

OCTOBER 2019

ESSENTIAL

VIDEO GAME NEWS



S.E.L.L.
SYNDICAT DES EDITEURS DE LOGICIELS DE LOISIRS

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Essential Video Game News is produced by the Union of Video Game Publishers (SELL). It reflects the market, consumption and use of the French video gaming industry.

SELL is certified QUALI'OP by AFNOR which guarantees SELL's best practices in the services it provides its members.

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VIDEO GAME NEWS

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CHAPTER 1



PROFILES OF FRENCH GAMERS



About the SELL "French public and Video gaming" survey

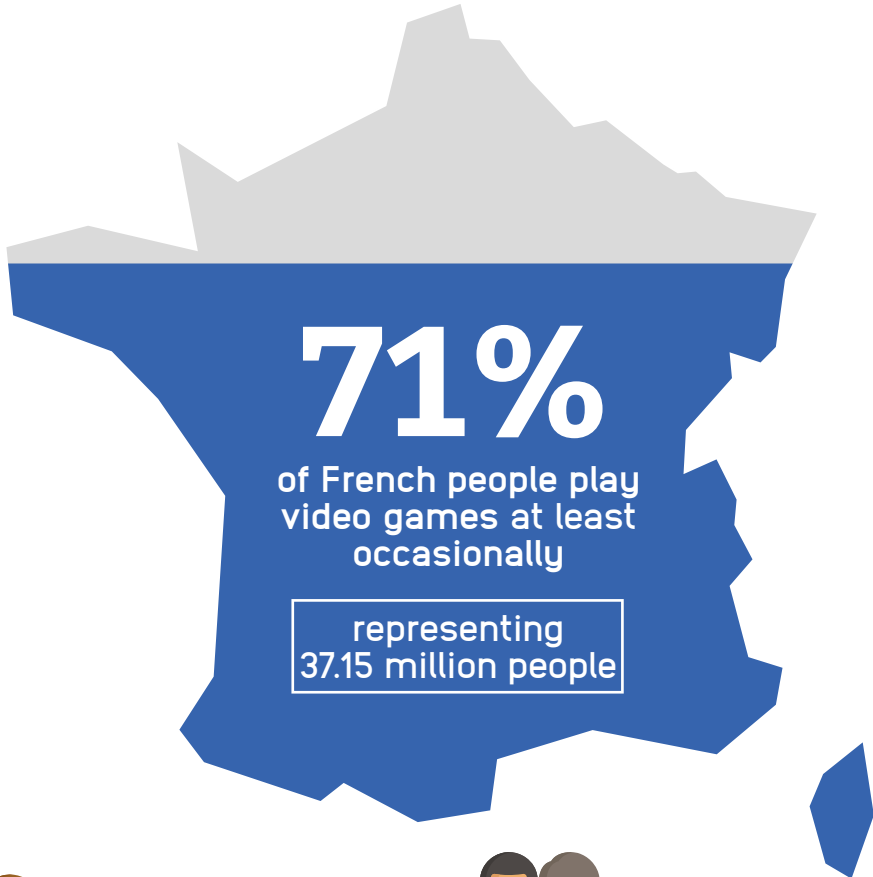
Data collected and analysed by Médiamétrie for SELL with the aim of measuring and understanding video game uses and purchases in France.

Survey carried out online from 2nd to 27th September 2019 with a sample of 4,049 people aged 10 and over, representing web users living in France.

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VIDEO GAMING IN FRANCE



CHILDREN (AGED 10-17)

96% 4.41 MILLION
PEOPLE

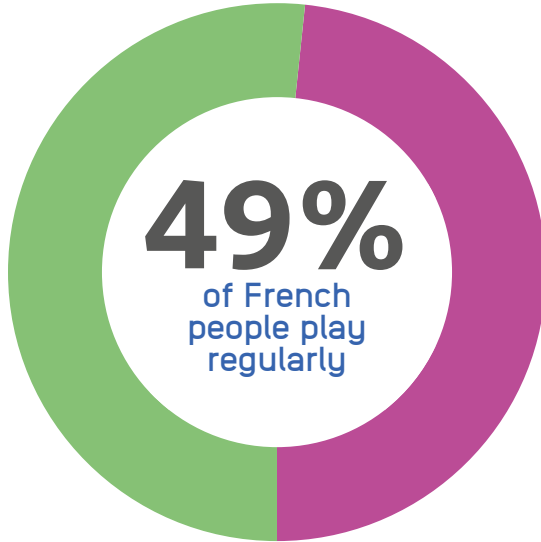


ADULTS (AGED 18 AND OVER)

69% 32.75 MILLION
PEOPLE



52%



48%

40

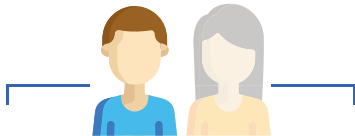
average age of regular gamers

Men

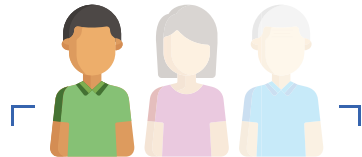
42

Women

39



1 OUT OF 2 CHILDREN
PLAYS EVERY DAY

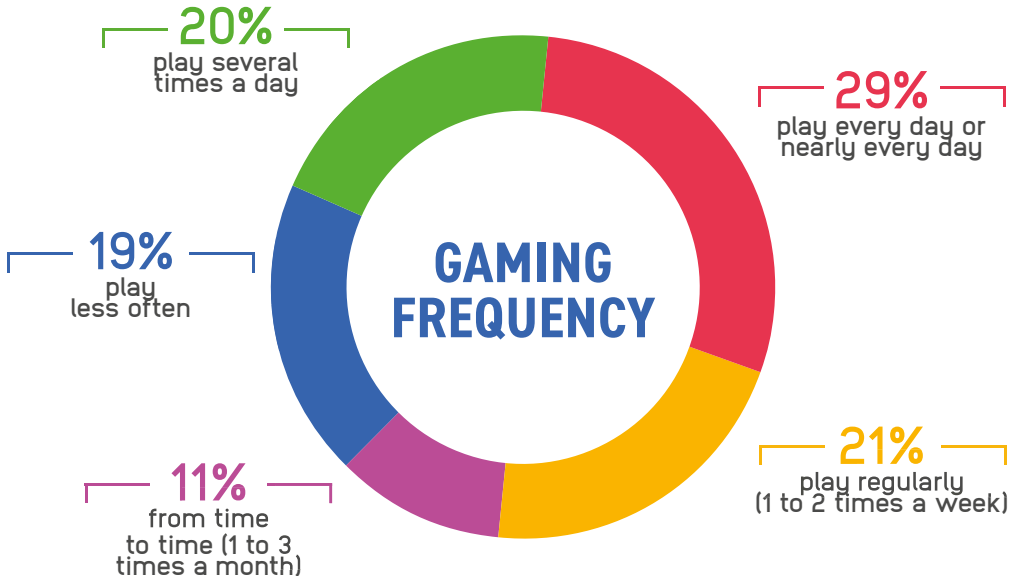
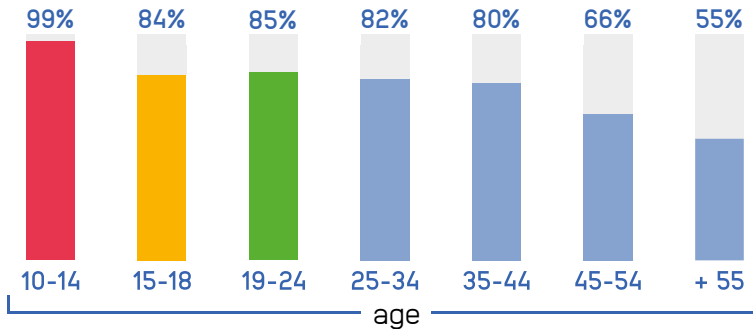


