

Computation Book

NUMBER OF BOOK 1

SAVED
NAME

HENRY C. WILL IV

SUBJECT

WICKSTEAD DESIGN

USED FROM

23 NOV 81 TO 21 OCT 83

No. 09-9890 (89)

11 $\frac{1}{4}$ IN. X 9 $\frac{1}{4}$ IN. (29.8 cm x 23.8 cm) • 152 PAGES

VERNON McMILLAN, Inc. ELIZABETH, N.J. 07008

VERNON McMILLAN Inc.
VJM
THE ROYAL LINE

1/23/81

①

APPLICATION -
WORD GRABBER

ATARI I/O

LUNCH

NEW ATARI -
ACTIVISION CARTRIDGES:
DRAGSTER

SKIING — W-4 (2 exemptions)

KABOOM

LASER BLAST

BRIDGE

FREEWAY

BOXING — NEW W-4

FISHING DERBY

APPLE

BASIC

11/24/81

- TALK TO PAUL ABOUT 400 - CHANGED FURNITURE

(2)

48KRAM

GPC

IPC - INITIALIZE PRINTER

BRUN ASSEMBED - SER1

> LO HNS. 23B

> QE

> YC - DIRECT.

> PR 06100

*IPC } LOST DOS

*GPC }

*2003G - ~~ASSEMBLER~~ ASSEMBLER

> HA S

> HA

> HA S

> AS LIST

DONT NEED
IF

HARD COPY

RESET
GPC

> LIST

ESC D - CURSOR UP
ESC C - CURSOR DOWN
ESC A - CURSOR RIGHT
ESC B - CURSOR LEFTmove
cursor over text

> INIT HELLO, V000

BL0D

BSHV

SAVE ASSEMBED - SER1, A#100, C#2400

* LOOKED AT DOS 3.2 MS-DOS REF MAN

* LOOKED AT 6502 MICRO ASSEMBLER
called CONRAC & RUTH

* TENNIS

3

```

650a ASM/EDT
>BLOAD ASSMED-SER1
>CALL -151
*2094:EA A9 3F
*2099:EA A9 77
*1C00G
?EN
?PUT

```

HNSHCW1.24B Sound mod.

11-25-81 ATARI 400 INFO WITH TAUL
 403 SECTORS AVAILABLE ON A DISK

HNSHCW1.25B
ATARI 5G

```

>BLOAD MON.800
RESET
*F59G
*XXXX C0C0 <RET> disables ROM monitor

```

SOUND TRIALS

TYPE 7 & 9 EQUAL?
 SOUND VOLUME IS 4 LSB'S
 TYPE SEEMS TO BE 4 LSB'S
 0B = OFF (as opposed to on)
 also 00 = ~~off~~
 PITCH SEEMS TO BE 5 BITS
 00 = high pitch
 1F = low pitch

ON
S1

(4)

MONDAY

11/30/81

* COMBAT

* 6502 ASSMED read manual

* TENNIS - STRUCTURE OF CHARACTERS

* APPLE MONITOR COMMANDS

* LUNCH - CHIROPRACTOR

* HIDE 'N' SEEK went over listing

TUES

12/1/81

* Holidays - only get off Christmas day

* HIDE 'N' SEEK LISTING

* DATA ON 6502/TV INTERFACE COMPILED

* WRITE UPS ON GAME IDEAS

SNOW KIDDING

* LUNCH

* WRITE UPS - - - CONTINUED

HORSE 'N' AROUND

* WORKED ON APPLE-SOFTROM INTERFACE CARD

* LOOKED INTO ATARI/TV SCREEN VSYNC WITH PAUL

* FILLED OUT 2 TIME SHEETS

* 2:40 AM APPLE-SOFTROM

* 4:30 closing early
bad roads

5

12-2-81 ~~TUES~~ WED

- * APPLE-SOFTROM
- * FOOTBALL
- * APPLE-SOFTROM (10:15)
- * TENNIS LISTING (10:55)
- * LUNCH
- * PLAYED SOME ATARI GAMES
- * GOT APPLE ABOUT 2:00 PM
- * TENNIS-DISASSEMBLY

~~THURS~~ WED 12-3-81

- * TENNIS DIS-ASSEMBLY until 10:15 AM
- * STARTED work on ~~WORD~~ GRABBER
 disk INITIALIZATION
 screen layouts
- * ATARI VO
- * LUNCH 12:52 PM
 2:10
- * started writing code to put chars
 on a screen (top)

>CALL -151
 *2074:EA A9 XY
 *2077:EA A9 XX
 * 1C00G
 >EN ~~~~~
 >PU
 >EN (to close file)
 reset and rellboot

if RESET is accidentally pushed in editor

*2003G
 4000-8FFC 0800-1BF8 9000
~~XXXX~~
 *XXXX 0800
 > Reset - 7300T DOS (GPC)
 > BLOAD ASSMED-PARI

*4000:600048

12-4-81

⑥

0 -> VBLANK
8 -> VSYNC
9 -> VSYNC

starts blanking
seeks to sync
in sync

START:DISP

31 lines

```
LDA #0
STA *Hsync
STA *VBLANK
```

ends next blank

```
LDX #225
STA *Hsync
```

DISPLAY LINES

```
DEX
BNE XXX
LDA #0
STA *Hsync
STA *Vsync
STA *VBLANK
LDA #0
STA *TIMX8
```

SUB Vsync	250	-
	251	-
	252	-
Real Vsync	253	-
	254	-

XX1
3 lines

```
LDA COUNT
BNE XX2
STA *Hsync
STA *Vsync
LDA #0
STA *TIMX64
```

350 CC's free

TV is in sync

XX2

```
LDA COUNT
BNE XX2
JMP START:DISP
```

2000 free
CC's

⑦

FRIDAY 12-4-81

- * ATARI SCREEN 1/0 (page 6)
- * Word Grabber Basic screen routine
- * Ordered eng notebook
- * Lunch 1PM
- * PIXEL DISPLAY
- * Bubble Colors

MONDAY 12-7-81

- * Bubble colors
- * Word grabber - character def.
- * Output of Digits / characters for WG
- * Lunch 12:05 - 1:15
- * WG
- * ROM WRITER

insert .MC \$8000
 after ~~BA~~ \$E000
 and .MC \$87FC
 after ~~BA~~ \$E000

starting addr = C050
 end addr = CFFE

TUES 12-8-81

- * MAIN HIRES loop for WG
- * WG REV1
- * PROM burning of above

⑧

WED 12-9-81

- * WG added:
 - CTRLG
 - background/foreground colors
- * Many Problems with PROMS for ATARI PROM board (assembled yesterday)
- * SPACE SHUTTLE game write-up

THURS 12-10-81

- * WG on Paul's system
 - * ~~Screen~~ to CONTRAC
 - * Created another Disk for BACKUP
 - * NEW ICE BOARD
 - BLOAD MON. 800
 - * F59G
- coco's not read
coco's don't write*

FRIDAY 12-11-81

- * ADVENTURE
- * WG
 - remove alternate XCHARS of 6 characters
 - move remaining 6 chars down a few lines (about 4)
 - put 6 chars on bottom
 - make characters bigger

(9)

MON 12-14-81

SNOW

* WG -

ICE BOARD & CABLE done
but no APPLE
(APPLE is being used
for DEMO)

TUES 12-15-81

* APPLE still being used for DEMO

* Got apple at about 1 PM
tried out ICE card (soft ROM)
did not work

WED 12-16-81

SNOW

* WG

used
PAULS
ICE

right scroll of 6 charts
left scroll
airplane
8x13 MATRIX
6 charts on bottom

* Paul came in

* Worked on FADING SCROLL

THURS WG & STARTED NEW ICE BOARD

FRI - ATARI: WG -
FADE IN/OUT / NEW ICE BOARD

MON 12-21-81

* ATARI WG FADE IN/OUT
* NEW ICE BOARD

(10)

TUES 12-22-81

* ICE Board -

* WG Word Definitions

WED

* CARDS (Christmas)
 * ICE BOARD

Christmas
 Lunch
 in Conference
 Room

left 2:50

out sick MON & TUES 12/28 & 12/29/81

WED

worked on soldering ICE card

THURS

* worked on ICE card - finished soldering at 1PM

* Burned TENNIS prom

* soldered PROM ATARI card

MON 1/4/82

* 3 hours - space jockey soldering/testing

* 4 hours - Debugging ICE card

TUES 1/5/82

* worked on ICE card

ICE CARD WORKS FTL!

@ 3PM

Commands to test RAM in ICE CARD

BLOAD TENNIS, A\$2000

BLOAD MON.800

reset

F59G

CPCP: CP return

run RAM monitor

F000 < 2000.27FFM

Copy to ICE

~~CP~~

CPCP return

F000 < 2000.27FFV

verify

* WG - defined characters

WED 1/6/82

* Moved into KEVIN'S cubical

* WG work

* burned 4 space jockey PROMS with

INITIALIZATION FIX

* estimated for WG games

ASSMED RECOVERY

for OUT OF DISK SPACE
or accidental reset

```

reset
*2003G
  write down size (HLL)
reset
G ctrl-P (boot DOS)
BLOAD ASSMED
CALL -15/
2094: EA A9 LL
2099: EA A9 HH
IC00G
check size
EN file
PU
EN
reset
G ctrl-P
  
```

Thurs 07 JAN 82

WG

- moved pixel/scan ~~and~~ scroll controls to all on ~~the~~ left joystick
- ~~for~~ changed pixel/scan display so pixel is on left & scan is on right
- changed scroll buffer so only the alphabet scrolls by

I still think that a left to right scroll is not natural - it is difficult to ~~remember~~ that the alphabet is scrolling by. How much harder/easier will it be for a child

- MOVED BOTTOM WORD TO LEFT OF SCREEN (REQUIRED ADDING MASK SET OPTION TO DISPATCH SUBROUTINE)

THIS TOOK AN ADDITIONAL 19 BYTES

- MADE OPTION OF ~~RIGHT~~ LEFT TO ~~RIGHT~~ LEFT SCROLL

Friday 08 JAN 82

WG

- put figure on screen movable by ~~the~~ right joy
- 4 frames selectable by buttons

Mon 11 JAN 82

WG

- made 3 frames for man
- made man able to have multi colors

Tues 12 JAN 82

- Color searching
- 3A thru 3C ~~5A~~ flesh tone (or 4C)

- Made Boy in Bathing suit

- talked to Jim about graphics
- talked to Jim again
- worked on upper and lower limits for boy

40 ↔ 18

- added walls & green grass
- Conference

Wed 1/13/82

- corrected assembly errors
- centered scroll
- added clothes line
- FG seems to be good color for buildings
- worked on changing ~~see~~ character display loop so that characters are displayed correctly (correct masks)
- Made man stand directly on ground
- Moved bottom chairs back to center of screen
- Made side walls at angle
- added hole in middle
- listening REV 19 & left (20 min) & left at 3:35 due to snow

Snow

Thurs 1/14/82

WG: - added REVERSE to BOY
 - changed display so first 2 chars
 in word are WOYX

SPACE Jockey (1.5 hours)

- initialized 6 disks (3.3)

3 V033

3 V077 - (mark under arrow)

- made all 6 into MASTERS
- copied SUI/HA.OBJ to all
- played STAR WARS
- put WG in PROM

ICE CARD 3:45

- tried to get ice card working
 for 4K

Friday 1/15/81

ICE CARD - 9-10AM

Found out that ground
 was left off of U14 (4118 RAM)
 put ground on so it works
 now - tested it with
 Paul Wilson's 4K game
 & found it working

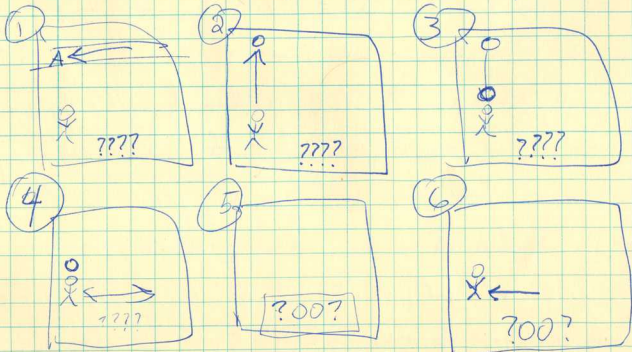
- box for ICE card 10AM - 2PM
- lunch
- talked to Paul about 4K use
- I need to delete comments
- talked to Jim about WG graphics mod definition

Monday 1/18/82

- worked on separating WG into 2 files so source splits into MEMORY
- worked on RANDOM# generator for WG
- worked on implementing PICKING a word, & waiting - will finish up tomorrow

Tuesday 1/19/82

WG - worked on clearing word, help, timer for wait, man waiting, jumping, coming down, finding hole, letter being put in correct positions in word and walking back



WG - talked to ~~Greg~~ Gordon for about
1 hour on WG (3-4PM)

Wed 1/20/82

- Hyde'm Sneak - helped Paul define the logo
on screen (about 1 hour)

WG

- changed part 2 to include another
3 letters in character sets

INV, INV, QUESTION, DASH

also drew up def definition for DASH

- found ICE board not working

1PM

WORD GRABBER CONFERENCE - JIM, GREYDON & HENRY

GREYDON -

- NEEDS A THEME

CIRCUS

- REDEFINITION of chess about circus theme
- CIRCUS WORDS could be used

FARM
CITY

SEA & OCEAN

Tasman / JUNGLE theme

Wild West

JIM - OBJECTIVES

- EDUCATIONAL GAME
- AGES 5-14
- BOTH SEXES

a few scenarios

GREYDON-

• PAC MAN sells because
there is no violence
done @ 3:25 PM

- Talked with Greydon about WG

Thursday 1/21/82

Pizza
Volvement →

- "Word Grabber" write-up
- Happy Booker - got book about
Video Games
- Wrote up MUSICIAN & WORD BATTLE
- Wrote up a example of
game variations & Options

Friday 1/22/82

- Worked until 10:55 on ICE card -

- "WG" (or word zipper - "WZ")

- Made file one big source

with many pieces
well tried it anyway -
couldn't get it to work

- SPACE JOCKER - helped Jim with
directions

- WG/WZ

put in bands of BLUE color
(horizontally)

2PM - Went to Electronics Show - Giants Stadium

Monday 25 JAN 82

- Worked on getting one big WZ file (6-subfiles)
- Worked on removing scroll parts that were unwanted
- Worked on color stripes & low res

Tuesday 26 JAN 82

WG
(WZ)

- Worked on color stripes (fix)
- Worked on background
- Worked on second word for timer
- fixed ground
- Worked on being able to display 2 hires on ~~screen~~ screen with color stripes
- Worked on random # generator & random word picker

Wed 27 JAN 82

WZ

- Put in code for ~~the~~ random word picker
 - Worked on trying to get fields with saucer & etc.
- talked to Gary & got a good idea from him on how to implement 2 HIRIS characters on screen

Thursday 28 JAN 82

- Worked on getting demo "Hyde in Sneak"
- Wrote up "Word Grabber enhancement"
(entering words by a user)
- Wrote up "Remote Controllers"
- ~~Read~~ Read "Video Games" booklet
- Sound work

*F666G MINI-ASSEMBLER

can't be used on softrom

- Talked to Jim & got following directions

- 1) put Counter at TOP if possible
- 2) Make terrain asymmetrical
- 3) display 2 obstacles at once
- 4) allow saucer to shoot
(2 fields)
- 5) implement ~~the~~ layers to scroll
as a top stored hires
- 6) allow background to change
each line
- 7) move over left & right boxes
to open left area up
- 8) add sound changing capabilities
(my own idea)

Friday 29 JAN 82

- WZ
 - added DOI control information
 - moved counter to TOP
 - changed low-res i.e. moved down shelves and increased inside area
 - added sound control
 - fixed up subroutines
- APPLE
 - went to computerland and bought
 - 1) APPLE editor and assembler (APPLE TOOL KIT)
 - 2) APPLE DOS 3.3
- Looked at TOOL KIT
- ~~Set~~ Set up a 16 sector DISK

Monday 1 FEB 82

- Backup of TOOL KIT
- TRANSFER program from ASSEMBED to TOOL KIT EDASM
- Donkey Kong at Morris City Mall

Tues 2 FEB 82

- see board networking - Jerry is trying to fix it
- THREE DEE write up started
- w-2 received
- tried ~~to~~ editing newly made files ~~for~~ with EDASM

got w-4
to fill out

- did ATARI Hardware write-up

Wed 3 FEB 82

- Worked whole day on transferring to New Assembler (APPLE TOOL KIT)

