



GameStop Sales by Product Type

_	2013	2013	2013	2013	2013	2012	2012	2012	2012	2012
_	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD
Net Sales (in millions)										
New video game hardware	241.8	147.8	181.8	1,158.6	1,730.0	348.6	183.3	184.8	616.7	1,333.4
New video game software	703.2	429.8	1,133.2	1,214.7	3,480.9	731.1	473.8	769.8	1,607.7	3,582.4
Pre-owned and value video game products	572.6	528.7	486.6	741.9	2,329.8	619.0	562.3	496.3	752.8	2,430.5
Video game accessories	126.4	92.0	98.0	244.2	560.6	148.1	107.1	101.2	255.4	611.8
Digital	56.2	49.4	46.0	66.1	217.7	40.3	50.2	48.0	69.9	208.4
Mobile and consumer electronics	51.0	60.6	56.0	136.1	303.7	13.7	31.0	46.4	109.2	200.3
Other	114.1	75.4	105.2	122.2	416.8	101.3	142.5	126.3	149.8	519.9
Total -	1,865.3	1,383.7	2,106.8	3,683.8	9,039.5	2,002.1	1,550.2	1,772.8	3,561.5	8,886.7
Sales as a Percentage of Total:										
New video game hardware	13.0%	10.7%	8.6%	31.5%	19.1%	17.4%	11.8%	10.4%	17.3%	15.0%
New video game software	37.7%	31.1%	53.8%	33.0%	38.5%	36.5%	30.6%	43.4%	45.1%	40.3%
Pre-owned and value video game products	30.7%	38.2%	23.1%	20.1%	25.8%	30.9%	36.3%	28.0%	21.1%	27.4%
Video game accessories	6.8%	6.6%	4.6%	6.6%	6.2%	7.4%	6.9%	5.7%	7.2%	6.9%
Digital	3.0%	3.6%	2.2%	1.8%	2.4%	2.0%	3.2%	2.7%	2.0%	2.3%
Mobile and consumer electronics	2.7%	4.4%	2.7%	3.7%	3.4%	0.7%	2.0%	2.6%	3.1%	2.3%
Other	6.1%	5.4%	5.0%	3.3%	4.6%	5.1%	9.2%	7.2%	4.2%	5.8%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%





GameStop Margin by Product Type

_	2013	2013	2013	2013	2013	2012	2012	2012	2012	2012
_	Q1	Q2	Q3	Q4	YTD	Q1	Q2	Q3	Q4	YTD
Gross Profit (in millions)										
New video game hardware	20.3	15.5	13.7	127.0	176.5	22.9	16.4	18.8	43.6	101.7
New video game software	148.2	98.9	249.1	309.1	805.3	150.0	107.7	174.9	353.7	786.3
Pre-owned and value video game products	270.7	250.6	216.7	355.9	1,093.9	304.2	269.5	240.0	356.4	1,170.1
Video game accessories	49.8	38.4	38.1	94.2	220.5	56.5	43.4	40.3	97.7	237.9
Digital	37.3	35.1	31.9	45.0	149.2	22.1	26.7	28.4	43.7	120.9
Mobile and consumer electronics	12.6	16.3	9.3	26.9	65.1	2.7	7.1	8.0	23.5	41.3
Other	39.3	26.6	39.7	44.9	150.6	41.5	48.5	47.0	56.3	193.3
Total =	578.2	481.4	598.5	1,003.0	2,661.1	599.9	519.3	557.4	974.9	2,651.5
Gross Profit Percentage:										
New video game hardware	8.4%	10.5%	7.6%	11.0%	10.2%	6.6%	9.0%	10.2%	7.1%	7.6%
New video game software	21.1%	23.0%	22.0%	25.4%	23.1%	20.5%	22.7%	22.7%	22.0%	21.9%
Pre-owned and value video game products	47.3%	47.4%	44.5%	48.0%	47.0%	49.1%	47.9%	48.3%	47.3%	48.1%
Video game accessories	39.4%	41.7%	38.8%	38.6%	39.3%	38.2%	40.5%	39.8%	38.3%	38.9%
Digital	66.5%	71.1%	69.3%	68.1%	68.5%	54.7%	53.2%	59.3%	62.5%	58.0%
Mobile and consumer electronics	24.8%	26.9%	16.7%	19.8%	21.4%	19.6%	22.9%	17.3%	21.5%	20.6%
Other	34.4%	35.3%	37.7%	36.7%	36.1%	40.9%	34.1%	37.2%	37.6%	37.2%
Total _	31.0%	34.8%	28.4%	27.2%	29.4%	30.0%	33.5%	31.4%	27.4%	29.8%