Rising) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 64. Stunlock Studios (V Rising) Two-player Computer Game Product Offered

Table 65. Stunlock Studios (V Rising) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 66. Stunlock Studios (V Rising) Main Business

Table 67. Stunlock Studios (V Rising) Latest Developments

- Table 68. Capcom (Monster Hunter Rise) Details, Company Type, Two-player Computer Game Area Served and Its Competitors
- Table 69. Capcom (Monster Hunter Rise) Two-player Computer Game Product Offered
- Table 70. Capcom (Monster Hunter Rise) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 71. Capcom (Monster Hunter Rise) Main Business
- Table 72. Capcom (Monster Hunter Rise) Latest Developments
- Table 73. Zeekerss (Lethal Company) Details, Company Type, Two-player Computer Game Area Served and Its Competitors
- Table 74. Zeekerss (Lethal Company) Two-player Computer Game Product Offered
- Table 75. Zeekerss (Lethal Company) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 76. Zeekerss (Lethal Company) Main Business
- Table 77. Zeekerss (Lethal Company) Latest Developments
- Table 78. Eric Barone (Stardew Valley) Details, Company Type, Two-player Computer Game Area Served and Its Competitors
- Table 79. Eric Barone (Stardew Valley) Two-player Computer Game Product Offered
- Table 80. Eric Barone (Stardew Valley) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 81. Eric Barone (Stardew Valley) Main Business
- Table 82. Eric Barone (Stardew Valley) Latest Developments
- Table 83. Tripwire Interactive (Teenage Mutant Ninja Turtles) Details, Company Type, Two-player Computer Game Area Served and Its Competitors
- Table 84. Tripwire Interactive (Teenage Mutant Ninja Turtles) Two-player Computer Game Product Offered
- Table 85. Tripwire Interactive (Teenage Mutant Ninja Turtles) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 86. Tripwire Interactive (Teenage Mutant Ninja Turtles) Main Business
- Table 87. Tripwire Interactive (Teenage Mutant Ninja Turtles) Latest Developments
- Table 88. Ubisoft Montreal (Tom Clancy's Rainbow Six) Details, Company Type, Two-player Computer Game Area Served and Its Competitors
- Table 89. Ubisoft Montreal (Tom Clancy's Rainbow Six) Two-player Computer Game Product Offered
- Table 90. Ubisoft Montreal (Tom Clancy's Rainbow Six) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 91. Ubisoft Montreal (Tom Clancy's Rainbow Six) Main Business
- Table 92. Ubisoft Montreal (Tom Clancy's Rainbow Six) Latest Developments
- Table 93. Coin Crew Games (Escape Academy) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 94. Coin Crew Games (Escape Academy) Two-player Computer Game Product Offered

Table 95. Coin Crew Games (Escape Academy) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 96. Coin Crew Games (Escape Academy) Main Business

Table 97. Coin Crew Games (Escape Academy) Latest Developments

Table 98. Overkill Software ?Payday 2? Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 99. Overkill Software ?Payday 2? Two-player Computer Game Product Offered

Table 100. Overkill Software ?Payday 2? Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 101. Overkill Software ?Payday 2? Main Business

Table 102. Overkill Software ?Payday 2? Latest Developments

Table 103. Blizzard Entertainment (Diablo 4) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 104. Blizzard Entertainment (Diablo 4) Two-player Computer Game Product Offered

Table 105. Blizzard Entertainment (Diablo 4) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 106. Blizzard Entertainment (Diablo 4) Main Business

Table 107. Blizzard Entertainment (Diablo 4) Latest Developments

Table 108. Steel Crate Games ?Keep Talking And Nobody Explodes? Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 109. Steel Crate Games ?Keep Talking And Nobody Explodes? Two-player Computer Game Product Offered

Table 110. Steel Crate Games ?Keep Talking And Nobody Explodes? Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 111. Steel Crate Games ?Keep Talking And Nobody Explodes? Main Business

Table 112. Steel Crate Games ?Keep Talking And Nobody Explodes? Latest Developments