Thursday 4 FEB 82

- Finished up ~~use~~ of transferring to new assembler
- Jim says to have 4 horizontal strips with different colors and asteroids in each field

WZ - worked on 4 strips

Friday 5 FEB 82

- worked on WZ
- Talked to Jim about WZ

following directions were established

- 1) saucer only as low as
Top of ground
- 2) move word box down
- 3) 4 ~~rows~~ fields on screen
- 4) saucer similar to *Harings*
(space jockey) maybe
a little bigger

- 5) Let Hayden design
saucer & obstacles
- 6) 4 different obstacles
for 4 fields

- Started Edits

Monday 8 FEB 82

- WZ continued edits for 4 fields
- corrected software for 4 fields

Tuesday 9 FEB 82

- tried to backup *spw* & accidentally
delete files
- RE-EDITED files
- found out how to use MOD command
for RESET protection

- Worked on Center for screen
- made saucer rotate & flash
- added shot moving

Wed Feb 10, 1982

- backup
- worked on shot & layer so that if fire button is down then no movement happens with saucer and joystick controls the direction of shot or layer
- made meteors move across screen slower & less frequently

Thursday Feb 11, 1982

- backup disk
- WZ worked on trying to find another hire in FREEWAY - there was none
- worked on ATARI VCS document proofreading
- WZ fixed flying saucer movement

SAUCER "BOUNCED" BACK

ONE POSITION WHEN RELEASING JOYSTICK BECAUSE joystick software was testing if buttons were off not on

- worked on ground asymmetrical

Friday 12 FEB 82

WZ -

- ground (terrain) work continued

ATARI INTERFACE DOCUMENT DIAGRAMS

- Fixed laser color

- Rotating meters

Mon Tuesday 16 FEB 82

WES
STARTED

- New employee - 1st after me

name: WES **TRAEGER**

- WZ

- Jim says

- no color change on saucer

- legs on saucer

- more undulation in terrain

Wednesday 17 FEB 82

- WZ

- terrain

- game play sequence of events

Thursday 18 FEB 82

- backup

- ~~game~~ game play

- saucer landing

- terrain

- Laser shooting letter

Friday 19 FEB 82

WZ - worked on ^{gapping} ~~shorting~~ letter

Jim & I defined following objectives

- 1) scroll freeze when letter hit & letter disintegrates.
 longer or for longer period of time
- 2) letter should materialize at bottom
- 3) don't allow saucer above light blue
- 4) make an astrick "free" letter between Z and A
- 5) make a fix to dis-allow rapid ~~at~~ gapping of letters to get every one

Space
Jockey
line
counting
with WES

Monday

Sound research

Tuesday

Sound routine & Space Jockey line

Raise & Jim said WZ? marks ^{Counting} must be same # as # letters

Wednesday 24 FEB 82

WZ - ~~to~~ Alphabet tune

SCAN LINE SPEC write-up

WZ - took scroll out of RAM & Put in software

THURSDAY 25 FEB 82

WZ - Theme song

1 & 2 Grade words

FRIDAY 26 FEB 82

WZ - moved layer code to within

JPLAY
Production SOFTROM card
checked New space Jockey
HNS line counting

got ATARI 400 Star Raiders

disappear - re-appear work
on letters

MONDAY 01 MAR 82

- STAR RAIDERS

- WZ layer

- Paul gave 2 weeks notice

- signed memo on ATARI info as
trade secrets

TUES 02 MAR 82

- STAR RAIDERS

- WZ layer

- GAME PLAY CHECK ON PAUL'S GAME

- Training WES

- WZ layer & better re-appearance

WED

- WZ layer & letter dis & re-appearance

THURS

WZ - attract mode
- dis & re-appear

SNEAK 'N PEEK - verification

SNOW left 4:15

MARK & David play tested SNP

FRI -

SNP - Prom burning

A-MAZING write-up

MON - 3/8/82

- paddle research

TUES - 3/9/82

- paddle research

WED - 3/10/82

Sylvia started → WZ - buttons tied into attract
- began OBS hit OBJ

THURS - 3/11/82

- sent in Leisuretime reader service card

WZ - OBS hit OBJ Cont.

- interview - Roger Booth

- Lawyer talk

- prepared Lawyer stuff for Jim's trip to Chicago

FRI - 3/12/82

WZ - solar winds

Mon 3-15-82

Allison was Born!

PTL!

PAUL
LEFT

Tues - day off

Wed

- Morning off

11:05 AM -

evaluate Pac Man

12:00 - 12:45 -

MTG on Quaker Oats

Lunch

MTG on Graphics development system

Word Mapper - redoing Fridays
edits

Thurs 3-18-82

- Evaluate use of ATARI 400 as
video graphics designer

- Start Sylvia on WZ char font

Fri

JOLA

1PM - 4PM = SNEAK 'N PEEK

4-5 = WZ

remove box around word

MON 3-22-82

WZ - found out that LOCTRL
has BIT 2 as LO/HIRES
PRIORITY

- removing fade routine as per
above find

TUES - 3-23-82

→ - started Chris on ATARI GRAPHICS
DEVELOPMENT SYSTEM

- WZ added shots exploding ~~and~~ obstacles

WED 3-24-82

- green monitor

- WZ - sized RND hits to ship
- added Sylvia's font

THURS - 3/25/82

- added changed layer to 3 flashes
- worked on colors
- started on copyright and startup
actually worked on saucer
comming in from
top

FRI -

WZ - added computer control of
saucer entering
- added meteors hitting saucer
harder

ROBIN in for interview most of day

MON 3-29-82

WZ - MTG on WZ

- WZ vocal storage

- STUDY on how much mem to put up © 1982 VITEC
(came out to 53 software+ 66 mask storage
119 total ROM

- game select

- PIXEL SPEED changes according to
misses and hits

TUES - 3/30/82

- Printer interface

WZ

- GAME select fixed up

- Sylvia found it would take
127 bytes to store 76 words- sound output routine changed
to music

- 3 words in a row

to takeoff if all right

- Talked with Jim about WZ

Wed 3/31/82

WZ - spare byte count

- line scan line count and fix

- added shelf on screen 1

- fixed RND generation of 3 words

Thurs 4/1/82

WZ

- deleted ~~the~~ field background colors

- Changed pixel speed according to word number

- changed screen during GAME select to also read WZ

- allowed game select during PLAY to end play

- changed background and foreground colors

Fri -

WZ - initial TITLE SCREEN with Sylvia

Roger
Started

Tom Started

MONWZ - title screen
take offTUES

SNOW - no work

WEDWZ - lyte singer
2 hours - Sneak-n-peek
game directionsTHURSWZ - code deletion
Mouse trap - 1 hour
ATARI Graphics Development System - 2 hoursFRIWZ - code estimates
found out that
ATARI GDS - 1 hour 400 & 810 prices
SNEAK-N-PEEK - review directions
WZ - looked at code left & fixed game playMON 4/12/82GDS - 2 HOURS
SYE VIA - 1 HOUR
WZ - 4 HOURS

TUESWZ - MTG with Ron Dubren on
WZ GAME PLAYWED

WZ - new word decoding routine

16 - 4 letter words

16 - 5 " "

16 - 6 " "

THURS

SNEAK 'N PEEK - 1 hour with TETE (SIEBEI) on directions

WZ - Saucer graphics with Robin

MOUSETRAP - 1 hour - checker out of RAM

WZ - 4 functions of Asteroids
- LEFT DIR CHANGES
FROM DENSE TO SPARSE
ASTEROID FIELDFRI

WZ - FREE ZONE

- SHOOTING - WITHOUT JOYSTICK MOVEMENT
- METEORS
 - NO CRIPLER
 - DUST COMES OUT WHEN SCROLLER HITS
 - SCROLLER CHANGES TO RANDOM
SCROLL FOR ONLY 5 SECS
 - ONLY 1 SPEED FOR METEORS
 - COLOR/BW SWITCH TURNS
OF SCROLLERS FOR
KIDDY GAME

- REMOVED FREE ZONE
(IT MADE GAME
TOO EASY)

- ~~ADDED ZIMMER TO PREVENT~~
- CHANGED OBS MASKS
- CHANGED ~~TO~~ PROBABILITIES

MON 4-19-82
DAY OFF

TUES 4-20-82

WZ - all day

- GAME MATRIX
- WILDCARD APPEARANCE BASED ON NUMBER OF METEORS SHOT DOWN
- WILDCARD REQUIRED TO END WORD
- CHANGE SCENARIO AT END OF GAME
- FIX "BUG" THAT CAUSES SAKER WRAP AROUND
- STARTUP DISPLAY
- ASCII COPYRIGHT MESSAGE IN ROM
- USE OF RESET TO INTERRUPT GAME

⊙

JIM CAME UP WITH IDEA FOR BIG! DOOMSDAY METEOR

WED

WZ -

- fixed game #'s
- fixed ~~letter~~ random letter generation
- changed # meteors to shoot down
- sped up layer (dis-appear - re-appear)
- added messages according to level
- changed it so that game reset will not cause ship to fly left & right
- lightning happens if all 3 words are spelled correctly

THURS 4-22-82

WZ - STARTED

- IMPLEMENTATION OF 2 PLAYER GAME
- ~~PAUSE BEFORE DISPLAYING~~
- ~~LEVEL AT END~~
- ~~OF GAME~~

GDS - TIL 8:30 PM

FRI

QDS - ANI

WZ -

GAME MATRIX

2 PLAYER OPTION

MON

WZ - 2 PLAYER GAME

TUES

WZ - 2 PLAYER GAME

- FREE ZONE for 1 second after landing

- Different frame speeds

- 1 - saucer

- 2 - METEORS

- Use of all 4 METEORS

- 2 - bunkers

- 1 - Doomsday

- 1 - Scroller

WED

WZ - TILL ABOUT 7PM

THURSWZ - TILL MIDNIGHT
(SOUNDS)FRI

WZ -

SNEAK N PEEK - burn promo

MON 5/3/82

- WZ

- 3 WORD WIN SOUND CHANGE
- NO EXPLOSION OF METEOR
WHEN IT HITS SHIP
- FREE WILDCARD ON GAMES

1, 9, 17

- RANDOM GENERATION OF
WORDS

TUES 5/4/82

- WZ

- REPLACED SOME WORDS

REVA

- RE-INSERTED SHIP HIT CHECK OF X COORDS
- CHANGE RND+1 → WORDRND FOR METEOR Y COORD

SMURFS — GAME PLAY REVIEW

WED 5/5/82

- Prepare for Fisher Price MTG - 1 hour
- SMURFS - review
- Write up METEOR ATTACK
- GAVE RICK WZ DISK
- WORD ZAPPER DIRECTIONS

THURS - JIM'S BDAY

- SMURF RESCUE REVIEW WITH TOM
- Sneak N' Peek Directions
- Dukes of Hazard ~~at~~ write up.

FRI

COLOR BAR GENERATOR

MON

SNEAK N' PEEK - TEST 1 HOUR

MOUSE TRAP

HOME DEFENSE

WORD ZAPPER - DIRECTIONS

COLOR GENERATOR - DONE

TUES

MOUSE TRAP - 1 HOUR

HOME DEFENSE - 1 HOUR

MOUSE TRAP - 1 HOUR

GDS - 2 HOURS

WORD ZAPPER DIRECTIONS - 2 HOURS

WEDMT - FIELD SOFTWARE
WITH JUMPING MICETHURSMT - MEMO ON RAM USAGE
FLASHING MICE

MT - FLASHING CATS

FRI

WRISTCOMP - 3 HOURS

MT - 4 HOURS WALKING FLASHING CATS

JIM
GREYDON
WES
TOM to
CALIF.
WARNER
LAMBERT



MON 5-17-82

- MT ~~2 HOURS~~ 2 HOURS

REVIEW COLECO WRITE-UP

- HOME DEFENSE - FEW MINS

- MT ^{DOT SHOT} 1 HOUR

CONFERENCE

- GAME EVALUATION - 2 HOURS

YARS REVENGE

APOLLO - SKIET SHOOT
SPACE CHASE

TUES 5-18-82

- GAME WRITE UP & IDEA WRITE UP - 1 HOUR

- ROAD RALLY

- VCS COIN-OP

- GDS HIRES 1 HOUR

- MT - 5 HOURS

POS LINES

MAZELOOP

WED 5-19-82

- GAME FEASIBILITY STUDIES - 3 HOURS

- OCTOPUS

- SQUEEZE BOX

- MT - 1 HOUR

- GDS 3 HOURS

THURS

- GDS

MT

FRI

- out sick

MON 5-24-82

MT-1

HD-1

WRISTCOMP-1

MT-2

HD-2

TUES 5-25-82

WRISTCOMP-1

HD-6

WED

HD-6

MT-1

THUR

HD-4

MT-1

GDS-1

PERSONAL-1

FRI

HD-7

TUE
~~MON~~ 6-1-82

- HD - 5 HOURS
- SQUEEZE BOX - 2 HOURS

WED

- GDS - COLORS/HIRES - 4
- HD - 2 HOURS
- MT - 1 HOUR

~~FR~~

- SQB (SQUEEZE BOX) - 1 HOUR

THURS

- GDS - 1 Hour
 - New contract
 - Bug report
- MT - 1 hour
- SQUEEZE BOX -

~~RP~~

FRI

- MT - 1 HOUR
- GDS - 3 HRS
- SQUEEZE BOX - 2 HRS
- APPLE CALL
- GAME EVALUATIONS - 1 HR

MON

MT - 1 HOUR
 SQB - 6 HRS

TUES

MT 2 HRS
 SQB - 5 HRS

WED

MTG ON CES - 1 HOUR
 GDS - 1 HOUR
 MT - 2
 SQB - 2
 HD - 1

Sneaker Peek
 saw Word Zapper for 1st
 time - 3 Million cartridges
 ext. to be sold by Nov 1

THURS

CARTRIDGE COPY PROOFING - 3 HRS
 MT - ~~1 HR~~ 3 HRS
 HD - 2 HRS

FRI -

SCHEDULING FOR CARTRIDGES - 1 HR
 HD - 3 HRS
 MT - 3 HRS

Rick, 1st royalty
 check Mid
 October

MON - 5/14/82

COMMANDO RAID - 18 HOURS

TUES - 5/15/82

COMMANDO RAID - 8 HOURS

WED -

COMMANDO RAID STOPPED

COMMAND RAID - 1 HR

~~REP~~ LISTINGS OF
COMMANDO EWZ
FOR PROGRAMMERS
REFERENCE - 1 HR

MT - 3 HRS @at movement

SQB - 2 HRS 14 bars & dot dec

THURS

MT - 1 HR

~~SO~~ GOTA MATCH - 1 HR WRITE-UP

SQB - 5 HRS

FRI 5/18/82

- MAN ON SCREEN

- SHIFTING LOWRES ALGORITHM

MT - 1 HR

COMMANDO RAID DIRECTIONS - 1 HR

PAPER TAPE DOWNLOADER - 3 HRS

SQB - 3 HRS

Sum!
650K
450K
with 250K option
WZ's
commando

MON

PAPER TAPE VERIFY - 3 HRS SOFTWARE
 SQB - MOVE BARS 4 HRS

TUES

MT - 1 HR

SQB - 5 HRS

COMMANDO RAID - PAPER TAPE VERIFY OF COMMANDO RAID - 1 HR

WED

GDS - 1 HR - DUMP UTILITY

SQB - 1 HR - BRINGING ROGER ON, SHOT MOVE

COMMANDO RAID - 1 HR FROM VERIFICATION
DISK TO ROSI INSTEAD
OF LISTINGS

MT - 3 HRS - BUTTON & CAT MGMT

SQB - 1 HR SHOTS

THURSSQB - ~~1~~ 4 HR marks

FISHER PRICE MTG - 1 HR →

MT - 1 HR

GDS - 1 HR DLI
revisions
shortenFRI

SQB - 7 HRS

gumpot

JIM:
 SQB - AUG 31
 WEIRD BIRD - SEP 31
 GATHER ATTRACT - MID OCT.
 GUARDIANS OF TREASURE - OCT. 31
 COMMANDO RAID PRODUCTION HALTED -
 I.E. FOR ATTRACT MODE REG.
 WE WILL HAVE TO BUY OUR OWN
 \$20,000 DOCUMENTATION
 PACKAGE
 JIM MENTIONED WE DON'T LIKE
 "WEIRD BIRD" AS A NAME

MONSQB - 7 HRS
SHOTSTUESSQB - 6 HRS
SHOTSCOMMANDO RAID - 1 HR
attractWED DEVELOPMENT SYS RESEARCH - 3 HRS
SQB - 3 HRS - ~~7~~ LOWRES HITS
MT - 1 HRTHURS 7/1/82

SQB - NEW SHOTS 5 HRS

COMMANDO RAID - 2 HR

FRIDAY 7/2/82SQB - ~~FAAS~~ 2 HRSDEVELOPMENT - 5 HRS
SYS

MON - DAY OFF

TUES ~~MON~~ 7/6/82

SQB - 7 HRS

REVISED
COMMANDO RAID
SHIPPED.

