

679. Con CD ROM

Voyager Golden Record

D. Drake, Ann Druyan, Timothy Ferris, Jon Lomberg, and Linda Salzman. A CD-ROM version was issued by Warner New Media in 1992. Author Ann Druyan, who later - The Voyager Golden Records are two identical phonograph records, one of each which were included aboard the two Voyager spacecraft launched in 1977. The records contain sounds and data to reconstruct raster scan images selected to portray the diversity of life and culture on Earth, and are intended for any intelligent extraterrestrial life form who may find them. The records are a time capsule.

Although neither Voyager spacecraft is heading toward any particular star, Voyager 1 will pass within 1.6 light-years' distance of the star Gliese 445, currently in the constellation Camelopardalis, in about 40,000 years.

Carl Sagan noted that "The spacecraft will be encountered and the record played only if there are advanced space-faring civilizations in interstellar space, but the launching of this 'bottle' into the cosmic 'ocean' says something very hopeful about life on this planet."

List of Nintendo Entertainment System games

on May 25, 1995. As was typical for consoles of its era, the Famicom used ROM cartridges as the primary method of game distribution; each cartridge featured - The Family Computer/Nintendo Entertainment System has a library of 1376 officially licensed games released during their lifespans, plus 7 official multicarts and 2 championship cartridges. Of these, 672 were released exclusively in Japan, 187 were released exclusively in North America, and 19 were released exclusively in PAL countries. Worldwide, 521 games were released.

Its launch games for the Famicom were Donkey Kong, Donkey Kong Jr., and Popeye. Only first-party titles were available upon launch, but Nintendo started a licensing program the following year that allowed third-party companies such as Namco, Hudson Soft, Taito, Konami, Bandai, and Capcom to create titles and produce their own cartridges for the Famicom in exchange for royalty payments; Nintendo later revised the program to mandate itself as the producer of all cartridges while carrying it with the console outside Japan. The launch games for North America were: 10-Yard Fight, Baseball, Clu Clu Land, Duck Hunt, Excitebike, Golf, Gyromite, Hogan's Alley, Ice Climber, Kung Fu, Pinball, Soccer, Stack-Up, Super Mario Bros., Tennis, Wild Gunman, and Wrecking Crew. The final licensed game released is the PAL-exclusive The Lion King on May 25, 1995.

As was typical for consoles of its era, the Famicom used ROM cartridges as the primary method of game distribution; each cartridge featured 60 pins, with two pins reserved for external sound chips. For the console's North American release in 1985 as the Nintendo Entertainment System, Nintendo redesigned the cartridge to accommodate the console's front-loading, videocassette recorder-derived socket by nearly doubling its height and increasing its width by one centimeter (0.39 in), resulting in a measurement of 13.3 cm (5.2 in) high by 12 cm (4.7 in) wide. Referred to as "Game Paks", each NES cartridge sported an increased total of 72 pins, with two pins reserved for the CIC lockout chip and ten pins reserved for connections with the console's bottom expansion port. However, the two pins for external sound were removed and relocated to the expansion port instead; any Famicom game using them would have its soundtrack recomposed for releases on NES cartridges. Though the extra space of the NES cartridge was not utilized by most games, it enabled the inclusion of additional hardware expansions; in contrast, some copies

of early NES games like Gyromite merely paired the printed circuit board of the game's Famicom version with an adapter to convert between the different pinouts. Cartridges had storage sizes ranging from 64 Kilobits to 8 Megabits, with 1 to 3 Megabit cartridges being the most commonly used.

Nintendo later released the Famicom Disk System (FDS) in Japan in 1986, intending to have developers distribute all future games on proprietary 2.8-inch (7.1 cm) floppy disks to avoid the cost and size limitations of cartridges; however, developers began re-releasing FDS games on cartridges as advancements in cartridge technology made them feasible again with the limitations of the floppy disks and their ecosystem apparent, pulling support for the FDS by the 1990s.

Wikipedia

April 23, 2022. Retrieved February 2, 2023. "Wikipedia 0.5 available on a CD-ROM". Wikipedia On DVD. Archived from the original on June 2, 2013. "Polish - Wikipedia is a free online encyclopedia written and maintained by a community of volunteers, known as Wikipedians, through open collaboration and the wiki software MediaWiki. Founded by Jimmy Wales and Larry Sanger in 2001, Wikipedia has been hosted since 2003 by the Wikimedia Foundation, an American nonprofit organization funded mainly by donations from readers. Wikipedia is the largest and most-read reference work in history.

Initially available only in English, Wikipedia exists in over 340 languages and is the world's ninth most visited website. The English Wikipedia, with over 7 million articles, remains the largest of the editions, which together comprise more than 65 million articles and attract more than 1.5 billion unique device visits and 13 million edits per month (about 5 edits per second on average) as of April 2024. As of May 2025, over 25% of Wikipedia's traffic comes from the United States, while Japan, the United Kingdom, Germany and Russia each account for around 5%.

