As the transistor and later the microchip entered mass manufacturing, the game engineers of the time inevitably incorporated the technology into their games. This reduced the costs of their products and added to the game’s ‘guts’. Additionally, as injection moulded plastics became cheaper, so too did the style of the cabinets.

Later in the 1970’s a Japanese company called Kasco released an interesting game—The Driver, which used 16mm film to project the action. Unlike Auto Test, it was all action – with bad drivers all around you. And it was in colour and used microchips. And it had flashing lights, so presumably was quite exciting. A stand-up version was also released. Kasco seem to have released/distributed a pong clone subsequently, but appear to have drifted off the video-game radar since then.

Probably the most popular of all EM racing games was Chicago Dynamic Industries Speedway. By 1975, with many racing games already behind them, they had quite literally perfected the EM racing game. A shame then that they found themselves bankrupt two years later.

Players turned the wheel to move left/right to move the toy car as had become common place. The scenery was a projection and of course avoiding other cars was the plan. A collision took valuable seconds off the game clock. A fondly remembered game.