BAR MGMT & BAR INIT
SHOT MGMT - few minutes to jock up
moms ~~to~~ shot up -
jock down shoots down

WED
FOE 7/7/82

SQB - 4 HRS - BAR MOVMT

MT - 1HR - Cat jumping out bug ¹ Prom
COMMANDO RAID - ~~1~~ ~~HR~~ ~~from~~ ^{for} Coleo
so Jim can ~~do~~ revise
directions
& assembly

THURS

SQB - 7 HRS - BAR MGMT

FRI

SQB -

- SHOT HIT BAR CORRECTION
- SHOT LIMITS ~~not~~ WITHIN BOX (VERTICAL LIMITS)
- WIDE BAR BIT BY SHOT

MON 7/12/82

SQB - 7 HRS

- RANDOM # GEN
- TOD'S SOUND ROUTINE

TUE

SQB - 7 HRS

← correct photo

WED

SQB - eman hit 5 HRS

MOUSE TRAP - directions 2 HRS

THURS - ~~XXXXXXXXXX~~

THRS - MOUSE TRAP - chunking

- GAMEPHASE & ATTRACT

THRS

- game variation
invisio - mazeFRI -

SQB - 3 - MOVE SCREEN DRIVER

MT - 4

~~MT - 4~~MON 7/19

MT - 6 HRS

SQB - 1 HR

TUES 7/20/82

MTA - 1 HR - MOUSE TRAP?

SQB - 6 HRS - MAKE SHOTS GO ABOVE & BELOW MAN

WED

SQB - 6 HRS - SHOTS ABOVE & BELOW

MT - 1 HR - JOY PATCHES

THURSSQB - 6 HRS - SHOTS
COLORS

MT - 1 HR - JOY PATCHES

FRI

SQB - 7 HRS

~~SAT~~MON

7/26

TUE

7/27

OFF SICKWED

7/28

WORD ZAPPER AVAILABLE
AT GEMINI \$24.95

SQB - 7 HRS

MOUSE TRAP STILL NOT COMPLETED.

THUR

7/29

SQB - 7 HRS - NEW ANI

NO MAX ANI

UP
DOWNFRI

SQB - 7 HRS - NEW ANI

MON 8/2/82

- SNEEK 'N PEEK - NOW AVAILABLE

SQB-7

AT GEMINI - \$24.95

TUE 8/3/82

SQB - 1 HR

SMURF - 2 HRS

GAME EVALUATION - 4 HRS

MAGIC - COSMIC ARC

ATLANTIS

TALKER BROS - FROGGER

STAR WARS

ATARI - DEMONS TO DIAMONDS

WED 8/4/82SQB - ~~5~~SMURF - ~~2~~

TREASURES -

4 HRS

SQB -

6

GUARDIANS -

1

ZON'S GAMES -

RAIDERS

SPOOK

} ALL DAY

MTG'S

OR WITH

RON

BUBBIN

FRI

SQB -

6

MOUSE TRAP -

1

- MTG'S on game play

- PRODUCTION

FROM

VERIFICATION

COMPANY MEETING

7/20/82

SQUEEZE BOX - ROGER & HENRY
 WEIRD BIRD & CRABD - WESE TOD
 GOPHER ATTACK - SYLVIA & TOM
 GUARDIANS OF TREASURE - ROGER & HENRY ^{ROGER IS CHARGE}
 SMURF - HENRY AFTER SOB
 TIMEX - TOM & GERRY
 DEMUS - TOM RICK & GERRY
 WRISTCOMP - ROGER end of month

A) MUST INCLUDE SELF TEST PROGRAM

B) ONE MONTH ON SOFTWARE

GRAPHICS - ROBIN

CUSTOM CERAMIC CHIP -

FP ENG WILL DEVELOP

VCS DOCUMENT

BALLY - MIGHT MAKE ONE OF GAMES INTO ARCADE

E.T. RIGHTS

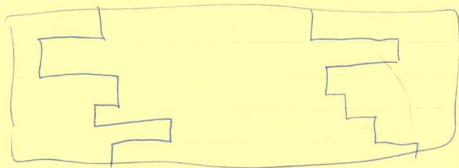
GAME IDEAS BY END OF MONTH -

DEVELOPMENT SYS - SEPT. IS PHYS YR.

WARNER LAMBERT

TIMEX MEDICAL

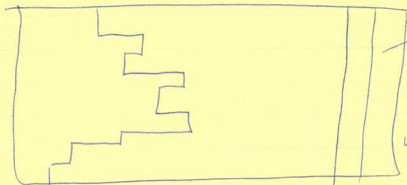
GAME 1 A WIDE
B THIN 8/5/82 1



- 1) EACH ROOM STARTS AT INCREASED DIF
 ROOM 1 - DIF 1
 " 2 - " 2
 ⋮
 ⋮

- 2) EVERY 10 SECONDS WITHIN ROOM
 DIF INCREASES
 3) POTENTIAL EXIT WILL BE REFILED
 IN 10 SECONDS
 THEN 8, 6, 4, 2, 0

GAME 2



JUST TO SHOW NO OUT
 OR CAN GROW IN
 UNSOL TO FORCE GUY
 INTO BARS

SAME AS GAME 1 EXCEPT
 WHEN BAR IS FORCED TO LEFT
 IT TURNS WHITE & BEGINS TO
 GROW AGAIN

8/5/82 (2)

- B) ~~WHEN~~ WHITE BARS - NO POINT VALUE
 C) WHEN ALL BARS ARE WHITE -
 AUTO ESCAPE

GAME 3

● COLOR DIFFERENTIATIONS

FLASHING BAR HAS

HIGHER POINT VALUE

(BAR FLASHES BETWEEN
 COLOR & BLACK
 SO OK ON B/W TV)

GAME 4

REFLEX

BAR FLASHES -

IF MISSED - BAR
 GROWS

8/6/82

James Wickstead Design Associates
185 Ridgedale Avenue
Cedar Knolls, New Jersey 07927

Game Revision - 5 August, 1982

SQUEEZE BOX

GAME I

- 1) Wide Bars
- 2) Squeeze Box configuration (bars on both sides)
- 3) Shooting Back Bars creates an escape path
- 4) The player has 5 seconds to escape via path
- 5) If he doesn't escape, escape path "closes" and bars begin growing again
- 6) If he stays in, he may accumulate points by shooting the bars back, but the game becomes sequentially faster.
- 7) If you escape and go to next frame, that frame will be identical to the but will sequence faster.
- 8) If the player is touched by a bar, that frame ends.
- 9) There are 3 individual "frames" per game. This is common to all games.

SW REQ -

- 1) DETECT OPEN - START TIMER
WHEN TIMER TIMES OUT
RESTART CLOSE HOLE
AND DEC ESCAPE TIME
- 2) DIFFICULTY INCREASE WITH TIME

GAME II

- 1) Wide Bars
- 2) Single wall configuration
- 3) Shooting back or turns it white, and provides bonus score;

pixel..... 10
retraction...100
- 4) Even after white bars are shot out, they will still grow out BUT no score is attached to shooting them even though they are still lethal.
- 5) Game becomes sequentially faster with time
- 6) If all bars are shot back and turn white, the player has won that frame and game in same next frame.
- 7) Next frame begins at a faster pace than previous frame

SW REQ -

- 1) WIDE (THIN) BARS ONLY IN ONE DIR
- 2) DETECT BAR RETRACTED - CHANGE WHITE
- 3) IF ALL BARS ARE WHITE FORCE OUT
- 4) BACK BAR TO PREVENT LEAVING
- 5) DIFF INCREASE WITH TIME

1) BLINK ROUTINE
 2) EXTRA BONUS

GAME III

- 1) Wide Bars
- 2) Single wall squeeze Box configuration with movable back wall
- 3) Object is to emass high score by shooting: back regular bars and bonus bars, or to escape to the next frame.
- 4) The bonus bars flash for a set period of time then become solid colors again and are no longer eligible for bonus points.
- 5) The following scoring aplies;

STANDARD BAR	BONUS BAR
Pixel..... 10	20
Driven Back.....100.....	200
- 6) The remainder of game play is identical to game 1.

GAME IV

1) RANDOM LENGTH BARS
 2) DETECT IF FLASHING BAR MISSED THEN CLOSE BARS
 3) DETECT IF ALL 12 BARS FLASHED WERE HIT - IF SO CLEAR BARS & START NEW FRAME

- 1) Wide Bars
- 2) Single wall configuration
- 3) Bar are set at random lengths from wall. They do not grow in length.
- 4) Individual bars flash. They MUST be shot out.
- 5) The object is to shoot flashing bars, but this can be difficult if bar is located back of adjacent, nonflashing bars. Player may shoot back adjacent bars to get at flashing bars or move across from flashing bar.
- 5) If theplayer shoots all bars that Flash, he goes to the next frame which has a faster flashing sequence..
- 6) If the player misses shooting out a bar, the bars will immediately close in on the player and and the frame ends. That frame is then repeated.
- 7) the following scores apply;

STANDARD BAR... no score	FLASHING BAR....100
--------------------------	---------------------
- 8) If all flashing bars are shot, player automatically goes to the next frame. The next frame is identical to frame 1, but plays faster.
- 9) The color bars flash at random times and in random sequence (but are always on for the same period of time).

MON 8/9

SQB-7

TUE 8/10

SQB-7

WED

SQB-7

THURS

SQB-7

ASTROBLAST

CHALLENGE BASEBALL

} MATELL

} FOR VCS

FRI

SQB-4

GDS-3 printer interface (850)

MON - FRI AUG 16-20

VACATION @ OCEAN

FRI - SQB SHIPPED PTL! GROVE

~~THURS~~

SQB (81982)

MON 8/23/82

7 HRS - OBJ HEX VO1

TUE 8/23/82

4 HRS - OBJ HEX VO2

1 HR - TODDLERS GAMES

2 HRS - SMURF

WED -

SMURF - 6 HRS Talked with LAWRENCE
 GUARDIANS 1 HR - SC DRIVER ^{SCHUK} ON GAME PLAY

THURS - 8/26

SQB - 2 HRS - Not too good
 on B/W TV

GUARDIANS - 5 HRS screen driver

~~WATCH~~ ~~Festival~~

TOOK WES out - he's getting married sat 8/28/82
 (Cathy)

FRI - 8/27

GUARDIANS - 6 HRS screen driver

SMURF - 1 HR screen driver

MON 8/30/82

GT (GUARDIANS OF TREASURE) - 6 HRS ^{screen driver} animated sharks

SQB - 1 HR

TUES

GT - 3 HRS - SCREEN DRIVER

GDS - 4 HRS - PTR CABLE HOOKUP

WED

GT - 7 HRS - RON DUBROW
 on game play

THURS 9/2/82

SM (SMURF) - 3 HRS MODEM TEST
ETC.GT ~~8~~ - 4 HRS ~~8~~ FROGMAN FIELD
HOUSE~~GT~~

FRI 9/3/82

GT 5 HRS FRG FIELD
OCT HEADGAME
REVIEWS

2-HRS

THRESHOLD - TIGER	} MAGIC
INFILTRATE - APPOLLO	
VENTURE - COLECO	
FIRE FIGHTER	
RIDDLE OF THE SPHINX	

also got Rod Debraim
CentipedeMedia schedule
for space jockey
TV ADS

MON
HOLIDAY

TUE

PITFALL REVIEW - 1 HR

GT - 6 HRS

WED

GT - 6 HRS

CAME SUBMISSIONS - 1 HR

THURS 9/9/82

SM - 1 HR - TUNE

GOPHER
ATTACK

~~GT~~

1 HR - SCAN LINES &
OTHER TESTS

GT - 3 ~~HR~~ HRS - BOAT & TREASURE
FIELD DISPLAYS

→ MADE GT(090982) for FP review

DEVELOPMENT SYS REPAIR - 1 HR TV BOX is NG

8K ROM REVIEW - 1 HR

FRI 9/10/82

5:45 → ? 5:20 PM

FP AURORA, NY

MON 9/13/82

SMURF - 1 HR

FP MTG REVIEW - 2 HRS

APPLE CAT II MODEM (\$389) (+ \$16 for RAD) 10 STACK LINE TAB - 4 HRS

GATOR SWAMP
& OLD MACDONALD'S
FARM GAME
SUBMISSIONS

TUESMURF - 7 HRS - SCREEN DRIVER
(LOWRES MAPPED)WED

SMURF - 7 HRS SCREEN DRIVER

LAB { LOWRES MAPPED
& FLOOR PERSPECTIVETHURS~~SR~~ (SMURF RESQUE) - 7 HRSSCREEN DRIVER
(LAB)LAB { FLOOR PERSPECTIVE
& SHELF & SMURFETTEFRI 9/17/82

SR (SMURF RESQUE) - 7 HRS

LAB SCREEN DRIVER
FLOOR PERSPECTIVE
SHELF & SMURFETTE
BAT ANIMATION
SCORE & ENERGYMON 9/20/82

SR - 7 HRS

LAB SCREEN DRIVER
SMURF INDICATORS
SHELF

TUE 9/21/82

SR - 7 HRS

LAB SCREEN DRIVER
SMURF INDICATORS
SHELF

SENT SR(092182) to Coleco
1st SIGNAL MAN
2nd APPECAT

WED

SR - 6 HRS

JUMPING

~~SR~~

GT - 1 HR

RAM CRUNCHING

THURS 9/23/82

~~RAM~~

- SMURFS - 2 HRS

- WEIRD BIRD - 7 HRS code crunching

FRI

- SR - 1 HR

PAUL JAQUAYS

- GRAPHICS OVERALL OK

- SMURF DARKER BLUE

- DIFFERENT BACKGROUND FOR BETTER
DEFINITION

- USE DOT FOR HAIR OF SMURFETTE

- Better Bat graphics

- Sounds sent in mail to me

- A) Clouds idea good
 B) Score must be at top
 C) keep jumps the same as Coleco vision
 don't want to use button
 because same as pony
~~kong~~ kong
 D) no run-run-2 only 1 run
 E) will send COLECOVISION JUMP
 Graphics
 F) multiple lab screens sounds good
 but in first few
 smurfette in last

WEIRD BIRD -
 4 HRS

CODE CRUNCHING

MON 9/27 - 10/4

VACATION (WORLD'S FAIR)

TUES 10/6/82

VCS Mouse trap \$28.95 at Gemini

WEIRD BIRD ~~GAORDIANS~~ SHIPPED on Sept 30 or Oct 1
 (will be called eggomania)

SR - Bat graphics

OUTSIDE GAME EVALUATIONS -

MEGAMAN/A (ACTIVISION)
 SAW BREAKER (TIGER)
 FOOTBALL (UN NETWORK)

WED 10/6

GUARDIANS OF TREASURE - 1 HR

RAM CRUNCH
SCREEN LINE CRUNCH

ADS - 1 HR

- definition of goals yet to be

Completed &
associated time
involved

SR - 4 HRS

SMURF WALKING ANIMATION

Development Sys - 1 HR - APPLE CAT II
Version 4THURS 10/7/82

SR - 7 HRS

- SMURF WALK OFFSET
- SMURFETTE DOT FOR HAIR
AND USING FRAME PTR
INSTEAD OF 6 BITES RAM
- COLORS
- ROLLBACK (FALL DOWN)

FRI 10/8/82

SR - 7 HRS

- SMURF FALL DOWN
- SMURF & SMURFETTE KISS
- SENT DATA TO COLECO
SR. OBJ (100882)
- FIXED SCAN LINES & SENT AGAIN
SR. OBJ (100882) B

