

Computation Book

NUMBER OF BOOK 2-

^{SAVED}
NAME HENRY C. WILL IV

SUBJECT WICKSTEAD DESIGN

USED FROM 24 OCT 83 TO 30 JUNE 86

No. 09-9890 (89)

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

VERNON McMILLAN, Inc.
VJM
THE ROYAL LINE

BOUGHT 8/4/83

7.60
+ .46
\$ 8.06

AT MORRISTOWN
TYPEWRITER
EXCHANGE
MARKET ST.
588-7300

MONDAY OCT 24, 83

TARZAN - 5 HRS
 MONTEZUMAS REV - 1 HR TAPE VHS
 QBERT 2 - 1 HR TAPE VHS

IMPORTANT!

TUE

STAR WARS - 7 HRS
 5200

WED

STAR WARS - 6 HRS
 5200
 TARZAN - 1 HR

JIM MENTIONED
 PANDA S/W
 MAY BE INTERESTED
 IN QMAGRE ALPHA
 RACE

\$500 EACH +
 BVALTIES/W ADVANCE

TARZAN REV'S
 Changes received

THUR

TARZAN - 7 HRS

VCR BORROWED
 THUR & FRI

FRI

10/28/83
 TARZAN - 7 HRS

MON

10/31/83

TARZAN - 7 HRS

TUE

11/1/83
 TARZAN - 7 HRS

WED

11/2/83
 QBERT 2 EVALUATION - 3 HRS
 TARZAN - 4 HRS

BASIC CART.
 BEING USED TODAY

SHIPPED

T2(110283)R3
 TO COLECO

IMPORTANT

↑
BASIC
USED BOTH
DAYS
↓

TWINN
SCREEN
DRIVER

THURS

TARZAN - 7 HRS
RUNS SCREEN DRIVER

FRI 11/4/83

TARZAN - ~~5~~ 6 HRS
RUNS SCREEN DRIVER

★

STAR WARS - 1 HR
~~5200~~ KEY DEBOUNCE

SMURF VCS PAL - 1 HR
LISTING

↑
MY
BASIC
USED
↓

MON 11/7/83

TARZAN - 4 HRS
QBERT MTG - 3 HRS
KEVA

TUE 11/8

TARZAN - 6 HRS
PERSONAL - 1 HR JOE SPADA - LIFE INSURANCE

WED 11/9
TARZAN - 6 HRS
QBERT - 1 HR

THUR 11/10

TARZAN
COMPILER FOR 400 BASIC - 1 HR
POLAROID PICTURE TESTS - 1 HR

FRI 11/11
Holiday

MON 11/14/83

3 HRS - Parker Brothers
Vendor Proposals

3 HRS - Parker 5000 VCS Death Star
to work on Colossus Adapter

1 HR - ~~Temp~~ Royalty Mtg

US GAMES &
Parker Royalties

1050 Deposit

↑
HUMAN CAP
USE W/
BASIC
CAPT.
↓

IMPORTANT

TUE 11/15/83

1 HR - 400/800 Death Star Playtest

6 HRS - Tarzan -

Sylvia stops
Tarzan

WED 11/16/83

TARZAN - 7 HRS

THUR 11/17/83

~~TARZAN~~ 2 HRS

TARZAN - 5 HRS

QBERT 2 HRS
SCREEN DRIVER LOOP

Sold 400 to Todd
\$90.

FRI 11/18/83

~~TARZAN~~ 7 HRS

SICK - 7 HRS

MON 11/20/83

SICK - 1 HR

TZ - 6 HRS

BOUGHT LIGHT
PEN \$28

TUES 11/22/83

TZ - 6 HRS

KERMIT - 1 HR

WED 11/23/83

TZ - 4 HRS

KRS DRIVE - 1 HR CPM

KERMIT / COCO MODEM - 2 HRS

rewrite ~~modem~~ ^{SOFTWARE} COCOHEX modem
software in assembly language so modem
transfer is faster and so we can transfer
apple & ATARI 400 object code to be sent by
KERMIT

2 yrs at
JWDA

Got My 50
DISK DRIVE

SENT
TZ (11/23/83)
received 1st
Cocorition
TZ board

4
important

Thur & Fri

11/24 → 11/25 - Thanksgiving Holiday

Mon 11/28/83

KERMIT & COLECO MODEM SOFTWARE - ~~6~~ 4 HRS

QBERT 400/800 - 1 HR

helping ~~Chris~~ reviewing proposal for Chris

Tue 11/29/83

KERMIT & COLECO MODEM SOFTWARE - 1 HR

TARZAN - 6 HRS

work on shot

Wed 11/30/83

TARZAN - 4 HRS

Talcan w/ PHIL TATERCZYNSKI IVAN - vines (random #)
Comments on REV 4. - lowers sum/asym random

* too early for Tarzan ~~to~~ Cross screen

- Tarzan can jump over enemies

- FIX: he must fight them

- One vine

FIX: We put in RthlW# vines yesterday, today

- Reduce Tarzan's running speed
* make it take longer to go across screen
don't put in now - but it may be in future

Make Tz stop at Waters edge because
not enough room for Targan to
stop running

Have Targan climb from standing
in front of tree

In Targan "Colecoision" sent to us * is pause -
the music was temp used
from SUBROC game

- Phil will send kneeling graphics
for Tz stun

~~Sound~~ Coleco will supply
Coleco sound people will have
to talk to our sound person

Any suggestions we have about
making VCS like Colecoision
will be appreciated.

Send Tz obj over modem by Fri 12/2/83

1/2 send summary of Tz &
enemy pixel speeds
1/2 outline movements

Sent 55400 to Parker via KERMIT

- 2HRS

Helped Todd with QBERT VCS

- 1HR

12/1/83 Thursday

KEAMIT 400/5200 files (Death Star)

- 3 HRS

TARZAN - 4 HRS

Phil said he will send
Taman kneeling mask
for stun

12/2/83 Friday

Taman - 5 HRS

Wide trees (Phil OK'd)
No jump over enemies

~~3000~~ Mach 3 evaluation -

1 HR

Death Star 400/5200

1 HR

fix so that on starting the
Falcon doesn't get
hit in level 3 select
game 3 or 4

(changed movement tables)

12/5/83 Monday

TE - 7 HRS

- Long mask end of the
jump

12/6/83 Tues

TE - 3 HRS

- decrease climb
offset
- Dandon Bank
- Random MALRUPE

DR for ECHOCARDIOGRAM - 1 HR

MACH 3 write up for Parker - 3 HRS

Start
TE (120083) RS
300 band
031HEXVOT
with 2 lines
of blanks
added

WED

COLEVISION QBERT - 1HR
MODEM
TO APPLE
FROM 4200
VDEC

TZ - 6 HRS -

- Land on bank
- Tanya shot hit none
- Climb down to walk on H2O
- Sor. not stunned in new screen
- Change COLR3 according to JNGLTYP
- Croc star replace

10-14 WEEK
EST. ON TZ

THUR 12/8/83

TZ - 1HR
STAR WARS - 5 HRS - FIX Blow up below
400/5200 death star bug

MONTEZUMA - 1HR no end of screen
(VCS) (jump to
sync not right)

received Death
star poster

FRI 12/9/83

EPSON Printer - 2 HRS

STAR WARS - 3 HRS

SENT DS 400
& 5200
REV 10
VIA KERMIT TO
ERNIE
CARTS
THERE

MONTEZUMA - 2 HRS = TOO MANY
(VCS) SCAN LINES

MON 12/12

STAR WARS DEATH STAR - 3 HRS
 OUTSIDE GAME EVALUATION - 2 HRS
 MACH 3 WRITE UP - 1 HR
 OFFICE HELPS LETTER TO JIM - 1 HR

TUE 12/13

STAR WARS DEATH STAR 400/500 - 4 HRS
 DR. ROZAN - 1 HR
 RX 80 PRINTER 2 HR

WED 12/14

SWDS 400/5200 - 7 HRS REWRITE

THUR 12/15/83

SWDS 400/5200 -

spent most of day trying to
 fix bug with
 check if LSB OF ATT.ME = 1
 then checking if TAD #7
 was = 0 - it never was!

FRI 12/16/83

ROYALTY MTC - 1 HR
 FARZAN - 1 HR

Told Phil ratings screens
 we still need

SWDS 400/500 - 5 HRS

- 1) CAMP APPROVAL
- 2) CAPTIVE APES APPROVAL
- 3) CLIFF - UP THE BOT, MID TOP SCREENS
- 4) CLIFF ESCAPE FOR MID BOT SCREEN
- 5) CHARACTERS FOR CLIFFS (LEDGES, ROCKS, SNAKE)

400/VCS/CATEC.
 Cnts.
 RECEIVED

PHILS # IN MINNESOTA
 414
 962-5586

PAYCHECK SLIGHTLY
 MESSED UP
 PAID @ 3:52
 THEY DIDN'T PRINT THEM
 TIL TODAY SO RICK
 PICKED THEM UP.

started rewrite
 of SWDS 400/
 5200

MON 12/17/87

SWDS 400 - 7HRS

TUE 12/20/83

3WDS - 400 - 7HRS

PHIL TATER Z CALLED
2 SCREEN PHASE SPECS IN MAIL

THINGS TO ASK ERNIE VAN HOLTEN:

- 1) FAL MID SCREEN =
- 2) ZERO PAGE 4A → FF -
- 3) IMMED VBL NOT DEFERED -
- 4) #w RANDOM # GEN. -

He's not in (on bus trip) will
call tomorrow

WED 12/21/83

DS 400 - 10 HRS

Called Ernie & asked about 4 Q's
I WILL CALL HIM TO ERNIE @ 9:30 AM FR!

Above 4 is OK if need be!

Before 2PM &

preferably after 8PM

(617) 246-0554

ADDED ~~GEAR~~ BLANK SCREEN THEN PLYRS

ADDED FALCON BLOW BEFORE DS BLOW

ADDED PLAYER ARROW

~~ADDED FALC EXP COLR DURING FIRECALLS~~

7PM
went home
ADD ~~SAVE BIG DS - BUG SO DELETE IT~~
BT

Buffet
Banquet
for Company
in back
Conf room

THUR 12/22/83
BLANK SCREEN BETWEEN PLAYERS CAUSES BUG SO DELETED
DS SAVE - BUG SO DELETED IT

8:15 Call Ernie @ home
not home

He got home 8:40
he said Call back in 10-15 minutes

FINISHED XFER TO ERNIE AT

9:25 PM

FRI 12/23/83
Day Off Holiday

MON 12/26/83 - Holiday

Merry Christmas!
Jesus is Lord!

~~AT&T~~ 12/27/83

Jawhnee Sheikh (Coleco) called
May want to make 2 changes
to Rev 5 to show TAREAN forces

Coleco - 1HR
Taryan

- 1) Not able to leap while swimming unless within landing range of tree or shore (Facing ~~river~~ in correct direction)
- 2) Make TAREAN twice as big (2x width 2x hick)

Needed by Monday or Tuesday
1/1/84
Coleco Closed 1/3/84

Went to Dr. Royan - 2 HRS
CES starts on 1/7/84

Death Star 5200 - 4 HRS

1:55 PM

- 1) Tried to Format 2 new disks
but Drive 1 not powering on
to using Todd's drive
- 2) Copied DS 400 to new 5200 disks
^ REV 11
- 3) Copied old 5200 DS.SRC to new disk (5200)
- 4) Copied old 5200 SYSTEXT to new disk (5200).
- 5) Changed DS.DSS.SRC so that 4 → CONSOL
instead of 8 as in 400
- 6) Changed DSS3.SRC ~~to~~ took out old Big DS save
subroutine to save
bytes (DSVGET)
- 7) Changed DSS.SRC - put ~~new~~ 5200 joystick
routine in log:

A) deleting from line after
MOVEF to line
before PLYTWO

B) inserting

```

LDA PLYNUM
STA A → ASC A
TAX
LDA # $F0
LDX POT0, Y
CPX # $C2
BCC G1
AND # $70
G1 CPX # $10
BCS G2
AND # $B0
G2 LDX POT1, Y
CPX # $D8
BCC G3
AND # $D0
G3 CPX # $18
BCS PLYON
AND # $E0
PLYON STA $E80B

```

- 8) Assembly - 64 errors (undefined temps)
- 9) Took new page from 400 and put in instead of old 6000 stuff
- 10) assembly -
- ```

KEY
TAU
KBDLY } UNDEFINED

```

12/28/83 Wed

- 11) added above 3 RAM into D5.SRC
- 12) D55.SRC added at beginning:
- ```

      VBINT LDA KBDLY
      BEQ OPTIM
      DEC KBDLY
  
```

- 13) Assembly - ^{OPTIM} no errors
93 bytes over (decimal)

14) Crunches

see listing

A) TIEFRM crunch and moving up LDTIE

B) TIEXP crunch and move to LDTIE and GOTFPT SUB.

C) FIREBALL TABLE

D) TIELOP (DT1)

E) TX STOR

F) DT2 NOMOSC

G) ~~DT2~~ SUB.SRC@PLYER1 DIF FIX

Byte saved (decimal)
#20

4

5

4

3

2

2

ALSO A FIX

15) CHANGE DT1 \$DEDA → \$CROA for RANDOM #

16) ~~LEFT~~ ASSEMBLE WITH LISTING and in D55.SRC

left 3:35 PM ICE!!!

THURS 12/29/83

Assembly

17) Ran Romu - nothing but junk on 5250
can see score and game # though
but with lines all over the display

18) DSS.SRC added

PXA
FXA
PTA
TVA
PTA

to beginning

19) DSS3.SRC ~~changed~~ changed
V.BLRDN JMP #E162

20) assembly ^{Random} to JMP TSDN
Random# seems to be always = 0

USE SOFTWARE
RANDOM#GEN

IS NOT WORKING CORRECTLY

THINGS MOVING EXTREMELY FAST (DRAY/BRICKS)

DISH ON BIG DS-COLORS WRONG

PLAYER POWER NOT SHOWING (EXCEPT IN EXPLOSIONS)

FAUSDN ~~EXPLODES~~ EXPLODES IMMEDIATELY WHEN FIREBALLS RELEASE

& PLAYERS NOT SWITCHING BETWEEN JOYS

ONLY SWITCHING FIRE BUTTONS

HIT REG ADDR

Pause doesn't work

21) Made changes to fix above

	USE	SAVE
A) Remove arrows to crunch code	0	36
B) Install SW RAN#GEN (DSS.SRC)	23	9
C) (DT1) TIE RANDOM #CO2A → RANDOM #1	42	43
D) (DSS3) CHANGE FIREBALL HIT FTL REG ^{#CO2C} DOC	0	0
E) (DT1) NOW TIE CHECK PAU	4	0
F) (DT3) CHECK PAU	4	0
G) (DT4) CHECK PAU	4	0
H) (DSS) " "	4	0
I) (MASK2) added 7 spare bytes	7	0
	<hr/>	<hr/>
	48	48

22) Assembly

23) Ties not working

A) (DT1) PUT TIE X/Y CORD / BACK

B) (MASK2) removed 4 spare bytes

24) Assembly

4 4

25) Second screen score not working

A) NO put back

dif stuff 14 10

B) crunched 1 bytes in (SUB) 5 6

```

AND #$F0
AND
AND
LSR
LSR
LSR
LSR
    ⇒
LSR
LSR
LSR
LSR
CLR
    
```

C) removed 3 spare bytes (MASK) 0 3

26) Assembly - same problem 19 19

27) Took out use of H/W R#GEN (DSE)

for DS EXP blocks 0 20

28) FIX OTHER THINGS

A) FIX LSR → ASL JOY ROUTING (DSSA)

B) INSERT NEW DIF CODE (SUB)

C) DT2 ISOMOSC CBA#0 back

D) add 19 bytes to free (11 total)

To fix score stuff →

1	1
13	14
2	0
19	0
<u>35</u>	<u>35</u>

29) ASM

difc not working correctly

30) CHANGES

A) REMOVE SEC #NADD FROM DIF 0 3

B) PUT PARTIAL ARROWS IN 21 0

C) MASK2 delete 18 bytes from spare (1 left) 0 18

21 21

31) Assembly

!!!!!!!!!
 Also Changed Rev 11 DS400 to Rev 12
 by changing ~~A55E~~ A555:9C → 1C
 A55D:9E → 1E

32) Sent DS.OBJ to APPLE 2 times & compared
 they TEMP.OBJ (1st) with BURN.OBJ (2nd)
 they were same - Programmed
 from and left in Chris' Cube
 REV 12

