

Country	EU Sales
Belgium	29.02
France	23.04
Germany	12.88
Italy	
Spain	
United Kingdom	
Poland	
Portugal	
Greece	
Other	

Genre	Rank
Action	25,986,476
Adventure	14,728,064
Fighting	6,371,780
Misc	14,620,142
Platform	6,034,998
Puzzle	5,513,282
Racing	9,715,874
Role-Playing	11,856,808
Shooter	9,399,409
Simulation	7,308,925
Sports	17,105,195
Strategy	6,756,706

The chart displays the sales performance of three regions over a 44-year period. The Y-axis for EU Sales ranges from 0 to 200, while for JP Sales and NA Sales, it ranges from 0 to 100. The X-axis represents the years from 1978 to 2022. EU Sales (red line) starts at approximately 80 in 1978, remains relatively stable until the late 1990s, then rises to a peak of about 200 in 2008 before declining to around 80 by 2022. JP Sales (blue line) starts near 0 in 1978, rises to a peak of about 70 in 2008, and then declines to near 0 by 2022. NA Sales (green line) starts at approximately 80 in 1978, rises to a peak of about 100 in 2008, and then declines to around 80 by 2022.

Year	EU Sales	JP Sales	NA Sales
1978	80	0	80
1980	80	0	80
1982	80	0	80
1984	80	10	80
1986	80	10	80
1988	80	10	80
1990	80	10	80
1992	80	20	80
1994	80	20	80
1996	80	50	80
1998	80	60	80
2000	80	50	80
2002	100	40	100
2004	100	40	100
2006	120	70	100
2008	200	70	100
2010	180	60	90
2012	150	50	80
2014	150	40	80
2016	100	20	80
2018	80	0	80
2020	80	0	80
2022	80	0	80

Category	Count
Red	1,784
Orange	1,093
Blue	721
Green	474
Teal	607

Country	Q1	Q2	Q3	Q4	Total
Canada	0.910	0.910	0.840	0.990	3.660
Mexico	0.330	0.330	0.330	0.290	1.290
United States	0.310	0.310	0.310	0.320	1.250

A bubble chart showing the popularity of various anime series. The bubbles are labeled: Ace Attorney, Mario Super Sluggers, 3rd Super Robot Wars Z, and MoonHunter Nikki. The size of each bubble represents its popularity, with Ace Attorney and Mario Super Sluggers being the most popular.

The chart displays Global Sales from 1978 to 2022. The Y-axis represents sales values from 0 to 700. The X-axis represents the years. The sales start at 11.4 in 1978, rise to 35.8 in 1980, and continue to grow with some fluctuations, reaching 199.2 in 1996. From 1996, the growth accelerates, with sales reaching 521.0 in 2006. The peak is in 2008 at 611.1. Following the peak, there is a sharp decline, with sales falling to 363.5 in 2012 and 70.9 in 2016. The sales then recover slightly to 264.4 in 2017 and end at 0.3 in 2022.

Year	Global Sales
1978	11.4
1980	35.8
1982	28.9
1984	16.8
1986	50.4
1988	53.9
1990	37.1
1992	21.7
1994	73.5
1996	49.4
1998	32.2
2000	76.2
2002	46.0
2004	79.2
2006	199.2
2008	201.0
2010	256.5
2012	251.3
2014	331.5
2016	201.6
2018	395.5
2020	357.9
2022	419.3

A treemap visualization showing the distribution of game genres and sub-genres. The chart is divided into three main color-coded sections: red (top left), blue (top right), and green (bottom). Each section contains various game genres and their sub-genres, with the size of each rectangle representing its relative frequency or count. The red section includes Action, Racing, Shooter, Sports, and Misc. The blue section includes Misc, Simulation, Role-Playing, and Platform. The green section includes Shooter, Sports, Action, and Platform. The rightmost part of the chart is a vertical strip of small, multi-colored rectangles.