

# *Magical* CONSOLE WARRIORS



**BY  
ERIC KIM**

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*For all of the unsung developers  
Who helped create great memories,  
inspired generations,  
and pioneered a new medium--  
This one's for you!*



# *A Magical* **INTRODUCTION**

This is, by no means, a complete listing of all the consoles that have come out from the 50's until today. The history of console computing is vast and global, and had I stuck with that, I would have drowned in research and, most likely, would still be drawing this zine today. As it stands, the PS5 isn't included, and that's only because I stopped drawing these before it was announced.

The consoles in this collection are simply the ones that I remember, and are the ones that I'm fond of. Maybe one day I'll go back into doing more of them and complete the collection.

One thing that I tried to do, that some people noted, was to try and match the anime style of the time to the release of the console. This led to some fun reading and research, and helped give a historical context to the systems. Matching art styles, aesthetics and doing as much as I could in visualizing a personification of the various systems. Had I been more thorough, I might have gone so far as to also try and match up with local country fashions at the time.

Overall, I'm proud with what I've accomplished with it. I hope you enjoy it as well.

**Eric Kim**  
2021



*Magical*  
CONSOLE WARRIORS



*The First*  
**GENERATION**



# ODYSSEY

FIRST GENERATION



**COLOR TV-GAME**



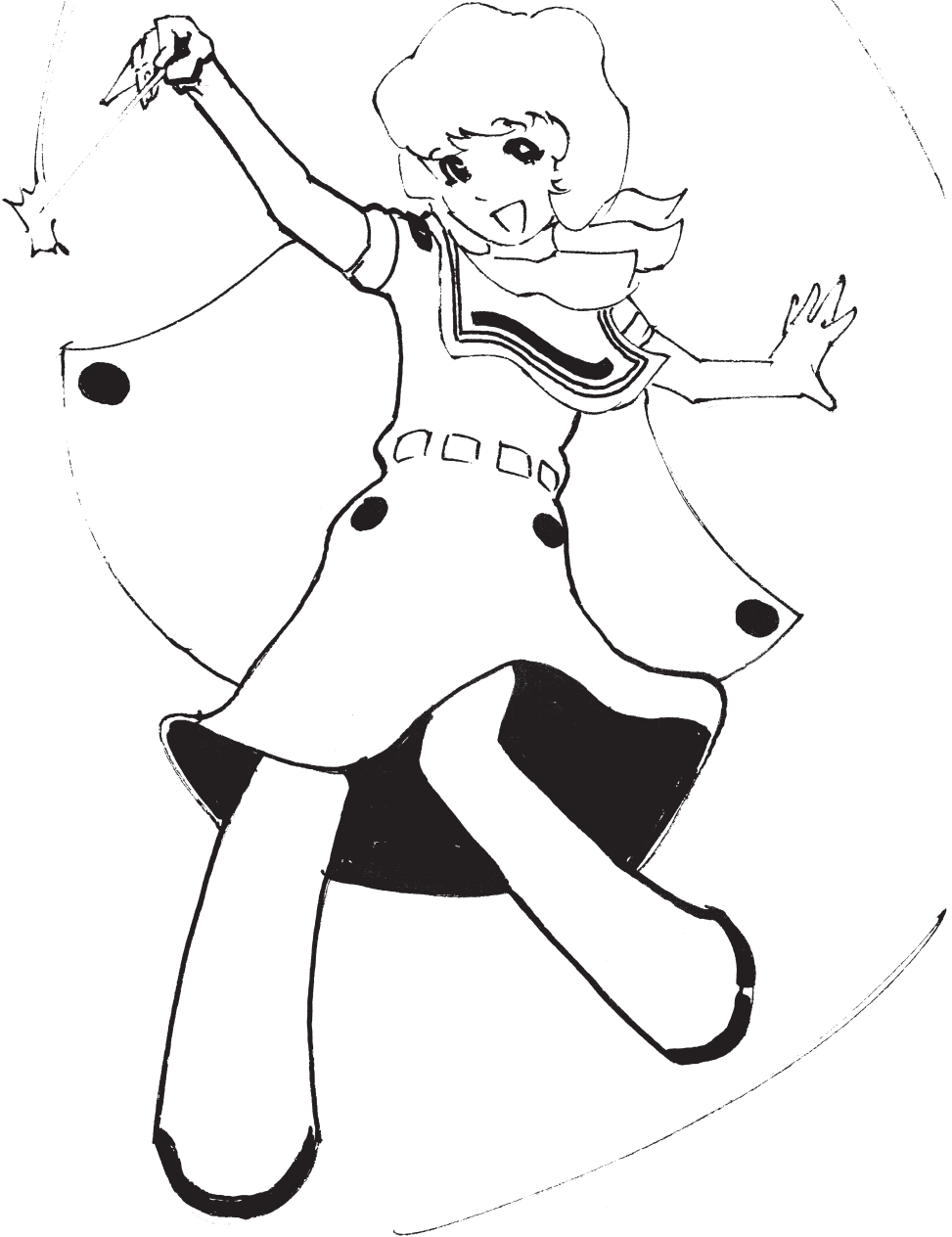


COLECO

TELSTAR™

# テレビテニス

EPOCH  
ELECTROTENNIS  
SIMULATOR



*The Second*  
**GENERATION**



ATARI® 2600™

SECOND GENERATION



MATTEL ELECTRONICS  
**INTELLiVISION**



# COLECO VISION

SECOND GENERATION





*Bally*  
astrocade

FAIRCHILD

CHANNEL F

SECOND GENERATION



