Finding Aid to the
Atari Coin-Op Division Corporate Records, 1969-2002

Summary Information
Title: Atari Coin-Op Division corporate records
Creator: Atari, Inc. coin-operated games division (primary)
ID: 114.6238
Date: 1969-2002 (inclusive); 1974-1998 (bulk)
Extent: 600 linear feet (physical); 18.8 GB (digital)
Language: The materials in this collection are primarily in English, although there a few instances of Japanese.
Abstract: The Atari Coin-Op records comprise 600 linear feet of game design documents, memos, focus group reports, market research reports, marketing materials, arcade cabinet drawings, schematics, artwork, photographs, videos, and publication material. Much of the material is oversized.
Repository:
Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information
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Conditions Governing Access: At this time, audiovisual and digital files in this collection are limited to on-site researchers only. It is possible that certain formats may be inaccessible or restricted.
Custodial History: The Atari Coin-Op Division corporate records were acquired by The Strong in June 2014 from Scott Evans. The records were accessioned by The Strong under Object ID 114.6238. The records were received from Scott Evans in a shipment of 23 pallets. Evans initially acquired these materials during sealed-bid auctions at an electronics recycling firm in California in 2003.
Preferred citation for publication: Atari Coin-Op Division corporate records, Brian Sutton-Smith Library and Archives of Play at The Strong
Processed by: Primary processing by Project Archivist Dane Flansburgh (February 2015-June 2016) with assistance from Mary Ann Dannhauser, Kelli Emler, Melissa Fanton, Tyler Kassten, Julia Novakovic, and Robert Ramos (2015-2016).

Controlled Access Terms
Personal Names
- Alcorn, Al
- Bristow, Steve
• Bushnell, Nolan
• Cheng, Regan
• Dabney, Ted
• Fujihara, Mary
• Hata, Ken
• Huang, Barney
• Keenan, Joe
• Logg, Ed
• Hally, Mike
• Margolin, Jed
• Opperman, George
• Takaichi, Pete
• Van Elderen, Dan

Corporate Names
• Atari Games Corporation
• Atari, Inc.
• Kee Games
• Time Warner, Interactive
• Warner Bros.

Subjects
• Arcades
• Asteroids (Game)
• Centipede (Game)
• Conceptual art
• Employee handbooks
• Engineering design
• Engineering mathematics
• Focus groups
• Game design and development
• Industrial design
• Interviewing in marketing research
• Marketing research
• Motion pictures and video games
• Pong (Game)
• Programming
• Road Runner (Fictitious character)
• Star Wars (Game)
• Technical manuals
• Training manuals
• Video arcades
• Video games -- Design
• Video games -- History
- Video game industry
- Video games and teenagers

**Historical Note**

Nolan Bushnell grew up in a small town near Salt Lake City, Utah. As a teenager, he repaired television sets while also working at his dad’s cement contracting business. Bushnell was first exposed to computer games when he attended the University of Utah as a computer graphics student. While there, he, like other computer engineering students, played math and simple video games on large and expensive mainframe computers. Bushnell also worked a part-time job at an amusement park arcade, where he became familiar with coin-op electro-mechanical games. After college, Bushnell combined his knowledge of computers, televisions, and coin-op games to make the first commercial video game, *Computer Space*. *Computer Space* was based on the MIT space game *Spacewar!*, and Bushnell licensed it to Nutting Associates. Although it was the first commercial video game, *Computer Space* failed to generate much excitement and fanfare. Believing that he could do better on his own, Bushnell, along with his business partner Ted Dabney, founded Syzygy; when they were informed that the name was taken, they changed it to Atari, Inc. Once Atari was officially founded in 1972, Bushnell and Dabney hired engineer Al Alcorn to design a table-like ping pong game. The result was *Pong*—a simple tennis-like game featuring two parallel bars and a moving dot—which ultimately transformed the video game industry.

Following *Pong*, the company continued to experience tremendous success. Along with *Pong* sequels (*Doubles Pong*, *Super Pong*, *Quadrapong*, and other variations), there were other subsequent hits including: *Gran Trak 10*, *Tank*, *Crash ’N Score*, *Breakout* (a game that was famously designed by Steve Jobs and Steve Wozniak—though their design, too complicated for mass production, was not used in the final product), *Night Driver*, *Subs*, *Le Mans*, and *Fire Truck*. In 1975, Atari created a home version of *Pong* (appropriately called *Home Pong*), which was marketed exclusively at Sears and quickly sold 150,000 units under the Sears’ Tele-Games label. Two years later, Atari released another consumer product, the Video Computer System (later renamed the Atari 2600), a game system that used video game cartridges. Despite its massive success, the development costs were immense. Bushnell, looking to offset costs to an established company, sold Atari to Warner Communications in 1976 for $28 million (Dabney had left the company a year after it was founded). In 1978, Bushnell left the company he cofounded after several disagreements with Warner.

By the early 1980s, smash hits such as *Asteroids*, *Battlezone*, *Missile Command*, *Centipede*, *Tempest*, and *Star Wars* attracted millions of teenagers and young adults into arcades, and firmly established the coin-op division of Atari as the premier arcade manufacturer. Despite these successes, dark times lay ahead. Beginning in 1983, the video game industry experienced a sharp decline. Atari, as the largest video game producer at the time, began to rapidly lose money. Warner, desperate to unload a potentially unstable liability, explored options to sell the floundering company. In 1984, Jack Tramiel, the former head of Commodore, acquired the home and computer division of Atari from Warner, renaming the company Atari Corporation. Soon after, Warner sold its 60% majority share of the coin-op division to Namco. Namco subsequently
renamed the arcade division Atari Games. (Warner, operating under the name Time Warner Interactive, would eventually buy back the majority share of Atari Games.)

Operating as Atari Games, the coin-op division had moderate success with games such as *Paperboy*, *Indiana Jones: Temple of Doom*, *Road Runner*, *Gauntlet*, *Road Blasters*, *720°*, *Toobin’*, and *Hard Drivin’*. Yet, as competition intensified throughout the late 80s and early 90s, Atari Games struggled to compete. As the 1990s progressed, Atari Games produced far fewer successful games and experienced several setbacks. In 1996, Time Warner Interactive, parent company of Atari Games, sold the company to WMS Industries. WMS Industries renamed Atari Games as Midway Games West to avoid confusion with another subsidiary. In 2003 Midway liquidated Midway Games West’s assets, effectively shutting down the last remnants of Atari Games.

**Collection Scope and Content Note**
The Atari Coin-Op Division corporate records comprise 600 linear feet of materials, and dates range between 1969 and 2002. Materials include game development documentation, focus group reports, cabinet artwork, cabinet assembly drawings, schematics, technical documentation, corporate memos, patents, financial reports, research material, sell sheets, marketing research, photographs, and various forms of magnetic tape. These materials provide insights on how Atari designed and developed video games. Unless otherwise noted, materials have been arranged by game, and are arranged alphabetically. Additional scope and content notes can be found within the Contents List section of this finding aid. (Oversized materials, audiovisual materials, and computer media may require advance notice to retrieve for researchers.)

The Atari Coin-Op records have been arranged into 13 series, five of which have been further divided into subseries. The materials are housed in 158 records cartons, 9 archival document boxes, 68 flat file drawers, two flat boxes, 25 media boxes, and 51 rolled storage boxes.

**Related Materials**
The Strong acquired several unique museum objects with this accession of archival materials. As a result, ICHEG’s collections now include two computer towers which operated at Atari, Inc. (a mobile unit and a stationary tower) and a binder which notable game designer Ed Logg utilized in the creation of the iconic Atari game *Asteroids*.

Also acquired alongside the Atari Coin-Op Division records were the remaining corporate records of Tengen, Inc., a wholly-owned subsidiary of Atari Games which operated between 1987 and 1994. (See also the Tengen, Inc. records, 1985-1995, in the Brian Sutton-Smith Library and Archives of Play.)

For additional information on the coin-op division of Atari, see also the Atari design concept sketches, 1973-1991, in the Brian Sutton-Smith Library and Archives of Play. These design sketches provide a further look into Atari’s arcade cabinet designs.
The Strong is also home to a large collection of Atari coin-operated arcade games, ranging from best-sellers such as *Pong*, *Asteroids*, and *Centipede* to lesser known prototypes such as *Maze Invaders*.

**System of Arrangement**

Series I: Game development documentation, 1976-1999
Series II: Cabinet artwork, concepts, designs, and drawings, 1973-1999
  Subseries A: Cabinet concept and industrial design drawings
  Subseries B: Assembly drawings
  Subseries C: Vendor and part drawings
  Subseries D: Cabinet artwork and decals
  Subseries E: Technical drawings
Series IV: Engineering notes and reports, 1974-1994
Series V: Corporate records, 1974-1999
  Subseries A: Legal
  Subseries B: Financial
  Subseries C: Memos
  Subseries D: Trade shows, reunions, and distributor meetings
  Subseries E: Forms, policies, and procedures
  Subseries F: Atari Inc., Atari Games, and Time Warner Interactive
  Subseries G: Atari Adventure and other business ventures
Series VI: Research material, 1972-2000
Series VIII: Advertising and marketing, 1977-2000
  Subseries A: Marketing research and promotional material
  Subseries B: Sell sheets
  Subseries A: Layout, review, and manuscript
  Subseries B: Operator’s manuals and schematic packages
Series XI: Photographs, 1975-1990
  Subseries A: VHS
  Subseries B: Betacam
  Subseries C: U-matic
  Subseries D: Reel-to-reel
  Subseries E: Audio cassettes
  Subseries F: Tapes reformatted to DVD
Contents List

Series I: Game development documentation, 1976-1999

Scope and Content Note: This series contains documentation created and maintained during a game’s development. Game documentation may include game proposals, game descriptions, game designs, cost estimates, notes, project status reports, production schedules, internal memos, correspondence, focus group results, and field test collection reports. (Some games are more heavily documented than others, and not all Atari games are represented in these folders.) Of note are the extensive game development documentation on Asteroids, Atari’s best-selling game, and Star Wars. This series also includes a hand-drawn Star Wars storyboard that displays Atari’s initial vision for the iconic arcade game.

Folders are arranged alphabetically by game, and types of documentation are delineated in the folder title. Folders that have EIRE in parenthesis after the game title were projects developed and manufactured at Atari’s Tipperary Town, Ireland plant.

