

# Inter Office Memo



Coin Operated Games Division

To: Dave Stubben

From: Rick Moncrief

A handwritten signature in dark ink, appearing to read 'RLM'.

Subject: Applied Research Game Design Proposal

Date: 6/25/82

## ABSTRACT OF THE PROPOSAL

By the development of a game, we propose to demonstrate hardware and software techniques and capabilities that we believe are useful in games, but are not currently being used.

### PURPOSE

The purpose of the research will be to demonstrate techniques to implement and capabilities of such developments as:

- link up of games.
- acoustically superior cabinet designs.
- possible application of the utility processor for coin routines, sound, speech, controls, game activity recorder, etc.
- advanced sound and speech uses.
- faster XY AVG and display circuitry with fill-in, etc.
- unit vector modeling for accurate real world physical action and reaction.

### METHOD

We don't know the details of our attempt of the methods to link games or to integrate speech into game play or to demonstrate the unit vector techniques. However, the general thought is to use Warp Speed hardware to implement Jed's game "Tom Cat" as described in the attachment. And while we are working on the game, incorporate as many of the ideas as judged appropriate. At a later point in time when the other ideas are better described, incorporating them into other game ideas.

RLM/clt