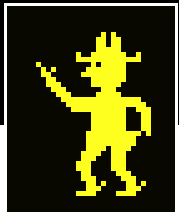
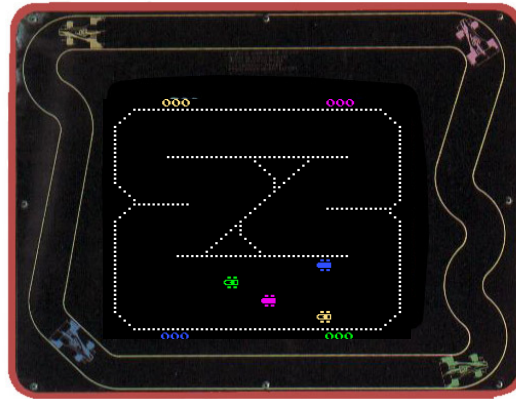


Indy800 may have been popular for its multiplayer ability, but Sprint 2 was eminently more playable. It came at the same time as Night Driver and despite being based upon the 2 year old game (a long time in mid seventies arcade terms) it was a pure experience and at last had an addictive quality to it. This was due to it being re-made entirely—Sprint 2 was designed with a CPU instead of hard-wired IC's and ROM chips. Further changes included loss of the brake pedal for the first time (you now had to just let it decelerate), it went back to black and white and it had a randomly changing track layout.

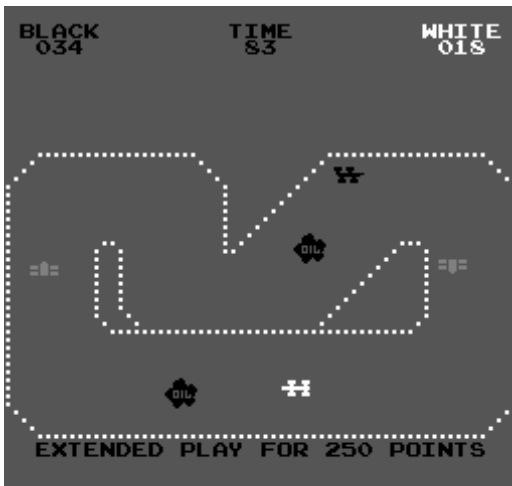
The first game to use a CPU was Taito's Gunfight, released in 1975 to the UK/USA by Bally Midway.



Sprint 2 was of course the two player version and arrived at the October 1976 AMOA show. It felt like the car had weight this time — slinging it too fast into a corner meant a feisty understeer skid. It could reach some serious speed too, so more skill and care was required to play. It was certainly a better game. However, two players were required to get any fun out of it since the lap timer had gone! What a strange omission. Surely it would have been better to time the laps, than show remaining gameplay time?



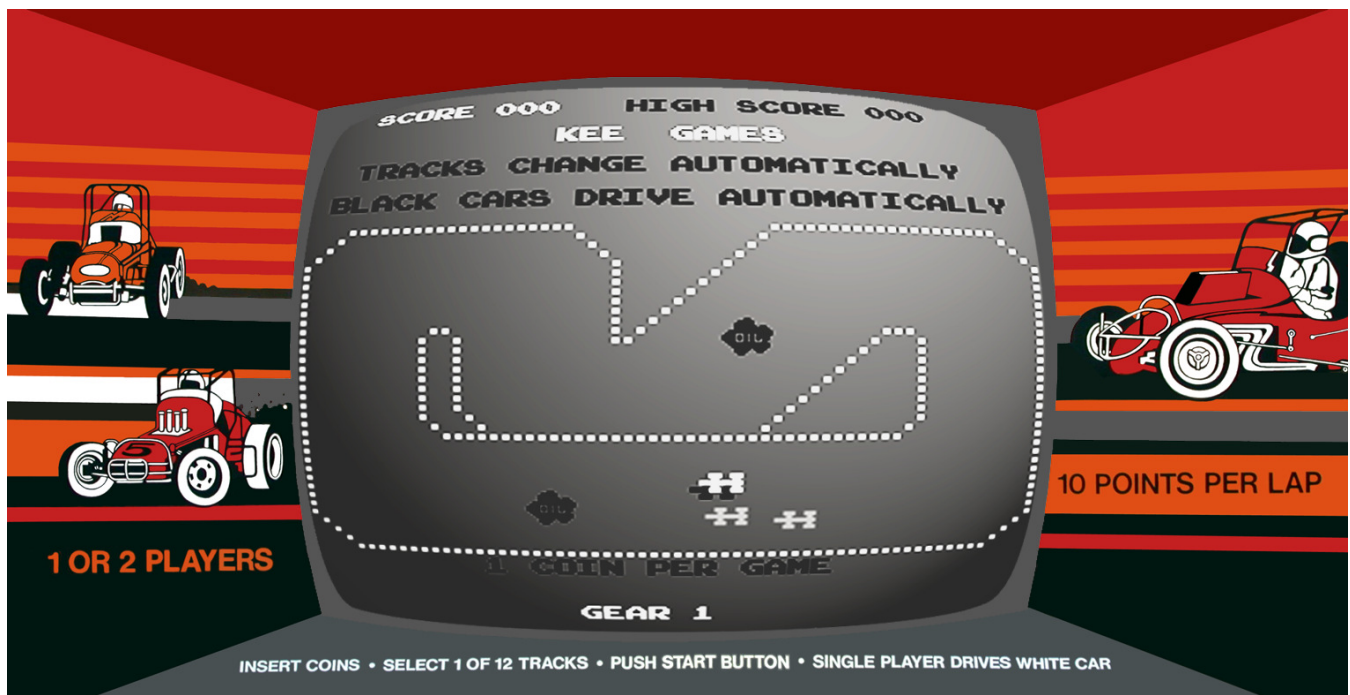
Above: Sprint 4—Colour game  
 Left: Sprint 2—Black & White  
 Below: Sprint 1—Black & white



Atari's own multiplayer machines Sprint 8 and Sprint 4 followed in 1977 with multiple tracks to race on. Like Sprint 2, they used a CPU.

Like the multiplayer Kee Games, they were colour. And in fact Sprint 800 was very similar to Indy800.

Most oddly however, Sprint 4 has more in common with Sprint 2 In that it had a gear shifter but no brake pedal and as such it played much better for it, since it was colour, 4 player, big screen it was definitely the pick of the bunch.



Note the 4:5 ratio on the screen plus the really curved and highly reflective glass...screens were like this in the seventies. During the early nineties much flatter screens became the normal. During the mid nineties, wide-screen ratio would take over. By the early 2000's it was common place to have a flat panel display. By the mid 2000's it would be common to replace your tele with a 720P high definition set.