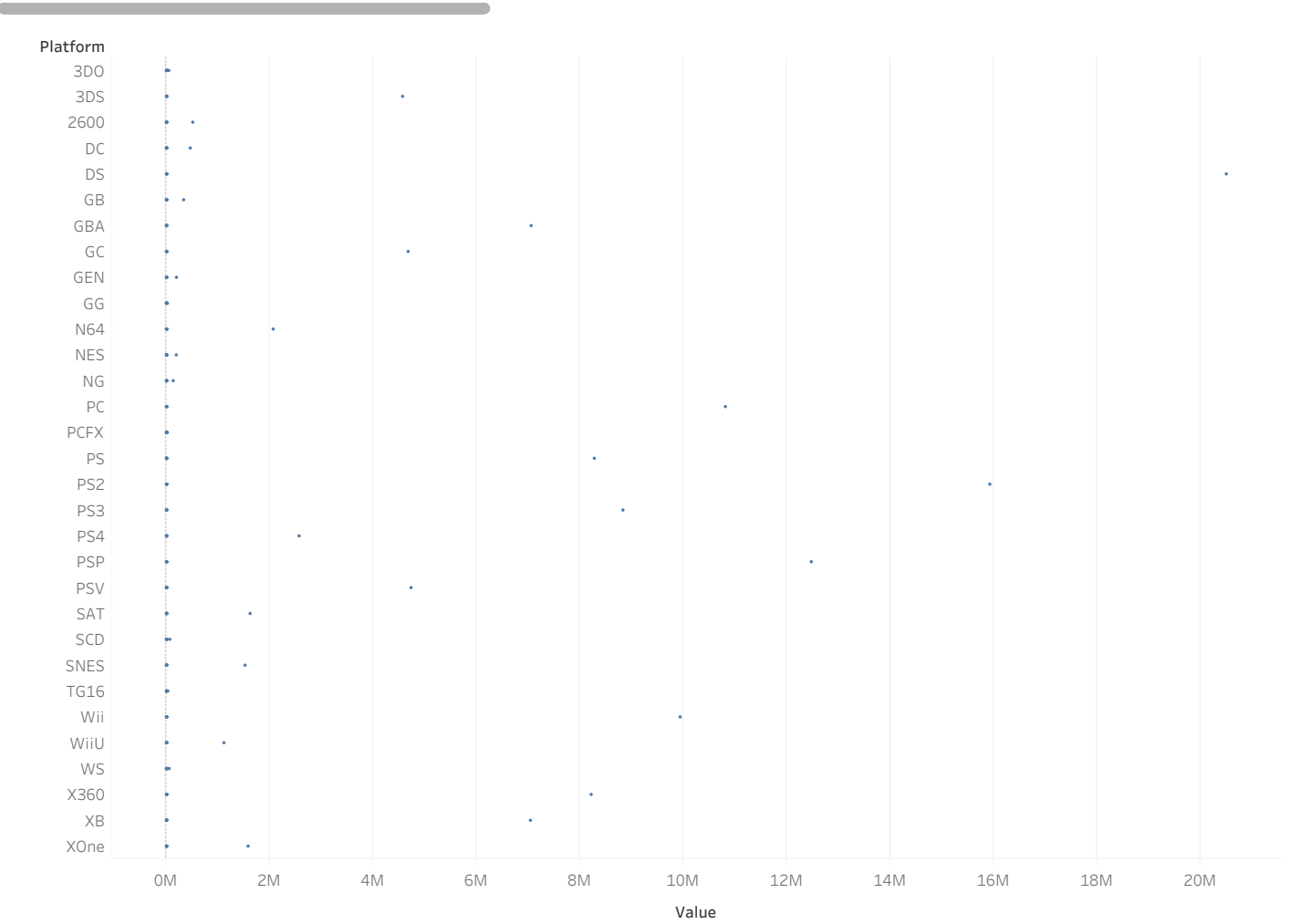


# STORY ABOUT THE VIDEO GAMES SALES

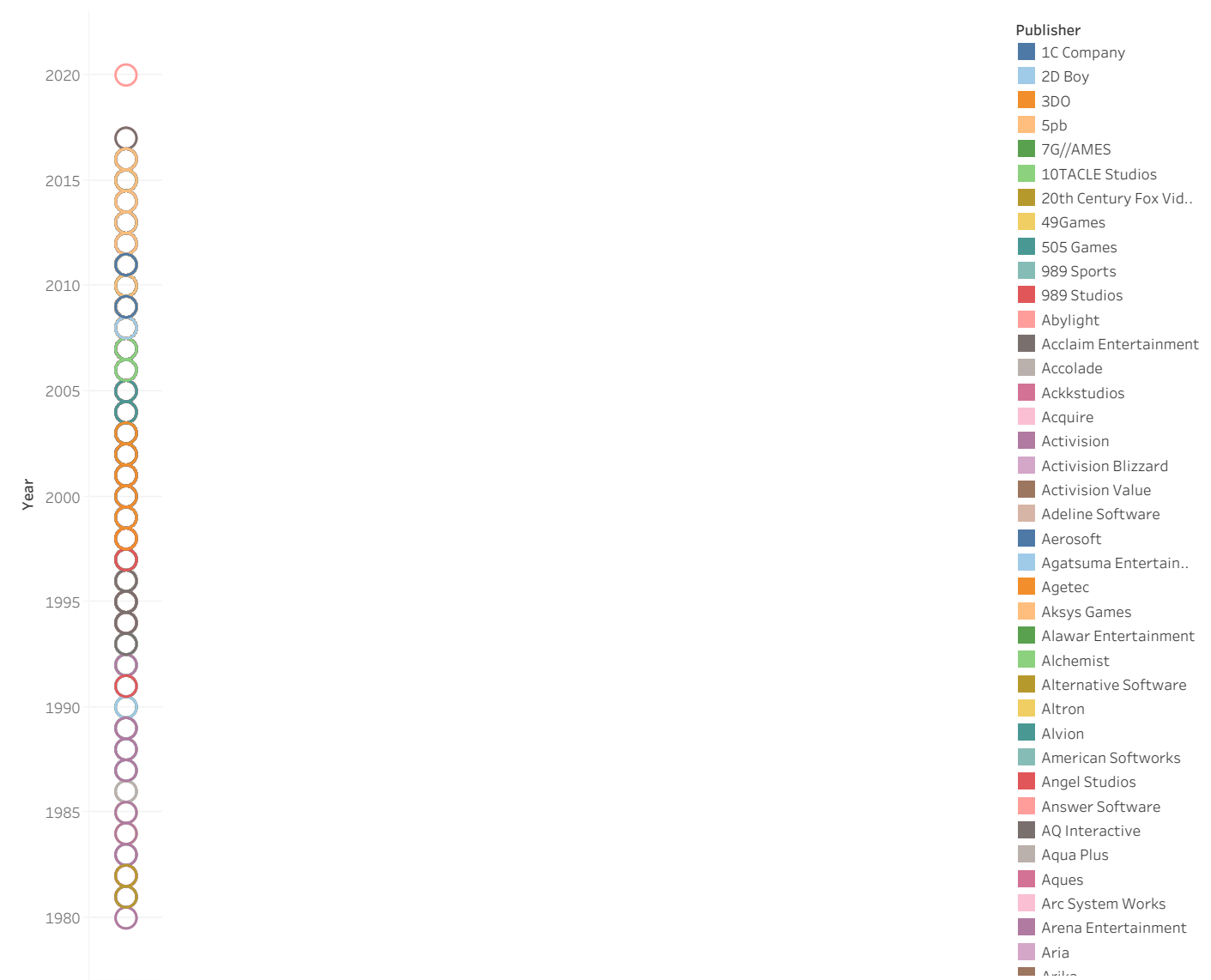
PLATFORM WHICH IS MOST USED:The first video game prototypes in the 1950s and 1960s were simple extensions of electronic games using video-like output from large, ro..

