

Trends for Video Games from 1980-2020

Video Game S..	Video Game G..	Trends for Plat..	Trends for Plat..	Nintendo
-------------------	-------------------	----------------------	----------------------	----------

	Year (date)														
	Null	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993 1
Global S..	100.1	11.4	35.8	28.9	16.8	50.4	53.9	37.1	21.7	47.2	73.5	49.4	32.2	76.2	46.0
EU Sales	25.0	0.7	2.0	1.7	0.8	2.1	4.7	2.8	1.4	6.6	8.4	7.6	4.0	11.7	4.7
JP Sales	6.7	0.0	0.0	0.0	8.1	14.3	14.6	19.8	11.6	15.8	18.4	14.9	14.8	28.9	25.3
NA Sales	59.5	10.6	33.4	26.9	7.8	33.3	33.7	12.5	8.5	23.9	45.2	25.5	12.8	33.9	15.1
Other S..	8.7	0.1	0.3	0.3	0.1	0.7	0.9	1.9	0.2	1.0	1.5	1.4	0.7	1.7	0.9

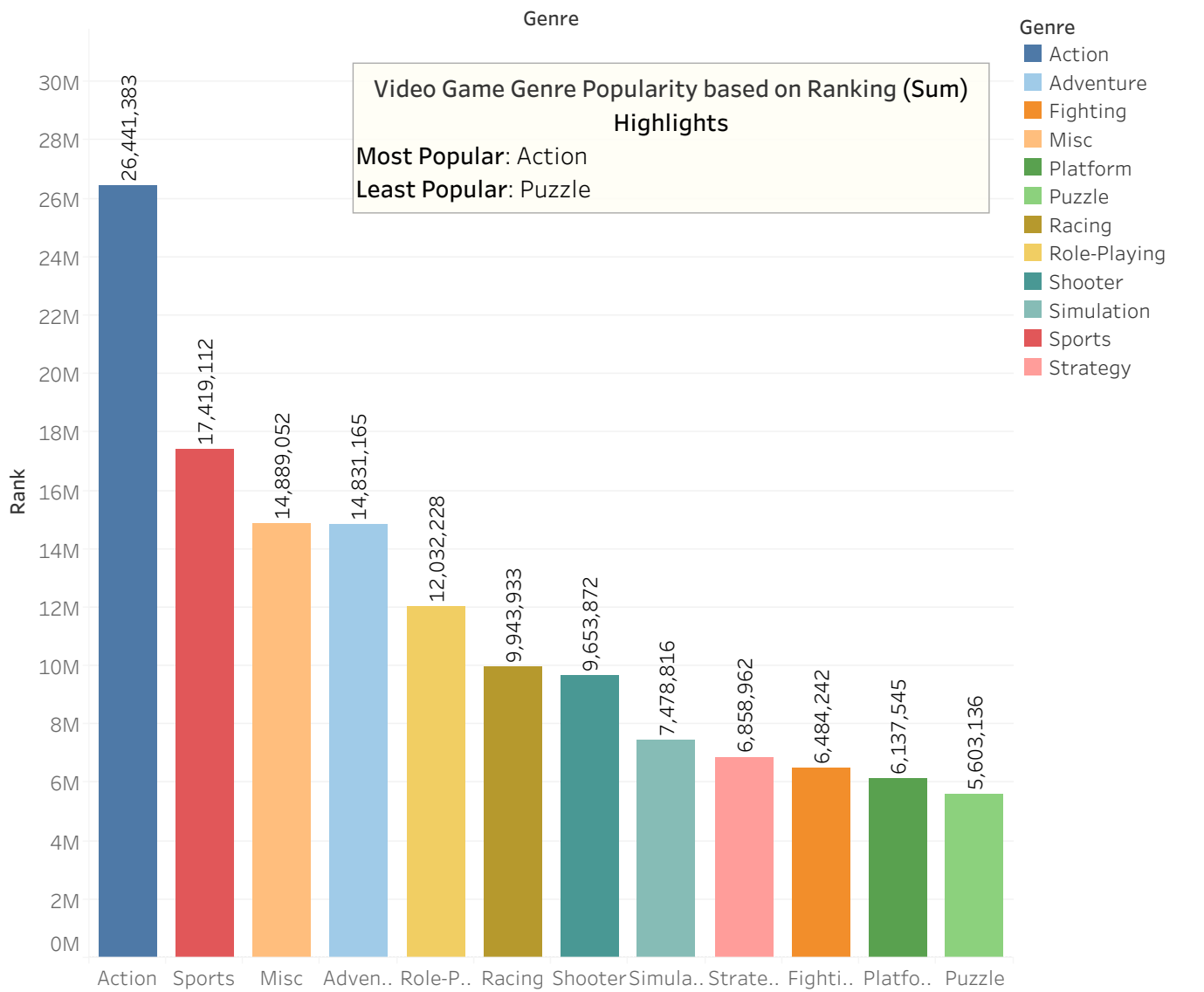
Video Game Sales Trends from 1980-2020

Highlights

1989-1994: Every other year sales doubled globally before reducing by about half the next year
1996: Sales more than doubled compared to 1995
1996-2011: Steady increase in sales
2012-2020: Steady decline in sales with a return to numbers seen in 1994 by 2016

