

Steeplechase™



- Competition horse racing thrills
- 25¢ for every 2 players. Gives 75¢ vend potential
- 1 through 6 players
- 23" monitor with six attention attracting color overlays, 1 for each horse and race lane
- Lighted buttons control jumps, match color of track lanes
- Realistic sound effects—bugle, galloping hoofbeats, cheering crowds
- Locking cash box, dual coin mech



ATARI
Innovative
leisure



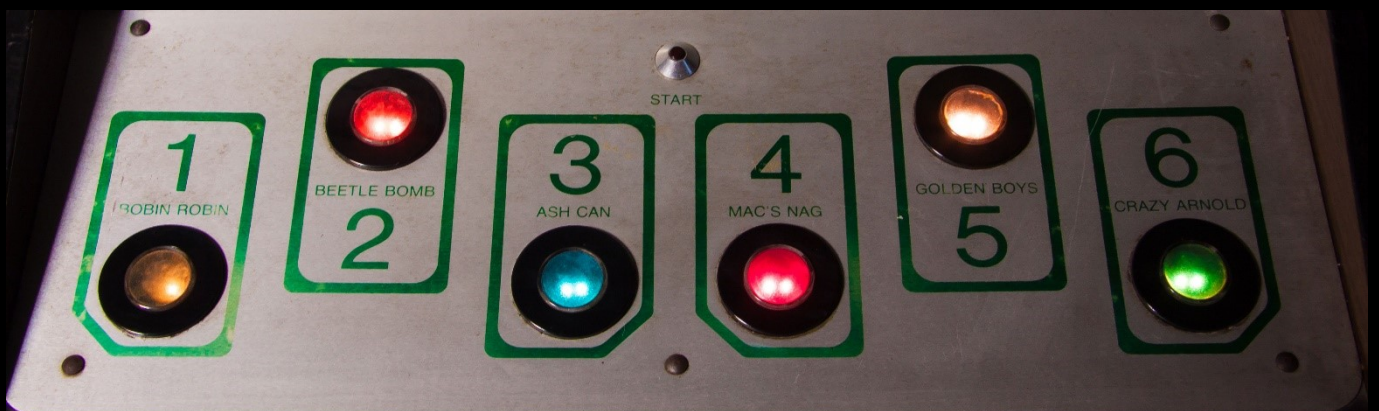
8. Steeplechase (Atari 1975) Coin-op

Up to six players could squeeze together to race rubbishly named horses in Atari's Steeplechase. Insert coin. Choose a horse. Wait for the off, then race down a virtual racecourse, hitting your switch to jump hurdles as accurately as you could. Stumble and your rivals would gain ground. Cheating by elbowing and jostling your rivals probably helped.

Steeplechase was one of many early Atari games trying to repeat the broad appeal of Pong with its easy to learn, difficult to master ethos. It didn't sell thousands but did show that one-switch video games could be sociable and fun.



Accurate tracking and timing needed. Start button needed. Emulated in DICE.



BIBLIOGRAPHY and PICTURE CREDITS

8. Steeplechase

Photos via Senad Palic at the Flipper- und Arcademuseum Seligenstadt, Germany: <https://for-amusement-only.de/>

Production run of 500 machines mentioned in "*Videogames: In the Beginning*" by Ralph Baer 2005 and <http://allincolorforaquarter.blogspot.co.uk/2012/08/what-was-best-selling-us-arcade-video.html>

SEE: OneSwitch.org.uk/page/100 for the full story

Special Effect

