UNITED STATES
SECURITIES AND EXCHANGE COMMISSION
Washington, D.C. 20549
FORM 8-K
CURRENT REPORT
Pursuant to Section 13 OR $15(\mathrm{~d})$ of The Securities Exchange Act of 1934

| GAMESTOP CORP. |  |
| :---: | :---: |
| (Exact name of registrant as specified in its charter) |  |
| Delaware 1-31228 | 20-27335597 |
| (State or other jurisdiction (Commission of incorporation) File Number) | (I.R.S. Employer Identification No.) |
| 625 Westport Parkway, Grapevine, TX | 76051 |
| (Address of principal executive offices) | (Zip Code) |
| Registrant's telephone number, including area code | 17) 424-2000 |

(Former name or former address, if changed since last report.)

Check the appropriate box below if the Form 8-K filing is intended to
simultaneously satisfy the filing obligation of the registrant under any of the following provisions (see General Instruction A.2. below):
[ ] Written communications pursuant to Rule 425 under the Securities Act (17 CFR 230.425)
[ ] Soliciting material pursuant to Rule $14 a-12$ under the Exchange Act (17 CFR 240.14a-12)
[ ] Pre-commencement communications pursuant to Rule $14 \mathrm{~d}-2(\mathrm{~b})$ under the Exchange Act (17 CFR $240.14 d-2(b))$
[ ] Pre-commencement communications pursuant to Rule $13 e-4(c)$ under the Exchange Act (17 CFR 240.13e-4 (c))

Item 2.02. Results of Operations and Financial Condition
The following information is furnished pursuant to Item 2.02,
"Results of Operations and Financial Condition," and shall not be deemed "filed" for purposes of Section 18 of the Securities Exchange Act of 1934, as amended, or otherwise subject to the liabilities of that section.

On March 21, 2006, GameStop Corp. issued a press release announcing its financial results for the fiscal quarter and full year ended January 28, 2006. A copy of the press release is attached hereto as Exhibit 99.1.

The information contained in this Current Report, including the exhibit, shall not be incorporated by reference into any filing of GameStop Corp., whether made before or after the date hereof, regardless of any general incorporation language in such filing.

Item 9.01 Financial Statements and Exhibits.
(c) Exhibits
99.1 Press Release issued by GameStop Corp., dated March 21, 2006.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

GAMESTOP CORP.
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(Registrant)

Date: March 21, 2006
/s/ David W. Carlson
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Name: David W. Carlson
Title: Executive Vice President and Chief Financial Officer

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GAMESTOP CORP.
EXHIBIT INDEX

| Exhibit Number | Description |
| :--- | :--- |
| ---------- | -------- |
| Exhibit 99.1 | Press Release of GameStop Corp., dated March 21, 2006 |

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GameStop Reports Record Sales and Earnings for 2005;
    Fourth Quarter EPS Exceeds Guidance;
    2006 Guidance Signals Strong Momentum
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GRAPEVINE, Texas--(BUSINESS WIRE)--March 21, 2006--GameStop Corp. (NYSE:GME) (NYSE:GME.B), the world's largest video game and entertainment software retailer, today reported record sales and earnings for the fourth quarter and full year ended January 28, 2006.

## Fourth Quarter Financial Results

Earnings were $\$ 85.0$ million for the fourth quarter of 2005, including merger- related expenses of $\$ 2.3$ million ( $\$ 1.4$ million, net of tax benefits), as compared to earnings of $\$ 34.5$ million in the prior year quarter. Diluted earnings per share were $\$ 1.10$ for the fourth quarter of 2005 , including merger-related expenses of $\$ 0.02$ per diluted share, as compared to $\$ 0.64$ per diluted share in the prior year quarter, significantly exceeding prior guidance.

GameStop sales increased $135.2 \%$ to $\$ 1,666.9$ million in the fourth quarter, in comparison to $\$ 708.7$ million in the prior year quarter, which was primarily due to the addition of the Electronics Boutique stores acquired in October 2005. On a comparable store basis, sales decreased $0.3 \%$ during the fourth quarter.

