

1885	1886	1887	1888	1889
<ul style="list-style-type: none"> • Muybridge: Human Figure in Motion Photos at University of Pennsylvania • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Muybridge talks to Edison about perfecting the Muybridge movie projector 	<ul style="list-style-type: none"> • Fusajiyo Yamauchi establishes the Marufuku Company to manufacture and distribute Hanafucla, Japanese playing cards.

1860s Abe Lincoln political cartoon shows him playing Bagattelle. Cue replaced with plunger before 1900.

1890	1891	1892	1893	1894
<ul style="list-style-type: none">• William Friese-Greene contacts Edison for job. Edison steals his work on movie camera• Herman Hollerith punch card counting system for US Census 6 weeks to compute the 1880 took 7 years	<ul style="list-style-type: none">•	<ul style="list-style-type: none">• W.K.L. Dickson perfects Movie camera for Edison	<ul style="list-style-type: none">•	<ul style="list-style-type: none">•

1895	1896	1897	1898	1899
<ul style="list-style-type: none">•	<ul style="list-style-type: none">• Thomas Armat sells Movie projector (Vitascope) to Edison – acts as projectionist for Leigh Sisters Umbrella Dance- Koster & Bial’s Music Hall NYC	<ul style="list-style-type: none">•	<ul style="list-style-type: none">•	<ul style="list-style-type: none">•

1900	1901	1902	1903	1904
<ul style="list-style-type: none"><li data-bbox="191 277 508 331">• J. Stuart Blackton – “The Enchanted Drawing”	<ul style="list-style-type: none"><li data-bbox="541 277 552 293">•	<ul style="list-style-type: none"><li data-bbox="894 277 905 293">•	<ul style="list-style-type: none"><li data-bbox="1247 277 1257 293">•	<ul style="list-style-type: none"><li data-bbox="1600 277 1610 293">•

1905	1906	1907	1808	1909
<ul style="list-style-type: none">•	<ul style="list-style-type: none">• J. Stuart Blackton – Humorous Phases of a Funny Face (first use of animation techniques on film)	<ul style="list-style-type: none">•	<ul style="list-style-type: none">• Emile Cohl: “Fantasmagorie” Many think of this as the first true animation on film	<ul style="list-style-type: none">• Dec. 9th Computer pioneer Admiral Grace Murray Hopper born.

1910	1911	1912	1913	1914
<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Winsore McCay's "Little Nemo" Directed by McCay and Blackton • Herman Hollerith starts CTR (name changed to IBM in 1924) 	<ul style="list-style-type: none"> • Emile Cohl joins Éclair Studio in Fort Lee N.J. Produces George McManus' "Newly Weds" • 2 People visit Emile Cohl's Studio (Barré or Bray?) • 	<ul style="list-style-type: none"> • John Bray's "Artist's Dream" Live action and animation for Pathé • 	<ul style="list-style-type: none"> • McCay's "Gertie the Dinosaur" •

1915	1916	1917	1918	1919
<ul style="list-style-type: none"> • Raoul Barré forms first animation studio (1913 to 1915 invents Rip & Slash animation and Peg registration) 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Winsore McCay's "Sinking of the Lusitania" First propaganda animation • 	<ul style="list-style-type: none"> • Fleischer Studio opens • Otto Messmer creates Felix the cat "Feline Follies" & Musical Mews" • Walt Disney and Ubbe Iwwerks meet at commercial art studio • Dud Leaves Home (Earl Hurd)

1920	1921	1922	1923	1924
<ul style="list-style-type: none">•	<ul style="list-style-type: none">•	<ul style="list-style-type: none">•	<ul style="list-style-type: none">• Walt Disney moves to Hollywood to joins his brother Roy. Gets contract for Alice cartoons from Margaret Winkler	<ul style="list-style-type: none">•

1925	1926	1927	1928	1929
<ul style="list-style-type: none">•	<ul style="list-style-type: none">• Osamu Tezuka born	<ul style="list-style-type: none">•	<ul style="list-style-type: none">• Ub Iwerks creates Mickey Mouse animates "Plane Crazy" "Gallop in' Gaucho" 700 drawings per day• "Steamboat Willie" first synchronized sound cartoon	<ul style="list-style-type: none">•