LEFT @ 6:22PM

19
+3

22 FREE

12/30/83 Day off

Happy New Year

1/2/84 Day off

Jesus is Lord
in 84

1/3/84

TZ - 7 HRS

Tried to send TZ R6 but no work

1/4/84 Wednesday

TZ - 6 HRS

sent TZ(010383)R6 to Betty
@ Coleco

(it has large TZ
for EDGAR RICE
Burroughs examination)

Made change so that Tylan only
jumps out of water if he
will be landing on something

ADS-1 HR fix Robin's printer cable

1/5/84 Thursday

TZ - 1 HR

Jaun Sanchez (Coleco Graphics) wants
all characters including
enemies double size

DS 400/5200 - 6 HRS

10:30 AM

Ernie Van Holten
wants background ^{at} top of screen
in Hyperspace to not have black
line so moving color
change to DSS.SRC (VBLANK)

IMPACT

Does work
for Coleco
(Water ops
1/3/84)

1) D2: SPACE.SRC

remove

```

LDA ATIME
AND #1
BEQ SFOCOL
LDA #80
SFOCOL STA COLPFQ+4

```

0 11

2) D2: DSS.SRC

a) remove

```

BEQ JVBK

```

0 2

b) replace with

```

BEQ DOFLSH

```

2 0

c) just before WBK:

```

BEQ JVBK LDX #80
DOFLSH LDA ATIME
AND #1
BEQ SFOCOL
TRA #80
SFOCOL STA COLPFQ+4

```

12 0

d) just before LDA SCW4

```

LDX #80

```

2 0

3) D1: DSE.SRC

delete

```

LDA ATIME
AND #7
STA COLPFQ+4

```

0 7

4) D2: SUB.SRC

delete 4 NOPs @
label PLYER1

0 4

5) D2: MASK.SRC (make space 28)

8 0

24 24

USE SAVE

DSE.SRC

```

LDA # $38 → POE 2 2
STA COLPFØ

```

DSS.SRC

Change DSE refresh rate

```

DOFLSH LDX # $36 LDX # $36
LDA ATTIME ⇒ LDA #2
AND #1 DOFLSH AND ATTIME
BEQ STOCOL BEQ STOCOL

```

10 10

C6
NOT OK

1/6/84 FRIDAY

DS 400 - 1HR
had to add ~~DS~~ into to spare (1/6) now on DS #000

DS 5000 -

SPACE.SRC

remove →

```

LDA ATTIME
AND #1
BEQ STOCOL
LDA # $80
STOCOL STA COLPFØ

```

0 11

DSS.SRC

```

LDA SCNUM LDX # $80
CMP #1 LDA SCNUM
BEQ JVBK CMP #1
LDA ACTION ⇒ BEQ DOFLSH ←
CMP #3 LDA ACTION
BNE NDSX CMP #3
JMP VBLKDN LDX # $36
DOFLSH LDA #2
AND ATTIME
BEQ STOCOL
STA COLPFØ+4
JVBK JMP VBLKDN

```

29 15

D1: DSE SRC

USE SAVE

LDA #38
 STA COLPF0
 LDA ATTIME
 AND #7
 STA COLPF0+4

LDA #3E
 STA COLPF0

5 12

D2: MASK2 SRC

add 4 spaces (5 total)

4	0
38	38

0 29 11
 55 125
 66 38
 34

1/9/84

MISC - 7 HRS

1/10/84

400 ^{ASM} FAMILIARIZATION - 7 HRS

1/11/84 wed

400 FAM - 4 HRS

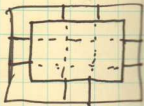
SNOW - 3 HRS

1/12/84 THURS

APPLECOM - 5 HRS

(ICK JWA ROMULATOR SW)

DS 5200 - 2 HRS

Double joystick
limit test

- ① BACK UP DISKS
- ② DSS.SRC remove arrows

0 21

```

LDA # $1C
LDY # 10
LDX PLYONM
BCR POTARR
LDA # $1E
LDY # 8
INX
POTARR STA LINE18, X
LDA # 0
STA LINE19, Y
    
```

- ③ DSS2.SRC add joystick center routine

```

LDA # $F0
LDX POT0, Y
CPX # $E2 → 89 9B
BCC G1
AND # $70
G1 CPX # $10 → 58 3B
BCS G2
AND # $B0
LDX POT1, Y
CPX # $B8 → 98
BCC G3
AND # $D0
G3 CPX # $18 → 3B
BCS PLYON → G4
AND # $E0
PLYON STA $E80B
    
```

```

G4 CPX # $B0
BCS PLYON
CPX # $20
BCC PLYON
LDX POT0, Y
CPX # $B0
BCS PLYON
CPX # $20
BCC PLYON
LDA # $F0
    
```

21 ①

21 21

PRYCHECK
NO RAISE
(INCLUDE)

1/13/84 FRI

Sent DS5200 R14 to ERNIE

DS-6 HRS

DS5(011384) R14

APPLECOM - 1HR

MONDAY 1/16/84

the DS sent on fri was all control char
to resent it today

DS-3 HRS

5200

APPLECOM - 4 HRS

TUES 1/17/84

APPLECOM - 3 HRS

COMMADORE⁶⁴ Research - 3 HRS

DR - 1 HR

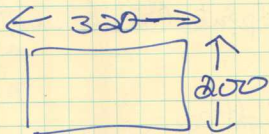
ROZAM

McDonalds
Ruth Janet
Allison Joey

ATARI 800
Parallel
interface
\$40

COMMODORE 64

3 VOICES - SOUNDS/MUSIC
RESOLUTION



6502 up 6510 extra I/O port
for address space
management

64K RAM

8K BASIC IN ROM

8K OP SYS ROM

4K CHAR GEN

6581 SID (SOUND INTERFACE DEVICE)

6566 VIC-II VIDEO INTER CONTROLLER

2-6526 COMPLEX INTER ADAPTER CHIPS } 4K address
allother I/O } space

88K total ~~88K~~ ~~88K~~
24K more than addressable

8 possible memory maps

UP TO 16K ROM per cartridge

SPRITES

8 ON ONE LINE

24 WIDE X 21 TALL - 503 BYTES

3 color sprite mode But horizontal RES 24 → 12 pixels
set X, Y for pos

Can change X mult X2 or Y or Both

sprite priority registers

Collision detect

Raster interrupts

a) Sprite collide with
a) Background
B) another sprite

or light pen

1/18/84 Wednesday

TARZAN-1HR

acom w/ RON GODVEY (coleco) 9:30 AM

- ① Tarzan size & graphics
- ② Hunters Camp - approval
- ③ Cliff top - 3 screens
- ④ Cliff escarpment (down) - down
- ⑤ Ledge 5
- ⑥ Falling rock

~~APPLECOM - 2 HRS~~

APPLECOM - 6

SWOW - 4 HRS

left work @ 1 PM

1/19/84 Thurs

~~PERSONAL - 1 HR~~

SNOW - 2 HR

COMMODORE 64 - 1 HR

TELCON WITH ROB HARRIS (COLECO)

(see next page)

APPLECOM - 3 HRS

F. VISITED $\frac{1}{2}$ DISK
GIVEN TO RICK

1/20/84 Friday

~~COMMODORE 64~~1 HR - QBERT II (~~Coleco~~) hel

(Colecovision) - helped

Roger with cube
rotations with 2 cubes

TARZAN - 6 HRS

1/23/84 Monday

2 HRS - QBERT II Colecovision & VCS

modem to Parker

100 Help Chris try modem to
Parker

4 HRS - Tarzan

1 HR - Personal

Tried to
ship out

TZ (012384) RT

today but

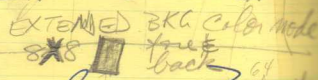
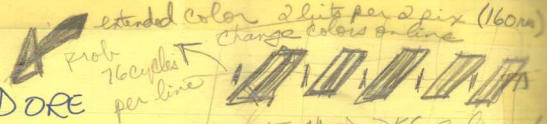
didn't
work @ 1000 baud

try again

tomorrow

at 300 baud

COMODORE



① 10 colors per line?
without sprites

② Assembly DEVELOP system

③ RS 232?



COMODORE
hard to find
long lead time
faster assembly

TELCON
1/19/84
ROB HARRIS



Questions on Amendment #1 to Tayan Rev 0

per Tayan
1/14/01 later...
01/04/01 4PM
Down

1) Page 2 top 1st sentence - "cannot climb"

has to walk to edge past ledges then how does he get past?

UP - maybe - can push it but when feet lie up can walk on it if possible to
from be ~~possible~~ difficult than down

2) Can he jump on ledges? #9.445a where does he land?
When leap then land on climbing surface nearest to top of jump hyperbola

3) #9.444a loose ledges - only 2 hi-res

Maybe rocks as dots
ledges as H₂
if top ledge falls ledges below disappear until falling complete

per line - how can we do rocks & Tayan & ledges falling
Unless they are "dots" then they can't slant easily

4) Bottom cliff screen - can it be symmetrical so sky is shown on both sides?

send it!

5) More than 1 rock on screen at a time

192pix ÷ 96pix/sec ≈ 2 secs on screen

but page 3 shows levels 3-5 as release every 1.5 → 0.5 secs

This will complicate screen software considerably

already done with fields

slanted ledges - low priority

6) Sliding on slanted ledges will add more complication - & #3) makes them difficult to show - should we remove slanted ledges from game?

also if ledges are H₂ then should have to lie dot

7) ~~make~~ #9.476a will be difficult if more than 1 rock per screen
9.476a no rocks

Questions on Amendment #2

8) *unchange* ~~in~~ P 9.431a crate graphics
unchange crate graphics remain the same) and app is Can not change to show
comes out to indicate that has been released only top after punched by Tanyan

9) *Yes - low priority* Crocodiles in P 9.434a dif to do
 can we put it in later if
 time/memory permits (low priority?)

Tues 1/24/84

sent
 T2 (012384) R7
 to Coleco
 only signal
 modem @
 300 Band
 will work

Merlin Assembler evaluation - 2 HRS

Modem T2 R7 to Coleco - 2 HRS

Tanyan - 3 HRS

work on Cliff up ^{1st} screen driver

Wed 1/25/84

Tanyan - 7 HRS

cliff up 1st screen driver

Thurs 1/26/84

Printer - ~~4~~ 1 HRS
Parker ^{ATG} - 1 HRS
Taryan - 2 HRS

Teleon with

Adam Star Trek
cancelled
after 2 1/2 weeks work

Phil Taternynski

see notes on page 25
about answers to questions
on Amendment 1 & 2

Hasnt seen Rev 7 yet

send REV 8 (Cliff-up) crude
graphics asap

Fri 1/27/84

send T2 (012784) R8 to Coleco
Cliff-up screen

TARZAN - 7 HRS

MON 1/30

PERSONAL - 7 HRS

TUE 1/31

TARZAN - 3 HRS

SICK 4 HRS

WED 2/1 → 2/3

SICK

MON 2/6/84

TARZAN - 5 HRS

ROBERT 2 COMMODORE 64 PROPOSAL - 2 HRS

stayed after
1 hourTUES 2/7/84

TARZAN - 7 HRS Ruins screen drive

sent TZ (020784) R9
will send rev 10 tomorrowWED 2/8/84

TARZAN - 7 HRS

sent TZ (020784) R10

BANK 1 LIA \$FFF8

BANK 2 LIA \$FFF9

BANK 3 LIA \$FFF0

BANK 4 LIA \$FFF1

contact Rob Harris x5268

Cliff ^{up} screen eliminate sky altogether
limit screen width for rocks falling with changing
blue to dark brown

Jedges on cliff down

use dots

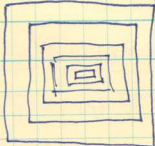
THURS 2/9/84

TARZAN - 7 HRS

appending all screens to one file

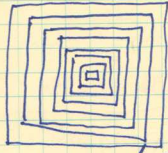
FRI 2/10/84

TARZAN - 7 HRS



MON 2/13/84

TARZAN - 7 HRS



TUE 2/14/84

TARZAN - 7 HRS fixing screen drivers

WED

IPM ROYALTY MTG

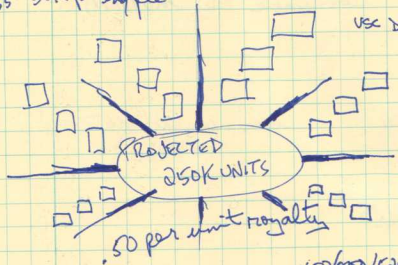
REASONABLE → USG - CORRECT VS THIS OR NEXT WEEK

end of FEB → COLLED - SUBSTANTIAL BUT 2 WEEKS LATE
DUE TO END OF YR ACCOUNTING CASH FLOW PROBLEMS

PARKER BROS -

STATEMENT, NO CHECK

\$35-50K for eng fee



USG DENTH STAR - 70K

3rd Q 4th

38,298

TO PAY OFF ENG ADVANCE

108 518 TOTAL SO FAR

1/2 ENK INBERING SPREAD OVER 2 PAYMENTS

AFTER 10K UNITS MAKE WE'LL GET MORE \$

400/800/5200

NO ADVANCE AGAINST ROYALTIES

3rd Q 400/800/5200 - 6 PACK NONE SOLD

HAVEN'T SOLD ANY 400/800 EVEN IN 4th Q

ADTM

100K INSTAL BASE

COMMODORE

316 COMPETITOR @ WNE CES

FROGGER T1 → 144 (NOT 144K)

COLECOVISION → 104K

70K more before eng fee is offset

IN FUTURE (ROBERT 2)

INITIAL ROYALT 6%

AFTER 30K DROPS **25K**

FRI 2/17/84

TARZAN - 7HRS

Start OBS MOTIONS
(TOPBOT)Rogers - ~~CUB~~ CUB
HENRY - RUI

TODD - CMP

MON 2/20/84

HOLIDAY

TUE 2/21/84

TARZAN - 7HRS

Continue OBS MOTIONS

WED 2/22/84

T2 - 7HRS

Continue OBS MOTIONS

THURS 2/23/84

TARZAN - 7HRS

Continue OBS MOTIONS

FRI 2/24/84

TARZAN - 7HRS

* Telecon w Phil

→ Beastman - Black
 → Ape - Brown
 → How many apes in Cliff - Down

Beast man on top of crate - must
 be punched off to open
 crate

Start
 T2 (02/17/84) RUI
 12K TO
 COLECO

See page 33

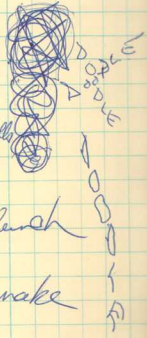
~~One Beast-man/cage per screen~~

~~When Tz first enters he sees BM cage go off Bottom to indicate there is something in next screen~~

~~Difficulty level will determine chain speed and number of screens in Cliff-down~~

~~What will happen if grate scrolls to next screen?~~

~~Phil will get back after lunch~~



→ CAPTIVE

No wait til Tz moves to make BM come down

→ if BMA hits Tz - then if Tz

is near edge of cage then he will fall otherwise only stunned

~~Better yet RANDOM 50/50%~~

→ if Tz hits BM then BM falls, ape comes out of cage and runs up to foliage

→ use land instead of water because no crocodile

→ CAMP

Phil will ~~send~~ Punch up frame
for Tz

- Use figure 12 for punch up
frame

→ ROCKS to ~~cliff~~ Cliff

2 jumps to accomplish leaving
screen

lock Y coordinate to Bottom of
screen

→ CLIFF - UP

- Disable rock fall when Tz
is near top so he doesn't
get boffed on head

- Jumping and Climbing to avoid
rocks

- Jumping will end a little lower
than takeoff point -
a set back but good to
use in emergencies

- Rocks will always bounce
when hitting ledge

- Tz can hide under ledges if he
wishes (secret nitche to game)

Cliff-up-Top

Too far to left - scroll off screen
or ~~low~~ depth end 1

Ruins - Run up stairs only after
release ape(s) on current
level

OR Climb ladders after
releasing ape

3PM Talon

~~Cliff Down~~

Diff will determine
- # apes to free
- Chain speed

There will only be one screen
(only the one with foot)

TZ starts Tol left

first crate/BM will start Tol RIGHT

ape release - Ape will run up chain & off
screen - cage & ape change

if possible - delay between punch BM & ape run up chain
color

MONTZ - 7 HRS TZ movement
all screensTUES

TZ - 7 HRS

VCS QBERT2



LAST OF PARKERS BIG GAMES

VCS - 1/2 SALES

\$50,000 eng = 20,000 carts

\$70,000 min expected

↳ X 40% = ~\$30,000

WED 2/29/84

TZ - 7 HRS

TELCON WITH PHIL T. OF COLECO

TARGET - MARCH 9

New VP - Charles Winterable Winterable (Head of C64/1620 team)

SPECIAL PROJECT
H/W/S/E

- Phil thought sound PKG was sent out we have not received it.
(ROLAND RIZZO)
- We will have multiple jungle screens (variable by dif level)

THURS 3/1/84

TZ - 6 HRS

PARKER MIC - 1 HR

3rd & 4th GAMES
least 4 royalties

FRI 3/2/84

TZ - 5 HR

DR - 2 HR Grabelle for Cold

sent
TZ (032084) R12
to Coloco

MON 3/5/84

TZ - 8 HRS

9AM → 7PM
45 MINS TO CHR
1:15 TO NAVALIS

Telecon with Phil 10AM

6/8/84

R12 commences later today

ROC

init X = 33 decimal

level shifting not allowed

He will only be able ~~right~~ to

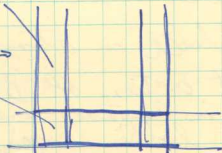
jump right in area
8 pixels before rock (4 vines
screen is considered sym
8 pixels at left)

will land in rocks & then
only able to jump right
which will take him
off screen

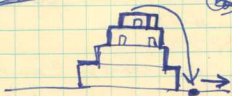
~~ROCKS~~

CUP

ONLY JUMP
← JUMP OR CLIMB →



RUINS



→ TZ automatically moves
to next level but only
as long as joystick is
pressed - (shut off ALLOW in R12ACT=?)

