

13 JUL 1983

PROJECT PRODUCTION STATUS

CRYSTAL CASTLES

DATE: 1-JULY-83

PROJECT LEADER: RAY/FULLER

PROJECT START: 28-APR-82

LAB : SUNSET STRIP II

EXT: 7273/7279

PROJECT #: 372

"RAS"

(2-NOV-82)

- FIELD TESTS

| FOCUS |  
| GROUP |

- #1, 3, 4, 4, 2, 1, 3, 5, 4, 3, 3 at Central Park behind POLE POSITION and Chexx.

- #2, 2 at a 7/11 in the Bay Area. Put on test 6/7/83. This game has had some tech. problems, including being unplugged.

(18-JAN-83)

- PRODUCTION STATUS

| 3RD |  
| MKTG. REV. |

- 20 Pre Prods are built - SEE BELOW \* *FULL GET*

- 2500 have been released starting July 5

- 2500 have been released for August

- 250 have been forecast for Sept. in EIRE

(10-FEB-83)

- PCB STATUS

| FCC REV. |

- Rev. A released

- Will have a Rev. B to incorporate the cap mod and a resistor that will be needed for cocktail.

- Memory masters released

- Will have to release a new version for cocktail and 3 different parts for 3 more languages

(11-FEB-83)

- CABINET

| FIELD TEST |

- Released

- GRAPHICS

- Released

- SWITCHING POWER SUPPLY

- The universal harness costs more money, so we will not phase in the new harness. Instead, we will deviate the universal harness in when (if) we build the game with the switching power supply.

(7-APR-83)

- COCKTAIL

| 4TH |  
| MKTG. REV. |

- Will have a 14" proto working by 7/1/83

- IRISH RELEASE

- Released

- Production in September

(8-APR-83)

- MISC

| 2ND |  
| FIELD TEST |

- We will have to have different ROMs for different languages. i.e. Give EIRE a master for each foreign language (1 ROM) Messages have been given to Marketing for translation.

(11-MAY-83)

| DRB & UL |  
| REVIEW |

(18-MAY-83)

| PROD. REL. |  
| MKTG. REV. |

\* AS PER STORMS MEMO DESTINATIONS ARE:

(20-MAY-83)

(1) VIDEO MFG ENGR.

(1) WOODSHOP MFG ENGR.

| PROD. REL. |

(7) RELIABILITY

(11) MKTG.

## PROJECT PRODUCTION STATUS

CRYSTAL CASTLES

DATE: 24-JUN-83  
LAB : SUNSET STRIP IIPROJECT LEADER: RAY/FULLER  
EXT: 7273/7279PROJECT START: 28-APR-82  
PROJECT #: 372  
"RAS"

(2-NOV-82)

## - FIELD TESTS

08 JUL 1983

FOCUS

- #1, 3, 4, 4, 2, 1, 3, 5, 4, 3 at Central Park behind

GROUP

PP and Chexx.

- #2, \_ at a 7/11 in the Bay Area. Put on test  
6/7/83. This game has had some tech.  
problems, including being unplugged.

(18-JAN-83)

## - PRODUCTION STATUS

3RD

- 21 scheduled to be built June 22-24

MKTG. REV.

- 2500 have been released starting July 5

- 2500 have been released for August

- 500 have been forecast for Sept. in EIRE *Wrong*

(10-FEB-83)

## - PCB STATUS

FCC REV.

- Rev. A released

- Memory masters released 6/20/83

- 3 masters will be re-released 6/23/83

## - CABINET

- Released

(11-FEB-83)

## - GRAPHICS

- Released

FIELD

## - SWITCHING POWER SUPPLY

TEST

- The universal harness costs more money, so  
we will not phase in the new harness.  
Instead, we will deviate the universal  
harness in when (if) we build the game  
with the switching power supply.

(7-APR-83)

## - IRISH RELEASE

- Released *2500 units*  
- Production in September *51x*

## - MISC

(8-APR-83)

- We will have to have different ROMs for  
different languages. i.e. Give EIRE  
a master for each foreign language (1 ROM).  
Messages have been given to Marketing for  
translation.

(11-MAY-83)

DRB &amp; UL

REVIEW

(18-MAY-83)

PROD. REL.

MKTG. REV.

(20-MAY-83)

PROD. REL.

## PROJECT PRODUCTION STATUS

CRYSTAL CASTLES

TE: 9-SEPT-83 PROJECT LEADER: RAY/FULLER PROJECT START: 28-APR-82  
 3: SUNSET STRIP II EXT: 7273/7279 PROJECT #: 372  
 "RAS"

2-NOV-82)

## - FIELD TESTS

FOCUS | - #1, 3, 4, 4, 2, 1, 3, 5, 4, 3, 3, 3, 4, 4, 4, 4, 4, 4, 4, 4 at  
 GROUP | Central Park behind STAR WARS, POLE  
 | POSITION, and AGENT X.  
 18-JAN-83) | - #2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 1, 1 at a 7/11 in the Bay  
 | Area ahead of POLE POSITION and Millipedes.  
 3RD | - One Cocktail game is at Customs House Restaurant  
 MKTG. REV. | and Bar in Foster City. No collection  
 | reports yet.