**Vectrex**



# POWERGEAR 2

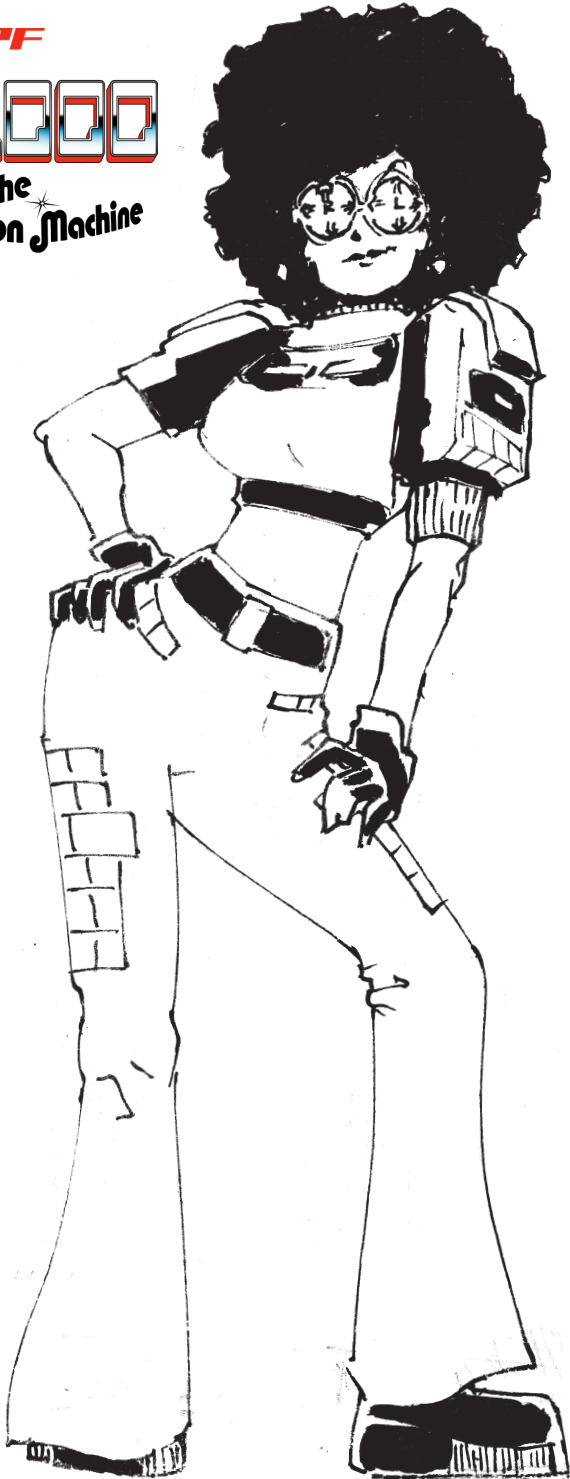
SECOND GENERATION



**APF**

**AP 1000**

*The  
Imagination Machine*



**ARCADIA-2001**



 *Emerson*

SECOND GENERATION



ATARI 5200



*The Third*  
**GENERATION**



# SG-1000

THIRD GENERATION



# ATARI 7800



# FAMILY COMPUTER

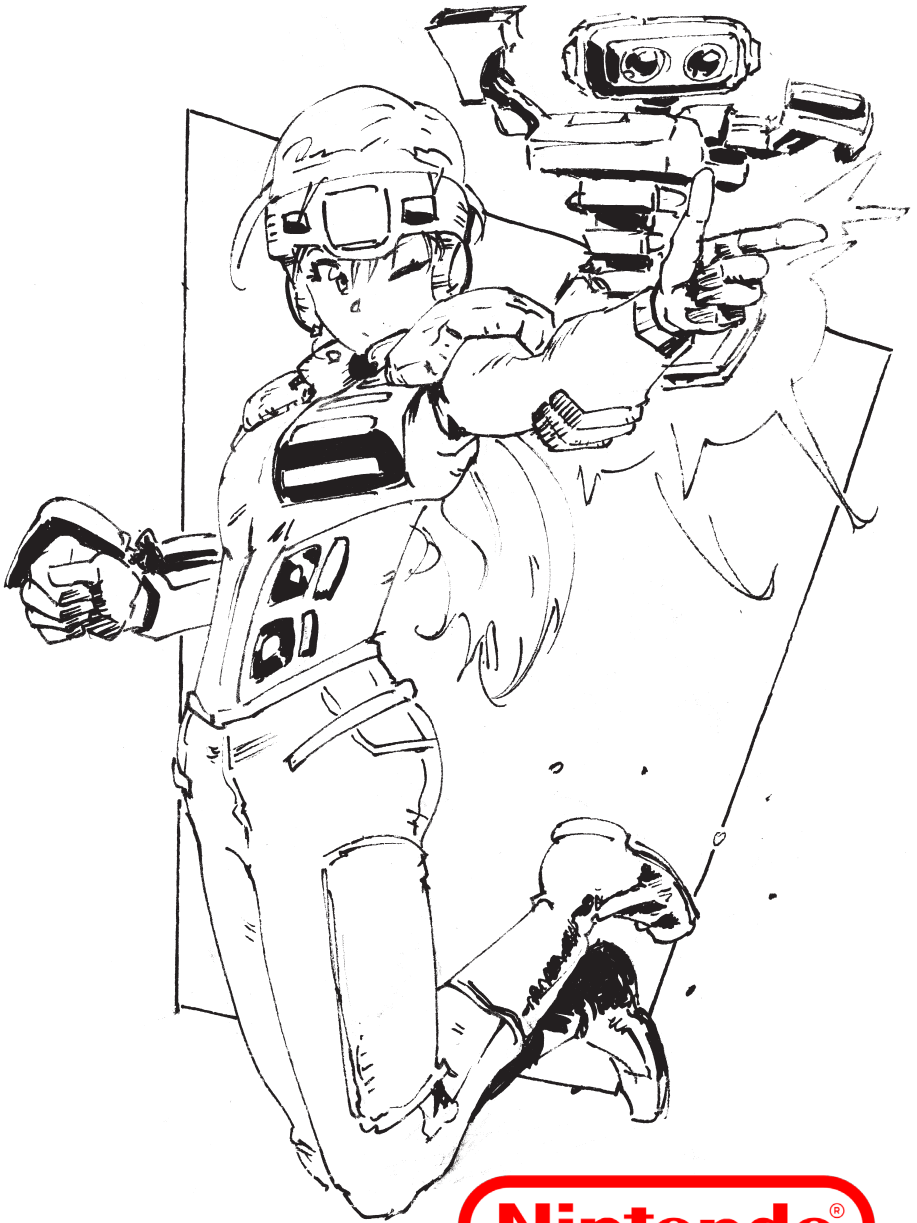
ファミリ-コンピュータ

THIRD GENERATION



SEGA  
Master System™





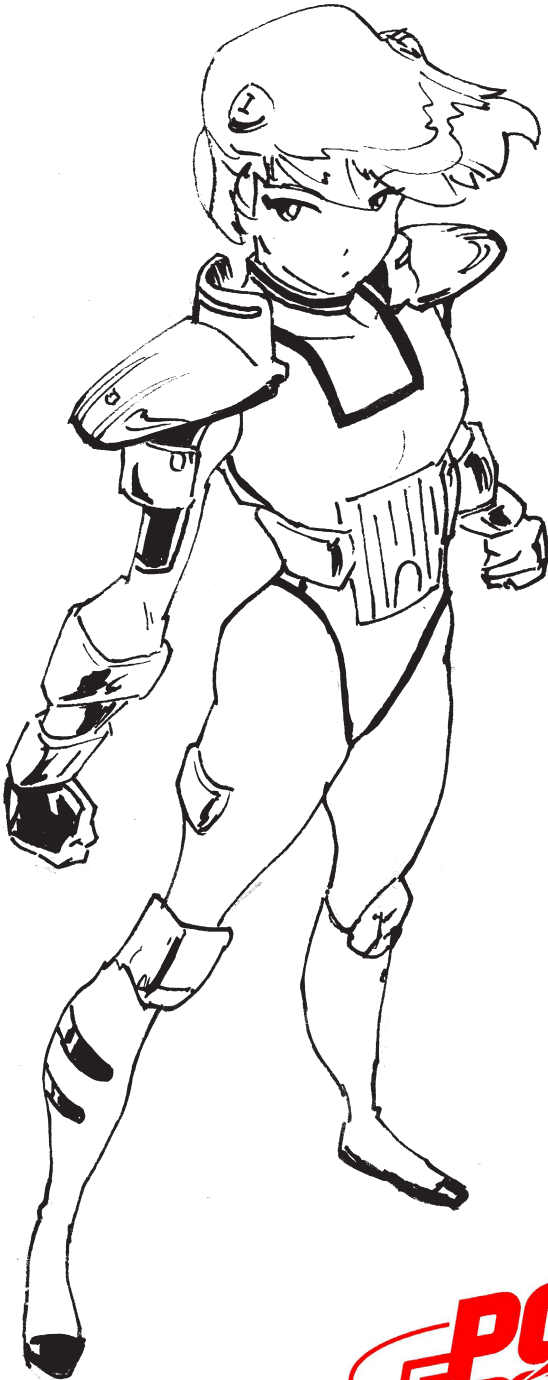
**Nintendo®**

**ENTERTAINMENT  
SYSTEM**

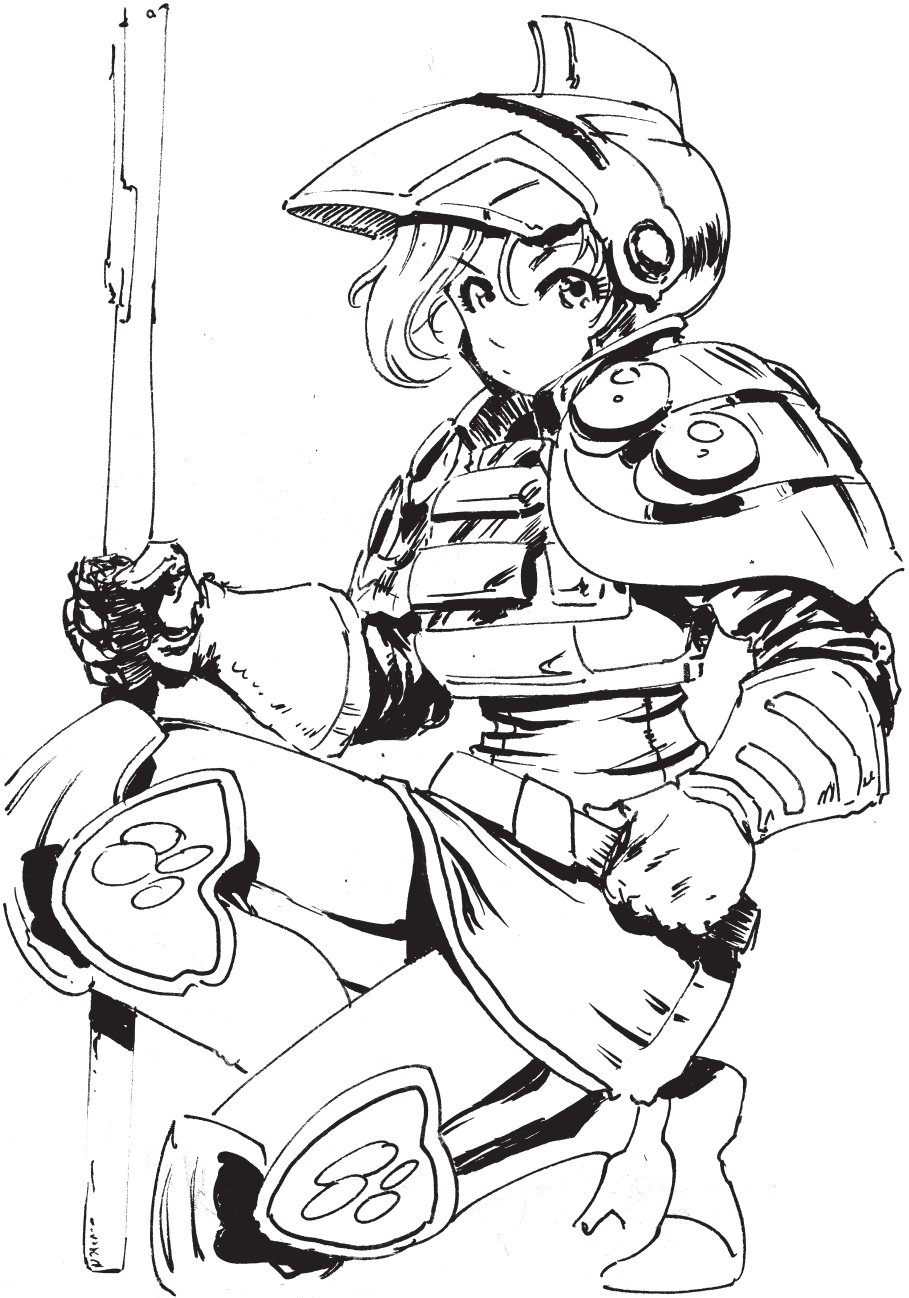


*The Fourth*  
**GENERATION**





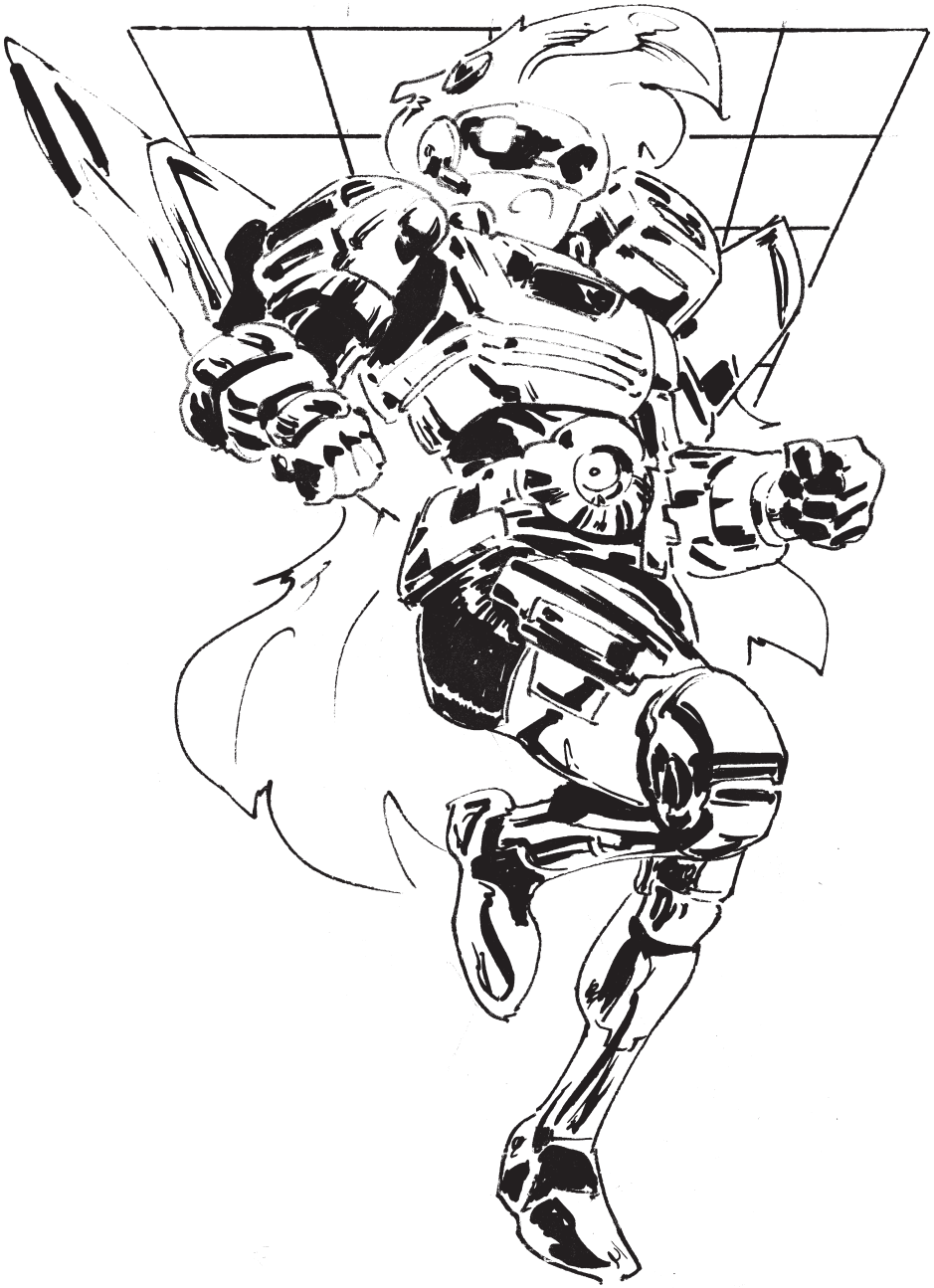
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