- TZ only jumps on TOP level of PYRAMID
if miss vine then fall & return
to walk off left

- IF TZ jump off RT without vine then fall

Telecon w/PHIL 3:05 PM
CLIFF DOWN

- Ape shake cages by stomping
- Shake T2 off on 3rd stomp
- T2 falls to BOT of screen
 - T2 can't stop his self from falling ~~that~~ by jumping but he can jump off crate before 3rd stomp.
- Vine in middle -
Take it out
- Yedges on side
Take them out

R12 Checklist

1. ^{start getting} Apes released in all screens
2. fix glitch in stan graphics
3. Correct action of Beast man in Captive apes screen
4. Contact between cages, T2 and ~~ape~~ beast man & mine working in CAP screen
5. CLIFF-UP BOTTOM
T2 - how far down can he fall
6. ~~the~~ rocks on side of screen

7. Ledges seem to be displaced from actual position - most common on right side of cliff
8. Bounce - could it be slightly wider of an arc
9. Ledges wider - No Not possible
10. After a while on cliff - (up middle) with no input rocks stop falling
11. Contact between T_E ledges & rocks ^(Random # gen?)
12. GRAPHIC for snake in strike pos - put it in
13. Add enemy (Hor or snake) on top of cliff screen - Not possible

#4.

TUE 3/6/84

T_E - CHRS

DENTIST - 1HR

Telecon with Phil

only Music TBLS only received
no software and no sound tables received!

← Phil Never returned call
I called & he will check on
it & get 'back to me

WED 3/7/84

TZ - 6 HRS

TELECON WITH PHIL 9:30 AM

COLECO WILL NOT BE GIVING SOUNDS FOR TZ
 WE CAN'T SEND REVS TO THEM

C64 QBII - 1 HR

TELCON WITH DAWN STOCKBRIDGE

THURS 3/8/84

TZ - 8 HRS

FRI 3/9/84

SNOW - 2 HRS

TZ - 5 HRS

MON 3/12/84

PERSONAL - 3 HRS Hot Water Heater
 TZ - 1 HR Set Return up for Jungle Colors
 QB2 C64 - 3 HRS

TUE 3/13/84

DR - 1 HR

TZ - 3 HRS

QB2 C64 - 3 HRS trying to find color table

Coleco has ATARI
 people working
 for them
 (Rob Harris
 EA VP area
 W of SW)

Brought
 in ATARI
 800E:1050

2 HRS
 OT.

WED 3/14/84

TZ - 4 HRS help Robin with graphics
QB2C64 - 3 HRS ~~found~~ found color table

THURS 3/15/84

CGT POWER SUPPLY FOR LEPTAR
Sends TZ - 4 HRS help Robin with graphics
QB2C64 - 3 HRS Basic "QBERT2 AU"

FRI 3/16/84

QB2C64 - 2 HRS
TZ - 5 HRS

DAWN

MON 3/17/84

TZ - 7 HRS CDB - Ape stamp / TZ release ages

TUES 3/20/84

TZ - 7 HRS
TZ punch hunters

sent
TZ (032084) R13

WED 3/21/84

TZ - 7 HRS

TEACON 3/21/84 with Phil

- End of Game - blank TZ
also blank objects too

sent
TZ (032184) R14
to Coleco

~ Make

~ We ~~make~~ ^{might} make enemies change
depths levels quicker

COLECO
ACTION

→ → - Phil will get better explanation to
"top of cliff"

Coleco
Board
Fixes
over
phone

3/22/84

TZ - 7HRS

3/23/84

FRI

TZ - 4HRS

QBAC64 - 3HRS

decision not to
use Multicolor mode

3/26/84 MON

TZ - 7HRS

3/27/84 TUES

TZ - 7HRS

ADJUST

1) ~~RANGE OF~~ SNAKE STRIKE TO BE
SO THAT STRIKE ONLY
WHEN TZ IS WITHIN 16 PIXELS
SO NO X MOVEMENT

2) CROC RANDOM MOVE UNTIL
TZ ENTERS WATER

3) WHEN TZ SHOT FALLS OFF SCREEN
AND SCREEN RE-INIT

4) TZ IN WATER SHOULD ONLY BE ABLE
TO JUMP WHEN HE CAN LAND
ON BANK OR TREE

~~2)~~ (IN GROUND SCREEN JUMP ANYPLACE)

PLEASE SEND RUNNING RATES

SENT
TZ(32784)R15

WED 3/28

TZ-7HRS

THURS 3/29

TZ-6HRS

QB2C64-1HR ATARI 800 to C64 link (75232)

FRI 3/30

TZ-7HRS

Coloco 40%
3rd Q 83
Royalties

MON 4/2

TZ-7HRS

TUE 4/3

TZ-5HRS

sent
TZ (040384) R16
to Coloco

QB2C64-2HRS

recon Phil Tator @ 4:10 PM

Make Croc more dangerous

to Make vines more useful

make TZ swimming speed slower
croc speed faster

Ruins - Color drawn out Beasts

Cap - ~~Beast~~ ^{Beast} keeps stunning TZ - can't
get out

Wed 4/4

QB2C64-3HRS

TZ-4HRS

see next page

Telecom 2:20 PM with Phil Taterenyaki
Water screen

- X → ~~XXXXXX~~
- X - always have 2 vines
- X ~~0~~ - increase α speed
- X - T2 speed - slow down $\frac{1}{2}$ of present
 ← (swim)
- X - Jump length - fine tune in order
 to hit the vine (more
 skill ~~s~~ needed)

→ Graphics (Cliff screens) Up & Down

- Background color change every few lines

→ I think about 1K or less bytes left

End of game

Music (as per Todd's doing)

Color change (unless music is good enough)

X →

Freeze ~~the~~ T2 ~~off~~ & Freeze enemies

Bullets -

- make them bigger

- T2 hit - maybe more pixels wide
~~the~~ ^{LAST}SPACE if hit ~~of~~ shot on tree

Cliff off -

- Rock hits ledge & bounces to other side
 & goes through can we make
 less in fact of arc width

→

~~the~~ - Rocks a little smaller
 reduce diameter for 2 pixels
 this would fix bounce

CAMP - cage better looking

Croc lute sound

SKILL level # tail of score - ^{LAST PAGE} take it off

Music 1st Couple seconds
~~take out~~ ^{at power up} ~~too static-y~~ ^{RAM}

Opac Ruins

- Levels 3&4 (top levels)

walking in air

- T2 can punch up in water

~~also standing depth 3 near tree~~ ^{remove} or make it do no punch

only do punch up while climbing

CAMP & RUINS

ape escape ^{LAST PAGE} too fast - 1/2 speed

CAPT

apes begin escape ^{LAST PAGE} from too low

CAMP - Can ape be higher - NO

2 things not on list

Lengthen enemy stun time
 hunter in particular

Multiple stuns to get points

- points for only 1st stun in screen

- make them more aggressive
 each time stunned

(reset to DIF @ Begin of each screen)

Beast man fall - put in brief pause before
then fall -

ie. CAP second cage punch
makes him keep falling

Reins also

Maybe fall back a few pit
before falling

Prefer extra fire tuning rather than hurrying

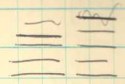
- denters walk
- Gorilla software used for other masks
- TZ falls if climb off something
- Moss appear closer to center
- Cliff top gameplan
- No TOR level 5 of Ruins
- Cliff of snake
- INVIS SCREEN

Phil

Thurs 4-5-84

Parker Discussion - 3 HRS

- Doug Detroy @ Spinaker



IBM, COMMODORE, APPLE
COLECOVISION

Andy Bergman @ ACTION GRAPHICS (Chicago)

have sub-subcontractors

do work for Activision

~~BT~~

GAME SCHEDULING ESTIMATES - 1 HR

TZ - 3 HRS

BOT

- ✓ - 2 vines always in water screens
- ✓ - slow swim to 1/2 speed
- ✓ - don't blank TZ on enemy
- punch up only on climbing surface otherwise punch to side

TOPBOT

- ✓ - only land on vine at POS 1 or 5 of vine

RAM

- ✓ - initialize sounds @ Powerup

LASTPAGE

- ✓ - TZ fall if hit on tree
- ✓ - Remove DIF into last score digit

(

FRI 4-7

BOT - ✓ FIX PUNCH UP
 ✓ PHASE SIZES (LAVI=4, 2=5...) PHSIZE
 ✓ REMOVE BEAST GROWL

RAM - ✓ INIT TUNES

BOToSUBS - ✓ change ~~the~~ height of climb in jrl so
 Tz needs to use more skill to
 get wine

TOPBOT - ✓ only land on vine 0 or 4 (not 1 or 5)

MON 4-9-84
 Tz - 4 HRS

QB2C64 - 3 HRS - get code working in background &
 put up cubes
 - prelim work on interrupts

BOIX - JOY BTP/DOWN LEVEL SHIFT
 X - LONGER WAIT AT END OF GAME

LASTPAGE

- X - CLIFF UP ROCKS - MORE AT RIGHT
- X - NO Tz ANIMATION AT END OF GAME
- X - Tz FALL RIGHT IF SHOT ON LEFT OF SCREEN
- X - APE RELEASE FROM CAP (Y CORD)

SWITCHBOT

- X - FIRST BYTE AT TENT = 0

TOPBOT

- X - IN RUI LAND ON VINE ANYTIME

BOToSUBS

- X - added OBSTUN subroutine

RAM

- X - added ODIF

BOT

- X - slow Tz to 0.3 swim & 0.1 run
- X - change for OBSTUN calls

~~1735 1638-1642~~
~~177~~ TUES 4/10/84

TZ - 5 HRS
 QB2C64 - INTERRUPTS 2 HRS

BOB

- X - RESET OBIF = DF at JMPTO
- X - FIX TZ ANIMATION
- FIX ALIG STUN

LASTPAGE

- T - MAKE ROCKS FALL AT RIGHT ON CLIFF UP
- X - SHOT SLOWER

MASKS

- X - FIX ALIG SPLASH GRAPHICS

SWITCHBOT

- X - SHOT WIDER IN CAMP
- CHAIN
- ~~SHOT~~

TOPBOT

- X - FIX SCORE TO BE SET UP AT END

TUES 4/11/84

BOB

- FIX CROSS STUN
- FIX CUB, CUP & CDB "UNITY" CORDS

LASTPAGE

- FIX TZ CORD TO PUNCH CAMP CRATE

SWITCHBOT

CHANGE

CAMP
 & CAP foliage
 'CAMP tree → Pole

RE (10/198) RIS sent

TELEON PHIL 10AM 4/20/84

FIXED



1) FINAL ^{SCREEN} CAGE - ONLY 1 CAN
BE PUNCHED

2) PRESERVE TZ Y CORD
BETWEEN SCREENS
VERY IMPORTANT

~~3~~ A) IF NO TREE IN NEXT SCREEN
CANT GO INTO NEXT
SCREEN

OPTION B) IF LEAVE @ LEVEL COME IN @ SAME LEVEL
FORCE TO GROUND

FIXED



3) CLIFF - UP 1st TZ DISAPPEARS
HIT BY INVISIBLE ROCK

FIXED



4) TONE DOWN CLIFF COLORS
THEY LIKE SIDES THOUGH

TARZAN TM EDGAR RICE BURROUGHS

ACTION

- TIME YCORDS

TODAY

- SCORE ON COLEVISION VCS

ADAPTER OK

NO OBSTACLE OK

4/23/84 sent TZ (042384) R19

~~4/23/84~~ Known bugs

- 1) Croc initial mask (in each screen) = junk (only 1 screen)
- 2) CUP has jumping BOT if 2 rocks bounce while TZ is jumping
- 3) ~~RDX~~ JGL BEFORE RWI don't need to be off tree
- 4) CAP apes screen stretches

4/24/84

TZ - THESE 4 CHANGES FOR R19

- * 1) TV ROLL IN CDB
- * 2) HUNTERS SHOT MORE FREQ. IN HIGHER DIF LEVELS
DON'T SHOOT IF ALREADY AIRBORNE
- ~~3) SOMETIMES JUMP PAST MIDDLE TREE IN JGL (GAVE AS IS)~~
- ~~4) CAP - BRANCH HIGHER OR JUMP TO EDGE FURTHER~~

8384=1

DIF	AND RNDM WITH
1,2	00
3	80
4,5	00

* = changes made

Ship R20

MYLSTAR of Ron Dubrin

Used by OBEKT

16x16 bit
62 sprites IN ROM

← 240 →
↑
Background 256
↓

32 rows 30 chars
8 bit x 8 Bit

256 char set
in ROM

4/26/84

Phil called - Bug in REV 20 TZ

IF Tz hit by shot while
releasing ape
in CMP

- fixed by checking
if Tz stunned
before releasing
ape & moving
ape color to
page before

4/27 FRI

SHIPPED
TZ (042784) R21
TO COLECO

MON 4/30/84

FIX CDB bug that

causes T2 to be able

to go to top of chain,

punch all 4 crates at once

by letting T2 climb

only up to \$F0 - INITY = D8

and top Y on screen (ALLOWED) = E1

must be
odd to allow
sideways climbing
at top.

also crunched code by

- 3 1) Remove "C@4" chars at begin
- 2 2) removed RAM INIT reload A
with same as X
- 1 3) change CR#0 to TYA
in MOVEOBS

6 bytes

SHIPPED
T2(643084)K
72
TO COLECO

CITIZ 46,5

CLOSE

NOT OK, MATCHED BUT

42500

35

RFW

6-7-84

MONTEUMA Released

Jim returns CES comments

~~INT~~ $\text{OMASK} []$

word
 -1 end of list
 -2 skip
 pos # 5 = mask #
 0, 1, 2, 3...

mask # points to \rightarrow y size (1 byte)

x width in words
(1 byte)

unadjusted \leftarrow mask follows
 other 3 (10 for apple)
 make adjustments

~~INT OX []~~

~~0 - 137 apple width = 14 to 0 - 125 key \rightarrow 287~~
~~0 - 320 IBM width = 32 to 0 - 288 \rightarrow 250~~

~~INT OY []~~

$$\frac{37}{2} = 18$$

$$18 + 0 = 18 < X < 287 - 18 = 269$$

INT OY []

$$0 < Y < 200$$

See
 page
 56 for
 correction

wvsync() wait for vsync
does nothing, on apple

movqb()

erases and moves
all objects

rstvid(); resets video

exit(0);

getstat(c)

int c

checks for key, returns c = ff if key
c = 0 if no key

gbint()

1) initializes video 2) clear screen

3) initializes masks 4) init ~~color~~ ~~all~~ OCVBCLR = -1

~~putcube()~~

puts cubes on screen

~~put cub ();~~

put cub ();

Compares
~~holder list of old~~ CUBCLR & CUBMSK with
 CUBCLR & CUBMSK
 puts up all changed cubes

INT CUBCLR []

26 ~~long~~ words long
 contains values 0-23

CUBES [52] words

24 possible cube
 color combos

INT CUBMSK []

26 words long
 contains values 0-8

0 = stationary

1 = rotate back 1

2 2

3 3

4 rotate right 1

5 2

6 3

7 blank - for blinking

8 wire

INT OCUBCLR [] old CUBCLR

INT OCUBMSK [] old CUBMSK

6-11-84 Parker Mtg with Louis Marbell

VCS: Done 7/31/84

[INSTALLED BASE > 12 MILLIONS]