Box 1
Folder 1 Airborne development plan, 1993
Folder 2 A.P.B. (“Police Force”) memos, correspondence, market research, focus group results, status reports, 1985-1987
Folder 3 Arabian field test reports, player surveys, focus group reports, collection reports, 1983
Folder 4 Area 51: Maximum Force notes and correspondence, 1996-1998
Folder 5 Assault collection reports, memos, PCB repair, 1988
Folder 6 Asteroids AMOA trip reports, 1979-1981
Folder 7 Asteroids game notes, 1979
Folder 8 Asteroids memos and correspondence, 1979-1981
Folder 9 Asteroids focus group summary, player survey report, market research, 1979-1980
Folder 10 Asteroids knock-offs, 1980-1981
Folder 11 Asteroids tournament newspaper and magazine articles, 1981-1982
Folder 12 Asteroids SIDAM litigation, 1982
Folder 13 Asteroids (cocktail cabinet) production schedule, 1980
Folder 14 Asteroids Deluxe weekly status reports, player survey reports, field test reports, memos, 1980-1981
Folder 15 Avalanche Q.A. test, 1978
Folder 16 Battle Blasters focus group report, 1989
Folder 17 Battlezone (“Future Tank”) cost estimates and memos, 1979-1980
Folder 18 Battlezone player survey report, cost estimates, 1979-1980
Folder 19 BMXercise notes, 1988
Folder 20 California Speed/NASCAR Super Trucks project initiation and project reviews, 1995-1997
Folder 21 Centipede game proposal, description, notes, 1980 [photocopy, corresponds to Centipede.pdf]
Folder 22 Centipede lawsuit, Edward Logg affidavit, 1982 [photocopy, corresponds to Centipede Lawsuit.pdf]
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<tr>
<th>Folder</th>
<th>Description</th>
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<td>Centipede focus group, 1981 [photocopy, corresponds to centipedefocusgroup.pdf]</td>
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<td>24</td>
<td>Championship Sprint status reports, memos, focus group results, 1985-1987</td>
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<td>25</td>
<td>Championship Sprint collections, 1986</td>
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<tr>
<td>26</td>
<td>Cloak and Dagger project production status reports, 1983-1984</td>
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<td>27</td>
<td>Crystal Castles project production status reports, 1983-1984</td>
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<td>28</td>
<td>Cyberball collection and statistic reports, 1988</td>
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<td>29</td>
<td>Dirt Bike game description, memos, player survey, cost estimates [photocopy, corresponds to dirtbike.pdf]</td>
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<td>30</td>
<td>Dragon Spirit collection reports, 1987</td>
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<td>31</td>
<td>Enclosed cabinet project proposals, memos, status reports, 1983</td>
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<td>32</td>
<td>Escape from the Planet of the Robot Monsters (EIRE) faxes and memos, 1989</td>
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<td>Evolution project proposal, cost estimate, memos, and status reports, 1984</td>
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<td>Evolution project development status reports, 1984</td>
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<td>35</td>
<td>Fast Freddie (EIRE) memos and weekly status reports, 1982</td>
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<td>36</td>
<td>Final Lap (EIRE) field service bulletin, faxes, memos, 1988</td>
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<td>Final Lap collection reports, faxes, memos, 1988</td>
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<td>Firefox order receipts and field service reports, 1984</td>
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<td>Food Fight notes, 1983</td>
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<td>41</td>
<td>4 Player Football player survey and focus group reports [photocopy, corresponds to 4playerfootball.pdf]</td>
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<td>42</td>
<td>Four Trax memos, 1990</td>
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<td>43</td>
<td>Frustration/Heist game proposal, weekly status reports, notes, memos, and focus group</td>
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<td>44</td>
<td>Game statistics, 1986</td>
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<td>45</td>
<td>Garfield’s Quest game proposal, storyboard, status reports, 1983-1984</td>
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<tr>
<td>46</td>
<td>Gargoyles/Gremlins game proposal, cost estimate, status reports, 1983-1985</td>
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<table>
<thead>
<tr>
<th>Folder</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gauntlet game description, cost estimate, sample playfield, schedule [photocopy, corresponds to gauntletprojectbinder.pdf]</td>
</tr>
<tr>
<td>2</td>
<td>Gauntlet collections, memos, correspondence [photocopy, corresponds to gauntletprojectbinder.pdf]</td>
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<tr>
<td>3</td>
<td>Gauntlet collections and statistic reports, memos, 1985-1986</td>
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<tr>
<td>4</td>
<td>Gauntlet (EIRE) memos and statistics, 1986</td>
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<tr>
<td>5</td>
<td>Gauntlet II game description, production schedule, cost estimate, contest details, collections [photocopy, corresponds to gauntletiibinder.pdf]</td>
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<tr>
<td>6</td>
<td>Gauntlet: Dark Legacy initial proposal for N64, 1999</td>
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<td>7</td>
<td>Gauntlet: Legends consumer, production schedules, 1999-2000</td>
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<td>8</td>
<td>Grand Striker (EIRE) faxes and memos, 1993</td>
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<tr>
<td>9</td>
<td>Gremlins project development status reports, 1983-1984</td>
</tr>
<tr>
<td>10</td>
<td>Gumball Rally (Road Hog Rally) collection reports, memos, player survey reports, 1990-1992</td>
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<tr>
<td>11</td>
<td>Gumball Rally memos, market research, focus group report, 1989-1990</td>
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<td>12</td>
<td>Gumball Rally schedule and status reports, 1989-1990</td>
</tr>
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Folder 13  Hard Drivin’ (EIRE) faxes and memos, 1989
Folder 14  Hard Drivin’ compact (EIRE) memos, 1989
Folder 15  Heart of Ice game proposal, game development status reports, 1982
Folder 16  Hydra cost estimate and schedule, 1989
Folder 17  I, Robot status reports, cost estimates, design, 1980-1984
Folder 18  I, Robot/TX-1 technical issues, 1984
Folder 19  Joust-Avengers (Midway Games) design initiation packet, 2000
Folder 20  Juko Thread/Shadow Fist/Thunder/Tenth Degree concepts, reviews, memos, and focus group results, 1996-1998
Folder 21  Kit update memos and articles, 1989
Folder 22  The Last Starfighter movie script, design specifications and initiation packet, engineering review, cost estimate, 1984
Folder 23  The Last Starfighter project development status and summary, 1984
Folder 24  The Last Starfighter design specification and project initiation data, 1983
Folder 25  The Last Starfighter update report, 1984
Folder 26  Liberator proposal, memos, focus group results, collections reports, 1982
Folder 27  Major Havoc game proposal, 1981 [photocopy, corresponds to majorhavocproductprosal.pdf]
Folder 28  Malibu notes, player survey reports, memos, 1979-1980 [photocopy, corresponds to atarimalibu.pdf]
Folder 29  Marble Madness/System I test kit, 1985
Folder 30  Maximum Force Duo Kit memos, 1997
Folder 31  Maze Invaders memos, notes, focus group results [photocopy, corresponds to mazieinvaders.pdf]
Folder 32  Millipede documentation packet, 1982
Folder 33  Millipede memos and notes, 1982 [photocopy, corresponds to millipedemisc2.pdf]
Folder 34  Millipede focus group report, 1982 [photocopy, corresponds to millipede藩group.pdf]
Folder 35  Millipede game proposal, notes, memos, 1982 [photocopy, corresponds to millipedemiscmemos.pdf]
Folder 36  Minky Monkey player survey reports, 1982
Folder 37  Missile Command II master schedule, status reports, focus group and player survey reports, 1980

**Box 3**
Folder 1  Moto Frenzy schedule, purchase requisitions, memos, 1992
Folder 2  Moto Frenzy initiation, memos, quotes, 1992
Folder 3  Moto Frenzy (EIRE) memos and faxes, 1992
Folder 4  Moto Frenzy (EIRE) field service reports and technical issues [with photos], 1992
Folder 5  Moto Mania game proposal, notes, memos, player survey, 1991-1992
Folder 6  Negative file drawings, 1987
Folder 7  Night Driver player survey report, 1976
Folder 8  Othello 2600 memos and notes, 1982 [photocopy, corresponds to othello2600.pdf]
Folder 9  Packing Plant status reports, 1982-1983
Folder 10  Pac Mania technical information, 1987
Folder 11  Paperboy memos and production schedules, 1985
Folder 12  Paperboy promotion – The World’s Greatest Paperboy competition, 1986
Folder 13  Paperboy II bonus round notes, 1990-1991
Folder 14  Peter Pack Rat collections and statistics, player survey reports, field test reports, 1984-1985
Folder 15  Peter Pack Rat status reports and memos, 1984-1985
Folder 16  Police Trainer product safety, 1992-1993
Folder 17  Police Trainer product safety materials, 1992-1993
Folder 18  Pong troubleshooting guide, n.d.
Folder 19  Pot Shot memos, production schedules, notes, market research, 1988
Folder 20  Pot Shot cost estimates, collections, field test reports, 1987-1988
Folder 21  Pot Shot player survey, engineering change notices, purchase requisitions, quotes, 1987-1988
Folder 22  Pot Shot (EIRE) memos, 1988
Folder 23  Primal Rage move list, 1994
Folder 24  Production schedules, 1984-1996
Folder 25  Quantum production release status reports, 1982
Folder 26  Quantum focus group reports, 1982 [photocopy, corresponds to quantumfocusgroup.pdf]
Folder 27  Quantum production release schedules, 1982-1983 [photocopy, corresponds to quantumprojectinfo.pdf]
Folder 28  Race Drivin’ (EIRE) memos, 1990
Folder 29  Radikal Bikers summary report, 1998
Folder 30  Ramblin’ Ray – Atari Games mascot, notes, proposal, 1986-1993
Folder 31  Rampart memos, faxes, shipping schedules, orders, 1990-1991
Folder 33  Red Baron production documentation packet
Folder 34  Return of the Jedi status reports, memos, market research, 1982-1984

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Folder 1  Return of the Jedi costing, Lucasfilm agreements, field test reports, 1984
Folder 2  Road Blasters game proposal, name revisions, memos, 1986-1987
Folder 3  Road Blasters collection reports, field problems, 1986-1987
Folder 4  Road Blasters (sit down cabinet) memos and shipment schedule, 1987
Folder 5  Road Blasters game proposal, graphs and diagrams, player survey report, 1986
Folder 6  Road Blasters (EIRE) memo and statistics, 1987
Folder 7  Road Riot faxes (with assembly drawings), 1991
Folder 8  Road Riot 4WD memos, faxes, link kit instructions, 1991-1993
Folder 9  Road Riot 4WD (EIRE) upright kit memos, link kit instructions, 1992
Folder 10  Road Riot: Revenge Rally memos, schedule, focus group reports
Folder 11  Road Runner game proposal, storyboards, memos, notes, 1983-1985
Folder 12  Road Runner cost estimates, status reports, market research, focus group results, player survey reports, 1983-1985
Folder 13  Road Runner collection reports and technical issues, 1986
Folder 14  Road Runner vend-a-ticket documentation, 1986
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| Folder 17 | San Francisco Rush 2049, Sega Dreamcast schedule, 1999 |
| Folder 18 | Sega Titan outline, 1994 |
| Folder 19 | 720° game giveaway promotion, 1986-1987 |
| Folder 20 | Skull and Crossbones (EIRE) faxes and memos, 1989 |
| Folder 21 | Shadowland: Hints for gameplay (How to go up the heavens), n.d. |
| Folder 22 | Shooting Arcade evaluation studies and reviews, cost evaluation, schedule, notes, 1976-1977 |
| Folder 23 | Silly Willy redemption game memos, field test reports, drawings, notes, 1992-1993 |
| Folder 24 | Solar War master schedule and focus group, 1980 |
| Folder 25 | Solar War (“Orion XIV”) player survey results, 1980 [photocopy, corresponds to solarwarfocusgroups.pdf] |
| Folder 26 | “A Space Game,” project initiation meeting report, 1991 |
| Folder 27 | Spacelords/Gauntlet 2 player status reports, memos, cost estimates, 1986 |
| Folder 28 | Space Lords, player survey, 1992 |
| Folder 29 | Spook project development status reports, 1984 |
| Folder 30 | Star Wars (Warp Speed) game proposal, production status report, 1979-1980 |
| Folder 31 | Star Wars (Warp Speed) production release status reports, 1981-1982 |
| Folder 32 | Star Wars production release status reports, 1983 |
| Folder 33 | Star Wars project outline, legal dispute with Delphi, memos, 1983-1984 |
| Folder 34 | Star Wars status meeting notes, 1983 |
| Folder 35 | Star Wars focus group results, 1983 |
| Folder 36 | Star Wars player survey summary report, 1983 |
| Folder 37 | Star Wars memos and tech tips, 1983 |
| Folder 38 | Star Wars (upright) memos, market research, 1982-1983 |
| Folder 39 | Star Wars: Trilogy concept, 1996 |

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| Folder 1 | Streak Shooter player survey, 1991 |
| Folder 2 | Street Fighter license agreement, manufacturing agreement, schedules, memos, 1987 |
| Folder 3 | Street Fighter memos, faxes, logs, cost estimates, drawings, status reports, 1987 [some Japanese] |
| Folder 4 | S.T.U.N. Runner description, memos, cost estimates, assembly schedule, 1989 |
| Folder 5 | S.T.U.N. Runner project initiation, status reports, focus group report, memos, 1988-1989 |
| Folder 6 | S.T.U.N. Runner (EIRE) statistics and field reports, 1989 |
| Folder 7 | Super Breakout game description, focus group, cost estimates, Ed Logg’s legal declamation, 1978 |
| Folder 8 | Super Breakout notes, schematics, focus group results, affidavit, 1978 |
| Folder 9 | Super Sprint memos, shipping schedules, 1986 |
| Folder 10 | Super Sprint tech reports, 1988 |
| Folder 11 | Super Sprint collection reports, 1986 |
| Folder 12 | Surf Planet license agreement, schedule, 1997 |
Folder 13  *Tank* review updates, cost estimates, and focus group report, 1993
Folder 14  *Tempest* field service documents, 1981
Folder 15  *Tempest* memos, 1981
Folder 16  *Temple of Doom* memos and statistics, 1985
Folder 17  33” cabinet memos, 1993
Folder 18  *Thrasher* memos, notes, cost estimates, focus group results, 1986
Folder 19  *T-Mek* survey questionnaire, n.d.
Folder 20  *Toobin’* notes, memos, correspondence, drawings, player survey reports, 1987-1988
Folder 21  *Toobin’,* beginning rivers, 1987
Folder 22  *2 Player Football* description, self test, player survey, 1979 [photocopy, corresponds to 2playerfootball.pdf]
Folder 23  *Vapor TRX* launch docs: memos, correspondence, statistics, 1998
Folder 24  *Vindicators* (EIRE) faxes, memos, statistics, 1988
Folder 25  *Video Pinball* player survey reports, self test reports, memos, 1978 [photocopy, corresponds to solarwarfocusgroup.pdf]
Folder 26  *Wayne Gretzky’s 3D Hockey* memos, 1996
Folder 27  *War: Final Assault* game description, memos, PlayStation concept, 1998-1999
Folder 28  *Xevious* project production status reports
Folder 29  *Xybots* memos, notes, focus group results, cost estimates, 1987 [photocopy, corresponds to xybotsbinder.pdf]
Folder 30  *Xybots* (Anti-Gravity) memos, notes, schedules, and status reports, 1984-1985
Folder 31  *Xybots* cost estimates, memos, collection reports, player surveys, project initiation, 1986-1987
Folder 32  *Xybots* (EIRE) earnings and statistics, 1987

**Box 63**
Folder 5  Crush Roller – game idea, n.d.
Folder 15  *Gumball Rally* (EIRE) fax messages, memos, 1990-1992

**Box 64**
Folder 7  Gravitar/Black Widow conversion, Gravitar problem, 1982-1983

**Oversized materials:**
Map Case 2,
Drawer 1
Folder 7  Namco’s Questor field test materials (some Japanese), 1987

**RM B8.UN90.LV18**
Object 1  *Star Wars* storyboard, 2 boards
Series II: Cabinet artwork, concepts, designs, and drawings, 1973-1999

Scope and Content Note: This series contains arcade cabinet assembly drawings, artwork, concepts, designs, and other drawings. Atari designers and engineers produced these drawings during the conception, initiation, and production of arcade cabinets. The drawings and artwork allow insight into the evolution of cabinet design, from concept through final assembly. The vast majority of these files are oversized, and stored in map cases. Document-sized files have been listed first, and separated oversized files last.

