

## List of notable handheld game consoles

(source: [http://en.wikipedia.org/wiki/Handheld\\_game\\_console#List\\_of\\_notable\\_handheld\\_game\\_consoles](http://en.wikipedia.org/wiki/Handheld_game_console#List_of_notable_handheld_game_consoles))

- \* Milton Bradley Microvision (1979)
- \* Epoch Game Pocket Computer - (1984) - Japanese only; not a success
- \* Nintendo Game Boy (1989) - First internationally successful handheld game console
- \* Atari Lynx (1989) - First backlit/color screen, first hardware capable of accelerated 3d drawing
- \* NEC TurboExpress (1990, Japan; 1991, North America) - Played huCard (TurboGrafx-16/PC Engine) games, first console/handheld intercompatibility
- \* Sega Game Gear (1991) - Architecturally similar to Sega Master System, notable accessory firsts include a TV tuner
- \* Watara Supervision (1992) - first handheld with TV-OUT support; although the Super Game Boy was only a compatibility layer for the preceding game boy.
- \* Sega Mega Jet (1992) - no screen, made for Japan Air Lines (first handheld without a screen)
- \* Mega Duck/Cougar Boy (1993) - 4 level grayscale 2,7" LCD - Stereo sound - rare, sold in Europe and Brazil
- \* Nintendo Virtual Boy (1994) - Monochromatic (red only) 3D goggle set, only semi-portable; first 3D portable
- \* Sega Nomad (1995) - Played normal Sega Genesis cartridges, albeit at lower resolution
- \* Neo Geo Pocket (1996) - Unrelated to Neo Geo consoles or arcade systems save for name
- \* Game Boy Pocket (1996) - Slimmer redesign of Game Boy
- \* Game Boy Pocket Light (1997) - Japanese only backlit version of the Game Boy Pocket
- \* Tiger game.com (1997) - First touch screen, first Internet support (with use of sold-separately modem)
- \* Game Boy Color (1998)
- \* Cybiko (Around 1998)
- \* Playblock (around 1998, possibly earlier)
- \* Sony PocketStation (1998) - Japanese only PS1 memory card / portable mini console in one.
- \* SNK Neo Geo Pocket Color (1999)
- \* Bandai WonderSwan (1999) - Developed by Gumppei Yokoi after leaving Nintendo
- \* Bandai WonderSwan Color (2000)
- \* Game Park GP32 (2001) - first with full homebrew support
- \* Game Boy Advance (2001) - First 32-bit handheld
- \* Bandai Swan Crystal (2002) - Minor redesign of WonderSwan Color
- \* N-Gage (2003) - Game system and GSM cell phone (first combination of the two); first included mp3 player and FM radio; **used Bluetooth (first wireless multiplayer)**; first use of GPRS for online play
- \* Game Boy Advance SP (2003) - Redesign of GBA: slimmer, clamshell form factor; frontlit screen
- \* Gameking (2003) - first handheld developed by a Chinese company.
- \* Tapwave Zodiac (2004) - First PDA/game handheld hybrid; Palm OS PDA with game-focused form factor and features
- \* Nokia N-Gage QD (2004) - Redesign of N-Gage, removed mp3 playback and radio
- \* Nintendo DS (2004) - First inclusion of dual screens, built-in microphone, and **Wi-Fi for wireless multiplayer**; touchscreen
- \* PlayStation Portable (2004/2005) - First use of optical media; uses Memory Sticks for saved data; plays movies and music and views JPEG pictures.
- \* Gizmondo (2005) - Uses GPRS network; first inclusion of GPS for location-based games, first built-in camera
- \* Game Boy Micro (2005) - Redesign of GBA; smallest Game Boy form factor to date, first transfective LCD screen in a handheld.
- \* Game Boy Advance SP (Backlit) - A low key re-release of the GBA SP with a backlit screen.
- \* XGP (2005) and Game Park Holdings GP2X (2005) - Successor units to the GP32 handheld, each being developed by the two companies that split off from Game Park.
- \* Ez MINI (2005) by Shanda
- \* Nintendo DS Lite (2006) - Redesign of DS, including smaller size, brighter screen levels, and other subtle changes.
- \* VG Pocket Caplet Upgraded VG Pocket Max.
- \* PlayStation Portable Slim & Lite (2007) - Redesign of PlayStation Portable (PSP), including smaller size, lighter weight, Video out capability, USB charge, and other changes.