Wikipedia has been praised for enabling the democratization of knowledge, its extensive coverage, unique structure, and culture. Wikipedia has been censored by some national governments, ranging from specific pages to the entire site. Although Wikipedia's volunteer editors have written extensively on a wide variety of topics, the encyclopedia has been criticized for systemic bias, such as a gender bias against women and a geographical bias against the Global South. While the reliability of Wikipedia was frequently criticized in the 2000s, it has improved over time, receiving greater praise from the late 2010s onward. Articles on breaking news are often accessed as sources for up-to-date information about those events.

Lost (TV series)

Belonging. Kindle: Gajic & Furlan Enterprises, Inc. Kindle Edition. pp. 679–680. "Lost: Season 1". Rotten Tomatoes. Retrieved December 16, 2023. "Lost: - Lost is an American science fiction adventure drama television series created by Jeffrey Lieber, J. J. Abrams, and Damon Lindelof that aired on ABC from September 22, 2004, to May 23, 2010, with a total of 121 episodes over six seasons. It contains elements of supernatural fiction and follows the survivors of a commercial jet airliner flying between Sydney and Los Angeles after the plane crashes on a mysterious island somewhere in the South Pacific Ocean. Episodes typically feature a primary storyline set on the island, augmented by flashback or flashforward sequences which provide additional insight into the involved characters.

Lindelof and Carlton Cuse served as showrunners and were executive producers along with Abrams and Bryan Burk. Inspired by the 2000 film *Cast Away*, the show is told in a heavily serialized manner. Due to its large ensemble cast and the cost of filming primarily on location in Oahu, Hawaii, the series was one of the most expensive on television, with the pilot alone costing over \$14 million. The fictional universe and mythology of *Lost* were expanded upon by a number of related media—most importantly a series of mini-

episodes, called Missing Pieces, and a 12-minute epilogue called "The New Man in Charge".

Lost has regularly been ranked by critics as one of the greatest television series of all time. The first season had an estimated average of 16 million viewers per episode on ABC. During the sixth and final season, the show averaged over 11 million U.S. viewers per episode. Lost was the recipient of hundreds of industry award nominations throughout its run and won numerous of these awards, including the Primetime Emmy Award for Outstanding Drama Series in 2005, Best American Import at the British Academy Television Awards in 2005, the Golden Globe Award for Best Television Series – Drama in 2006, and the Screen Actors Guild Award for Outstanding Performance by an Ensemble in a Drama Series.

List of best-selling PC games

concerns about a published only on CD-ROM title, the title sold over one million copies It was EA's first CD-ROM exclusive million-seller". Business - This is a list of personal computer games (video games for personal computers, including those running Windows, macOS, and Linux) that have sold or shipped at least one million copies. If a game was released on multiple platforms, the sales figures list are only for PC sales. This list is not comprehensive because sales figures are not always publicly available.

Subscription figures for massively multiplayer online games such as Flight Simulator or Lineage and number of accounts from free-to-play games such as Hearthstone are not taken into account as they do not necessarily correspond to sales.

The Muppets

CD-ROM game, Muppet Treasure Island (on which the film of the same name was based) for Windows 95. Later in 1996, Starwave released The Muppet CD-ROM: - The Muppets are an American ensemble cast of puppet characters known for an absurdist, slapstick, burlesque, and self-referential style of musical variety-sketch comedy. Created by Jim Henson in 1955, the eponymous media franchise encompasses films, television, music, and other media associated with the characters. Owned by the Jim Henson Company for nearly five decades, the Muppets were acquired by the Walt Disney Company in 2004.

The Muppets originated in the short-form television series Sam and Friends, which aired on WRC-TV and in syndication from 1955 to 1961. Following appearances on late-night talk shows and in advertising during the 1960s, the Muppets began appearing on Sesame Street (1969–present) during their formative years in the early to mid-1970s and attained celebrity status and international recognition through The Muppet Show (1976–1981), their flagship sketch comedy television series that received four Primetime Emmy Award wins and 21 nominations during its five-year run.

During the late 1970s and 1980s, the Muppets diversified into theatrical films, including The Muppet Movie (1979), The Great Muppet Caper (1981), and The Muppets Take Manhattan (1984). Additionally, new Muppet characters were created for Fraggle Rock (1983–1987). Disney began involvement with the Muppets in the late 1980s, during which Henson entered negotiations to sell The Jim Henson Company.

The Muppets continued their media presence on television with series such as The Jim Henson Hour (1989) and Muppets Tonight (1996–1998), both of which were similar in format to The Muppet Show, as well as the animated spin-off Muppet Babies (1984–1991); three theatrical films: The Muppet Christmas Carol (1992), Muppet Treasure Island (1996) and Muppets from Space (1999); and the television film It's a Very Merry Muppet Christmas Movie (2002).