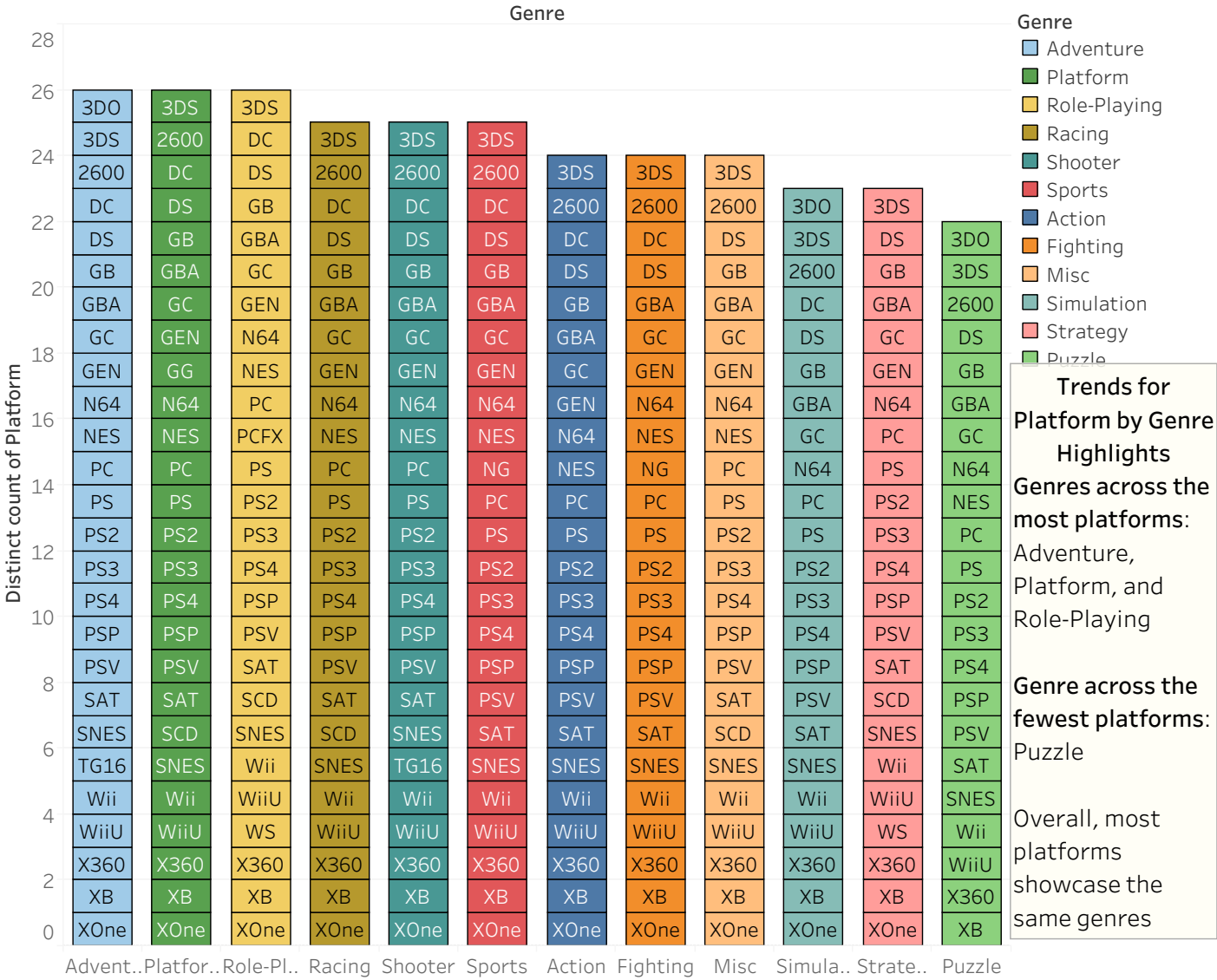
Trends for Video Games from 1980-2020

Video Game S..	Video Game G..	Trends for Plat..	Trends for Plat..	Nintendo
----------------	----------------	-------------------	-------------------	----------