1930	1931	1932	1933	1934
<ul style="list-style-type: none"> • Dizzy Dishes first Betty Boop cartoon (Grim Natwick) 	<ul style="list-style-type: none"> • Chuck Jones gets job as a cel washer at Ub Iwerks Studio • Baffle Ball 7 degree sloop table with pins circling 8 holes. Plunger and tilt to control. David Gottlieb created 400 units a day sold for \$16.50. • Ray Moloney of Lion Mfg created Ballyhoo pin ball game. Changed company name to Bally. • Harry Williams (Stanford U. Engineer) bought used pinball games and refurbished. Created Advance first game with anti-tilt. 	<ul style="list-style-type: none"> • The Connecticut Leather Company is established by a Russian immigrant named Maurice Greenberg to distribute leather products to shoemakers. 	<ul style="list-style-type: none"> • King Kong • Harry Williams Contact 1st electric pinball. Scoring pockets kick ball back into play. Recorded score. • German Student Association's Main Office for Press and Propaganda proclaimed a nationwide "Action against the Un-German Spirit," and burn un-German books 	<ul style="list-style-type: none"> • Production starts on "Snow White" – first animated feature • New York City Mayor Fiorello LaGuardia outlaws Pulp Magazines because they are violent and sexy and corrupters of youth.

Pinball pay-out machines looked at as gambling. By the end of the 30s all pin games were made illegal in many states.

1935	1936	1937	1938	1939
<ul style="list-style-type: none"> • “I Haven't Got a Hat” - Friz Freleng first Porky Pig cartoon • August 30th New York Times attacks Pulp Magazines and Pulp Magazine Cover Art. • President Herbert Hoover forms Committee on Resent Social Trends to study the affects of Pulp Magazines on Teen violence. 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • “Porky's Romance” Petunia Pig breaks the 4th wall (Frank Tashlin) • Howard Aiken, Harvard grad student purposes electromechanical calculating device. Gets grant from IBM 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •

1940	1941	1942	1943	1944
<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Disney Strike – May 28th Art Babbit fired for joining union – May 29 300 go out on strike • 	<ul style="list-style-type: none"> • NYC mayor Fiorello LaGuardia outlaws all pinball machines in NYC. Destroyed pinball machines for press conference and new reels. 3,000 pin games destroyed in 3 weeks. 7,000 pound of scrap and 3,000 pounds of balls given to World War II scrap drive. • Harry Williams forms Williams MFG, Company Pinball Company. 	<ul style="list-style-type: none"> • Howard Aiken’s Mark I calculator (50 feet long) 	<ul style="list-style-type: none"> •

1945	1946	1947	1948	1949
<ul style="list-style-type: none"> Mauchly & Eckert ENIAC 17,000 vacuum tube computer. Release plans for EDVAC to Scientific community 	<ul style="list-style-type: none"> Maurice Wilkes build a machine in England, modeled after the EDVAC's design 	<ul style="list-style-type: none"> William Shockley, John Bardeen & Walter Brattain invent transistors at Bell Labs. Because of Anti-trust exemption Bell Labs must license free to U.S. Tokyo Telecommunications Labs (now Sony) one of first foreign licenses had hard time raising \$25,000 licensing fee Gottlieb engineer Harry Mabs invents Flippers and bumpers for Pin Ball trying to prove Pinball was a sport not a gambling game. Humpty Dumpty first flipper game with 6 flippers, 2 at top, 2 in the middle and 2 at bottom. Steven Kordek of Genco Triple Action invents first 2 flipper game. 	<ul style="list-style-type: none"> UNIVAC I 	<ul style="list-style-type: none"> “Fast and Furry-ous” First Roadrunner Cartoon (Chuck Jones and Michael Maltese) Ralph Baer has idea for TV based games. The company he is working for doesn't want to hear about it. Grace Murray Hopper joins Eckert-Mauchly to create early computer prototype.

1950	1951	1952	1952	1954
<ul style="list-style-type: none"> • Crusader Rabbit 1st made for TV animation (Anderson / Ward) premiers Aug. 1 KNBH L.A. • Mauchly & Eckert run out of money go to IBM for backing IBM sees no money in computers Remington-Rand buys company 	<ul style="list-style-type: none"> • Marutoku changes its name to Nintendo, a term meaning "leave luck to heaven." • United States passes new laws regulating slot machines. Marty Bromley, who manages game rooms at military bases in Hawaii, buys machines and opens Service Games (SEGA). • David Rosen, returning from service in the U.S. Air Force during the Korean War, opens Portrait painting business in Japan. • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • David Rosen starts Rosen Enterprises and begins shipping photo booths to Japan. • TRADIC 1st Transistorized Computer • William Shockley Nobel Prize for transistors moves to Palo Alto starts Shockley Semiconductor to build 3 layer diode. When he fails his crew go to Fairchild. • Dr. Fredric Wertham, published Seduction of the Innocent blaming Comic Books for all teen violence. He sees Batman and Robin as homosexual lovers, Wonder Woman has a bondage subtext and was a lesbian, EC Comics were just evil and news vendors are forced to sell objectionable comic books. • Senate Subcommittee on Juvenile Delinquency led by Estes Kefauver destroys Comic Book industry.

