

COIN-OP ENGINEERING PROJECT PRIORITIES, AS OF 5/23/80

HOT

- 1) Production Support of Asteroids Upright, Cocktail and Cabaret
- 2) Production Support of Missile Command Upright and Cocktail
- 3) New 4-Player Football Cabinet: Production Release 6/20
- 4) Missile Command Cabaret: Pre-Prod 6/13

LEVEL I: HIGH PRIORITY

- 1) Asteroids Deluxe: Field Test 7/3; Pre-Prod August
- 2) Battle Zone: Production Release late July
- 3) Malibu: Upright Pre-Prod 6/19;
Sit-Down Pre-Prod 8/4
- 4) Red Baron: Pre-Prod 8/4

LEVEL II: MEDIUM PRIORITY

- 1) Solar War: Production Release late July
- 2) Tube Chase: Field Test 6/11
- 3) Trap: Field Test 7/3
- 4) Castles & Kings: Field Test 9/5
- 5) Asteroids II: Field Test 8/8
- 6) Missile Command II: Field Test 8/22
- 7) Aliens: Field Test September
- 8) Nuclear Reactor: Marketing Review 5/28
- 9) Pin Dual: Marketing Review 6/5

LEVEL III: LOW PRIORITY

- 1) Baja Racer: Field Test June
- 2) Pinball Games
- 3) LED Scrimmage
- 4) Warp Speed
- 5) Adventure
- 6) Space Raiders
- 7) Demo Derby
- 8) Space Shoot
- 9) Space Docking

DVE/nn

Distribution: Please distribute within your departments as you consider appropriate.

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