

A Feel-Good Fall for Video Games Sales

September was a banner month for total video game spending growth in the U.S., which includes hardware, software, and accessories. That growth was buoyed by the new *Destiny 2* release, combined with continuing brisk sales of the industry-leading *Call of Duty: Infinite Warfare* and *Battlefield 1*.

Here's some of what we saw as summer turned to fall . . .

\$744 million

Combined video games and PC games software sales hit **\$744 million** in September, up **49%** compared to year-ago.



7%

So far this year, total U.S. consumer spending on games has risen **7%**, topping **\$3.7 billion**.



Top-selling game in September?

DESTINY 2

With only one month of sales under its belt, **Destiny 2** became the best-selling game of 2017 through September, and the third best-selling game of the 12-month rolling period ending September 2017.

What about sports games?

NBA 2K18

was the top-selling **sports game**, both year to date and over the previous 12 months.

What other titles made headlines in September?

MARIO + RABBIDS: KINGDOM BATTLE

was the **#1 game** on the Nintendo Switch.

#1

ACTIVISION BLIZZARD

was the best-selling **publisher** for the month of September and year to date.

Source: The NPD Group/Retail Tracking Service, September 2017

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