Subseries A: Cabinet concept and industrial design drawings

Scope and Content Note: This subseries houses the cabinet concept drawings from the industrial design department. These concepts were drawn in the early stages of cabinet development, and informed the decision on final assembly. Also included in the series are industrial design notes and reference materials. Noted designers and artists will be included in the folder description. Designers include Regan Cheng, Barney Huang, Mike Jang, Ken Hata, Milt Loper, and Mike Querio. The series is arranged alphabetically by game title (except in cases where there is not a game listed or identified).

Box 6
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Folder 2  Basketball redemption game design and information, 1994-1995
Folder 3  Cabaret cabinet concepts
Folder 4  “Dead End” cabinet design documents, 1994-1995
Folder 5  Demo Derby/Metal Maniax [with memos and schedule], 1992-1993
Folder 6  Design team reference materials [memos, design reference, reference drawings, sample hardware], 1980-1982
Folder 7  Hydra [with schedules, notes, correspondence], 1990

Box 7
Folder 1  Motomania, n.d.
Folder 2  “Sitdowner” cabinet design, 1981
Folder 3  Steel Talons [with schedule, notes, and cost estimates], 1990
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Folder 6  Design services project ideas, 1982-1986
Folder 7  Design services team members, 1983
Folder 11  Free standing arcade cabinet design notes, n.d.
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Folder 2  Office furniture “P.P.S. System” industrial design drawings, Dave Schenone, 1982
Folder 3  Office workstation concept drawings, unidentified artist, n.d.
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Folder 5  Panorama cabinet concept artwork, Andy Graybeal, 1984
Folder 6  Paperboy and unidentified game industrial design notes and job descriptions,
Mike Jang, 1984
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Pot Shot), unidentified artist [Mike Jang?]. n.d.
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Folder 17 San Francisco Rush and other unidentified cabinet concept and assembly
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Folder 18 Sebring, Subs, UFO, “Monsterman,” and NFL upright cabinet concept drawings,
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Folder 19 Space Station cabinet concepts and assembly drawings, unidentified artist, 1981
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Folder 24 Standard video disk cabinet concept drawings, Mike Jang, 1984
Folder 25 Star Wars cabinet concept sketches, unidentified artist, n.d.
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Folder 40  *Tube Chase* sit-down cabinet concept artwork, Barney Huang, 1980
Folder 41  *TX-1* cabinet concept artwork, Stephen Pombo, ca. 1980s
Folder 42  *UFO* Handheld housing concept drawings, unidentified artist, ca. 1978
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Folder 2  Unidentified cabinet concept artwork (monitor, mirror control panel, etc.), unidentified artist, n.d.
Folder 3  Unidentified cabinet concept artwork, Mike Querio, 1981
Folder 4  Unidentified cabinet concept artwork, unidentified artist, ca. 1970s
Folder 5  Unidentified cabinet concept artwork, Mike Querio, n.d.
Folder 6  Unidentified (project #472) sit-down cabinet concept artwork, Ken Hata, 1986
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Folder 15  Unidentified cabinet concept artwork, Regan Cheng and Barney Huang, ca. 1970s
Folder 16  Unidentified cabinet concept artwork, unidentified artist, ca. 1970s
Folder 17  Unidentified cabinet concept artwork, Barney Huang, 1978
Folder 18  Unidentified cabinet concept artwork, unidentified artist, n.d.
Folder 19  Unidentified game(s) cabinet concept sketches [formerly bound together as a sketchpad], unidentified artist, n.d.
Folder 20  Unidentified cabinet concept drawings, unidentified artist, n.d.
Folder 21  Unidentified cabinet concept artwork, Mike Querio, n.d.
Folder 22  Unidentified game cabinet [Cross?] concept artwork, unidentified artist, n.d.
Folder 23  Unidentified game cabinet concept artwork, Dave Schenone, n.d.
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Folder 41  *Vindicators* cabinet concept artwork, unidentified artist, ca. 1988
Folder 42  Large sketchpad, Barney Huang, 1977-1978

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Folder 18  Tournament table cabinet concept artwork, c. 1970
Folder 19  *Star Wars* (Taito) sit-down cabinet designs, 1983

**Subseries B: Cabinet assembly drawings**

**Scope and Content Note:** These cabinet assembly drawings were utilized during the process of manufacturing. The earliest assembly drawing in this subseries is an original *Pong* cabinet drawing, dated March 1973, a possible later revision of the original arcade cabinet. This subseries is arranged alphabetically by game and cabinet hardware.

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Folder 2  *Airborne* assembly drawings, 1993
Folder 3  *Airborne* assembly drawings, 1993
Folder 4  *Airborne* assembly drawings, 1993
Folder 5  *Airborne*, flight/steering control assembly drawings, 1993
Folder 6  *Anti-Gravity* assembly drawings [with memos and quotes], 1984-1985
Folder 7  *Anti-Gravity* assembly drawings [with game proposal and costs], 1984
Folder 8  *A.P.B.* assembly drawings, 1987
Folder 9  *Arabian* assembly drawings, 1982-1983
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Folder 11 Area 51 assembly drawings, 1994-1995
Folder 12 Area 51 assembly drawings, 1995
Folder 13 Area 51: Site 4 assembly drawings, 1998
Folder 14 *Assault* assembly drawings, 1988
Folder 15 *Assault* assembly drawings, 1988
Folder 16 *Asteroids Deluxe* assembly drawings, 1981
Folder 17  *Asteroids Deluxe* (cabaret cabinet) assembly drawings, 1980

**Box 9**
- Folder 1  *Atari Football* assembly drawings, 1979
- Folder 2  *Avalanche/Catch* assembly drawings [includes engineering weekly reports and memos], 1977-1978
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- Folder 4  *Avalanche/Star storm* assembly drawings, 1976-1978
- Folder 5  *Badlands* assembly drawings, 1989
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- Folder 7  *Badlands*, FSR pedal assembly drawings, 1989
- Folder 8  Ball shooter assembly drawings, 1976-1977
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- Folder 15  *Battlezone* control handle assembly drawings, 1980
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**Box 10**
- Folder 1  *Black Widow* assembly drawings (conversion, retrofit kit, and EIRE), 1982
- Folder 3  *BMX Heat* assembly drawings, 1990
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- Folder 10  “Bozo” button assembly drawings, 1975-1984
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- Folder 16  *Cannonball* assembly drawings [with memos and notes], 1976
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<td><em>Hard Drivin’</em> assembly drawings [with notes], 1990</td>
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*Road Blasters* assembly drawings [with scheduling], 1986-1987

Folder 5  
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Folder 8  
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Folder 9  
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Folder 14  
*Toobin’* assembly drawings, 1988

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Folder 16  
*Tournament Cyberball 2072* assembly drawings, parts list, 1989

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Folder 18  
*Tournament table* assembly drawings, 1978-1979

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Folder 7  
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Folder 5  Indy 800, skiing, “K12-R8,” and other Kee assembly drawings, 1974
Folder 10  Rampart hole-cutting template for kit control panel, n.d.

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Folder 9  Beavis and ButtHead assembly drawings and parts lists, 1995
Folder 10  Bill validator assembly drawings, 1990
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Folder 20  Cops and Robbers cabinet assembly drawings, 1976
Folder 21  *Cowboys N’ Indians* cabinet assembly drawings, 1974-1976
Folder 22  *Crash N’ Score/Indy 800/Subs* steering wheel assembly drawings, 1973-1974
Folder 23  *Crash N’ Score* (Highway) assembly drawings, 1975

**Map Case 3,**

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Folder 15  Hoops/Tank (and other unknown) assembly drawings, 1993-1994
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Folder 11  “Race Track” [*Gran Trak 10?*] assembly drawings, 1974
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Folder 13  *Return of the Jedi* upright upper housing assembly drawings, 1983 [includes front cabinet decal, n.d.]
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Folder 16  “Salad Bowl” cabinet assembly drawings, 1982-1984
Folder 17  720° and *Super Sprint* assembly drawings, 1985-1987
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Folder 27  *Star Ship I* assembly drawings and marquee artwork, 1976-1977
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Folder 3  *Touch Me* assembly drawings, 1974
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Folder 5  Two game module cabinet assembly drawings, 1977-1978
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Folder 7  *TX-1* cabinet layout drawings, 1983
Folder 8  *U.F.O.* control assembly drawings, 1978-1979
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Folder 14  Wild Card, prototype cabinet drawings, 1975
Folder 15  World Cup assembly drawings, 1973-1974
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Folder 17  Unidentified driving game(s) assembly drawings, M. Loper and W.O. Winblad, 1991-1993

Map Case 7,
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Folder 8  Shuuz control panel assembly drawings, 1990

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  “Arcade Driver” cabinet assembly drawing, 1975
  “Arcade Driver” cabinet assembly drawing, 1975
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  “Arcade Driver” seat assembly drawing, 1975
  “Arcade Driver” seat assembly drawing, 1975
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  Atari Basketball bezel outline assembly drawing, 1979 (part 1 of 2)
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  Slot 3  Atari Basketball bezel outline assembly drawing, 1979 (part 2 of 2)
  Atari Baseball bezel outline assembly drawing, 1979
RS Box B7
  Slot 2  Night Driver base seat assembly drawing, ca. 1976
  Night Driver cabinet back assembly drawing, ca. 1976
RS Box B10
  Slot 2  Rotary control assembly drawings, 1986
RS Box B14
  Slot 4  Video Pinball console component assembly drawing, 1978-1979
Subseries C: Vendor and part drawings

Scope and Content Notes: This subseries contains drawings for parts from vendors. Atari typically used parts from vendors, and these folders contain the drawings that were submitted for consideration and approval. Folders may also contain quotes, vendor information, part numbers, and specs. Also included in this subseries are part catalogs. Folders are arranged alphabetically by vendor or type of part.

Box 33
Folder 10 AMP customer drawings, 1969-1984
Folder 11 AMP instruction sheets (product specs), 1965-1980
Folder 12 AMP Mate N’Lock plugs and caps drawings and specs, 1981-1982
Folder 13 AMP MTA 156 and 100 drawings and specs, 1977-1981
Folder 14 AMP Twin-Leaf drawings and specs, 1976-1980
Folder 15 ARK-LES customer drawings, 1974-1980
Folder 16 A.W.P. part drawings [with quotes and information], 1984
Folder 17 Berg Electronics [with quotes and part numbers], 1979-1980
Folder 18 Berg Electronics, 1983
Folder 19 Cindel, Inc. connectors and plugs drawings, 1972-1979
Folder 20 Coin acceptance, 1979
Folder 21 Coin acceptors vendor, 1982
Folder 22 Coin controls drawings, 1983
Folder 23 Coin door drawings, 1983-1984
Folder 24 Commercial part number requests, 1978

Box 34
Folder 1 Components [specification sheets], 1982
Folder 2 Components [approved vendor list, vendor control list], 1984
Folder 3 Component evaluation requests, 1980-1983
Folder 4 Dollar bill validator drawings [with collection reports], 1981
Folder 5 Drafting standards manual, 1976
Folder 6 Drawing catalog, 1984
Folder 7 FFB joystick drawings, 1993
Folder 8 Fluorescent lighting catalog and drawings, 1987-1992
Folder 9 Grounding cup, 1961-1978
Folder 10 Master parts catalog, 1976
Folder 11 Miscellaneous part specs and customer drawings, 1982
Folder 12 Molex, Inc., 1979
Folder 13 Panduit customer drawings, 1971-1986
Folder 14 Parts catalog, numbers 6x-xxx through 75-xxxx, 1978
Folder 15 Part numbers and drawings, 76.01-79.OJ, 1975-1978
Folder 16 Part numbers and drawings, 79.OJ011001-89.13, 1975-1979
Folder 17 Part numbers and drawings, 90.1-xxSPCINV, 1975-1980
Folder 18 Parts researched and not approved, 1979-1982
**Box 35**
Folder 1  Purchased parts catalog, 1974-1976
Folder 2  Purchased parts catalog, 0x-xxxx through 5x-xxxx, 1978
Folder 3  Purchase parts log (designer Otto DeRuntz), 1978
Folder 4  Rowe coin changer drawings and costs, 1981
Folder 5  Scanco (vendor) list of materials
Folder 6  Scopes and Simco, vendor materials, 1993-1994
Folder 7  Sentinel coin door documentation, 1989
Folder 8  Six axis drawings and notes, 1994
Folder 9  Sketch log (Otto DeRuntz) and sketch parts lists, 1978

**Box 36**
Folder 1  Unapproved parts in process of research, 1979-1981
Folder 2  Various part assembly drawings [includes 5 1/4” floppy disks], n.d.
Folder 3  Vendor interfacing, 1982-1983
Folder 4  Williams electronics part drawings, 1991
Folder 5  ZIP (Erini Components, Inc.) interconnection products and systems worldwide, 1996
Folder 6  ZIP (Erini Components, Inc.) interconnection products and systems worldwide, 1996

**Box 63**
Folder 20  Part assembly drawings and sketches, 1978

**Oversized materials:**
- Map Case 7,
- **Drawer 6**
  Folder 15  Various cabinet part designs, 1993
Subseries D: Cabinet artwork

Scope and Content Note: This subseries contains cabinet artwork, and documents the process of initial creation to mass production. Types of materials include paper, silk screens, decals, and negatives. The materials are arranged alphabetically by game, and the majority of the folders are oversized.