WHEN IT WAS PUBLISHED:Large publishers may also attempt to boost efficiency across all internal and external development teams by providing services such as..



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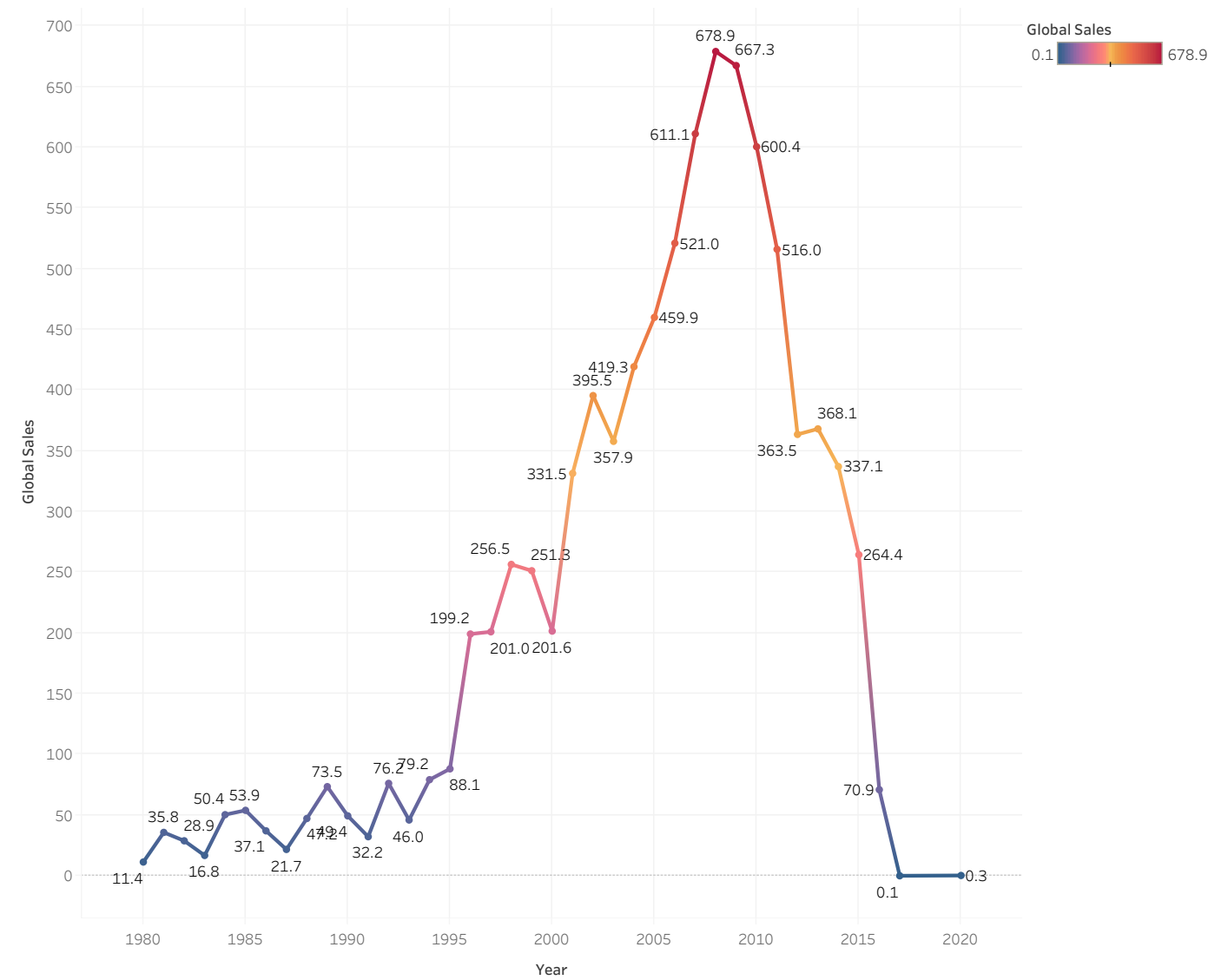
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