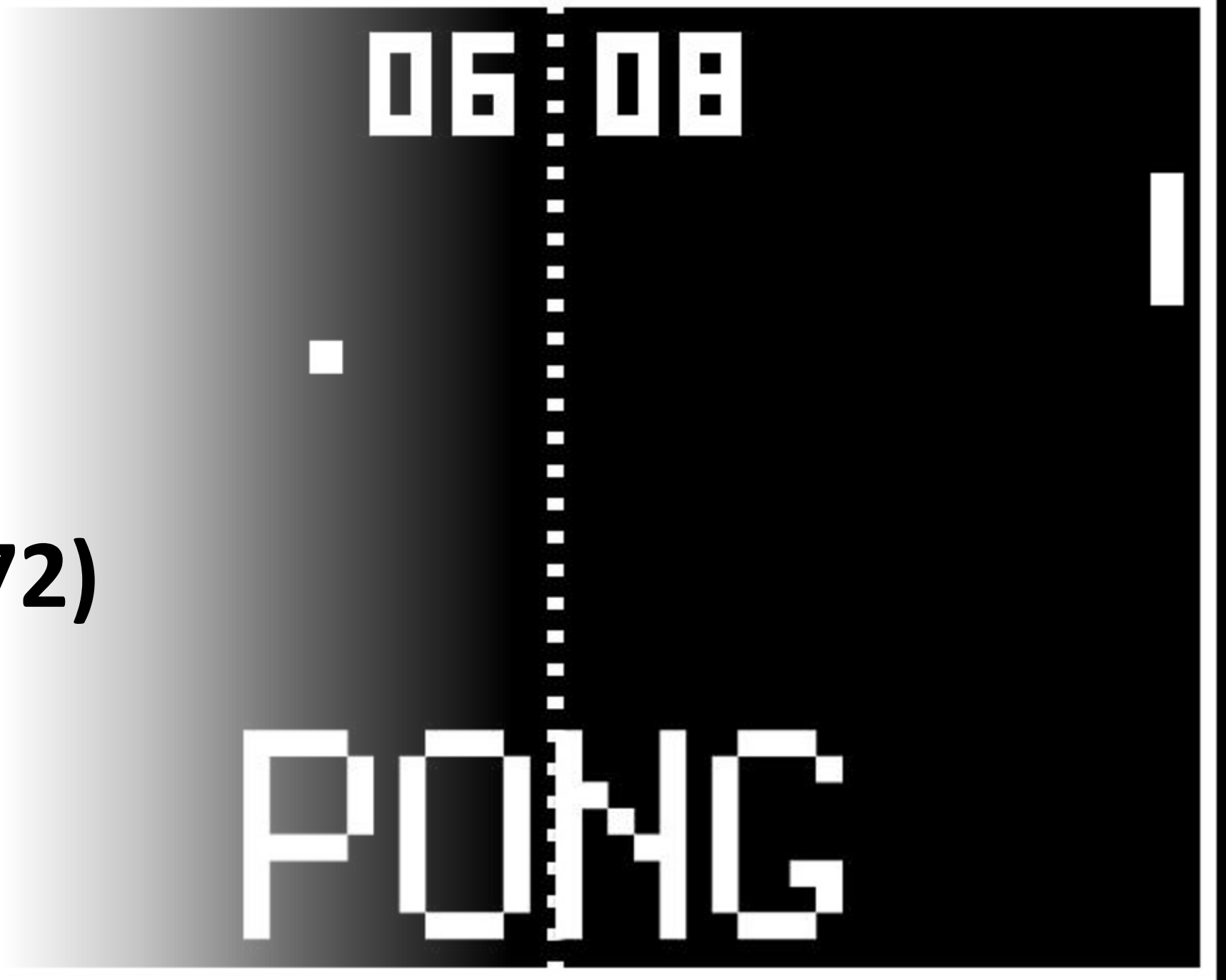


# Pong (1972)

By Mykhailo Sharha



"Pong" is one of the earliest and most iconic video games, marking the beginning of the commercial video game industry. Developed by Atari co-founder Nolan Bushnell and released in 1972, Pong is often considered the first commercially successful arcade video game.