1950	1951	1952	1952	1954
	<ul style="list-style-type: none"><li data-bbox="537 277 548 285">•	<ul style="list-style-type: none"><li data-bbox="886 277 896 285">•	<ul style="list-style-type: none"><li data-bbox="1234 277 1245 285">•	<ul style="list-style-type: none"><li data-bbox="1583 277 1908 418">• Comics Code Authority was voluntarily established by publishers to self-censor their Comic Book titles.<li data-bbox="1583 459 1908 600">• EC publisher William Gaines moves to a larger format not subject to the Comic Code and starts Mad Magazine.

1955	1956	1957	1958	1959
<ul style="list-style-type: none"> • Remington-Rand UNIVAC II 500 transistors 	<ul style="list-style-type: none"> • Rosen imports \$200,000 worth of coin-operated electromechanical games to Japan and starts the country's coin-op business. • Connecticut Leather Company starts making plastic toys. 	<ul style="list-style-type: none"> • Fairchild Semiconductor releases smaller transistors 	<ul style="list-style-type: none"> • Physicist Willy Higinbotham of the Brookhaven National Laboratories in New York invents an interactive table-tennis-like game that is displayed on an oscilloscope. • October, Willy Higinbotham creates a tennis game on a oscilloscope for Gov. Lab open house. Does not patent. 	<ul style="list-style-type: none"> • Darby O'Gill and the Little People – Ub Iwerks sodium traveling mat

1960	1961	1962	1963	1964
<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • MIT student Steve Russell Creates Spacewar, the first interactive computer game. 	<ul style="list-style-type: none"> • Nolan Bushnell enters engineering school at the University of Utah. • Steve Russell Spacewar game shows up on school mainframes across the country. Russell programmed Spaceship shooter with Sun with gravity. Other students add star to game. • New York Bishop Burke forbids Catholic school students from dancing to "The Twist." Burke considers R&B music, and its associated dances, to be lewd and un-Christian. • 	<ul style="list-style-type: none"> • "Tetsuwan Atom" AKA Astro Boy - first anime (Osamu Tezuka) Fred Ladd brings Anime to the west • 	<ul style="list-style-type: none"> • Rosen Enterprises, Japan's largest amusement company, merges with Service Games, which now has jukeboxes in over 6,000 locations, to form Sega Enterprises. • Nolan Bushnell Engineer student at University of Utah sees Spacewar and works as Mgr at Amusement park. Get idea for video arcade games.

1965	1966	1967	1968	1969
<ul style="list-style-type: none"> • Ralph Baer begins researching interactive television games at Sanders Associates. • Sega releases Periscope, a game that becomes such a hit in Japan that U.S. and European companies begin importing it. This is Japan 's first amusement game export. Because of the high cost of shipping, U.S. arcade owners charge players \$0.25 per play, setting what will eve price for playing arcade games. 	<ul style="list-style-type: none"> • Kimba the White Lion - Osamu Tezuka/Fred Ladd US producer 	<ul style="list-style-type: none"> • Ralph Baer w/ Bill Harrison and Bill Rusch create a ball and paddle TV game at Sanders. • Against his wishes, Frank Zappa's record company removes eight bars of his song "Let's Make the Water Turn Black." This occurs when a well-intentioned executive from Verve Records hears the lyric, "And I still remember mama with her apron and her pad, feeding all the boys at Ed's café." The executive thinks the referred-to "pad" is a sanitary napkin. • 	<ul style="list-style-type: none"> • Ralph Baer takes out patent on the 1st video game for Sanders Company. • Connecticut Leather Company buys Eagle toys and starts using acronym Coleco. Males home pinball games. 	<ul style="list-style-type: none"> • Gulf & Western purchases Sega. • Nolan Bushnell graduates from the University of Utah and accepts a job in California • Ralph Baer shows his Brown Box console to Sylvania, Philco, Admiral, GE, Zenith and Sears. They all fear it will damage the TV set. Which in truth it can if left on for long times.

