appid - 		1.0																							
required_age - 		1.0	1.0																						
achievements -		-0.0	1.0	1.0																					
positive_ratings - 		0.1	0.0	1.0	1.0																				
negative_ratings - 		0.1	0.0	0.8	1.0	1.0																			
average_playtime -		0.0	0.0	0.2	0.2	1.0	1.0																		
owners -		0.1	0.0	0.7	0.7	0.2	1.0	1.0																	
price -		0.1	-0.0	0.0	0.1	0.1	0.0	1.0	1.0																
release_year - 		-0.1	0.0	-0.1	-0.0	-0.1	-0.1	-0.1	1.0	1.0															
linux -		-0.0	-0.0	0.0	0.0	0.0	0.1	0.0	-0.1	1.0															
mac -		-0.0	-0.0	0.0	0.0	0.0	0.0	0.0	-0.1	0.6	1.0	1.0													
Indie -		-0.1	0.0	-0.0	-0.0	-0.0	-0.1	-0.2	0.2	0.1	0.1	1.0		ı											
Action -		0.1	0.0	0.0	0.0	-0.0	0.0	0.0	0.0	-0.0	-0.1	0.1	1.0												
Casual -		-0.1	0.1	-0.0	-0.0	-0.0	-0.0	-0.2	0.1	-0.0	-0.0	0.1	-0.2	1.0											
Adventure -		0.0	-0.0	-0.0	0.0	0.0	-0.0	0.0	0.1	0.0	0.0	0.1	0.0	-0.0	1.0										
Strategy -		-0.0	0.0	-0.0	-0.0	0.0	0.0	0.1	-0.0	0.0	0.0	-0.0	-0.2	-0.0	-0.1	1.0									
Simulation -		-0.0	0.0	-0.0	-0.0	-0.0	-0.0	0.1	0.1	-0.0	-0.0	-0.0	-0.1	0.1	-0.1	0.1	1.0								
RPG -		0.0	0.0	0.0	0.0	0.0	0.0	0.1	-0.0	0.0	0.0	0.0	-0.0	-0.1	0.2	0.1	-0.0	1.0		l					
Alpha -		-0.0	-0.0	-0.0	-0.0	-0.0	-0.0	0.1	0.1	-0.1	-0.1	0.1	0.1	-0.1	-0.0	0.0	0.1	0.1	1.0						
F2P -		-0.0	-0.0	0.0	0.0	0.1	0.1	-0.2	0.1	-0.0	-0.0	-0.1	-0.0	0.0	-0.0	0.0	0.0	0.0	0.0	1.0					
Sports -		-0.0	-0.0	-0.0	-0.0	-0.0	-0.0	0.1	0.0	-0.0	-0.0	-0.0		0.0	-0.1	-0.0	0.2	-0.1	0.0	0.0	1.0				
Racing -		-0.0	-0.0	-0.0	-0.0	-0.0	-0.0	0.0	-0.0	-0.0	-0.0	-0.0	0.0	-0.0	-0.1	-0.1	0.1	-0.1	0.0	-0.0	0.3	1.0			
Violent -		0.1	0.0	-0.0	-0.0	-0.0	-0.0	0.0	0.1	-0.0	-0.0	0.0	0.1	-0.1	0.0	-0.0	-0.0	0.0	0.0	-0.0	-0.0	-0.0	1.0		
ММО -		0.0	-0.0	0.0	0.1	0.1	0.1	-0.0	0.0	-0.0	-0.0	-0.1	0.1	-0.0	-0.0	0.0	0.0	0.1	0.1	0.3	0.0	0.0	0.0	1.0	
Gore -	0.0					-0.0			0.0	ļ.	-0.0						-0.0	ı	I	-0.0	,		0.7	ı	1.0
	Pidde	required_age	achievements -	Positive_ratings	negative_ratings	^{average} . Playtime	OWNers	$\rho_{ric_{\Theta}}$	release Jear	linux	Mac	Indie,	A_{ction}	C _{asual}	Adventure	Strategy	Simulation .	RP_G	A/ph_{a}	F2p	Sports	Racing	Violent	OWW)	$G_{O_{r_{\Theta}}}$
		requi,	^{ach} ie _L	bositiv _e	egative	erage_L			re/e _a						40	•/	Sir,								
				٧	Ĭ	g V																			

- 0.75

- 0.50

- 0.25

- 0.00