

2000

Shrapnel Games started shipping Steel Beasts on Monday, August 21.

2001

A quick period of self-publishing, versions 1.15 and 1.17.

A re-release through Strategy First in autumn.

First contact with a military customer: U.S. Military Academy at West Point.

2002

Steel Beasts Gold released. It wrapped-up current development and incorporated all patches to date.  
July: Transition to 3D accelerator capable engine.

Also, work on the Leopard 1A5 for Denmark, the first "real" customization deal with an army.

November: Danish Army Version I: (playable) Leopard 1A5.

Australia, New Zealand, Finland, Sweden, and The Netherlands added as new customers.

2003

April: Development of (playable) Bradley, MICLIC.

2004

December: Danish Army version II: (playable) Leopard 2A5.

2005

July: Australian Army version I.

2006

March: version 2.251, the first PE version followed by versions 2.262, 2.273, 2.301.

Sales to Austria, Brazil, Chile, Spain, and the Canadian Air Force.

October: Australian Army version II.

November: version 2.304 Added several helicopters, CV90/40 and Strv 122.

2007

January: version 2.328.

December: 2.370 "beta".

Lots and lots of small feature additions that increased tactical depth and width. Added Bushmaster, the M88A1, and the Tiger helicopter.

2008

Version 2.370 "beta".

March: Spanish Army version I.

June: Danish Army version III.

July: Australian Army version III.

November: Spanish Army version II.

2009

March: version 2.460, the first "for-pay" upgrade. Added 2S6 Tunguska, Centauro gun system, CV90/35, Leopardo 2E, MRH 90 helicopter, ASCOD Pizarro, dynamic time of day transitions, many small feature additions for further improvement of tactical scope.

November: version 2.483. 3D interior added to the Strv 122.

2010

Saturday, August 21st: 10th Anniversary of Steel Beasts.

Steel Beasts Pro PE updated to version 2.538.

# Ten Years of Steel Beasts