Nintendo vs third party

Nintendo vs Third Party

**Metacritic Score**

* Nintendo scored significantly higher

**Sales**

* N.A. – Nintendo significantly higher
* Eur- again
* Japan- again
* Other- again
* Total- of course

**Genre**

**Release Year**

* Similar but Nintendo dropped off more in the big 2003/2004 drop off
* Third parties continued support later on though

**ESRB Rating**

* Nintendo favored e/e10 games more

**Multiplayer**

* Third parties had a more even spread. Nintendo favored 1 and 4 player games

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Nintendo vs Third Party Exclsuive

**Metacritic Score**

* Nintendo mean is significantly higher

**Sales**

* N.A.- Nintendo is significantly higher
* Eur- Again
* Jap- Again
* Other- Again
* Total- Of course

**Genre**

**Release Year**

* Distribution of Nintendo releases more closely resembles third party multiplatform. It was the exclusives that dropped off

**ESRB Rating**

* Nintendo published many many more E/E10 games over T/M compared to their third party exclusives

**Multiplayer**

* Nintendo published almost all 1 or 4 player games

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Third party Exclsuive vs Third Party Multiplatform

**Metacritic Score**

* Multiplatform has the higher mean, but difference is not significant

**Sales**

* N.A. not significant
* Europe barely significant
* Japan barely significant
* Other barely not significant
* Total just over barely not significant

**Genre**

**Release Year**

* Third party exclusive support dropped off more than multiplayer releases

**ESRB Rating**

* Almost even split between third party exclusives
* Multiplatform has more E/E10 (sports titles)

**Multiplayer**

* Similar looking spread
* In order 4, 2, 1

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**Release Year**