Box 36
Folder 8 Night Driver, side decal drawing
Folder 9 Tetris decal, 1987
Folder 10 Two game module, side panel graphics, 1978

Box 63
Folder 10 Field test, coin door labels, n.d.
Folder 17 The Last Starfighter decal, n.d.
Folder 29 Vindicators control panel labels, 1988

Oversized materials:

Map Case 2,
Drawer 1
Folder 8 Primal Rage cover artwork, film, 1995
Folder 11 R.B.I. Baseball side panel artwork, 1987
Folder 12 Various game artwork, n.d.

Map Case 3,
Drawer 8
Folder 1 Aladdin die-line, revision A, n.d.
Folder 2 A.P.B. control panel and seat decals, attraction panel with graphics, master film, 1987
Folder 3 A.P.B. control and attraction panel decals, seat negatives, 1987
Folder 4 Asteroids control panel artwork, ca. 1980
Folder 5 Asteroids Deluxe side panel artwork and decals, 1980
Folder 6 Asteroids Deluxe cocktail glass decal, 1980
Folder 7 Assault cabinet artwork and decals, 1988
Folder 8 Atari Baseball control panel, monitor shield, instruction panel decals, 1981
Folder 9 Atari Data Recorder decals, 1982
Folder 10 Atari Soccer cabinet decals and artwork, 1979
Folder 11 Badlands 19” bezel die-line, n.d.
Folder 12 Batman main attract panel “reject” decals, 1991
Folder 13 Battlezone cabinet artwork, n.d.
Folder 14 Battlezone open face conversion instruction panel decals, 1981
Folder 15 Birdy Try marquee decal, 1990
Folder 16 Blasteroids attraction panel, control panel, and bezel decals, 1988
Folder 17 Blasteroids bezel and control panel artwork, 1987

Map Case 3,
Drawer 9
Folder 1 Cannon Bomber attraction plex, n.d.
Folder 2  *Cannon Bomber* artwork and silk screens, n.d.
Folder 3  *Catch* artwork for control panel and front plex, 1977
Folder 4  *Centipede* control panel decal, negative, 1981
Folder 5  *Championship Sprint* cabinet decals, negatives, 1986
Folder 6  *Cloak and Dagger* attraction panel artwork, n.d.
Folder 7  *Cloak and Dagger* conversion kit cabinet decal, 1983
Folder 8  *Cloak and Dagger (Agent X)* speaker, control panel decals, 1983
Folder 9  *Cloak and Dagger (Agent X)* side panel and kick panel decals, negatives, 1983
Folder 10  Control panel decals [*Cyberball, Hard Drivin’, Hard Drivin’ Panorama, Pole Position*, 720°], 1982-1988
Folder 11  *Crystal Castle* artwork, ca. 1983
Folder 12  *Crystal Castle* conversion kits A & B decal negatives, 1984

**Map Case 3,**
**Drawer 10**
Folder 1  *Crystal Castles* control panel decal, ca. 1983
Folder 2  *Crystal Castles* cocktail decals, 1983
Folder 3  *Crystal Castles* cocktail shield glass decals, 1983
Folder 4  *Crystal Castles* conversion kit decals, 1983-1984
Folder 5  *Crown’s Golf* attraction, control, side, and speaker panel decals and artwork, 1984
Folder 6  *Cyberball* attraction panel decals, 1988
Folder 7  *Cyberball* universal kit decal, 1989
Folder 8  *Cyberball* universal kit control and logo decals, 1989
Folder 9  *Cyberball 2072* attraction plex artwork, 1989
Folder 10  *Cyberball 2072* control panel and side panel decals, 1989
Folder 11  *Cyberball 2072* cabinet decals and artwork
Folder 12  *Dig-Dug (domestic)/Centipede* upright bezel die-line, 1981-1982
Folder 13  Drag Race control panel and bezel decal (mounted on cardboard/mat board), n.d.
Folder 14  *Dragon Spirit* control panel decals, master films, 1987
Folder 15  *Dunk Shot* control panel decals, 1987
Folder 16  *Dunk Shot* cabinet artwork and decals, 1987
Folder 17  *Escape from the Planet of the Robot Monsters* bezel and control panel die-lines, 1989
Folder 18  *Escape from the Planet of the Robot Monsters* universal kit control panel and front drawer decals, 1989

**Map Case 3,**
**Drawer 11**
Folder 1  *Fast Freddie* (Ireland) control panel decals, 1982
Folder 2  *Final Lap* control panel and marquee artwork [with notes], 1988
Folder 3  *Final Lap* cabinet artwork and decals, 1988
Folder 4  *Final Lap* seat decal, 1988
Folder 5  *Final Lap* marquee decals, 1988
Folder 6  *Final Lap* upright cabinet decals, 1988
Folder 7  *Firefox* side panel decal negatives, ca. 1984
Folder 8  *Firefox* design drawings and decals, 1983
Folder 9  Firefox sit-down cabinet decals, 1983
Folder 10  Fire Truck artwork and decals, 1978
Folder 11  Flyball Homerun attract and control panel, bezel label decals, negatives, 1977
Folder 12  Food Fight artwork, n.d.
Folder 13  Food Fight cocktail attraction and control panel artwork, 1983
Folder 14  F-1 cabinet decals, 1981

Map Case 3,
Drawer 12
Folder 1  Gauntlet character sketch, n.d.
Folder 2  Gauntlet control panel die-line, 1985
Folder 3  Gravitar cocktail glass top artwork, 1982
Folder 4  Gremlins hand drawn title/logo, n.d.
Folder 5  Guardians of the Hood control panel and bezel decals, 1992
Folder 6  Guardians of the Hood cabinet decals (part 1 of 3)
Folder 7  Guardians of the Hood cabinet decals (part 2 of 3)
Folder 8  Guardians of the Hood cabinet decals (part 3 of 3)
Folder 9  Guardians of the Hood artwork and bezel, 1992
Folder 10  Gumball Rally steering wheel logo and playfield film negatives, 1990
Folder 11  Gumball Rally character decals, n.d.
Folder 12  Gumball Rally (redemption) side panel decals, 1990
Folder 13  Gumball Rally playfield and side panel decals, 1990
Folder 14  Gumball Rally ticket dispenser decal, 1990
Folder 15  Gumball Rally artwork, 1990

Map Case 3,
Drawer 13
Folder 1  Hard Drivin’ cabinet assembly drawings and artwork, 1988-1989 (part 1 of 3)
Folder 2  Hard Drivin’ cabinet assembly drawings and artwork, 1988-1989 (part 2 of 3)
Folder 3  Hard Drivin’ cabinet assembly drawings and artwork, 1988-1989 (part 3 of 3)
Folder 4  Hard Drivin’ compact attraction panel and back seat decal, 1989
Folder 5  Hard Drivin’ compact sit-down attraction panel and control panel decal, 1989
Folder 6  Hard Drivin’ decal negatives and dollar validator silkscreen decal, 1989
Folder 7  Hard Drivin’ attraction shield and control panel die-line, 1988
Folder 8  Hard Drivin’ sit-down dollar validator label, logo, and other artwork, 1989
Folder 9  Hard Drivin’ right hand drive, side panel decals with color swatch, title artwork, 1988-1989
Folder 10  Hard Drivin’ control panel decals and other decals, 1988
Folder 11  Hard Drivin’ compact sit-down seat, control, and side panel decals, 1989
Folder 12  Hard Drivin’ bezel die-line and control panel graphics, 1988-1989
Folder 13  Hard Drivin’: The Race cabinet decals and artwork, 1988
Folder 14  Hard Drivin’ cabinet decals, ca. 1988
Folder 15  Head-On decals, n.d.
Folder 16  Hydra decal silkscreen, ca. 1990
Folder 17  Hydra control panel decals, ca. 1990
Folder 18  *Hydra* kit and mini-upright side panel color key, kit control panel, kit bezel, mini instruction decal, and flight control, ca. 1990
Folder 19  *Invasion* side panel decal negative and instruction panel decal, n.d.
Folder 20  *I, Robot* artwork, ca. 1984
Folder 21  *I, Robot* artwork, n.d.
Folder 22  *I, Robot* rules label die-line, 1984
Folder 23  *Jet Fighter* cabinet side panel artwork, 1975

**Map Case 3,**

**Drawer 14**
Folder 1  *Kangaroo* cabinet artwork silkscreen, ca. 1982
Folder 2  *Kangaroo* (domestic and Ireland) control panel decals, shield with graphics, 1982
Folder 3  *Klax* side panel decals, 1989
Folder 4  *Klax* (universal kit, family kit, and cabaret) control and side panel decal negatives, 1989
Folder 5  *Klax* cabinet attraction plex and control panel decal, 1989
Folder 6  *Klax* family cabinet and cabaret/countertop artwork, 1989 (part 1 of 2)
Folder 7  *Klax* family cabinet and cabaret/countertop artwork, 1989 (part 2 of 2)
Folder 8  *Klax* cabinet decals and logo drawings, 1989
Folder 9  *Liberator* side panel decal negative, 1982
Folder 10  *Liberator* attraction glass and control panel decals, negatives, 1982
Folder 11  *Liberator* (Ireland) attraction and control panel decals, 1982
Folder 12  *Major Havoc* conversion kit instruction panel decal, 1984
Folder 13  *Major Havoc* cabinet decal negatives, 1983
Folder 14  *Malibu* cabinet artwork and decals, 1979-1980
Folder 15  *Marble Madness* (budget) generic side panel artwork, 1984
Folder 16  *Millipede* (from Arabian) conversion control panel and attraction decal negatives, 1982-1983
Folder 17  *Millipede* conversion kit decals for Arabian, 1983
Folder 18  *Millipede* attraction panel title art and decal, 1982
Folder 19  *Millipede* attraction panel and domestic control panel film and die-line, 1982-1983
Folder 20  *Millipede* cabinet decals, 1982-1983
Folder 21  *Millipede* cocktail decals, 1980
Folder 22  *Missile Command* sit-down control panel artwork, ca. 1980
Folder 23  *Missile Command* sit-down label console negatives, 1980
Folder 24  *Missile Command* sit-down right and left side panel decal, 1980
Folder 25  *Missile Command* sit-down attract plex silkscreen, 1980
Folder 26  *Night Driver* control panel, shift panel, dash, gas tank artwork, 1976
Folder 27  *Night Driver* control panel lettering, n.d.
Folder 28  19” and 25” display bezel die-line, n.d.