Table 113. Behaviour Interactive ?Dead by Daylight) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 114. Behaviour Interactive ?Dead by Daylight) Two-player Computer Game Product Offered

Table 115. Behaviour Interactive ?Dead by Daylight) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 116. Behaviour Interactive ?Dead by Daylight) Main Business

Table 117. Behaviour Interactive ?Dead by Daylight) Latest Developments

Table 118. Bohemia Interactive ?Arma 3? Details, Company Type, Two-player

Computer Game Area Served and Its Competitors

Table 119. Bohemia Interactive ?Arma 3? Two-player Computer Game Product Offered

Table 120. Bohemia Interactive ?Arma 3? Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 121. Bohemia Interactive ?Arma 3? Main Business

Table 122. Bohemia Interactive ?Arma 3? Latest Developments

Table 123. Gearbox Software (Borderlands 3) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 124. Gearbox Software (Borderlands 3) Two-player Computer Game Product Offered

Table 125. Gearbox Software (Borderlands 3) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 126. Gearbox Software (Borderlands 3) Main Business

Table 127. Gearbox Software (Borderlands 3) Latest Developments

Table 128. FromSoftware (Dark Souls) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 129. FromSoftware (Dark Souls) Two-player Computer Game Product Offered

Table 130. FromSoftware (Dark Souls) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 131. FromSoftware (Dark Souls) Main Business

Table 132. FromSoftware (Dark Souls) Latest Developments

Table 133. Mossmouth (Spelunky) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 134. Mossmouth (Spelunky) Two-player Computer Game Product Offered

Table 135. Mossmouth (Spelunky) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 136. Mossmouth (Spelunky) Main Business

Table 137. Mossmouth (Spelunky) Latest Developments

Table 138. Valve (Left 4 Dead) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 139. Valve (Left 4 Dead) Two-player Computer Game Product Offered

Table 140. Valve (Left 4 Dead) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 141. Valve (Left 4 Dead) Main Business

Table 142. Valve (Left 4 Dead) Latest Developments

Table 143. Arrowhead Game Studios (Helldivers 2) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 144. Arrowhead Game Studios (Helldivers 2) Two-player Computer Game Product Offered

Table 145. Arrowhead Game Studios (Helldivers 2) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 146. Arrowhead Game Studios (Helldivers 2) Main Business

Table 147. Arrowhead Game Studios (Helldivers 2) Latest Developments

Table 148. Rockstar Games (Grand Theft Auto V) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 149. Rockstar Games (Grand Theft Auto V) Two-player Computer Game Product Offered

Table 150. Rockstar Games (Grand Theft Auto V) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 151. Rockstar Games (Grand Theft Auto V) Main Business

Table 152. Rockstar Games (Grand Theft Auto V) Latest Developments

Table 153. Larian Studios (Baldur's Gate) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 154. Larian Studios (Baldur's Gate) Two-player Computer Game Product Offered

Table 155. Larian Studios (Baldur's Gate) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 156. Larian Studios (Baldur's Gate) Main Business

Table 157. Larian Studios (Baldur's Gate) Latest Developments

Table 158. Mojang (Minecraft) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 159. Mojang (Minecraft) Two-player Computer Game Product Offered

Table 160. Mojang (Minecraft) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 161. Mojang (Minecraft) Main Business

Table 162. Mojang (Minecraft) Latest Developments

Table 163. DICE (Drop Dead) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 164. DICE (Drop Dead) Two-player Computer Game Product Offered

Table 165. DICE (Drop Dead) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 166. DICE (Drop Dead) Main Business

Table 167. DICE (Drop Dead) Latest Developments

Table 168. Tencent Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 169. Tencent Two-player Computer Game Product Offered

Table 170. Tencent Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 171. Tencent Main Business

Table 172. Tencent Latest Developments

Table 173. NetEase (Eggy Party) Details, Company Type, Two-player Computer Game Area Served and Its Competitors

Table 174. NetEase (Eggy Party) Two-player Computer Game Product Offered

Table 175. NetEase (Eggy Party) Two-player Computer Game Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 176. NetEase (Eggy Party) Main Business

