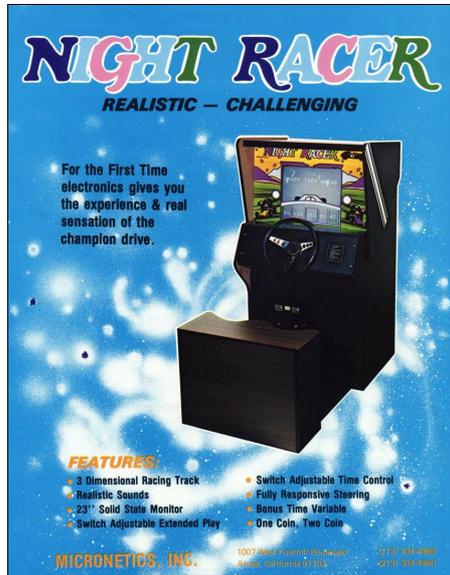
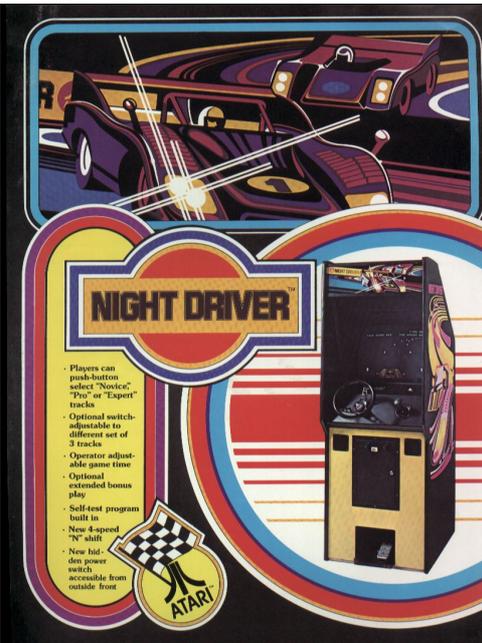


Night Driver ran on a MOS technologies 6502 processor at 1 Mhz



Midway opted for an Intel 8080 which was less powerful but got



Midnite racer very quickly changed it's name as Midway secured a licensing deal with Datsun. Datsun were famous for their 'Z' cars and the car pictured above is a 280Z—the third in the long line of Datsun sports cars. They were only sold in America however so this game never made it to our shores. Thankfully in the UK we did see the Atari game, and plenty of them.

As you (should have) read earlier, Atari's Night Driver was long held as the first first-person driving game, but was in fact the third. More on this earlier, but in brief...in 1975 Micronetics sees Nurburgring. Micronetics make essentially a complete

clone using similar circuitry and release their game as "Night Racer". Micronetics sell the rights to the game to Atari and Midway who each put a micro-processor and release their clones at the November 1976 AMOA show. Patents don't hold up and original designer is unable to recover license fees.

So, court actions and chronological analysis out of the way...who made the BEST game? Easy... Atari did. It was inevitable. The flexibility of a CPU combined with their amazing sit-down shimmering black metallic cockpit and having two prior games to copy, they couldn't lose.



Night Driver had difficulty levels and four gears whereas the Midway game had just a high/low gear box (the non-cpu games had no gear lever at all).

The aim was to get as far as possible within a time period. It had a black+white screen and a lit-up Mylar overlay for car bonnet. It didn't have any other cars and was simplistic in its mechanic, but what it did, it did well. It proved a slightly tricky game to play but agonisingly addictive trying to better the high score. Night Driver was not a world first, but it went on to become a great commercial success.



Made of fibreglass, the cockpit was introduced after the original (and cunningly, used up some old hi-way cabinets. It was a fine design, except for the fact that you couldn't adjust the seat.