1970	1971	1972	1973	1974
<ul style="list-style-type: none"> • RCA wants to buy Sanders to get video game patent. Sanders walks out of deal. • Bill Enders moves from RCA to Magnavox. • Magnavox licenses Ralph Baer’s television game from Sanders Associates. • Nolan Bushnell starts work at Ampex where he meets Ted Dabney • Bushnell begins work on an arcade version of Spacewar called computer Space 	<ul style="list-style-type: none"> • Bushnell quits Ampex in March. Brings his spacewar game to Netting Ass. • Nutting Associates Purchases Computer Space from Nolan Bushnell and hires him to help manufacture it. • Nutting begins shipping 500 units of Computer Space, the first arcade video game machine and the first video game failure. . 	<ul style="list-style-type: none"> • Magnavox begins demonstrating Odyssey in Private showings. Bushnell attends a demonstration of the console on May 24, in Burlingame, California. • Bushnell Leaves Nutting and starts Syzygy with partner Ted Dabney. Finding that the name Syzygy is already taken by a roofing company, they rename their company Atari. (June 27th) Atari engineer Al Alcorn creates Pong. • Magnavox releases Odyssey. • Magnavox sues Atari on grounds that Pong infringes on Ralph Baer's patents. (Some books say Nolan Bushnell decides to settle out of court others that the judge found for Magnavox) The outcome is that videogame companies have to pay royalty to Magnavox/Sanders. 	<ul style="list-style-type: none"> • Taito, Williams, and Midway enter the video game business. • “Heavy Traffic” – film by Ralph Bakshi • Odyssey market crumbles due to dumb marketing by Magnavox. Only selling in Magnavox stores, sales people create myth that you have to have a Magnavox TV to run Odyssey so that they can make money on TV sales. Do not push light rifle and extra game boards. • Magnavox stops production on Odyssey because they do not sell as many as they made. 	<ul style="list-style-type: none"> • Atari Gran Track racing game comes out. • Bushnell forms exclusive contracts with distributors but then forms Kee Games (headed by Joe Keenan) to sell to the distributors locked out by exclusive contract. Autonomous company but bringing out same games under other names. • When Tank becomes giant hit for Kee Games Atari distributors want to change contract. Kee “merged” with Atari. • Bob Brown pushes for home Pong system. Unit has only one game but is color and lower price. • Gran Track - Atari • Tank - Kee Games

1970	1971	1972	1973	1974
	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Atari's Trademark on Pong does not come in quick enough to stop copycat Pong games. 25 competing using the name. Atari only get 10% on 90,000 Pong unit market. Dabney panics and sells out to Bushnell. • Grand Slam Arcade 	<ul style="list-style-type: none"> • Tactical Studies Rules (TSR) was formed as a partnership between Gary Gygax and Don Kaye as a means to publish formally and sell the rules of Dungeons & Dragons, one of the first modern role-playing games. 	<ul style="list-style-type: none"> •

1975	1976	1977	1978	1979
<ul style="list-style-type: none"> • Atari Creates prototypical Home Pong unit and sells idea to Sears Roebuck. • Namco begins making video games. • Strapped for cash, Nolan Bushnell approaches venture capitalist Don Valentine for funding. • Midway Games imports a Taito game called Gunfight, the first game to use a Microprocessor. • Magnavox Re-Releases Odyssey without TV screen overlays. It looks more like the Sears Pong unit. • General Instruments introduces \$5 chip with 4 paddle and 2 shooter games. Coleco first to order only company to get full order in the 60% order shortfall. 	<ul style="list-style-type: none"> • The Connecticut Leather Company, now known as Coleco, releases Telstar, a television tennis game with a price of \$50 sells 1 million units before Father's day. • Fairchild Camera & Instrument releases VES, (later known as Channel F) the first programmable home game to use cartridges. • Exidy Games releases Death Race, a game in which players drive over stick figures. Protests about the game are featured on 60 Minutes. • Bushnell sells Atari to Warner Communications for \$28 million. Stays on as Chairman, Joe Keenan is president. • Mattel Electronics formed. • NBC will not air commercials for Mattel Electronics Missile Attack (1st hand held unit) because the city in game looks like NYC. 	<ul style="list-style-type: none"> • Atari opens the first Pizza Time Theatre. Creates robot animals including Chuck E. Cheese. • Atari releases the Video Computer System, also known as the 2600. B/W / Color switch, Handicap switch, 27 variation games switch, joystick controllers. Rotating colors when not in use avoid TV burn in. • Mattel introduces a line of LED-based handheld video games. • Shigeru Miyamoto joins Nintendo. • Bally releases the Bally Professional Arcade home console. • Nintendo releases its first home video game in Japan. • Star Wars • Atari VCS (Video Computer System) released for X-mas • Fairchild renames VES to Channel F. 	<ul style="list-style-type: none"> • Bushnell is forced out of Atari and buys the rights to Pizza Time Theatre. • Ray Kassar becomes the CEO of Atari. • Nintendo releases Othello, its first arcade game. • Atari releases Football and midway releases Space Invaders. Both games attract record business. • Magnavox releases the odyssey2. • Cinematronics releases Space Wars, an arcade adaptation of the Spacewars game created at MIT. • Mattel re-releases Missile Attack as Battlestar Galactica Space Alert and does good business with TV tie in. • Space Invaders - Taito • Playboy (PBL) • Black Jack (PBL) • Battlestar Galactica Space Alert Mattel • Super Breakout 	<ul style="list-style-type: none"> • Capcom is founded in Japan. • Atari releases Lunar Lander, its first vector-graphics game. Later that year, Atari releases Asteroids, the company's all-time bestselling game. • Atari game designer Warren Robinett introduces concept of "Easter Eggs" to video games by hiding a room with his name in a 2600 game called Adventure. • Mattel Electronics introduces the Intellivision game console. • Milton Bradley releases Microvision, the first handheld programmable game system. • Lunar Lander - Atari • Galaxian - Namco