1 OUT OF 3 ADULTS
PLAYS EVERY DAY



FRENCH GAMERS

PERCENTAGE OF GAMERS BY AGE GROUP

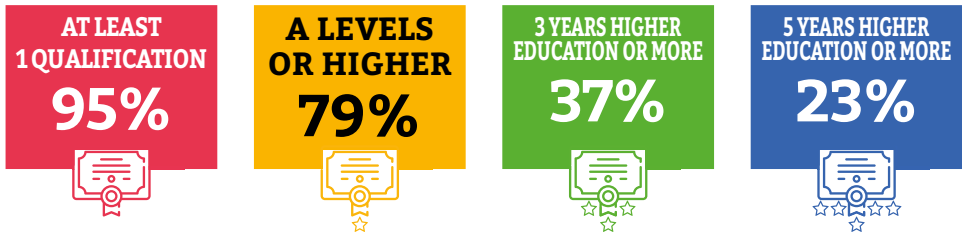


FRENCH GAMERS

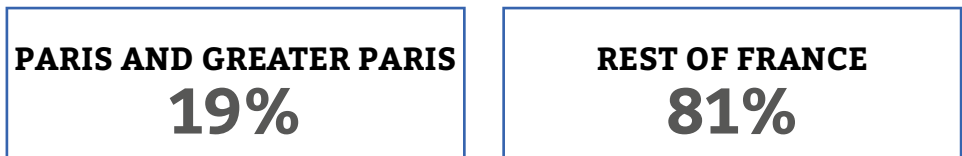
PERCENTAGE OF GAMERS BY SOCIO-PROFESSIONAL CATEGORY



PERCENTAGE OF GAMERS BY EDUCATIONAL QUALIFICATIONS

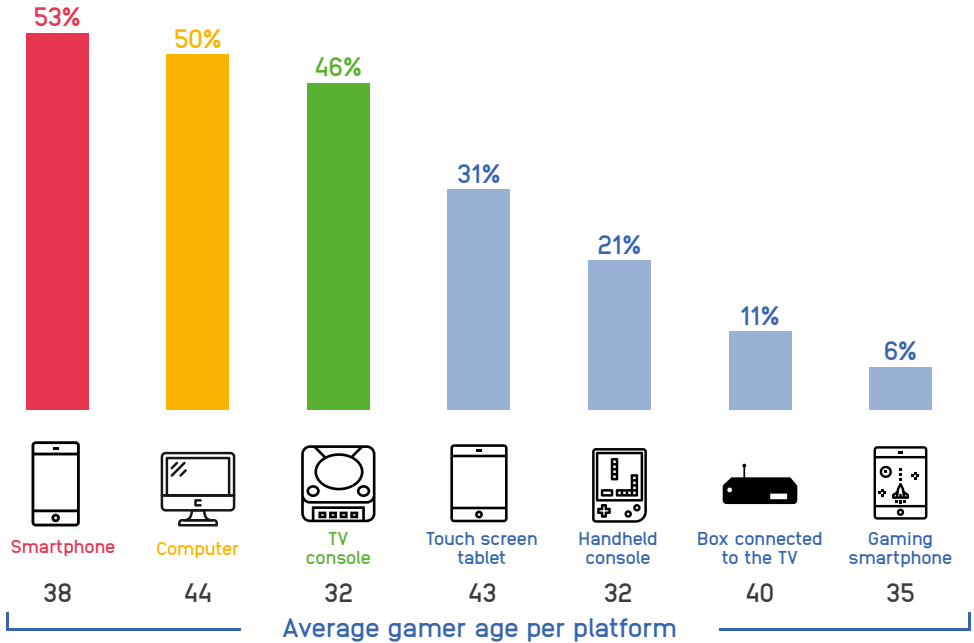


PERCENTAGE OF GAMERS BY REGION





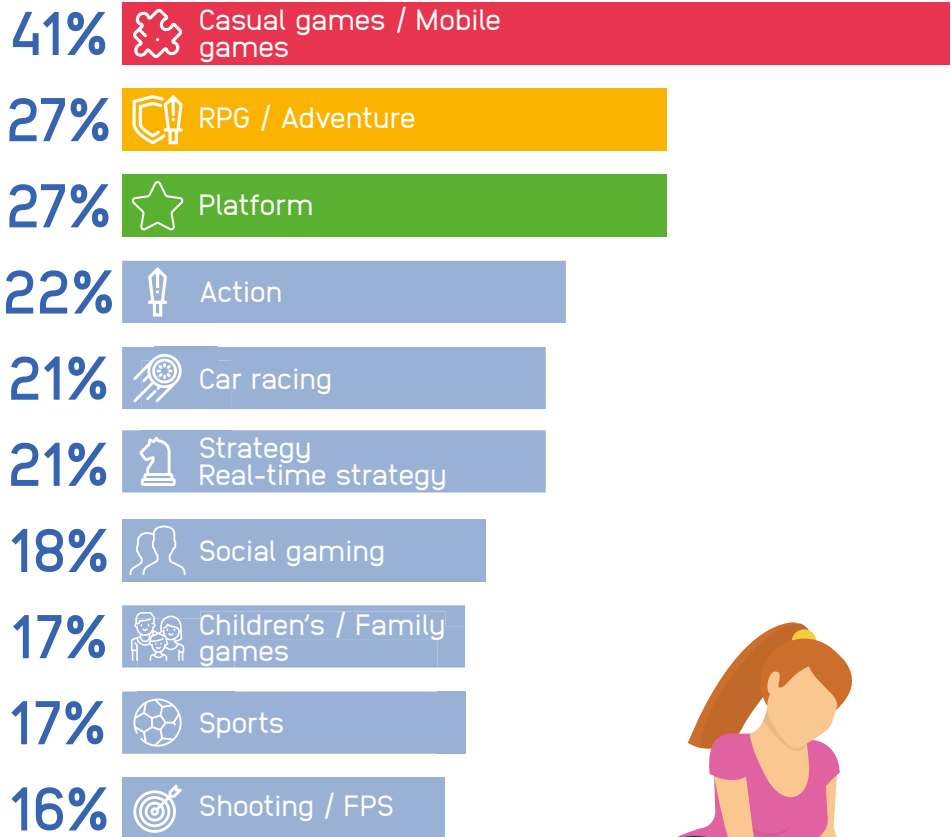
DEVICES USED TO PLAY VIDEO GAMES



NUMBER OF DEVICES USED TO GAME



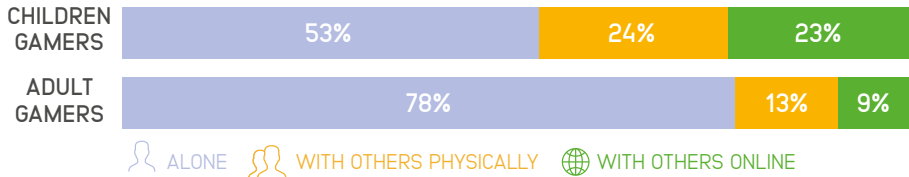
TOP 10 TYPES OF VIDEO GAMES IN FRANCE IN 2019