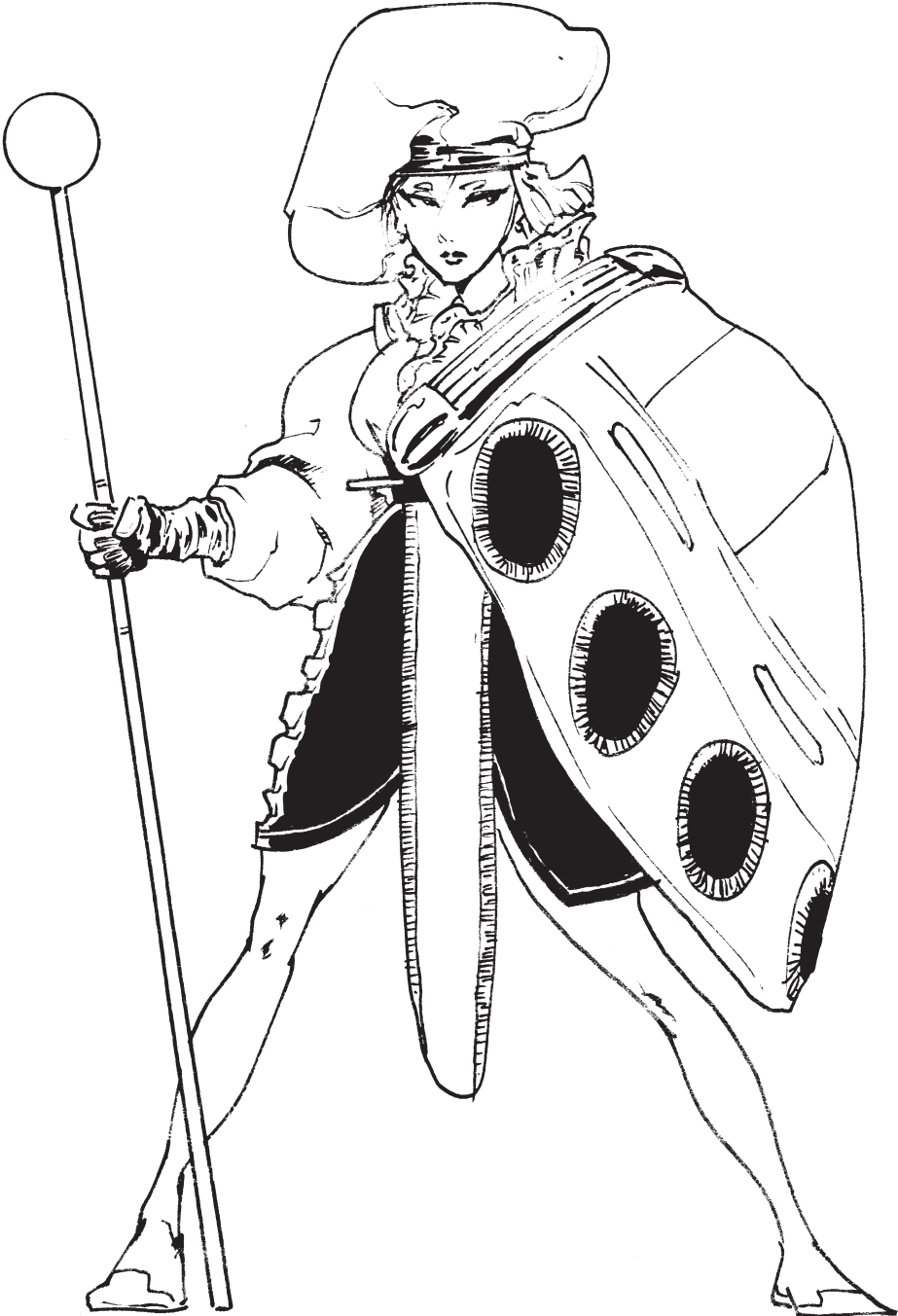
CD-i





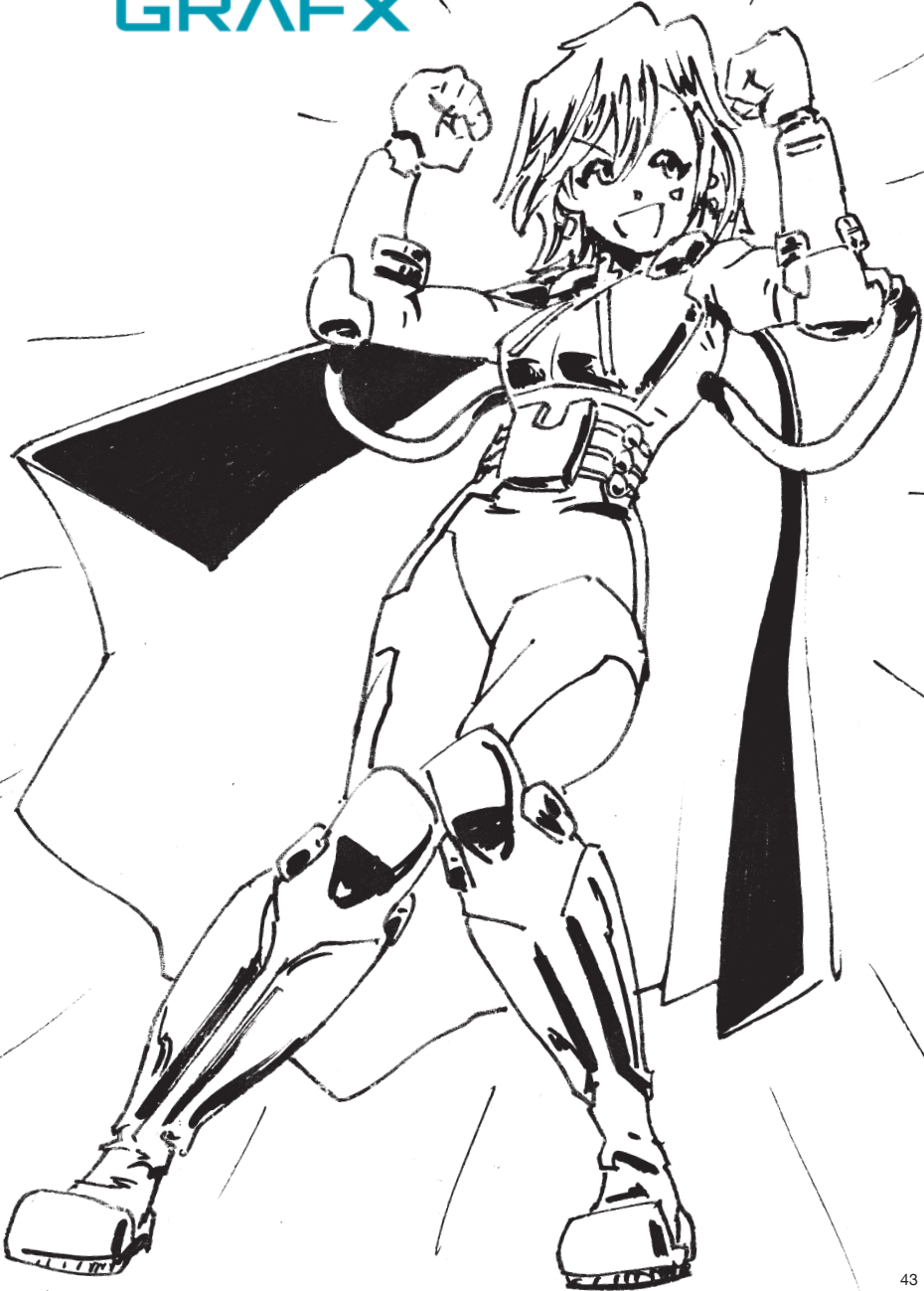
LaserActive  
LaserActive

# NEO·GEO



# SUPER GRAFX

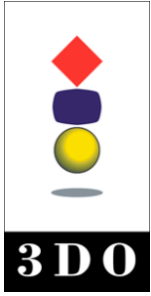
FOURTH GENERATION





*The Fifth*  
**GENERATION**





# JAGUAR

G A B I T



**AMIGA CD<sup>32</sup>**

FIFTH GENERATION





SEGA SATURN





たしなむ...  
のしづめの...  
来れて...  
をこ...  
借り...  
——

としたり...  
ふんの...  
小場所...  
...

# PIP P!N



あまのふりまふまふ  
思ふるせし式を見つて驚かちる式かお  
ふふふふふふふふふふふふふふふふ  
ふふふふふふふふふふふふふふふふ  
ふふふふふふふふふふふふふふふふ  
中の人騒の各ふふ



