

GameStop®

POWER TO THE PLAYERS®

Q1 2015 Earnings

May 28, 2015

GameStop
POWER TO THE PLAYERS®

EBGAMES

KONGREGATE

 **gameinformer**

MICROMANIA

simply·mac

 **springmobile**

Safe Harbor

This supplemental contains forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. Such statements may include, but are not limited to, the outlook for the second quarter and fiscal 2015, future financial and operating results, projected store openings, the company's plans, objectives, expectations and intentions, and other statements that are not historical facts. Such statements are based upon the current beliefs and expectations of GameStop's management and are subject to significant risks and uncertainties. Actual results may differ from those set forth in the forward-looking statements. GameStop undertakes no obligation to publicly update or revise any forward-looking statements. The following factors, among others, could cause actual results to differ from those set forth in the forward-looking statements: the inability to obtain sufficient quantities of product to meet consumer demand, including console hardware and accessories; the timing of release and consumer demand for new and pre-owned video game titles; the risks associated with international operations, wireless industry partnerships and operations and the integration of acquisitions; the impact of increased competition and changing technology in the video game industry, including browser and mobile games and alternative methods of distribution; and economic, regulatory and other events, including litigation, that could reduce or impact consumer demand or affect the company's business. Additional factors that could cause GameStop's results to differ materially from those described in the forward-looking statements can be found in GameStop's Annual Report on Form 10-K for the fiscal year ended Jan. 31, 2015 filed with the SEC and available at the SEC's Internet site at <http://www.sec.gov> or <http://investor.GameStop.com>.

Q1 2015 Overview

Consolidated Performance Summary

	Q1 2015	Q1 2014
Total Sales	\$2,060.6M +3.2%	\$1,996.3M
Same Store Sales	+8.6%	+5.8%
Gross Margin	\$639.0M 31.0%	\$626.4M 31.4%
Operating Earnings	\$123.9 +17.0%	\$105.9
Net Income	\$73.8M +8.5%	\$68.0M
EPS	\$0.68 +15.3%	\$0.59

1Q 2015 Sales Category Highlights

	1Q 2015	1Q 2014
Hardware	\$439.7M +0.4%	\$438.0M
Software	\$613.6M +9.6%	\$559.9M
Pre-owned/Value	\$582.4M -3.4%	\$602.9M
Accessories	\$150.5M +3.7%	\$145.1M
Digital	\$46.0M -18.0%	\$56.1M
Mobile & Consumer Electronics	\$136.8M +33.9%	\$102.2M
Other	\$91.6M -0.5%	\$92.1M
Total Sales Growth	\$2,060.6M +3.2%	\$1,996.3M

