



INTER-OFFICE MEMO

COMPANY PRIVATE

TO: Gene Lipkin

FROM: Lyle Rains *L Rains*

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SUBJECT: CANYON BOMBER GAME DESCRIPTION

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After talking with Steve Bristow and Nolan Bushnell, we thought that we would like to see two slightly different versions of the game, neither of which is the same as the original game description.

Each of the two versions will be a one or two player game with both players competing simultaneously. They will both be themed around World War I aircraft. The heavy bomber will be a zeppelin and the light bomber will be a bi-plane. One player will have black aircraft; the other, white. Each player will have a bomb drop control to drop his bombs on the targets in the canyon below. The zeppelin's bombs will have a greater penetration effect than the bi-plane's bombs. The type of aircraft for each player will be decided at random by the machine.

GAME 1 (CANYON BOMBER):

A canyon with straight walls is filled with solid target. Color overlays denote different score value areas within the target "sea". Players clear out the targets by dropping bombs. Each player is allowed an operator adjustable number of misses (3, 4, 5 or 6). A "miss" occurs when a bomb hits the canyon wall or bottom without first hitting a target. A bomb which goes out of the playfield is also a miss. A player must drop a bomb from a given aircraft before going to the next aircraft. The aircraft will accelerate and lift with each pass of the screen. After three passes a miss is automatically scored. Game ends when player or players have exhausted their allotted number of misses. High score wins. Various free-play options could be considered. A one player game could either be for straight score or "against the machine".

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