

Video game console (r)evolution:



Video game console	Generation	Released	CPU	Units sold	Best-selling game
Atari 2600	2 nd	1977	1,19Mhz	30 million	<i>Pac-Man</i>
ZX Spectrum	8-bit Home computer	1982	3,5Mhz	5 million	
Nintendo Entertainment System	3 rd (8-bit era)	1985	1,79Mhz	61,91 million	<i>Super Mario Bros</i>
Sega Master System	3 rd (8-bit era)	1986	3,58Mhz	13 million	<i>Alex Kidd in Miracle World</i>
TurboGrafx-16	4 th (16-bit era)	1987/89	7,16MHz	10 million	
Sega Mega Drive/Genesis	4 th (16-bit era)	1988/90	7,67MHz	29 million	<i>Sonic the Hedgehog 2</i>
Neo Geo	4 th (16-bit era)	1990	12Mhz	?	
SNES	4 th (16-bit era)	1990/92	3,58Mhz	49,1 million	<i>Super Mario World</i>
Nintendo 64	5 th (32-bit > 64-bit era)	1996	93,75Mhz	32,9 million	<i>Super Mario 64</i>
GameBoy Advance	6 th (32-bit) (handheld)	2001	16,78Mhz	81,50 million	<i>Pokémon Ruby and Sapphire</i>