

ATARI-COIN-OP-TIMELINE

Compiled by Kevin Williams- KWP Limited (v.4.3)

1972			
1	Pong	<i>Nov - first Atari game, 12,000 sold by Atari alone, first success, first to have sequel, game built on royalties of Computer Space, Atari sues by Magnavox over concept</i>	<i>Jun - Company founded from an investment of \$250, by Nolan Bushnell, Al Alcorn and Ted Dabney Bushnell (wanted to call company Syzgy, but name already taken)</i>
2	Barrel Pong	<i>Nov</i>	
1973			
2	Space Race	<i>Jul - prone to difficulties</i>	<i>Jun - Kee Games formed as secretly controlled competition to Atari</i> <i>Oct - Atari sells Pong rights to Bally / Midway</i>
3	Pong Double	<i>Sep - first 4 player game</i>	
4	Coup Davis	<i>Sep - Europe release Pong Double</i>	
5	Gotcha	<i>Oct - first arcade maze game</i>	
6	Eliminator (Kee)	<i>Oct - first Kee Games product</i>	
1974			
7	Super Pong	<i>Feb</i>	<i>Apr - Atari Inc. merges! with Kee Games to control success of Tank</i>
8	Rebound	<i>Feb - same as Spike</i>	
9	Spike (Kee)	<i>Mar</i>	
10	Quadra Pong	<i>Mar</i>	
11	Gran Trak 10	<i>Mar - first car race game, first gear and peddle</i>	
12	Formula K (Kee)	<i>Apr</i>	
13	World Cup	<i>Apr - was released in France as Coupe du Monde</i>	
14	Touch-Me	<i>Jun - rare cabinet</i>	
15	Twin Racer (Kee)	<i>Jul</i>	
16	Trak 10	<i>Jul</i>	

17	Gran Trak 20	Sep	
18	Pin Pong	Sep	
19	Coupe Franc	Sep - French only release, sequel to Pong Double	
20	Volleyball (Kit)	Aug	
21	Pong Cocktail	Aug	
22	Trak 20	Aug	
23	Dr. Pong	Oct	
24	Tank (Kee)	Nov	
25	Tank Cocktail (Kee)	Nov	
26	Qwak!	Nov - first non-mounted gun game	

Puppy Pong (doctors' offices) Prototypes

Color Quadrapong - 10 units made

Information Created by:

1975

-	Compugraph Foto	- not a video game, first photo capture machine	
27	Dodgeball	Jan	
28	Pursuit	Jan	
29	Indy 800 (Kee)	Apr - first 8 player game	
30	Hi-Way	Apr - first cockpit driver	
31	Crossfire (Kee)	May	
32	Tank II (Kee)	May - first ROM graphics	
33	Anti Aircraft	Jun	
34	Goal IV	Jul	
35	Shark Jaws (Horror Games)	Sep - first animated characters, made under false name	Sep - Horror Games started to protect Atari if sued by film company over Shark Jaws
36	Steeple Chase	Oct	
37	Crash 'N Score	Oct	
38	Jet Fighter (Kee)	Oct	

1976

39	Stunt Cycle	Jan - first cycle handles	
40	Outlaw	Mar	
41	Tank 8 (Kee)	Apr - first bill acceptor, full color Motorola 6800 microprocessor	

42	Quiz Show (Kee)	<i>Apr - first microprocessor</i>	
43	Breakout	<i>Apr - 15,000 sold, feud with Jobs and Wozniak</i>	<i>Apr - Atari sells Japanese rights for Breakout to Namco (Namco makes knock-off after short supplies)</i>
44	Breakout Cocktail	<i>Apr</i>	
45	Indy 4	<i>May</i>	
46	Cops N' Robbers	<i>Jul</i>	
47	Flyball (Kee)	<i>Jul</i>	
48	Le Mans	<i>Aug</i>	
49	Night Driver	<i>Oct - first driving simulator, first 'First Person Perspective'</i>	<i>Oct - Bushnell sells Atari Inc. to Warner Communication for \$28million (\$15m for Nolan)</i>
50	Sprint 2 (Kee)	<i>Nov - 8,200 sold, first competitive, first AI, built on Pong royalty</i>	
51	F-1 (Namco)	<i>Nov - first Namco license, first projector game</i>	
-	Atarians, The	<i>Nov - Pin - Atari's first pinball, first wide-body playing field</i>	