**Map Case 3,**

**Drawer 15**
Folder 1  *Pac Mania* control panel artwork, 1987
Folder 2  *Pac Mania* cabinet decals, 1987
Folder 3  Paperboy artwork, n.d.
Folder 4  Paperboy cabinet artwork, n.d.
Folder 5  Peter Pack Rat cabinet artwork, decals, and negatives, 1985
Folder 6  Peter Pack Rat control and attraction panel art, 1985
Folder 7  Pit Fighter attraction panel decal, ca. 1990
Folder 8  Pit Fighter control panel artwork, ca. 1990
Folder 9  Pit Fighter bezel decals, 1990
Folder 10 Pole Position sit-down cabinet side panel and control panel (revision b) decal negatives, 1982
Folder 11 Pole Position sit-down cabinet decals with negatives and die-line, 1982
Folder 12 Pole Position II sit-down cabinet decals with negatives, (dashboard housing), 1983
Folder 13 Pole Position II upright attraction panel negatives and die-line, 1983
Folder 14 Pool Shark control panel decals, n.d.
Folder 15 Popeye attraction glass decals, 1982
Folder 16 Popeye control panel mockup artwork, 1982 AND decals from unknown “Drag Race” game
Folder 17 Pot Shot (Hot Shot) attraction panel graphics, 1987
Folder 18 Pot Shot attraction, side, and control panel artwork, 1987
Folder 19 Pot Shot artwork, decals, and design notes, 1987-1988 (part 1 of 2)
Folder 20 Pot Shot artwork, decals, and design notes, 1987-1988 (part 2 of 2)
Folder 21 Pot Shot redemption decals, 1988
Folder 22 Pot Shot coinage decals, 1988
Folder 23 Pot Shot (redemption) cabinet decals, 1988
Folder 24 Pot Shot color cabinet decals, ca. 1988

Map Case 4,
Drawer 2
Folder 1  Race Drivin’ control panel negatives, 1990
Folder 2  Race Drivin’ number license plate, rear end, and control panel decals, 1990
Folder 3  Race Drivin’ Panorama license plate decal, 1991
Folder 4  Race Drivin’ control panel, foot pedal, side panel, and attraction decals and die-lines, 1990
Folder 5  Race Drivin’ marquee decal negative; link kits marquee with stand film negative, 1990
Folder 6  Rampart joystick kit decal, 1991
Folder 7  Rampart control panel kit decal, 1990
Folder 8  Red Baron cabinet artwork, 1980
Folder 9  Red Baron decals, 1980-1981
Folder 10 Relief Pitcher “family cabinet” control panel and drawer front die-line, 1992
Folder 11 Relief Pitcher bezel and main attraction decals, 1992
Folder 12 Return of the Jedi side panel rough artwork, n.d.
Folder 13 RGVG (Ripstar) artwork for field test, 1987
Folder 14 Road Blasters decals, 1987
Folder 15 Road Blasters back panel decals, 1987
Folder 16 Road Blasters attraction and control panel decals, 1987
Folder 17  *Road Hog* dashboard and playfield with graphics decal negatives, 1990
Folder 18  *Road Hog* artwork (track), n.d.
Folder 19  *Road Riot 4 Wheel Drive* decal, 1991 (part 1 of 2)
Folder 20  *Road Riot 4 Wheel Drive* decal, 1991 (part 2 of 2)
Folder 21  *Road Riot 4 Wheel Drive* cabinet artwork, 1991
Folder 22  *Road Riot II* cabinet decals, 1993
Folder 23  *Road Runner* artwork, n.d.
Folder 24  *Road Runner* graphic designer for side panel with instructions, 1983
Folder 25  *Road Runner* cabinet artwork and decal with negatives, 1986
Folder 26  *Rolling Thunder* decal, n.d.
Folder 27  *Rolling Thunder* control panel decal and side panel die-line, 1987
Folder 28  *Rolling Thunder* side panel decal, positives, negatives, and full color, 1987
Folder 29  *Rolling Thunder* side panel decal, ca. 1986-1987

**Map Case 4,**
**Drawer 4**
Folder 1  720° retainer, speaker, and control panel decals, 1986 (part 1 of 2)
Folder 2  720° retainer, speaker, and control panel decals, 1986 (part 2 of 2)
Folder 3  720° control panel decal, n.d.
Folder 4  720° retainer, light, and speaker decals, 1986
Folder 5  720° speaker decals, 1986
Folder 6  *Shuuz* kit instruction decals, n.d.
Folder 7  *Skull and Crossbones* cabinet artwork, 1988
Folder 8  *Skull and Crossbones* universal kit decal, 1989
Folder 9  *Skull and Crossbones* cabinet decal negatives, 1988
Folder 10  *Skull and Crossbones* attraction, side, control panel, and front drawer decals, 1989
Folder 11  *Skydive* side panel, attraction, and control panel artwork and decals, negatives, 1978
Folder 12  “Sky Kid” game instructions with negatives, 1986
Folder 13  *Smokey Joe* control panel and marquee artwork (film), 1978
Folder 14  *Space Duel* decal, n.d.
Folder 15  *Space Duel* cocktail control panel lexan decals, 1981
Folder 16  *Space Lords* cabinet artwork and decals, 1990
Folder 17  *Space Lords* cabinet artwork, 1986
Folder 18  *Space Lords* cabinet artwork negatives, 1991-1992 (part 1 of 2)
Folder 19  *Space Lords* cabinet artwork negatives, 1991-1992 (part 2 of 2)
Folder 20  *Sprint II* decal negatives, n.d.
Folder 21  *Sprint II* bezel decal, n.d.

**Map Case 4,**
**Drawer 6**
Folder 1  *Star Wars* negatives and artwork
Folder 2  *S.T.U.N. Runner* decals and die-lines, n.d.
Folder 3  *S.T.U.N. Runner* cabinet artwork, 1989
Folder 4  *S.T.U.N. Runner* front and attraction panel decals, 1989
Folder 5  *S.T.U.N. Runner* bezel decal, 1989
Folder 6  *S.T.U.N. Runner* cabinet drawings, n.d.
Folder 7  *Subs* decals, 1978
Folder 8  *Super Breakout* monitor shield and control panel artwork and decals, 1980
Folder 9  *Super Bug* decal negatives, 1977
Folder 10 *Super Bug* side panel, attraction, and attraction plex decals, 1977

**Map Case 4,**
**Drawer 7**
Folder 1  *Tempest* upright cabinet side panel decal negatives, revision C, 1981
Folder 2  *Tempest* cabinet artwork, n.d.
Folder 3  *Tempest* cabaret monitor bezel (with graphics/die-cut), 1981
Folder 4  *Tempest* and *Major Havoc* conversion upright attraction panel and control panel decals, 1981-1984
Folder 5  *Tempest* decal/artwork, n.d.
Folder 6  Ten Yard Fight cabinet decals, n.d.
Folder 7  *Tetris* bezel label, 1989
Folder 8  *Tetris* cocktail control artwork, ca. 1987
Folder 9  *Tetris* cocktail kit decals, 1988
Folder 10  *Tetris* artwork and field test instructions, 1988
Folder 11  *Tetris* cocktail kit attraction and die-lines, 1988
Folder 12  *Tetris* decals and die-line, original film positives, ca. 1990
Folder 13  *Tetris* bezel decal

**Map Case 4,**
**Drawer 8**
Folder 1  Thunder Ceptor and miscellaneous decals, n.d.
Folder 2  *Thunder Jaws* title decal, n.d.
Folder 3  *Thunder Jaws* attraction, control, and side panels master film negatives
Folder 4  *Thunder Jaws* label artwork, 1990
Folder 5  *Thunder Jaws* bezel with instruction graphics universal kit (19” or 25”), 1990
Folder 6  *Thunder Jaws* control panel, overlay, marquee, and assembly decals, 1990
Folder 7  *Thunder Jaws* cabinet decals, 1990
Folder 8  *Thunder Jaws* control panel decals, 1990
Folder 9  *Thunder Jaws* cabinet decals and original positives, 1990
Folder 10  *Toobin’* attraction panel decals, n.d.
Folder 11  *Toobin’* inserts, film
Folder 12  *Toobin’* title artwork, n.d.
Folder 13  *Toobin’* contest marquee decals, wave pattern, n.d.
Folder 14  *TX-1* cabinet artwork and decals, 1984
Folder 15  *TX-1* cabinet decals, 1984
Folder 16  *TX-1* control panel decals, die-line, 1984
Folder 17  *TX-1* instruction panel, 1984

**Map Case 4,**
**Drawer 9**
Folder 1  Unidentified game cabinet side panel decal and die-line film negatives, n.d.
Folder 2  Unidentified game trackball assembly instructions, n.d.
Folder 3  Unidentified game control panel design, photocopy, n.d.
Folder 4  Unidentified racing game track decal, n.d.
Folder 5  Unidentified game “body panel with graphics” film positives and negatives, 1983
Folder 6  Unidentified game decal, n.d.
Folder 7  Unidentified game decal, n.d.
Folder 8  Unidentified arcade cabinet attraction drawings, n.d.
Folder 9  Unidentified game airbrushed “background art for black plate,” n.d.
Folder 10  Ultra Tank control panel decal and other cabinet artwork, 1977-1978
Folder 11  Ultra Tank cabinet artwork, overlay and attraction decals, 1977-1978
Folder 12  Various title negatives, n.d.
Folder 13  Various game (Gauntlet, Road Blasters, 720°) control panel decal negatives, 1985-1987
Folder 14  Vindicadors side panel master film decal, 1988
Folder 15  Vindicadors attraction and front panel decals, 1988
Folder 16  Vindicadors control panel artwork and decals, 1988
Folder 17  Vindicadors Part II kit speaker, coin door, and side panel decals, 1989
Folder 18  Shuuz cabinet decals, 1990
Folder 19  Vindicadors Part II artwork, 1989

Map Case 4,
Drawer 10
Folder 1  Vindicadors decal negative, n.d.
Folder 2  V.S. RBI Atari Baseball control panel decals, 1987
Folder 3  Warlords upright control panel, monitor, and attraction plex negatives, 1981
Folder 4  Warlords cocktail and upright side panel and control panel decals, 1981
Folder 5  Bonus World Poker bezel decal, 1986
Folder 6  Warrior switch labels, n.d.
Folder 7  Xevious bezel decal and die-line, 1983
Folder 8  Xevious decals, graphic design documentation, and master film, 1982
Folder 9  Xevious attraction panel decals with graphics, 1983
Folder 10  Xevious bezel die-line, 1983
Folder 11  Xybots decal and graphic design documentation, 1987
Folder 12  Xybots cabinet decals, 1987
Folder 13  Xybots front panel decal, 1987

Map Case 4,
Drawer 14
Folder 25  Cyberball kit (universal and vs. conversion) decals, 1989

Map Case 5,
Drawer 1
Folder 13  Conversion box label design, 1984
Map Case 6,  
**Drawer 2**
Folder 4  H8/8H decal negative, n.d.

Map Case 7,  
**Drawer 4**
Folder 5  Cyberball 2-player field test – control panel artwork, 1988

Map Case 7,  
**Drawer 5**
Folder 4  *Hydra* instruction panel, 1990
Folder 9  *Skull and Crossbones* cabinet decals, labels, artwork, 1989

Map Case 7,  
**Drawer 6**
Folder 1  *Battlezone* open face conversion bezel film negative, 1981
Folder 2  *Centipede* bezel film negatives, 1981
Folder 3  *Centipede* decal negatives, ca. 1981
Folder 4  *Dig-Dug* side panel negatives, 1982
Folder 6  Pam 2600, 5200, and 5600 shield display, bezel display, and bezel die-line, 1982
Folder 8  *Pole Position* decal negatives, ca. 1982
Folder 9  *Pole Position* sit-down cabinet rear side decal negatives revision B, ca. 1982
Folder 10  *Video Pinball* side panel decal negatives, 1978

*Rolled storage oversized decals and artwork:*

**RM 340.FR 102.SH 1 and 2**
RS Box A1  “Aladdin” decal, n.d.
RS Box A2  *Asteroids Deluxe* cabaret decal, 1980-1981
RS Box A4  *Asteroids Deluxe* cabaret side decal and die-line, 1980
*Asteroids Deluxe* side panel decal, 1980-1981
RS Box A5  *Atari Baseball* bezel decal and die-line, 1979
*Avalanche* cabinet side decal, ca. 1978

RS Box A6  *Battlezone* bezel and die-line, 1980
*Centipede* upright bezel die-line, 1981
*Centipede* cabaret bezel die-line, 1981

RS Box A7  “Catch” cabinet decal, n.d.
RS Box A8

*Canyon Bomber* side decal, ca. 1977  
*Centipede* bezel, 1981  
*Centipede* 19” bezel, 1981  
*Centipede* side panel decal, 1981  
*Cyberball* side panel die-line, 1988  
*Cyberball* decal, 1988

RS Box A9

*Cloak and Dagger* conversion kit side decals, 1983  
*Dig-Dug* master cabinet decal, 1982  
*Dig-Dug* (Ireland) bezel, 1982  
*Dig-Dug* (domestic) bezel, 1982

RS Box A10

*Centipede* upright shield and plex decal, 1981  
*Dig-Dug* cabaret side panel decal and application instructions, 1982

RS Box A11

*Dig-Dug* cocktail master shield and decal, 1982  
*Drag Race* cabinet decal, ca. 1977  
*Drag Race* cabinet side decal, ca. 1977  
*Final Lap* control panel die-line, 1988  
*Final Lap* decal art, ca. 1988  
*Final Lap* upright monitor shield die-line, ca. 1988

