1. The item “**Oathbreaker, Last Hope of the Breaking Storm**” provides the best revenue due to a combination of its high purchase counts and its reasonable expensive price (it is not the most expensive).
2. The consumption pattern is guided by interest and purchase power. In the range of 15-19 the interest for games is very high but this demographic does not have much money. Consequently, the revenues are the second high. In the age range of 20-24, the consumption reaches its peak and due to the high interest and the availability of economic resources. Finally, the consumption decline in the range of 25-29 is due to the reduction of the interest in playing games despite of the potential increase of income.
3. Male is still the gender that consumes more games.