Need 5200 & Colocoinvision to hold slot for VCS
because game systems are separate from

Todd Needs to Do sound crunches through
Computer systems @ Sears

If any MUX routines are done, send to Parker
only MUX 1 deep (30Hz)

MUX revision in 1 or 2 weeks

6/25 1 player game

Rat played by other joy

CE4

Turtle

Bonus time

Random time on cube

→ 6/25/84

But Do 400/5200 1st 7/9/84 is 5200

so CE4 7/16/84
could add more but would
add more time

Zoom cube < 1 week

Cartridges over the weekend 6 weeks lead
on Chips

Disks in 1 week
done in Chicago

Packaging in Salem (10 miles away)

IBM PC - Middle of Aug (8/11/84)

PC JR wait until PC is done
maybe JR won't be done
doesn't get sold much

Apple

Parker ~~will~~ (Louis) will attempt
to get Tech notes on IIc
(also try for 1800 atari
and MSX video tape/disk
interface)

II II plus IIe IIc

Usually PC → PC JR (JR is half as fast)

6-14-84

Put in VCR/VIDEO GAME INTERFACE

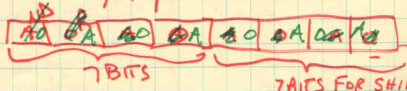
6-19-84 Tuesday

- SPEECH PROCESSOR IDEA should be put
in Today



Blank frame (as big as biggest)	frames	lines	Reduced
Slide 4 NO	13	(15) 52	266 NO!
Sam 4 → 2 ↓↓	13	(15) 52	26
Hopper 4 × 6 colors → 26 × 3 colors	13	(16) 312	78
Greenball 2 1	9	(10) 18	9
QB 8 4 ✕	15	(18) 120	60
Rat ball 2 1	13	(15) 26	13
Rat 8 4 ✕	23	(28) 184	92
Cussbubble → as lines as it needs to be	18	(21) 36	36 SPECIAL CASE?
"Trempo" 2 2 animate	13	(16) 26	26
"lean" 2 2 "	13	(16) 26	26
Trampoline 4 2 sprites wide (14 pixels)	8	(9) 32	NO 16
QB spin 6 NO	15	(18) 90	NO!
Turtle 4 2 ↓↓	7	(8) 28	14
		902 1002	<hr/> 330

Need 8 bytes per line



Also need 7 different shifted masks

$1002 \times 8 \times 7 = 56112$ about 55K mem

$330 \times 8 \times 7 = 18480$ about 18K
 + 16K screen
 $48 - 34K = 14K$ game

7-18-84

- hoppers / green fall / slick working, but
BUT only using 1 hopper mask

- ~~BUT only using~~

Tried to add all mask but memory overflow
up till now was origing
@ \$6000 with low code size
but now code is \$5xxx long
so temp fix of jump to \$6000
at end of downloading code
on apple

- Now for how I hope to download
code and put it on disk then
LOAD & RUN IT

COMPACT will assemble code from:

cseg \$800 - \$1FFF code (size = \$1800)
\$2000 - \$5FFF holes (rmt 16384) for graphics page
dseg \$6000 - \$BFFF code / graphics masks. (size = \$6000)

when sent to the apple, the apple

will do following:

download		address in apple
\$800 - \$1FFF	→	\$800 - \$1FFF
\$2000 - \$5FFF	→	byte bucket - goes nowhere
\$6000 - \$BFFF	→	\$2000 - \$7FFF

then the user may BSAVE CUBES, A\$300, L\$7000

OR RUN @ \$800

when RUN at \$800 the code will
move \$4000 bytes from \$2000 to \$6000
and then RUN the code

(actually, it will move \$7FFF → 8FFF
then 7FFE → 8FFE
⋮
\$2000 → \$6000)

so the image will be compatible with
APPLE DOS and will not
overwrite DOS @ \$9000 or up

8-22-84

ERNIE VAN HOLTEN OF PACKER
CALLED AND SAID

1) EVERYONE WAS LAID OFF IN VIDEO GAME
DEPT. (INCLUDING LOUIS MARBEL)
ONLY 2 PEOPLE LEFT
ERNE & 1 TECH.

2) Will not pay development - only lining completed
games

8-23-84 MTA-

Parker - They are taking more back than selling

\$1.50/kaw billable for Coleco games

- 1) Pet Person game - doing it for client
- 2) Persuing Random House etc. to find work
- 3) Technical S/W

A) Preserve salary & employment
B) INTO - NEW MKT places

senior pros will look
dupes & S/W expertise

There will be game MKT openings but? where
not as we knew it
Educational, etc.

IMAGIC & ACTIVISION down the tubes

{ everyone is }
dismayed

Death star

2200 Unites...

negative royalty again

\$3500 Band Q from Coleco

* SMOKEY cancelled - TIMEX selling out to Japs.
"Citizen" - low end.

Not Quality implementation just Upper Mgt
is why cancelled
Will Try USA, Markline & etc.
for royalties.

* Michael & clod. Design coming in

↖ Back logged to new hire @ end of month.

Undertable income as Pseudo royalty.

Epyx/Apinator / 3 publishing houses

Survival Games

Magic Mirror - Developed by Frenchman
seems taking 3m trial in 1 month.

Merilee of Epson
we will do Production engineering

IDEAS

- Radar receiver
- Robot with shooting
- Disney

AVDN

\$60 3K pieces

2600 -> 2900

~~26000000~~

20th November
next 1st Q 75

Peter Aprague
Don Heany with beard

Joe -> -10

will be presented Chairman of Bd of AVDN tomorrow

5.5 Million in deal
\$2600 x 2600

Royalty through Aprague - Before Jan on 1st 2000 units
may not be 45% to company cash
flow can be upheld

Salary structure reduce!

Will also be doing a table top rear-screen projection product
same terms

Came in 1 month ago

No competition now - but may start 6 months after it comes out

- Magic Mirror is also doing good

Note: None of these have S/W

- S/W

Company broc stopped due to Video G. drop

2 broc.

- Comp
- Tech (S/W)

Specialties -

- Real Time
- Firmware

Drop Joe Gordon - Commissioned sales for Technical

What Co's to tie into.

Tate's Using WES Motor Controller

- Leslie valves (Frank)
- Larvegn

Auto
Disney
Call fractions

8-29-84

2:52 PM MTA WITH RON DUBRIN, RICK, ROGER, JIM, & HENRY

Random House s/w (Electronic s/w?)

Brain Power -

Keep mind fit - Mental Exercise

some Daily - some Weekly

8 modules - each an activity

5 modules 3-4 minutes

15-20 minutes per day

3 modules (weekly) pick @ ~~own~~ whim

15-30 min each
Results - feedback graphic & numeric
for each week's progress
may have a limit of 1 year

Will not get bored - short sessions
modules don't change much

3 - IBM^{JR}, APPLE, C-64 disk based

160K per disk ÷ 8 modules

≡ 20K per module

Not Entertaining as much as video games
based on thinking - more appropriate for adults

NOT JR.

(maybe compatible
through)

MAYBE ALSO ANOTHER 4th
VERSION FOR IBM-JR
MONOCHROME

see p.3

8/31/84

Chris laid off !!!

SOMETIME IN WEEK

SEPT 3-7 1984 NEW
DRAFTSMAN STARTED
— JEFFHAVEN'T BEEN INTRODUCED TO HIM
YET (THIS IS 9/11/84)

9/6/84

Finished apple II Q*berts Qubes
with PBMAKE protection utility

9/7/84 Friday

Schedule Est. for "Pet Person" ("ALPHA")

Est. for Ron Dubrins Brain Power given prior

9/10/84 Jim thinks we have "ALPHA" contract

Called Walt Disney ~~Co~~ to see if we can
do sound design/development for them.
They asked us to send brochure to them

9-12-84

WORK ON LISTING & C64 DISK FOR C64 Q*BERTS QUBES

L
AMAC
D:Q.SRC X L=P:
put XFER disk in DR:

L
Q.OBJ/N

L
DR:XFER

M
5000 → (screen RAM - who cares)

on C-64 LOAD "C64GET",8
 LOAD "AC64",8,1
 RUN
 LOAD "MONITORC000",8,1
 L"CHARS",08
 S"QUBES",08,3000,7400

L
MEDIT
D:Q.SRC
edit ↑ ↓ → ← Control 8,9 page up/down
option EXIT start

9-14-84

- Rob Harris Cohen

Bonus:

- almost \$2,000 INITIAL on KID VID

also another after game is out
for programmer} sound
artist

He's doing
Cabbage Patch Cld
They are letting out much work
They'll be doing BUSINESS & EDUCATIONAL
for A&A-M then clones
for other systems

- Gerry said a few weeks ago ACTIVISION gives \$30k to designer initially

9/17/84

- JOHN SEEVERS CALLED 1st TIME

- GERRY SAID PAUL MADE 40K when he left heron
royalties for SP JOCKEY 50K 8K FIRST Vehicle

9/27/84 1

PROP WORTH 80K

1st MORTGAGE BAL 50K @ 9%
500/M

EQUITY: 30K

6 PAYMENTS BEHIND

 $\$500 \times 6 = 3,000$

get a credit card @
each bank
can borrow @ 10 point
buy foreclosed real-estate

What do U Need to start

- No License - only to sell (represent)
- No Credit
- No Experience
- NO MONEY \$10 - Never risk homes credit
- Spare time

Buy RE locally until
getting portfolio
takes effect - have
to go out & do it
to be motivated

Can only buy so many
rental properties
RE sales need to
sell to other person

No Down payment -

Seminars 18 months later
Advanced financing
& RE investing

Tom Vu 1975 17 years old Saigon Vietnam
to Philippines

age 18 - bus boy

26 yrs today Multi-Millionaire

Timing

- Uncert Economy
- High UNEMPLOY
- High Foreclose Rate
- Open for bargain Prop

Pamphlet - inside cover

Must take a risk - ~~someone bought too expensive~~ property

LOW PAYMENT/INT RATES ETC.

CONTENTS 1-10 2 days

find people before they foreclose

MLS realtor will help if you make them \$

Rich bargain 2 Mil in last 2 yrs.

30 props - only 3 ok

1 15,000 20 days

2 12,000 ←

3 9,000

went after 12k
due to fear

F false
E evidence
A repairing
R real

RE 3x Value in 10 years
Knowledge eliminates fear
w. risk

ask

Close - \$1000 check } \$ → seller 1st 1/2 mo
 seller → \$ 2nd 1/2 mo
 1st part of month IN 1/2 year
 nothing to do with
 pro-rations impending
 Close on right day

Buy \$100,000 sell Tomorrow for
 \$100,000
 and make \$2,000

wrap around mortgage - refinance

50,000 8% 10 yrs ago

IMPROVE 30,000

80,000 14.7% made extra % on 50k

use old loan to make \$

100k 10k down

90k loan - 5 yrs 9% FHA Jenny mac etc

100k next day

lizer - calls broker → call banker says
 put 10% down

100k
 10k DP

90 14.7 \$3,000 37% debt ratio for next 6 months
 & credit cards etc.

No Qual / No Loan for 60% for 25 yrs
 fixed

New buyer 12%
9% to you

$$2700 \times .25 = \$72 \text{ Debt Reduction}$$

put 10K down
got 10K back

62,000

if buyer has no ability to
pay in good

prop is worth \$

Buy Prop with no \$ (has been going on 50 yrs)

15K on seminars

only way is to accomplish need of seller

50K Prop long equity position are to
you

10K 1st Mortgage

30K refi

Needs 20K cash can finance 20K

write offer not take on in person

Seller to obtain & qualify

20K 2nd use his credit

50K

10K 1st

20K cash 20K

30 1st

20 2nd

he takes care we'll be
paid off

no cash DP

#9

TAX ADV

0 tax bracket
 installment sales
 8 wks ago news -



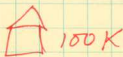
even though \rightarrow 40 yr depreciation

value / 40 yrs = tax advantage

now 18 yrs value / 8 = tax adv
 now its twice

6 fig ϕ tax bracket

if 30k or less
 400 - 600 each month



100K

12 months 30K

ϕ % taxes due to ~~it~~

max
 accelerated
 depreciation

Can use TAX
 shelter back
 over last 3 yrs.

#10

Once you have it & keep it

Personal Corporate strategy
 incorporation does it

Teach laymen

Instructor

Albert

LOSERS

Financial

Winners

More energetic become disciplined

Time waste Complains
Talker

"I can"

keep try / persistent

I'll do it now

ARE THE SOLUTION

MOTIVATE YOUR SUCCESS

HAVE ALTERNATE POWS

"I can't"

Don't blame my

self do it later

Part of the problem

Want you to be like them

Makes excuses for failing

Whatever you do in life, ignore the Losers
 Make success happen. Because YOU
 deserve it.

5 pieces property, last 7 days

10-1-84

Q * Bert II - Ernie Called Today

30K \rightarrow pay em fee Sylvia said Jim said

CG4

ATARI 400

IBM

APPLE

} one disk

} one disk

MONTEX VCS (US) IS OUT BY 95%^{20X}

also Mylstar went JS

bankrupt

VCS & COLECOVISION
GAMES MANUFACTURED

Ernie called (indirectly)

MTA 4PM

Activation down to penny & \$1. down from
\$16 initial introduction

PP game - "wild!"

Sylvia - new idea for software directions - Jim
will take to Rich & terms of Parker

Big Top presented in November - for Parker

end of Pipeline and they will wait something for CES

Smoky - Aluminum tool not steel as prod needs

MATRIX

Dunhill (A/B/W)

} big programs

AT&T proposal - Case work for MSK submittal?

Majic Med - (Coagulator timer)

Phone Meter - Jim considers it "dead" - We have
best team & price

Majic Mirror - Waiting for contracts from attorneys

New Company - Patent submission to Jagger - Pressure Transducer
Tom's idea.

10-1-84 cont

Bill Taylor waiting to come over here
Really to Roll - Need development
on mechanics

Self-made here software ideas made by Jim
re-addressing to other graphs

[Publishing Mkt] generally
South SW markets

Ron Dubrin - Price too high - so they are
having own group do it
future quotes will probably not
be done

AVON - may be turned into
portable with screen built in
Rear Projection VCR built in as
module

Tight Schedule - problems - we are due to release
today we probably will at 11:57 AM

we will be working with Dunhill to raise
next generation but no contract for it.

Nothing Proprietary - Case work is our design talent
Unfortunately drag fact on PO's and \$

~~for~~ Royalties not until end of 1st Q on
1st 200 units if they get
out in November (agreement

is written but it isn't signed yet) 1 person dragging
fact Donahue (last) Peter Sprague would hire
Vincent Donahue is good contactman

DRAWINGS GOOD

WILL GO TO MITCOLMS TODAY.

AM/PM SUN/MOON - NIGHT DAY

ICONS

BOOK ON PET PERSON

11-13-84

11-14-84

- MAN & OR 3 PIXELS HIGHER
- DOORS HIGHER
- WINDOWS/PICTURES TO FILL UP SPACE
- TOO SCHEMATIC/LINE DRAWING
- NOT SEPERATE FROM BACKGROUND
- PUT BORDER NITE/DAY CHANGE
- MORE VARYING FLOORS - TOO MANY
- BOYANLIST ^{SIMILAR} YESTERDAY - COUPLE WEEKS BEFORE SHE GETS BACK

11-19-84 John Seavers of GLOBAL
TELE
SERVICES
(GTS)

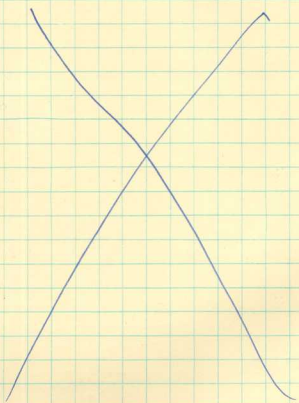
Called with AT&T JOB IN
HANOVER/MORRISTOWN
ON MORRIS AVE/ST.

Chin@^{\$50} \$38/HR C programming with some
8086 asm - telephone
switching systems but would have
to give 2 wk notice

Also 11-19-84 Bill Taylor Started

Roger off - Week between 11/26 - 30

11-23-84 3 yrs at Wickstead



Roger 40K

me 39K

10-9-84

Salary raise 11.4%

- Nothing again for 1 yr.
- No bonus at Christmas
- Company no profit in past 3 yrs so no pension investment
- New Company - waiting for Bill Taylor & spare time - could buy out it
- Royalties reduced to 35% for a while & pay add "with TOM"

before earlier next year

Tom & George - full time - Jim came up with an insurance policy add "with TOM"

- AVON \$2600 x 2.5%

10% investment could go to \$10

x 3,000 units x 35%

split 13 ways =

but no contract yet - also wants have had conversations about other products to follow

- ALPHA no royalties on C64 but if other systems are done then royalties
- BIG TOP if sold then royalty but it's invented so 30% among staff

7/6/10/84

ask for LOW 40's - Jim said no royalties then he said 60K (referring to Chris) I can be a slobber if I want & played it down - if I made 40K low only TOM & I ^{in GEORGE} I THINK ^{in GEORGE} would make more. Asked what I started at - I said 24K but I was underpaid -

he told him 40K was target 15% raise he said he thought I got 15% he said 11% - he wants to pay for but Rick had take it.