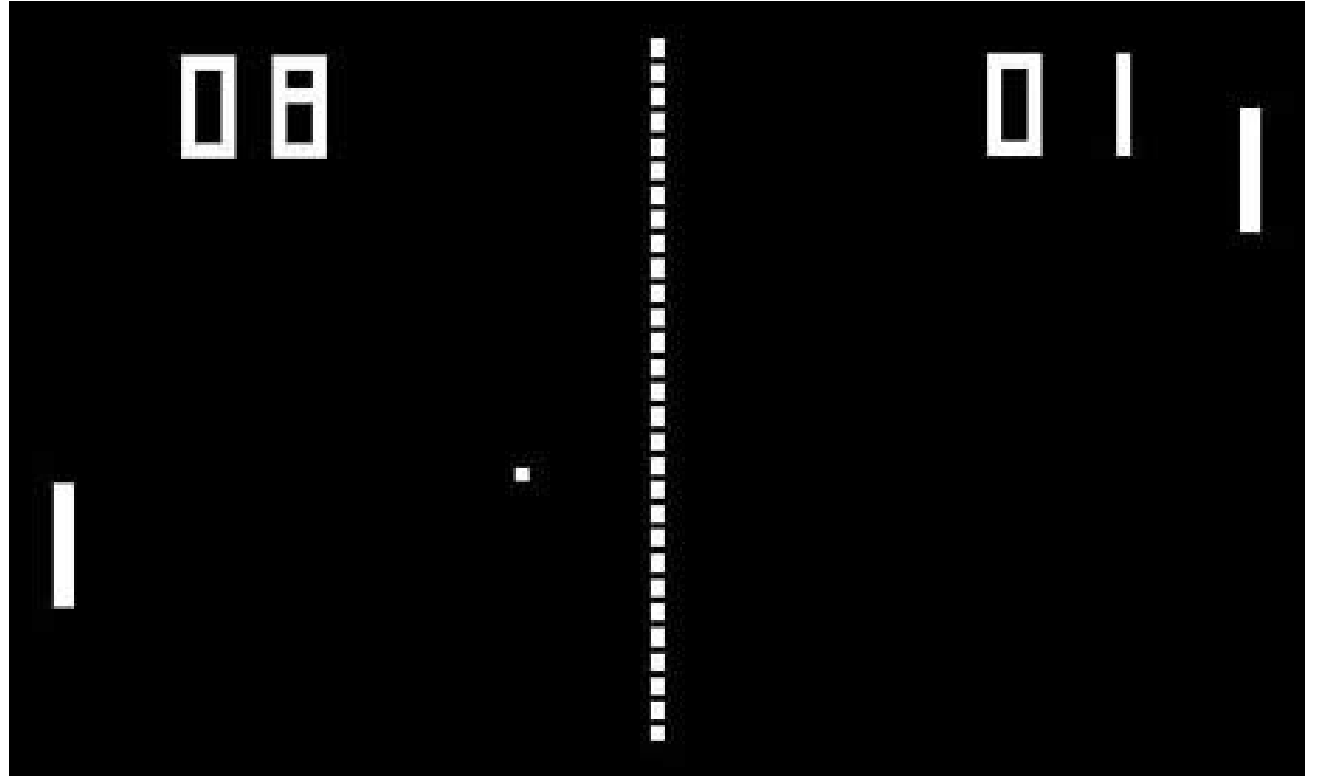
# Concept and Gameplay:

- Pong simulates a game of table tennis or ping-pong. Two players control paddles on either side of the screen, moving them up and down to hit a ball back and forth.
- The objective is to score points by successfully getting the ball past the opponent's paddle. If a player fails to hit the ball, the opponent scores a point.



# Graphics:

- Pong featured very basic, black-and-white graphics. The game was displayed on a simple two-dimensional screen with no elaborate backgrounds or characters.



# PONG

## Controls:

- Each player controlled their paddle using a rotary control knob, which allowed them to move the paddle vertically. The controls were straightforward, contributing to the game's accessibility.



## Controls:





# Sound Effects

- Pong had basic sound effects, including the distinctive "beep" or "blip" sound whenever the ball hit a paddle. The simplicity of the sounds added to the charm of the game.



# Commercial Success

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- Pong was a massive success in arcades. Its straightforward gameplay, competitive nature, and ease of use made it appealing to a broad audience.
- The success of Pong played a crucial role in establishing video games as a viable and profitable entertainment medium. The game's simplicity and competitive nature laid the groundwork for the arcade gaming boom of the 1970s and 1980s.

