

## Press release

### **2022 European half-year games charts: “Pokémon Legends: Arceus” unstoppable**

**The action RPG was not only the most popular title on the continent as a whole but also topped the respective half-year charts in eleven of the 19 countries surveyed.**

July 19, 2022

Hans Schmucker  
Public Relations  
T +49 7221 279 200  
[hans.schmucker@gfk.com](mailto:hans.schmucker@gfk.com)

Nadine Arend  
Marketing/Public Relations  
T +49 7221 279 247  
[nadine.arend@gfk.com](mailto:nadine.arend@gfk.com)

Baden-Baden, July 19, 2022. - The official half-year charts compiled by GfK Entertainment have revealed the titles of the most successful video games across Europe in the first six months of 2022. According to the representative sales figures, games fans from Barcelona to Berlin and Brussels just cannot resist playing “Pokémon Legends: Arceus”. The action RPG released exclusively for the Nintendo Switch console was not only the most popular title on the continent as a whole but also topped the respective half-year charts in eleven of the 19 countries surveyed: Austria, Belgium, France, Germany, Italy, the Netherlands, Norway, Portugal, Spain, Switzerland and the UK.

The open world adventure “Horizon Forbidden West”, the second most successful game in the period January-June, ranked first in the Czech Republic and reached the top 3 in eight other regions. The bronze medal in the European half-year charts went to the perennial favourite “FIFA 22”, which also posted similarly high scores in the Danish, Polish, Slovakian and Hungarian charts. Other popular games were the RPGs “Elden Ring” (top spot in Finland and Sweden) and “Cyberpunk 2077” (number one in Russia).

The special survey is based on the physical market sales of computer and video games in Austria, Belgium, the Czech Republic, Denmark, Finland, France, Germany, Hungary, Italy, the Netherlands, Norway, Poland, Portugal, Russia, Slovakia, Sweden, Switzerland, Spain and the UK.

#### **About GfK Entertainment**

GfK Entertainment GmbH  
Lange Straße 65  
76530 Baden-Baden  
Germany

T +49 7221 279 620

Represented by:  
Dr. Mathias Giloth (Managing  
Director)  
Wolfgang Wanders ( Managing  
Director )

Commercial register:  
Mannheim HRB 201294

GfK Entertainment is an official charts and market research data supplier to the Games, Books, Music, Video and Merchandise industries. The company works closely with all industry trade bodies and is currently active in over 30 countries supplying official charts, tailor-made sales-, market- and product data analysis reports to content holders, retailers and trade body groups for all products, physical, digital and social media related in the entertainment sector.

For further information, visit [www.gfk-entertainment.com](http://www.gfk-entertainment.com).

### **About GfK**

For over 85 years, we have earned the trust of our clients around the world by supporting them in business-critical decision-making processes around consumers, markets, brands, and media. Our reliable data and insights, together with advanced AI capabilities, have revolutionized access to real-time, actionable recommendations that drive marketing, sales and organizational effectiveness of our clients and partners. That's how we promise and deliver **Growth from Knowledge**.

For more information, please visit [www.gfk.com](http://www.gfk.com).