1Q 2015 Gross Profit Category Highlights

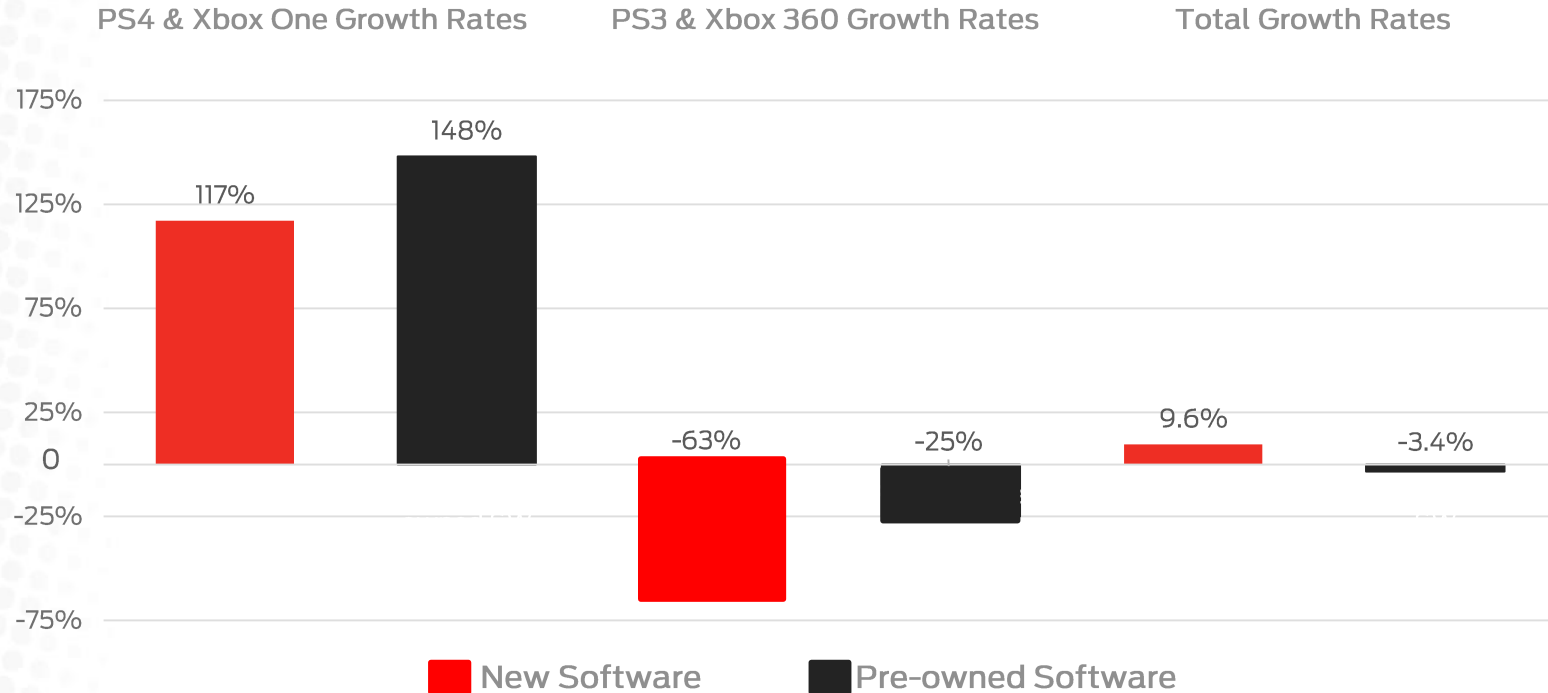
	1Q 2015	1Q 2014
Hardware	\$37.2M 8.5%	\$44.7M 10.2%
Software	\$138.7M 22.6%	\$127.2M 22.7%
Pre-owned/Value	\$286.0M 49.1%	\$298.4M 49.5%
Accessories	\$55.8M 37.1%	\$55.0M 37.9%
Digital	\$35.4M 77.0%	\$35.8M 63.8%
Mobile & Consumer Electronics	\$54.5M 39.8%	\$37.0M 36.2%
Other	\$31.4M 34.3%	\$28.3M 30.7%
Total Gross Profit Gross Margin	\$639.0M 31.0%	\$626.4M 31.4%

2015 Guidance

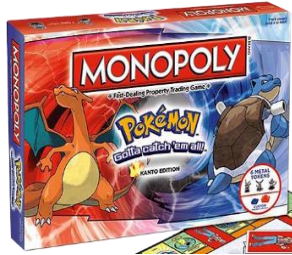
	Q2 2015	FY 2015
Same Store Sales	0% to 3%	1.0% to 6.0%
Operating Margin		6.5% to 7.0%
Shares Outstanding	108,000,000	108,200,000
EPS	\$0.21 to \$0.25	\$3.63 to \$3.83
Free cash flow*		\$400M to \$500M

New & Pre-owned Software Growth by Generation

Pre-owned Growth Impacted by Prior Gen Mix



Collectibles



Fast growing, video game and pop culture retail category that we project can grow to over \$500 million in sales over the next three years

2015 Technology Brands Growth Projections

of stores

Acquisitions:

175 to 200

White space:

100 to 115

Radio Shack:

120 to 135

GameStop
Conversions:

50 to 100

Target IRR

24+%

WACC

10.6%

Technology Brands stores are outperforming pro-forma IRR by 116%

GameStop®

POWER TO THE PLAYERS®

GameStop
POWER TO THE PLAYERS®

EBGAMES

KONGREGATE

 **gameinformer**

MICROMANIA

simply·mac

 **springmobile**