**Heroes of Pymoli**

-The first observation from this data set is a very glaring one. Out of all the players in this game it seems that most of the players are male, by a very large margin.

-With this information, along with the Total Purchase Value, you can conclude that most of the items are more than likely either set for the male audience or that appeal to them more than the other demographics for this game. For future considerations and to attract more players or buyers for this game then more time could be spent on developing items that appeal to other demographics.

-The age demographic for this game seems to be for those players between the ages of 20 through 24, they were also the group to spend the most as well. This would mean that even with pricing not being very high, this age demographic is more willing to spend money on purchases in game.