Breakout Deluxe

Prototypes

Cannon Ball

1977

52	Dominos	<i>Jan</i>	
53	Triple Hunt	<i>Apr</i>	<i>May - Atari opens Pizza Time Theatre concept, originated by Nolan as part of Atari (full title Chuck E. Cheese's Pizza Time Theater)</i>
54	Sprint 8	<i>May</i>	
55	Pool Shark	<i>Jun</i>	
56	Drag Race (Kee)	<i>Jun</i>	
-	Time 2000	<i>Jun - Pin -</i>	
57	Starship I	<i>Jul - first cockpit space game, first grow motion technology</i>	
58	Super Bug (Kee)	<i>Sep</i>	
59	Two Game Module	<i>Sep</i>	
-	Airborne Avenger	<i>Sep - Pin - 350 produced</i>	
60	Destroyer	<i>Oct</i>	
61	Canyon Bomber	<i>Nov</i>	
62	Sprint 4	<i>Dec</i>	

Dirt Bike

Prototypes

Boxing

- copied by Activision

1978

63	Sprint 1	<i>Jan - first CPU</i>	
64	Ultra-Tank (Kee)	<i>Feb</i>	
-	Middle Earth	<i>Feb - Pin -</i>	
65	Sky Raider	<i>Mar - first vertical scroller</i>	
66	Tournament Table	<i>Mar</i>	
67	Avalanche	<i>Apr</i>	
68	Fire Truck	<i>Jun - first co-operative 2 player</i>	<i>Jun - Nolan buys back Pizza Time Theatre concept from Warner for \$500,000</i>
69	Sky Diver	<i>Jun</i>	
70	Smokey Joe	<i>Jul</i>	
71	Super Breakout	<i>Sep</i>	<i>Nov - Bushnell fired from Atari position as Chairman of the Board, company changes from R&D to Sales Marketing; launches home division</i>
-	Space Rider	<i>Sep - Pin -</i>	
72	Atari Football	<i>Oct - first sports, first trackball, horizontal playing patent</i>	
73	Orbit	<i>Nov - first game continuation feature</i>	

Cosmo - Asteroids
 Captain Seahawk
 Tube Chase
 Atari Wolf Pack
 Mini Golf

Prototypes

1979

74	Video Pinball	<i>Feb</i>	
-	Superman	<i>Mar - Pin -</i>	
75	Atari Basketball	<i>May - first Atari Sports title</i>	
76	Subs	<i>May - first two separate screens</i>	
-	Hercules	<i>May - Pin - biggest pinball ever manufactured, last Pin</i>	
77	Atari Baseball	<i>Jun</i>	
78	Lunar Lander	<i>Aug - first vector, first game with continue coin feed option</i>	
79	Atari 4 Player Football	<i>Apr</i>	
80	Asteroid	<i>Nov - first high score entry, Atari best seller 70,000</i>	<i>Dec - On the opening of Showbiz Pizza Place, Bushnell sued Brock and Topeka Inn Management over breach of contract</i>

Orion XIV

Prototypes

Solar War

- sequel to Video Pinball

Road Runner - pinball

Sebring

1980

81

Atari Soccer

Apr

82

Monte Carlo

Apr

83

Missile Command

Jun

84

Battlezone

Nov - first 'First Person Perspective' battle simulator

Monza - pinball

Prototypes

1981

85

Warlords

Apr

86

Asteroids Deluxe

Apr

87

Red Baron

May - first 3D flight simulator

88

Centipede

Jun - 50,000 sales second most successful

89

Tempest

Oct - first color vector

Cannon Ball

Prototypes

Battlezone Trainer

- military project

Tunnel Hunt

Force Field

Space Shoot

Thogs

Time Traveler

Neutron Star - pinball

Hyperspace

1982

90

Space Duel

Feb - first simultaneous vector 2 players

91

Dig Dug (Namco)