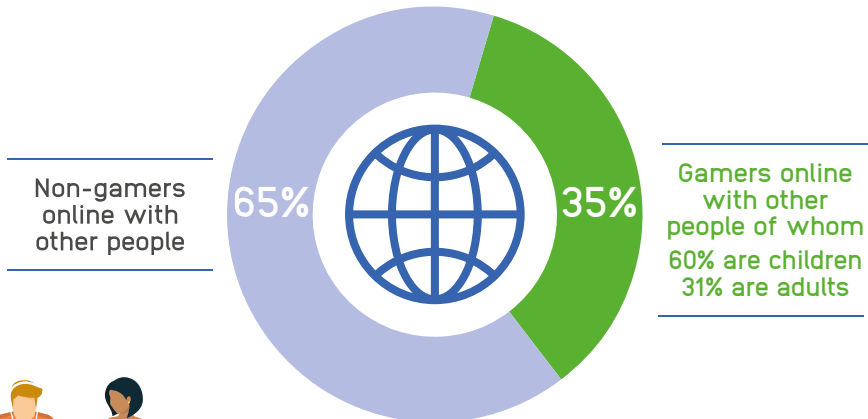


SOCIAL ASPECT OF VIDEO GAMING

PLAY ALONE OR WITH OTHERS



MORE THAN A THIRD OF VIDEO GAMERS PLAY ONLINE WITH OTHER PEOPLE



**FEELING OF
BELONGING TO A
COMMUNITY**



1 out of 5 gamers



Nearly 1 out of 2 children

DATA AND PURCHASING BEHAVIOUR

PREFERRED PLACE TO BUY VIDEO GAMES



PREFERRED FORMAT OF VIDEO GAMES PURCHASED



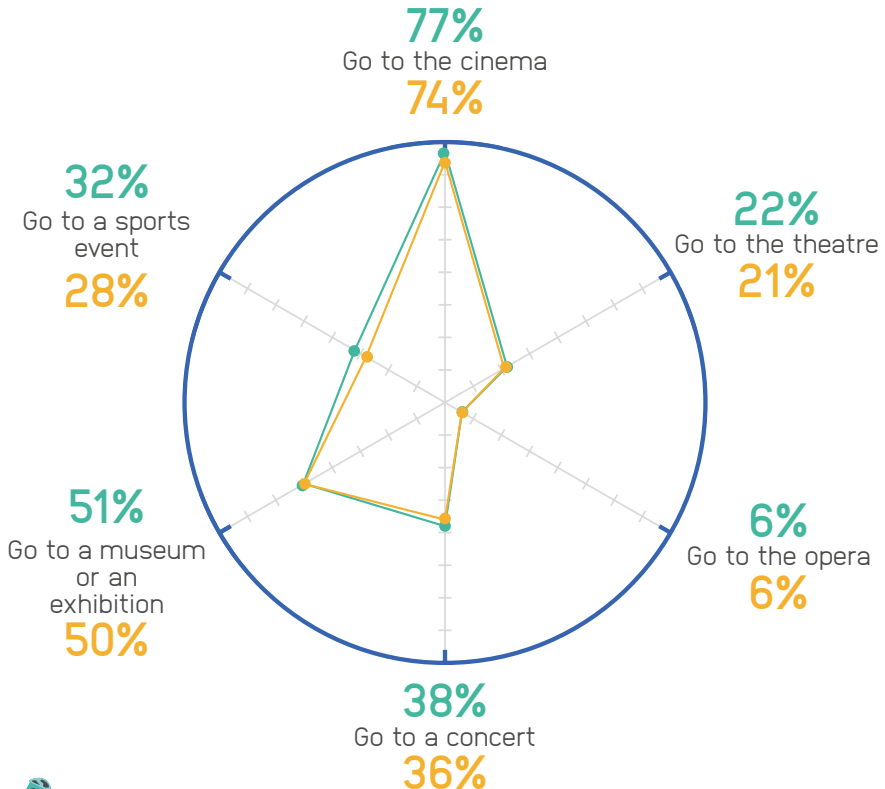


CULTURAL GAMER HABITS

Cultural activities over the last 6 months

Video game players

All web users aged 10 and over



PLAY SPORT OR EXERCISE REGULARLY

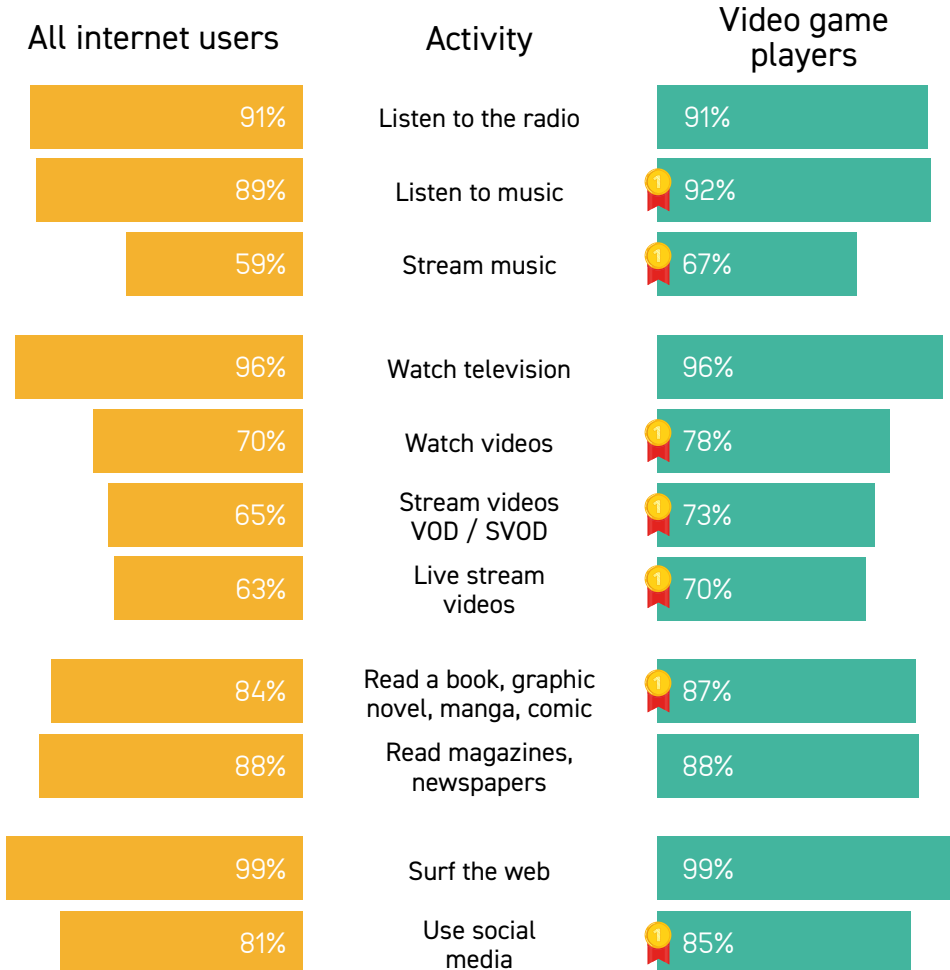
58% YES

42% NO

56% YES

44% NO

MULTIMEDIA GAMER HABITS

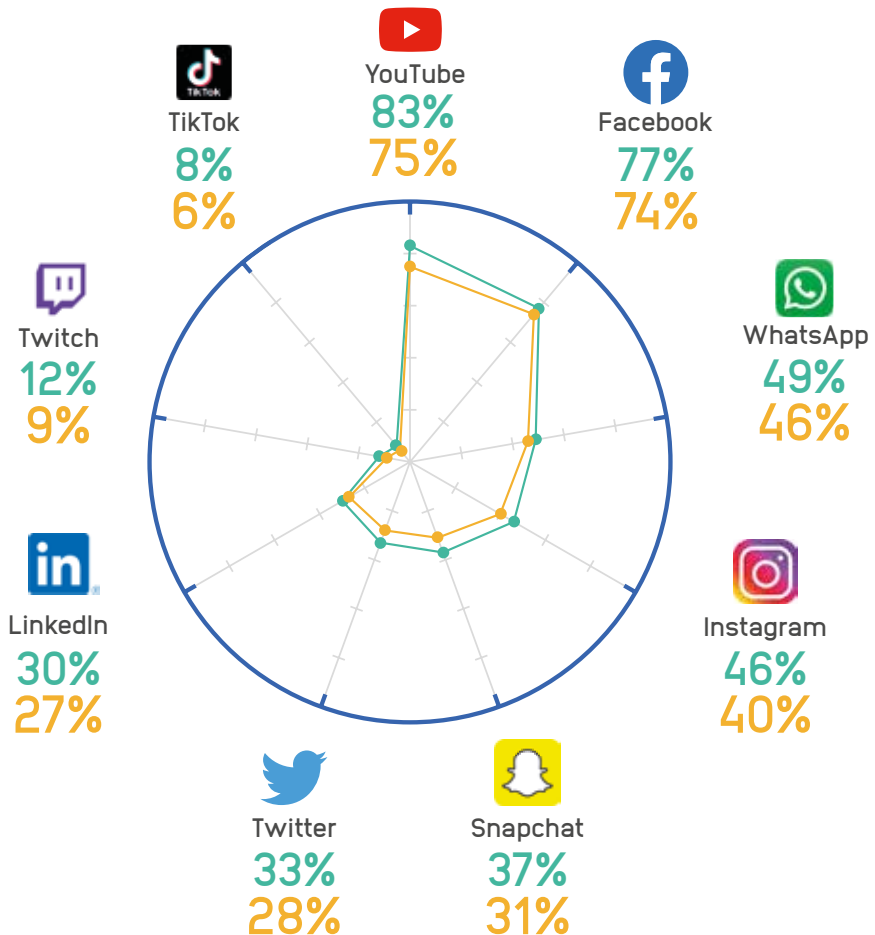




GAMERS AND SOCIAL MEDIA

Use of social media

— Video game players — All web users aged 10 and over



FRENCH PEOPLE AND VIDEO GAMES

NEARLY **ONE OUT OF EVERY TWO ADULTS** BELIEVES THAT VIDEO GAMES **HAVE A POSITIVE IMPACT** ON CHILDREN'S DEVELOPMENT



87%
OF FRENCH PEOPLE
consider video
games an
innovative sector

82%
OF FRENCH PEOPLE
consider video
games to be created
by real artists

73%
OF FRENCH PEOPLE
consider video
gaming a leisure
activity for the
whole family

