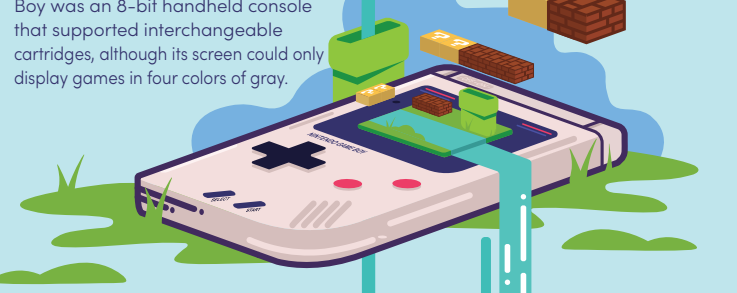
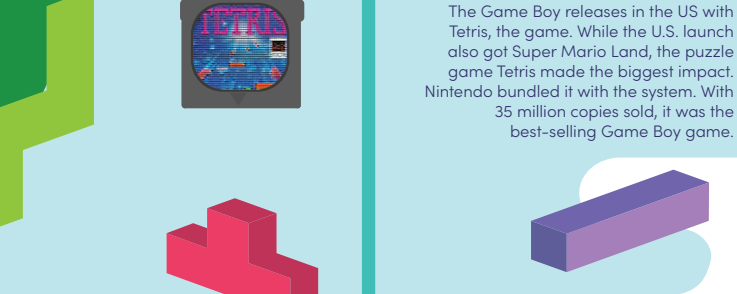


# THE EVOLUTION OF THE GAME BOY



**APRIL, 1989**  
 Nintendo releases the Game Boy in Japan. The original Game Boy was the brainchild of Nintendo's Gunpei Yokoi, who had previously produced the innovative Metroid action-platformer for the Nintendo Entertainment System. The Game Boy was an 8-bit handheld console that supported interchangeable cartridges, although its screen could only display games in four colors of gray.



**JULY, 1989**  
 The Game Boy releases in the US with Tetris, the game. While the U.S. launch also got Super Mario Land, the puzzle game Tetris made the biggest impact. Nintendo bundled it with the system. With 35 million copies sold, it was the best-selling Game Boy game.



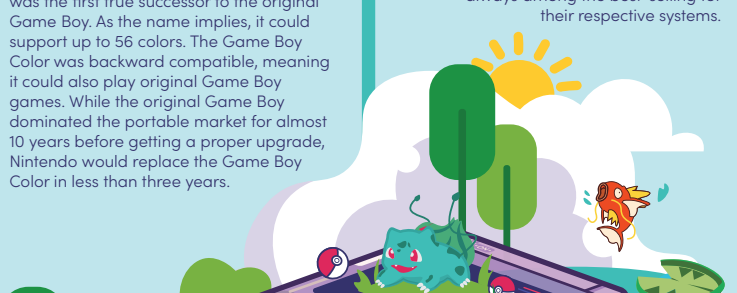
**JUNE, 1994**  
 The Super Game Boy is released. The Super Game Boy was a cartridge for the Super Nintendo home console that had a slot for Game Boy games — with it, you could play Game Boy titles on a TV. Certain games, like the Game Boy version of Donkey Kong, would receive color and other enhancements when you played it on the Super Game Boy.



**JULY, 1996**  
 The Game Boy Pocket is released. The Game Boy Pocket is a slimmer version of the original Game Boy with the same hardware specs.