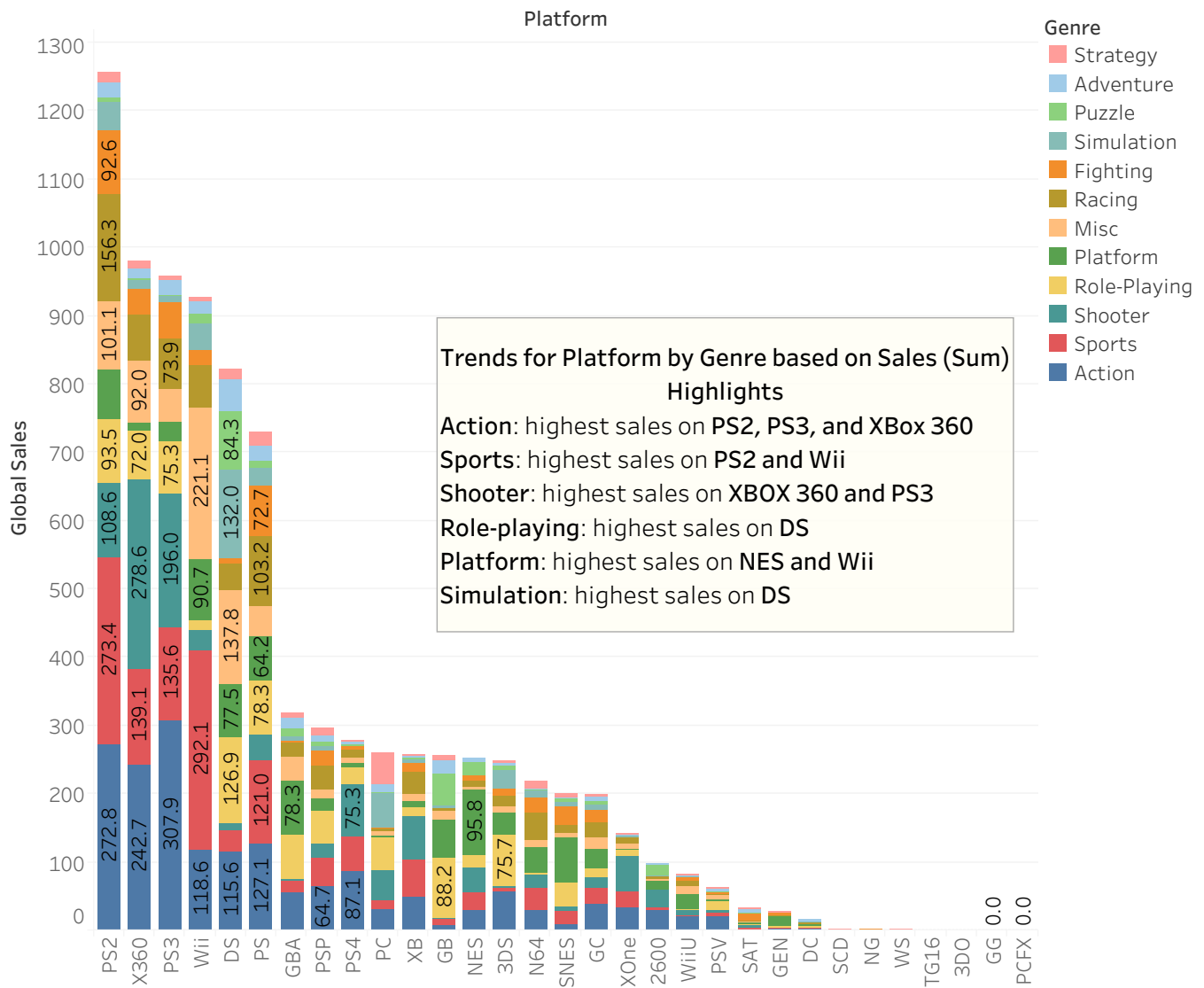


Trends for Video Games from 1980-2020

Video Game S...	Video Game G...	Trends for Plat...	Trends for Plat...	Nintendo
-----------------	-----------------	--------------------	--------------------	----------



Video Game S...	Video Game G...	Trends for Plat...	Trends for Plat...	Nintendo
-----------------	-----------------	--------------------	--------------------	----------



Trends for Video Games from 1980-2020

Video Game S..	Video Game G..	Trends for Plat..	Trends for Plat..	Nintendo
-------------------	-------------------	----------------------	----------------------	----------