60%
OF FRENCH PEOPLE
consider video
gaming a positive
activity



PARENT BEHAVIOUR TOWARDS VIDEO GAMES

HOW **ATTENTIVE PARENTS** ARE TO THEIR CHILDREN'S
VIDEO GAMING PRACTICES

71%

of parents are
careful about their
children's gaming



17%

I'm always next to him when
he plays video games

32%

He plays video games
by himself, but I advise
against certain games

22%

He plays video games by
himself, but I choose the
games he can play

29%

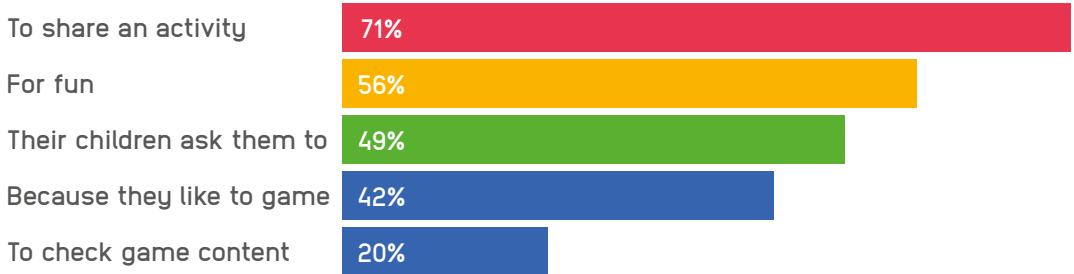
He plays video games
by himself and doesn't need
my approval to play the
games he wants to play

54%

of parents advise against
certain games or choose
the games their children
are allowed to play

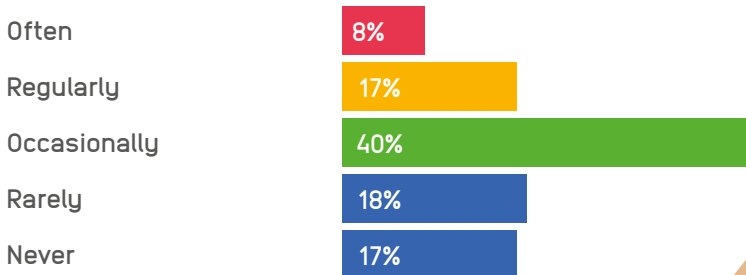


WHY DO PARENTS GAME WITH THEIR CHILDREN?



65% of parents say they play with their children at least occasionally

HOW OFTEN PARENTS GAME WITH THEIR CHILDREN





PARENT BEHAVIOUR TOWARDS VIDEO GAMES

KNOWLEDGE AND USE OF PARENTAL CONTROL

91%
say they are
aware of it

32%

Know about
parental control
and use it

9%

Do not
know about
parental control

59%

Know about parental control
but do not use it

KNOW ABOUT THE PEGI SYSTEM



Children

73%

YES

NO



Adults

56%

YES

NO

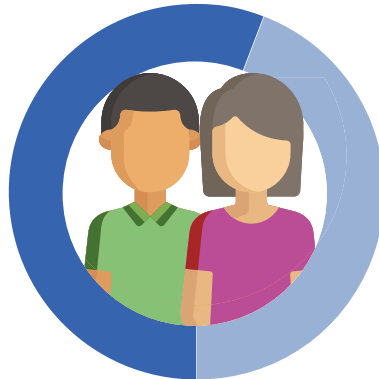
THE ACT OF BUYING AND THE PEGI RATING SYSTEM

ATTITUDE TO THE PEGI* RATING SYSTEM

PARENTS

PAY ATTENTION TO THE PEGI SYSTEM

56%
YES

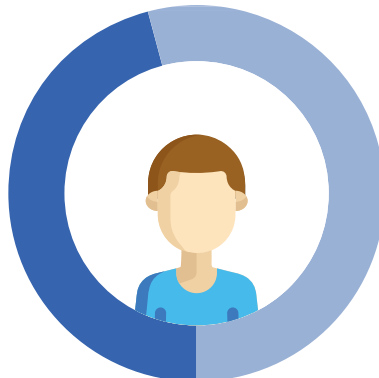


44%
NO

CHILDREN

PAY ATTENTION TO THE PEGI SYSTEM

46%
YES



54%
NO

CHAPTER 2

The title 'CHAPTER 2' is rendered in large, white, sans-serif capital letters against a solid red background. The letter 'C' is stylized with a woman sitting on its top edge; she has dark hair, wears a yellow sleeveless top and blue pants, and is using a laptop. The letter 'R' is stylized with a woman sitting on its base; she has blonde hair, wears a purple top and dark pants, and is also using a laptop.

KEY FIGURES FOR THE FRENCH MARKET



NEW PANELS

Estimations for 2018 turnover are the result of collaboration between three organisations providing SELL their data, for precise analysis of the sector's activity.

- GSD: for the physical market
- GSD and GameTrack: for the digital market
- App Annie and GameTrack: for the mobile market

ABOUT GSD (GAME SALES DATA)

Launched in 2013, the GSD project is the result of a European project run by the ISFE (Interactive Software Federation of Europe) with around a hundred partners, with the aim of unifying data collection from different territories and regrouping this data (physical or digital) within one tool available to trade associations, distributors and video game publishers participating in the panel. The retail panel has been launched in 19 European countries. The GSD digital panel today covers 43 countries in Europe, the Middle East, Africa and Asia-Pacific.

The panel is operated by B2Boost.

Methodology:

- Retail panel: the data on video game sales is sent by distributors from each country on a weekly basis. The data



is standardised, combined, anonymised and extrapolated to recreate the entire market. To guarantee a reliable and standardised product database, the information on catalogues is directly supplied by the publishers. In parallel, the publishers provide data to hone the extrapolation calculation models to offer a sharper vision of markets that are not completely covered by the retail panel.

- Digital panel: digital data sales cover complete game sales on the PlayStation Network (PSN), Xbox Live (XBL) and PC sales networks. The sales figures are sent each week directly by the video game publishers taking part in the project and therefore do not require any extrapolation. GSD is the only data source for game downloads based on real sales.

GAMETRACK

ABOUT GAMETRACK

GameTrack is an additional project set up in 2011, built around a consumer panel operated by Ipsos for the ISFE. GameTrack data comes from monthly survey data published quarterly. The data analyses the demographics of European gamers, their buying behaviour across all platforms, helping to generate an in-depth view of their gaming habits and uses. The countries covered are France, the UK, Germany and Spain and also the United States and Russia. GameTrack supports the GSD project by providing a more global vision of the markets in which it operates.

Methodology

GameTrack data is collated quarterly from two surveys:

- An offline survey carried out annually on a sample 1,000 people aged 15 and over. It is used to balance answers from a more detailed online survey.
- An online survey, carried out monthly with a sample of (the same) 3,000 people per quarter, aged 6 to 64.

App Annie

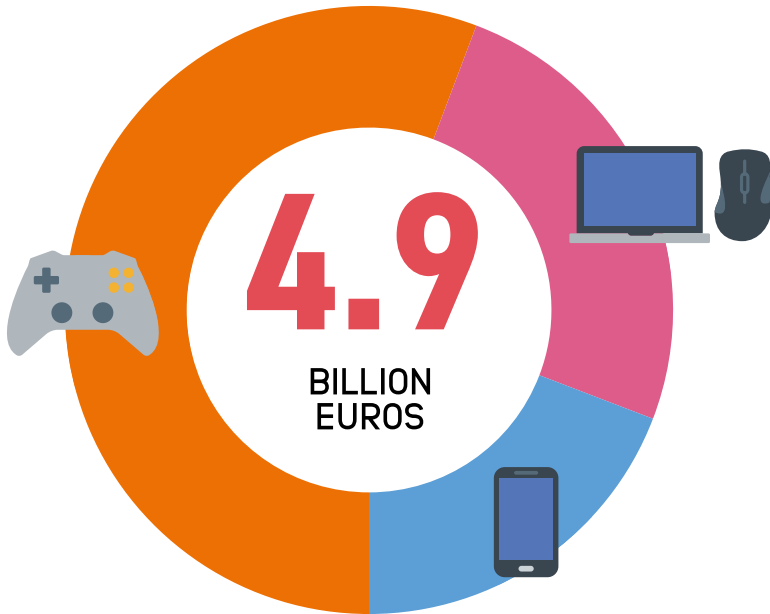
ABOUT APP ANNIE

App Annie analyses data from app stores (scores, rankings, comments, etc.) and combined, anonymised transactional data from over a million applications. With this data, App Annie produces estimations about app download and revenue performance.



