



Atari sets the launch date for pre-orders of the Atari VCS at May 30, 2018

- **Collector and Onyx versions on the Indiegogo website**
- **Promotional offers, starting at \$199 USD¹, for Early Birds and fans registered on AtariVCS.com**

Paris, April 30, 2018 – Atari, one of the world’s most famous publishers and producers of interactive entertainment, today announces the launch date of May 30, 2018 for pre-orders of the Atari VCS. This campaign, exclusively on the Indiegogo platform, offers the Atari VCS *Collector*, with its retro-inspired wooden façade, and the Atari VCS *Onyx*, the traditional black version. For a limited time, promotional pricing will be offered to Early Birds, with packages starting at \$199 US dollars¹. Other packages include the Classic Joystick and a new controller. Pre-orders are planned for a Spring 2019 delivery. Fans registered on the AtariVCS.com site can take advantage of special offers on Indiegogo.

The Atari VCS is a new connected unit designed in the United States. Atari has partnered with AMD for the customized VCS processor with Radeon Graphics technology. The Atari VCS will offer 4K resolution, HDR and 60FPS content, integrated and expandable storage options, dual-band WiFi and Bluetooth 5.0 as well as USB 3.0 support. A complete list of the Atari VCS specifications will be available during the pre-sale campaign.

The reinvented Classic Joystick and the new controller are produced in partnership with Power A, manufacturer of first-rate video game accessories, and are available in packs or individually.

Retro-inspired but not “retro”, the Atari VCS will be a fully customizable and fun experience with access to a vast line of games, media and streaming content options. As a tribute to the past, the Atari VCS obviously contains the big classics with more than 100 Atari games, in particular the arcade and entertainment games Asteroids®, Centipede®, Breakout®, Missile Command®, Gravitar® and Yars 'Revenge®. A list of available games will be announced and updated as they are put online.

“We are continuing to move forward with the Atari VCS, we are delighted to announce the launch of this campaign”, declared Michael Arzt, Atari's operations director of the Connected Devices department. “We will rely on exceptional teams and will forge alliances that will make this product great and worthy of the Atari VCS name. Our partners are contributing to the fulfillment of this project and we couldn't be happier with their contributions. ”

¹ Prices net of taxes valid in the United States and Canada – For other countries, see the website upon launch

Atari appreciates the community's interest and eagerness in the games, content, specifications, production times and the other key information about the Atari VCS and has now laid a solid foundation for a successful product and launch.

Fans can also follow Atari VCS on Facebook, Twitter @TheAtari_VCS and Instagram.

The latest Atari VCS photos and logos may be accessed at: <http://uberstrategist.link/ATARIVCS-PressKit>.

The email sent to the entire community registered on the AtariVCS.com site is available on the company's corporate site at: www.atari-investisseurs.fr/communiqués-de-presse

About Atari

Atari, comprised of Atari SA and its subsidiaries, is a global interactive entertainment and multiplatform licensing group. The true innovator of the video game, founded in 1972, Atari owns and/or manages a portfolio of more than 200 games and franchises, including globally known brands such as Asteroids®, Centipede®, Missile Command® and Pong®. From this important portfolio of intellectual properties Atari delivers attractive online games for smartphones, tablets, and other connected devices. Atari also develops and distributes interactive entertainment for Microsoft and Sony game consoles. Atari also leverages its brand and franchises with licensing agreements through other media, derivative products and publishing. For more information: www.atari.com and www.atari-investisseurs.fr

There is still inherent uncertainty in the completion of these projects, their operating budget and financing plan, and the failure of these assumptions to materialize may affect their value.

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