

It's Toy Time Great Ideas Endure



Entrepreneurship isn't all fun and games. But, some of the best entrepreneurial ideas have been the creation of toys and games. The best entrepreneurial ideas endure. And, the best evidence of this is how long some of our classic toys and games have been around.

Can you name ten all-time classic toys/games developed before 1980 that are still on the market today? And, when do you think they were invented?

Toy/Game	Company	Year Introduced

Source: GoVenture Education IdeaBook



Best Selling Video Game Franchises

Entrepreneurship isn't all fun and games. But, some of the best entrepreneurial ventures have been creating computer and video games (especially in the last two decades).

What do you think are the top ten best-selling video game franchises (according to Wikipedia) as of February 2009?

Rank	Game "Franchise"	Release Date	Unit Sales
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Source: Wikipedia

It's Toy Time

Great Ideas Endure



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Toy/Game	Company	Year Introduced
Monopoly	Parker Brothers, Div. of Hasbro, Inc.	1935
Parcheesi Game	Milton Bradley Co., Div. of Hasbro, Inc.	1867
Crayola Crayons	Binney & Smith, Inc.	1903
Teddy Bears	Made by many companies today	1903
Tinkertoys	Playskool, Div. of Hasbro, Inc.	1914
Lincoln Logs	K'NEX Industries, Inc.	1916
Yo-Yo	Duncan Toys Company	1929
LEGO Building Sets	LEGO Systems, Inc.	1930
Sorry Game	Parker Brothers, Div. of Hasbro, Inc.	1934
View-Master 3-D Viewer	Fisher-Price, Div. of Mattel, Inc.	1938
Chutes and Ladders	Milton Bradley Co., Div. of Hasbro, Inc.	1943
Scrabble Game	Milton Bradley Co., Div. of Hasbro, Inc.	1948
Clue	Parker Brothers, Div. of Hasbro, Inc.	1949
Silly Putty	Binney & Smith, Inc.	1950
Mr. Potato	Head Playskool, Div. of Hasbro, Inc.	1952
Matchbox Cars	Mattel, Inc.	1954
Play-Doh	Hasbro, Inc.	1956
Barbie	Mattel, Inc.	1959
Etch-A-Sketch	The Ohio Art Company	1960
G.I. Joe Hasbro, Inc.	Hasbro, Inc.	1963
Easy Bake Oven	Hasbro, Inc.	1963
Spirograph	Milton Bradley Co., Div. of Hasbro, Inc.	1966
Twister	Milton Bradley Co., Div. of Hasbro, Inc.	1966
Battleship	Milton Bradley Co., Div. of Hasbro, Inc.	1967
Nerf Balls	Hasbro, Inc.	1970
Rubik's Cube	OddzOn, Div. of Hasbro, Inc.	1979

Source: [GoVenture Education IdeaBook](#) and [Wikipedia](#)

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Rank	Game "Franchise"	Release Date	Sales (in millions of copies)
1	Mario (originally known as Jumpman)	1981	201
2	Pokemon	1996	186
3	The Sims	2000	100
4	Need for Speed	1994	Almost 100
5	Final Fantasy	1987	85
6	Grand Theft Auto	1997	70
7	Madden NFL	1988	70
8	Tetris	1985	70
9	FIFA (Soccer)	1993	65
10	Tom Clancy (Ghost Recon, Rainbow Six, Splinter Cell)	1998	55
11	The Legend of Zelda	1987	52 million

Source: Wikipedia