2018 MARKET REPORT

TURNOVER



Console
ecosystem**

2,750



PC Gaming
ecosystem**

1,237

in million euros



Mobile
ecosystem***

946

*Ecosystems: Console + PC + mobile, physical and digital.

**Source: SELL data, from GSD/GameTrack panels at end 2018.

***Source: GameTrack estimations using user spending data from App Annie 2018, converted into euros and including French taxes.

GROWTH IN SALES

***OVERALL MARKET**
+15%
VS 2017

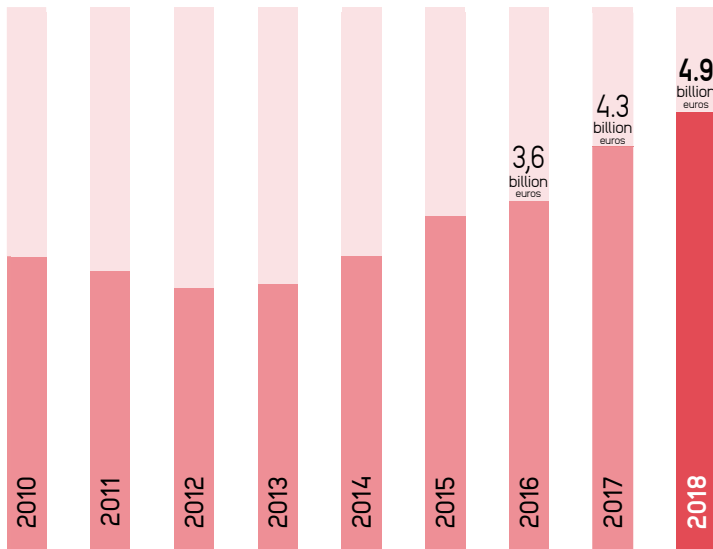
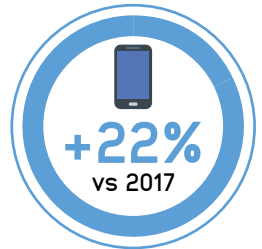
CONSOLE
ECOSYSTEM**



PC GAMING
ECOSYSTEM**



MOBILE
ECOSYSTEM***



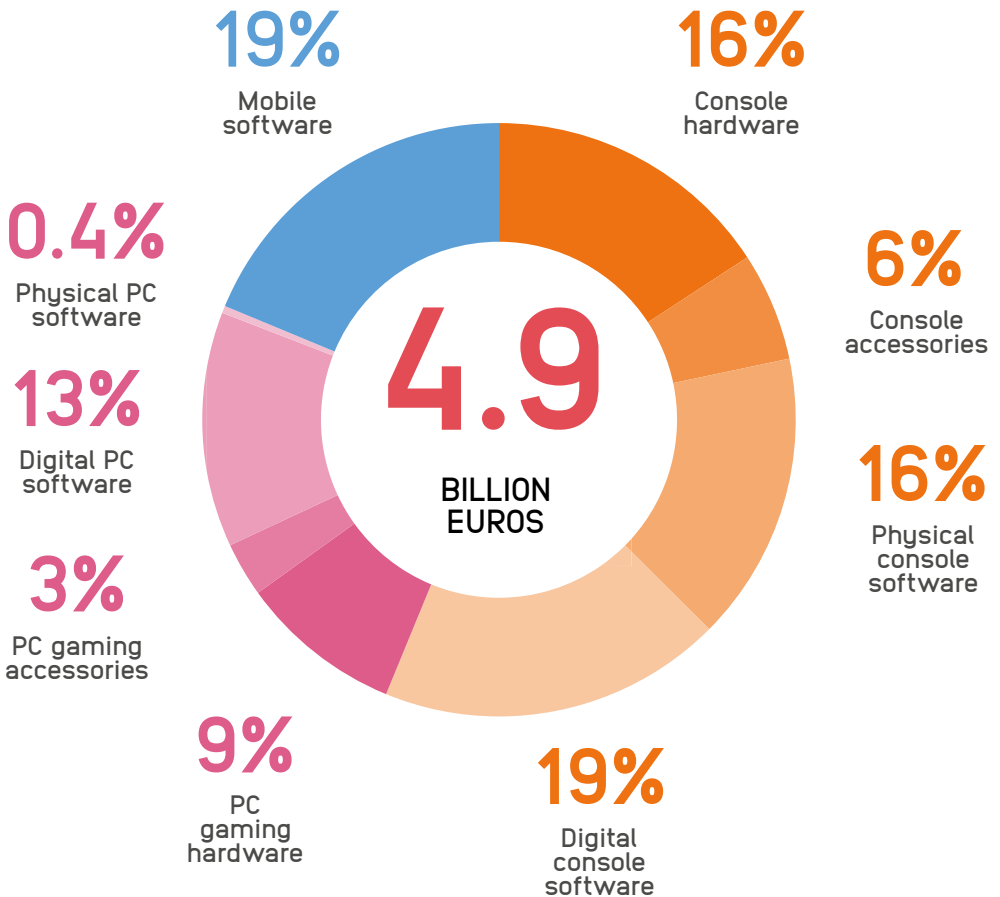
**Ecosystems: Console + PC gaming + mobile, physical and digital.

**Source: SELL data, from GSD/GameTrack panels at end 2018.

***Source: GameTrack estimations using user spending data from App Annie 2018, converted into euros and including French taxes.

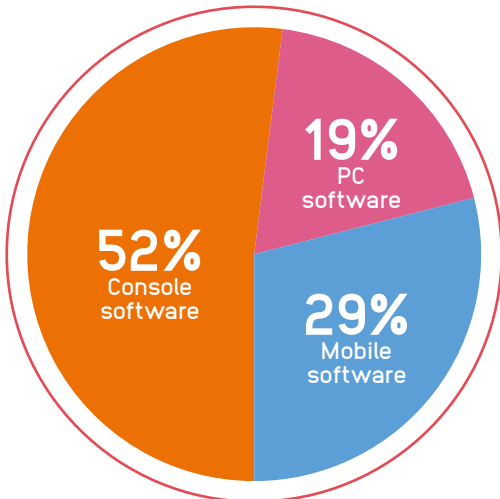


CLOSE-UP: MARKET SEGMENTS

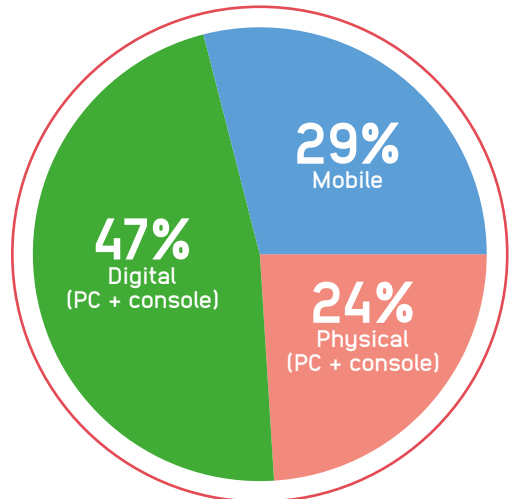


CLOSE-UP: SOFTWARE

**BREAKDOWN
OF TURNOVER
BY PLATFORM**



**BREAKDOWN OF TURNOVER
BY FORMAT**



CHAPTER 3

The text 'CHAPTER 3' is rendered in large, white, sans-serif capital letters. Three stylized human figures are integrated with the text: a woman with long dark hair, wearing a yellow long-sleeved shirt and dark blue pants, is sitting on the top edge of the letter 'C'; a man with short brown hair, wearing a blue vest over a yellow shirt and dark pants, is sitting on the ground in front of the letter 'A', looking down at a device in his hands; and a man with short brown hair, wearing a white t-shirt, orange pants, and a black visor, is standing to the right of the letter '3', gesturing with his hands as if presenting or explaining something.

