

Bob:

I am sorry that no preliminary game is enclosed, but I decided to drop you a line to let you know I'm working on it. I have started reading the material you sent (it looks good!) and have started roughing out parts of the code (included so that you can see I've at least started). There are still some points I haven't got totally clear in my mind but most of it makes sense (Dave Nutting writes good software). I am going to steal parts of the monitor to save space (the cowboy figures, the tune Home on the Range, etc.); so I will need to send you an early version to try (since these program parts may be in different places in different releases) ^{before I add monsters & other goodies (it will probably be a month before I send it)}. ^{If it doesn't work I will send you a basic program to locate the addresses, I'll need to make it work.} There are a couple of ~~camera~~ videocades

I would like to buy. If you are familiar with them please rate them (1=best → 4=worst) as to the following:

Game	Overall	Speed	Complexity	Availability
Galactic Invasion				Yes
Space Fortress				
King Arthur's Adventure				
Chess-Grand Champion				

Any news on "Golf" type videocade, please send back in enclosed envelope.

Thank you. (over) *Barry*

Also, Do you have access to a color chart for all the Bally numbers

(the list of colors on Vol. 1 No. 7 page 58 Arcadian

by Don Worst was quite helpful but incomplete -- what is brown, pink, orange, etc.)

I have & mapped out to use in D&D. Also do you have any more complete listings ~~as~~ besides Basic & Star Battle (as long as I'm stealing code I may use the laser sound from Star Battle for the magic users lightning bolt).

IF SO Listing	Price
1.	1.
2.	2.
3.	3.

The modification for 2716 EPROM is included (in the final version I may use 2732 [although it costs \$12.50 ea rather than \$6.90 ea] ~~if~~ if I do the board should be modified back to original state (no break in foil; no jumpers)

Final version will probably be a year from now as I have little spare time and going back to school in August will limit it even more. All rooms will be the same size to limit memory, at first only 1 player (later more with screen ~~change~~ rotation between players showing characteristics & present room).