

DFC Intelligence

DFC Intelligence
9320 Carmel Mountain Rd
Suite C
San Diego, CA 92129

Phone 858 780-9680
Fax 858-780-9671
www.dfcint.com

Worldwide Market Forecasts for the Video Game and Interactive Entertainment Industry:

Overview

September 2006



Table of Contents

I.	FORECAST OVERVIEW	6
A.	OVERVIEW	6
B.	PC GAME OVERVIEW	11
C.	WORLDWIDE FORECAST OVERVIEW	17
1.	<i>Sony Best Case Scenario</i>	17
2.	<i>Microsoft Best Case Scenario</i>	20
3.	<i>Nintendo Best Case Scenario</i>	23
4.	<i>Total Worldwide Sales for All Scenarios</i>	26
5.	<i>Total North American Sales for All Scenarios</i>	28
6.	<i>Total Europe Sales for All Scenarios</i>	30
7.	<i>Total Japan Sales for All Scenarios</i>	32
8.	<i>Total Rest of World Sales for All Scenarios</i>	34
II.	CONSOLE SYSTEM OVERVIEW	36
A.	MICROSOFT GAME SYSTEMS	36
B.	NINTENDO GAME SYSTEMS	41
C.	SONY GAME SYSTEMS	46

LIST OF TABLES

Table 1 Worldwide PC Game Retail Revenue Forecasts 2004-2011	12
Table 2 Worldwide PC Online Game Revenue: 2004-2011	13
Table 3 Total Worldwide PC Retail and Online Games Sales: 2004-2011	14
Table 4 Sony Best Case: Total Interactive Entertainment Revenue: 2004-2011	18
Table 5 Sony Best Case: Total Worldwide Packaged Game Sales: 2004-2011	19
Table 6 Microsoft Best Case: Total Interactive Entertainment Revenue: 2004-2011	21
Table 7 Microsoft Best Case: Total Worldwide Packaged Game Sales: 2004-2011	22
Table 8 Nintendo Best Case: Total Interactive Entertainment Revenue: 2004-2011	24
Table 9 Nintendo Best Case: Total Worldwide Packaged Game Sales: 2004-2011	25
Table 10 Total Worldwide Interactive Entertainment Revenue by Scenario: 2004-2011	26
Table 11 Total Worldwide Packaged Game Software Sales by Scenario: 2004-2011	27
Table 12 Total North American Interactive Entertainment Revenue by Scenario: 2004-2011	28
Table 13 Total North American Packaged Game Software Sales by Scenario: 2004-2011	29
Table 14 Total Europe Interactive Entertainment Revenue by Scenario: 2004-2011	30
Table 15 Total Europe Packaged Software Game Sales by Scenario: 2004-2011	31
Table 16 Total Japan Interactive Entertainment Revenue by Scenario: 2004-2011	32
Table 17 Total Japan Packaged Game Software Sales by Scenario: 2004-2011	33
Table 18 Total Rest of World Interactive Entertainment Revenue by Scenario: 2004-2011	34
Table 19 Total Rest of World Packaged Game Software Sales by Scenario: 2004-2011	35
Table 20 Microsoft Xbox Vital Statistics	36
Table 21 Microsoft Xbox 360 Vital Statistics	36
Table 22 Key Microsoft First Party Franchises & Titles	39
Table 23 Key Microsoft Third Party Exclusives for Microsoft Platforms	40
Table 24 Nintendo 64 Vital Statistics	41
Table 25 Nintendo GameCube Vital Statistics	41
Table 26 Nintendo Wii Vital Statistics	41
Table 27 Key Nintendo First Party Franchises & Titles	44
Table 28 Key Nintendo Third Party Exclusives for Nintendo Platforms	45
Table 29 Sony PS One Vital Statistics	46
Table 30 Sony PS2 Vital Statistics	46
Table 31 Sony PS3 Vital Statistics	46
Table 32 Key Sony First Party Franchises & Titles	49
Table 33 Key Sony Third Party Exclusives for Sony Platforms	50