

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%