Apoke of KENNY Drafterman not doing hairy work always 60K

Said Sylvia complained with 30K being too low - how much in TOM worth "he asked - I said more than me" - He said alright I'll tell Rick to call at 40K

soon thereafter Roger thinks Wes makes 40K ^(Roger) - he thinks I make more than him now - Rick told him he doesn't know what happened in MTR on 10/10 I suppose 54V-30K 700 35K 2000, WES & I - 40K TOM & GEORGE 45K - did let on that 40K is more than we make to Roger.

10-17-84 Made print of VITE on Used Processor & entered these pages in notebook

10-15-84 3:30PM

LA Client - idea years old.

We are surrogate parents - he the father
Malcolm Net programmer or technical

Character to be most important

Attending:

Malcolm Kaufmann
Roger Booth
Henry Will
Robin McDaniel
Todd Marshall
Jim Wickstead

Personality -

Age group, programmer
Humor - Life - Comedy
Prior w/dexterity & high skill

"Rich" would back him up on humor

They are graphics as they are - Robin -

Jim - "room in man" - would like to "use binoculars"

Robin showed up hole house as it is like "ant farm"

Jim doesn't mind scraping it for better

OUTDOORS? ^{will} Ask Rick

We need room to develop physical Personality
(make things larger) (MAKE LARGER)

Don't do anything just because Malcolm said
We call him "Fred" (Fred Estair - Fred Distair)
SPEECH

Coded symbols - upside down stereo

"Rick" is artist/sound developer ^{engineer} employed by a game
company - so HIGHLY CONFIDENTIAL

Not going back til Thursday evening from NY

Jim back 4:15
→ MODEM not set up - so send disk air freight

Malcolm -

Next 4-5 months - get individual segments to work
beautifully - so Zoom could be enhanced"

"Like a dog - Can't change personality"

"UNKNOWNLY" Consumer determines personality

me.

→ Maybe man utilization estimates

Must be done in March with list of what goes into 2nd 3rd 4th

MILESTONES

maybe ask user lots of questions ^{seemingly} determining personality and then do nothing with it

Jim: "Maybe only one person should define his personality"

→ "Must pre-define all animation sequences ahead of time"
Jim: "branch chart - some events totally random"

Time:

how long does he sleep - Out of sync with us

me
→ Maybe ~~user~~ user could ~~see~~ have access to a few hieroglyphics to see how he reacts

Malech

Other than typing
Maybe only a few keys for user to remember to stock refrigerator / add water

for
19 PC's

Separate keyboard mode?
"Work it out"

SAVE PP

New Technology Programming Techniques

R&D partnerships

Refer to things as trade secrets (Codifying)

Next time - written description of things
he does & does not do

Keep track of what cannot FIT here ~~and~~ but
could fit in future

Jim "Would like to make one Post chart with no
revisions"

Jim "Programmers try to go by written description"
"Would like more positive approach to ~~it~~ - us taking over"

AMOA coin-op show - Chicago next week - Rich
will be there - maybe he could stop here

Modem
1200 baud-

Racal Vadic 3451

Was at MT earlier today

Guy is 21 high 12 wide
so bigger means
4

count

em

4

spites

2 million 71's

October 29, 1984 Monday

9:50 AM

Alpha Mtg with Rich &

1) Jim antfarm - not doll house so
confine to just house


- Autobiographical

- Fine line between cute & comical
more important ↕

To Kids & older people ← make it

look smart -
cute might overshadow
smartness

HP6400's hard disk develop where
he works - has an apple

- No look as in ? because too much rearranging - arm is good
- Computer OK - but not nerdy
- Sounds - background like fish tank / radio
maybe not footstep but other sounds
- Disks of iron - bally - take look at
like "sark" looking around
- fractals $\frac{1}{2}$ functions 
- Compression of day? shorter than 24 hours
3 hour day cycle
- Disk save - hibernation - as is

- English letter - Malcolm idea
- Fred Estlin - Rich
- Moods, habits, desires - ^{eg} hunger fly with random added
- "Needs" - cyclical
- "Desires" - increase in probability
- Matrix - from linguistics / alatoric music
can use other methods

Born - every pet different (Egg - Rich but anything

is OK)
Dog - adds activity - dinner

Interactive - hand hook → activate certain things
water, food, presents, get
can't stick hand in fish bowl, could sprinkle

Talking - doesn't have to be in ^{food} sky
use images for talk, dream, think

- Symbols
hearts, money signs, represent him, owner
grab few words from input text -

- No speak - expressions though is OK
UH / HUH
UH UH
OUCH
LAUH -

- Getting sick - doesn't need to be there - causes you
to have to interact
indicator or refrigerator - tap a glass

- mood - can last for days
- 3 or 4 global flags -
- Some change moods fast or slow
 - Window on personality - no one gets an always depressed one
- * → New event added every X hours total time
 - take out erotic drama
 - Clothes - he doesn't know his limitations
 - work at home job
 - Blocks dynamically located about house or sculpture
 - trip of dog - bump into table
- * You playing with him makes him more happy
 - Dog can bark - stable - meander
 - different sounds according to Birth
 - There could ring - friend calling
 - Mirror reflection
 - Things outside windows
 - Could bounce on chair once a week
 - Take on emotions of thought
 - Dynamic Matrix - no sentence structure
 - lagged rather than deterministic
 - sluput - changes random seed
 - Keyboard dictionary
 - Clock - Shows it running
 - few things why happen in spring & fall etc

- new event - ^{could} see what has happened
(data structure)

- Symbols not linear like sentence -
matrix - certain orders/frequencies

$\frac{\Delta}{0}$ of for a while then change
clock, heart, "LOVE", "?"

its important

- Originally (1 1/2 yrs)

- Mystery keys $\frac{1}{2}$ -

available on phone via Malcolm

68000 DAC

- Lots of facial expression

- Looks like real thing - more only 1 end
pieces of furniture

Atty

12-6-84

MTA WITH RICH GOOD

BLUE ABOVE HOUSE
Blue has helped alotDEFINE A TASK FOR EACH
OBJECT ALREADY IN HOUSE

MAYBE 1 FOR EACH CLOSET

Go in one door, come out other

Put ~~in~~ Water Cooler instead of
Kitchen door

Filling Refrigerator is an action - Empty/Fullercheater

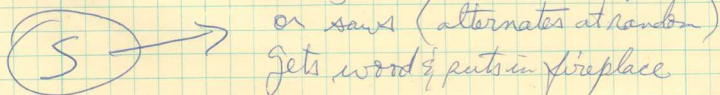
Black strip at top OK - but if we think
of a result GOOD

Mood Change if nothing in refrig

Get sick if for too long
point to month

PP has infinite quantity of dog food

Heat house - He goes outside and chops



or saws (alternates at random)
Gets wood & puts in fireplace

2
~~2~~
 (1) (1) (1)



KITCHEN

COOK COOK - steam - hand moving - Can put things on go sit & come back
 LOOK
 EAT REF - get food - getting mad/hungry

- take out trash get food from cupboard inc. dog food
 get utensils - carry to & set table

(S) → washing dishes - stock pot on side cupboard
 eats at table - or sit (optional low priority)
 water cooler - get and drink aqua
 - feed dog - dish on floor
 • Stairs - up/down - maybe carry things up from bottom

LIVING ROOM

(S) → sit on chair
 - talk on phone
 - pat on head - pat on head
 - turn on light for reading
 - build fire
 - go out to get wood
 - ~~eat & drink snack~~ & upstairs at TV
 - vacuumer - closet under stairs
 - play with dog anywhere - pat dog on head
 - dog bring in newspaper for him to read
 - put out dog

you can
 Ring phone
 while in bed
 sun & moon
 rise/set

BEDROOM

- Change in closet come out with PJ's
- into bed (Read in bed - low priority)
- shake alarm when it goes off
- reflection on mirror / comb hair
- Calastenicks in AM

BATHROOM

- (S) → - Sink - wash
- shave with reflection
- Go to Potty
- (S) → - Bath

COMPUTER ROOM

- Play on Computer
 - When type on keyboard show ~~lit~~ ^{on his computer} lights
 - One char (usually over head) on screen
- Computer music

REC. ROOM

- (S) → - TV Turn on / off
little animations on screen
- (S) → - Record
- Sit in chair - remote to change channel
- Exercise Dance
- (S) → - Piano
- TYPES / WRITES - Carriage - paper scroll
- ANSWER PHONE (mail - low priority)

- file cabinet - open
- Rolling chairs
- Show feet under desk

ACTIVITIES ANYWHERE

- PLAY WITH DOC
 - TALK / THINK / DREAM
 - Clean
 - make bed
 - dust
 - Walk around
 - YAWN
 - SCRATCH
 - SNEEZE
 - Carry unknown objects from one place to another
- PLANT - starts small and grows - he puts it out then gets another
- Water plant

Stack tasks for telephone interrupt
Answer door bell

Gift could be given this way

USER INTERACTION

- restock frig
- " H₂O
- presents at door
- pat on head
- scratch back
maybe other things - shake hands
- ring phone which moves to talking
not the only way, to talk to him
he could hang up
-

PRESENTS

③ → Make door in computer room a bookcase

- Sleest Music
- Record
- Book
- Candy
- Change Picture

Needs more things

- Turn on H₂O in Bath
- Ariels on TV
- Nurse him back to health
- Hibernate / DE-Hyber
- Increase odds of certain tasks (suggestion)

11AM His speaking
256 characters

- 1) single word
- 2) subject verb - ^{xxx} I'M HUNGRY, DOG BIG, COMPUTER ON/OFF
(IT'S COLD)
- 3) subject verb object DOG IS BIG
- 4) verb noun (question) WHICH CUP? WANT DOG?

sentence, sentence, or! or?
 \uparrow \uparrow
 is is
 \rightarrow verb is

? for question

Can have compound words


(adjectives above or below)



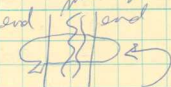
VERB - underline
 inverse color
 color
 BOX

BNF notation for his talking


Bubble

talk 
~~dream~~Think dream 

end | middle grows



for him or left

 for him or right
of screen~~edit~~LEARNING WORDS

he can learn words

look for 4 and 5 letter words

hold 16 - every so often pull in
a word from this list of 16
& use in sentence

hold frequency of word

randomly knockout words

DREAMINGLess structured Random junk
fastCALCULATOR

TYPE IN AN EQUATION

HE GIVES YOU AN ANSWER
IN BUBBLE

KEYWORDSTYPING IN USER CONTROLS

- use control keys
- He "calls" you when he needs water for bath Room
- adjust TV aerial

Make it "Hooked" so we can change it if we want to

Could be:

- A) control-key,
- B) "W" in quotes or
- C) toggle mode

Yes / No key body language

↖ ↗
o
h — I don't know

↘ shake head

Save on disk / Hyber / DE-HYBER

flag - if you didn't hibernate him he ~~is~~ is in bed sick next time you turn him on

KEYWORDS

~~Put~~ EVERY 3 SECS PUT ~~A~~ THE
 INPUT LINE TOKENS INTO
 A BUFFER - AND set flag
 for ?

Sentence maker uses token buffer
 at Random for getting characters

TOKENS correspond to characters

LUNCH AT GROUND ROUND
 WITH RICH GOLDSTEIN

SOUNDSKITCHEN

Cooking

- Tea Kettle

- Fry pan noise

- OVEN

→ Interrupt

open close sounds for ref. & cupboard

Sink - wash dishes/water

Water Bubbles in tank

Eating sounds

LIVING ROOM

Telephone

Pat of hand

LIGHT SWITCH

FIREPLACE

LOG IN

FIRE

VACUUM-

Dog Bark / Yelp / scratch on door / whine


Door bell / open / close

Chop wood / saw / chain saw

Bedroom

Talking silent

No snoring


 singing
sheep
zzz's

alarm clock

Bed-spread rustle sheets

BATHROOM

Sink-water

Shave

bath water

brush ~~and~~ sound in tub

brush teeth

Toilet

~~sound~~ ~~clim~~COMPUTER ROOM

Hourly chime

Cooking or grandfather or pendulum

Key clocks - computer music

REC. ROOM

TV-

Phono

Records

Classical

Rock

Disco or infinite records

Piano - improvised

Music clear as to where from
Phono / Piano / Computer

Typing -
scribbling sounds

Birds chirping

Crickets

Airons

Planes / Trucks / Helicopters

Mouse

Rain

Bath tub draining

+ bytes per icon

$$16 \times 128 \text{ ICONS}$$

$$8 \times 256 =$$

$$4 \times 512$$

$$2 \times 1024$$

$$1 \times 2048 =$$

make more than
128
and only 128 are
resident at one
time

then argue under verb
for go!

some are
only blocks of color

adjectives and adverbs above

MTC
 ATARI⁸⁰⁰ 3 1/2 ← 6502 + closer graphics
 APPLE 4 1/2 ← 6502 & but no printer & diff graphics
 IBM 4 1/2 ← different processor & graphics
 Andy Bergman - mid Jan starting

→ 1/2/85 Harold Weinberg (Jobber Draftsman)

→ 1/3/85 started today
 Coleco drops Adam!

1/4/85

MTC ending APPLE ATARI 800/IBM again

ATARI 800 me proj mgr - ~~to~~ interface
 Sylvia up Robin & Todd

APPLE - latter

IBM - Roger is proj mgr.

Dirty words - wait for Publisher
 Calculator - Malcolm says No!
 Control key ideas -

~~LEAVE~~
 LEAVE } Mail
 } Record
 } Ball for Dog
 } Horn to Play
 } Mystery Present
 } BOOK

Ring Door Bell
 Ring alarm Clock
 Tap on Glass

Turn on Piano - Maybe NOT

Use keyboard as piano (interesting but like
 Calculator - ~~is~~)

Use to Teach a tune - Good
 ↳ Robin

213-653-9512

Use Type put on Monitor - low priority -
 But it still needs to do
 something when ~~the~~ PP gets to it.

Today is Harold's Last Day
 Graydon told him (He found out
 before Jim did)

1-16-85 Wed
 Mtg 1:25 PM

Andy - VP Operations

Andy out late 70's
 Expediter - Make
 Client
 Happy

Mgmt
 Jim's Parallel

Design & Mgt Background
 Jason / Director
 Talented asset

Also worked in video games

Crissy Home placement

He is an indication we are moving forward

CES

Less attended but more spread out

Companies with "Names" fading

Acquisition - No new ideas

Parker - Volumes down

Rich Stearns

writing s/w out

Fear of failure

Coleco - Had announced demise of Alden
a few days prior but booth
was all Alden

Expected to be out in 6 months of 3rd Q

Colgate Patch Game - Like Sunsoft game
we did

1st & 2nd Generation Companies

Spinaker - ~~Sci-Fi~~ Fischer Price line
Problems
(Song Detroy) Mystery

2nd Gen Companies - New gen.

MINDSCAPE - met Pres with Malcolm Kaufman
we may be talking with them more
well financed

Light Pen - New (What?)

