Asteroids History

The game was conceived by Lyle Rains and programmed and designed by Dominic Walsh and Ed Logg. It was implemented on hardware developed by Howard Delman. *Asteroids* were a hit in the United States and became Atari's best-selling game of all time. Atari had been in the process of manufacturing another vector game, *Lunar Lander*, but demand for *Asteroids* was so high "that several hundred *Asteroids* games were shipped in *Lunar Lander* cabinets. *Asteroids* was so popular that video arcade operators sometimes had to install larger boxes to hold the number of coins that were spent by players.

*Asteroids* is also the first game to use Atari's "QuadraScan” vector-refresh system;a full-color version known as "Color-QuadraScan" was later developed for games such as *Space Duel* and tempest.