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) Pokémon 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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