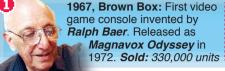
Milestones in history of console gaming

Home video game consoles can be divided into eight generations of evolution. Microsoft and Sony will release new models later this year



1977. Atari 2600: Popularises use of changeable ROM game cartridges Sold: 30m



3 1983, Nintendo **Entertainment** System (NES): Mario franchise begins Sold: 62m

graphics and sound than Atari 2600 Sold: 3m 4 1988. Sega Mega Drive/ Genesis: Sonic the Hedgehog

Intellivision: Better

1979. Mattel

1990, Nintendo SNES/Famicom: Able to display 3D graphics Sold: 49m 1994, Sony PlayStation: 1994.

PS₂

Sold:

155m



console to offer

online gaming

Sold: 11m

2006, Sony

PS3: Uses

Blu-rays

Sold:

Sega Saturn: Games stored on Popular in Japan. CD-ROMs and less so elsewhere not cartridges Sold: 102m Sold: 9m 2000, Sonv

2005, Microsoft XBox 360: Halo sci-fi games **Sold:** 77m

2001, Microsoft XBox: Starts charging gamers for online play Sold: 24m

2006,

Nintendo

controller

Wii: Motion

Sold: 100m

2001, Nintendo GameCube: Redesigns Zelda series Sold: 22m

> 2012. Nintendo Wii U: Tablet style controller

Sold: 3.5m

2013, Microsoft XBox One and Sony PS4: Expected end of year

Source: IGN

Picture (1): Associated Press

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