

The Cost of Following a Game Franchise

By Editorial Staff Thu, Oct 12, 2017

The Cost of Following a Game Franchise (Most expensive, from inception to present)		
Game (inception year)		Cost
Madden NFL	(1988)	\$4,502
Sonic the Hedgehog	(1991)	3,308
The Legend of Zelda	(1986)	3,053
Need for Speed	(1994)	3,005
Super Mario	(1985)	2,853
FIFA	(1993)	2,846
Final Fantasy	(1987)	2,794
Tomb Raider	(1996)	2,626
Assassin's Creed	(2007)	2,377
Grand Theft Auto	(1997)	2,257
Mortal Kombat	(1992)	2,216
Pokémon	(1996)	2,189
Call of Duty	(2003)	1,738
Halo	(2001)	1,517
Source: http://netentstalker.com/cost-of-gaming/		