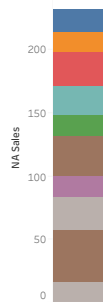
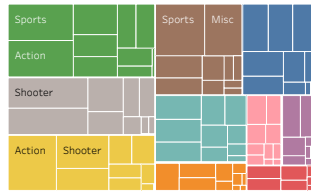


Genre With Rank Analysis



Category	Count
Red	1,787
Blue	1,110
Yellow	727
Brown	475
Green	607



The figure consists of three vertically stacked line charts sharing a common x-axis representing the years from 1980 to 2020. The top chart shows EU Sales, the middle chart shows NA Sales, and the bottom chart shows JP Sales. All three charts exhibit a similar trend: a period of growth from the 1980s to a peak around 2008, followed by a sharp decline and a subsequent recovery starting around 2015.

Year	EU Sales	NA Sales	JP Sales
1980	20	0	0
1985	25	10	10
1990	25	0	15
1995	30	10	40
2000	100	100	60
2005	150	200	65
2008	200	250	70
2010	150	150	60
2015	100	100	40
2020	20	0	0

A treemap visualization showing the distribution of video game sales across different genres and global sales volumes. The treemap is divided into three main sections: 'Genre' (top left), 'Global Sales' (bottom left), and 'Super Mario Bros.' (top right). The 'Genre' section is further divided into 'Action', 'Sports', 'Shooter', and 'Misc'. The 'Global Sales' section is divided into 'Action', 'Shooter', and 'Misc'. The 'Super Mario Bros.' section is divided into 'Super Mario Bros.' and 'Super Mario World'. The size of each rectangle represents the sales volume, and the color represents the global sales volume, with a color scale ranging from 0.1 (dark blue) to 678.9 (dark red).

Genre

- Action
- Sports
- Misc
- Adventure
- Role-Playing
- Racing
- Shooter

Global Sales

0.1 678.9

Global Sales

Year	Global Sales
1980	11.4
1981	35.8
1982	53.9
1983	73.5
1984	37.1
1985	49.4
1986	79.2
1987	88.1
1988	201.0
1989	201.6
1990	251.3
1991	331.5
1992	395.5
1993	521.0
1994	357.9
1995	611.1
1996	678.9
1997	567.3
1998	516.0
1999	363.5
2000	368.1
2001	337.1
2002	264.4
2003	70.9
2004	0.1
2005	0

