

Nintendo's Milestones of Innovation

(All information refers to the United States.)

Q4 2006: Nintendo will launch the **Wii™** console, which will draw players into their games like never before. The action on the screen responds to the movement of the Wii Remote and Nunchuk controller, providing players with new ways to become immersed in their games. Everyone will want to play.

June 2006: Nintendo will introduce a lighter, brighter version of Nintendo DS™ called **Nintendo DS™ Lite**. The new system has backlit screens and a revamped, compact look.

November 2005: **Nintendo® Wi-Fi Connection**, Nintendo's wireless gaming service, goes online. In six months, 1.3 million unique players have connected.

November 2004: Nintendo DS disrupts the hand-held market by introducing completely new ways to play. With dual screens, a touch screen and a microphone, Nintendo DS gives developers new tools to create interactive experiences like *Nintendogs™* and *Brain Age™: Train Your Brain in Minutes a Day*, which have drawn in new kinds of players.

March 2003: With a stylish flip-top design, **Game Boy® Advance SP** plays a huge library of great games on a front-lit (and eventually backlit) screen.

November 2001: The rumble paks built into the **Nintendo GameCube™** controllers provide an immersive experience and become industry standards. The wireless **WaveBird™** controllers also set the stage for all future controller setups.

June 2001: **Game Boy® Advance** launches with the ability to connect with other GBA units for multiplayer games. Eventually it also connects to Nintendo GameCube.

November 1998: **Game Boy® Color** is the first backward-compatible hand-held system.

September 1996: **Nintendo® 64** and games like *Super Mario® 64* lets gamers move characters in true 3-D. Four controllers with analog sticks become industry standards.

August 1991: The **Super NES®** includes stereo sound and expanded control pads, and goes on to become the best-selling console of the 16-bit era.

July 1989: The portable **Game Boy®** quickly becomes an international phenomenon. Game Boy sets the stage for Nintendo's hand-held dominance, which continues today.

October 1985: The **Nintendo Entertainment System®** single-handedly brings the video game industry back from the brink of extinction. The new control pad sets the standard for all future controllers. The NES introduced classic franchises and characters like *Mario™*, *The Legend of Zelda®* and *Metroid®*, which still remain strong, creative and popular. The **Zapper®** controller lets players take aim at their televisions, while *Super Mario® Bros.* becomes the best-selling video game of all time.

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