

CONFIDENTIAL

STAR TREK: This is being worked on in Grass Valley and at this time involves no elect. work in L.G. The game is a flying game through oncoming, rotating, and translatable star field. The game will have asteroids expanding as they come at you. It will have a variety of images loaded into it by attached tape deck. The controls will be JF controls. This will be a one player game in a small cabinet with a 19" TV. Theme is to be Star Trek like without using the word Star Trek.

JET BOMBER: This is a first person game and is one player. The display play is that of land unrolling beneath. The player shoots missiles ahead or towards the ground. The targets that are hard to hit don't shoot back. Near targets shoot flak upwards. The player controls the left and right motion of the plane and missile fire. By means of the tickler coil around the yoke we can have the whole display rotate with a tilt in the plane controls. This will be an arcade styled cabinet and will have a 23" TV. The sounds will be those of flying, shooting, and missile explosions.

BOXING: This will be a view of a boxing ring from above. Boxing ring will be on a 64 x 64 grid. Controls will be the Tank type with one pushbutton in each handle to throw a punch with for the appropriate arm. The hand will be cocked when the control is pushed and the punch will be thrown when the button is released. The player will have a slight opening to be hit on the head normally. This opening will be wider when the arm is cocked. The score will be the number of hits on the head. The player may move sideways when both sticks are moved left or right at once. The game will be timed with time display shown as rounds. The players may touch but not move over each other. There will be a tape deck with background fight sounds during the play of the game. The onboard sounds will consist of thumps and hits when the controls are pushed. Cabinet style is open at this point.

MOTOCROSS: This will be a T10 like display but with motorcycles. The course will have water objects and things to jump. The clue is to the distance that the cycle has jumped will be the sound of the cycle in flight. A good jump will be when the jump sound ends as the cycle hits the landing area. A bad jump will be indicated by the sound either ending early or lasting too long. After the cycle hits it will crash if it has made a bad jump. The course should have easy (but slow) and hard (but fast) means of getting around the track. The hard ways will have more obstacles and jumps to negotiate. It will have novice or expert controls. The cabinet size will be the small variety. The control will be a set of motorcycle handlebars that have left/right motion also.