Table 177. NetEase (Eggy Party) Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Two-player Computer Game Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Two-player Computer Game Market Size Growth Rate 2019-2030 (\$ millions)
- Figure 6. Two-player Computer Game Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. Two-player Computer Game Sales Market Share by Country/Region (2023)
- Figure 8. Two-player Computer Game Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global Two-player Computer Game Market Size Market Share by Type in 2023
- Figure 10. Two-player Computer Game in Family
- Figure 11. Global Two-player Computer Game Market: Family (2019-2024) & (\$ millions)
- Figure 12. Two-player Computer Game in Friends
- Figure 13. Global Two-player Computer Game Market: Friends (2019-2024) & (\$ millions)
- Figure 14. Two-player Computer Game in Colleagues
- Figure 15. Global Two-player Computer Game Market: Colleagues (2019-2024) & (\$ millions)
- Figure 16. Two-player Computer Game in Others
- Figure 17. Global Two-player Computer Game Market: Others (2019-2024) & (\$ millions)
- Figure 18. Global Two-player Computer Game Market Size Market Share by Application in 2023
- Figure 19. Global Two-player Computer Game Revenue Market Share by Player in 2023
- Figure 20. Global Two-player Computer Game Market Size Market Share by Region (2019-2024)
- Figure 21. Americas Two-player Computer Game Market Size 2019-2024 (\$ millions)
- Figure 22. APAC Two-player Computer Game Market Size 2019-2024 (\$ millions)
- Figure 23. Europe Two-player Computer Game Market Size 2019-2024 (\$ millions)
- Figure 24. Middle East & Africa Two-player Computer Game Market Size 2019-2024 (\$

millions)

Figure 25. Americas Two-player Computer Game Value Market Share by Country in 2023

Figure 26. United States Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 27. Canada Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 28. Mexico Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 29. Brazil Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 30. APAC Two-player Computer Game Market Size Market Share by Region in 2023

Figure 31. APAC Two-player Computer Game Market Size Market Share by Type (2019-2024)

Figure 32. APAC Two-player Computer Game Market Size Market Share by Application (2019-2024)

Figure 33. China Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 34. Japan Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 35. South Korea Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 36. Southeast Asia Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 37. India Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 38. Australia Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 39. Europe Two-player Computer Game Market Size Market Share by Country in 2023

Figure 40. Europe Two-player Computer Game Market Size Market Share by Type (2019-2024)

Figure 41. Europe Two-player Computer Game Market Size Market Share by Application (2019-2024)

Figure 42. Germany Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

Figure 43. France Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)

- Figure 44. UK Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 45. Italy Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 46. Russia Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 47. Middle East & Africa Two-player Computer Game Market Size Market Share by Region (2019-2024)
- Figure 48. Middle East & Africa Two-player Computer Game Market Size Market Share by Type (2019-2024)
- Figure 49. Middle East & Africa Two-player Computer Game Market Size Market Share by Application (2019-2024)
- Figure 50. Egypt Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 51. South Africa Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 52. Israel Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 53. Turkey Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 54. GCC Countries Two-player Computer Game Market Size Growth 2019-2024 (\$ millions)
- Figure 55. Americas Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 56. APAC Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 57. Europe Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 58. Middle East & Africa Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 59. United States Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 60. Canada Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 61. Mexico Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 62. Brazil Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 63. China Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 64. Japan Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 65. Korea Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 66. Southeast Asia Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 67. India Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 68. Australia Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 69. Germany Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 70. France Two-player Computer Game Market Size 2025-2030 (\$ millions)

- Figure 71. UK Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 72. Italy Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 73. Russia Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 74. Egypt Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 75. South Africa Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 76. Israel Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 77. Turkey Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 78. GCC Countries Two-player Computer Game Market Size 2025-2030 (\$ millions)
- Figure 79. Global Two-player Computer Game Market Size Market Share Forecast by Type (2025-2030)
- Figure 80. Global Two-player Computer Game Market Size Market Share Forecast by Application (2025-2030)

I would like to order

Product name: Global Two-player Computer Game Market Growth (Status and Outlook) 2024-2030

Product link: <https://marketpublishers.com/r/G20D0173DF4DEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G20D0173DF4DEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970