## - PRODUCTION STATUS

| - 20 Pre Prods are built  
 (10-FEB-83) | - 2500 have been built in July  
 | - 2500 have been released for August, and are  
 | being built  
 FCC REV. | - 500 have been released (cocktail) starting  
 | Sept. 26.  
 (11-FEB-83) | - 750 Irish machines are being built at Milpitas  
 | factory.

## - SWITCHING POWER SUPPLY

FIELD | - 25 games will be used to deviate the switcher  
 TEST | into.  
 | - 26 hand built switchers are built.  
 (7-APR-83) | - Some problems have been reported with the rest of  
 | the switcher units, and may slip the  
 4TH | installation of switchers into the balance  
 MKTG. REV. | of 65 of the original 90 games.

## - COCKTAIL (Millipede style)

| - Released 26 July 83.  
 (8-APR-83) | - Pilot run Sept. 9 (1 for Mfg. Engr., 5 for  
 | Reliability Engineering)  
 | - Production build scheduled for 10/3/83

2ND | - Wire Cloth EMI cage  
 FIELD TEST | - 1 is built, and passed EMI testing.  
 | - The rest of the 120 units to be built with the  
 (11-MAY-83) | new cage will be done at the end of the  
 | August run (to be done in September).

## - PART FAILURES

DRB & UL | - We have found 2 74153 parts with the same date  
 REVIEW | code that have gone bad on separate boards  
 | The date code is 7939. We have alerted  
 | Alan Nusbaum.

18-MAY-83) (26-JULY-83)

PROD. REL. |----| COCKTAIL |  
 MKTG. REV. | | PROD. REL. |  
 | We are scheduled for 4<sup>9</sup> uprights and 2 cocktail  
 | games for the show. The 2 cocktail games  
 | will come from the 9/9 Pilot run on the  
 | 10/3 production run.

20-MAY-83)

PROD. REL. |

PROJECT PRODUCTION STATUS

CRYSTAL CASTLES

DATE: 5-AUG-83  
LAB : SUNSET STRIP II

PROJECT LEADER: RAY/FULLER  
EXT: 7273/7279

PROJECT START: 28-APR-82  
PROJECT #: 372  
"RAS"

(2-NOV-82)

| FOCUS |  
| GROUP |

(18-JAN-83)

| 3RD |  
| MKTG. REV. |

(10-FEB-83)

| FCC REV. |

(11-FEB-83)

| FIELD |  
| TEST |

(7-APR-83)

| 4TH |  
| MKTG. REV. |

(8-APR-83)

| 2ND |  
| FIELD TEST |

(11-MAY-83)

| DRB & UL |  
| REVIEW |

(18-MAY-83)

| PROD. REL. |  
| MKTG. REV. |

(20-MAY-83)

| PROD. REL. |

- FIELD TESTS

- #1,3,4,4,2,1,3,5,4,3,3,3,4,4,4,4 at Central Park behind Dragon's Lair, STAR WARS, and POLE POSITION.
- #2,2,2,2,2,2 at a 7/11 in the Bay Area behind POLE POSITION and ahead of Zoo Keeper.

- PRODUCTION STATUS

- 20 Pre Prods are built
- 2500 are being built
- 2500 have been released for August
- 250 have been released for Sept. in EIRE.
- 500 have been released (cocktail) starting Sept. 26.

- PCB STATUS

- Rev. B is released to incorporate the cap mod and a resistor that will be needed for cocktail.
- We have released a -3xx program set which incorporates cocktail.
- 3 new parts have been released for the 3 foreign languages:  
136022-112 German-  
136022-113 Spanish  
-114 French

This part plugs into location 1N instead of 136022-305 (English). These new parts support the cocktail cabinet.

- CABINET

- Released

- GRAPHICS

- Released

- SWITCHING POWER SUPPLY

→ Harness signed off 8/4/83

- The universal harness costs more money, so we will not phase in the new harness. Instead, we will deviate the universal harness in when (if) we build the game with the switching power supply.

- Present plan is to hold 100 games for the switcher to be installed late Aug. or early Sept. →

- COCKTAIL (Millipede style)

- Released 7/27/83
- Graphics released 8/4/83
- Pilot run Sept. 9 (1 for Mfg. Engr., 5 for Reliability Engineering)

25 Switchers built 8/25  
75 Switchers built 9/16  
WILL BUILD GAMES ON DEVIA

- IRISH RELEASE

- Released

- MISC

- UL & CSA approved as of 7/14/83 (per Pam Lam 7/13/83)

WHAT ARE RESULTS OF HEAT TEST? DO WE NEED A FAX?