RS Box A12

*Fire Fox* sit-down bezel decal, 1983  
*Fire Fox* sit-down front attraction panel decal, 1983  
*Fire Fox* sit-down seat side panel decal, 1983  
*Fire Truck* coin door decal, ca. 1978  
*Food Fight* domestic original monitor shield art, 1982-1983  
*Hard Drivin’* decal and title, ca. 1990

RS Box A13

*Kangaroo* (domestic) cabinet side panel decal, 1982  
*Kangaroo* (Ireland) bezel, 1982  
*Kangaroo* (Ireland) side panel decal, 1982  
*Kangaroo* (Ireland) side panel decal, 1982  
*Kangaroo* side panel decal, ca. 1982

RS Box A14

*Kangaroo* upright (domestic) bezel, 1982  
*Klax* side panel graphic, ca. 1990  
*Liberator* bezel revision A, 1982  
*Liberator* (Ireland) side panel decal, 1982
Malibu Grand Prix (prototype) attract panel and plex, ca. 1984

RS Box A17

*Missile Command* convertible side panel decal, 1980
*Night Driver* cabinet and title decals, ca. 1976
*Orbit* left and right side panel decals, 1978

RS Box A18

*Pole Position* sit-down bezel, 1982
*Pole Position* sit-down master front panel art, 1982
*Pole Position* sit-down master front side panel revision B, 1982
*Pole Position* sit-down original art, 1982
*Pole Position* sit-down original front side panel decal, 1982

RS Box A19

*Pole Position* sit-down original decal, 1982
*Pool Shark* bezel, ca. 1977
*Pool Shark* decal negatives, ca. 1977
*Pool Shark* plex negatives, ca. 1977
*Popeye* side panel decals, 1982-1983

RS Box A20

*Quantum* side panel decal, 1983
*Red Baron* attract plex, 1979-1980
*Red Baron* bezel and die-line, 1979
*Red Baron* conversion from *Battlezone* negatives, ca. 1981

RS Box A21

*Red Baron* side panel decal, 1980
*Red Baron* sit-down rear panel decal, 1980-1981
*Red Baron* sit-down and upright die line, ca. 1980
*Red Baron* sit-down and upright attract plex, 1979-1980

RS Box A22

*Road Blasters* cockpit inner side decal, 1987
*Sebring* cabinet left side panel decal, 1979
*Sebring* cabinet right side panel decal, 1979
*Sebring* cabinet side panel decal, 1979
“Shooting Arcade” cabinet decal, n.d.

RS Box A24

*Super Sprint* bezel die-line, ca. 1984
*Street Fighter* control panel decal, ca. 1987
*Street Fighter* side panel decal, ca. 1987
*S.T.U.N. Runner* cabinet side panel decals, 1989
RS Box A25

“Shooting Arcade” original decal, n.d.
“Shooting Arcade” title decal, n.d.
Toobin’ control panel die-line, ca. 1988
Two Game Module” cabinet decal, 1978
“Two Game Module” cabinet decal, 1977-1978
Tube Chase monitor plex, 1980
Witch Hunt masks #1, ca. 1977

RS Box B1
Slot 1 APB side panel die-line, 1987
Arabian-Millipede conversion die-line, 1983
Arabian conversion from Millipede die-line, 1983
Side 2 Arabian master decal, 1983
Slot 4 Atari Soccer front and rear decal, 1979
Battlezone open face conversion bezel, 1981
Black Widow die-line, ca. 1983

RS Box B2
Slot 1 Black Widow decals, 1983
Cannon Ball (prototype) cabinet decal, 1976
Slot 2 Centipede purple cabinet side panel decal, 1981
Centipede cabinet side panel decal, die-line, 1981
Crystal Castles revision A die-line, 1983
Slot 3 Centipede 19” shield decal, 1981
Crystal Castles bezel revision A, ca. 1983
Slot 4 Centipede shield decal, 1981
Crystal Castles side panel decal, 1984
Crystal Castles bezel revision B, 1983

RS Box B3
Slot 1 Destroyer decal, ca. 1977
Dominoes cabinet side decal, ca. 1977
Drag Race side panel decal, ca. 1977
Drag Race side panel decal, ca. 1977
Slot 2 Dragon Spirit bezel decal, 1987
Final Lap sit-down die-line, ca. 1988
Final Lap upright cabinet side panel decal and die-line, 1988
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*Warlords* (cocktail) harness assembly drawings, 1981
Folder 34  
*Warlords* schematic drawings, 1980
Folder 35  
*Warlords* (upright) harness assembly drawings, 1980
Folder 36  
*Warlords* (upright) wiring diagrams and assembly, 1981

**Box 46**
Folder 1  
*Wolf Pack* harness assembly and schematic drawings, 1977
Folder 2  
*Wolf Pack* harness assembly and schematic drawings, 1978
Folder 3  
*Wolf Pack* harness assembly drawings, 1978
Folder 4  
World Cup harness assembly drawings, 1975
Folder 5  
*Xevious* (domestic) wiring diagrams and harness assembly drawings, 1982-1983
Folder 6  
*Xevious* harness assembly drawings and schematics, 1982-1983
Folder 7  
*Xevious* (EIRE) wiring diagrams and harness assembly drawings, 1982-1983
Folder 8  
*Xybots* schematic drawings [with deviation authorizations], 1987
Folder 9  
*Xybots* schematic drawings, 1988
Folder 10  
XY monitor technical drawings and information, 1980-1981
Folder 11  
Zoidio and MCube schematic drawings, 1993-1994
Folder 12  
*Anti-Gravity* technical drawings, 1984
Folder 13  
*Black Widow* conversion harness assembly drawings, 1982
Folder 14  
Budget system drawings, 1982
Folder 15  
EMI-RFI drawings [with means and costs], 1981-1981
Folder 16  
*Gravitar/Lunar Battle* schematic drawings, 1982
Folder 17  *Gumball Rally* schematic drawings, 1990
Folder 18  Stereo faker technical drawings, 1982
Folder 19  Stereo jack and volume control assembly drawings, 1983
Folder 20  Quad Pokey Eliminator drawings, 1984

**Box 63**
Folder 9  Electrohome color monitor schematic drawings, 1979
Folder 24  Splat circuit drawings, 1983

**Oversized materials:**

**Map Case 2**
**Drawer 1**
Folder 2  *Hard Drivin'* schematic drawings, 1988

**Map Case 4,**
**Drawer 14**
Folder 1  Action Line audio regulator circuit board drawings, 1984
Folder 2  Ampliphone deflection PC BD schematics (photocopy), 1981-1983
Folder 3  Anti-Aircraft II schematics, 1974-1975
Folder 4  Anti-Aircraft II circuit drawings: circuit side, component view, 1974
Folder 5  "Anti Gravity" schematics for motor control logic and power supply board, n.d.
Folder 6  "Astroturf" raster monitor schematics, 1975
Folder 7  *Atari Baseball* circuit drawings: circuit side, component side, padmaster (silkscreen), 1978-1979 (A034634, A034635)
Folder 8  *Atari Baseball* circuit drawings: circuit side, component view, padmaster (silkscreen), 1979
Folder 9  Atari Coin Executive (ACE) coin monitor technical drawings (A039050), 1982-1983
Folder 10  *Atari Football* (4 player) circuit drawings: circuit side, component view, padmaster (silkscreen), 1978-1979 (A034634, A034635)
Folder 11  *Atari Soccer* circuit drawings: padmaster, circuit, component, 1979 (A039905, A039906-01)
Folder 12  Backplane board circuit drawings, 1975
Folder 13  Catbox 6809e adapter
Folder 14  Catbox 6502 interface circuit drawings: circuit side, component side, 1983
Folder 15  Z8002 Catbox interface, 1983
Folder 16  C.A.T. switch BD circuit drawings, 1980
Folder 17  Charley EPROM cart drawings, 1983
Folder 18  *Cloak and Dagger* (Agent X) RFI shield, 1983
Folder 19  *Cloak and Dagger* (Agent X) circuit drawings, n.d.
Folder 20  Color XY circuit drawings, n.d.
Folder 21  *Crash N’ Score* circuit drawings, 1975
Folder 22  *Crossfire* (Kee Games) circuit drawings, 1974
Folder 23  *Crystal Castle* circuit drawings: circuit side, component view, padmaster, 1981
Folder 24  Current loop technical drawings, 1982
Folder 26  Data Recorder ER I/O board circuit drawings, 1982
Folder 27  Data Recorder micro processor circuit drawings, 1982
Folder 28  Deflection amplifier circuit drawings, 1980
Folder 29  Deflection fault detector technical drawings, n.d.
Folder 30  Delta Queen schematics, 1974
Folder 31  Development ROM circuit drawings, 1976
Folder 32  Diagnostic test board circuit drawings, n.d.
Folder 33  Dig-Dug (bibi) circuit drawings, component side (silkscreen), 1982
Folder 34  Fabrication conversion kit adaptor BD drawings, 1984
Folder 35  Food Fight circuit drawing and general computer drawings, 1982
Folder 36  Firefox PCB drawing “main” with fabrication drawings, 1983
Folder 37  Firefox RFI shield PCB circuit drawings, 1983
Folder 38  “Game Interface” circuit drawings, 1978
Folder 39  “Game Interface” circuit drawings (SDS interface BD): circuit side, component, pad master, 1979
Folder 40  Gaza wire wrap, circuit side, component, padmaster, 1983
Folder 41  Gotcha schematic, 1973
Folder 42  Gran Trak (Race Track) circuit board drawings, n.d. (Kee Games)

Map Case 4,
Drawer 15
Folder 1  Indy 800 scoreboard circuit drawings, 1974-1975
Folder 2  Indy 800 car board circuit drawing, 1975
Folder 3  Indy 800 RT-8 power supply board and Indy 4 coin control board (A006268, 006269), 1975
Folder 4  Indy 800 and Jet Fighter remote control board and various circuit board schematics (Atari and Kee), 1974-1975
Folder 5  Indy 4 score (A006270/006271) prints
Folder 6  I, Robot (video) circuit drawings: circuit, component, padmaster (silkscreen), 1983
Folder 7  Joystick interface circuit drawings, 1982
Folder 8  Le Mans R.F.I. shield circuit drawings, n.d.
Folder 9  Liberator R.F.I. shield (2-coin) circuit drawings, 1981
Folder 10  Logic 1, 2, and form BD drawings, n.d.
Folder 11  Lunar Lander circuit drawings: circuit side, component side, 1979
Folder 12  “Mary” circuit board technical drawings, 1983
Folder 13  Major Havoc circuit drawings, ca. 1984
Folder 14  Major Havoc/Tempest converter BD circuit drawings, 1984
Folder 15  Major Havoc/Space Duel converter BD circuit drawings, 1984
Folder 16  Monte Carlo circuit drawing: circuit side (silkscreen), 1979
Folder 17  Moose Brain circuit diagram, 1983
Folder 18  “Mouse Brain” circuit drawings, 1980
Folder 19  19” color monitor schematic drawings, 1986
Folder 20  19” medium res monitor (W.G) schematic diagram (TM297)
Folder 21  Outlaw circuit board drawings, 1975
Folder 22  Paperboy interconnect circuit board drawings, 1984
Folder 23  PAT 9000 interface II circuit drawings, 1982
Folder 24  PAT 9000 multiplex drawings, 1982
Folder 25  PAT 9000 switch interface I technical drawings, 1982
Folder 26  PB phase III power supply drawings, 1980
Folder 27  “PBS-1” schematics and wiring diagrams, 1978
Folder 28  “Phihong” power supply schematic, n.d., and “Mitron Model” schematic, 1986
Folder 29  Pin cushion assembly drawings, 1981
Folder 30  *Pole Position* R.F.I. shield (44 and 30 pin) PCB schematics, 1981
Folder 31  *Pole Position* (video) circuit drawings: circuit, component, padmaster, 1981
Folder 32  *Pole Position* (CPU) circuit side, component side, padmaster (silkscreen), 1982
Folder 33  *Pole Position* (video) technical drawing, 1982
Folder 34  *Pole Position* steering board circuit drawings, 1982
Folder 35  *Pong* cocktail and miscellaneous circuit drawings, 1974 (includes “steering wheel” – Gran Trak 10?)
Folder 36  *Pong Doubles* schematics, 1973
Folder 37  Potato chip fabrication and circuit drawings, 1983
Folder 38  Power supply drawings (Kee Games), 1974
Folder 39  Program memory printed circuit board drawings, 1980-1981
Folder 40  Prototype eng. board, wire wrap, technical drawings, n.d.
Folder 41  “Pylon R.T.” schematics and wiring diagrams, 1978
Folder 42  Spike-B, K8 P-B and A20 (Kee) circuit drawings, 1974

