



First Quarter 2002 Video Games Fact Sheet

Q1 '02 Versus Q1 '01 Dollar Sales for the Total U.S. Video Game Industry

	Q1 2001	Q1 2002	Percent Change
Total	\$1.6 billion	\$1.9 billion	20%
Consoles	\$467 million	\$548 million	17%
Console Software	\$716 million	\$895 million	25%
Console Accessories	\$190 million	\$205 million	8%
Portable Hardware	\$67 million	\$81 million	21%
Portable Software	\$138 million	\$179 million	30%
Portable Accessories	\$36 million	\$32 million	-13%

Dollar Percent Change for the Total U.S. Video Game Industry First Quarter Comparison from 1998 to 2002

Includes sales of consoles, console software, portables/portable software and accessories:

	99 vs. 98	00 vs. 99	01 vs. 00	02 vs. 01
Q1 % Change	15%	5%	19%	20%

Dollar Sales for the Total U.S. Video Game Industry ? Annual 1997 to Annual 2001

Includes sales of consoles, console software, portables/portable software and accessories:

Year	Annual Sales
2001	\$9.4 billion
2000	\$6.6 billion
1999	\$6.9 billion
1998	\$6.2 billion
1997	\$5.1 billion

Top Ten Best Selling Video Game Titles Ranked by Total U.S. Units Q1 2002 (January - March)

1	Grand Theft Auto 3	PS2	Rockstar Games	Oct. 01
2	Super Mario Advance 2	GBA	Nintendo of America	Feb. 02
3	Final Fantasy X	PS2	Square EA	Dec. 01
4	State of Emergency	PS2	Rockstar Games	Feb. 02
5	Sonic Advance	GBA	THQ	Feb. 02
6	NBA 2K2	PS2	Sega of America	Jan. 02
7	Max Payne	PS2	Rockstar Games	Dec. 01
8	Sonic Adventure 2	GCN	Sega of America	Feb. 02
9	Halo	XBX	Microsoft	Nov. 01