

6/1/81  
Coin-Op Project Numbers

*Dan Van Elderen*  
Dan Van Elderen 6/2/81

Game Projects

Battle Zone	225XX
Red Baron	226XX
Hyperspace	247XX
McDonalds Kids Counter	257XX
Fourth Quadrant	275XX
Space Shoot	278XX
Warp Speed	279XX
Space Duel (Asteroids II)	285XX
Aliens	289XX
Warlords	290XX
Amazing Adventure	297XX
Asteroids Deluxe	298XX
Maze Invaders	300XX
Centipede	302XX
Death Star	303XX
Force Field	309XX
Space Station	310XX
Army Battle Zone (ABZ)	318XX
Blasteroids	319XX
Demonic Dimension	323XX
Runaway	325XX
Missile Command Deluxe	328XX
Rocket Launch	329XX
Black Widow	330XX
Lunar Battle	331XX
Secret Agent	332XX
Dragon Rider	333XX
Frustration	337XX
Tollian Web	341XX

Departmental Projects

ECN Rework	ECNXX
Computer Systems Maintenance	1W000
Coin-Op Advertising	3W000
Game Simulation System (GSS)	4Z000
Components Engineering	5C000
Coin Doors	103XX
Software Development Systems	156XX
FCC/UL Compliance	162XX
B/W X-Y Monitors	171XX
Power Supplies	188XX
Thumper Bumpers	220XX
Color X-Y Monitors	231XX
Infinity Mirror	235XX
Vector Generator	238XX
Molded Plastic Linear Flipper	239XX
Steering Wheel Development	241XX
Drafting Manual	244XX
Shutter Type Stereo Device	251XX
Exhibit Displays	258XX
Trackball Controls	276XX
Joystick Controls	277XX
CAT Box	283XX
Model Shop: Coin-Op Mfg.	293XX
Model Shop: Coin-Op Customer Service	294XX
Model Shop: Consumer	295XX
Model Shop: Facilities	296XX
Picture Processing System	299XX
Pinball Slice Electronics	306XX
Coin-Op Electrical Engineering Research (Authorized Use Only)	307XX
Playfield Drop Down Ramp	317XX
Stationary Modular Playfield Ramp	320XX
Push Button Switch Development	321XX
Tank/Flight Control	324XX
Powered Moving Seat	326XX
Telescopic Cocktail Table Legs	327XX
Flight Simulator Study	334XX
30 W Audio Amplifier	335XX
VCS P.O.P. Merchandizer Display	336XX
Video Disc Research	338XX
CTF-2	339XX
Speech Synthesizer	340XX