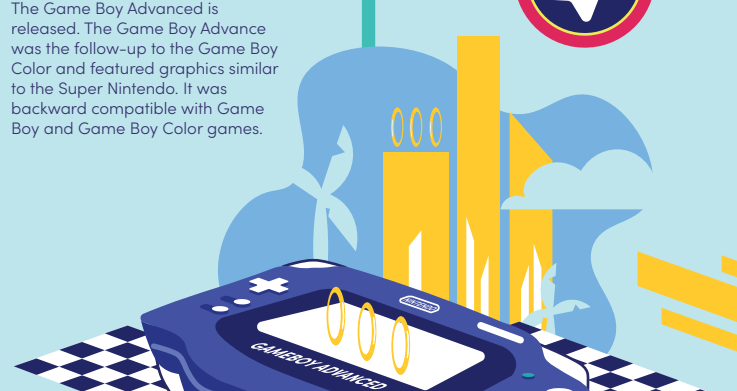


**OCT, 1997**  
 Gunpei Yokoi, the man behind the creation of Nintendo's Gameboy, dies.

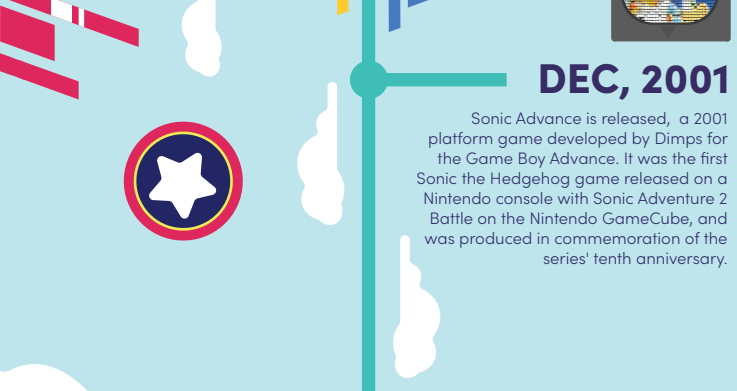


**SEPT, 1998**  
 Pokemon Red and Blue was launched on the console. Today, it's still one of Nintendo's biggest properties, and at least one new generation of Pokémon games releases on every Nintendo handheld system. These games are always among the best-selling for their respective systems.

**NOV, 1998**  
 The Game Boy Color. The Game Boy Color was the first true successor to the original Game Boy. As the name implies, it could support up to 56 colors. The Game Boy Color also played original Game Boy games. While the original Game Boy dominated the portable market for almost 10 years before getting a proper upgrade, Nintendo would replace the Game Boy Color in less than three years.

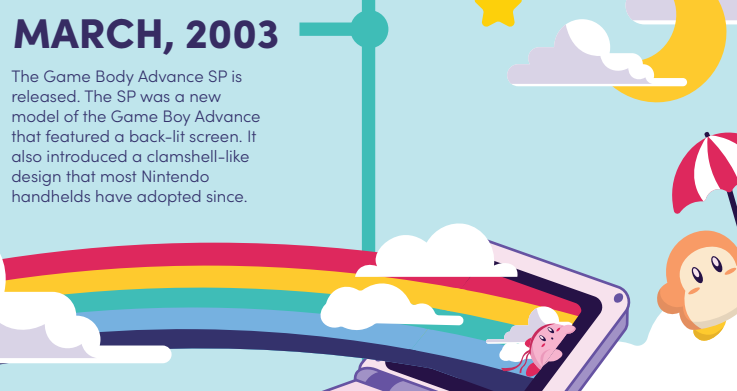


**JUNE, 2001**  
 The Game Boy Advance is released. The Game Boy Advance was the follow-up to the Game Boy Color and featured graphics similar to the Super Nintendo. It was backward compatible with Game Boy and Game Boy Color games.



**DEC, 2001**  
 Sonic Advance is released, a 2001 platform game developed by Dimps for the Game Boy Advance. It was the first Sonic the Hedgehog game released on a Nintendo console with Sonic Adventure 2 Battle on the Nintendo GameCube, and was produced in commemoration of the series' tenth anniversary.

**OCT, 2002**  
 Kirby: Nightmare in Dream Land is released, a Game Boy Advance remake of the 1993 Nintendo Entertainment System platform game, Kirby's Adventure. It features updated graphics and sound, and new sub-games.



**MARCH, 2003**  
 The Game Boy Advance SP is released. The SP was a new model of the Game Boy Advance that featured a back-lit screen. It also introduced a clamshell-like design that most Nintendo handhelds have adopted since.



**SEPT, 2005**  
 The Game Boy Micro was a redesigned version of the Game Boy Advance in attempt to be as small and portable as possible. The successful portable system that replaced the Game Boy brand, this was the last iteration of the Game Boy Nintendo would release.