## Full Year Financial Results

Earnings were $\$ 100.8$ million for fiscal 2005, including merger-related expenses of $\$ 21.1$ million ( $\$ 13.3$ million, net of tax benefits), as compared to earnings of $\$ 60.9$ million in fiscal 2004. Diluted earnings per share were $\$ 1.61$ for fiscal 2005, including merger related expenses of $\$ 0.21$ per diluted share, as compared to $\$ 1.05$ per diluted share in 2004.

GameStop sales were $\$ 3,091.8$ million for fiscal 2005, an increase of $67.8 \%$ over fiscal 2004 sales of $\$ 1,842.8$ million. On a comparable store basis, sales decreased 1.4\% during fiscal 2005.
"2005 was an exceptional year for GameStop and our shareholders," indicated R. Richard Fontaine, Chairman and Chief Executive Officer. "Our Class A shares began the fiscal year at $\$ 18.90$ and closed fiscal 2005 at $\$ 39.14$, a 107\% increase, and have continued to rise in 2006. Clearly, our merger with EB Games in October was well received in the market and, I believe, is a reflection of our outstanding position and immense potential in a growing business."
"We achieved record sales, increased gross margins, and kept expenses well under control in the midst of explosive growth. Our operating margins increased to $6.2 \%$, and net earnings for the year surpassed $\$ 100$ million," reported Fontaine. "Tight execution of our integration plans have already begun to yield significant synergies and have resulted in improved cash flow with a year end cash balance of over $\$ 400$ million."
"GameStop's market share has grown every year," noted Fontaine. "And with the merger completed, we now have a $21 \%$ share of all new video game sales in the U.S. according to the NPD Group."
"We continue to define ourselves as a growth company. That commitment was never more evident than in 2005, when we opened 792 new stores, including 450 in the U.S. and 342 internationally," remarked Fontaine. "In 2006, we plan to open 400 new stores, slowing slightly to give our field organization time to digest all of the changes of the integration, and ramp up to an estimated 600 stores in each of the next two years."
"We have an excellent and deep management team, our business plan is sound, and our opportunities are great. We are very excited about the future of GameStop," concluded Fontaine.

## Business Outlook

For fiscal 2006 (the 53-week year ending February 3, 2007), sales are projected to grow between $14.0 \%$ and $17.0 \%$ on a pro forma basis, with comparable store sales increasing from $+6.0 \%$ to $+9.0 \%$, highlighted by the anticipated launches of Sony's PlayStation 3 and Nintendo's Revolution in November. Diluted earnings per share for the full year are expected to range from $\$ 1.83$ to $\$ 1.93$, including
projected stock-based compensation expense of $\$ 21.2$ million (\$13.4 million, net of tax benefits), or $\$ 0.17$ per diluted share. Excluding projected stock-based compensation, full year diluted earnings per share are expected to range from $\$ 2.00$ to $\$ 2.10$.

For the first quarter of fiscal 2006, the company expects comparable store sales to range from $-7.0 \%$ to $-9.0 \%$, due primarily to the launch of Sony's PSP in the prior year quarter, while diluted earnings per share are expected to range from $\$ 0.04$ to $\$ 0.05$, including expected stock-based compensation expense of $\$ 5.2$ million ( $\$ 3.2$ million, net of tax benefit), or $\$ 0.04$ per diluted share. This compares to a pro forma loss of $\$ 0.01$ per diluted share in the prior year quarter.

Synergies related to the merger with Electronics Boutique remain on schedule and the company now forecasts savings ranging from $\$ 70$ to $\$ 80$ million in fiscal 2006 . These synergies represent the elimination of duplicate general office and warehousing costs, advertising efficiencies, freight savings, benefits from applying GameStop's merchandising algorithms to EB's used video game category, and other fixed cost savings.

Including projected pro forma fiscal 2006 EPS growth of $81 \%$, the company currently expects that EPS could grow approximately $25 \%$ annually for each of the next three years based upon expected strong video game industry fundamentals, continued merger synergies and excellent cash generation.

Note that guidance does not include merger costs related to the business combination.

Fiscal 2005 pro forma statements of operations have been provided in Schedule C as if the acquisition of Electronics Boutique Holding Corp. took place at the beginning of fiscal 2005. In addition, the pro forma statements of operations include stock-based compensation expense as if SFAS No. $123(R)$ was implemented at the beginning of fiscal 2005.

