AVOID 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 IT HASSLES?

4. HAVE GAME SELECT CYCLE FROM NEXT HIGHER NUMBER OF GAME IN PLAY

5. NEW JOYSTICK DYNAMICS - DEBOUNCE, MULTIPLE CLOSURES, SPRING BACK FALSE CLOSURES

6. TRANSMITTED AUDIO - TABLE VALUES DO PI INTERFACE

7. GET REDUCED BYTES SCORE FROM LARRY K. 30 BYTES SAVINGS.

8. REORGANIZE GAME SELECT MODE CLEARS RAM, SAMPLE EVERY FRAME

9. MISSILE SIZE IS 1 HCLK, 2 VIVES, SHOULD IT BE 2 HCLKS, 4 VIVES? WILL PROBABLY SCREW UP BOUNCE

10. TRY A TANK / FLEET, ONE VS TWO FOR TANK (SHOULD ONLY INVOLVE GAMMOD), ALSO JET WITH MACHINE GUN

11. MAKE TOP BORDER MORE THAN 7 LINES => VSYN & 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 => SAVINGS OF 3X8X4 = 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 FROM LEFT WE MAY HAVE TO USE CHIRPS FROM GAMMA.