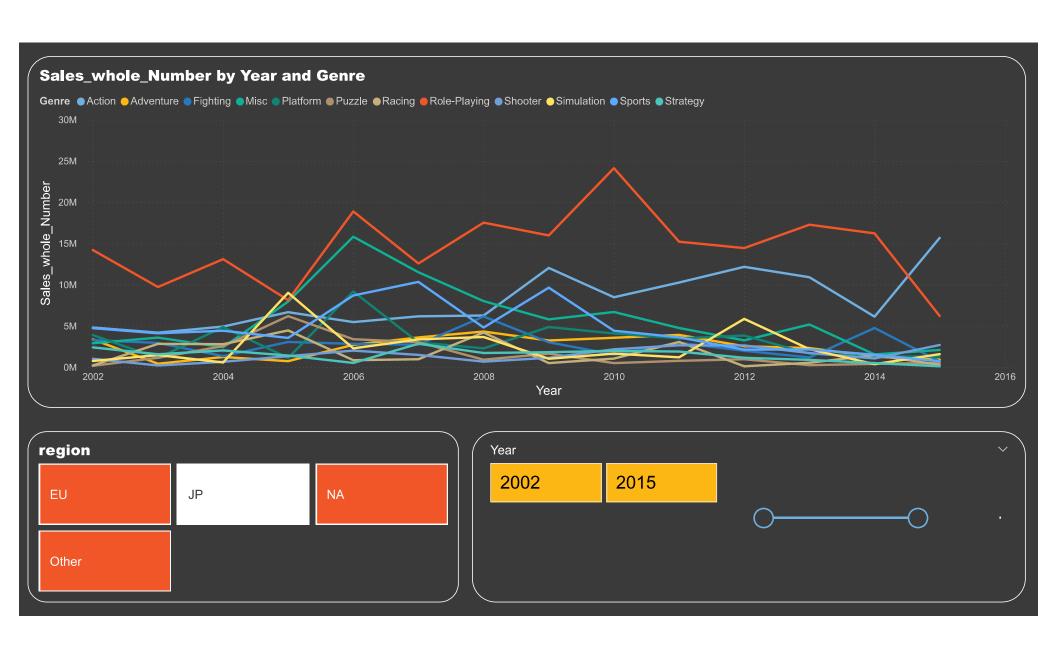
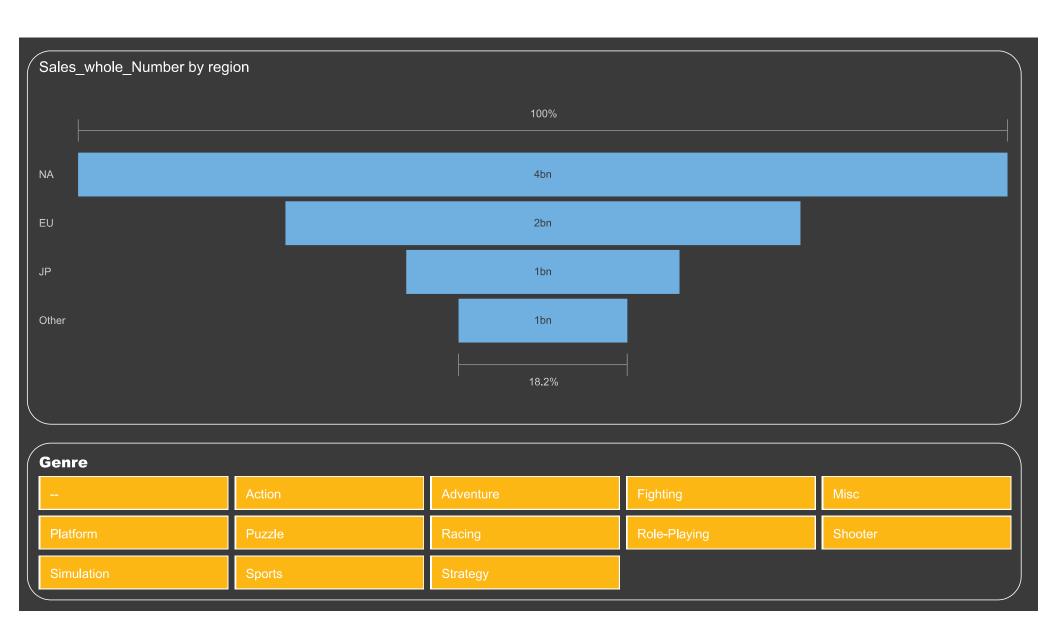
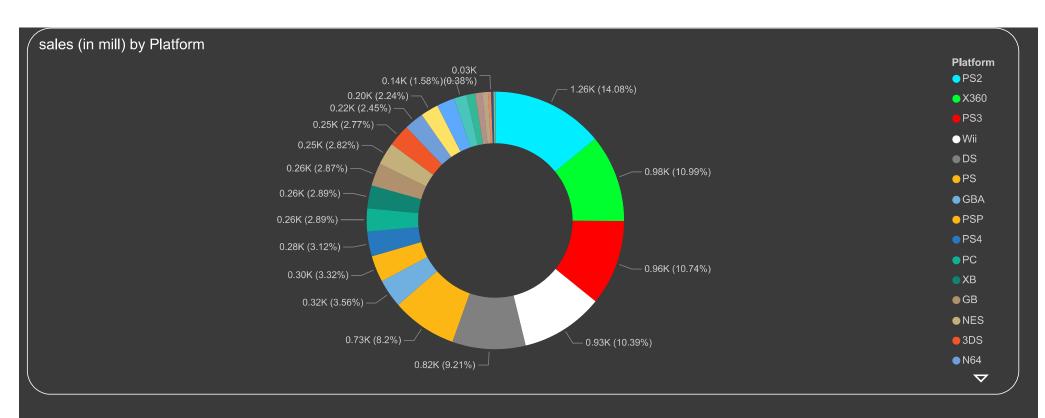