Mar - first license from Namco, advertised in theatres

92

Kangaroo (Sun)

Jun

- Atari and Bally, both make equity investments in Namco Ltd., called 'goodwill gestures' intended to bring the companies closer in their

93	Gravitar	<i>Aug - worst selling game, "Move Over Gravitar"- Replay</i>	licensing relationships. - Atari files law suit against copies of Dig Dug.
94	Fast Freddie (Kaneko)	<i>Oct</i>	
95	Popeye (Nintendo)	<i>Oct</i>	
96	Millipede	<i>Nov</i>	
97	Liberator	<i>Nov</i>	
98	Quantum	<i>Nov</i>	
99	Pole Position (Namco)	<i>Nov - first driving game in Atari cockpit</i>	
-	Pat 900	<i>Nov - testing station for games</i>	

Missile Command II (Deluxe) *Prototypes*

Luna Battle *- prototype of Gravitar*

Nightmare

Super Centipede

Akka Arrh (Target Outpost)

Amazing Adventure

Heist

Interchange

Maze Invaders

Onslaught

Parking Lot

Power Gem

Star Trap

Warp Speed *- later became Star Wars*

Heart of Ice

Dragon Raider

QWAK

Tube Chase *- licensed to Centuri as Tunnel Hunt*

1983

100	Xevious (Namco)	<i>Feb - first vertical scroller, first computer rendered sprites</i>	Mar - Namco acquires
101	Mazer Blazer (Stern)	<i>Feb</i>	
102	Black Widow	<i>Feb</i>	

103	Food Fight	<i>Mar - appearance of Chuck E. Cheese character</i>	Japanese manufacturing division of Atari
104	Arabian (Namco)	<i>May</i>	
105	Star Wars	<i>May - first film license</i>	
106	Crystal Castles	<i>Jul</i>	
107	Major Havoc	<i>Nov</i>	
108	Dragons Lair (Magicom)	<i>Nov</i>	
109	Space Ace (Magicom)	<i>Nov</i>	
110	Pole Position II (Namco)	<i>Nov - first game to store high score</i>	

Cloud 9 (Weather War) *Prototypes*

Alpha 1 *- prototype for Major Havoc*

Runaway

Warp Speed

4x4 - pinball

Firebeast (Dragon Master)

Hare Scare

Heist

Interchange

Tomcat



1984

111	Firefox	<i>Jan - first laser disk</i>	<i>Jul - Jack Trammel buys Atari Inc. home computer division calling it Atari Corporation, Warner retains 24%, and owns arcade division of Inc. renamed Atari Games Inc. / Tengen</i>
112	TX-1 SD (Tatsumi/Namco)	<i>Mar - first three screen, first check-point continue</i>	
113	Cloak & Dagger (Kit)	<i>Mar - film deal</i>	
114	I, Robot	<i>Jun - first 3D game, first view changer option</i>	
115	Empire Strikes Back (Kit)	<i>Sep</i>	
116	Marble Madness	<i>Dec</i>	

Last StarFighter *Prototypes*

Malibu Grand Prix

BattleStar Galactica

Road Runner

1985

117	Dragon Buster (Namco)	<i>Feb</i>	<i>May</i> - Atari Corp., closes Ireland (Limerrick City) corporate head-quarters leaving only (Tipperary Town) Atari Games Ireland Ltd. coin-op manufacturing.
118	Return of the Jedi	<i>Mar</i>	
119	Paperboy	<i>Apr</i>	
120	Peter Pack Rat	<i>Jul</i>	
121	Temple of Doom	<i>Jul</i>	
122	Gauntlet	<i>Oct - first game under Atari Games Inc., label</i>	
123	Indiana Jones	<i>Oct</i>	