Nintendo - New Hardware - Graphics
light pen game - shoot levels

S/W state of Flux - good opportunity for creative ideas

Curious game - Good Game

Hayden - may contact

Epyx -

Spinaker - Downward trend now

Commodore - New sys
Digital TV
Phones

Unexciting - so room to be outstanding

Yemith/Heath - weather station etc
showed smoke

VP Marketing
"I believe desirable to meet with us"
Remote Thermometer

Wondered about Remote Weather sensor

Conair -

Smoky interest

Tooling man had to be rubber-in aluminum not steel

Times is rekindling program interest

Times has rights to mold

Alpha - may be exciting & exceptional product

Big step & big indication on how Mkt
is to go

AI into interactive systems

Telcom & Satellite stuff

Royalty outlook for year -

AVON - once certified by AVON is quite good

"I don't think they're not going to take it"
Circus -

End of Jan - Parker & Colaco royalties due

150,000 units is to selling video game

Parker could have had Trivial Pursuit but lost it,
Rich Stearns had a poor idea

Parker & Colaco not looking healthy now

Will be focusing on other areas

May be getting other SW - do we have manpower

s/w

Consumer - Video games
 Technical - Pumps (Medical)

Trying to get Commitment for ALPH on other systems

We don't want to give impression we are
 taking advantage of the opportunity

Real mtg with Malcolm K tomorrow

Rich in next Monday

Wrinkle clean - Mtg next Thurs -

helping find retailing source

Matrix - 4 contracts

8x10

85

11x14

14x20

distant

PCR

Kodak back

8x10

M14

Another for Japan

S/W spec on another product ^{Quick Progress Proj.}
 slowly disengaging from Canadian group

2 outstanding contracts

New Medical group -

Total Bus plan

Stock Option - 6 months

finding through Jim right now

Bill has contacts

Marketing profiles - { Venture Capital
 R&D Partnership

Optomoscope

Fine spot return views

Retirement - To

Personal like Andy on this

May want to take 40%

10% Escrow - Company (keeps it going)

McDonalds - Peter Sprague - Pending awaiting Avon
 Judge (LW Company) ruled in favor (Don You) Jim Sawyer

Today rubin

Jim Rayin - lost out

Foreign market - video game market is blossoming

Have not got royalty statements

Magic Mirror - John Claude

Contract for Merrill ^{Hagen on Haken}

Artes (Exxon office systems)

(Dec 20th Jim Mtg with Herman Meltzer)

Japan has hair style & eye glasses equivalent

2:18 PM here

Atari - Pushing VCS

Parker - Q2 for VCS etc.

Essie not there

Coloco - didn't show Tarjan

Work on disk R9 for Malcolm - made copy for Jim to
Take to Mtg w/ Malcolm in NY

2:40 Mtg with Andy about time estimates

Conversion 10/15 → \$25K Apple to Atari (2-3 Months)
Conversion
\$10K was where we were at
(Can be done on machine in present)

5 months per was estimate

2 months IBM 2 months Apple

2-3 IBM (Roger) (C code with drivers from Q+Kent & Huber)

3-4 Months Apple (Kenya)

\$25-40K for other conversions
new game

SILVIA3V - 1/4 → 16 markings
+ $\frac{1}{4}$ 1 - JanuaryNW

5 - 1/2?

RICK

for 3 days Jan

~~XXXX~~

①

1-21-85

*

GO SIZE

PRESENT SIM, RICH, ANDY, HENRY
TODD & ROBIN

DISK-1/6

~~GRAPHICS~~ ^{STARTED} FRIDAY
HYBERNATED

MUSIC

SHOW ~~RICH~~ RICH REV9

DESIRES

NEEDS - CYCLICAL # HUNGER
16 K LEFTCRUNCH HEADS -
MOODS -CHANGE WALKING SPEEDS
ACCORDING TO MOOD

*

CHANGE WALKING SPEED ~~TO~~ SHOW MORE LIFE-LIKE
MAYBE ~~COME~~ ACCELERATE / DECELERATE

ANDY → RUN TO BATHROOM DURING COMMERCIAL

PERSONALITIES - DIFFERENT FOR DIFFERENT
USERS - MESSYNESS, WHAT ELSE?

* HYBERNATE - IN DIAVO

FIRST OPEN - EGG OR BOX HIT KEY TO BREAK IT OPEN

ANDY → DECIDE WHAT KIND OF PERSON YOU WANT.

BUT IF SO, IT'S MORE LIKE A TOY NOT A PET

MALCOLM → PP REFERS TO YOU BY NAME. BUT

RICH WANTS TO GO OVER:

(2)

- 1 ~~THE~~ NEEDS, DESIRES, MOODS, PERSONALITIES
- 2 A REGULAR DAY
- 3 LANGUAGE
- 4 MUSIC

2. A REGULAR DAY

HABITS - SHOW he's driven thru day

do this
9 out
of 10
mornings

waking - P.j.'s (try color animation)
 drawers
 closet to change
 come out dressed. - different days = different color
 clothes

before getting dressed could get a snack,
work on computer, get up & go back to bed.

exercised - if he's the type to do them
(regular or intermittent)

~~breakfast:~~ (different amounts, there or not there)

share with dancing
could do aerobics (dance to music)

breakfast - personality (some people have small large or none)
get water.
cook

Cupboards

showing amount of food in fridge.

- always open cupboard (pantry) to show amount of food left

Day and night (sun & moon)

darken colors in room

*

3

MORNING ACTIVITY

DAY OF WEEK CALENDAR

Freelance writer (or computer programmer)

COTTAGE INDUSTRIES

(reserve certain activities for certain times of day)

~~do~~ TV for evening, FIRE evening,
 bath (AM & PM)

Work areas - (read, type, computer)

SLEEP - DREAM/BATHROOM/GET DRINK OF WATER (TOSS & TURN)

AM - WORK COMPUTER/TEA/BATHROOM/TYPE

AFTERNOON - PLAY

EVENING - RELAX IN L.R.

DOG WAIT AT DOOR IF HE'S OUTSIDE SO WE KNOW
 THE S/W IS STILL OK

PICTURE AS A PRESENT

- SELECT PRESENT TO LEAVE (WHAT ABOUT 2 MANY PRESENTS)

- FOOD AS A PRESENT (MAYBE WATER)

STOCK SHELVES

THROW PRESENT IN FIRE -

- LUNCH BREAK -

STARTS NOT TAKING PRESENTS AFTER A WHILE

KNICK NACKS, BOOKS, RECORD, FLOWERS

MAINTAINANCE

- OPEN/BARTH - OPEN THE FRONT OF THE HOUSE

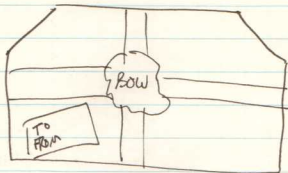
PP THEME SONG

Bow

DAYS $\frac{1}{2}$ - ANDY
 1 - ROBIN
 3-5 - ME

(4)

SKIP FRONT
 OF HD USE
 NOW



WILL NOT BE HYBERNATING ON OPENING

TALKING

ADD ENGLISH/ICON DETERMINED
 BY NEEDS (HUNGRY)

NOUN/VERB TYPE SEPERATED

USE OTHER WORDS BESIDE THOSE ENTERED
 OR FLAGS SO SENTENCES
 MAKE SENSE

TALK ABOUT THINGS IN ROOM

THINKING SHOULD BE BETWEEN DREAM & SPEECH

SOUND ADDED DURING TALKING (RICH-NO, MALCOLM-YES)

YOUR TYPING SHOULD CAUSE HIM TO STOP
 AND RESPOND (90% OF TIME)
 LOOKS AT YOU -

(5)

USE RANDOM SPEAKING STRUCTURE
 ACCORDING TO PERSONALITY/
 NOT AS HE GETS OLDER

CHANGE OLD TO:

BECOMING MORE FRIENDLY
 AT FIRST A LITTLE ALLOOF
 *

SICKNESS

NOT EATING
 NOT DRINKING
 NOT ~~HYBERNATING~~ HYBERNATING HIM CORRECTING
 NOT ENOUGH SLEEP
 RING ALARM CLOCK AHEAD OF TIME

WHAT DOES HE DO

PJ'S
 GREEN/GRAY FACE
 THERMOMETER IN MOUTH
 DOG AT FOOT OF BED

DIFFERENT GRAPHICS/COLOR CHANGES ACCORDING
 TO BIRTH PROCESS
 PICTURE ON WALL

6

SOUNDS/MUSIC

PIANO: IMPROVISING WITH USERS TEACHING
 HIM A SONG - JAZZ

RICH → HEAVY BASS OR CHORD LINE, MAKES ANYTHING WORK

TV:

RECORD PLAYER: DIFFERENT TYPES (CLASSICAL, COUNTRY) 5 DISTINCT TYPES

INTRO SONG:

COMPUTER MUSIC: BOOPITY BEEP EVER CHANGING

DOG

EAT, SLEEPS, RUNS MAYBE PLAY 1 GAME

PP → SCRATCH, YAWN, STRUG

DISTINCTION BETWEEN: 1

NEEDS: EAT WORK, ETC. CYCLIC

DESIRES: PRESENTS BUILDS UP WANT TO USE IT
 BASED ON PERSONALITY (EXERCISE)

↑
 DONT NEED
 TO BE DONE

PERSONALITY: "NEEDS" TIMING

↑
 STATIC
 DOESN'T CHANGE
 (NO HABITS)

DESIRE TIMING SKEWING
 SHORT OR LONG TALKING

PLAY-TESTING - WAITING FOR PUBLISHER

RICH SAYS: "PUBLISHER'S RESPONSIBILITY"

1-22-85

MTG ANDY, JIM, ROGER, JIM
Go over yesterday mtg.

→ 1-28-85 Monday

ARMON (Draftsman) started (Direct Hire)

1-30-85

Chris stopped by - I ask in Condo so far
Land buy contract
Rick spoke to him but he said 3yr.
contract

TIME/LIFE FELL THRU (S/W IDEA WE HAD).

YESTERDAY ~~ANDY~~ ANDY CALL ACTIVISION, PARKER, & up for sale
COLECO, SPINAKER

HE ALSO SAID HE WANTS
IDEAS FOR HOME COMPUTERS NOT GAMES.

Tonight ~~to be~~ mtg with SKYPAD? (airline LCD ads).

ANDY said he will try to sell "CIRCUS" now to
SPINAKER AND CBS.

Found out 20 "fishies" sold at Waldenbooks
in ROCKAWAY TOWNSHIP

* - NEEDS TO BE DONE/RESOLVED

* - IDEAS

RICH GOLD 1-29-85 10:14

1. SUN/MOON - DARKENING SAME AMOUNT OF TIME
- * 2. FINAL PROG SIZE MEM + DISK
3. ACC/DEC WALK - NO!
4. SOUNDS FOR TALKING - RICH ~~HAS~~ ^{HAS} MIXED FEELINGS
5. MALCOLM LIKES PRESENT IDEA
6. PP THEME - MAYBE FROM A ~~WALKER~~ RECORD
- * 7. MAYBE A SPECIAL MEDICINE TO GIVE HIM
- * 8. ~~PP USES~~ RANDOMLY THROWS A
NEW ~~WORD~~ TOKEN IN SO
HE SPEAKS ABOUT THINGS OTHER
THAN WHAT USER IS SAYING
9. YES FOR 5 A, B - C IS LOW-PRIORITY
A & B ARE NECESSARY
10. PIANO FOR HYBERNATION, YES!
11. USER NAME & DISK PROTECTION - LEAVE
FOR ~~PROTE~~ PUBLISHER.
12. KEYBOARD/PIANO - HIGH PRIORITY - REAL SIMPLE
13. THINKING - IN NORMAL SPEECH IN DIF
BUBBLE - (AS IS!) BUT HE
WON'T LOOK AT ~~THEM~~ USER
- * 14. SQUADING MAY NOT BE GOOD FOR KIDS

1-31-85

Andy called
us each into
his office for
"interviews" for
Company's PR
pamphlet.
Gave him my
VITAE.

RESOLUTION

To DEV TOOL

Date 1-31-85 Time 10:00

WHILE YOU WERE OUT

M. 6-8 WKS PROD AVG.

of ALTIUS ALTLAS

Phone ICC INTER COMP CORP
GA. ALIANCE SKYTRAY

TELEPHONED	PLEASE CALL
CALLED TO SEE YOU	WILL CALL AGAIN
WANTS TO SEE YOU	URGENT

RETURNED YOUR CALL

Message

8 AM Monday

SOFTWARE IMAGICS

Operator

AMPAD EFFICIENCY® 23-000 50 SHT. PAD
23-001 250 SHT. DISPENSER BOX

90 DAY
NO OTHER
GROUP

SKYTRAY
8K per advertisement
80K total

~~10~~ 10 advertisements

MALCOLM - 1) SEND DISK ON 6th FEB

a) COST POSSIBILITY EST. OF
HAVING WOMAN INSTEAD
OF MAN -

A) TIME

B) IS IT POSSIBLE

C) BUY A MAN OR WOMAN
OR DECIDE - CHANGE
HOUSE

~~PRESENTS~~ PRESENTS RING DOOR BELL
(NO ~~USER~~ USER CONTROL OF DOOR BELL)

SEND LIST OF WHAT CONTROL KEYS DO
WITH THE DISK

2-5-85

Jim said I shouldn't have mentioned
about 1 week for PERT chart to
RICH - Malcolm was mad.

2-11-85

ANDY, TODD, ROBIN, ROGER & HENRY

Too many hearts -

English word - middle of sentence, end & begin

Dirty Word - publisher will resolve

PP writes a novel after 30 days
if you're a good ^{dad} shorter

5-10 sentences per chapter

10 chapters - fill in the blanks

Makes him a job also makes sequels good

Jim's idea -

Add visual & sound reward - PP gives
a nice music with icons blooming
into pretty graphics. Life type of idea

- 1) Darius' room left - 2) Is it feasible
3) Additional time

Todd - 1) Doll House 2) Feedback

"LIFETIME OF SITUATION: EVOKED WITH "TIME" & "ATTENTION"

4 MAN WEEKS

WANT TO BE ABLE TO SAVE IT (PRESENT) TO DISK.

CAN SAY "I'M GOING TO DANCE FOR" ETC.

MALCOLM SHOWING IT TO SOMEONE ELSE -

JACK TRAMIEL - AMIGA (COMMODORE) ATARI (JACK-IN-TOSH) ^{#800} ^{color}

Spinaker - 30% interested looking up
 - the made comments which shows interest
 potential for doing more work

Landscaping Program

Spinaker will come here and we'll
 show VCR games

mentioned
 was going to look for VCR games

BLA!

Wang - Integrate WAVA products for MAAR tool

Andy's Brother in Law

PARKER Jim Rodson Mgr of Inventor Relations
 Jori Ceren

Phil Diggins VP R&D

Bob Kelsky // Product Develop

showed 7 VCR concepts

2 they liked

5 MINUTES ANIMATED
 FILM PER

several they were already doing

Control of VCR/Disk with controller
 over low end

Impression - he'd like to work with us

Rich Hill

Saw R III last night

Boys
 in Bahamas

Hair color

Toilet Flush Awards

New Part Chart

Dictionary of words
 TP Products

Very Close to

Selling it

to
 May start conversions as early
 as next week

→ DAILY

24 POS ARRAY
EACH HOUR

FLAGS FOR WAKEUP/GOTO BED

→ DELAYED INTERRUPTS

EX

1. TURN ON SHOWER -
PP WILL DO IT WHEN READY
2. FOOD AT DOOR RINGS DOORBELL
PP WILL DO IT LATER

MTG 11AM 3-11-85

GARRY KITCHEN & SAM
OF ACTIVISION

1. WHISTLE
2. DOG GOES OUT DOESNT COME BACK

-HOT-
-ICONS-
-DEPTH MORE TASKS-
-ANOTHER PERSON

5-1-85

ANDY SAID...

MALCOLM KAUFMAN WAS HERE YESTERDAY
AND REMARKED HOW HOME ENTERTAINMENT
SOFTWARE IS GOING DOWN THE TUBES,
JUST 1 MONTH AGO HE WAS VERY
POSITIVE. COLECO, PARKER, ATARI NOT
GOING TO CES IN JUNE. ACTIVISION WILL
BE ONLY ONE GOING.

AS FAR AS OUR LEADS INTO NEW
AVENUES WE HAVE ANDY
ON 4-25-85 - HE SAID THEY'VE
SENT OUT LETTERS AND THEY HAVE
RECEIVED NO REPLY'S YET.

