

Two-Player Fighting Game Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/T0B7C664AE58EN.html>

Date: May 2022

Pages: 62

Price: US\$ 3,250.00 (Single User License)

ID: T0B7C664AE58EN

Abstracts

A two-player fighting game is a fighting game that supports two people to play together on one computer, most of which are based on 2D graphics.

This report contains market size and forecasts of Two-Player Fighting Game in Global, including the following market information:

Global Two-Player Fighting Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Two-Player Fighting Game market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

PC Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Two-Player Fighting Game include Capcom, Namco, Project Soul, Midway Games, Arc System Works, Rare, Atari, Bitmasters and Sega AM2, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Two-Player Fighting Game companies, and industry experts on this industry, involving the revenue, demand,

product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Two-Player Fighting Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Two-Player Fighting Game Market Segment Percentages, by Type, 2021 (%)

PC

Mobile

Others

Global Two-Player Fighting Game Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Two-Player Fighting Game Market Segment Percentages, by Application, 2021 (%)

Internet Cafe

Gaming Room

Family

Others

Global Two-Player Fighting Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Two-Player Fighting Game Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Two-Player Fighting Game revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Two-Player Fighting Game revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Capcom

Namco

Project Soul

Midway Games

Arc System Works

Rare

Atari

Bitmasters

Sega AM2

HAL Laboratory

SNK Playmore

NetherRealm Studios

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Two-Player Fighting Game Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Two-Player Fighting Game Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL TWO-PLAYER FIGHTING GAME OVERALL MARKET SIZE

- 2.1 Global Two-Player Fighting Game Market Size: 2021 VS 2028
- 2.2 Global Two-Player Fighting Game Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Two-Player Fighting Game Players in Global Market
- 3.2 Top Global Two-Player Fighting Game Companies Ranked by Revenue
- 3.3 Global Two-Player Fighting Game Revenue by Companies
- 3.4 Top 3 and Top 5 Two-Player Fighting Game Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Two-Player Fighting Game Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Two-Player Fighting Game Players in Global Market
 - 3.6.1 List of Global Tier 1 Two-Player Fighting Game Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Two-Player Fighting Game Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Two-Player Fighting Game Market Size Markets, 2021 & 2028

4.1.2 PC

4.1.3 Mobile

4.1.4 Others

4.2 By Type - Global Two-Player Fighting Game Revenue & Forecasts

4.2.1 By Type - Global Two-Player Fighting Game Revenue, 2017-2022

4.2.2 By Type - Global Two-Player Fighting Game Revenue, 2023-2028

4.2.3 By Type - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Two-Player Fighting Game Market Size, 2021 & 2028

5.1.2 Internet Cafe

5.1.3 Gaming Room

5.1.4 Family

5.1.5 Others

5.2 By Application - Global Two-Player Fighting Game Revenue & Forecasts

5.2.1 By Application - Global Two-Player Fighting Game Revenue, 2017-2022

5.2.2 By Application - Global Two-Player Fighting Game Revenue, 2023-2028

5.2.3 By Application - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Two-Player Fighting Game Market Size, 2021 & 2028

6.2 By Region - Global Two-Player Fighting Game Revenue & Forecasts

6.2.1 By Region - Global Two-Player Fighting Game Revenue, 2017-2022

6.2.2 By Region - Global Two-Player Fighting Game Revenue, 2023-2028

6.2.3 By Region - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Two-Player Fighting Game Revenue, 2017-2028

6.3.2 US Two-Player Fighting Game Market Size, 2017-2028

6.3.3 Canada Two-Player Fighting Game Market Size, 2017-2028

6.3.4 Mexico Two-Player Fighting Game Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Two-Player Fighting Game Revenue, 2017-2028

