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ALL-TIME GAMING RECORDS



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All statistics, facts, and other information in this book are accurate at the time of going to press. Some record-breaking games that feature M-rated (mature) content have been omitted, all the records featured here are for games that you can play.

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COPIES SOLD TO
FANS ALL OVER THE
WORLD, THESE ARE
THE MOST POPULAR
AND SUCCESSFUL
VIDEO GAMES ON
THE PLANET!

MARIO

528 million

N

intendo's mascot has always been a pioneer in both 2-D and 3-D gaming.

First game:

Mario Bros. (1983)

Best-selling game:

Super Mario Bros. (1985)
40m

Most recent game:

Super Mario Odyssey (2017)

Super Mario 64 was a landmark release at launch in 1996, and its perfect 3-D platforming is still almost unmatched over 20 years later. It's also the most popular speedrun game ever—according to the number of recorded runs on speedrun.com, three of the top six are *Mario* games.

With over half a billion copies sold across all mainline titles and spin-offs, it's no surprise that there are tons of records across

the *Mario* series. It has given us gaming's longest-serving voice actor—Charles Martinet has been the voice of Mario since 1995. *Super Mario 64* also has the honor of being the only game to have been a launch title for two different generations of consoles—its original N64 release was followed by a port for the DS launch nearly a decade later. Mario himself also holds the record for being gaming's most prolific character in a single year,

having appeared in nine games back in 2007 alone. Nintendo's superstar has been *extremely* busy over the years!

Did You Know?

Not counting spin-offs, *Mario* platform games alone have sold over 300 million copies!



MARIO'S BLOCKBUSTERS

How the platform hero's biggest games stack up, by games sold

• SUPER MARIO BROS. (NES, 1985)	40.2M	• SUPER MARIO WORLD (SNES, 1991)	20.6M
• MARIO KART WII (WII, 2008)	35.6M	• SUPER MARIO LAND (GAME BOY, 1989)	18.1M
• NEW SUPER MARIO BROS. (DS, 2006)	29.8M	• SUPER MARIO BROS. 3 (NES, 1990)	17.3M
• NEW SUPER MARIO BROS. WII (WII, 2009)	28.4M	• MARIO KART 7 (3DS, 2011)	13.6M
• MARIO KART DS (DS, 2005)	23.2M	• SUPER MARIO 64 (N64, 1996)	11.9M

TETRIS

495 million

First game:

Tetris (1984)

Best-selling game:

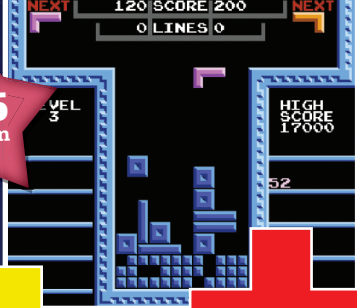
Tetris (mobile) (2008)

425m

Most recent game:

Puyo Puyo Tetris (2017)

Many people think this Russian classic is the perfect video game. It's so simple yet so satisfying, and every well-planned Tetris (the act of clearing four lines at once with a single block) feels like a win. Don't let that simplicity fool you, though. The franchise has also given us what may well be the world's hardest puzzle game! Arcade release *Tetris The Grand Master 3: Terror-Instinct* gets so hard that blocks can drop instantly and even turn invisible towards the end of a run. Only six players are known to have ever achieved Grand Master rank in this game!



Did You Know?

The original Game Boy Tetris release was the handheld's best-selling game, with around 35 million units shipped in total!

POKÉMON ^{290 million}

First game:
Pokémon Red/Blue/Green (1996)
 Best-selling game:
Pokémon Red/Blue/Green (1996) 31m
 Most recent game:
Pokémon Ultra Sun/Moon (2017)

As a true multimedia phenomenon, *Pokémon's* long list of records expands well beyond gaming. It has the longest-running gaming anime tie-in with over 1,000 episodes in total, as well as the record for tie-in movies with a whopping 20! No gaming series can beat it in the trading card field either, with over 75 sets released in English featuring almost 9,000 unique cards! Back on the gaming side, it's the RPG with the highest number of unique recruitable characters, with over 800 in the latest games. There are also some interesting records within the Pokémon world itself. Cosmoem is a curious example—weighing in at 2,204.4lb (999.9kg), it is the heaviest Pokémon while also being the smallest, a tiny 4 inches (10cm) tall!



