Some features that distinguished fourth generation consoles from third generation consoles include:

- More powerful 16-bit microprocessors
- Multi-button game controllers (3 to 8 buttons)
- Complex parallax scrolling, multi-layer tilemap backgrounds, with pseudo-3D scaling & rotation
- Large sprites (up to 64\times64 or 16\times512 pixels), scalable on-the-fly, with pseudo-3D scaling & rotation
- Elaborate color, 64 to 4096 colors on screen, from palettes of 512 (9-bit) to 65,536 (16-bit) colors
- Flat-shaded 3D polygon graphics
- CD-ROM support via add-ons, allowing larger storage space and full motion video playback
- Stereo audio, with multiple channels and digital audio playback (PCM, ADPCM, streaming CD-DA audio)
- Advanced music synthesis (FM synthesis and 'wavetable' sample-based synthesis)

### 5th Generation (1994 - 1997) - 32 - 64 bit era

<table>
<thead>
<tr>
<th>Sony PlayStation</th>
<th>1995</th>
<th>Sony</th>
<th>Utilize an optical disc format. This allowed for larger storage capacities and offered more production flexibility</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon Red/Blue</strong></td>
<td>1996</td>
<td>Nintendo</td>
<td>Role-playing video games. For Gameboy only. Exploration, training, battling and trading. Actually forced the player to socialize with others</td>
</tr>
<tr>
<td>N64</td>
<td>Nintendo</td>
<td>Last significant cartridge based home console. Praised the console's advanced 3D graphics and gameplay.</td>
<td></td>
</tr>
</tbody>
</table>

Some features that distinguished fifth generation consoles from fourth generation consoles include:

- 3D polygon graphics with texture mapping
- Optical disc (CD-ROM) game storage, allowing much larger storage space (up to 650 MB) than ROM cartridges
- CD quality audio recordings (music and speech), PCM audio with 16-bit depth and 44.1 kHz sampling rate
- Wide adoption of full motion video, displaying pre-rendered computer animation or live action footage
- Analog controllers
- Display resolution from 480i to 576i
- Color depth up to 16,777,216 colors (24-bit true color)
- 3D graphical capabilities such as lighting, Gouraud shading, anti-aliasing and texture filtering