NINTENDO<sup>64</sup>





*The Sixth*  
**GENERATION**

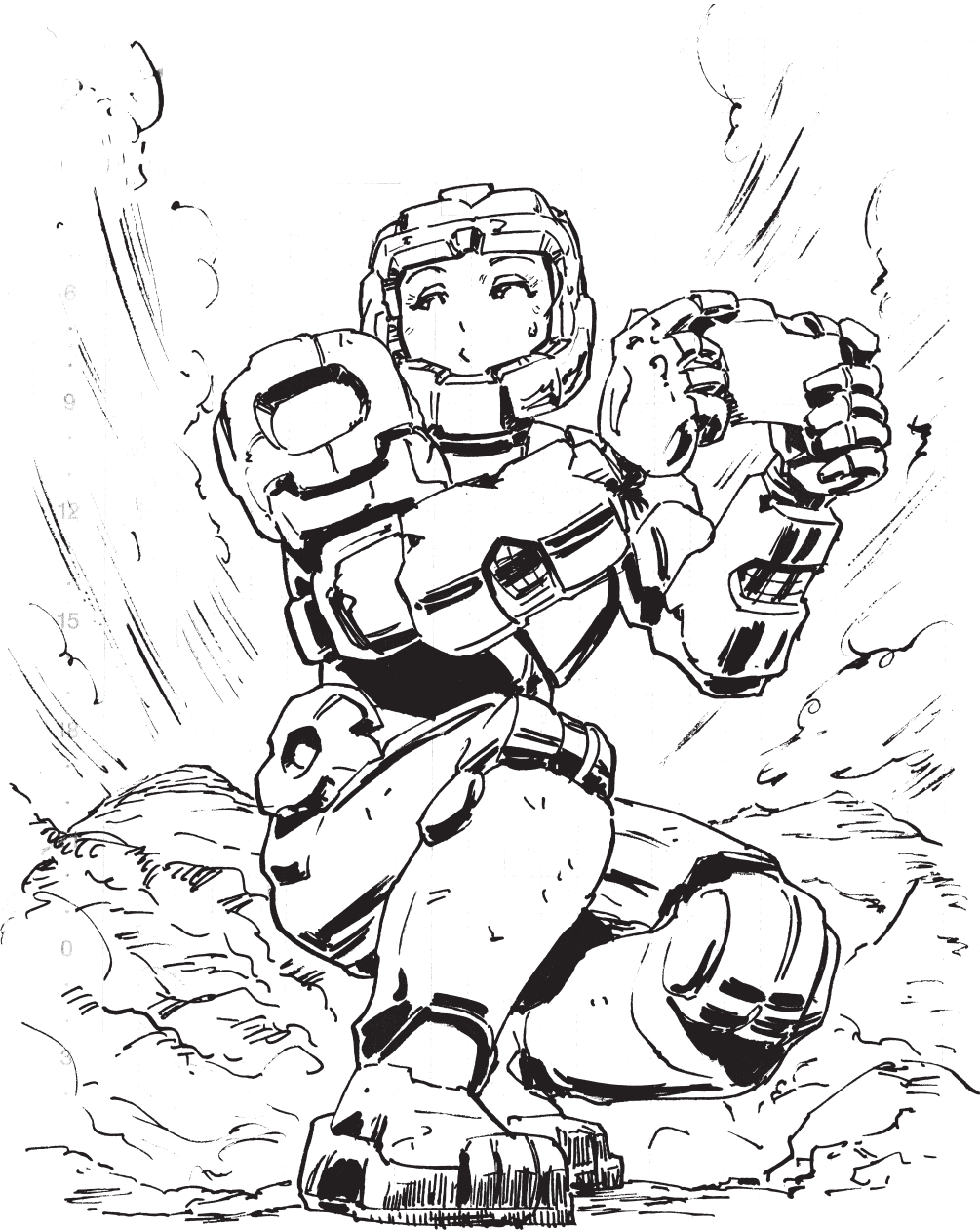




Dreamcast™



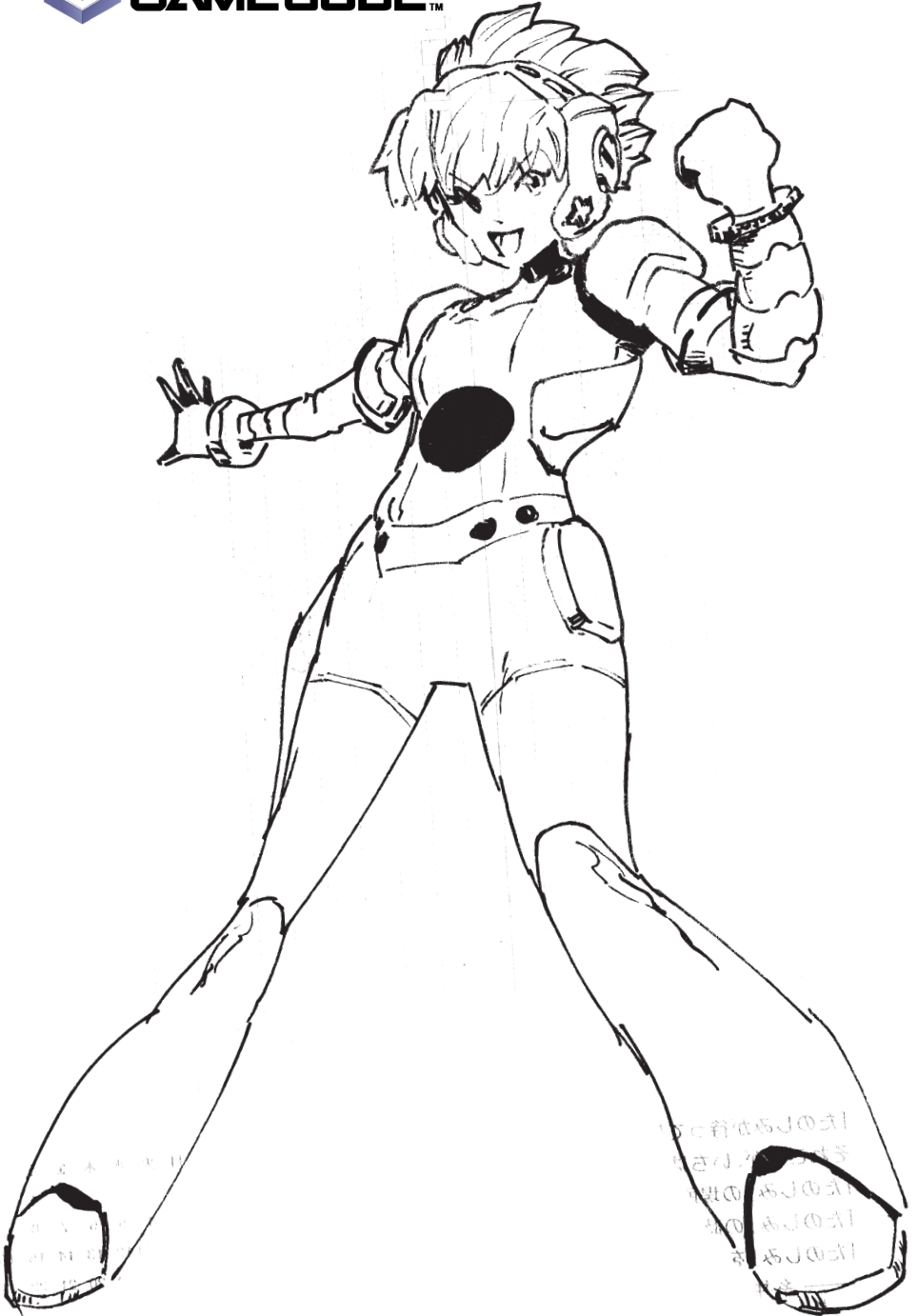
XBOX



6  
9  
12  
15



 NINTENDO  
GAMECUBE™



*The Seventh*  
**GENERATION**



# PS3

PlayStation 3

SEVENTH GENERATION



12  
.  
15  
18  
0  
.  
3

とになっちゃけると、「ふつ々の服」が欲  
ふつ々の服」が見つからなかったからです。  
1に、そんな「ふつ々の服」を自分で作ってみよう。  
っかけです。  
さんインタビュー 8年目の「ふつ々の服」

XBOX 360.





Wii™



*The Eighth*  
**GENERATION**

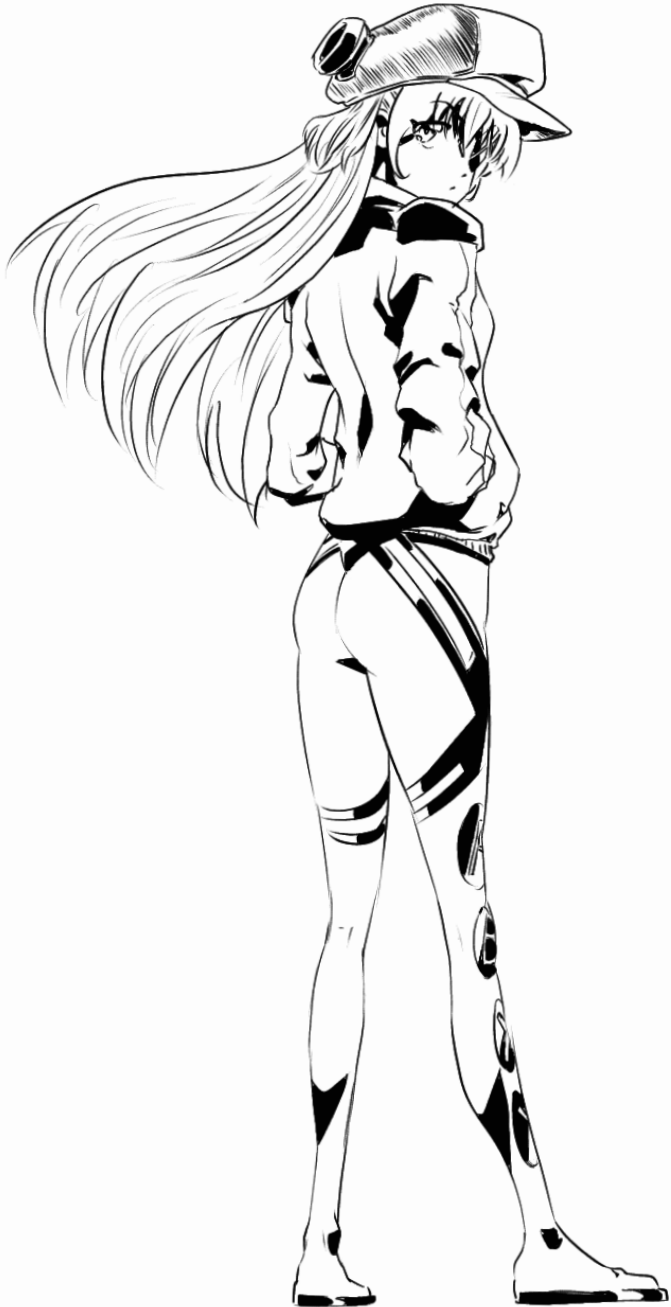






 PS4™

# XBOX ONE





# *Acknowledgements*

This project would have been impossible to do without my friends egging me on to finish this, the support of my wife, and friends I made through twitter. So for everyone out there that contributed in your own way, I owe you a debt of thanks.

And if any of this stuff is incorrect, well, blame the wikipedia.



# *About the Author*

Eric Kim is a comic artist and illustrator.  
His work can be seen at [inkscratch.com](http://inkscratch.com).

*Magical*  
CONSOLE WARRIORS