- 6.4.2 Germany Two-Player Fighting Game Market Size, 2017-2028
- 6.4.3 France Two-Player Fighting Game Market Size, 2017-2028
- 6.4.4 U.K. Two-Player Fighting Game Market Size, 2017-2028
- 6.4.5 Italy Two-Player Fighting Game Market Size, 2017-2028
- 6.4.6 Russia Two-Player Fighting Game Market Size, 2017-2028
- 6.4.7 Nordic Countries Two-Player Fighting Game Market Size, 2017-2028
- 6.4.8 Benelux Two-Player Fighting Game Market Size, 2017-2028
- 6.5 Asia
 - 6.5.1 By Region - Asia Two-Player Fighting Game Revenue, 2017-2028
 - 6.5.2 China Two-Player Fighting Game Market Size, 2017-2028
 - 6.5.3 Japan Two-Player Fighting Game Market Size, 2017-2028
 - 6.5.4 South Korea Two-Player Fighting Game Market Size, 2017-2028
 - 6.5.5 Southeast Asia Two-Player Fighting Game Market Size, 2017-2028
 - 6.5.6 India Two-Player Fighting Game Market Size, 2017-2028
- 6.6 South America
 - 6.6.1 By Country - South America Two-Player Fighting Game Revenue, 2017-2028
 - 6.6.2 Brazil Two-Player Fighting Game Market Size, 2017-2028
 - 6.6.3 Argentina Two-Player Fighting Game Market Size, 2017-2028
- 6.7 Middle East & Africa
 - 6.7.1 By Country - Middle East & Africa Two-Player Fighting Game Revenue, 2017-2028
 - 6.7.2 Turkey Two-Player Fighting Game Market Size, 2017-2028
 - 6.7.3 Israel Two-Player Fighting Game Market Size, 2017-2028
 - 6.7.4 Saudi Arabia Two-Player Fighting Game Market Size, 2017-2028
 - 6.7.5 UAE Two-Player Fighting Game Market Size, 2017-2028

7 PLAYERS PROFILES

- 7.1 Capcom
 - 7.1.1 Capcom Corporate Summary
 - 7.1.2 Capcom Business Overview
 - 7.1.3 Capcom Two-Player Fighting Game Major Product Offerings
 - 7.1.4 Capcom Two-Player Fighting Game Revenue in Global Market (2017-2022)
 - 7.1.5 Capcom Key News
- 7.2 Namco
 - 7.2.1 Namco Corporate Summary
 - 7.2.2 Namco Business Overview
 - 7.2.3 Namco Two-Player Fighting Game Major Product Offerings
 - 7.2.4 Namco Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.2.5 Namco Key News

7.3 Project Soul

7.3.1 Project Soul Corporate Summary

7.3.2 Project Soul Business Overview

7.3.3 Project Soul Two-Player Fighting Game Major Product Offerings

7.3.4 Project Soul Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.3.5 Project Soul Key News

7.4 Midway Games

7.4.1 Midway Games Corporate Summary

7.4.2 Midway Games Business Overview

7.4.3 Midway Games Two-Player Fighting Game Major Product Offerings

7.4.4 Midway Games Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.4.5 Midway Games Key News

7.5 Arc System Works

7.5.1 Arc System Works Corporate Summary

7.5.2 Arc System Works Business Overview

7.5.3 Arc System Works Two-Player Fighting Game Major Product Offerings

7.5.4 Arc System Works Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.5.5 Arc System Works Key News

7.6 Rare

7.6.1 Rare Corporate Summary

7.6.2 Rare Business Overview

7.6.3 Rare Two-Player Fighting Game Major Product Offerings

7.6.4 Rare Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.6.5 Rare Key News

7.7 Atari

7.7.1 Atari Corporate Summary

7.7.2 Atari Business Overview

7.7.3 Atari Two-Player Fighting Game Major Product Offerings

7.7.4 Atari Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.7.5 Atari Key News

7.8 Bitmasters

7.8.1 Bitmasters Corporate Summary

7.8.2 Bitmasters Business Overview

7.8.3 Bitmasters Two-Player Fighting Game Major Product Offerings

7.8.4 Bitmasters Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.8.5 Bitmasters Key News

7.9 Sega AM2

7.9.1 Sega AM2 Corporate Summary

7.9.2 Sega AM2 Business Overview

7.9.3 Sega AM2 Two-Player Fighting Game Major Product Offerings

7.9.4 Sega AM2 Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.9.5 Sega AM2 Key News

7.10 HAL Laboratory

7.10.1 HAL Laboratory Corporate Summary

7.10.2 HAL Laboratory Business Overview

7.10.3 HAL Laboratory Two-Player Fighting Game Major Product Offerings

7.10.4 HAL Laboratory Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.10.5 HAL Laboratory Key News

7.11 SNK Playmore

7.11.1 SNK Playmore Corporate Summary

7.11.2 SNK Playmore Business Overview

7.11.3 SNK Playmore Two-Player Fighting Game Major Product Offerings

7.11.4 SNK Playmore Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.11.5 SNK Playmore Key News

7.12 NetherRealm Studios

7.12.1 NetherRealm Studios Corporate Summary

7.12.2 NetherRealm Studios Business Overview

7.12.3 NetherRealm Studios Two-Player Fighting Game Major Product Offerings

7.12.4 NetherRealm Studios Two-Player Fighting Game Revenue in Global Market (2017-2022)

7.12.5 NetherRealm Studios Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Two-Player Fighting Game Market Opportunities & Trends in Global Market