MON 10/12/82

2 HRS } TOWERING INFERNO - \$19.55
 ZAXXON (COLECOVISION) \$47.95

GAME REVIEWS - 1 HRS

CIRCUS - ROBIN - OK - 4K
 TARZAN - TOM - OK - 4K
 WATER SKIING - ROGER - OK - 8K
 HANG GLIDER - ~~ROGER~~ - OK - 8K
 ACID RAIN - TOM - OK - 4K
 MINITURE GOLF - FISCHER - OK - 8K

SR - 4 HRS

JUMP ROUTINES

TUES 10/13/82

SR - 7 HRS

JUMP ROUTINES

WED

SR - 7 HRS

JUMP ROUTINES

THURS

SR - 7 HRS

JUMP ROUTINES

FRI

VACATION DAY

MON 10/18/82

GT - 2 HRS CODE CRUNCH

SR - 3 HRS JUMPING

VIDE GAME EVAL - 2 HRS

- 1) SUPER CHARGER (\$69.95) ARCADIA & PHASAR PATROL
 2) COMMIE MUTANTS \$13.95
 3) FIREBALL \$13.95
 4) SUICIDE MISSION \$13.95

21st CENTURY FOX:

WORM WAR I - 24.95

BEANBOPPER - 24.95

FAST EDDIE 21.95

MARAUDER (TIGERVISION) - \$18.95

TUES

10/19/82

- Bought ARCADIA SUPERCHARGER
and Phasar Patrol

- SMURFS - 7 HRS

land on chair/table/shelf

routine
(lowes hit)

WED

10/20/82

- SMURFS - 7 HRS

- leading zero suppression

- smurf land on new routine
(Y, X, X2)

THURS

10/21/82

- SMURFS - 7 HRS

- smurf land ~~on~~ routine
(Y, X1, X2)

FRI - 10/22/82

GT - sent to FP 1HR

SR - 6 HRS

bat movement (ROGER)

Smurf land

scoring (leading zero suppression)

MON 10/25

GT - sent to FP

SR - 7 HRS

bat movement (ROGER)

sent SR (102582) → V3

TUE 10/26

SR → V3 troubles from TOM HELMER

1) - insure that if smurf jumps to left he doesn't appear on smurfettes shelf and win

2) Reduce Smurf down time (time on duff)

3) Bat movement by 75% (~~to~~ 2 seconds)

~~Vertical~~
Speed Vertical - Reduce by $\frac{1}{3}$

Speed Horizontal - decrease by $\frac{1}{4}$

4) when smurf jumps to table top and lands in front of chair eliminate immediately because he must move to be eliminated otherwise he can jump straight up to chair

5) Add a jump and smurf eliminated sound

- fixed above problems
- + added SKILL 1-4 for 2 player select
- changed Bat Diff & NUM SMURFS according to SKILL
- game restart on jay button

WED

10/27/82

SR - fixed bat movement

- Ted added ~~some~~ ^a noise & a tune & debugged his routine

1:45 - sent SR. OBJ (102782) **→ REV 4**
to Coleco

Company
MTG

FP redesigning

all boxes - will gear up to

sell after XMAS - Royalties for 2nd 4

net until 30 days after 2nd

REV 4 probs

Tom Helmer - Smurfette rescue song needs sustained notes or speed faster

Quarter probably (because no sells in last Q of 82)

- Cut all bat movements by 50% (right to left)
- Make Bat more stupid cut intelligence by 25%
- Make Bat doesn't blink out and re-appear (Vertically)
- Make smurf stop on left instead of being eliminated

1st 4 cartridges

→ Royalties received for WZ \$1.38
~~23~~ 42 sold

Next check
 MID-LATE
 JAN

SNeak N Peak

inadvertently not paid
 to me SNP ~~23~~
 44 sold

Jerry Space Jockey 195K sold \$10K

No commands raid sold

Thurs 1/28

- Jim says he inadvertently left me out on SNP but money was set aside so check is coming
- Rick says royalties are 60 days after start but SPACE JOCKEY sent out end of December - I was here 60 days on JAN 21 also ~~Space Jockey~~ ~~Space Jockey~~ - WZ was shipped MAR 4.

SR - 2nd screen
 FIELD with Clouds

FRI 10/29

SR - FIELD with Clouds

MY
ATARI

400

KBD done
except 47K resistor on reset

MON 11/1/82

some talk of Coleco that

there ~~is~~ SR will
be 8K instead of 4K

SR - ~~now~~ fixing bugs

- work on screen transitions
- work on field screen

Review of DATA AGE GAMES

- record - free

- WARPLOCK
- ENCOUNTER AT L-5 } ALL
SSSNAKE } ~~\$17.95~~
BUGS }
AIRLOCK }

Commando Raid also available
(TOWERING INFERNO has been
for a while)

TUE

SR - 7 HRS

Screen & screen

low res maps

jump tables

low/back color changer

REV5



Sent SR.0BJ(110282) to Coleco

Tom Helmer→ Sound recommendations from Coleco

- } - Rhythm in opening fast/slow notes speed relations
- } - Background - 5th note from end
- Final Kiss - Change tempo & scale of the background music (don't use a different song)

told → Todd to get in touch with Ken Legacie

X 358?

- Add Todd's ^{new} Kiss song

WED 11/3/82

GAME IDEAS WRITE-UPS - 2 HOURS

SPACE SPIRAL

SPACE LOGGER

OLD MAC DONALD'S FARM

SR - 5 HRS

- Take out lower bit - remove extra line in table screen
- Land on same surface
- Revise left/right boundaries

Talk with Tom Helmer 3PM

REV5 problems from Coleco

- 1) - When smurf lands incorrectly anywhere he should be eliminated immediately not after moving
- 2) - Change to 5 smurfs per played on all all skill levels
- 3) - Jumping in lab scene extra line
- 4) - Add Bonus Smurf at 10,000pts
- 5) - got ~~Jump 2~~ after Jump 1 not Jump 3

Lawrence stick -

- 4) first 10,000pts only
- 5) this is OK because 8K will have new field & mtn scene

also adding cavern screen

Legs may have to be taken off of stools in Lab scene

Spider may be added in cavern screen

May add a ground running creature

5K - put in fence and boulder

THURS 10/4/82



← got stamp last mite

SR - THURS

- sounds as though SR will be 8K
- got specs for 8K ROM from Coleco
- Code changes
 - fence fix
 - YOB5 moved to top
 - code crunching
 - bak color change
 - ability to jump on same surface

FRI - 10/5/82

10 AM - MTG
thruon Coleco SR [UL approved
TIMEX smokey]

4K will be done by Nov 12

8K we received specs VLSI tech.

~~primary~~

preliminary specs - page switched

4K ↔ 4K on
two select addresses

Jim
Robin
Wes
Rick
Henry
Sylvia
Roger
Tom

Emulation -

A) They give to us 2 weeks

B) We could do it in a day or less

Could probably use all 8K except
for page swapping software

me → Add another Month to Nov 12
to get 8K

new screen driver

new screens

new jumps - (current graphics
from Coleco had
to be changed
to ~~so~~ make it
jump-able)

Release 4K then 8K later

telCom with Jim (MID JAN)

Coleco says

8K - add:

2 scenes

Eric Bromley

& Coleco Assoc.

- Cavern scene

- Start scene

They say: no scrapping of software - just changing
of graphics (too many jumps in 4K)

- Jim says they will sell 1 or 2 million SR cartridges according to Coleco
- also says we should (Robin, Sylvia, & I) work on start & cavern

US HOUSE ESC
 ↓ ↓ ↓
 MFG WES/ROG/JIM 45/45/10 ON COLECO 2:30 PM

scenes	
APR	REAL SPORTS BASEBALL \$21.95
	SWORD QUEST \$27.95 EARTH
COLECO	CARNIVAL \$29.95
PARKER	AMIDAR \$27.95
WSG	COMMANDO RAID \$21.95

1 MAGIC - 4 games for INTELEVISION

MON 11/8/82

- SR - GRND color changes
- 2 playe changes
 - Phase screen addition

TUE 11/9/82

- SR - CHRIS
- cloud/sky different colors
 - obstacle positioning & moving done in top

DINK - IHR overview report

WED 11/10/82

SR - 7 HRS

- NEW BIRD
- NEW COLORS
- CRUNCH TO ADD 1 FLOOR LAB

THURS 11/11/82

SR - 5 HRS

- LAB TO FIELD SCREEN BOUNCE FIX
- COLOR ADJUSTMENTS
- BONUS SMURF SOUND
- SENT SR (11/11/82) TO COLECO

← REV 6

GAME REVIEWS - 2 HRS

20th Century Fox	
MEGA FORCE	\$24.95
TURMOIL	24.95
ALIEN	24.95
DEADLY DUCK	21.95
TELESYS	
COCO NUTS	21.95
FAST FOOD	21.95
PARKER	
AMIDAR	?
COLECO	
CARNIVAL	\$29.95
ATARI	
REALSPORT BASEBALL	\$21.95

FRI 11/12/82

- 2 Hrs - Sat around all day & played games
- Review of US Games "game dev. check list"

Company Meeting

- MT-250K \$5,700 each in royalties
 sold → 1st 3 weeks

Check was made
out to Company instead
of game royalty account

MON 11/15/82 ✓

SR - 4 HRS

- Differences between new 8K spec and 4K delivered

- E.T. Complete rest of duties (14 DAYS)

TARZAN - 3 HRS

- Questions on game play

TUES

- PAID 12 NOON

TARZAN - 7 HRS

- SEARCH ALGORITHM

- TURN SMURF INTO TARZAN

- LOOKING AT VINE ON PITFALL

WED 11/17/82

- JIM HAD MTA with Bob Ostrander
VP of FP New Ventures

- Showed 3D

They want game ~~as~~ as regular
but just 3D effect added

- Got Pink Panther license

- May have other licenses

Garfield etc

- Will get ~~the~~ Stoper T-shirts
for Christ-mas

- TARZAN - 7 HRS

- POSITIONING ROUTINE

- COPYRIGHT 1982, U.S. GAMES

THURS 11/18/82

TZ - 4 HRS POSITIONING ROUTINE
 SMURF 8K - 3 HRS - got go ahead
 at 2:15 for
 8K SMURF
 - Set up with 8K
 Switcher Board

Friday 11/19/82

SR - 7 HRS - 8K

US Games - 2 games per quarter
 Coleco - can will do 8K - can do additional
 games

COMPANY MTA

- BARD

- New game system for New Ventures

- May have separation ~~of~~ company
 we may get stocks

- New employees

- ~~BICK~~ - taxes

\$20K

\$20,100

} \$20% up ~~on~~ TAXES
 means 20% tax bracket

No iron clad law that this is Capital
 Gain

if Not Capital gain - 30 - 35% taxes

if Capital gain only pay taxes on

20% of money
 Coleco was a contract then this check may not
 be capital ~~or~~ gains

Could slip it in but if one of us is
 audited then all of us will be.

May should be a big month

MON 11/22/80

- Game reviews

NEXAR	20.95	} SPECTRAVISION
TAPEWORM	19.95	
CONDOR ATTACK	23.95	

Demon
attack
rip-off

also available

ATARI 2600 - E.T.
and earthquest

TUE

SR - 7 HRS

WED

SR - 8 HRS

GAMES 1 HR - review - ET

RAIDERS of last ark
Coloco vision Turbo

THURS

FRI - HAPPY
THANKSGIVING

MON 11/29/81

TARZAN - 1 HR game stuff to
Sylvia

SR - 6 HRS

TUE GAME REVIEWS - 1 HR

ACTIVISION - SKY JUNKS	AVAILABLE NOW!	\$18.95
TELESYS	Cosmic Creeps	\$21.95
PARKER	Spider Man	\$27.95

US GAMES JOYSTICK REVIEW - 1 HR

SR - 5 HRS

NEW US GAMES
Commercial
with asteroids

WED 12/1/82

↳ brought in Christmas trees

Furniture - 2 HR

MIRA

STARTED TODAY

Memo sent out about Demos for CES

PINK PANTHER - 5 HRS

THURS 12/2/82

↳ put up Christmas lights

PINK PANTHER - 1 HR

give to Sylvia because TARZAN movie is being made by Warner Bros so Atari will automatically have rights - Jim will talk to Atari, since Sylvia has already begun work on Taryan

So, now I will be working on Amiga again and Sylvia will work on Pink Panther instead of her working on Taryan (Taryan work has been halted)

SR - 4 HRS

ADS - 2 HRS

↳ SENT

SRB.OBJO

SRB.OBJ.1

SRB(120282)

to Cobco

← REV 7

FRI 12/3/82

- Proms, Boards & Cases given out
for \$72 to those wanting
it.
- SR - ~~4~~ 4 HRS
Spider web.
- JOYSTICK - 2 HR
- ~~CRANE~~
PINK PANTHER - 1 HR
Help Sylvia
with getting
inspector on bottom

MON

- GDS - 2 HR
Fix RAM card (32K)
- JOYSTICK REVIEW - 2 HRS
- HANG GLIDER - 2 HRS
screen drive
- PINK PANTHER - 1 HR
helping Sylvia

TUES 12/7/82

8K MAPPER (US GAMES) - 1 HR - sent test software
GAME REVIEWS - 1 HR - conversion to FP
SR - 4 HRS spider web
4PM - 1 HR - JOYSTICK MITG

WED 12/8/82

GDS - 2 HRS Printer software for Hires
~~SR~~ - 1 HR ~~actually ATARI~~ ← put as ATARI DISC MISC.
JOYSTICK - 1 HR CARTRIDGE SWITCHER
GDS - 2 HRS - printer software for Hires
SR - 2 HRS NAME GLIDER, ETC.

sent SRB.OBJ (120882) ← REV 8

THURS 12/9

← REV 9 (SAME AS 8 WITH PAGES SWAPPED)

1 HR - ATARI IN GENERAL - ELEC GAMES MAG.
SR - 5 HRS - screen driver turned to subs
FP beam-up - HG & PP - 1 HR
FRI
SR - 6 HRS - either page loading - multiple phase software
HG - 1 HR - explosion

MON

MTG - FP NEW VENTURES - 3 HRS
 AD SCHEDULE
 JOYSTICKS-

TOM HEIDT
 HENRY
 JIM
 ANDY BERGMAN
 ?

RF JOYSTICK-

SR - 4 HRS -

trying to get SK
 rom emulator
 compatible with
 Coleco's

TUE 12/14/82

1HR MTG - KEPT RAY PHINNEY COMPANY
 WHILE WAITING

4 HRS → SR - TRIED TO FIGURE OUT
 WHY SK DOESN'T WORK BY DISASSEMBLING
 ZAXXON (OUTSIDE VENDOR)
 SEEMS WE NEED TO DO LOADS INSTEAD OF STORES
 REV 10 → SHIPPED A VERSION
 OF REV 8 BUT WITH
 LDA'S PATCHED IN OVER
 THE FOUR (4) STA'S
 Q800, QFF1, 3000, 3FF1
 SR (12/14/82)

2 HRS - GAME EVALUATION

SYLVIA GOT:

\$21.95	SPECTRAVISION	CHINA SYNDROME
\$27.95	WIZARD OF WOR GORF	CROSS FORCE CBS
I RETURNED		

SR - worked on getting all 7
screens to work

WED 12/15/82

2 HRS - GAME IDEAS - LOS VIDEOS 7 pages
MASH 4077 1 page

2 HR - SR -

~~3~~ HR - FP SHIPPING DATA TO NEW VENTURES
3D SPACE HOCKEY
PINK PANTHER
HANG GLIDER

THURS
SR - 7 HRS talking over with Coleco the
graphics received yesterday

FRI
SR - 7 HRS - mushroom screen

SENT SR(121782). TO COLECO ←

REV II

- Cartridge boxes received
from Andy Bergman (FP)

MY ATARI 400
ROM BLOWN

MON 12/20/82

SR - 7 HRS

Forest scene

Started Sylvia on Field scene

TUE 12/21/82

SR - 7 HRS

~~Fri~~

- Brook for field scene
- Forest scene

GOT BKEY 400
KEYBOARD FOR
COMPANIES ATARI \$99

WED 12/22/82

SR - ~~7~~ 4 HRS

RON DUBRIN - 3 HRS

RIVER RAID ACTIVISION
DRAGON FIRE IMAGICS
NOW AVAILABLE

THURS 12/23/82

SR - ~~4~~ HRS

OFF - 3 HRS

~~FRI~~ FRI

Merry Christmas

~~WED~~

MON

12/27

DAY OFF

TUES

12/28

SR - 6 HRS - MUSHOUSE ~~FOREST~~ FIELD SCEN (SYLVIA) Creek

sent RON DUBRIN - 1 HR

(122882)

(121782)

← REV 12

← REV 13

WED

12/29

SR - 7 HRS

CES wa

BOUGHT ATARI 400 A ROMS \$10 FOR MY ATARI THEY DIDN'T FIX PROGRAM

THURS

12/30

SR - 7 HRS

sent SR.OBJ (123082)

EMULATOR WENT BAD

← REV 14

used for CES

Fri - 12/31 Day off

HAPPY NEW YEAR!