**Map Case 5,**
**Drawer 1**
Folder 1  Quack! (“Quackers”) circuit drawings, 1975
Folder 2  Quack schematic drawings, 1974
Folder 3  “Quad Pokey Hybrid” circuit drawings, 1983
Folder 4  *Quadrapong* circuit drawings, 1973
Folder 5  *Quadrapong* schematics, 1973
Folder 6  Quality assurance PCB schematics and circuit drawings, 1983
Folder 7  Quiz Show test board, Kee Games, ca. 1976
Folder 8  “Race Trak” schematics and fabrication drawings, 1974
Folder 9  Race Trak 10 (Kee) circuit drawings, 1974
Folder 10  Race Trak 20 (Kee) circuit drawings, 1974
Folder 11  Raster monitor circuit drawing, n.d.
Folder 12  Rate multiplier circuit board drawings, 1980
Folder 13  Rectifier board, 1976
Folder 14  Regulator/audio I adaptor schematics, 1980
Folder 15  Regulator/audio I circuit drawing, 1980
Folder 16  Regulator audio II circuit drawings, padmaster, circuit side, and component side, 1979
Folder 17  Research schematic drawing, 1983
Folder 18  *Return of the Jedi* circuit drawing, n.d.
Folder 19  *Return of the Jedi* interconnect board drawings, 1983
Folder 20  RF connector circuit drawings, n.d.
Folder 22  RFI shield 44 and 30 pin 3BD system drawings, n.d.
Folder 23  RFI shield test board technical drawings, n.d.
Folder 24  RFI shield (two BD) PC BD circuit drawings, 1981
Folder 25  RFI test PC BD circuit drawings, 1981
Folder 26  RF shield BD assembly drawings, 1980
Folder 27  RTCI (Kee) PCB schematics, 1974

Map Case 5, Drawer 2
Folder 1  Sebring circuit drawing, circuit side, 1979
Folder 2  6-channel convertor PCB schematics, 1981
Folder 3  16k ram circuit board drawings, 1979
Folder 4  64k ram assembly drawings, 1983
Folder 5  68k interface circuit drawings, 1983
Folder 6  Sky Diver circuit drawings, 1978
Folder 7  Sky Raider circuit drawings, circuit view, 1978
Folder 8  Solar War LED 13D padmaster, circuit side, 1980
Folder 9  Space Race schematic drawings, 1973
Folder 10 Split board/wire-wrap circuit side, component side (silk), 1982
Folder 11 Star Wars interconnect board circuit drawings, 1983
Folder 12 Star Wars PCB drawings, 1983
Folder 13 Star Wars sound board schematics, 1983
Folder 14 Steeplechase circuit drawing, 1975
Folder 15 Steering board circuit drawings, n.d.
Folder 16 Subs circuit drawings, circuit side, component side, padmaster, 1978
Folder 17 Super Breakout circuit drawings, 1978
Folder 18 Super Pong, assembly and schematic drawings, 1973-1974
Folder 19 Switch mode power supply drawings, 1981
Folder 20 Tank BD I and II drawings, 1974
Folder 21 Tea Pot schematic prints, 1983
Folder 22 Tempest main PC BD: circuit side, component side, padmaster (silk), 1981
Folder 23 Trak 10 circuit drawings, 1974
Folder 24 12v power supply technical drawings, 1984
Folder 25 25” color monitor schematic diagram, n.d.
Folder 26 TX-1 audio BD drawings, 1984
Folder 27 TX-1 steering wheel board circuit drawings, 1983
Folder 28 TX-1 audio BD drawings, 1984
Folder 29 TX-1 RFI end BD PCB drawings, 1984
Folder 30 Unidentified game/component circuit board drawings, 1994-1995
Folder 31 Unidentified game circuit drawings, n.d.
Folder 32 Unidentified game circuit drawings, 1974
Folder 33 Unidentified Kee games, analog board drawing, 1974
Folder 34 Unidentified game circuit drawings and schematics, 1973-1975
Folder 35 Unidentified game schematic drawings, 1982
Folder 36 VCS demo padmaster, component side, circuit side, 1981
Folder 37 Video Pinball circuit drawings, 1978-1979
Folder 38  Video switch PCB drawings, 1984
Folder 39  Volleyball schematic drawings, 1973
Folder 40  Xevious (video) circuit drawings, circuit side, component side, padmaster (silk), 1982
Folder 41  Unknown circuit drawings, 1974

**Map Case 7, Drawer 6**
Folder 12  *Star Wars* (Warp Speed) schematic drawings, 1982 (1 of 3)
Folder 13  *Star Wars* (Warp Speed) schematic drawings, 1982 (2 of 3)
Folder 14  *Star Wars* (Warp Speed) schematic drawings, 1982 (3 of 3)

Scope and Content Note: This series contains technical notes, status reports, service reports, FCC regulation reports, and math algorithms.

Box 46
Folder 21 Action budget line, 1984
Folder 22 Audio PCB technical notes, 1981-1986
Folder 23 Battlezone diagnostic, 1981
Folder 24 Breakout Q.A. test, n.d.
Folder 25 Cage Roms, 1994
Folder 26 Canyon Bomber Q.A. procedure, 1978
Folder 27 Capacitors information, 1983
Folder 28 CAT Box documents, 1981
Folder 29 CAT/Z8002 users guide, n.d.
Folder 30 Cloak and Dagger troubleshooting procedure [with schematic drawings], 1983
Folder 31 Coin door harness assembly form – blank
Folder 32 Composition variable resistors, n.d.
Folder 33 Control harness assembly form – blank
Folder 34 Diode problems, 1981
Folder 35 Domestic power supply forms – blank
Folder 36 EIA Standard – Interface Between Data Terminal Equipment Employing Serial Binary Data Interchange, 1969
Folder 37 Electrical specifications for Atari sync circuit, 1975
Folder 38 EMI articles, memos, correspondence, 1981-1982
Folder 39 FCC regulation rulings, 1980-1982
Folder 40 FCC rulings on radio frequencies, 1977-1979
Folder 41 Firefox reliability test status reports, 1984
Folder 42 Food Fight control cost comparison and technical service reports, 1984
Folder 43 Food Fight technical information, 1983
Folder 44 Hall effect joystick, 1983-1984
Folder 45 Harness components and substitution handbook, 1981
Folder 46 Harness design checklist forms – blank

Box 47
Folder 1 International power supply forms – blank
Folder 2 JAMMA harness, 1988
Folder 3 The Main Event service manual, 1983
Folder 4 Math algorithms, n.d.
Folder 5 Mathbox notes, 1979
Folder 6 Mathbox notes, 1982
Folder 7 Moto Frenzy Deluxe quality control reports, 1992
Folder 8 PAT 9000 tech tips [with sales order and memos], 1983
Folder 9 PAT 9000 program plug reports, 1982-1983
Folder 10 PAT 9000 schedule, 1982
Folder 11 Power cord assemblies form – blank
Folder 12 Power supply for the budget system, 1984
Folder 13 Printed circuit board, manufacturing specification, 1974
Folder 14  Product characterization forms, n.d.
Folder 15  Reticon analog and dual analog delay line information, 1977
Folder 16  RFI filters and capacitors information, n.d.
Folder 17  RFI shield enclosures, 1981
Folder 18  ROM check sums, ca. early 1970s
Folder 19  Seattle reference materials, Williams Electronic Games, 1997
Folder 20  Sky Diver Q.A. test procedure
Folder 21  Star Wars technical issues, 1983
Folder 22  Star-Tech Journal, 1986
Folder 23  Sprint IV ROM modifications, 1980
Folder 24  Technical documentation: GT-64010 system controller, TL16C552, Phoenix schematics, 1997
Folder 25  Technical information, n.d.
Folder 26  Technical notes and memos, 1983
Folder 27  Technical notes and manuals, 1989
Folder 28  Technical service reports, 1984
Folder 29  U.L. project, 1981
Folder 30  Unknown game roadway map printout, 1989
Folder 31  Universal harness and component assembly forms – blank
Folder 32  Universal parts list forms – blank
Folder 33  Universal power supply forms
Folder 34  Xevious PCB repair and information, 1983
Folder 35  Williams Electronic Games, Inc. technical documentation [Phoenix, Hi-Link, I/O ASIC, PIC microprocessor], 1996

Box 63
Folder 21  PCB technical manual, n.d.
Folder 27  TX-1 test procedure, 1984
Series IV: Engineering notes and reports, 1974-1994

Scope and Content Note: This series contains engineering status reports, notebooks, memos, and drafting manuals.

Box 47
Folder 36  Budget system cabinet memos and cost estimates, 1984
Folder 37  Components engineering status reports, 1989

Box 48
Folder 1  Components engineering status reports, 1990
Folder 2  Components engineering status reports, 1991
Folder 3  Components engineering status reports, 1992
Folder 4  Components engineering status reports, 1993
Folder 5  Components engineering status reports, 1994
Folder 6  Components evaluation requests, 1980
Folder 7  Components evaluation request logs, 1982-1984
Folder 8  Deviations authorization reports, 1986-1989
Folder 9  Drafting standards manual, 1974
Folder 10  EMI/Safety/Components engineering status reports, 1985
Folder 11  EMI/Safety/Components engineering status reports, 1986
Folder 12  EMI/Safety/Components engineering status reports, 1987
Folder 13  EMI/Safety/Components engineering status reports, 1988
Folder 14  EMI/Safety/Components engineering status reports, 1984-1989
Folder 15  Engineering change request forms, 1988
Folder 16  Engineering notebook, Eddie Babcock, 1983
Folder 17  Engineering notebook, Gary Bailey, 1981

Box 49
Folder 1  Engineering notebook, Chuck Peplinkski, 1994
Folder 2  Engineering notebook, Michael Palmer, 1982
Folder 3  Engineering notebook, Rick Montcrief, 1980

Box 50
Folder 1  Engineering status report cover sheets, 1984
Folder 2  Firefox engineering memos, 1983
Folder 3  First article, first piece inspection procedure review, 1982
Folder 4  Interim component specification release, 1982
Folder 5  Manufacturing status reports, 1986-1987
Folder 6  Material transfer orders, 1991
Folder 7  Material transfer order slips
Folder 8  Pre-production release request form – blank
Folder 9  Product Design Drafting manual, 1979-1982
Folder 10  Product Design Drafting manual, 1979-1982
Folder 11  Product support anomaly library, 1982
Folder 12  Tooling forms
Folder 13  Work status reports: cabinet and control design, 1979-1981
Series V: Corporate records, 1974-2002

Scope and Content Note: These records provide details of the inner workings of Atari, Inc., Atari Games, and Time Warner Interactive. Materials include patents, financial receipts, corporate memos, employee policies and procedures, trade show reports, and records generated by Atari Games and TWI.

Subseries A: Legal

Scope and Content Note: Contained in this subseries are patents filed by Atari and other companies, contracts, and the Midway buyout. Also included is an article of a lawsuit brought against Masaya Nakamura.

Box 50
Folder 14 Article on sexual harassment suit against Masaya Nakamura, n.d.
Folder 15 Bloodlust contract correspondence, 1998
Folder 16 Force feed patent (Sega infringement), 1993-1997
Folder 17 Force feedback patent, 1990-1997
Folder 18 Intellectual property counsel, 1996
Folder 19 Midway buyout, legal, 1999
Folder 20 Patents, 1974-1978
Folder 21 Patents, 1980-1981
Folder 22 Patents, 1982
Folder 23 Patents, 1983-1994
Folder 24 Patents, 1982-1984
Folder 25 Patents, 1984-1988
Folder 26 Patents, 1987
Folder 27 Patents, 1991
Folder 28 Patents, 1994-1997
Folder 29 Patents (Namco), 1989-1991
Folder 30 Tetris orders and illegal copies, 1989

Subseries B: Financial

Scope and Content Note: This subseries holds quotes, accounting books, and purchase requisition receipts.

Box 50
Folder 31 Expensed purchase requisitions entry, 1992
Folder 32 Financial receipts, 1983-1984
Folder 33 Purchase requisition receipts, 1982-1986
Folder 34 Purchase requisition receipts, 1987
Folder 35 Purchase requisition receipts, 1989-1990
Folder 36 Purchase requisition receipts, 1991-1992

Box 51
Folder 1 Quotations, 1983
Folder 2 Quotations, 1992-1996
Folder 3 Time cards and other blank forms, n.d.
Folder 4 Time Warner Interactive project accounting, 199
Subseries C: Corporate memos

Scope and Content Note: These corporate memos reveal communication between Atari employees. Unlike memos found within game development documentation, these memos do not concern specific games, but record daily business decisions and announcements.

Box 51
Folder 5 Corporate memos, 1974-1977
Folder 6 Corporate memos, 1982
Folder 7 Corporate memos, 1982-1984
Folder 8 Corporate memos, 1983
Folder 9 Corporate memos, 1984
Folder 10 Corporate memos, 1985

Box 63
Folder 26 “Timothy Leary to head Rec-Pharm” (satire) memo, 1979

Subseries D: Trade shows, reunions, and distributor meetings

Scope and Content Note: Included in this series are trade show exhibit designs and reports, reunion lists and invitations, and distributor meeting materials.

