



INTER-OFFICE MEMO

*Copy and place
in gamma files
~~return time~~
Dm*

TO: G. Lipkin and B. Skyles ✓

FROM: S. Bristow

DATE: November 30, 1976

SUBJECT: GAME REVIEW - NOVEMBER 29 and 30, 1976

DOMINO:

1. Four player is good.
2. Use buttons for controls.
3. Cocktail table to be standard unit with subdued graphics.
4. Buttons to be:

Start 1 player
Start 2 player
Hold score button - if held down when start is pushed, current score is maintained as a basis. This in effect allows extra time. Works only on two player.
5. In four player mode extended play allowed if your score exceeds a switch setable score. In this mode the hold button doesn't work.

COSMOS:

1. Good enough for test.

CITY DRIVER:

1. Needs more graphic crash (suggest Night Driver effect).
2. Change pedestrians to hydrants and dogs to some other inanimate object.
3. Blink arrows at start of game.
4. Is it possible to have path change with time, with arrow position to change randomly? (Note that this is the original game definition.)
5. Good enough for test.

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