1975	1976	1977	1978	1979
<ul style="list-style-type: none"> • Don Kaye died of a stroke the Tactic Study Rules partnership was dissolved. Brian Blume and Gary Gygax, the remaining owners, incorporated a new company, TSR Hobbies, Inc. • Gunfight - Taito 	<ul style="list-style-type: none"> • Fairchild releases the VES (Video Entertainment System) 1st game cartridge with game on cartridge (Odyssey cartridge was key to unlock games already on system) 1st cartridge has tic-tac-toe, shooter and 2 art doodle screen draw games. • 1976 • Breakout • Air Combat (ARC) Digital Games Incorporated • Missile Attack - Mattel 	<ul style="list-style-type: none"> • RCA releases Studio II system. It is B/W even on color TVs. Does not do well. Most of the people that have the money to spent have color TV. • General Instruments release new racing and war game chip. Magnavox is 1st to order and builds Odyssey2 around the GI chip. • Coleco release Telstar programmable console. • February at Toy Fair Milton Bradley announces new electronic division . Fools everybody with Comp IV hand held Mastermind game that does not use TV • Mattel follows with hand held sports games, football and autoracing. • Coleco hires Michael Katz from Mattel hand held unit. Creates sports games Head to Head where 2 players compete. • Demolition Derby (ARC) 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> •

1980	1981	1982	1983	1984
<ul style="list-style-type: none"> • Atari releases Space Invaders for the Video Computer System. The practice of selling home versions of arcade hits is started. • Renegade programmers fleeing from Atari create Activision, the first third-party game publisher. • Namco releases Pac-Man, the most popular arcade game of all time. Over 300,000 units are sold Worldwide. • Minoru Arakawa opens Nintendo of America. • Williams releases Defender. • Pacman • Stargate (ARC) Williams • Bridge (2600) Atari • Pinball Hall of Fame - The Williams Collection (PSP) • Asteroid • Flight 2000 (PBL) • Missile Command 	<ul style="list-style-type: none"> • Nintendo releases the arcade game Donkey Kong. • Atari releases Pac-Man for the video Computer System. • Atari releases Tempest. • U.S. arcades revenues reach \$5 billion as Americans spend more than 75,000 man-hours playing video games. • Arnie Katz, Bill Kunkel, and Joyce Worley begin publishing Electronic Games, the first magazine about video games. • Ms. Pac-Man • Turtles Konami arcade • Rally-X – Namco arcade • Donkey Kong (ARC) • Tempest Arcade 	<ul style="list-style-type: none"> • Coleco releases Colecovision • Atari wins lawsuit accusing Magnavox of infringing on its Pac-Man license with K.C. Munchkin. • Atari releases E. T. for the Video Computer System. • Activision releases Pitfall for the Video Computer System. • Atari releases the 5200 game console. • General Consumer Electronics releases the Vectyx. • Midway releases Ms. Pac-Man, the biggest arcade game in American history. • When Warner Communications announces that Atari sales have not met predictions, Warner stock drops 32 percent • Tron • Centipede • Avenger (C64) • King Kong (2600) • Mission Asteroid (A800) • Star Blazer (APL2) 	<ul style="list-style-type: none"> • Nolan Bushnell opens an arcade company called Sente Games. • Yu Suzuki joins Sega. • Sega releases its first home console in Japan-SG-1000. • Cinematronics releases Dragon's Lair, the first arcade game to feature laser-disc technology. Don Bluth (ex-disney animator) directing • Former Philip Morris executive James Morgan replaces Ray Kassas as head of Atari. • Kick Off (C64) • Crossfire (C64) • Star Wars (C64) • Olympic Skier (C64) • Donkey Kong 3 (ARC) • Worms (C64) • Q*Bert's Quest (PBL) • Germany 1985: When Superpowers Collide (C64) 	<ul style="list-style-type: none"> • Nintendo releases the Family Computer (Famicom) in Japan. It is wired you work as a computer. • David Rosen and Isao Okawa purchase Sega Enterprises back from Gulf & Western toy \$38 million. • Coleco begins marketing the Adam Computer. • Hisao oguchi and Yuji Naka join Sega. • Warner Communications sells Atari Corporation to Commodore Computers founder Jack Tamiel but retains the arcade division as Atari Games. • Millipede • Badlands (ARC) • Amazon (C64) • Alien (C64) • Mario Bros (C64) • President Elect: 1984 Edition (C64) • Battle Cross (MSX) • Alley Cat (PC) • Apple Cider Spider (C64)