## Conference Call and Webcast Information

A conference call with GameStop Corp.'s management is scheduled for March 21, 2006 at 11:00 a.m. ET to discuss the fourth quarter and full year 2005 sales and earnings results. The conference call will be simulcast on the Internet at
(http://www.gamestop.com/investor-relations/). The conference call will be archived on the website until April 4, 2006.

## About GameStop Corp.

Headquartered in Grapevine, TX, GameStop Corp.
(NYSE:GME) (NYSE:GME.B) is the world's largest video game and entertainment software retailer. The company operates 4,490 retail stores across the United States and in fourteen countries worldwide. The company also owns two e-commerce sites, GameStop.com and EBgames.com, and Game Informer(R) magazine, a leading video and computer game publication. GameStop Corp. sells the most popular new software, hardware and game accessories for the PC and next generation video game systems from Sony, Nintendo, and Microsoft. In addition, the company sells computer and video game magazines and strategy guides, action figures, and other related merchandise. General information on GameStop Corp. can be obtained at the company's corporate Website: http://www.gamestop.com/investor-relations/.

## Safe Harbor

This press release contains forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. Such statements include, but are not limited to, the outlook for fiscal 2006 and beyond, future financial and operating results, projected store openings, the company's plans, objectives, expectations and intentions and other statements that are not historical facts. Such statements are based upon the current beliefs and expectations of GameStop's management and are subject to significant risks and uncertainties. Actual results may differ from those set forth in the forward-looking statements. The following factors, among others, could cause actual results to differ from those set forth in the forward-looking statements: the risk that the businesses of GameStop and Electronics Boutique will not be integrated successfully or that the cost savings and other synergies from the combination may not be fully realized or may take longer to realize than expected; the
inability to obtain sufficient quantities of product to meet consumer demand; the timing of the release of the next generation consoles, including Sony's PlayStation 3 and Nintendo's Revolution; and economic and other events that could reduce or impact consumer demand.
Additional factors that could cause GameStop's results to differ materially from those described in the forward-looking statements can be found in the Annual Reports on Forms 10-K/A of GameStop and Electronics Boutique for the fiscal year ended January 29, 2005 filed with the SEC and available at the SEC's Internet site at http://www.sec.gov.

> GameStop Corp.
> Statements of Operations
> (in thousands, except per share data)

|  | ```13 weeks ended January 28, 2006``` | ```13 weeks ended January 29, 2005``` |
| :---: | :---: | :---: |
| Sales | \$1,666,914 | \$708,740 |
| Cost of sales | 1,225,796 | 529,327 |
| Gross profit | 441,118 | 179,413 |
| Selling, general and administrative expenses | 259,974 | 113,149 |
| Depreciation and amortization | 26,283 | 10,284 |
| Merger-related expenses | 2,271 | - |
| Operating earnings | 152,590 | 55,980 |
| Interest expense, net | 18,635 | 489 |
| Earnings before income tax expense | 133,955 | 55,491 |
| Income tax expense | 48,940 | 20,974 |
| Net earnings | \$85,015 | \$ 34,517 |
| Earnings per common share: |  |  |
| Basic | \$1.17 | \$0.68 |
| Diluted | \$1.10 | \$0.64 |
| Weighted average common shares outstanding: |  |  |
| Basic | 72,406 | 50,702 |
| Diluted | 77,387 | 54,155 |

Percentage of Sales:

| Sales | 100.0\% | 100.0\% |
| :---: | :---: | :---: |
| Cost of sales | $73.5 \%$ | $74.7 \%$ |
| Gross profit | $26.5 \%$ | 25.3\% |
| SG\&A expenses | 15.6\% | 16.0\% |
| Depreciation and amortization | 1.6\% | $1.4 \%$ |
| Merger-related expenses | $0.2 \%$ | -- |
| Operating earnings | 9.1\% | $7.9 \%$ |
| Interest expense, net | 1.1\% | $0.1 \%$ |





