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SEGA ATARI Nintendo Commodore PlayStation

Master System

SEGA GENESIS

SEGA MEGA DRIVE 2

It was much smaller and squarer than the original Mega Drive. It did not have the headphone jack, volume control or the A/V port changed to a custom multi out port that now provided stereo sound to TVs (previously only mono was used). The power lead port was made smaller and a different AC adapter was used. Finally the power switch was changed to a push button. Both the original Mega Drive and the Mega Drive II could be connected to a Sega CD and 32X add-ons.

The Mega CD was even remodeled to better fit the Mega Drive II. A specific version of the Mega Adapter/Master System Converter was also designed. This update of the original Mega Drive was released in 1989. There were several changes in this version including the removal of the slide volume adjuster, the headphone jack, the 9-pin EXT port and the RF out port. The unit is in a smaller, lighter and slicker casing and the Power button has changed from a slide switch to a push switch.

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SEGA ATARI Nintendo Commodore PlayStation

ATARI 2600

ATARI 5200 SUPER SYSTEM

ATARI 7800

ATARI

Atari is a corporate and trademark owned by several entities since its inception in 1972, currently by Atari Interactive, a subsidiary of the French company Atari SA (ASA). The original Atari, Inc. founded in 1972 by Nolan Bushnell and Ted Dabney was a pioneer in arcade games, home video game consoles, and home computers. The company's products, such as Pong and the Atari 2600, helped define the electronic entertainment industry from the 1970s to the mid-1980s. In 1984, the original Atari Inc. was split due to its role in the video game crash of 1983, and the arcade division was turned into Atari Games Inc. Atari Games received the rights to use the logo and brand name with appended text "Games" on arcade games, as well as rights to the original 1972-1984 arcade hardware properties. The Atari Consumer Electronics Division properties were in turn sold to Jack Tramiel's Tramiel Technology Ltd., which then renamed itself to Atari Corporation. In 1996, Atari Corporation reverse-merged with disk-drive manufacturer JT Storage (JTS), becoming a division within the company.

In 1998, 6th of November Hasbro Interactive acquired all Atari Corporation related properties from JTS, creating a new subsidiary, Atari Interactive.[9] Infogrames Entertainment (IESA) bought Hasbro Interactive in 2001 and renamed it to Infogrames Interactive, later Atari Interactive in 2003, when Infogrames Inc. licensed the Atari name and logo from the latter and changed its name to Atari Inc., a name used for a company founded in 1993 as GT Interactive, which IESA also renamed to Infogrames, Inc. and acquired a 62% controlling interest in by 1999. After IESA's acquisition of Hasbro Interactive, Infogrames, Inc. intermittently published Atari branded titles for Infogrames Interactive. On October 11, 2008, Infogrames completed its acquisition of Atari.





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SEGAATARINintendoCommodorePlayStation

ID	Title	Company	Rarity	Year	System	
1	Asteroids	Atari	Common	1981	Atari 2600	Delete
2	Mogul Maniac	Amiga	Scarce+	1983	Atari 2600	Delete
3	Monitor Cartridge	Harry Dodgson	Extremely Rare	1985	Atari 7800	Delete
4	Alcahest	Squaresoft	Rare	1993	Famicom	Delete
5	The Great Giana Sisters	Rainbow Arts	SUPER RARE	1987	Commodore 64	Delete
33	Monitor Cartridge	Rainbow Arts	Rare	1987	Super Famicom	Delete

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SEGAATARINintendoCommodorePlayStation

NINTENDO

Nintendo had gotten a taste of electronic video games with devices such as the Love Tester, the Magnavox Odyssey and Laser Clay Shooting, though with Gunpei Yokoi and Shigeru Miyamoto now within the company, things would start to change. And indeed they did. Whereas in 1974 Nintendo distributed the Odyssey n Japan, they would subsequently decide to create their own video game console via a joint venture with Mitsubishi Electric.

The games they created were Color TV Game 6 in 1977 and Color TV Game 15 in 1978. The games consisted of various adaptions of the Atari game known as Pong with minor alterations. Both iterations sold over a million copies and further cemented Nintendo's position in the industry. Color TV Game 15 was partly successful for including controllers connected to the console via wires whereas the original had the console and controller connected as one single unit. The same year would find Shigeru Miyamoto's gaming debut with the release of Color TV Racing 112. He didn't work on the actual programing or game design, but instead designed the housing of the system. Miyamoto years later mentioned that he viewed the designs of the first two Color TV Games as "bad" and he wanted to greatly improve on them. For Color TV Racing 112 he included a wheel to make the game more accessible.

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### PLAYSTATION



In 1988, Sony entered into an agreement with Nintendo to develop a CD-ROM attachment, known as the Super Disc. Due to many contractual and licensing problems, the Super Disc was never released. A modified version was introduced by Sony in 1991, in a system called the Play Station. The original Play Station was designed to play Super Discs, special interactive CDs based on technology developed by Sony and Phillips called CD-ROM/XA. This extension of the CD-ROM format allowed audio, video and computer data to be accessed simultaneously by the processor. The Play Station also read audio CDs, and had a cartridge port for accepting Super Nintendo game cartridges. The Play Station was envisioned as the core of a home multimedia center. Sony only manufactured about 200 of them before deciding to retool the design. The new design, dubbed the PlayStation X, or PSX, dropped the Super Nintendo cartridge port and focused solely on CD-ROM-based games. The component hardware inside the console was revamped as well, to ensure an immersing and responsive gaming experience. Launched in Japan in December of 1994, and in the United States and Europe in September of 1995, the PlayStation quickly became the most popular system available.



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