PARIS GAMES WEEK 2019

10TH EDITION OF PARIS GAMES WEEK

PLAY, DISCOVER, CELEBRATE AND SHARE!

This 10th edition of Paris Games Week will be one to remember! In just a few years, the video game trade fair has established itself as one of the season's must-see events. One of the top 5 French trade fairs, PGW is a chance to discover a rich, complex ecosystem which combines technological innovation and artistic creativity. Going beyond stereotypes, the trade fair is the perfect opportunity to learn what video gaming can be: multifaceted, innovative, inclusive and celebratory.



From 30th October to 3rd November, Paris Games Week 2019 will open its doors to all: old-school gamers, connoisseurs and novices, kids and parents, businessmen and families... Everyone will find something to enjoy in the 80,000m² of exhibitions spread across three halls. For its 10th edition, SELL, the organiser of Paris Games Week, has taken a big-picture approach to offer visitors the most enjoyable experience possible. Curious visitors will see plenty of surprises as they wander the aisles of the Paris Expo - Porte de Versailles.

AMBASSADOR FOR VIDEO GAMES SINCE 2010

A major event for all video game lovers, Paris Games Week has always positioned itself to reflect the industry and evolve with the times. eSports, streaming, cloud gaming, virtual reality, augmented reality: at every stage in the recent history of video gaming, PGW has shown itself to be THE occasion to discover all these new experiences. Once a guilty pleasure, now a universal form of entertainment, today video gaming is one of France's favourite activities. Video gaming offers a multifaceted universe and brings together a broad community around a shared passion. Families, publishers, developers, schools, cosplayers, e-gamers, streamers: above all, Paris Games Week celebrates this diversity.

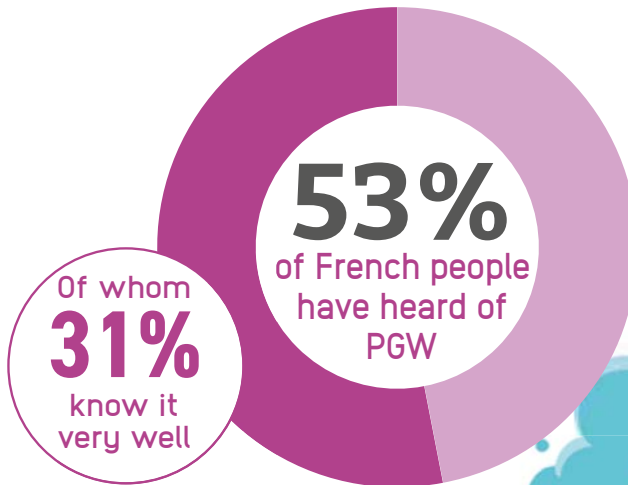
What an exciting journey we've had over these past 10 years! Reflecting a pastime which has become part of everyday life in France, Paris Games Week has proven itself an essential event for all video gaming communities. We are delighted to celebrate the trade show's 10th edition with all the industry's talents and we are excited to welcome visitors to an edition which promises to be more fun than ever!

Julie Chalmette - SELL Chairwoman

PARIS GAMES WEEK

A MUST FOR ALL GAMING FANS AND FAMILIES

PGW NOTORIETY



WHY DO THEY COME TO PGW?



95%

Discover and
test the latest
games and
technologies

Watch eSport
competitions

92%

A major event in the
video game world

90%

To meet
other gamers

90%

To get an idea of the
games to buy at Christmas

84%



PédaGoJeux.fr
LE JEU VIDÉO EXPLIQUÉ AUX PARENTS

PédaGoJeux - video games explained to parents - is a collective that since 2008 has federated family associations, public authorities and private organisations like SELL. PédaGoJeux has a mission to help people understand video games and raise awareness about best practices for more peace of mind for families. PédaGoJeux guides parents and educators to help children with gaming. During Paris Games Week, you can meet the collective's representatives and chat with them in the PGW Junior zone.



WOMEN IN
GAMES
FRANCE



Promoting sexual equality in the video game sector for over two years, Women in Games France helps promote diversity. Training, business incubators, round tables, interviews... The association launches concrete actions for women and non-binary people in the industry. This year, the association can be found at the "Jeux Made in France" booth. WIG will be showcasing female designers who will present the video games on which they have been working.

CapGame

Since 2013, the association has been working on making video games easier for people with disabilities to play. CapGame is committed to this initiative through five key directions: game tests, technological intelligence for software and material solutions, research, professional support and finally eSports. The association works alongside SELL to make Paris Games Week even more accessible and is also launching the “Play as you are” zone (Hall 2.2) where you will find associations specialising in video game accessibility.



SilverGEEK

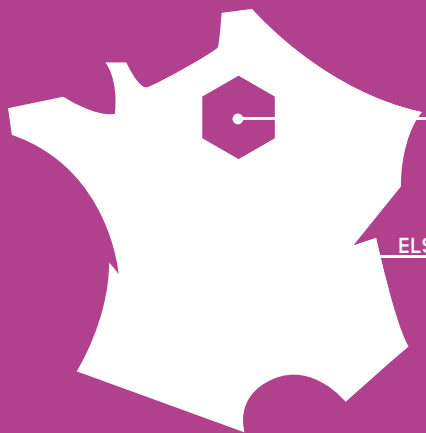


Born of a desire to build social and intergenerational connections, since 2014 the Silver Geek association has been developing a programme, thanks to support from the MACIF Foundation, that enables seniors to learn about new technologies through video gaming. This project is joining regional eSport competitions for seniors. This year, Silver Geek is returning to present this competition on the PGW stage in Hall 3.

PARIS GAMES WEEK 2018

KEY FIGURES

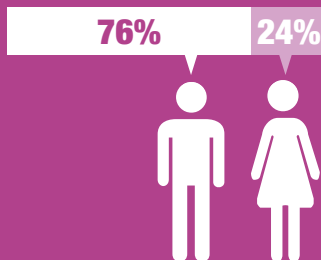
FOR THE 9TH EDITION OF PGW:
316,000 VISITORS UNITED
BY THEIR PASSION FOR VIDEO GAMES



47%
PARIS AND
GREATER PARIS

49%
ELSEWHERE IN FRANCE

4%
OVERSEAS



Average age

29

FOCUS ON VISITS TO PGW

56%
CAME
FOR THE
FIRST TIME

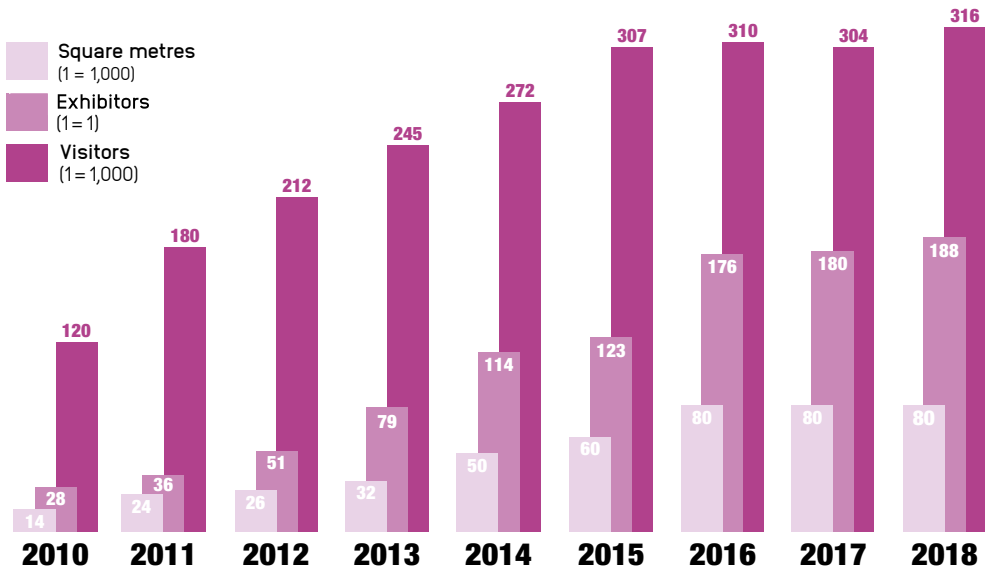
THEY VISITED THE SHOW MAINLY...