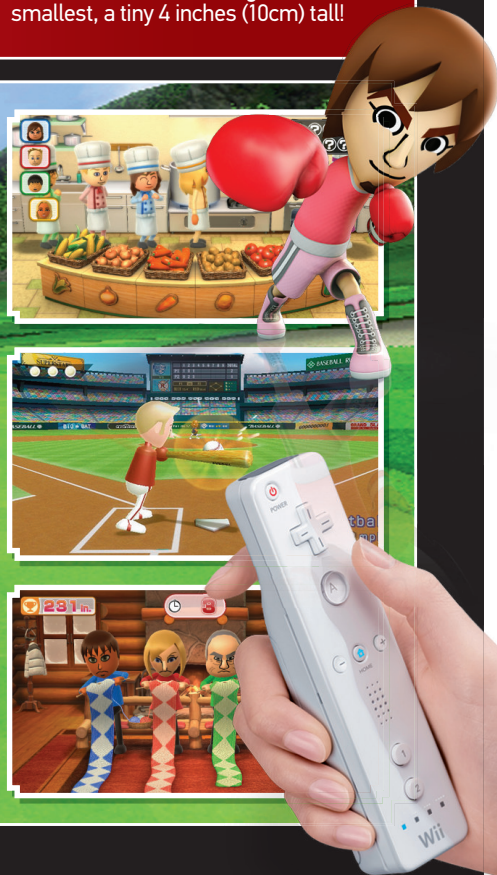
202 million

WII

First game:
Wii Sports (2006)
 Best-selling game:
Wii Sports (2006) 83m
 Most recent game:
Wii Sports Club (2014)

The Wii spawned a whole line of games named after the console, starting with launch title, *Wii Sports*.

The sequel, *Wii Sports Resort*, greatly improved accuracy by being the first game to support the Motion Plus add-on for greater control precision, while *Wii Fit* capitalized on the machine's huge install base to turn it into a home fitness tool. These games showcased the power and potential of motion controls, making this arguably the series with the greatest influence over its generation—it led the way for Microsoft's Kinect add-on and Sony's Move controllers.



THE SIMS

First game:

The Sims (2000)

Best-selling game:

The Sims (2000) 16m

Most recent game:

The Sims 4 (2015)

200 million

This life sim started as a spin-off from the popular *SimCity* series. It pulled the camera in closer to let players manage the day-to-day lives of the city's residents. The series quickly found a lot of fans—players have lived dream lives, landed the perfect jobs, and built their ideal homes in the games. There's seemingly no limit to the kind of stories it can tell. While not the first game to feature its own original language (that's 1990 fantasy RPG *Ultima VI* and its gargoyle language, Gargish), it does boast the first major music video recorded in a fictional game language—Lily Allen recorded a version of "Smile" in Simlish!



Did You Know?

EA had modest expectations for the first game. It did a little better than the predicted 200,000 copies, though, shifting an incredible 16 million in total!



FIFA

200 million

First game:

FIFA International Soccer (1993)

Best-selling game:

FIFA 17 (2016) 17m

Most recent game:

FIFA 18 (2017)

While it might not be the longest-running annual sports game (that's *Madden*), EA's *FIFA* series is easily the most successful. It has evolved massively since its creation—the isometric pitch and generic sprite players of the original have been replaced with the ultimate digital recreation of the game day experience.

It's a transformation that began a long time ago too. Even as early as the PS1 games, EA was using actual broadcast commentators and real-world players and teams to give the most authentic soccer experience possible. Sometimes EA has been known to take this realism too far, though—*FIFA 2001* had a scratch-and-sniff disc that let players actually smell the pitch!