1980	1981	1982	1983	1984
<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • video game crash • 	<ul style="list-style-type: none"> • TSR developed Dragonlance series of game supplements and trilogy of novels written by Margaret Weis and Tracy Hickman • Thayer's Quest (Laserdisc arcade) • Splat (Arc) • The Day After (C64) • Blue Max 2001 (C64)

1985	1986	1987	1988	1989
<ul style="list-style-type: none"> • Nintendo test-markets the Famicom in New York as the Nintendo Entertainment System (NES). • Russian mathematician Alex Pajitnov designs Tetris • TSR \$1.5 Million losses , embezzlement and fight for control TSR lay offs 75%. Of work force. Many leave to work with Coleco's video game division. • Thunderbirds (C64) • Knockout (C64) • The Bard's Tale (PC) • Norway 1985: When Superpowers Collide (C64) • Zeta 2000 (MSX) 	<ul style="list-style-type: none"> • Nintendo of America releases NES nationwide. • Sega releases its Sega Master System • Atari releases the 7800 game console. • Luxo Jr. – first Pixar short animation • Tenku no shiro Rapyuta aka Castle in the Sky - Hayao Miyazaki • Space Quest: The Sarien Encounter • Aliens (C64) • Trinity (PC) • Popeye (C64) • Shogi (MSX) • Hole in One (C64) • Reach for the Stars (PC) • 10th Frame (MSX) • Trinity (PC) Infocom • Aliens (1986) (C64) • Knockout (1986) (C64) • Popeye (1986) (C64) • Critical Mass (1986) (C64) • Shogi (1986) (MSX) • Reach for the Stars (1986) (PC) • Rampage (ARC) 	<ul style="list-style-type: none"> • Nintendo publishes The Legend of Zelda. • NEC releases the 116-bit/8-bit hybrid PC-Engine game console in Japan. • Sega unveils 16-bit Mega Drive game console. • Roadwar 2000 (C64) 	<ul style="list-style-type: none"> • Square Soft publishes Final Fantasy. • Atari Games releases unlicensed games for the NES under its new Tengen label. • Tonka acquires the U.S. distribution rights to the Sega Master System • Coleco files for bankruptcy. • Rampage (NES) 	<ul style="list-style-type: none"> • NEC brings PC Engine to the United States and releases it as TurboGrafx. • Sega releases Mega Drive in the United States as Genesis. • Nintendo releases Game Boy worldwide. • The Abyss – CGI film effects come of age • Supernudge 2000 (CPC) • 720 (NES)

