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Pitstop is a racing video game for the Atari XL/XE systems, released in 1983 by the publisher Epyx. It stands out in the genre for its innovative inclusion of pit stops during races, where players must manage their car's condition by replacing tires and refueling.

This mechanic introduced a strategic element not commonly found in racing games of that era. The game's design allows cars to sustain damage without immediate destruction, gradually showing wear on the tires which change color from dark to light blue to pink as they wear out. This feature, along with the need to manually control the refueling process, adds depth to the gameplay. Despite its age and the limitations of the system it was developed for, "Pitstop" provided an engaging experience by incorporating these unique gameplay elements.

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