Air Race *Prototypes*

Atari Jammin' - *first rhythm game*

1986

124	Super Sprint	<i>Apr</i>	- Atari Games acquires the arcade chain Barrel of Fun <i>Oct</i> - Namco buys 43.8% in Atari Games, taking charge of Atari Japanese operation
125	Road Runner	<i>Jul</i>	
126	Gauntlet II	<i>Aug</i>	
127	Championship Sprint	<i>Sep</i>	
128	720	<i>Dec - Sound track released</i>	

1987

-	Vs. Atari RBI Baseball	<i>- VS. Nintendo release of the original under licenses</i>	
129	Rolling Thunder (Namco)	<i>Feb</i>	
130	Roadblaster	<i>Mar - first toy license</i>	
131	Dunk Shot (Sega)	<i>Jun</i>	
132	A.P.B.	<i>Jul</i>	
133	Dragon Spirit (Namco)	<i>Jul</i>	
134	RBI Baseball (Namco)	<i>Nov</i>	
135	Xybots	<i>Nov</i>	
136	Pac-Mania (Namco)	<i>Dec</i>	

1988

-	Vs. Gauntlet	<i>- VS. Nintendo release of game</i>	
137	Blasteroids	<i>Feb</i>	
138	Galaga '88 (Namco)	<i>Apr</i>	

139	Vindicators	<i>Apr</i>	
140	Pot Shot	<i>May</i>	
141	Final Lap (Namco)	<i>May - first network game</i>	
142	Toobin	<i>Jun</i>	
143	Assault (Namco)	<i>Aug - first special 'Grow Motion' hardware</i>	
144	Cyberball	<i>Sep</i>	
145	Final Lap U/R (Namco)	<i>Oct</i>	
146	Vindicator Part II (Kit)	<i>Oct</i>	

Accelerator

Prototypes

Blasteroids (With Heads)

1989

147	Tetris	<i>Feb</i>	
148	Hard Drivin'	<i>Feb - first polygon driver, first force feedback, first drive sim</i>	
149	Splatterhouse (Tecmo/Sharp)	<i>Feb</i>	
150	Escape from the Planet...	<i>Jun</i>	
151	Tournament Cyberball 2072	<i>Aug</i>	
152	S.T.U.N. Runner	<i>Sep</i>	
153	Skull & Crossbones	<i>Nov</i>	
154	Four Tax (Namco)	<i>Dec</i>	

Street Drivin'

Prototypes

Guts n' Glory

1990

-	Vs. Cyberball	<i>- VS. Nintendo release of the original under licenses</i>	
155	Badlands	<i>Jan</i>	
156	KLAX	<i>Feb</i>	
157	Vindicators II	<i>May</i>	
158	Hydra	<i>Jun</i>	
-	Gumball Rally	<i>Jun - Redemption, not video game</i>	
159	Thunderjaws	<i>Jul</i>	
160	Mad Dog McCree (ALG)	<i>Jul</i>	

Jun - Namco America Inc., sells their 43.8% shares in Atari to management, but acquires Atari Operations, Inc., and keeps ownership of Atari Games Ireland Ltd.

161	Pit Fighter	<i>Aug - first Rotoscope game</i>	
162	Race Drivin'	<i>Aug</i>	
163	Shuuz	<i>Nov</i>	

1991

164	Rampart	<i>Feb</i>	
165	Batman	<i>Apr</i>	
166	Race Drivin' Panorama	<i>May - hardware used later by AGC</i>	
167	Road Riot 4WD	<i>Jun - first rump thump effect</i>	
168	Who Shot Johnny Rock (ALG)	<i>Jun</i>	
169	Steel Talons	<i>Aug</i>	
170	Off the Wall	<i>Oct</i>	

BMX Heat *Prototypes*

Marble Man: MM2

1992

171	Relief Pitcher	<i>Apr</i>	
172	Guardian of the Hood	<i>Jun</i>	
173	Moto Frenzy	<i>Jul</i>	
174	Space Lord	<i>Nov</i>	
175	Gallaghers Gallery (ALG)	<i>Nov</i>	
176	Space Pirates (ALG)	<i>Nov</i>	

Danger Express *Prototypes*

Atari Classic: Missile Command II

Atari Classic: Super Centipede

Road Riot 4WD (Revenge)

