

2003

- Transformers – Armada to be released for Christmas 2003
- Grand Prix Challenge to be released in Australia in March 2003

2002

- Grand Prix Challenge for the PS2 released in Europe for Christmas 2002
- Men in Black 2002 released worldwide
- Le Mans for the PS2 released in Europe and Australia

2001

- GP500 released in January
- Space Race Dreamcast released
- Le Mans Dreamcast released - voted best driving game on any platform for 2001

2000

- GP500 released in January

1999

- Infogrames acquires games development arm of Beam in April 1999
- Hotgames is sold to Fortune City in September 1999

1998

- Beam establishes computer game Distribution Agreement with major international distributors in North America, Europe and Australasia;
- Federal Government grant of \$2.1 million for R&D project for 3-D animation technologies;
- Positive reviews on new products including *DethKarz*; and KKND
- Hotgames.com website links from Microsoft msn.com.

1997

- Beam wins Australian Multimedia Export Award;
- *Mike Teaches English* wins Bronze medal in New York Festivals, Interactive Competition for Best Educational Program produced for use in schools;

- *Cricket 97*' Ashes Tour Edition wins Best Multimedia/Online game or Entertainment Product at AMIA Awards; and
- Beam's internet site Hotgames.com wins the Best Games Site award at the Australian Internet Awards.

1996

- Beam obtains listing on the Australian Stock Exchange (ASX:BEM);
- Five Time Winner at the 1996 "ATOM" Australian International Multimedia Awards. The awards were in the following categories: Best Game, Best Graphics in a Multimedia Product, The Premiers Gold Award, Best Primary School Resource, Best Dramatic Production;
- Melbourne House to publish game software titles; and
- Relocated to the new Beam International Limited building.

1995

- *SNES Cricket* achieves Number 1 status in Australia and UK;
- *EA Sports Cricket 96*' best selling CD-ROM sports title in Australia; and
- *The Dame Was Loaded* released in Australia to rave reviews.

1994

- Company begins developing using VideoBeam™ technology.

1993

- Beam completes two games based on FASA licenses *ShadowRun* and *MechWarrior*;
- *ShadowRun* acclaimed as a new direction in adventure gaming on consoles and *MechWarrior* as best 3-D fighting game; and
- First LaserBeam titles released in Europe.

1992

- Two NES titles released by LaserBeam in Australia, *Aussie Rules Footy* and *International Cricket*. Both titles reach Number 1 position in Australia;
- LaserBeam extends its Nintendo licence to cover all of Europe, east Asia and Australasia; and
- Beam titles receives 4 nominations for 1991 Nintendo Nestor Awards.

1991

- Beam completes *Super Smash TV* for Nintendo and SNES. This title recognised as first game featuring fast arcade action on SNES; and
- Beam Group starts LaserBeam Entertainment, as subsidiary to publish Nintendo games, and obtain a Nintendo Licence for Australia market.

1990

- Beam starts development of CD-ROM games for NEC PC-Engine for Japanese market;
- Beam completes Gameboy *Hunt for Red October*, first Gameboy game to feature head-to-head arcade action; and
- Beam completes *NES Star Wars* for LucasFilm.

1989

- Beam starts development of games on NEC PC-9801 and NEC PC-Engine for the Japanese market.

1988

- Beam develops titles for Nintendo publishers in US and Japan.

1987

- Beam starts development for Nintendo NES.

1986

- Melbourne House sales account for 10 percent of UK market across all formats;
- *Way of the Exploding Fist* acclaimed as Number 1 best-selling title throughout Europe, with over 500,000 units; and
- Release *Rock 'n Wrestle*, first wrestling game for computer formats.

1985

- *Way of the Exploding Fist*, first martial arts combat game for computers, released on Commodore 64 and immediately reached Number 1 chart position.

1984

- Release of *Lord of the Rings* for most formats throughout Europe; and

- Licensing agreement reached with Addison Wesley for US release.

1983

- *The Hobbit* reaches Number 1 best-selling position throughout Europe, and converted to most computer formats. Sales exceed 500,000 units; and
- Melbourne House release *Penetrator*, for TRS-80 for US market.

1982

- Beam develops the *Horace* series for Sinclair Spectrum distributed by Sinclair;
- *Horace* acclaimed as first arcade game for Sinclair Spectrum;
- *The Hobbit* released for Sinclair Spectrum by Melbourne House; and
- *The Hobbit* acclaimed as first serious adventure game in Europe.

1981

- Development starts for Sinclair ZX-81; and
- Beam acquires licence for computer rights to *The Hobbit*.

1980

- Development starts for Sinclair ZX-80