

US retail sales of video games fell for 6th month

15 June 2012

(AP) - A new study says U.S. retail sales of video-game hardware, software and accessories fell 28 percent in May to \$517 million. It's the sixth-consecutive month of decline.

Sales of console and portable software - the video games themselves - fell 32 percent from a year earlier to \$255 million, while [sales](#) of hardware fell 39 percent to \$139 million. That was offset partly by a 7 percent increase in sales of accessories, to \$122 million.

Market tracker NPD Group issued the report Thursday. It 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](#) in May was Activision Blizzard Inc.'s "Diablo III" for PCs.

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