Disney bought the Muppets and Bear in the Big Blue House from the Henson family in February 2004 and manages the characters through The Muppets Studio, though the deal excluded the Sesame Street and Fraggle Rock characters. Subsequent projects have included the television film *The Muppets' Wizard of Oz* (2005), two theatrical films: *The Muppets* (2011) and *Muppets Most Wanted* (2014), a primetime series (2015–2016), the Halloween special *Muppets Haunted Mansion* (2021), and most recently the streaming television series *The Muppets Mayhem* (2023).

Throughout seven decades, the Muppets have been regarded as a staple of the entertainment industry and popular culture in the United States and English-speaking areas around the world. They have been recognized by various cultural institutions and organizations, including the American Film Institute, the Hollywood Walk of Fame, the Library of Congress, and both Academies of Motion Picture Arts and Sciences and Television Arts and Sciences.

Timeline of historic inventions

until December 1981, two months after the NMT system was launched. 1982: A CD-ROM contains data accessible to, but not writable by, a computer for data storage - The timeline of historic inventions is a chronological list of particularly significant technological inventions and their inventors, where known. This page lists nonincremental inventions that are widely recognized by reliable sources as having had a direct impact on the course of history that was profound, global, and enduring. The dates in this article make frequent use of the units mya and kya, which refer to millions and thousands of years ago, respectively.

Where in the World is Carmen Sandiego? (Prodigy video game)

game was representative of the wide range of services Prodigy offered. CD-ROM Professional deemed it "yet another incarnation of the popular game". Technology - Where in the World is Carmen Sandiego? is a game within the Carmen Sandiego franchise made for the Prodigy Interactive online service, a "special edition" and Prodigy service adaptation of the 1985 Broderbund educational game of the same name.

Prodigy was a computer service from a partnership of IBM and Sears. World was one of three games available on the extra audio card, alongside Silpheed and Cakewalk Apprentice. It was an on-line version of the popular PC title, written specifically for Prodigy. This version had a new adventure each week, each Carmen Sandiego episode sponsored by the Prodigy online.

The game was pitted to teach geography in an "exciting new way". The book *Parents, kids & computers* describes Prodigy's version of Carmen Sandiego as "a sort of online Carmen miniseries that changes from time to time".

It was often used as a major selling point of the Prodigy service to parents, and advertised as "your kids' personal tutor" and for "adventure and role-playing enthusiasts". It was highlighted as part of Prodigy's "Education and entertainment spanning school subjects". Other kid-friendly programming included Sesame Street and Nickelodeon.

List of highest-grossing media franchises

Gussin, Lawrence (November 1996). "The consumer title publishing business". CD-ROM Professional. Archived from the original on July 21, 2024. Retrieved July - This is a list of media franchises that have grossed more than \$2 billion.

Generation X

developments for backup storage, use of the floppy disk, zip drive, and CD-ROM. At school, several computer projects were supported by the Department of - Generation X (often shortened to Gen X) is the demographic cohort following the Baby Boomers and preceding Millennials. Researchers and popular media often use the mid-1960s as its starting birth years and the late 1970s or early 1980s as its ending birth years, with the generation generally defined as people born from 1965 to 1980. By this definition and U.S. Census data, there are 65.2 million Gen Xers in the United States as of 2019. Most Gen Xers are the children of the Silent Generation and many are the parents of Generation Z.

As children in the 1970s, 1980s, and early 1990s, a time of shifting societal values, Gen Xers were sometimes called the "Latchkey Generation", a reference to their returning as children from school to an empty home and using a key to let themselves in. This was a result of what is now called free-range parenting, increasing divorce rates, and increased maternal participation in the workforce before widespread availability of childcare options outside the home.

As adolescents and young adults in the 1980s and 1990s, Xers were dubbed the "MTV Generation" (a reference to the music video channel) and sometimes characterized as slackers, cynical, and disaffected. Some of the many cultural influences on Gen X youth included a proliferation of musical genres with strong social-tribal identity, such as alternative rock, hip-hop, punk rock, rave, and hair metal, in addition to later forms developed by Xers themselves, such as grunge and related genres. Film was also a notable cultural influence, via both the birth of franchise mega-sequels and a proliferation of independent film (enabled in part by video). Video games, in both amusement parlors and devices in Western homes, were also a major part of juvenile entertainment for the first time. Politically, Generation X experienced the last days of communism in the Soviet Union and the Eastern Bloc countries of Central and Eastern Europe, witnessing the transition to capitalism in these regions during their youth. In much of the Western world, a similar time period was defined by a dominance of conservatism and free market economics.

In their midlife during the early 21st century, research describes Gen Xers as active, happy, and achieving a work–life balance. The cohort has also been more broadly described as entrepreneurial and productive in the workplace.

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