

# US retail sales of video games fell for 7th month

July 13 2012

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(AP) — A new report says U.S. retail sales of video-game hardware, software and accessories fell for a seventh consecutive month.

Sales declined 29 percent in June to \$700 million.

Sales of console and portable software — the video games themselves — fell 29 percent from a year earlier to \$329 million. Sales of hardware fell 45 percent to \$201 million. That was offset partly by a 4 percent increase in sales of accessories, to \$170 million.

Thursday's report by NPD Group tracks sales of new physical products — about 50 percent to 60 percent of the total spending. Excluded are [sales](#) of used games and rentals as well as digital and social-network spending.

The top-selling [game](#) was "Lego Batman 2: DC Super Heroes," from Time Warner Inc.'s Warner Bros. Interactive.

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