1990	1991	1992	1993	1994
<ul style="list-style-type: none"> • Nintendo and Atari go to court over the rights to Tetris. • Nintendo releases Super Mario Bros. 3-the most successful non-bundled game cartridge of all time. • NEC releases TurboExpress. • SNK brings 24-bit NeoGeo game console to the United States. • Missouri legislators introduce a bill in January that forbids the sale of records containing lyrics that are violent, sexually explicit or perverse. Similar measures are introduced in 20 other states. 	<ul style="list-style-type: none"> • Nintendo of America releases Super NES. • Sega recreates itself with a new mascot-Sonic The Hedgehog. • Galoob Toys releases the Game Genie. • Capcom releases the arcade game Street Fighter II giving arcades a needed boost • Terminator 2 – CGI films takes a jump forward • Gunship 2000 (PC) • Lemmings 	<ul style="list-style-type: none"> • With Genesis outselling Super NES, Sega effectively takes control of the U.S. console market. • Sega ships Sega CD peripheral for Genesis game console. • Douglas TenNapel and Shiny Entertainment releases Earthworm Jim • Firepower 2000 (SNES) • Game Genie 	<ul style="list-style-type: none"> • Panasonic begins marketing the 32-bit 3DO Multiplayer. • Atari launches the 64-bit Jaguar. • Broderbund publishes Myst for Macintosh Computers. • Id Software publishes Doom for PCs. • Virgin Interactive Entertainment publishes The 7th Guest on PC CD-ROM. • Senators Joseph Lieberman (D. of Connecticut) and Herbert Kohl (D. of Wisconsin) launch a Senate hearings on video game violence. • Dragon's Lair (PC) • Dracula In London (1993) (PC) • Star Fox: Super Weekend (SNES) • Kirby's Adventure (NES) • Championship Pool (SNES) 	<ul style="list-style-type: none"> • The Interactive Digital Software Association is created in response to Senate hearings. • Nintendo releases Donkey Kong Country and retakes control of the U.S. console market. • Sega releases 32x, a peripheral that increases the power of the Genesis. • Sega releases Saturn in Japan. • Sony releases PlayStation in Japan. • Crossfire (C64) • Retribution (PC) • Holiday Lemmings (PC) • The Apprentice (CDI) • Rally Championship (PC) • Sensible World of Soccer(PC) • Chavez (SNES) • Bebe's Kids (SNES) • Brett Hull Hockey (SNES) • Ultimate Body Blows (AMI) • Donkey Kong (GB) • Battlezone 2000 (LYNX)

1995	1996	1997	1998	1999
<ul style="list-style-type: none"> • Sega releases Saturn in the United States. • Sony releases PlayStation in the United States. • Nintendo releases Virtual Boy in the United States. • Nintendo unveils the 64-bit Nintendo 64 game console in Japan. • Toy Story – first all CGI movie • Warhawk • Deadline (PC) • Fahrenheit • Cyberball (C64) • Heat (X360) • Panzer Dragoon (SAT) • Mission Critical (PC) • Monopoly (1995) (PC) • Killer Instinct (GB) • EF2000 (PC) • SimCity 2000 (PC) • SimCity 2000 (MAC) 	<ul style="list-style-type: none"> • Nintendo sells its billionth cartridge worldwide. • Jack Tramiel sells Atari Corporation to disk drive manufacturer JTS. • Nintendo releases Nintendo 64 in the United States. • Nintendo discontinues Virtual Boy. • Sony unveils Crash Bandicoot. • Streetfighter Animation Saturday morning • Area 51 (PC) • Super Dodge Ball (ARC) • Tony La Russa Baseball 3 • Aquanaut's Holiday: Memories of Summer (PS) • FIFA Soccer 96 (PC) • NHL 96 (GEN) • Daytona USA (PC) • Tempest 2000 (PC) • Breakout 2000 (JAG) • Defender 2000 (JAG) • SimCity 2000 (PS) 	<ul style="list-style-type: none"> • Sega discontinues Saturn. • Bandai releases Tamagotchi. • Tiger releases game.com handheld system. • Gumpei Yokoi, the creator of the Game Boy, dies in car accident. • DreamWorks, Universal, and Sega team up to form a new line of super arcades called Gameworks. • Nintendo releases Goldeneye 007 for Nintendo 64. • Square Soft publishes Final Fantasy VII for PlayStation. • In June, Texas Governor George W. Bush signs into law a rider to a state appropriations bill. The rider requires state pension funds to divest any assets that are invested in record companies that produce "obscene" albums. 	<ul style="list-style-type: none"> • Nintendo releases The Legend of Zelda Ocarina of Time for Nintendo 64. • Pokemon, a line of Game Boy role-playing games that have ignited a craze in Japan, comes to American and starts a similar craze. • Bugs Life – Smash Hit Game released for various systems in 1998 and 1999 • Antz – Bombs at boxoffice • Diablo (PS) • Smash Court 2 (PS) • Fallout 2 (PC) • Dune 2000 (PC) • Virus 2000 (PS) • Vegas Games 2000 (PC) 	<ul style="list-style-type: none"> • JTS files for bankruptcy and sells Atari properties to Hasbro Interactive. • SNK Corporation brings the NeoGeo Pocket Color handheld game system to the United States. • Sega releases Dreamcast game console in the United States • Toy Story 2 • The Iron Giant (CGI / 2D film that looks 2D) • Columbine High School Massacre Tuesday, April 20, 1999. Violent movies and video games blamed by lawmakers. • FIFA 2000 (PS) • NHL 2000 (PC) • NASCAR 2000 (N64) • MLB 2000 (PS) • Baseball 2000 (PC) • Supercross 2000 (N64) • Tyrian 2000 (PC) • Bassmasters 2000 (N64) • Max Surfing 2000 (PS) • NBA Live 2000 (PC) • WWF Wrestlemania 2000 (N64)