MON 1/3/83

SR - 7 HRS

Colors

Little fix-ups etc

REV 15 → Sent SR.OBJ (010382) ← REV 15

↑

TUES 1/4/83

SR - 7 HRS

only
changed
MUSH
Colors

Mush house colors
started designing new screens

FOREST - me
CAVERN - Robin & I
MOUNTAIN - Sylvia & I

REV. 16 → sent SR.OBJ (010483) to Coleco

tried Mountain by

changing BACKGROUND color
getting all 7 screens in

WED

SR - 3 HRS

getting all 7 screens in

ROW DUBRIN - 4 HRS (PINK PANTHER)

THURS

SR-THURS

- Tom Helmer says they ~~must~~ have set up rev. 14 at CES
- Trees need to be changed (moved) in order for woods to

TELCON WITH LAWRENCE SHICK (1)

work PHASE	(scene with BIRD & SMURF) CREATURE	JUMP
MUSHROOM HOUSE	X	X
FOREST	BIRD	FENCE
FIELD	SNAKE R → L OFF	STREAM (NO FENCE)
MOUNTAIN	BIRD	MOUNTAIN JUMPS (NO ROCK)
CAVERN	SPIDER (DOWN THEN UP THEN DOWN, ETC) (SPIDER WEB IN CENTER OF SCREEN)	CAVERN JUMPS
FIELD	same as above	field
LAB	BAT	TABLES & ETC.

2) OK to move trees in FOREST & MUSHOUSE phases

WROTE CAVERN ROUTINE
went home early to
check window work

FRI 1/7/82

(CHRS) → SR - *Convern*

5 ↑ HR
TAXES -

\$600 capital gains absolutely probably
capital gain

Mouse trap - fee for service

80% of owed should be paid

Jan 17 ~~last~~ 80% of year
owed should be paid

use form 1040 ES
to pre-file

IF 1st Q earn

each Q must send in

1040 ES

30,000 married 2 ex - \$5,000 taxes

\$7,000 bonus \$6,935 taxes

\$19,35 taxes

must pay 80% 6,935 by JAN 17

Mon 1/10/83
 SR - 6HR

sent SR, OBJ (011083) to Cohen → REV 17
 FP - 1HR - trying to send PINK PANTHER TO SMITH ENG.

Telcom with Lawrence Schick 3:30 PM

1) - Cavern & Mtn - high jumps

$\frac{1}{2}$ y
 1 y

he loses

his head

2) Mushroom should only
 appear once in level 2

3) Cavern - snow not on ground
 (lower middle)

4) No indicator for between screens
 to prevent "wrap-around effect"
 when going from-to identical
 screens (ex forest to forest)

Sug. remedy - $\frac{1}{2}$ second black
 screen

tabled → 5) Mtn phase - See if Mtn peeks can
 be moved down 16 lines

6) Mtn peeks - slightly lighter green

7) Acutramints on mtn steps

8) Steps lighter brown

9) Cavern to Mountain end up on wrong
 level

10) Cavern - color changes

ground & stalag - maroon to
grey blue

background - yellow-pink

to maroon (as used on stalag)

to light of same

(light on bottom)

very top - pink stalagmites & grey

11) Last smurf eliminated - cut music

immediately and play

TV smurf tune used at

begin

12) Prevent Smurf from walking

to left in front of

House

Eric Bromely has not looked at this yet

(maybe Tues or Wednesday)

TUE - SR-7 HRS

- Sylvia moving indicator display
to BOT/ROB page of menu

- Sylvia fixing some of Lawrence's
Comments

- I am working on OBSTACLE
movement & animation routines

WED

SR - 7 HRS

worked on trying to get
critters working with
backgrounds

THURS

MTA - 1 HR

Jim is looking
for TIMEX clock
division inventions

SR -

Jim back from CES

looking into our games on COLECOVISION,
TV99A-VIC 20 - Pink Panther new
movie Cluso gone - 3D created by US GAMES.

- Leave MTN plate Colors Name

Telecon
with
Lawrence
Schick

- Try to add detail in lab scene
maybe chair top

- Try solid sunset $\frac{1}{2}$ down sun in
peaks to allow smurf
head higher

- Cavern scene - maybe drop cavern
floor and leave off some
stalagites to leave more
room in middle

Eric Bromley hasn't looked at
it yet - probably this afternoon

Paul Jacques says it is a
very good execution

MTG 3:30

Next Mkt is S/W for other systems
 USA's ads for for any system
 BSG's wants to do it

5K colorvisions out now
 1M or 1.5M by MAY or so
 As Colorvision is good
 clutelevision is going to die

(price has been lowered \$149)

TI has good base
 994-A (9985 processor)
 can buy development stuff

VIC-20 - 6502 MPU

Apple - problem with Color & paddles

TI & Colecovision have same Graphics chip

Pick people to head projects

Tom has program for Williams
 also remote control joystick
 WES tied up also - Medical

Bytech presentation at CES went over very good

We will do breadboard with price list
we get royalty

Colecovision & TI would be major
divisions

Massive amt of VCS to still do

Think Panther
Hang glider
3 people

CBS & Parker

Team Expansion but only after
clients at door

Donny Serion - Sylvia well based

Warner Lambert asking us to
do 2 wk evaluation of New England Co.

Colecovision -
Yilog systems from WDEC

Can write up to \$5000 off income for systems
while being a programmer

6-8 Mos spin-off company software
we will be founders

go public after a while
we will have stock

We will have a PR company to promote
us publicly and corporately

Williams -

Coin of VCS Juice Box

With system he can have
12 cartridge slots
with counters to keep
track of cartridges

Cartridges \$60-80 we may get 10%
Need rough proposal -

HW time - cost. etc

Colecovision - Heavy

T199/4A - Tod

Atari 400/800 - Chris per job?

CBS - coming out with ^{as we will pay \$5000 for patent}
RAM ROM 8K ~~by Atari~~

AMI doing with Coleco & Parker put in Bid for it.

Don't want to be jack of all trades master of none

Jim wants to stay in Royalties

and This Timex stuff is good
they are looking for ideas

Timex likes us alot!

Jim Parae - putting together low cost floppy
50 patents on floppy stuff
\$20 floppy is there

Timex needs it - Coleco wants it.

We want to be the ones to present it to TIMEX

Build a whole new system around
this \$20 diskette

Jim Hot USG Royalty check for 3Q 82

FRI 1/14/83

SR - 3 HRS * Blank screen between screens
* Sylvia re-did snake lines so snake can
be with hook

COLECOVISION - 2 HRS * for AMAZONS for SNAKE instead of SM PASTER
learning 9928 graphics chip

Kane Reviews { Earthworld 27.95
Realpolitik

all
AIAI
for VCS { Football 21.95
Volleyball 21.95
Vanguard 24.95

Sent SR 061 (011483) to

Coleco
(mission with animals)

← REV 18

MON 1/17/83

SR - 3 HRS

New cameras

Todd's new sounds

Sylvia fixed field extra like BAKCOLR change

Colecovision - 3 HRS

reading about 9928

Game Write up - 1 HR - BMX

Tues 1/18/83

- Jim left note on my desk that
Coin op VCS is nothing
like Ron Dabrim
Jerke Box idea - I don't
think he's right & neither
do others here 'so I showed
it to Rick.

8:20

Game Write-up - 2 HRS

- Build a Big Mac
- Knight Rider
- Marnie Leon's Pajama Factory

4:45 MTH

- Timex wants clock ideas
harder ideas by MON
- Jim will meet Friday with FP
so hand in all PINK PANTHER
game ideas
- Will also be talking with them about
Colecovision & TIFA tari 409800 games so lead time by 7

- Jim will also be talking to Parker
- Coleco MOUSETRAP royalties ~~soon~~ comming in
- Distribution of US Games royalties probably this FRIDAY after FP leaves (USA)

Shipped SR.OBJ(011883) ← then couldn't load it
 moved to SR.OBJ(011883)B ← REV 19
 to Coleco ← REV 20
 - handed in Balysitter Clock idea

Wed 1/19/83

Idea Write-ups - 1 HR

SNOW GLOO
 DEMOLITION DERBY
 CLOCK DESIGNS

SR - 5 HRS
 spider web to spider
 fixed INC SCORE

← REV 21

SENT SR.OBJ(011983) to Coleco

TELECON
WITH

LAWRENCE SCHICK

3PM

- Almost There

12 Minor Tweaks

1) INCREASE SPEEDS of
BIRD/BAT & SNAKE IN
ALL 4 SKILL LEVELS

2) MAKE THEM SWITCH DIRECTIONS
HIGHER CHANCE IN HIGHER
LEVELS

if it gets to right then switch
to left

if gets to left it goes off

probability of switching dir is
double is Amurf going
left

✓ 3) Amurf fall in stream is good idea

✓ 4) Make BIRD/BAT SEEK amurf better

✓ 5) When BIRD/BAT/SNAKE leaves screen
and if amurf is still
there 10 seconds later
then it comes back in

MINOR ⁴/_B

6) Bird drops out on MTN phase
dark green - perhaps
light color (ex. yellow)

- 17) Spider - ✓ must come lower so smurf can't duck
- ✓ Spider move faster in all levels ~~except~~

18) Don't award points when jumping to left

GLITCHES

- 9) Sometimes when Bird appeared in Woods phase no vertical movement until after a while
- 10) also in SKILL & some times it would start slow then speed up

15) XUMINASCITY on lab furniture

16) SKILL level increase every other round

- 11) 1,000 PTS for rescue SMFT
- 12) After rescue have a longer than normal black screen

Could be every

FORGET

- 13) MTN flies below grd level on ~~right~~ left of MTN screen
- 14) Also if smurf falls in MTN screen ~~right~~ left he falls below grd

Clouds - lt blue grey top
pinkish grey on bottom
Fish in FIELD
HIRES NTPRO SCREEN-

worked on numbers

1, 3, 4, 7, 8, 11 on preceding
page

Collection - 1 HR

THURS 9/20/83

- IDEA WRITE-UP - 1 HR

PINK PANTHER

- DIAMOND MINE

JIM GAVE GO AHEAD FOR PAL MOUSETRAP

- SR -

- FIX SPIDER UP/DOWN
- ADD BLANK SCREEN AFTER KISS
- ADD INCREASING BIFF
- ADDED COLOR CHANGES IN LAB FURNITURE
- ADDED BIRD/BAT/SNAKE COME OUT AGAIN
AFTER 10 SECS
- ADDED SPIDER WEB SEPERATE COLOR
THAN SPIDER

TELON WITH
LAWRENCE SCHICK 4PM

- TITLE SCREEN →

SMURF™
RESQUE
COPYRIGHT 1983 COLECO
TM 1983 PEYO

- 1) SKILL LEVEL INCREASE EVERY ROUND
- 2) DON'T HAVE TO PUSH BUTTON TO MAKE
SMURF ACTIVE

FRI 1/21/83

- Jim returned PINK PANTHER DIAMOND MINE - said it needs work

sent preliminary ALPHA FACE to FITARI APX
Jim said it was OK

SR-

- BUBBLES sound put in
- FIXED TREES IN LOWER BANK
- FIXED DROWN SINK IN
- FIXED SNAKE NOT ON SCRIN DWR DROWN
- FIXED NO BUT PUSH
- ADDED SPIDERHIT SOUND
- FIXED INC DIF

Jim MTG with Parker Bros. Thursday

MTG ~~2:25~~ 2:25

USG MTG

- Royalty checks 3Q USG at

word zappers was 59, ~~82~~ not amount stated

- Presented (ROBIN & TOMS)

TINK PANTHER - } ACCEPTED
ROGER'S HAWK GLIDER - }
TRON DUBRIN'S TP - REJECTED - TO CLOSE TO QUBERT

will be submitted to Blake Edwards
they have 1 day to respond
USG wants to sail

- They want software

ATARI 400/800

Colecovision ← big one

Comodore-VIC-20

TI 99/4A

They should some of them - one similar to Robin's but Lars won

Coleco wants us to do Colecovision - we always slip on schedule

Parker interested in us doing other than VCS games (NEXT WEEK)
Next week - reorganization - don't want to dilute royalties
Richard Avalon - Licenses was here

Royalties distributed

This would be Consultant or 400/800 yr. IF good after 1 yr. can be might be full time

= SYLVIA DID CLOUDS
 - I DID ~~SM~~ BAT/BIRD
 FIXES

MON 1/24/83

SR → fixed BAT/BIRD

7 HRS

fixed smurf jumping into house
 when out of energy
 in middle of jump
 fixed difficulty re-load
 (moved from JSKILL
 to JREINIT)

changed cave colour

Sylvia finished clouds

added sound (noise when incing
 game select)

~~Worked on 23A~~

22

→ sent SR.OBJ (012483) relieved
 NG.

REV.

23

→ sent SR.OBJ (012483) again

sent SR.OBJ (012483) again 3:30

new KISS song

new in game sound

Sylvia fixed screen driver page boundary

OBJ turn around added

TUES 1/25/83

SR - 7HRS

- FIXED CHANGE DIR'S
- FIXED LAB FURN COLORS
- FIXED MUSH#FOR GRASS COLORS

TELON WITH LAWRENCE SHICK 10:45

- SWOOP FOR BIRD/BAT (ALL LEVELS)
- SPEED UP SPIDER IN ALL LEVELS (2's)
- TAKE FEET OFF LAB STOOLS
PERHAPS 3 LEGGED STOOLS

Jim And Parker lost 5 employees (25% software staff) yesterday to Activision

- FIXED LAB SO THAT BAT IS "MESSED UP" SAME PIXEL ON ALL LINGS
- FIXED LAB STOOLS
- FIXED ~~SK~~ GAME INC SOUND PRIORITY
- FIXED PLAYING OF END SONG IN CAVERN SO TYPE 1 IS NOT USED
- FIXED MUSHHOUSE SO IT ISN'T BACKWARDS IF ENTERING FROM RGT
- FIXED RESTART OF 2 PLYR GAME SO THAT PHASE2 IS SET TO ZERO
- FIXED TOP CHECKING OF RESET SO THAT GAMESEL^{TOP BIT'S} IS SET TO ZERO SO SCORE COLOR IS WHITE AFTER RESET IS PRESSED

SENT SR.OBJ (012583) to Caboo ← REV

Present 2:15

~~Present~~

24

TELON WITH LAWRENCE SHICK 3:30 FOR TOYFAIR PLEASE DO FOLLOWING

- ← PUT IN HIT.
- NEW LAB IS GREAT:
 - a) LUMINANCE §
 - b) STOOLS
- PUT SMURF KISS^{out} BACK IN THAT THEY SENT
- OPENING SONG - CHECK OUT NOTE TIMINGS - SECOND HALF HAS MISTAKES

- WORKING ON SWOOP (DESK COPY)
- PUT BOLECO'S KISS SONG BACK
- ADDED SPEED UP SPIDER
- TRIED 2764 PROGRAMMER 1st time
(IM 1010 option)

WED

- 2764 PROG (IM 1010) WORKED FOR SMURF RESQUE

SR - 6 HRS

- FIXED DIFFICULTY FOR TWO PLAYERS (AND PHASE SIZE)
- ~~PUT~~ PUT IN SWOOP
- TURN OFF CRITTER WHEN SMURF FALLS
- FIXED SPIDER WEB REVERSING

