

# Top PC games can end up in bargain bin

By *srlinuxx*

Created *18/06/2005 - 3:10am*

Submitted by srlinuxx on Saturday 18th of June 2005 03:10:06 AM Filed under [Gaming](#) [1]

Success means different things to different companies. LucasArts, for example, says a hit computer game sells between 200,000 and 350,000 units. But not all titles cost the same to make; therefore, each has its own break-even point.

DreamCatcher Games says 100,000 units is often an industry success benchmark for PC titles.

But what about great titles that somehow don't reach those numbers? Look for those in the bargain bin at the local video game, electronics or computer store.

(Note: The "life to date" sales stats for the titles below, which end in April 2005, were provided by the NPD Group, a research company that monitors the sale of PC and console games.)

'Chronicles of Riddick'

The "Chronicles of Riddick: Escape From Butcher Bay -- Developer's Cut" is a gripping stealth action shooter that takes place in and around the savage Butcher Bay prison. Voice performances include Vin Diesel as Richard Riddick as well as other cast members from "The Chronicles of Riddick" film. This "Developer's Cut" version (based on a previous Xbox release) features new areas, bonus playable characters and enemies and more. The game has sold 32,500 units and retails for \$19.99.

'Silent Hunter III'

[Full Story](#) [2].

[Gaming](#)

---

Source URL: <http://www.tuxmachines.org/node/1391>

## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <http://www.cnn.com/2005/TECH/fun.games/06/17/bargain.games/index.html>