1995	1996	1997	1998	1999
<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Lord British killed during Ultima Online's beta test August 8, 1997 by Rainz casting fire field spell. Rainz's account was banned for life. • Fable (1997) (PC) • Fate (PC) • J-League Eleven Beat 1997 (N64) • Gamera 2000 (PS) • 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Microsoft Flight Simulator 2000 (PC) • Triple Play 2000 (PC) • Madden NFL 2000 (PS) • NBA Shootout 2000 (PS) • Knockout Kings 2000 (N64) • Dance Dance Revolution Solo 2000 (ARC)

2000	2001	2002	2003	2004
<ul style="list-style-type: none"> • Toshiba and Samsung announce plans to sell Nuon-equipped DVD players. • Sony releases PlayStation 2 in Japan. • Microsoft unveils plans for Xbox video game console at the Game Developers Conference. • Sega launches SegaNet Internet service for Dreamcast. • Sony launches PlayStation 2 in the United States. • SNK discontinues NeoGeo Pocket Color sales in the United States • Superbike 2000 (PC) • NASCAR 2000 (PC) • NASCAR 2000 (GBC) • Cricket 2000 (PS) • Sydney 2000 (PS) • Rugby 2000 (PS) • Carmageddon 3: TDR 2000 (PC) • Faceball 2000 (GB) • BeachHead 2000 (PC) • PGA Championship Golf 2000 (PC) • 	<ul style="list-style-type: none"> • Sega discontinues Dreamcast. • Sega chairman Isao Okawa dies. • Nintendo releases Game Boy Advance in Japan (March) and the United States (June). • Nintendo releases GameCube in the United States. • Microsoft releases Xbox worldwide. • Harry Potter book burns held in cities around America • Dark Age of Camelot (PC) • Bomberman Tournament (GBA) • Euro 2000 (PS) • Knockout Kings 2001 (PS2) • Jampack Summer 2001 (PS2) • Pipo Saru 2001 (PS2) • Treasure Hunt 2001 (PC) • Winged Warrior 2001 (PC) 	<ul style="list-style-type: none"> • Shrek takes Annie and first Oscar for feature animation • The King of Fighters 2001 (NEO) 	<ul style="list-style-type: none"> • SimCity 2000 (GBA) 	<ul style="list-style-type: none"> • After 2 years of lobbying by Larry Loc and a few other board members, ASIFA-Hollywood adds Game Animation to Short Animation Anne Award category. No Game nominated for consideration.

2000	2001	2002	2003	2004
<ul style="list-style-type: none">• Blues Brothers 2000 (N64)• Indy Racing 2000 (N64)• Start-Up 2000 (PC)• Crime Cities (2000) (PC)• Cool Boarders 2001 (PS)	•	•	•	•

2005	2006	2007	2008	2009
<ul style="list-style-type: none"> • With the failure of Gaming to compete in the short animation category ASIFA-Hollywood gives in and starts an game animation category. • First year of Game Animation Anne Award composition. Very few games submitted. Psychonauts , Resident Evil 4, SpongeBob SquarePants: Lights, Camera, PANTS!, Tak The Great Juju Challenge, and Ultimate Spider-Man Nominated. Ultimate Spider-Man wins first Gaming Annie Award. • crash team racing 	<ul style="list-style-type: none"> • Flushed Away The Game Best Animated Game Video Annie Award. • 	<ul style="list-style-type: none"> • E3 splits into a gaming fan show and a small vendor only trade show where freelance and private developers are not welcome.. • Ratatouille – THQ, Inc. Takes Best Video Game Animation at 35th Annie Awards 	<ul style="list-style-type: none"> • Gary Gygax co-creator of D & D dies at 69 Tuesday March 4th • • • • 	<ul style="list-style-type: none"> •

2010	2011	2012	2013	2014
•	•	•	•	•

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