



| 2010 | 2011 | 2012 | 2013 |
|--------------------|--------|-------------|------|
| Revenue (billions) | | Growth Plan | |
| \$9.08 | \$9.47 | 40+ | 50+ |

Ideal Demographic

Population > 25K
Median Age < 39

Site Criteria

1,500 - 2,000 SF End Caps
High Traffic & Visibility
Good Ingress/Egress

About Gamestop

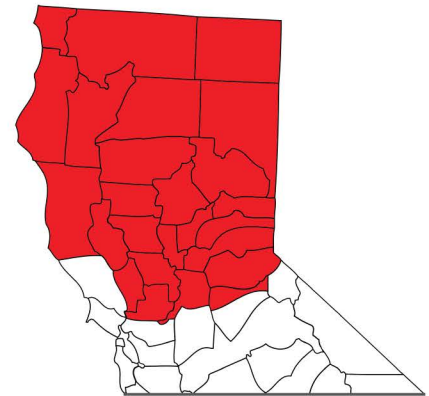
Ranked 262 on the Fortune 500, GameStop is the world's largest multichannel video game retailer. GameStop's retail network and family of brands include 6,627 company-operated stores in 17 countries worldwide and online at www.GameStop.com. The network also includes: www.Kongregate.com, a leading browser-based game site; Game Informer magazine, the leading multi-platform video game publication; Spawn Labs, a streaming technology company; and a digital PC game distribution platform available at www.GameStop.com/PC. GameStop offers customers the most popular games, hardware and game accessories for next generation video game systems and the PC. In addition, our buy, sell, trade program creates value for customers while recycling products no longer being played..

Types of Locations

Power Centers
Super Target / Super Walmart
Outlet Centers
College Campuses
Dominant Grocer



Territory



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