The data suggests that the vast majority of users are under the age of 30 and com with a sharp after the age of 35. But there is a crescendo in the younger years with a bulk of players peak in their twenties.

Despite a much lower number of active users, female players have an overall higher percentage of valuable items. This could suggest a better strategy for accumulating value items. Or it might be inferred that they are more discerning in their choices of items to have on them when the data was captured.

It seems that based on their numbers, we can tell that the 20-24-year-olds are most active in the game. They have a wide number of more items purchase in the game. And depending on the makeup of the system, that would be further analysis of their purchasing power.