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# Slot Machine (video game)

*Slot Machine* is a 1979 video game written by David Crane for the Atari VCS (renamed to the Atari 2600 in 1982) and published by Atari, Inc.<sup>[2][1]</sup> Along with *Star Ship* and *Miniature Golf*, it was one of the first Atari VCS games to be discontinued.<sup>[3]</sup>

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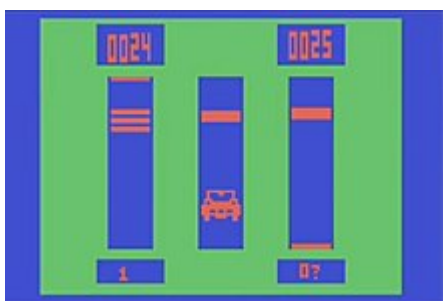
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## Gameplay



Gameplay screenshot

The game has one-player and two-player modes. Gameplay options include *Jackpot* and *Payoff* modes. The game continues until the player runs out of tokens.<sup>[4]</sup>

## Development

The game was written by David Crane, who went on to develop *Pitfall!*. Crane developed the game for his mother, who was a lover of slot-machine games.<sup>[5][6]</sup> Programming the game to represent the different symbols of a traditional fruit-machine proved difficult given that the Atari 2600 could only render 8 monochrome pixels for each sprite, so Crane made use of differing shapes that were easily distinguishable, such as cacti.<sup>[7]</sup>

## Reception

In a July 1983 review in *Electronic Games* magazine, Joyce Worley and Tracie Forman described the graphics as "workman-like if unspectacular".<sup>[4]</sup>

A December 2000 review of the game in *Classic Gamer Magazine* written by Leonard Herman was highly critical of the game, including it in a list of games that he "loved to hate" and criticising the lack

<b>Slot Machine</b>	
	
Cover art by John Enright <sup>[1]</sup>	
<b>Developer(s)</b>	<u>Atari, Inc.</u>
<b>Publisher(s)</b>	<u>Atari, Inc.</u>
<b>Programmer(s)</b>	<u>David Crane</u>
<b>Platform(s)</b>	<u>Atari 2600</u>
<b>Release</b>	<u>US: 1979</u>
<b>Genre(s)</b>	<u>Slot machine</u>
<b>Mode(s)</b>	<u>Single-player, multiplayer</u>

## See also

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- [List of Atari 2600 games](#)

## References

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3. Herman, Leonard (December 2000). "Games We Love To Hate" ([https://archive.org/details/Classic\\_Gamer\\_Magazine\\_Volume\\_1\\_Issue\\_5\\_2000-09\\_Classic\\_Gamer\\_US/page/n11/mode/2up?q=%22Slot+Machine%22](https://archive.org/details/Classic_Gamer_Magazine_Volume_1_Issue_5_2000-09_Classic_Gamer_US/page/n11/mode/2up?q=%22Slot+Machine%22)). *Classic Gamer Magazine*. No. 5. p. 13. Retrieved 27 February 2021.
4. Worley, Joyce; Forman, Tracie (July 1983). "Video Casino" ([https://archive.org/details/Electronic\\_Games\\_Volume\\_01\\_Number\\_17\\_1983-07\\_Reese\\_Communications\\_US/page/n97/mode/2up?q=%22Slot+Machine%22](https://archive.org/details/Electronic_Games_Volume_01_Number_17_1983-07_Reese_Communications_US/page/n97/mode/2up?q=%22Slot+Machine%22)). *Electronic Games*. No. 17. Reese Communications. p. 98. Retrieved 27 February 2021.
5. ?, Dave (17 November 2018). "Exclusive Interview with Activision Founder David Crane!" (<https://www.retroinjection.com/post/exclusive-interview-with-david-crane>). *Retro Injection*. Retrieved 27 February 2021. "My mother was the typical little old lady who liked to play slot machines when in Vegas, so I made Slot Machine for her to play at home."
6. "In the chair with... David Crane" ([https://archive.org/details/Retro\\_Gamer\\_UK\\_79/page/88/mode/2up?q=%22Slot+Machine%22](https://archive.org/details/Retro_Gamer_UK_79/page/88/mode/2up?q=%22Slot+Machine%22)). *Retro Gamer UK*. No. 79. p. 89. Retrieved 27 February 2021.
7. Montfort, Nick; Bogost, Ian (2009). *Racing the Beam: The Atari Video Computer System* (<https://archive.org/details/The.MIT.Press.Racing.the.Beam.The.Atari.Video.Computer.System/page/n119/mode/2up?q=%22slot+machine%22>). The MIT Press. pp. 99, 108. ISBN 9780262012577. Retrieved 27 February 2021.

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