Table 2. Two-Player Fighting Game Market Drivers in Global Market

Table 3. Two-Player Fighting Game Market Restraints in Global Market

Table 4. Key Players of Two-Player Fighting Game in Global Market

Table 5. Top Two-Player Fighting Game Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Two-Player Fighting Game Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Two-Player Fighting Game Revenue Share by Companies, 2017-2022

Table 8. Global Companies Two-Player Fighting Game Product Type

Table 9. List of Global Tier 1 Two-Player Fighting Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Two-Player Fighting Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Two-Player Fighting Game Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Two-Player Fighting Game Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Two-Player Fighting Game Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Two-Player Fighting Game Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Two-Player Fighting Game Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Two-Player Fighting Game Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Two-Player Fighting Game Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Two-Player Fighting Game Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Two-Player Fighting Game Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Two-Player Fighting Game Revenue, (US\$, Mn),

2023-2028

Table 22. By Country - Europe Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Two-Player Fighting Game Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Two-Player Fighting Game Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Two-Player Fighting Game Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Two-Player Fighting Game Revenue, (US\$, Mn), 2023-2028

Table 30. Capcom Corporate Summary

Table 31. Capcom Two-Player Fighting Game Product Offerings

Table 32. Capcom Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 33. Namco Corporate Summary

Table 34. Namco Two-Player Fighting Game Product Offerings

Table 35. Namco Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 36. Project Soul Corporate Summary

Table 37. Project Soul Two-Player Fighting Game Product Offerings

Table 38. Project Soul Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 39. Midway Games Corporate Summary

Table 40. Midway Games Two-Player Fighting Game Product Offerings

Table 41. Midway Games Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 42. Arc System Works Corporate Summary

Table 43. Arc System Works Two-Player Fighting Game Product Offerings

Table 44. Arc System Works Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 45. Rare Corporate Summary

Table 46. Rare Two-Player Fighting Game Product Offerings

Table 47. Rare Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 48. Atari Corporate Summary

Table 49. Atari Two-Player Fighting Game Product Offerings

Table 50. Atari Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 51. Bitmasters Corporate Summary

Table 52. Bitmasters Two-Player Fighting Game Product Offerings

Table 53. Bitmasters Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 54. Sega AM2 Corporate Summary

Table 55. Sega AM2 Two-Player Fighting Game Product Offerings

Table 56. Sega AM2 Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 57. HAL Laboratory Corporate Summary

Table 58. HAL Laboratory Two-Player Fighting Game Product Offerings

Table 59. HAL Laboratory Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 60. SNK Playmore Corporate Summary

Table 61. SNK Playmore Two-Player Fighting Game Product Offerings

Table 62. SNK Playmore Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

Table 63. NetherRealm Studios Corporate Summary

Table 64. NetherRealm Studios Two-Player Fighting Game Product Offerings

Table 65. NetherRealm Studios Two-Player Fighting Game Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Two-Player Fighting Game Segment by Type in 2021

Figure 2. Two-Player Fighting Game Segment by Application in 2021

Figure 3. Global Two-Player Fighting Game Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Two-Player Fighting Game Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Two-Player Fighting Game Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Two-Player Fighting Game Revenue in 2021

Figure 8. By Type - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 9. By Application - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 10. By Region - Global Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 11. By Country - North America Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 12. US Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 16. Germany Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 17. France Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Two-Player Fighting Game Revenue Market Share, 2017-2028

Figure 24. China Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028

- Figure 28. India Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Two-Player Fighting Game Revenue Market Share, 2017-2028
- Figure 30. Brazil Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa Two-Player Fighting Game Revenue Market Share, 2017-2028
- Figure 33. Turkey Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 34. Israel Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 35. Saudi Arabia Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 36. UAE Two-Player Fighting Game Revenue, (US\$, Mn), 2017-2028
- Figure 37. Capcom Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 38. Namco Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 39. Project Soul Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 40. Midway Games Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 41. Arc System Works Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 42. Rare Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 43. Atari Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 44. Bitmasters Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 45. Sega AM2 Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 46. HAL Laboratory Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 47. SNK Playmore Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 48. NetherRealm Studios Two-Player Fighting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Two-Player Fighting Game Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/T0B7C664AE58EN.html>

Price: US\$ 3,250.00 (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/T0B7C664AE58EN.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