

2/16/77

## COMBAT GAMES

- ✓ 1. USE TIMEOUT (1 TO 3 MINUTES) FOR GAME END INSTEAD OF SCORE OF TEN OR EITHER
- ✓ 2. DURING GAME SELECT SHOW PF & PLAYERS
- ✓ 3. CREATE AN ATTRACT MODE FOR FTC SCREEN BURN? HASSLE?
- ✓ 4. HAVE GAME SELECT CYCLE FROM NEXT HIGHER NUMBER OF GAME IN PLAY
5. NEW JOYSTICK DYNAMICS - DEBOUNCE, MULTIPLE CLOSURES, SPRING BACK FALSE CLOSURES
- R 6. TRANSMITTED AUDIO - TABLE VALUES P0, P1 INTERFERENCE, <sup>FREQ RESPONSE</sup>
- ✓ 7. ~~GET REDUCED BYTES SCORE FROM LARRY K. A 30 BYTE SAVINGS.~~
- ✓ 8. REDESIGN GAME SELECT MODE, CLEAR RAM, SAMPLE EVERY FRAME
- R 9. MISSILE SIZE IS 1 HCLK, 2 V LINES, SHOULD IT BE 2 HCLKS, 4 V LINES? - WILL PROBABLY SCREEN UP BOUNCE
- L 10. TRY A TANK FLEET, ONE VS TWO FOR TANK (SHOULD ONLY INVOLVE GAMCOD); ALSO JET WITH MACHINE GUN
- ✓ 11. MAKE TOP BORDER MORE THAN 7 LINES  $\Rightarrow$  V SYN & REGISTRATION THIS WILL SOLVE MISSILE IN UPPER RIGHT CORNER PROBLEM THIS SHOULD BE DONE WHEN PF TABLES ARE REDUCED TO 13 BYTES INSTEAD OF 16  $\Rightarrow$  SAVINGS OF  $3 \times 3 \times 4 = 36$  BYTES
- ✓ 12. INVISIBLE TANKS
- ✓ 13. COLOR / B & W SWITCH - COLOR/LUM FROM GAME SELECT MODE OR ONE OF THE FOUR COLORS WITH B & W LUMS
14. JOYSTICK RESPONSE STILL TURNS WHEN QUICKLY GOING FWD  $\leftrightarrow$  LEFT WE MAY WANT TO USE CHKS FROM GAMMA.