GAME REVIEWS - 1 HR

ACTIVISION SPIDER FIGHTER VCS \$23.95

ALSO → TURMOIL 400/800
DEMON ATTACK 400/800

~~THURS~~ ~~7/27/83~~

SR - 6 HRS

REV 25 →

SENT SR.061 (012783)
(Carol Baldega) 9:55

EURO
MOUSE
TRAP - 1 HR

GOT EURO ATARI (BRITISH)
FOR ~~WEGG~~ MOUSETRAP
FP GUARDIANS, BELGO-MANIA, GOPHER

FRI 1/28/83

EURO MOUSETRAP - 1 HR

SR - 6 HRS

following notes from Sylvia & Lawrence TELCON

- 1) Decrease spider speed skill 4
- 2) vary swoop start
vary bottom height > less predictable
- 3) when bird eliminates smurf
bird disappears and fence
appears - please
let bird continue
- 4) Snake should switch directions
more often - not necessarily
after pass smurf
- 5) Bromely will look at it Today most likely
- 6) They decided what they have now is
good enough for Toy Fair
- 7) Lawrence didn't get PRBM til 4:30 yesterday

- SYLVIA FIXED SPIDER SLOW DOWN IN SKILL 4
- Henry fixed bat so it starts earlier
- Henry worked on making snake switch
direction even if not past smurf
- Made objects reappear sooner (OBSOBT)
- Put in Jim's Bird

3:00PM MTH

Also USG will
have 2 people bringing
up rolling back to meet
4 games - Parker Brothers
Halk & Peter White
games

Jim met with Parker Bros. yesterday
- they like us, CBS also
- they like Ron Durlins game
(Destrover or whatever its called)
- they & Jim like Rojers's Water Skiing

SENT SR.OBJ (012883) to Coleco
4:20

← REV 26

EUROTRAP ready - Coleco will receive
monday

Jim's new bird revised

Coleco called (Debbie Jonker) says Paul Jaguay
looked at it & thinks it is good - will
know better on Monday

Jim suggests changing

- Change energy bar color for 2nd
player
- Bird Caw every now &
then in Bird screens

MON 1/31/83

sent EURO MOUSE TRAP to Coleco

REV. p → EUROTRAP (012883) ←

Jim gave me MACRO definitions from
US GAMES for JOYSTICK

Telecon Laurence Schick 10:15

Eric Bromley looked at Amur's on Friday
he thought it would be nice to
have only snakes head show when
he goes thru water, but this is
not a directive to us

SR - 7 HRS

- fixed MTN right landscape to bring it down 1 line
- disk crashed
 - redid bird & MTN landscape
 - BACKUP #1 is now develop
 - new disk for BACKUP #1

- put in energy bar color change
- backup to news #1

Telecon with Lawrence Schick 11:10

- Percentage chance of snake turning around higher
- Crunched code
- Change MTD landyone back
- added 2 lines to CAVERN
- crunched code
- added Tod's bird CAW
- changed energy bar colors

SENT HG to Paul Zink at Fischer Price

SENT SR.OBJ(013183) % Coloco ← REV27

resent REV26 4:16

resent REV27 4:45

TUES 2/1/83

SR-1HR # FP-1HR

- sent HGX to FP 10:45

- resent REV27 smurf's again 11AM

- resent REV27 smurf's again 11:45AM

Telecon 1:30PM Lawrence Schick

Smurf is done as far as he is concerned only needs big wig approval !!!

COLEVISION - 5HRS

- read MOSTEK 780 PROG MTD

- looked at DISASM of monitor

Did ~~the~~

EUROGEN (European color Gen)

- Jim says New FP game ideas should be in by FRIDAY he will go over mine & tell which has best chance.

3:30 Jim announced that:
 Parker has asked us to do
 VCS STAR WARS 8K game - they did storyboard: LUKAS approved it
 1% royalty & fees - no cap
 11.5 million ad. Campaign this Q
 they sold 1 million of each cartridge
 so far
 we will do PAL also
 they will be in on Thurs. Feb. 10

WED 2/2/83

1 HR GAME EVALUATION
 PARKER REACTOR
 STAR WARS JEDI ARENA

shipped EUROMANIA (013183) TO FP } 2:30
 EURO GOPH (013183) TO FP }

COLECO VISION - 6 HRS

THURS 2/3/83

1 HR - FP joystick usage document

2 HRS - TINK PANTHER DIAMOND MINE
 WRITE UP

4 HRS - COLECO VISION

SMURF RESQUE ACCEPTED BY COLECO

4 PM sent HG SEND to FP plane & Circus song.

FRI 2/4/83

7 HRS Colecovision
 DIS - ASM FROM MONITOR
 1st program

MON 2/7/83

SICK - ~~4~~ 1 HR

GO HOME EARLY (SNOW) - 2 HRS

COLECOVISION - 1 HR DISASM MONITOR

TUE 2/8

SICK - 2 HRS

Handed in "BOGGLE" IDEA
COLECOVISION - 5 HRS

DISASM MONITOR

GET RICK TO HAVE SOMEONE
DO CARTRIDGE DOWNLOADER

Jim said ERIC BROMLEY (COLECO)
~~decided~~ said our Amurf was very
 good and that they have let
 us 2 outside contractors
 and that we will be a prime
 contractor for them from now on

WED 2/9

Handed to Jim - LOST MINE (take 3) - 3 HRS

SICK - 1 HR

Roger working on Cartridge downloader

Same Ideas - 3 Hrs

~~Star~~
 Rebel Raid (Star Wars) - 2 hrs
 Meteor Attack (STAR WARS) - 1 hr

~~STAR EUROSMITH~~

Talked to Jim about ideas

- He liked Rebel Raid - He also had some
ideas- Also gave me connection MASH and OLD MCDONALD'S
farm- He is going to go over Pink Panther LOST MINE
and do story Boarding

Jim seeing TP
 Riverside for a view
 of his ~~company~~ ~~company~~ ~~company~~
 on Feb 15th

Thurs 2/10/81

Colecovision - 5 HRS
 - dis-asm of Carnival
 Star Wars Death Star - 2 HRS
 - went over game scenario

Fri 2/11

Old Mac Donald's farm - 3 HRS
 game write up

Coleco - sent up EURO TRAP - 1 HR
 & EURO SMURF
 ← 10:30 AM

DEATH STAR QUESTIONS - ~~1 HR~~ ~~2 HR~~

BLIZZARD - 1 HR

MON 2/14

Happy Valentines Day!

Jim said Tompkins MTC with FP is cancelled until early March
 4 HRS - DEATH STAR QUESTIONS

WITH JIM

Merry & Sylvia said that check from Coleco will be only \$2,000 this time
 Jim said it didn't come in today

3 HRS - Colecovision
 put Colecovision on the 1611 (HP)
 analyzer

Tues 2/15

Colecovision - 4 HRS

Coleco wants 2% to license info
 about Colecovision - Jim will
 check it out

~~3 HRS P& PINK TANTHER - started helping Sylvia~~
 3 HRS STAR WARS DEATH STAR

Parker Bros.

Jim said we will get 2% royalties on 1st Million
1% after that

$$2\% \text{ of } 1\text{st Million} \times .50 = \$500,000$$

WED 2/17

Star Wars Death Star - 7 HRS

USGAMES
are now available

COPTER
SQ BOX
EGG-MANIA
MAD etc
at GEMINI

→ Jim had MTA to say that USG wants
COLEVISION but Jim talked
them into ATARI 400/800 (Chris
will do S/W) PINK PANTHER.
SYLVIA & ROGER WILL WORK ON
VCS PINK PANTHER TO GET IT DONE
BY MAY 1st. IT WILL BE
ADVERTISED IN MOVIE THAT WILL BE
RELEASED IN AUGUST (2 MONTHS FOR
BK ROM - 1 MONTH FOR DISTRIBUTION)
SO THAT CARTRIDGE WILL BE DONE
WHEN MOVIE IS RELEASED.

- Talked with Dawn Stockbridge of
PARKER BROS. ABOUT
STAR WARS.

→ Worked with Robin on Death Star
Graphics

THURS 2/18

1HR - Part running - Looken's

- USG mailed our Advance today (according to Jim)
(told Tom)

Coleco Smurfs - 2 HRS but .01 cap to filter address skewing
Star Wars - 4 HRS

FRI 2/192 ~~HR~~ HR - STAR WARS5 ~~HR~~ HRS - SMURF

THEY

Jim said Coleco Mame traps
& US GAMES advance royalties
checks came in today

WANTED, THEN DIDN'T WANT ^(last time)

LDA \$00095 AFTER

LDA \$FF8097 to swap banks

- I ~~DO~~ FIXED BLACK SCREEN LINE LOSS AND
LINE ON BOT, RIGHT OF CAVE

REV
28



SENT SR.OBJ (001883)B
to COLECO
2 times (to be compared)
at 3:30 PM

MON 2/21

DAY OFF Washington's B'day

Tue 2/22

SMURF - 7 HRS MESSUP SOURCE
to send to Coleco

Jim said we received a sample
Contract from CBS Today

5% royalties on 1st Million
6% then on

Wed 2/23

SMURF - 5 HRS MESSUP
2 HRS menu changes

- 1) Only add points first
time jumping over
something
- 2) 2 double jumps in field
end up falling on
flaming

Thurs 2/24

SMURF - 7 HRS

plus - same as yesterday's 2 fixes

- 3) put LDA \$FFF9 sig'd at even addr
- LDA \$FFF8 sig'd at odd addr

Fri 2/25/83

SMURF - ~~5 HRS~~ 5 HRS

~~sent SR. OBJ (0225/5)~~

SMURF - 6 HRS

sent SR. OBJ (022583)

✓ collect @ 1145 AM

resent 2000 PM

210 PM

235 PM

TREV

← 29

Collected
with ship
10,000 to
beans on
Tue Mar 1

SMURF - 1 HR

source code messup

Mon 2/28

Sick - 2 HRS

SMURF - 5 HRS messup

Tue & Wed - sick

Thurs -

Sick 2 HRS

SMURF - 5 HRS messup

Friday

Sick - 1 HR

SMURF - 5 HRS messup

STAR WARS - 1 HR on phone
with Dawn

- 1) Flashing in ok if not perceived (use colors to reduce perception)
- 2) Maybe Falcon to be in only 4 directions not 8
- 3) Need a static display for April 1 (Foster road show)
- 4) Visual & Trade off of panel back needed soon - expected March 7
- 5) Ship by May 15 - send playable version April 15

Mon 3/7/83

- Tod & Robin
- Vacation this week

MTG - 1 HR ^{Jim said} Parker called: They want us to do
FROGGER for:
- Coleco vision &
- TI

ATARI 400 - original game - (Chris)

ATARI VCS - additional game

Seems that Coleco code shouldn't be
hard to crunchHave a feeling that USG will slow down
and will withdraw all but last few
games that we did (GOPH, EGAO, SQUEEZE, GAURDRAWS)We need to ~~can~~ do schedulingSMURF
MESSIAH ~~STAR WARS~~ - 6 HRS

TUE	STAR WARS	7 HRS
WED	"	"
THURS	"	"
FRI	"	"

MON 3/14/83

STAR WARS - 7 HRS build death star

TUE 3/15/83

STAR WARS - 7 HRS

Tie graphics
Falcon movement

WED STAR WARS - 7 HRS

Falcon movement

THURS PINK PANTHER RECORDING ^{3 HRS} RECORDING OF CURRENT
STAR WARS - 2 HRS STATUS OF PINK PANTHER
ON MY VCR

WATCH 1st MOVIE - ON MY VCR - GERRY BROUGHT TAPE
REVISE ORIGINAL PARKER SPEC.

FRI - 7 HRS - STAR WARS - FALCON ROTATING

SYLVIA GOT:
GI JOE
CENTURIDE
PHENIXFP
Newman
Apt 1st last
Tuesday

7 MARCH
 Parker / Death
 Start.
 Jim
 Hines

PARKER TRACK

	<u>WDA</u>
INITIAL GRAPHICS -	23 Feb started
S'WANS START-UP --	1 March started
S'WANS COMPLETION -	15 ~ 24 May completion

Playtest (demo scope) 6 May

Graphic Design & Illustration - HX & Graphics by 18 March
 written spec comparison - store done by 18 March
 (Describe milestones & dates)

Static Display - April 1

Milestones -

- 1) Static display
- 2) Key action - animation, player control
- 3) Key interaction - Controls same as in end
includes hits, shots & scoring
- 4) First playable game - Play testable version
1 week to get results

code frag - Check bits & checksums, etc.

Trade-offs

- analysis of difference between specs & relayed version

Pixel layout:

Sprite Utilization - how to use sprites to create graphics

- Commented listing with each ROM submission

MON 3/21/83
SW-7HRS

TUE 3/22/83
SW-7HRS

WED 3/23/83
SW-7HRS

FALCON
SHOOTING

NEW
ENERGY
SHIELD

THURS - 3/24/83

TELCON DAWN STOCKBRIDGE 11:30

- 1) ENERGY BAND ^{MOVED} HIGHER ON SCREEN
TO GET MORE SPACE ON BOT
OF SCREEN
- 2) FALCON - DIAGONALS ARE GOOD
TOO BIG FOR AREA - MAYBE
PUSHING SHIELD UP MAY HELP

ASKED FOR:

- 1) GRAPHICS FROM MOVIE
 - A) SHIELD
 - B) FALCON SHOOTING
 - C) DEATH STAR BEING BUILT & DESTROYED
- 2) MEMORY
 - A) 4K IMPROBABLE
 - B) COPYRIGHT 83 FARKER BROTHERS NOT NEEDED
 - C) PRIORITY LIST
- 3) MODEM

FRI - 3/25/83

SW - 6 HRS

PINK 1 HR - record on VHS using my machine

MON 3/28

SW - 7 HRS

Changed death brick to track

TUE 3/29

SW - 7 HRS - edgson shield

WED 3/30

SW - 7 HRS

FLAT SIDE ON ENERGY SHIELD

TIE EXP

1st ~~AT~~ SOUNDS ROUTINE from TOB

STARTS

FIXED FALCON THRUST ~~TO~~ LEFT4:45 Call from Coleco Dave Storm
Tom Palmer
Rick & IVTI → New Hardware:
hardware

SWITCH 1 → 2

LDA #4

STA \$FFF8

SWITCH 2 → 1

LDA #0

STA \$FFF8

Roger says
on output
buffer
of PROM
needs to be
disabled
during STA to PROMTHURS 3/31

SMURF 3 HRS ← sent

STW - 4 HRS

SR. OBJ (033183) to Coleco

← REV. 30

FRI 4/1

SW - 7 HRS

Mon - Fri 4/4 - 4/8

MON - 7 HRS SW

TUE 7 HRS SW

WED 7 HRS SW ← Dawn told Jim to go SK on SW

THUR 3 HRS setup for ODESEY MTG.
4 HRS SW ← slip on bounce shot restart

FRI 4/8
1 HR - ship EUROPE MOUSETRAP to Coleco
6 HRS - SW

- Tie Random delay between shots
- Finish ~~exp~~ falcon exp at end of game
- Reduce 4 random ties to 3
- Random zooms on ties
- Moved stuff to top

MON } 7 HRS }
TUE } 7 HRS } SMURF EURO
WED } 6 HRS } CHANGE REV. 1 → REV. 2
1 HRS - STAR WARS

THUR 4/14
SMURF 1 HR - SENT EUROSMURF (041383)
to Coleco 11:25 AM

6 HRS - STAR WARS -

Telecon Dawn at Stock Bridge - see next page

- Jim says not to have them send game designer down here
- Need to push AMI ROM/RAM and MODEM

REV 2 →

Materola 68764
6

Defin:

1) 8K or 4K

2) ROM/RAM or JUST ROM - WHICH? USE ROM

3) WHEN DUE - NOW THAT 8K?

