

### SPACE INVADERS with Baby/Midway

A classic in the pre-processor period Space Invaders was among the first to present the side-view concept in which the player controls a character with horizontal movement and a firing button. This game also helped to introduce electronic drama and enhance electronic sound effects.

### PONG

**PONG**  
The first video game to be played on a television set, Pong was the first to use a simple, yet effective, control system. It was the first to use a simple, yet effective, control system. It was the first to use a simple, yet effective, control system.

### COMPUTER SPACE 1971 Manning

Designed by industry pioneer Nolan Bushnell, this was the first coin-operated video game. It was based on a simple machine, computer game called Spacewar. Because the public was unfamiliar with the type of game, Computer Space was not a commercial success, but it provided feedback for the creator to build Atari and Atari's first home game, Pong.