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Atari Jaguar gaming system

[Worst Consoles Developed by Man](#)

Some of them make you wonder 'how did they even sell one?'

If you're the proud owner of one of the following consoles listed below, don't feel bad about yourself. GamePro's list of "10 Worst-Selling Consoles of All Time" says that these particular consoles just didn't sell well, but for all we know, they could have rocked many kids' childhood. Look at the PS3. It's a tremendously powerful console yet it hardly sells anywhere on the globe. So here's the list of the ten worst selling gaming machines the world has ever seen, starting from the 10th ending with the 1st, meaning that particular one sold the worst: 10 - Dreamcast 09 - [TurboGrafx-16](#) 08 - [Sega Saturn](#) 07 - Sega CD 06 - 3DO 05 - Virtual Boy 04 - CD-i 03 - Atari Jaguar 02 - Sega 32X 01 - Apple Pippin I didn't know that Sega's Dreamcast did so bad, not to mention the Sega Saturn. I really thought it was right up there with Nintendo's NES and SNES consoles. Guess I was wrong. As for the Sega CD, that much I did know (that it almost destroyed the company): CDs were back then just as Blu-ray is today: expensive. But the real problem was actually the timing. Sega relied on a CD add-on unit for the Genesis quite a lot, only the 16-bit era was coming to an end. By the time Sony had released their PlayStation console, the Sega CD hadn't sold more than 6 million units, as GamePro reports; and not only did it sell bad, but it brought bad name for the company too. My personal opinion is that the Atari's Jaguar should have occupied position number one. Leaving aside the fact that it had only one cool game (Tempest 2000), while the rest were horrible even for a 16-bit console (and this one had 32), I indulge you to click on the picture on your left and take a look at that controller. What on Earth is that? The writer of Star Trek would laugh at that.