54%
WITH FRIENDS



73%
to discover
new products

72%
for fun, for the
atmosphere



MEDIA

2,680

ARTICLES AND FEATURES

OF WHICH: 240 FEATURES
AND 14H TV & RADIO

+2,440 ARTICLES
ONLINE

190

ARTICLES IN
THE WRITTEN PRESS



1,252

ACCREDITED JOURNALISTS

1,011

ACCREDITED
INFLUENCERS

SOCIAL MEDIA: A GLOBAL COMMUNITY OF OVER 848,000 FANS*

153,000
FOLLOWERS



+2% growth

631,000
FOLLOWERS



+2% growth

49,000
SUBSCRIBERS



+48% growth

7,125
FOLLOWERS



+37% growth

**TOTAL
MENTIONS**

518,918

TOP THEMES:

- 1- GAMES AND CONSOLES**
- 2- BOOTH EVENTS**
- 3- INFLUENCERS**

* Figures at end December 2018

CHAPTER 4

A RESPONSIBLE
INDUSTRY

HERE TO HELP PARENTAL CONTROL

To help families establish rules for playing video games, all gaming platforms have a parental control system. This parental control, which is part of all consoles and computers, enables parents to supervise the games their children play.

For several years, console manufacturers (Sony, Microsoft and Nintendo), Mac and Windows operating systems and also Google and most mobile terminals have been offering simple and effective solutions. Just a few minutes are required to configure the parental control and benefit from all its functions. These systems block access to games above a certain age or category in the PEGI rating system. They also control online purchases, limit web browsing, keep track of the time spent gaming and can limit online interaction.

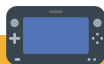
These systems strive to protect young audiences from content and behaviour unsuitable for their age. Nevertheless, it is essential for parents to keep an eye on what video games their children are playing, find out information about the games and take an interest in this hobby, gaming, chatting with their children and more. The website PèdaGoJeux.fr - 'Video games explained to parents' is a mine of information: understand the gaming world, get information about the most talked about games, understand the PEGI symbols, best practices, etc.

Here is a list of different equipment and software that has an integrated parental control system that can be configured to the PEGI system.



HOME CONSOLES

Microsoft Xbox 360
Microsoft Xbox One
Nintendo Wii
Nintendo Wii U
Nintendo Switch
Sony PlayStation 3
Sony PlayStation 4



HANDHELD CONSOLES

Nintendo DS
Nintendo 3DS
Sony PSP
Sony PlayStation Vita



MOBILES

Smart phones using Android
Tablets using Android



COMPUTERS

Windows operating system
Mac operating system



WEB BROWSERS

Google Chrome
Apple Safari/WebKit
Mozilla Firefox



PEGI

PAN EUROPEAN GAME INFORMATION

The PEGI age rating system (Pan European Game Information) gives parents throughout Europe the opportunity to make enlightened decisions before purchasing a video game.

Launched in spring 2003, PEGI has replaced a certain number of national age ratings through unique labels that are now used in most European countries. The system enjoys the support of the leading console manufacturers, including Sony, Microsoft and Nintendo, and also interactive game publishers and developers throughout Europe. It is also used for all new apps available from the Google Play Store. The age rating system was created by the ISFE - the Interactive Software Federation of Europe.

WHAT DO THE LABELS MEAN?

The PEGI labels appear on the front and back of the cover, indicating one of the following age ratings: 3, 7, 12, 16 or 18. They provide a reliable indication of the game's content with regard to the protection of minors.

The age rating does not take into account the difficulty of the game or the skills required to play it. The descriptors (see below) on the back cover indicate the main reasons why a game has a specific age rating.

CREATED
IN
2003

PRESENT
IN
38 COUNTRIES

NEARLY
30,000
APPROVED GAMES

FEDERATING
1,800
MEMBER COMPANIES

THE LABELS



Suitable for all ages.
Mild violence in a comical context.
Fantasy characters.
No inappropriate content.



Unrealistic.
Implicit violence.
Cartoon, fun.
Frightening scenes for young children.



Violence towards fantasy characters or unrealistic violence towards human characters.
Moderate foul language, nudity, horror.











Realistic violence towards human characters.
Sports action with presence of blood.
Foul language, drug use.
Representation of criminal activity.



Extreme violence to defenceless or innocent human characters. Idealisation of drug use.
Sexual expression or activity.

PEGI LABELS

	 VIOLENCE	 HARSH LANGUAGE	 FRIGHTENING	 SEX	 DRUGS	 GAMBLING	 DISCRIMINATION	 INTEGRATED PURCHASING
3	—	—	—	—	—	—	—	—
7	✓	—	✓	—	—	—	—	—
12	✓	✓	✓	✓	✓	✓	—	—
16	✓	✓	—	✓	✓	✓	—	—
18	✓	✓	—	✓	✓	✓	✓	—



This game contains bad language.



This game contains images which may encourage discrimination.



This game encourages and/or teaches gambling.



This game refers to the use of drugs (including tobacco and alcohol).



This game shows nudity and/or sexual behaviour or makes sexual references.



The game allows the player to buy virtual goods with real money.



This game contains violent scenes.



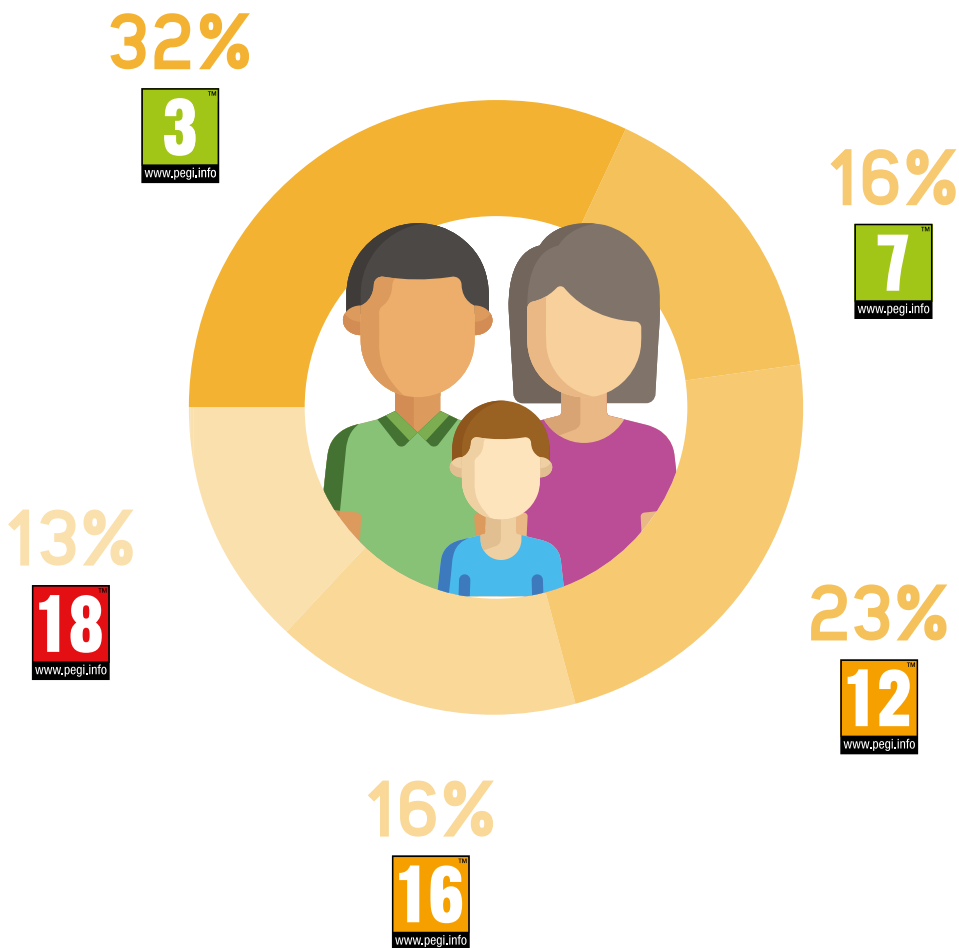
This game may frighten young children.