Had sent memo to ANDY & JIM on 4-24-85

WE HAD SUGGESTED FOLLOWING:

- ME: 1) J & J NEW BRUNSWICK 524-0400
685-~~0400~~3500 MIC GROUP
ROSEMARY MOONEY
received call back & Andy took it
- 2) WED WALT DISNEY ENGINEERING
LOU KOMPARE secretary MALINDA
GENERAL MANAGER MIS
- 3) RCA (NBC, HERTZ, DIGITAL & COMPONENT GROUP)
SOMERVILLE
- 4) MOBIL OIL
- 5) LATHES
- 6) LESLIE VALVES
- 7) SURVEYOR INSTRUMENTS
- 8) MANX - BILL GILROY, JIM GOODNOW
- 9) ON-LINE SOFTWARE FORT LEE
- 10) VISICORP
- 11) ELECTRO NUCLEONICS
- 12) K & E

5-1-85

Changes to ALPHA 64 S/W FOR ACTIVISION

- 1) PERSON - THIRSTBL last entry
changed from 256 to 255
↑
zero!
- 2) GET - LOAD MOD
~~FOR~~
~~not~~ LDA MOMMY
BED LOAD CAL
BNE

6-13-85 WITH JIM

Job SECURITY-

ACTIVISION CALLED LAST NIGHT
WANTS US TO DO
GARY KITCHEN'S GAME DESIGNER
BUT BY SEPT 1- DEBUGGABLE
VERSION
(DONE)

US \$ 1.20 X 1 MILLION
EURO \$ 1.00 X 50K
DHC0 ART

OTHER S/W CONTRACTS IN THE WORKS
- BANK DEMO S/W (BIG-LOTS SYSTEMS)
- WE WILL DO TELEPHONE ENGINEERING (coloco)

SEEMS AS THOUGH ONCE PAST SUMMER SLUMP - THEN
LOTS TO DO IN FALL

JIM KNOWS A VP IN ATT - HAS SAME CAR
BIDS MADE ON 2 J&J MEDICAL JOBS

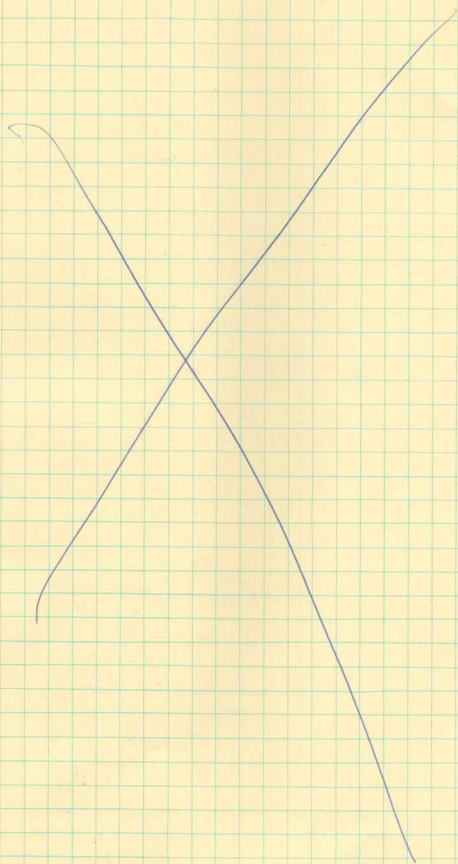
ROGER & HENRY - GOOD TEAM

BUT DOESN'T
WANT TO
CONTACT
NOW BECAUSE
TOO MUCH WORK

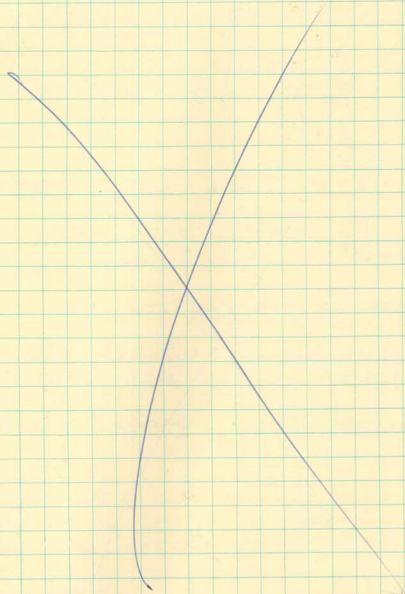
RAISES - CAN'T AFFORD THEM NOW - NO PROFIT
NOT IN OCTOBER, ←
WILL BE GETTING AVOID ROYALTIES (JAN.)

NEW MEDICAL COMPANY-

- WILL BE MOVING ACCROSS HALL AUG. 1
- TOM, WES & GREYDON GOING (LOSE ROYALTIES)
- 44 Jim won't be supporting them anymore after that
- WARNER LAMBERT NEW VENTURE CAPITAL
- WE WILL BE ABLE TO "BUY IN"
- W & H @
- They will be across hall for help



248 750



4/21

game machine - Atkinson
Larry Kitcher

- A) S/W
- B) SPRITES
- C) BACKGROUND
- D) SOUNDS

50-100 Finished sprites

80-90 INSTRUCTION SET

Creates a game and puts on disk

13K program writer → 16K

8 sprite editor

run on 48K apple (8K user area) check
for language card

Finished end of Sept.

hard look like sprites page flipping
Zero - Vifall II Standard for sprites

3rd page compressed for 2 seconds
but got to disk

Language code is portable

rewrite code for demos — 76 classic Atkinson
VC's games

6 games

PITFALL - BARNSTORMING - KAZOON
KEYSTONE CAPERS

- 2 sides of dish at least -

GARRY, JIM, HILARY

6-6-85

Rick says " if I have a job elsewhere that pays about the same amount and I would be satisfied with then I should take it " Also when asked if he would look if in my position he said " it wouldn't hurt "

sent PP(060685)R1 to activation
1st Milestone on applet to make
PP name to pointer.

6-13-85 see p. 120

6-14-85 -

PP Apple - SEPT 20 AUG 20 Complete

Harry Kitchens game designer - received contract
AUG 30 SEPT 30

Data Access - City Bank Demo
agreement for us to do
SEPT 1 - 4 formats

APL
C64
MAC
IBM

SOFTAD
(Paula)

ALPHA

JULY 20th all tasks done

in 2 weeks Roger starts Xesame II (2 weeks)

CARRY[?]

- 1) FILE FORMATS
- 2) ARE ANY PORTIONS COMPLETE

	Henry	Roger	Robin	Todd	Tom
<i>GAME DEVELOPER</i> <i>TRICKS</i>					2/26/85
PP MILESTONE →	LEADER BEGIN ON SAME	TASKS	PP Background PP other people	free	
JUNE 17	TASKS/SOUND INTERACTION	TASKS	TASKS	SOUND INT	
24	TASKS	TASKS	TASKS	free	
JULY 1	PP				
8	PP				
15	PP				
22	PP				
29	PP				
PP DOWIE →					
AUG 5					
12					
19					
26					
SOPT. 2					
7					
16					
23					
30					

6-11-85

With Rick

- On 6-14 Rick had said AVON Royalties would be \$200-400
- Today Rick said if I could get a job that pays good: go!
- Roger can be switched back & forth from H/W ↔ S/W
- We got work to keep me 'til end of year now

4-16-85

OHIO ART CONTRACT OBTAINED

20 WEEK SCHEDULE

JIM WATSON - TECH REP. COMING TOMORROW

EITHER ROGER/HENRY TO DO SMALL AMOUNT OF S/W

JK

SAVE SCREEN

REVIEW SCREEN

CLEAR SCREEN

ERASE FUNCTION (DRAW OVER)

ANIMATE (SELECT FRAMES)

COPY FROM ONE FRAME TO NEXT

4 AA BATTERIES

\$11.21 FOR ORIENT 1000 UNITS

JIM SAYS

50K - 500K UNITS

ROYALTIES!

SOUND - AS CURSOR IS MOVED -

4-18-85

STAFF MTG.

JERRY WOOD - VP COLECO

LIKED TELEPHONE

(WALKIE-TALKIE LCD)

SHOWN TO GREENBURGS

AL COHN - VP NEW PRODUCTS

WE LICENCED IT TO THEM.

2nd product for TOYFAIR '86
outside venturesusually 3 months - 2 yrs. 4 days is extraordinary
turn around.

ANDY & JIMS IDEA

Enthusiasm at Coleco with our ability to show a
prototype so quickly - we may
do work on other things since they have
a small in house engineering group.

- We may or may not make a bid on project.
- We may or may not do it.

30K units ~~in~~ 1st year.Tied in with SECTAR LINE which they want
to expand horizontally, & other areas.

If we have any more ideas, turn them in formally.

4-18-85

ACTIVISION WANTS TO FINISH THE GAME
THEMSELVES - DAVE CRANE WANTS
TO DO IT. 7PM LAST NIGHT
WE NEED LIST OF WHAT WE WORKED ON
SINCE APRIL 1ST, ACTIVISION WILL PAY FOR IT.

TODD NEEDS TO TURN OVER

3 PIANO TUNES

4 RECORDS

WE NEED TO GIVE WHATEVER IS NEEDED FOR
MALCOLM'S CONTRACT

DAVID WILL PROBABLY COME OUT TO TALK (OR
ON PHONE)

WANTS TO MAKE IT 50% MORE.

GOOD POINT - WE WILL PROBABLY START APPLE CONVERSION
NEXT WEEK SO WE DON'T HAVE TO
BE CONCERNED WITH DOWN TIME.

WHAT FROM JIM - JUST TALKED TO COLECO

10/24/85

MTG WITH ACTIVISION

TOMORROW - SOUND

MONDAY - PRINT

CREAT DISK

3 GAMESMEGA
PITFALL
CHOPPER

2, 3, 4, 5

10/25/85

OHIO ART

100K UNITS

TOY FAIR FEBRUARY

\$1.50 PER UNIT

- MALCOLM GOLD BARSER

- INDUSTRIAL JOB
9 MONTHS 2-3 PEOPLE

10-15-85 Paychecks but can't cash til Thursday 2 days

- ~~ATARI~~ PET PERSONStay away from O.T. CLOSE SCHEDULE JOBS
I.E. ACTIVISION11-18-85WITH GARRY KITCHEN

1. SPED -

generally - all modules should have click
SOUND SPED, ETC same as background
Copy ^{load, YES, NO} ~~more~~ - more up 1 char line

2. PRED -

- fixed** X - Power up - before title - lines with junk - don't switch
to text until page set up
- fixed** X - Number Count - up & down ~~it~~ too fast
- fixed** X - Going to right & left - only use to ^{right} ~~left~~ delay (above)

- fixed X - labels on copy - joy delay out
- fixed X - copy select mode in menu - too fast Arrow Power 96 delay
- fixed X - line left on copy that down pointed out
- fixed X - 1/0 ERROR - arrow in wrong place (on top) should be to right or left
- disregard X - in main menu - top of edit written once

128K exit modules should reload instead of go to disk

- OK? X - weight value on collision routine is too low
- following sprites not shut off

SKEDD -

- zoom box - should stop every corner - wraps on right side (should hit)
- zoom - pos box when press button to pos box you draw a pixel - it shouldn't
- should be able to go to colors 1-5 (now only 3&4)
- Power-up not clear - Box in upper left like restoring a sprite with bad background - 1/3 second should come up clear
- Cent undoes anything from view mode - view - draw circle - then undo - use same technique as clear
- View move 3/4 screen copy like top 3/4 down
- Box & Pencil in Circle on Box very slow - Take out any extra delays - look for tricks & speed up
- Escape key to get out of view mode as well as current way

11-18-85 with Alex

- SNED
 - slide doesn't work same in prog
 - arrow blinks at the if 1/0 ERROR -> NO ARROW
- MUSTKE EDITOR - to scroll
 - Double click advance didn't advance
 - just started will call back -
 - Top and NOTE - as though still playing while music playing
 - all ang yjn - My Bonnie lies over the ocean

10/24/85

MCA WITH ACTIVISION

TOMORROW - SOWNA

MONDAY - PRINT

CREAT DISK

3 GAMESMEGA
PITFALL
CHOPPER

0.345

10/26/85

OHIO ART

100K UNITS TOY FAIR FEBRUARY

€1.50 PER UNIT

- MALCOLM/GOLD PARSER

9 MONTHS 2-3 PEOPLE

- INDUSTRIAL JOB

10-15-85 Paychecks but can't cash til Thursday 2 days

- ~~ATARI~~ PET PERSONStay away from O.T. CLOSE SCHEDULE JOBS
I.E. ACTIVISION11-18-85

WITH GARRY KITCHEN

1. SPED -

generally - all modules should have click
sounds SPED, etc same as background
Copyright ^{load, YES, NO} - more up 1 char line

2. PRED -

fixed X - Power up - before title - hires with junk - don't switch
to text until page set up**fixed** X - Number Count - up & down it's too fast**fixed** X - Being to right & left - only use to ^{right} left delay (shown)

- fixed
fixed
fixed
fixed
disregard
- X - labels on copy - jay delay out
 - X - copy select mode in menu - too fast ⁱⁿ ARROW over 96 delay
 - line left on copy that doesn't point out
 - X - 1/2 error - arrow in wrong place (on top) should be to right or left
 - X - in main menu - top of edit written once
- 128K edit modules should reload instead of go to disk

OK?

- X - weight value on collision routine is too low
- following sprites not shut off

SKEDD -

- zoom box - should stop every corner - wraps on right side (shouldn't)
- zoom - pos box when press button to pos box you draw a pixel - it shouldn't
- should be able to goto colors 1-5 (now only 3 & 4)
- Power-up not clean - Box in upper left like restoring a sprite with bad background - 1/3 second should come up clean
- Can't undo anything from view mode - view - draw circle - then undo - use same technique as clear
- View move 3/4 screen "copy" like top 3/4 down 5/6 lines - nothing happens
- Box & pencil in circle or box very slow - Take out any extra delays - look for tricks to speed up
- Escape key to get out of view mode as well as current way

11-18-85 with Alex

- SNED

- slide doesn't work same in prog

- arrow blinks at top if 1/2 error → NO ARROW

- MUSIC EDITOR

- to scroll

- Double click advance didn't advance

- just started will call back -

- Top and NOTE - as though still playing while music playing

- all any jyn - My Bonnie lies over the ocean

BACKGROUND MUSIC PROD

11-17-85

added another bug

fixed

X - ~~Can't~~ Can't print white on blue (only white on purple)

11-20-85

added bugs:

X - apple II plus w/16K RAMCARD power up in mixed
page 2
- Esc to stop music

1:15 w/garry

X DISAL - over - back to way it was

X BUTTON - menu delays

X MAIN - arrow off in copy

X BPLFLD - arrow off at start of copy

~~LINK BOTH~~

BPLFLD
can't do
3rd copy
J&R BREAK

X BUTTON - ^{copy} arrow

X BPLFLD - highlight ^{length} on comment & print

X SUBS - BINV, TINV

~~LINK PROD~~

X MAIN - remove arrow off in copy

X BUTTON - speed w/BUTX delay

X BPLFLD - remove BLARROW

LINK PROD

GARRY -
670-9613

11-19-85

CFF2

~~XXXXXXXXXX~~
X MAKER - clear \$4000 instead of loading

X POWERUP - WEIGHT OF HIT

X DISKIO - 10 ^{→13} DOSERR,

X BUTTON - JOYDELS

X DISALL - COPYF

X FILLER -

Why print colour white on blue

X INSTL. SRC - get clear and pairs

X FILLER - -B

CHROMA 55A6
DOJOALC
VB=ALC

CURSOR - CURX, CURY ← ARXL, Y, ARY, Y

JOY - reads joy

BUTTON - ARROW P MOVES

ONEFRM

BUTTON

DOARROW

$$\begin{array}{r} 10 \\ -A \\ \hline 16 \\ -10 \\ \hline 6 \\ \hline 11 \\ \hline 17 \end{array}$$

11-20-85 10:15 PM

BKED:

1) - SPLIT SCREEN COPY

- ~~fixed~~ ~~fixed~~ ~~fixed~~
 null width
 a) BRACKET ALL THE WAY TO RIGHT - push button
 b) straight down and press button
 c) joy to right and simultaneously press button

~~fixed~~
 2) zoom window - can't only draw on right pixel
 it rightmost pixel of screen

~~fixed~~
 3) View screen copy - can't copy down rightmost data

ex: HENRY ← RT EDGE
 HENR

~~fixed~~ ~~fixed~~ 4) YES, NO arrows need to be char before word as in other modules

~~fixed~~
 5) can't see * zoom box (Cornell brackets) on white background

11-21-85 8:25 AM

BKED

~~fixed~~
 - after a save -
 after re-write command window
 color select arrow not there

FRED -

~~fixed~~ feature → copy bug consistently happening - Harry will check

~~fixed~~ → if score > 000 positions wrong on #'s both instructions Harry will call (V2POS)

if not released tomorrow then can't release for a week (because the guy in CA. is going to COMDEX finite) will ship to C.A. tonight via federal express if no bugs by 2PM tomorrow it will be released

XTABLES - IF SCORE > 000 000 THEN FD2 → \$D1

LINK'S SAVE ~~RUNT~~ PRED THEN RUNT

fixed ^{BKED} - fill black on black when comes back

SENT "Am" COPY 1:30 PM

fixed ^{BKED} - Tom found circle crashing on wrap
fixed (140 → 137) in BKED)

3:40 PM

fixed - Ball not bouncing correctly in title
- Title prog not starting up listed at top of screen just need to go to tip before "Create a disk"

5:06 RICK LEAVES WITH "PM" COPY

4:50

- Garry says "GAME'S MAKER" in Credits needs to be changed to "GAMEMAKER"

garry will call and FOKE THIS

X R.A.M

LINK PRED RUNT

WENT HOME'S WHEN I GOT HOME

- BKED - Crunch last byte not working
- PRED - 1/0 error if push button get main menu

7:27 INAGAW@WORK (RICK DROPE DISKS@ 6:40)

talked with TOM diept 7:45 - 8:34 TO FIX CRUNCH BUG in TOMDISK (BKED)

8:50 → 9:33 FIX TOM'S BUG

They leave 10:10 to come here
I move to conference room

I found a bug -

Maker. has GAME & MAKER

so while poke

TO, S10 9620:FF

also

TO, S12

96A0 < 96A1. 96A6M

to move "MAKER" over!