4) ~~####~~ DOES TIE NEED TO FLY THRU SHIELD, HOW

5) HIGHLIGHTED BRICK - COULD WE JUST SHOOT ANY BRICK

6) SOUNDS

holes change size -
line up and go through

[maximum ^{allowable} slip is 2 weeks]

MOVIE RELEASE - END MAY, EARLY JUNE

so then

play testable due MAY 20

6-8 weeks time to put in ROM

(8K will not be done in EPROM)

Ties dont need to come thru field but

can we put in ^{braking} ties lungging around below death

Adjust Scan lines

Sounds cart will be sent (B-bert sounds)

B-bert intervision being done by Ray Miller
(death star game designer)

FRI 4/15

SW - 7 HR

MON 4/18

SW - 4 HRS

ONE FISH, TWO FISH - 2 HR

EUROSMURF - 1 HR

TUE 4/19

SW - 7 HRS

REV 3
 4 EUROSMURF
 267E:45→46
 267E:46→47

WE 4/20SW - ~~4~~ HRS

EUROSMURF - 1 HR

TH 4/21

SW - 7 HRS

FRI 4/22

SW - 7 HRS

MON 4/25

SW - 7 HRS

Todd doing EUROSMURF

SENT OUT 2 PROMS

SWDS.OBJ (042583) R3 - screen 3

SWDS.OBJ (042583) R4 - screen 2

TUES

SW - 7 HRS

SCREEN 3 - added Falcon shot
~~shot~~ in Death star
fieldWED

SW - 5 HRS

EUROSMURF - 2 HRS (skip Todd's new songs)

sent EUROSMURF (042783) to Coloco at 2PM
REV. 5working on ~~8k~~ 4k → 8K conversionTHUR → SW - 7 HRSFRI → SW - 7 HRSMON 5/8/83

SW - 7 HRS

- SHOOTING HIGHLIGHTED BRICK
- POSITIONING HIGHLIGHTED TRICKTUE 5/3/83

SW - 7 HRS

SHOOTING DEATH STAR
HIGHLIGHTED TRICK
FALCON MOVEMENTSWED 5/4/83

SW - 7 HRS

FALCON MOVEMENTS - 6 KINDS

THURS 5/5/83

SW - 6 HRS

TRYING TO PUT ALL IN TODD'S STUFF
WITH MINE

ODDESEY MTA - 1 HR

FRI - 5/6/83

SW - 7 HRS

MON 5-9-83

SW-7HRS

WORK ON SCREEN FOR FIREBALL

TUES

SW-5HRS

DR. GRABEL-2HRS

WEIGHT LOSS & EYE ITCH

WED 5-11-83

FIREBALL

7HRS { Chris in for just the day
 Brad Stock (Parker) in to talk
 over "House of Khard's"
 (notes follow)

THURS 5-12-83

Pink Panther - 1HR Helped Roger

SW-6HRS

Death Star Explode

FRI 5-13-83

SW-7HRS

Q

KARS

mon 5-16-83

1 HR - 1 FISH, 2 FISH MODEM
FROM FRIDAY

1 HR - FISH MODEM

2 HR - GET CHRIS GOING

3 - SW DS EXP

TUE 5-17-83- ROYALTIES ON LAST 4 USG
COLECO MOUSETRAP

- HOUSE OF KHARDS - 2 HRS

~~CHRIS~~ CHRIS' PRINTER
AND 3D VIEWS1 HR
OVERTIME

- FISH - 1 HR

TAPE HARDWARE.

→

- SW - 5 HRS

DS EXPLODE

3 HRS
OVERTIMEWED

SW - 10 HRS

DS EXP

4 HRS
OVERTIME
8 PM
THRU LUNCHTHUR

HOK - 1 HR -

printer
getting assembler link to work

SW - 10 HRS

FRI

PINK - 1 HR -

SW - 10 HRS

SAT

1.5 HR SWDS

VIDEO RECORDING

4 HRS OT
8:00 PM +
THRU LUNCH

4 HRS OT.
TIL 9PM

MON 5/23/83

SWDS - 11 HRS

NOT
THERY JUNCH

935 TUES SWDS - 11 HRS
 ↑ 5 HRS
 ↓
 2:20 - 2:40 CAR INSP
 ↑
 6 HRS
 ↓
 9:00

FIX XRAY UNBROKEN IN SC4
 #BRICK

OUR GAME
 WAS SUPPOSED
 TO BE ON
 NBC NIGHTLY
 NEWS BUT
 WASNT

Deleted ~~broken~~ Master Disk

it took 45 minutes to reconstruct

used Disk Zap

DOS:

Disk has 35 tracks (0 - \$22)
 16 sectors each track (0 - \$F)
 256 bytes per sector

Tracks

0-2 = DOS

~~3-10~~ 3-10 \$12-\$22 = FILES

\$11 (17 DECIMAL) IS DIRECTORY

load in TRACK 17 sector 15, 14, 13, etc (goes into \$9600)
 use CTRL-Y to go back

962B
 960B

964E
 962E

9671
 9651

9694
 9674

96B7
 9697

96DA
 96BA

96FD

96DD

if top number has AO then skip
 if not AO then
 copy into bottom adr
 and set top adr = AO

WED 5/25/83

SWDS - 12 HRS

800 bytes left
Jim Have list of priorities

- ① NOISES & SONG
- ② DIFFICULTY LEVELS & TIE HIT ZONE
(INSTEAD OF HIT REG.)
- ③ DEATH STAR ZOOM
- ④ 2 players (TURNS on 2nd player controls tie & FBall)
- ⑤ HIGH SCORE ^{POBIL SAYS NO}
- ⑥ ~~REVERSE SHIELD ZOOM~~ and REVERSE STAR ZOOM
- ⑦ Death star fade in

These two considered not obtainable (low priority probably not enough man)

- o Falcon FADE IN (MATERIALIZE AFTER HIT)
- o Falcon 16 wide explosion

Notes from Doug Detroy 10AM (Parker)

from Michelle -

- ① Tie fighters must be changed to interceptors
- ② Screen bounce & screen wrap
Doug will clarify → just left/right
- ③ Shield must be deadly
- ④ Star field more random
- ⑤ Bullets in until hit or off screen
Doug will clarify → OK AS IS
- ⑥ Green brick should flash on/off
Doug will clarify → OK AS IS
- ⑦ Green birds in several locations
would be better than just two (Probably, can't do)
- ⑧ Falcon Movement - L D I E B R D: B (W)
Doug will clarify Jock in wings better
- ⑨ Hit detect on shield
- ⑩ More than one tie in Big Death Star (No
How about several copies of same one)

Don't allow to shoot both bricks →

- (11) Fireball screen (wait hole to go back)
- (12) Shield holes more predictable (frequency) more regular pattern on edge? (No)
- (13) Energy Brick must be moved up
- (14) Fix explosion color (even if death ray doesn't show)
- (15) Falco sound

Skill Levels - another one

suggested: 1-4 LEVEL

8 levels }
 7 > impossible }
 2 player - }
 tie }
 tie shot } ← 2nd player score
 fire ball }

High Score -
 Shown when rest held down
 or dif color

Est Completion - Next Friday

- (16) Audible sound as bricks go into place
- (17) Sound priorities

5:15 w/ Doug Detron

2 player game - up to us to give

suggestion

Priorities

- ① Energy shield move down during game to create tension or something up from bottom
- ② Repeat tie sprites 2 or 3

- we could do but would have to eliminate

as stars because id would be repeated - Each tie would shoot independently adding more code They will think about it overnight



~~tie~~

← this is the one they want

← this is OK



- ③ Imperial cruiser appears after certain # ties shot to get bonus



side?



Back view

see TIME page 62

- ④ Tie interceptors vary re-entry time so not predictable

- ⑤ Star Destroyer Cruise across bottom

⑥

- ⑦ Fireball - should happen before death star explodes
come out of tunnel
Bonus points accrued for time alive with fireball
(like MAD PLANETS COMBAT) in ever smaller circle
Gottlieb

Could have both this & tie with varying movement

or... make Death Star
brighter - grey to red
then blow up

⑧ Highlighted Bricks more spread
out on face rather
than a brick tunnel

Both Doug & Michelle will be out tomorrow
get back to them Friday

9:00
THRU LUNCH
TILL 9:15
- 12 HRS -

THURS 5/26/83

9:15

↓ 2:45

12:00

1:00

↓

5:50

4:45

SWDS - ~~8.00~~ HOURS
~~7.5~~
7.5

NOT THRU
LUNCH
1 HR OF 2
& TAKEN FROM
OF THE JEDI
WAS LUNCH

1:15
2:15 FRI
trunk lunch

SWDS - 5 HRS



MON - MEMORIAL DAY - ~~WORK~~ HOLIDAY

TUE 5/31/83

SWDS - 7 HRS

GAME REVIEWS 1 HR

8 HR

4 HR O.T. 5:15

Con with Michelle

she had talked with Rich about it

- ATARI 400
- DIG/DUG
- W/OUT
- ME
- MONSTER MAREE
- 3 PAGES/CHASE

- 1) Ties look good
- 2) Stay line good
- 3) Hyperspace - needs to be constant length & short

Changes

- 1) Hyperspace - Constant short time
- 2) Delay before starting into big Death star screen
to give time to orient
- 3) More ties by sprite repetitions
remove star field

Try
Muxing

- level 1 - Single
- " 2 - pairs
- " 3 - triplets

4) Death Star should built quicker so Death
Brick comes out sooner

Timer should be sooner

Maybe Death Star should be all built
before DB comes out - H.B.S. not
refiled

5) "Thunk" instead of "Tweak" for build sound

6) Big Death star - not fun
game play wise

Maybe we could shoot all
bricks out of death star

But DB must come out sooner
that 100% completion

7) Fireball sequence

8) Level select -

Consumer Only selects into certain levels
ex. 1 & 4

9) Imperial Shuttle - Cruise across
the bottom instead of ties
for "mega-bonus" points

10) Bonus falcon 10,000pts. or 5,000pts.

26 HRS
OFF ON
TIME
SHEET

Wed 6/1/83

Memo: Pete Achibel will do PR for Wickstead

One Fish Two Fish - 1 HR

SWDS - 7 HRS

- Fix Fireball screen - symmetric borders black to
sym the shift lines on left
- H2GBAD in SCREENS LBSEBDS
- any BRICK hit on BDS

SAW JEDI.
SECOND 2nd
TIME
@ 7:15 PM
EGOT TIE INTERCEPTOR

1 HR OFF

THURS 6/2/83

~~WED~~

SWDS - 9.5 HRS

NOT THRU LUNCH
TIL 7:30

(2.5 O.T.)

2.5 O.T.

- WORKED ON NEW TIE STUFF
- WORKED ON MEMO BACK TO PARKER

FRI 6/3/83

SWDS - 7 HRS
NEW TIES

got mux ties on screen but Robin doesn't like them - will try out variations Monday

HOK'S - 1 HR
try to get printer working

1 O.T.

MON 6/6/83

~~WED~~

SWDS - 5 HRS

HOK'S - 2 HRS
trying to get printer going

TUE 6/7/83

SWDS - 5 HRS

HOK'S - 2 HRS
trying to get printer going

WED 6/8/83

SWDS - 6 HRS still on New ties

HOK'S - 5 HRS printer trying

NOT THRU LUNCH
TIL 9:10
4HR O.T.

THUR 6/9

THRU
LUNCH
TIL 9PM

SWDS - 10 HRS

HOK - 2 HRS printer

5 HRS OT

finally Centronics
working

1/4

FRI 6/10

SWDS - 6 HRS

HOK - 1 HR modem pricing

9:15

- 4:10

THRU
LUNCH

7 HRS

NO OT.

MTG ON DSGAME

TOTAL OT. DUE = 39.5

TIL 8:15

NOT THRU
LUNCH
HRS3 O.T.
#

MON 6/13

SWDS - 10 HRS

Time

- Finished new tier
- Put falcon at dif levels
- added dif increase & bonus falcon
- added DS all done & all shift out
- removed old code that checked SWCHS
for falcon movement
- fixed DS reload
- fixed screen bumping due to added white flashing (sc-1)

THRU
lunch til

7:30

3.5 HRS
O.T.

9:30
THRU LUNCH~~8:00~~ 7:30
~~8:20~~
LOGO
7:4810 ~~10:00~~ HRS~~10:00~~ 3 HRS OT

Wed 6/16/83

9:45-5:15
THRU LUNCHSWISS-
8 HRS

(1 HR OT.)

THUR 6/17/83

- 1) Change tie colors so shots ^{try flashing} show better [↓]
- 2) also DB on screen 1 only (must stay green)
Timing glitch before D.S. EXPLODES
- 3) FIREBALLS MORE RANDOM
- 4) LUCAS DB only on DS face
Parker doesn't want it so
wait until they see
this prom
leave it out for now
Will let us know Tue or sooner
- 5) Ties not deadly on collision
work on diff switch
- 6) Shuttle looks good -
make it come on a little
more often
- 7) Falcon has a problem going on
diagonal

8:15-3:15
THRU LUNCH

FRI

SWDS - 7 HRS

BUG FIXES

- 1) TURN SHUT OFF AT BEGIN OF ELECTRIC SO IT DOESNT MESS UP IF ON SCREEN
- 2) FIX CODE FOR TIE/FALC COLLISION
BNE \leftrightarrow BEQ (AND #520 CAP #820)
- 3) SET ELECTRIC = 0 AT ~~POWER~~ REINIT TO PREVENT YELLOW TIES
- 4) ~~CHANGE~~ MAKE DBRICK COLOR BLNK IN SC#1 (LMA ATIME AND #5 BNE)
- 5) DRAY was not to ~~0~~ in FIRESPEW (TOP) & in SC#4 (EBHIT) so put it only in ~~sc#4~~ firespew
- 6) Crunched in SC#4 (EBHIT) code
- 7) Removed STX(0) DSEFM from SC#4 (EBHIT) because this will zero out part of the DS

NO O.T.

50 HRS
TOTAL O.T.
OWED ME

MON 6/20/83

SWDS -

- 1) Code Crunching

Gemini Encoder - 10 MINUTES

Talk with TOM FULTON (Coleco)

on Gemini Data Code Encoding Prog.

- 2) SHUTTL WORTH 3000

- 3) MOVE ZERO ELECTRIC FROM REINIT TO WIT

TUE 6/21/83

Parker Mts - 4 HRS

SWDS - set up for Parker Mtg today
8.5 HRS

Talked to Jim about BMX game & ALPHA RACE)

(He called me to his office) says he may try selling ALPHA RACE to EPYX for me

Talked to Tiger Electronics about SECAM (franch)
VCS.9:30-1:00
THRU LUNCH
12.5 HRS

5.5 O.T.

- 1) CHANGED WAITBUT SO THAT IT ONLY WAITS FOR END SONG - NOT FOR SOUNDS AT START OF GAME
- 2) ~~MOVED CODE~~
- 2) FIXED SC# = 0 so that if DB is at ~~top~~ \emptyset then it doesn't show on right of screen
- 3) took extra SIX COLR 2 out of SC#4
- 4) Fixed ~~no~~ action only gets set to ~~zero~~ JPLAY after D.S. fade-in done
- 5) Fixed text (shot) at top of SC#4
more "TIGER"
- 6) put slaves back in SC#4
- 7) Fixed tie dot at top of FALCTIE field
(in top, after exp-particle BY REMOVING
LDA #12
STA TIEY,X) from Top
(TEVPLDING)

Wed 6/22/83

8:40
THRU
LUNCH
TIL

9:40

13 HRS

60.T.

- 1) Fixed H2MSK not set to zero in SC#4 (part)
- 2) Fixed TIE TO SHOOT so that
LDA DIF ADC #3
- 3) Fixed after FALC explode so that enemies are reset
- 4) Crunched Code
- 5) added pause

Thurs 6/23

8:45
THRU LUNCH
2:45

- 1) Todd changed 2 bytes & added #52K
- 2) & add #52K in TODD's code
STA TEMP2
STA #52K
LDA STARCOLOR
STA TEMP3, EY
- 2) Changed TOP & BOT Blank #s & stars
- 3) Changed Debounce rate to every other screen

EVEN AFTER
 TAKING FRI. OFF
 57 O.T.
 OWED ME
 AT END OF
 THIS WEEK

FRI 6/24/83

→ TOOK DAY OFF

MON 6/27

SWDS - 3 HRS (VCS)

PP - 4 HRS

TUES 6/28/83

4 HRS

PP - modem & programming

1 FISH, - 1 HR modem

~~HEP~~
 400/800 DEATH STAR - 2 HRS - sending files
 over RS 232
 & consultation

WED 6/29

DS 400/800 - 3 HRS

PINK PANTHER - 4 HRS

THUR 6/30

PP - 6 HRS

SWDS VCS - 1 HRS (PROMS)

7/1
 FRI - TOOK OFF (O.T. OWED REDUCTION)

57.7
 = 50 HRS
 O.T. STILL
 OWED
 ME

7/5 MON - JULY 4 HOLIDAY
TUE - DAY OFF (O.T. MAKEUP)

WED PP - ~~7.5~~ 7.5 HRS

1:15 → 8:40

THUR TP - 10.5 HRS

8:30 → .5 HR LUNCH → 7:20

FRI - PP - 9 HRS

8:15 → 5:15

THRU
LUNCH

50-1=49
HRS O.T.
STILL
OWED ME

7/11 MON - ~~2~~

- GEMINI SOUND CONTROL - 4 HRS
- Doug Detroy called & raved about how diff
increased in Jedi DEATH STAR BATTLE
- PINK PANTHER - 2 HRS NOBEM ETC.
- STAR WARS ATARI 400/800 - 1 HR

7/12 TUES

- GEMINI - 5

- SWBS 400 - 1

- TP - 1

WED - 7/13

8:55 - 2:00

OUTSIDE GAME EVALUATION - 2 HRS
COLEVISION DEVELOPMENT - ~~2~~ 2.5 HRS

7/14 THURS - 7 HRS
 COLLECTOR VISION / C/BUG MON

7/15 FRI - O.T. DAY OFF

49-9.5
 = 39.5
 HRS O.T.
 OWNS ME

7/18 MON

1045-1230
 2-515
 7:15
 8:45

CBUG MON - 5 HRS
 O.T. TIME OFF - 2 HRS

7/19 TUE

8:45-

~~THURS~~

CBUG MON - 6 HRS
 VOICE MOD TEST - 1 HR

Talk with Rich
 about 4th cart,
 3 month division,
 need IIR agreement
 etc.