Gross Profit (in millions):

| New video game hardware | $\$$ | 21.0 | $6.4 \%$ | $\$$ | 3.1 |
| :--- | ---: | ---: | ---: | ---: | ---: |
| New video game software |  | 150.2 | $21.3 \%$ | $6.1 \%$ |  |
| Used video game products |  | 171.7 | $49.3 \%$ | 61.6 | $19.3 \%$ |
| Other | 98.2 | $34.6 \%$ | 71.1 | $45.4 \%$ |  |
|  |  |  |  | 43.6 | $32.9 \%$ |


| \$ | 441.1 | 26.5\% | \$ | 179.4 | 25.3\% |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | 52 Wee | Ended |  | 52 Wee | Ended |
|  | January | 28, 2006 |  | January | , 2005 |
|  |  | Gross |  |  | Gross |
|  | Gross | Profit |  | Gross | Profit |
|  | Profit | Percent |  | Profit | Percent |

Gross Profit (in millions):

| New video game hardware | $\$$ | 30.9 | $6.1 \%$ | $\$$ | 8.5 |
| :--- | ---: | ---: | ---: | ---: | ---: |

GAMESTOP CORP.
UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS


Net earnings
(loss) per
Class A \& B
common share-




| Weighted avg shares of |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| diluted | 54,490 | 25,079 | $(8,340)$ |  | 71,229 |

GAMESTOP CORP.
UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS

(loss) per
Class A \& B
common share-

| basic | $0.15(\mathrm{~h}) \mathrm{\$}$ | 0.06 | $\$ \quad(0.06)(\mathrm{i})$ |
| :--- | :--- | :--- | :--- |


Net earnings
(loss) per
Class A \& B common share-
Weighted avg shares of
common stock-
(g)

| common stock |  |  | (g) |  |
| :---: | :---: | :---: | :---: | :---: |
| diluted | 56,508 | 25,467 | $(10,100)(k)$ | 71,875 |

GAMESTOP CORP.
UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS


Income tax
expense
(benefit)
$(1,393)$
$(1,057)$
2,212 (f)

Net earnings


| Net earnings (loss) per Class A \& B common sharebasic | \$ | (0.04) (h) \$ | (0.07) |  | \$ (0.01)(i) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ```Weighted avg shares of common stock- basic``` |  | 56,630 | 25,504 | $(9,943)(\mathrm{g})$ | 72,191 |
| Net earnings (loss) per Class A \& B common sharediluted | \$ | (0.04) (h) \$ | (0.07) |  | \$ (0.01)(i) |
| ```Weighted avg shares of common stock- diluted``` |  | 56,630 | 25,715 | $\begin{aligned} &(\mathrm{g}) \\ &(10,154)(\mathrm{k}) \end{aligned}$ | 72,191 |

GAMESTOP CORP.
UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS

| Historical |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ```For the thirteen weeks ended January 28, 2006``` | GameStop | Historical |  |  |  |  |
|  | Corp. | Electronics |  |  |  |  |
|  | January |  | que |  |  | GameStop |
|  | 28, |  | 8, |  | Forma | Corp |
|  | 2006 (a) |  |  |  | ustments | Pro Forma |
| Sales | \$1,666,914 | \$ | -- | \$ | -- | \$1,666,914 |
| Cost of sales | 1,225,796 |  | -- |  | -- | 1,225,796 |
| Gross profit | 441,118 |  | -- |  | -- | 441,118 |
| S, G and A expenses | 259,974 | S, G and A |  |  |  |  |
| Depr. and Amort. | 26,283 |  | -- |  | -- | 26,283 |
| Merger-related |  |  |  |  |  |  |
| Stock-based |  |  |  |  |  |  |
| Operating |  |  |  |  |  |  |
| Interest expense, net | 18,635 |  | -- |  | -- | 18,635 |
| Merger-related int. expense |  |  | -- |  | -- | -- |
| ```Earnings (loss) befor income tax``` |  |  |  |  |  |  |

exp
(benefit) 133,955 -- (151) 133,804

| Income tax |
| :--- |
| expense |
| (benefit) |$\quad 48,940$

Net earnings
(loss) per
Class A \& B
common
share-basic \$ 1.17(h) \$ \$ 1.17(i)