They arrived @ 11:10

They & I left 12:30

11-27-85

1:30 Go & BBG

2:22 @ Work

X INIT

LINK - save new Pred 2 - - - 14

5:19 another bug - SKEDD - zoom except draw
 circle line & copy
 pencil is off & clocks
 to right
 - fix only later if another bug



5:48

11-27-85

Mtg 1PM

EPIX - the best 1/4 million of winter games

Bob Ogden - Consultant (used to work with Andy)

Bob Both - Working Pres. (Andy knows)

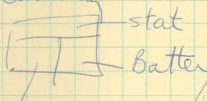
New Cosby (16 street kids) Kids All Nationalities/Hexis/Characteristics
Sports line

Each kid will have attributes for each game

pick a team - make Batting order

C64 & Apple Concurrently

3 areas of screen

13 camera
angles of
fieldDesigned
by Bob Ogden
with story
boards and
etc.
Was with Bally/Midway
doing Coin op

Pitcher will have characteristics to determine pitch

Catch will be fixed graphics

3 sided disks - We've been asked for Amiga but
too much now - they will keep us busy
with S/P

Reasonable pay & royalties

May 15 for C64

June 15 for apple

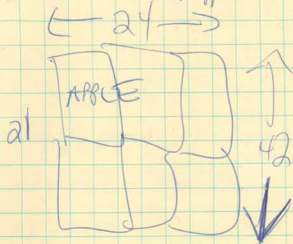
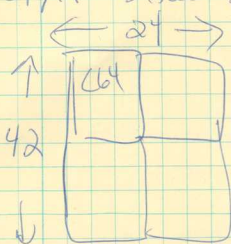
} Code Release

We need it done
3 weeks to 4 months
ahead of time.

12-2-85

Heavy / Todd / Robin / Roger / Jim / Andy

EPYX Street Baseball - C64 & Apple 18 week (30 max)



slower than
gamenaker due
to not having

12-3-85

same people
RE: same

Can it be done: C64 yes
Apple slow

May have to have limited
places ball can go when
each batter gets up.

2:30PM Greg Brewer - Activision East

Copy protection causing problems - a created
disk won't boot.

resolution: Greg is changing B700-B7FF so he
will either not change it or
change it back before
running our software.

12-4-85

Gamenaker released

12-5-85

Mamemaker - assembler listings
needed

Staff Mtg -

Ohio Art - Orders (not just commitments)
for 100K units by end of month

First order in NOV. was
40K units @ \$40 each (child world)

\$1.6M

5% of wholesale is royalties
Tooling good for 350K units max
for 1st year production

They are buying a second tooling
for side by side or next 350K

They will have us all to their booth at
Toy Fair and will take the
Project workers out to lunch.

Stoode has gone up 30%

Cyclops - kid VIDEO camera -

Glaco turned it down

FP loves it and wants a contract
that's plastic we do hardware

2 s/w projects code released - Andy, says grateful
for our efforts.

Good Commercial
will be sample areas
in April - Roger says
production in April

12-6-85

EPYX-

Ernie Katz - 68000 Microleague Baseball

Ed Niner - Skytrain

will act as art music & prog

Ohio Art - (am ex) went up to \$27

WGA with Ed Niner - Andy, Roger, Henry

Waiting for airplanes to get behind, \$ and production set up

Sponsors maybe 5

doing it wrong way just structural

Dean Whit

waiting to go public

Budget Rent

Circulation of seats to 1/2

Broker

3 million Cap. instead of \$10m

J & J

4 1/2 months used up

Don Jones

Discone Magazine

Jan 15 - building time

16K ^{NA} capacity is same price as 8K and to beLCD Amplifier Kiss ^{Kincero} (Tandy, NEC)call chuck on cost ^(Wheatley) 408 375 1400sponsor presentation folder (programming is everything -
it is important we know philosophy)Concentrated on 30 sponsored - got 1/5 th

Dean Whitter - has no prog. yet

Walt St. Journal - was to be in house - now will be out

Ed Niner - marketing & props & hats - publisher
 Will participate in storyboard making

Doc Jones - Monmouth Act. Growth of Princeton vs 1)
 Budget Rent a Car ^{radio & audio (Action Graphics)}
 A & J → Karen & John Perkins
 under Action Graphics umbrella

Each sponsor - 20 program/year

Dea Whitten & Dow Jones

Use already written programs -

every 10 days - extract info from phone - mail lists
 every 30 days - analyze interactions & diagnostics

need .75% response to make it pay for itself

12-9-85 11:28 AM

Craig Nelson of Epyx

See Facilities
 Talk Deeply Tech.
 See something drawn

2:19 PM

Could use body pieces to crunch disk size

8 bit - VORBLE
 10 bit - INTERRUPT → LOADERS.
 → C64 DOS compatible

Starpath → Merge EPYX 2 yrs.

Summer games - Temple of Apohi (Basic)
 (Good) ↑ Horrible

Graphic enhance standard

Expect it to be best seller next yr.
 That's with a few exceptions.
 That's why we're nervous about a new shop.
 For opening of baseball season

"Game will be finished when it's finished"

Always run right for a catch

Disk Organization

3 Backgrounds - Street, Playground, field?

→ get a new book →

Each field has its own view

Certain things fixed randomly at beginning
 other vary randomly during game

Background in character mode -

Marketing wants a line but debatable

~~whether~~ whether code will be reused

schedule already impossible they make it doubly
 impossible

Reada track in 2 rotations 240 bytes on warble DOS

ON DISK:

123...15	16 1, ... 16	1...16
OUTFIELD	IN FIELD	BATTER

Compress Backgrounds in Memory (or disk)

with instructions on how to draw them with chars

- Black holes on apple ← probably acceptable
 Black (white they used) Bkgrnd
 not agreeable with market

Use another 8k to swap screens on apple?

Start from max load time and work backwards

Need some kind of ending fanfair

Text Letters on apple -

1977 worked with Dave Crane at Atari

Dycem - Zyxex - Disk vendors after was

Would like to send over Modem

2400 is fastest going -

Can use a piece of S/W to read files on c64

Tony Garcia - Tech/Name tester / Hooper
Modem

No Moving obstacles in field

What if Fielder, Runner & Ball
Shadow

THOUGHTS ON ^{STREET} BASEBALL

12-4-85



ONLY NEED:

2 THROW
 3 RUN
 2 CATCH
 12x3=36

ONLY NEED TO BE
 LOADED AT 1/2 INNINGS



ONLY NEED:

2 THROW
 8 RUN
 1 CATCH (DIVE AT BASE)
 1 TAG
 13x3=39

①

□2

ONLY NEED:

3 PITCH
 2 THROW (TO 1ST ETC. IF FIELDER BALL)
 (NO RUNS NEEDED) UNLESS FOR POP UPS
 1 CATCH (TO FIELD HIT & CATCH BEFORE PITCH)
 (NO TAG NEEDED EXCEPT TO COVER
 A BASE BUT WE
 CAN LEAVE THAT
 OUT)

 6

ONLY NEED:

CATCHER 2 CATCH IN SQUAT
 2 THROW IN SQUAT
 1 TAG

8 (RUN NEEDED ONLY
 IF WE ELECT TO DO
 POP UP FOWLS)

 12

BATTER:

3 SWING
 8 RUN
 2 SLIDE

 13

RUNNERS

8 RUN
 2 SLIDE
 2 DIVE

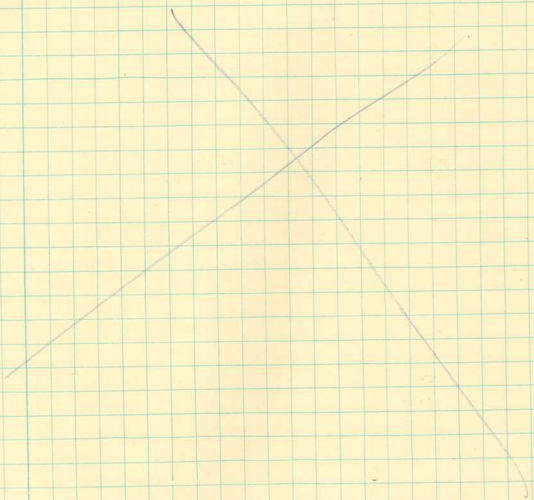
 12x3=36

MASKS

36
 + 39
 + 16
 + 12
 + 13
 + 36

142 x 4 SPRITES x 64 BYTES x .75 COMPRESS = 27264 = \$6480

12-4-85
MTG W/ CRAIG
NELSON



12-4-85

BA SWING	3	
RUN	8	← 4 7 4 →
THROW	2	
SLIDE	2	
PITCH	3	
CATCH FIELDING	2	HIGH & LOW
TAG	1	
<hr/>		
CATCHER: CATCH	1	
THROW	2	
TAG	1	

MAY ALSO NEED
"STANDING" FRAMES

1-16-86

BOB OGDEN CALLED:

LIKES C64 TEAM, BATTING & FIELDING TICKING

LIKES ROBIN'S IDEA FOR 2 STANDING
FRAMES ANIMATEDWANTS TEXT CHANGE FOR EACH PERSON
ACCORDING TO CONTEXT I.E.

- TEAM PICKING - GENERAL INFO.

- BATTING ORDER - BATTING INFO.

- FIELDING POSITIONS - FIELDING INFO.

STANDARD PLACE FOR STATS.

RULED OUT USING RIGHT SIDE FOR
FIELD VIEW ONLY, IT WILL BE USED
FOR TOP PITCHING & BATTING VIEW
ALSO - DURING BATTING.

I ASKED BOB TO:

- LOOK AT BALL & 2 FIELDERS - BALL WILL BE DIFFICULT IN BACKGROUND ALSO C64 GIVES CERTAIN COLORS PRIORITY SO MAY LIMIT GRAPHICS FOR BACKGROUND.

1-16-86

MCA W/TODD MARSHALL

FUNC, OPT ARRAY

1-17-86 MTR W/TODD -COMMON CODE---

12:37

TELCON W/BOB LINDSAY

DISCUSSED LAST 2 DAY

ALL DECISIONS & ART THROUGH BOB OGDEN
UNLESS TECH. WITHOUT BOB O. AVAILABLE...

FOR LOGISTICS - JWDA MODERN TO EPYX
EPYX TO BOB O. (WITHIN 1 HOUR)
SO EPYX WILL ABSORB PHONE BILLS.

MIKE KASAKA - ART (EPYX) DIRECTOR
GROUP REVIEW

FELL FREE TO CALL EPYX

12:40

W/BOB OGDEN

CG4 - BALL IN BACKGROUND
HOLE IN SPRITE TO
SHOW BALL... DON'T
USE PRIORITY -

BAT - TOO FAR FROM 4 SPRITE LIMIT

RE-USE A PITCHER SPRITE

ART - BOB O. HIGHEST POWER OF VETO
BUT PROBABLY WANT BECAUSE
HAS TO FIGHT
ROBIN & CRAIG^N. DETERMINE ART.

OTHER DAYS ART WITH CRAIG

TRIP - FALL ON FACE...

TODD: FIELDING RE-ASSIGNMENT?
DOUBLE HI-RES - NO!

ROBIN:

- PERSPECTIVE ON BATTING - MAKE GO UP
- BOB SAYS LOTS OF FRAMES ON RT. FOR PITCHING AND BATTING.
- Apple - stick to 1 color set per character
- SHOW EPYX BACKGR. SAMPLE SO THEY CAN SEE.
- WANTS SLIDE Laid OUT

TOD ASKED ABOUT KEYB AND JOYSTICK

EVALUATE MEMORY MAP?

TALK WITH RICK

ANDY SAID "PROG FIRED IF DONT DO GOOD ON THIS PROJ"

TALK TO JIM, PUTS FOOT IN MOUTH

GET INTO NEW PROJ STUFF

ROYALTY 35 → 45 VS RAISE

\$150K → \$20K in 2 MONTHS \$0

I said 5% \$2K ^{then can ask raise} rick says 35 → 45% better
 350K UNITS × ~~\$2~~ × .10% INCREASE) ÷ 12 = \$6K
 better than \$2K

ROBIN TALKING TO CRAIG NELSON

PERSPECTIVE-

WARPLE - THEY ARE RELEASING PRODUCT FILENAME BASED

CAN SUPPORT T, S

1-20-86 AT END OF BBALL, POS NEW PROJ OTHER THAN VIDEO GAMES, I WILL GET IF
 W/JIM. ME HEAD OF SJW - BOB HEAD OF #/W - TOM WES LROY LEAVE END FEB.
 ROYALTY'S BACK UP - DOESNT MIND. RAISE "1st Q NOT OVER YET" - TOOK
 GAMBLE ON PEOPLE. THEY ALWAYS COME THRU.

1-21-86

GERRY " I MAKE \$45K OFFICE AVG. = \$38-40K

TOM \$47? GREGORY \$45

ROBIN " I DONT MAKE ~~(\$38)~~ THAT MUCH (\$38) \$4

GERRY " JEFF 40K "

1-21-86

TELSON W/ CRAIG NELSON EPYX 3PM

NO SWITCH - CHAR \rightarrow BITMAPHI-RES \rightarrow MULTI-LIN BITMAP SWITCH IS O.K.

ALSO:

NO RASTER AFTER LINE 255
in other words don't depend
on top bit being set

POWERUP -

wait for line 30
then initialize RASTER INT.
(doesn't function after line 255)262
-255
7 lines repeat -
line ϕ not dependent -

Some C64's HAVE 64 or 65

LDA #
WAIT ~~CMP~~ RASTER } THIS MIGHT
BNE WAIT } NOT WORK if cycles
stabilized by sprite
or BITMAP etc...

Some have 263 some 262 & some alternate

First time turn on Sprite:

off screen
mask = 0
enable - wait 1 frame

6-26-86

10:42 Called Robin NO ANSWER
 11:30 Called Robin NA
 1:40 Called Robin - going out the door now
 She will figure shenanigans for PITCH, FIT, MOTION
 and get back to me tomorrow ⁱⁿ _{NY} effects

1:42 Called Paula George

spent most of today
 typing in NY effects

6-27-86

8:54 Call Robin line busy

9:45 Called Robin

Face front 1/4 RIGHT is for batter,
 that's Y its facing RHT

Monday Morning, but Computer set up
 Tues, Wed, Thurs @ NY, but without
 computer ~~so~~

SD... Today is last day for stuff
 until after honeymoon

10:20 Called Robin (she left MSK to call)
 went over Body parts for PITCH, FIT, MOTIONS
 Told Ed Hayes another Month on EPYX

2PM Bob Ogdon called

LWD MOTIONS One leg needs change
 to some Men

- A) One outfield - write objects out
- B) Add Pitch & Motion per pitcher

July 9 Bob going to EPYX

Body Parts
 Teams (prepicked) & switch
 Game play - OUT or safe

MOTION 7
 DON'T KICK
 LEG UP AS
 FAR

Wanted to
 this mite get
 out of town
 ship out there so he can recover weekend

after mrg
 some right and left
 Ball then time after ^{Tap} run with ball base or runner
 Out by teaching

2:15 off phone with Bob & called Robin right away with MOTION7 change WILBUR FILENAME

PITCH ^{Body} (35, 47) ^{LEG} (29, 36) PITCH
48, 49, 50, 51 37, 36, 38, 39

FITSE/MOTIONS
PARTS & OFFSETS WILL SEND OUT TODAY OR MONDAY

3:30 MTH WITH JIM ANDY RICK & TODD
DROP PAULA GEORGE 'JOB
SCHEDULE TOO TIGHT
WE USED TO ESTIMATE
EPYX JOB F.T.C., NOW

6-30-86
8AM

Get. on Epyx for
Body parts - RCV'd FED exp. from Robin
9:37 Timed Robin - no ans
added PARTDATA to link
PARTDATA

SPRITES defined frames

SQUEEZE (last addr = \$CDAX)

11:20 EBINIT -
SQUEEZE (change ^{table} size for more pictures)
CCTSPR

3PM TALKED TO SCOTT NELSON OFF Epyx ABOUT VORPAL