



Replace the words in green with the simple past form. Fill in the missing prepositions from the red box.

1889 Fusajiro Yamauchi **begin** manufacturing "Hanafuda" (flower cards) Japanese playing cards in Kyoto.

1902 Mr. Yamauchi **manufacture** the first western-style playing cards in Japan.

1933 The company was **establish** **an** unlimited partnership, Yamauchi Nintendo & Co.

1950 Hiroshi Yamauchi **take** office as President and **head** the manufacturing operation of Yamauchi Nintendo & Co.

1959 The company **start** selling cards printed **Walt Disney characters**.

1963 The company **change** its name **Nintendo Co., Ltd.** and started manufacturing games in addition to playing cards.

1969 Nintendo **expand** and **reinforce** the game department and **build** a production plant in Kyoto, Japan.

1977 The company **develop** home-use videogames 'TV Game 15' and 'TV Game 6'.

1979 Minoru Arakawa **open** Nintendo **America** in New York City.

1981 Nintendo developed and **distribute** the coin-operated video game "Donkey Kong."

1984 The company **launch** the Nintendo Entertainment System (NES)

1989 The Game Boy, the first portable, handheld game system with interchangeable game cartridges, is **introduce** in Japan along **Tetris**.

1990 Nintendo of Europe was **set up** as a wholly owned subsidiary of Nintendo, **base** **Grossostheim, Germany**.

1995 Nintendo **produce** its one billionth game cartridge.

1997 Nintendo introduced the Rumble Pak, which **enable** players to feel the realistic vibrations contained in the game.

1999 Nintendo **release** Pokémons throughout Europe.

2003 January **see** the worldwide announcement **Nintendo's 'mystery system': the Nintendo DS**.

2006 In 2006, Nintendo DS **rise** **the top of the gaming world** **the most popular portable console**.

2009 Wii Fit **return** **a new shape**, with Wii Fit Plus offering users more ways to monitor their fitness.

2010 Summer gaming **get off** to a flying start with Super Mario Galaxy 2 on Wii.

2015 Nintendo **continue** to surprise and delight fans **a strong software line-up that leveraged innovative takes on well-known franchises**.

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