Base on the Heroes of Pymoli data, Male is the higher game purchasing gender with +/- 2% margin of error. The Margin of error is base on the buyer not disclosed.

Male gender may be purchasing more game. However, the female gender is spending more in average per purchase compare to the male gender.

In the Age group game purchaser, the highest group is within 20-24 age group and follow by 15-19 years old age group. This two age group made up more than 50% of the purchaser.