7/20 WED

GEMINI SOUNDS - 2 HRS (ADDED QUIET
 AFTER DATA WORDS)
 REV 3

GEMINI VOICE MOD TEST - 5 HRS

7/21 THUR

? 7 HRS - SNEAK N PEAK CODE
 CONVERSION TO PAL

39.5-9
 = 30.5
 HRS O.T.
 SALL
 OWNS ME

7/22 FRI

DAY OFF O.T. MAKE-UP

7/25 MON

- 4 HRS - GEMINI TEST CART. (NTARI 2600)
- 3 HRS - GEMINI DECODER WITH ROGER

7/26 TUE → RECEIVED MAD PLANETS?

- 6 HRS - GEMINI TEST. CART.
- 1 HR - MTG ON COLECOVISION/ADAM, ETC.

7/27 WED

- 6 HRS - ~~TEST~~ GEMINI TEST CART.
- 1 HR - MAD PLANETS

7/28 THUR

- 4 HRS - CLEAN CUBIE
- 1 HR - STAR WARS 400/800
- 1 HR - MAD PLANETS
- 1 HR - SNEAK N'PEEK PAL

7/29 FRI

- SNEAK N PEEK PAL - 6 HRS
- GEMINI DATA DECODER TEST YCS CART - 1 HR
2532 TO COLECO
- ALPHA RACE & QUIZ MAKER TO JIM

30.5-D

=30.5

HRS

BT
STILL OWED
TO ME8/1/83 MONonly 6
HRS work

- SNEAK N TEAK PAL - 6 HRS

Jim said ADAM (COLECO) will use
6000 HRS SOFTWARE 2000 HARD
PER YEAR (3 SW PEOPLE, 1 HARD)

8/2/83 TUE

9:10

only 6.5
HRS WORK

SPACE JOCKEY PAL 6.5

WED 8/3/83

SPACE JOCKEY PAL - 2 HRS

STAR WARS 400 - 4 HRS - TRYING TO GET ~~THEM~~ ^{PARKER} TO GET MODERN GOING ALSO WORKING ON SOUNDS

THURS 8/4/83

SWDS 2600 PAL - 6 HRS
SPACE JOCKEY SECAM - 1 HR

Chris filling out papers to be hired full time as of AUG 1

GOT NEW NOTE BOOK LIKE THIS ONE

30.5 - 8.5
= 22 HRS
O.T. STILL OWED ME

FRI 8/5/83

DAY OFF (O.T.) TAKE ~~SEA~~ J.M.F TO STORE

FOR PAL ^{SECAM} add 50 lines so that 20MSECS BETWEEN VSYNCs

~~PAL~~

NTSC → PAL
color color

0X	→	0X	
1X	→	4X	or 2X
2X	→	4X	
3X	→	6X	
4X	→	8X	
5X	→	8X	
6X	→	AX	
7X	→	CX	
8X	→	DX	
9X	→	DX	
AX	→	BX	
BX	→	3X	
CX	→	5X	
DX	→	7X	
EX	→	4X	
FX	→	4X	

NTSC → SECAM
colour → colour

0X → \emptyset or E
 1X →
 2X →
 3X →
 4X →
 5X →
 6X →
 7X →
 8X →
 9X →
 AX →
 BX →
 CX →
 DX →
 EX →
 FX →

SECAM COLORS
 (THERE ARE ONLY 8
 COLORS CONTROLLED
 BY LOW ~~BYTE~~ NIBBLE)

0 BLACK
 2* BLUE
 4 RED
 6 PURPLE
 8 GREEN
 A LT BLUE
 C YEL/GREEN
 E WHITE

MON ~~8/8~~ 8/8

2HRS - STAR WARS DEATH STAR (2600 NTSC) - DID LISTING

2HRS - GAME LINE - READ SPEC, TRIED MODULE

1 ~~HR~~ HRS - SPACE JOCKEY - MADE PAL SO IT WORKS ON PAL & SECAM

2 HR - STAR WARS (ATARI 400/800)

TUE ~~8/9~~ 8/9

1HR - STAR WARS DEATH STAR (2600 NTSC) - COPIED DISK

1HR - SPACE JOCKEY - PAL TO PAL/SECAM

2HR - SWDS 400

1HR - GAMELINE

1HR - KERMIT

1HR - 1 FISH, 2 FISH ^{same} LINE COUNTS

WED 8/10/83

SWDS 400 - 3 HRS
 GAMELINE - 3 HRS
 COLECO GEMINI SOUNDS - 1 HRS

THUR

SWDS 400 - 1 HR 3 OPTIONS FOR GAME (LETTER)
 LOOKING @ HYPERSPACE ON
 MY VCR TERRY'S
 TAPE
 GEMINI SOUNDS (APPLE) - 2 HRS

changed tape out to control Wave generator
 - must put scope on 12K resistor (left)
 above 74LS74 on a file to test

SPACE JOEKEY CVC (GAMELINE) - 4 HRS

RECEIVED TARZAN VCS WRITEUP (SPEC)

FRI 8/12/83

1 HR - KERMIT MODEM (PARKER) CHECK OUT
 Z-80 SOFTCARD PRICES
 2 HRS - PARKER BROTHERS MTG
 JAWN STOCKBRIDGE
 ERNIE

" DEATH STAR 400 - TIMES FOR ALL OPTIONS
 - WILL CHECK ABOUT DEATH RAY
 - DEATH STAR CANT MOVE
 - IMPROVE FIRST SCREEN GRAPHICS

SOBO - BUY ONE
 WITH CARTRIDGES

KERMIT MODEM - GAVE US DISKS & MODEM - NEED TO BUY SOFTCARD

Sims - Todd No. 11

Wes ~~Reserve~~ Tray

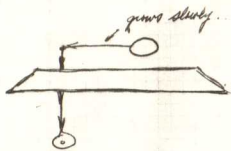
1. Contract
2. Vendor Proposals + Schedules for current projects
3. GRAM
4. KEXMIT MODERN
5. Review of Death Star

Death Star

Playfield for Death Star →

Death Ray ——— - diagonal ~~line~~ will take tons of time

- Originates at Death Star to relay station (90°)



Hyperspace start-up
reverse hyperspace attend.

- Stars w/ tails for hyperspace
 - Possible death star zoom...
 - PIZZAZZ in start-up screens.
 - Add Stars.
 - Tie-fighters in groups.
 - Faster, more rapid fire for MF
 - Tie-fighters + MF multi-color?
 - Invert black + colors on the energy shield to allow MF through
- Enhance energy shield

MAD PLANETS

- SEND THEM EXAMPLE STATIC DISPLAY
- THEY DEFINATELY WANT TO DO IT
- COPY ASTROCHASE CONTROL (ATARI 5200 GAME THEY WILL SEND TO US)

SCHEDULING -

- VENDOR PROPOSAL (OUTLINE)
- NEED DEV SCHEDULE

4 HRS - TARZAN

20 HRS
O.T. STILL
OWED ME

8/15 - 8/19 WEEK OFF @
OCEAN GROVE TENT
#2 MT. CARMEL
776-8629

8/15 - 8/17 - FROM O.T. OWED ME

8/18 - HOLIDAY

8/19 - VACATION DAY

22 - 21 = 1
HRS O.T.
STILL OWED
ME

14 VACATION
DAYS STILL
OWED ME.

CA

ASTO CONVERSATION w/ DAVID ORIN

Parker Brothers

EXT. 113 p

PARKER BROTHERS

ROGER'S NOTES.

WAD PLANETS IDEAS

I → NO MOONS AROUND PLANETS

II → INSTEAD OF SPACE BODIES USE A MISSILE
to receive BONUS @ END of ROUNDIII → color of PLANETS would determine ^{GREEN} → ^{RED} MADNESS of planet
IV → ORBITS of Planet wouldA) Initial start in center AND
move off screenB) planet would always move on & off the screen
in if possible spiral orbits/different anglesV → The Ship

A) circle in NATURE (DS)

B) motion:

1. idea using fire button
FB/offused to control ship's direction just like
DS Death Star

2. FB/on

used to fire missile in any direction
without changing direction of motion?

B: position (SHIP would NOT ROTATE?)

VI → STAR FIELDCODE.Would send or consult with USE on how
to do it. "We have code from the passed to do this"* WOULD NEEDED TEST PROM for marketing to approval
motion of SHIP.

8/22/83 MONDAY

ATARI 5000 SUPER BREXLOTT ~~2 HRS~~
 PACMAN
 QIX
 CENTPEDE
 MICROSOFT SOFTCARD - ~~1 HR~~

Qmd 4 USG ROYALTIES

1 HRS - KERMIT
~~4~~ HRS - 5200 EVAL
 2 HRS - TARZAN

8/23/83 TUES

GEMINI SOUND ENCODER - ² ~~3~~ HRS
 APPLE PROG CHARLIE CHAN (COLECO)
 ADD LINES
 ZECOBIT BURST 311 POKE 23 MSEC
 QUIET 312 " 59
 ONE BIT BURST 313 " 51
 QUIET 314 " 31

TARZAN - 3 HRS

5200 EVAL - 1 HR

STAR WARS 400 - 1 HR

8/24/83 WED

TARZAN - 5 HRS

DD 8K SCORE ON BOT
~~WARRIOR~~ DEVELOPMENT
 STAR WARS 400 - 2 HRS MASTER

8/25/83 THURS

STAR WARS 400 - 2 HRS
 TARZAN - 4 HRS - Vine & Tarzan/ape/Background Loop
 MAD PLANETS MTG - 1 HR with Dick, Sylvia & Roger

8/26/83 FRI

TARZAN - 7 HRS -

8/29 MON → 9/5 MON
 WEEK OFF & LABOR DAY
 VACATION

8/31
9/6 TUES

SYLVIA HAS DONE A GREAT
 JOB ON TARZAN IN FAST
 WEEK - VINE WITH TARZAN,
 APE AT BOTTOM & SHOT

TARZAN - 7 HRS

ROGER HELPED TO MAKE LOOPS WORK

9/7 WED

TARZAN - 7 HRS

- ADDED PRIMITIVE (X, Y) JOY CONTROL
- ADDED SHOT → TEMP COMPUTATIONS
- REPEATED VINE

9/8 THURS

TARZAN -

STAR WARS 400 - ^{HRS} helped Chris with lung making screen

→ Sylvia took over jungle screen blank
 I worked on going over spec.

9 MORE
 VACATION
 DAYS
 LEFT

→ 8/31
 Summary
 of Monday
 through
 Thursday
 8/30-8/31

Gawrance Schiak says he
is being moved to ADAM games
Phil Taterogynski will now
be our contact

IN JUNGLE SCREENS

50% hunter
25% snake
25% pit trap/crocodile

pit traps (oval hole) suddenly
appear when someone
steps there

9/9/83 \leftarrow riv

TARZAN - THRS

2:50 PM
9/9/83

Phil Taterogynski - Taryan masks &

TARZAN

3 running

1 fall

1 punch

1 stun

1 jump

2 swing

2 swimming

2 climbing

what about climbing punch?

what about standing

? swim with 2 frames!?

Beast-man

2 - walk

2 climb

1 punch

1 stun

1 leap

how about 2nd for climbing punch
& walking punch

apes - 2

crocodile - 2

hunter - 6

snake - 6

tarilla - 2

Letter to Coleco on need to answer questions
& additional info. needed sent to Tom Helmer.

Worked on game select / pause

MON 9/12/83

TARZAN - 7 HR

WORKED ON PAUSE & JOYSTICK GAME SELECT
LOOKED AT JUNGLE HUNT
WORKED ON RUNNING/STANDING CODE

TUES 9/13/83

TARZAN - 5 HRS

- TARZAN RUNNING/STANDING CODE

STAR WARS⁴⁰⁰ - 2 HR

~~STAR WARS~~ SHOOT OUT DS CODE DEBUG
GET DISK DRIVE ORDERED

FLASH!

PARKER STAR WARS DEATH STAR GAME
NOW AVAILABLE AT BRADLEE'S
\$ 31.77

WED 9/14/83

TARZAN - 3 HRS RUNNING

~~STAR WARS - 1 HR~~

GAME IDEA WRITE-UPS (MONOPOLY/KNOTS/SIMON SAYS) - 4 HRS

THUR 9/15/83

TARZAN - 1 HR

STAR WARS⁴⁰⁰ - 2 HRS little disk color change.
GAME IDEA WRITE-UPS - 4 HRS (MONOPOLY)

FRI

TARZAN 7 HRS

MON 9/19/83

TARZAN - 6 HRS

STAR WARS 400/800 - 1 HR (~~order~~ find ATARI 800)

Bought
ATARI 800
for Homer
\$299.00/8/83

PHIL T. says we're doing
it with 12K

TUE 9/20/83

JWDA started renting my ATARI 800

SPACE JOCKEY GAMEWAVE - 1 HR dupe disk

BUT OFFICIALLY 1 WK AGO DUE TO USE OF MY ASSEMBLED CART. \$20/week

TARZAN - 6 HRS

jumping algorithm & punching

WED 9/21

TARZAN - 7 HRS

jumping & punching

THURS

STAR WARS 400 - 2 HRS HELPING CHRIS

TARZAN - 5 HRS

FRI 9/23

TARZAN - 7 HRS

sent R1 to Colaco

Phil's comments

- 1) Black lines (shift) at Vene
- 2) Extend middle tree branches for vine
to hang on
- 3) Colored hair on Taryan (it's flesh tone now)
- 4) Punches appear like he's beating his chest
can you extend arms more?

Taryan in general is great -

better than single Honey in
Actnism

- 5) Croc leaps with Taryan
turn into stack of green lines

6) Tend screen-croc still there - remove it

7) Crocodile attack - stun will probably
make it ok

8) Limits on Taryan X movement

9) Very satisfied on the whole

Should be getting amendment of ~~com~~
these comments Tuesday

MON 9/26/83STAR WARS 400 - 4 HRS
HELPED CHRISTARZAN - 2 HR ^{+1.5} JUMP ON TREE

READING - 1 HR

WAVED
THRU
LUNCH
3:30TUE 9/27/83

STAR WARS 400 - 5 HRS CODE CRUNCHING

TARZAN - 2 HRS JUMP ON/OFF TREE/
CLIMBWED 9/28/83

STAR WARS 400 - 7 HRS

~~IF COLOR SHOT COLOR~~

SHIELD

SHOT COLOR IN SHIELD

EDGE WITH LESS INTENSITY

INTENSITY INCREASE

LINES MOVE DOWN AS IT GOES OFF

a) WIPE OFF FASTER

b) SCROLL DOWN

c) TODD'S IDEA TO INCREASE

BLOCK SIZE WHILE WIPING OFF

BACKGROUND FLASHING.

- HYPERSPACE SOUND

- TAKE OUT STARS

- DISH & DS COLOR

- EXPLOSION OF FALCON PURPLE BKG FLASH

- DS EXPLOSION - USE RANDOM NIBBLE COPY

THUR 9/29/83

STAR WARS - 7HRS

FRI 9/30/83

STAR WARS - 7HRS

MON 10/3/83

TARZAN - 7HRS climb

TUE 10/4/83

TARZAN - 7HRS Swing on vine

WED

~~TARZAN - 7HR~~

THUR

~~TARZAN - 7HR~~

FRI 10/7/83

~~TARZAN - 5HR
SICK TIME - 2HR~~

10/10 HOLIDAY

10/11 - 10/21 VACATION



FLORIDA TRIP

see new book