GAMESTOP CORP.
UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS

|  | Historical |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| For the | GameStop | Historical |  |  |  |  |
| fifty-two | Corp. | Electronics |  |  |  |  |
| weeks ended | January | Boutique |  |  |  | GameStop |
| January 28, | 28, |  | October 8, |  | co Forma | Corp |
| 2006 | 2006 (a) |  | 2005 (a) |  | ustments | Pro Forma |
| Sales \$ | \$3,091,783 | \$ | 1,302,107 | \$ | -- | \$4,393,890 |
| Cost of sales | 2,219,753 |  | 935,175 |  | -- | 3,154,928 |
| Gross profit | 872,030 |  | 366,932 |  | -- | 1,238,962 |
| S, G and A |  |  |  |  |  |  |
| expenses | 599,343 |  | 331,424 |  | -- | 930,767 |
| Depr. and |  |  |  |  |  |  |
| Merger-related |  |  |  |  |  |  |
| expenses | 13,600 |  | 2,900 |  | $(16,500)$ | -- |
| Stock-based |  |  |  |  |  |  |
| compensation | -- |  | -- |  | 10,581(j) | 10,581 |
| Operating |  |  |  |  |  |  |
| earnings | 192,732 |  | 2,035 |  | 8,559 | 203,326 |



| Net earnings (loss) per Class A \& B common share-basic \$ | 1.74 (h) | \$ | 0.10 | \$ | 1.10 (i) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ```Weighted avg shares of common stock-basic``` | 57,920 |  | 25,065 | (11,060) (g) | 71,925 |

Net earnings
(loss) per
Class A \& B
common
sharediluted
\$ $\quad 1.61(\mathrm{~h})$
\$ $===========$
\$ $1.04(\mathrm{i})$ $===================$ $=========$

| Weighted avg |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| shares of |  |  |  |  |
| common |  |  |  |  |
| stock- |  |  |  |  |
| diluted | 62,486 | 25,396 | (11, 391) (9) | 76,491 |

GAMESTOP CORP.
NOTES TO UNAUDITED PRO FORMA CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS
(In thousands, except per share data)
(a) Certain reclassifications have been made to the historical presentation of GameStop and EB to conform to the presentation used in the unaudited pro forma consolidated statements of operations.
(b) The Unaudited Pro Forma Condensed Consolidated Statements of Operations exclude certain expenses of $\$ 1,500, \$ 1,400$ and $\$ 11,329$ during the 13 weeks ended April 30, 2005, July 30, 2005 and October 29, 2005, respectively, and financing costs of $\$ 7,518$ during the 13 weeks ended October 29, 2005, which are directly attributable to the merger and are believed to be of a one-time or short-term nature.
(c) To give effect to the intangible asset amortization and depreciation on the property and equipment adjustment based on the allocation of the purchase price over the estimated useful lives.
(d) To give effect to the interest expense incurred related to the
receipt of $\$ 941,472$ resulting from issuance of $\$ 650,000$ in senior notes, at an interest rate of $8.0 \%$ and $\$ 300,000$ in senior floating rate notes at an interest rate of LIBOR plus 3.875\%. The senior notes were issued at a discount of $\$ 8,528$ and interest expense includes the amortization of this discount over seven years.
(e) To give effect to the amortization of deferred financing fees over six and seven years to match the terms of the senior floating rate notes and the senior notes, respectively.
(f) Represents the aggregate pro forma effective income tax effect of Notes (c), (d), and (e) above.
(g) The pro forma earnings per share has been adjusted to reflect the issuance of 20,229 shares of GameStop Class A stock to EB common stockholders as if they were issued on January 30, 2005 and to reflect the elimination of the outstanding shares of Electronics Boutique as of October 8, 2005.
(h) The holders of Historical GameStop Class A and Class B common stock generally had identical rights, except that the holders of Historical GameStop Class A common stock were entitled to one vote per share and the holders of Historical GameStop Class B common stock were entitled to ten votes per share on all matters to be voted on by stockholders. Earnings per common share amounts represent per share amounts for both classes of common stock.
(i) The holders of GameStop Class A and Class B common stock generally have identical rights, except that the holders of GameStop Class A common stock are entitled to one vote per share and the holders of GameStop Class B common stock are entitled to ten votes per share on all matters to be voted on by stockholders. Earnings per common share amounts represent per share amounts for both classes of common stock.
(j) To give effect to the stock based compensation expense as if SFAS 123 (R) had been adopted as of January 30, 2005.
(k) To remove the effect of dilutive securities that are anti-dilutive in nature due to the pro forma loss in the 13 weeks ended April 30, 2005, July 20, 2005 and October 29, 2005.

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