| Genre | | | | |
|----------|--------|--------------|--|--|
| | Action | Adventure | | |
| Fighting | Misc | Platform | | |
| Puzzle | Racing | Role-Playing | | |



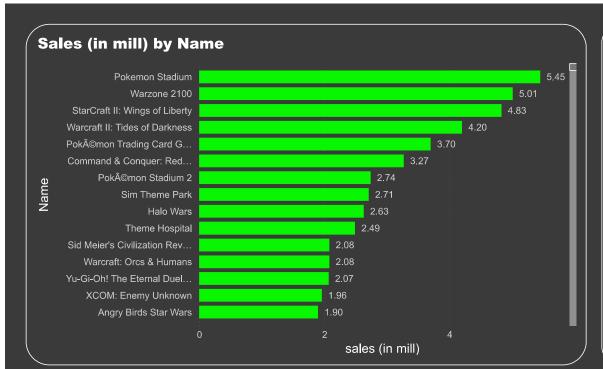






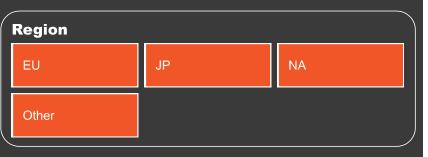
| Genre | | | | | |
|------------|--------|-----------|--------------|---------|--|
| | Action | Adventure | Fighting | Misc | |
| Platform | Puzzle | Racing | Role-Playing | Shooter | |
| Simulation | Sports | Strategy | | | |

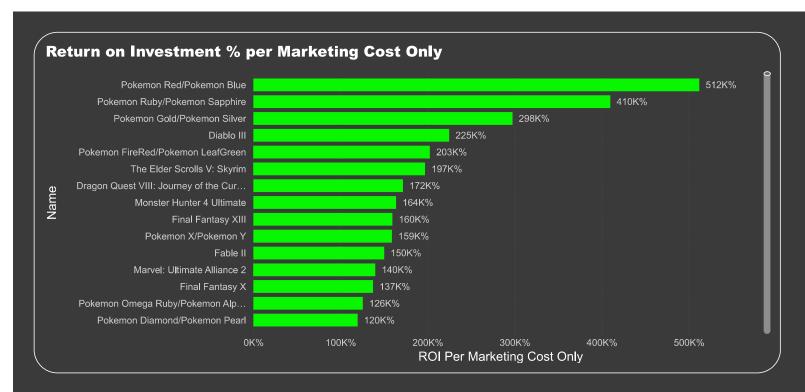














Total Games in sample

11,328

The sample includes Games and sales for which info was provided. Including different publishers, platforms and genres. It is important to reinforce this is not an analysis for all games. And that not all sales for each game are accounted for. The Marketing Budget was also randomly generated for a range between \$100K to \$1M for ROI calculation demo purposes.