PEGI

ANALYSIS OF THE 2018 OFFER

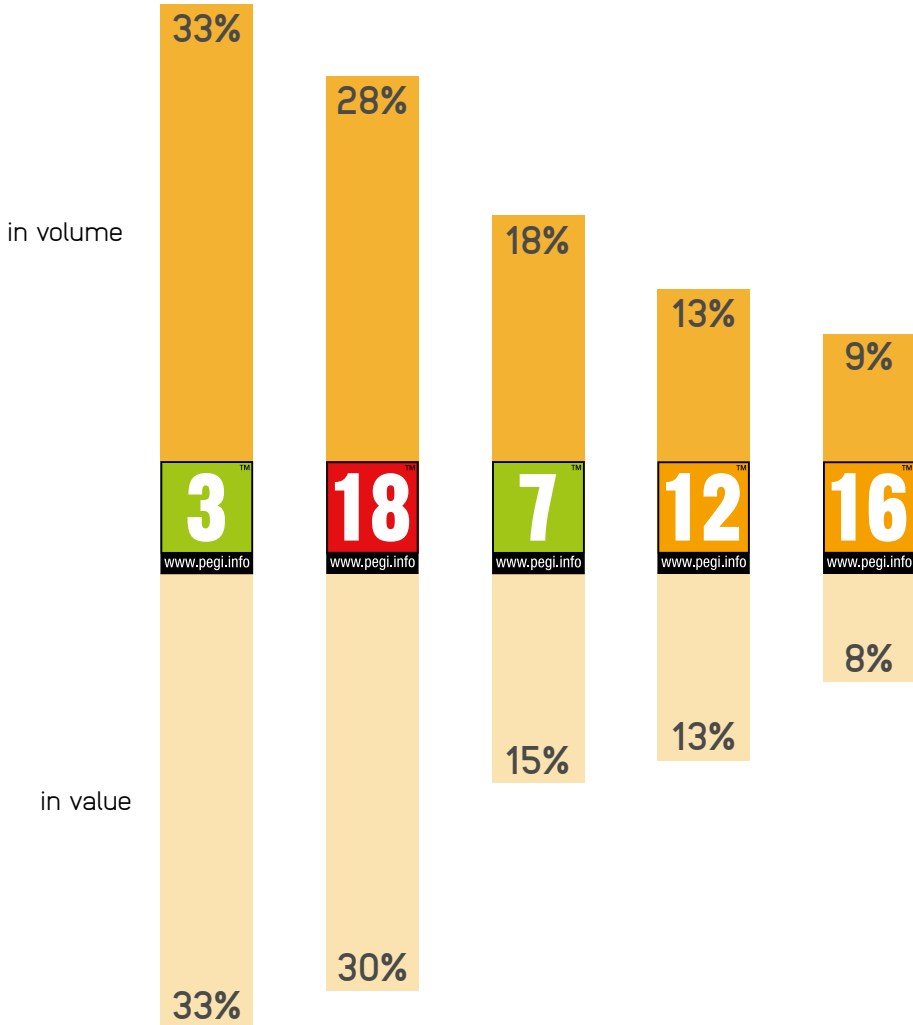
Physical market



PEGI

SALES ANALYSIS, MARKET SHARE IN 2018

Physical market



Source: Source: SELL data, from GSD/GameTrack/App Annie Intelligence panels at end 2018.

CHAPTER 5

**SELL: SYNDICAT
DES EDITEURS DE
LOGICIELS DE LOISIRS
UNION OF VIDEO GAME
PUBLISHERS**

THE MISSIONS OF SELL

The Union of Video Game Publishers (SELL) was founded in 1995 by key players on the video game market. To support the growing video game industry and its accessibility, video game professionals (console manufacturers, game publishers, accessory manufacturers, etc.) needed to speak with the same voice. Following the example of the Interactive Software Federation of Europe (ISFE) which defends the interests of the video gaming sector on a European level, SELL immediately became the primary contact for French public institutions, the media and different associations.

In twenty years, SELL has taken many decisive actions to ensure video gaming is recognised as one of France's favourite leisure activities. This success is not solely down to the quality of games sold by SELL members. Aware of their responsibilities to gamers and their friends and families, in 2003 SELL members implemented a simple, complete and independent video game rating system: PEGI (Pan European Game Information). SELL expressed the industry's desire to be responsible through the PEGI rating system and through an information resource for parents (PédaGoJeux). In 2015 this commitment to society became concrete with the PEGI system's accreditation by the French Home Secretary as the rating system for video games in France.

SELL's main objective is to promote video games and gaming with the general public, national and European stakeholders and the authorities. For this, SELL organises two shows every year, the Interactive & Digital Entertainment Festival (IDEF) and Paris Games Week (PGW), federating the main operators in the video game sector.



THE MISSIONS OF SELL

REPRESENTING THE PUBLISHING INDUSTRY

As an industry spokesperson, SELL's primary vocation is to defend the interests of its members and, more generally, all of the video game sector. It is the key contact with public authorities, politicians and also innovative and cultural ecosystems. To achieve its objectives, SELL has invested in several organisations and working groups:

- The inter-ministerial working group comprising the General Directorate for Enterprise (DGE), the CNC, Ubisoft, the National Video Game Union (SNJV) and SELL
- CSA: member of the Child Protection Commission
- CNC: member of the Commission for Diversity in the Cultural Sector
- ISFE: member of the Board of Directors



INFORM AND PROTECT

Since its beginnings, SELL has been committed to a corporate social responsibility initiative to inform and protect the consumer. The organisation operates in many areas to raise the awareness of gamers, parents and families about how to play video games. This investment is represented by concrete actions:

- PEGI: created in 2003 and approved in 2015 by the French government, this European video game system that rates the games according to content and age provides clear and precise information about video games.
- PédaGoJeux: a collective created in 2008 by bringing together people from public bodies, the gaming industry and associations. Its aim is to guide parents and educators through the world of video gaming.
- Support for organisations in the sector who are looking to develop the video game industry with a key focus on responsibility: Women in Games, CapGame, France eSports and also Silver Geek.



PROMOTE VIDEO GAMES

SELL's mission is to promote video gaming, the industry's innovations and creativity with the general public, national and European stakeholders and also the media. It achieves this through regular communication and most importantly via two essential annual events:

- IDEF: created in June 2006, this trade show brings together manufacturers, publishers, accessory manufacturers and buyers to generate business.
- Paris Games Week: created in October 2010, this general public exhibition promotes the entire gaming ecosystem every year to share the sector's new products with gamers. The 2018 edition hosted some 316,000 visitors and 188 exhibitors.



STRUCTURE MARKET INFORMATION

SELL works with partners to provide the whole ecosystem with reliable studies on the video game market, gamer profiles and also their habits when it comes to buying and use. Several panels are used to provide this analysis:

- GSD panel: Game Sales Data (distributors and digital) – ISFE/B2Boost
- GameTrack panel (consumers) – ISFE/IPSOS
- App Annie panel (mobiles) – ISFE
- Occasional studies: French people and video games – SELL/Médiamétrie



PROMOTING THE INDUSTRY'S INNOVATIONS, GAMERS AND RESPONSIBILITY

TERRAINS DE JEUX



This video documentary will be accompanied by a special issue of *Essential Video Games* exploring fifty years of technological innovations. What are the major phases that have represented this industry's development? Which technologies from video games have spread to other sectors? What are the current video game trends that are shaping our future? A panel of video game industry experts attempts to answer all these questions.

ART ET JEUX VIDÉO



Through this documentary series of five episodes, SELL spotlights the relationship between classical art and video gaming. The process of creating a video game involves many artists and artistic references, drawing inspiration from the arts to create original works of great scope and diversity. From architecture to music, visual arts to literature and all other sources of inspiration, *Art & jeux vidéo* invites gamers to learn more about the close links that bind them together.

SELL has developed key devices to shed light on essential issues for the sector. Embracing an informative, educational and promotional approach to the video game industry, throughout the year SELL gives a voice to gamers, talented people and experts through documentaries and video series.

PLAYER PROFILE



In this new web series, SELL interviews men and women gamers and particularly focuses on their many different passions. Fashion, running, painting, cinema... These hobbies may initially seem unconnected, but they are all linked. Creativity, competition, sharing...these talents are communicable and complement each other perfectly.

PLAY AS YOU ARE



This 9-minute video shows how video gaming is an inclusive activity for people with disabilities. Professionals, charity workers and people with disabilities discuss initiatives that have made gaming accessible to all and helped change society's views of disability. Video gaming is a fantastic tool for breaking down barriers and getting everyone to play together.

**YOU CAN FIND ALL THIS CONTENT AND MUCH MORE
ON THE SELL.FR WEBSITE OR ON OUR YOUTUBE CHANNEL
YOUTUBE.COM/SELLTV.**



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