Dr. Sparkz Lab

Fish 'n Freezy

1993

177	Mad Dog II (ALG)	<i>Feb</i>	
178	Knuckle Bash (Toaplan)	<i>Mar</i>	<i>Mar - AGC Simulation Products launched, breakaway from Atari, turning Hard Drivin' into</i>

179	World Rally (Gaelco)	<i>Mar</i>	police training system
180	Crime Patrol (ALG)	<i>Jun</i>	
181	Drug Wars (ALG)	<i>Nov</i>	
<p>CyberStorm <i>Prototypes</i></p> <p>Freeze: The Cat</p> <p>Hard Drivin' Airborne - 10 units made</p> <p>BeatHead</p> <p>Street Drivin'</p>			
1994			
182	Last Bounty Hunter (ALG)	<i>Feb</i>	<p><i>Apr</i> - Warner Communications and Time Life merge to form Time-Warner. Atari Games / Tengen folded into new Time-Warner Interactive.</p>
183	T-Mek	<i>Jul</i>	
184	Primal Rage	<i>May</i>	
185	COPS (Nova)	<i>Oct</i>	
<p>Die Alien Scum! <i>Prototypes</i></p> <p>3 on 3 Basketball</p> <p>Metal Maniax</p>			
1995			
186	Area 51	<i>May</i> - first Time Warner Interactive game, first hard-disk based on Atari Jaguar console hardware	<p><i>Apr</i> - Atari losses ALG distribution contract</p>
-	Hoop It Up	<i>Sep</i> - not a video game	
<p>Primal Rage 2 <i>Prototypes</i></p> <p>Beavis & Butthead - 3DO hardware</p> <p>Fishin' Frenzy</p>			
1996			
187	Wayne Gretzky's 3D Hockey	<i>Oct</i> - first game released after Midway purchase	<p><i>Jun</i> - Atari Corp., sold to hard-drive maker JTS in 'reverse merger' worth \$50million regarding remaining debts.</p> <p><i>Nov</i> - Time-Warner Interactive (Atari Games Inc.) sold to WMS (Midway) for an estimated \$23.8million</p>
188	San Francisco RUSH	<i>Dec</i> - first 3Dfx architecture	

Vicious Circle		Prototypes	
1997			
189	MACE: The Dark Age	May	Jun - SNK agrees to sell Atari products in Japan.
190	Maximum Force	Jun	
191	RUSH The Rock	Mar - first WaveNet	
192	Surf Planet (Gaelco)	Oct	
1998			
193	Area 51 / Maximum Force Duo	Feb	Feb - Hasbro Interactive acquires Atari Corp. , and the rights to 75 (1972-1984) classic titles from JTS for \$5million in cash
194	Californian Speed	Mar - Midway designed project	
195	Gauntlet Legend	Mar	
196	Radikal Bikers (Gaelco)	May	
197	Area 51: Site 4	Oct	
198	Vapor TRX	Oct	
10 th Degree		Prototypes	
Mean Streak			
1999			
199	WAR	Mar	Mar - Atari signs patent agreement with Sega Enterprises (force feedback) May - Namco closes Atari Games Ireland Ltd. August - Midway takes charge of Atari's sales, marketing and manufacture.
200	Road Burner	Mar	
201	RUSH 2049	Jun - LAST Arcade game by Atari	
WAR: Tournament Edition		Prototypes	
RUSH: HotRod (<i>Hot Rod Rebels</i>)		Remaining Atari development is transferred to Midway (staying in California at the newly named Midway Games West offices), but is eventually closed as Midway moves from the Arcade industry in 2001. Midway Games West office closed 2003 – Midway acquired by Warner 2009.	
Blood Lust			
Jungle Rat			

Credits:

- The '**Atari Timeline**' based on that was compiled and created by Kevin Williams of KWP Limited in 2004 for an article in the amusement trade journal – all copyright & IP retained by their respective owners – the compiled work retained by KWP (2004-2012).

END

Information Created by:



KWP Limited