Box 51
Folder 11 1991 ACME trade show, Las Vegas, 1991
Folder 12 1982 AMOA trade show documents [includes engineering review and article on Atari market crash], 1982
Folder 13 1984 AMOA memos, 1984
Folder 14 AMOA trade show materials, 1987-1995
Folder 15 1993 AMOA and ACME trade show, 1993
Folder 16 AMOA trade show materials, 1994
Folder 17 1987-1989 AMOA exhibit design drawings, 1987-1989
Folder 18 AMOA and ACME exhibit design drawings, 1990-1992
Folder 19 AMOA floor plan design, 1989
Folder 20 Atari former employee phone list, 2002
Folder 21 1994 distributor meeting agenda, slides, 1994
Folder 22 Firefox AMOA product package, 1983
Folder 23 JAMMA trade show materials, 1998

Oversized materials:

Map Case 5,
Drawer 3
Folder 1 ACME show signs, 1990
Folder 2 1989 ACME schedule planner, 1990
Folder 4 1983 AMOA t-shirt design (“When you play to win, play Atari”), 1983
Folder 5 AMOA show, booth signs, n.d.
Folder 6 AMOA envelope design for 1984-1985 trade shows, 1984-1985
Folder 7  1984 AMOA newspaper layout and design, 1984
Folder 8  AMOA conference envelope design, 1988
Folder 9  1973 AMOA (MOA) exposition exhibit concept art, Regan Cheng, 1973
Folder 10 1983 AMOA trade exhibit floor plan, 1983
Folder 11 1984 AMOA trade exhibit floor plan, 1984
Folder 12 1986 AMOA trade show exhibit display concept drawings and notes, 1986
Folder 13 1984 ASI show, floor plan, 1984
Folder 14 1984 ATE exhibit layout, 1984
Folder 15 ATE show program ad, 1987

Map Case 5, Drawer 4
Folder 1  CES display panels, [includes RBI instruction panel], 1987
Folder 2  Distributor’s meeting, flip cards and presentation slides for System I and *Marble Madness*, 1985
Folder 3  Distributor’s meeting invitation, the Atari Tradition, 1988
Folder 4  Distributor’s meeting materials, 1986
Folder 5  Distributor’s meeting materials, 1989
Folder 6  Distributor’s meeting poster (sixth annual) and employee referral program poster, 1980
Folder 7  Distributor’s meeting sign layout, n.d.
Folder 8  Distributor’s meeting welcome card and button/sticker design, 1990
Folder 9  FAVA Music and Games convention and tradeshow program book ad, 1989; Northeast Regional Amusement Machine convention and trade show ad, 1989
Folder 10 Trade show exhibit concept design drawings, Xybot exhibit, n.d.

Subseries E: Forms, training manuals, policies, and procedures

**Scope and Content Note:** This subseries contains operating procedures, policy manuals, new employee training manuals, and reimbursement forms.

**Box 51**
Folder 25  Customer service note, 1983
Folder 26  Disclosure form/release, n.d.
Folder 27  Educational reimbursement application form, n.d.
Folder 28  Employee D&D player forms, n.d.
Folder 29  Job code lists, 1979
Folder 30  Mileage report, n.d.
Folder 31  Programmers training manual: Basic Introduction to Game Programming at Atari, n.d.

**Box 52**
Object 1  Corporate policy manual, ca. early 1980s
**Box 53**

Folder 1  Project leaders list, 1982-1984  
Folder 2  Truck liability statements, 1987-1989  
Folder 3  VAX quick reference guide, 1982  
Folder 4  VAX reference guide, 1985  
Folder 5  VAX mail reference guide, 1985  
Folder 6  Work survey and paystub, 1982  

**Subseries F: Atari Inc., Atari Games, and Time Warner Interactive**

**Scope and Content Notes:** This subseries contains records produced by Atari Incorporated and Atari Games during daily operations. Materials include reports, meeting minutes, strategic planning, memos, greeting cards, letterheads, floor and building plans, and correspondence. Also included are records produced by Time Warner Interactive, which purchased its controlling share of Atari Games in 1994.

**Box 53**

Folder 7  Atari Games administrative list, 1990  
Folder 8  Atari Games corporate documents, including minutes, handouts, agendas, calendars, 1992-1993  
Folder 9  Atari Games meeting minutes and strategic planning, 1992-1993  
Folder 10  Atari Games reports, 1993  
Folder 11  Atari Games status package, memos, and financial documents, 1998  
Folder 12  Atari Games supervisory training program manual, 1989  
Folder 13  Atari Games/Time Warner memos, meeting minutes, correspondence, 1993-1995  
Folder 14  Time Warner Interactive “hoop” quotes, correspondence, and faxes, 1994-1995  
Folder 15  Time Warner Interactive, Endorfan, article, n.d.  
Folder 16  Time Warner Interactive, Accelerated Technology, 1994  
Folder 17  Time Warner Interactive new hire orientation, 1995  
Folder 18  Time Warner Interactive, Titan system report, 1994  

**Oversized materials:**

**Map Case 2,**  
**Drawer 2**  
Folder 16  Atari 25th anniversary alumni reunion mailing list, June 1997

**Map Case 5,**  
**Drawer 4**  
Folder 11  Atari Computer Division blank embosses for news releases, letterheads, bulletins, office memos, business cards [layouts], n.d.  
Folder 12  Atari Corporate facilities floor plan, n.d.  
Folder 13  Atari Games bulletin [layout], 1988  
Folder 14  Atari Games Christmas card design, 1987  
Folder 15  Atari Games Christmas card design, 1988  
Folder 16  Atari Games 1989 Christmas party invitation artwork, 1989  
Folder 17  Atari Games corporate interoffice memo and news release layouts, ca. 1988
Folder 18  Atari Games distributors list layout, 1987
Folder 19  Atari Games envelope design (corporate), n.d.
Folder 20  Atari Games fifteenth-annual Christmas card design, 1987
Folder 21  Atari Games miscellaneous designs, [labels and envelopes], 1988
Folder 22  Atari Games picnic t-shirt design, 1991
Folder 23  Atari Games Tengen recruitment ad, 1988

Map Case 5,
   Drawer 5
Folder 1  Atari Operations holiday greeting cards drawings, layouts, and others, 1989
Folder 2  Building design plans and office space layout, photocopies, n.d.
Folder 3  Executive letterhead of Raymond E. Kassar, layout, n.d.
Folder 4  International Division masthead design, 1983
Folder 5  Office décor, G.T. 350 car poster, n.d.
Folder 6  Office floor plan, n.d.
Folder 7  Pot Shot order form design, 1988

Map Case 6,
   Drawer 1
Object 1  Atari Games 20th anniversary poster (framed), 1992

Map Case 7,
   Drawer 5
Folder 14  Time Warner Interactive – Game Gear cardboard box cutouts, 1992

Map Case 7,
   Drawer 6
Folder 11  Photocopy shenanigans, n.d.

Subseries G: Atari Adventure and other business ventures
Scope and Content Note: In the early 1980s, Atari operated Atari Adventure, a storefront that featured Atari products. Due to the video game crash of 1983, the business was short-lived. Included in this subseries are Atari Adventure store designs, business plans, memos, financial documentation, notes, and correspondence. Documentation on other business ventures include Atari Expo, Lynx, and ShoGraphics. (Folder titles followed by an asterisk indicate that damaged materials have been photographed and discarded; digital images exist.)

Box 53
Folder 19  Adventure Time Theatre game description, system notes, and business plan, n.d.
Folder 20  Atari Adventure, Cesar’s Palace design notes and drawings, 1983
Folder 21  Atari Adventure design costs and drawings, 1983
Folder 22  Atari Adventure Olympic Village design notes, 1983
Folder 23  Atari Adventure San Francisco Airport design, memos, financial docs, notes, correspondence, 1982-1983
Folder 24  Atari Adventure San Francisco International Airport design notes, 1983
Folder 25  Atari Adventure San Francisco International Airport design memo and notes, 1983
Folder 26  Atari Adventure standard arcade design notes, 1983
Folder 27  Atari Adventure St. Louis design notes, 1983
Folder 28  Atari Adventure St. Louis schedule, 1983
Folder 29  Atari Institute for Educational Action Research, 1982-1983
Folder 30  Olympic arcades budget, purchase requisitions, sketches, correspondence, 1983-1984

Oversized materials:
  Map Case 2,
  Drawer 1
  Folder 6  Lynx logo decal, n.d.

  Map Case 2,
  Drawer 2
  Folder 15  Atari Adventure computer class advertisement layout, 1984

  Map Case 5,
  Drawer 5
  Folder 8  Atari Adventure brochure, film proof, 1984
  Folder 9  Atari Adventure, Crestwood location opening ad [copy and layout], 1984
  Folder 10  Atari Adventure computer brochure; Atari Adventure game token design, n.d.
  Folder 11  Atari Adventure computer brochure, n.d.
  Folder 12  Atari Adventure kiosk design drawings, 1983
  Folder 13  Atari Adventure t-shirt design, n.d.
  Folder 14  Atari Adventure advertisement sheets, St. Louis Post-Dispatch, 1984*

  Map Case 5,
  Drawer 6,
  Folder 1  Atari Expo A01 house sign rules sign design, 1989
  Folder 2  Atari Expo birthday brochure, 1989
  Folder 3  Atari Expo envelope design, n.d.
  Folder 4  Atari Expo label art, token machine, 1989
  Folder 5  Atari Expo house sign designs, 1989
  Folder 6  Atari Expo slide presentations, 1989 (1 of 2)
  Folder 7  Atari Expo slide presentations, 1989 (2 of 2)
  Folder 8  Atari Expo: Family Entertainment Centers slide presentation (layout and slides), 1989
  Folder 9  Atari Expo slides, 1989
  Folder 10  Atari Expo token machine label decal, 1989

  Map Case 5,
  Drawer 7
  Folder 1  Atari 5200 logo and general forms, n.d.
Folder 2  The Edit Lab, Atari’s video lab, brochure, 1984
Folder 3  The Electronic Game Library and The Smart Card design logo and business paper, 1984
Folder 4  Lynx kiosk, n.d.
Folder 5  Lynx various video game card graphics, n.d.
Folder 6  ShoGraphics ShoView 3D engine info, sales sheet, decals, photos, and business cards
Folder 7  ShoGraphics logo artwork, n.d.
Folder 8  ShoView data sheet layout, n.d.

Map Case 7,
Drawer 5
Folder 2  Atari Expo game signs and decals, n.d.

Rolled oversized materials:
RM  340.FR 102.SH 1 and 2
RS Box A2
   Atari Adventure sign decal and no-smoking sign decal, n.d.
Series VI: Research material, 1972-2000

**Scope and Content Note:** This series contains research notes on various technologies, including virtual reality, touch screen, projection TVs, shock and vibration, speech recognition, and 3D capabilities.

**Box 53**
- Folder 31  Advanced simulation article, 1983
- Folder 32  CD-ROM, 1994
- Folder 33  Computer animation correspondence and research, 1972-1976
- Folder 34  Motion simulator project research for *Star Wars*, 1983-1984
- Folder 35  Projection TVs research, 1982
- Folder 36  Skins, Midway Games West, digital camera, 2000
- Folder 37  Shock and vibration research, 1983
- Folder 38  Speech recognition hummer/pitch tracker, 1985

**Box 54**
- Folder 1  Speech recognition research, 1982
- Folder 2  Speech recognition technology, 1984-1987
- Folder 3  Speech recognition, Dragon Systems, 1983-1984
- Folder 4  Speech reproduction/recognition research, 1980-1985
- Folder 5  Speech synthesizer research, 1976
- Folder 6  3-D technology research, 1983-1984
- Folder 7  3DFX articles, 1994
- Folder 8  Touch screen technology, n.d.
- Folder 9  Virtual reality – virtual boom, 1993
**Series VII: Software and hardware development, 1980-1996**

**Scope and Content Note:** This series provides insight into the development of hardware and software. Included are documents on audio, video, chips, and System I and II hardware.

**Box 54**

Folder 10 Amplifone memos, 1982-1984  
Folder 11 Amplifone Raster modification field service bulletins, 1984  
Folder 12 AMY I chip, 1983  
Folder 13 Analog audio, ca. late 1970s – early 1980s  
Folder 14 Andromeda Systems LSI-II materials, 1983  
Folder 15 Andromeda Systems LSI-II promotional materials, n.d.  
Folder 16 ASAP deviation system, 1993  
Folder 17 Audio gear manuals and information, n.d.  
Folder 18 Audio group memos, 1989  
Folder 19 Audio group status reports, 1984  
Folder 20 Audio regulator II memos, notes, and drawings, 1979-1983  
Folder 21 Byron Sheppard audio engineering notebook, 1989  
Folder 22 Cage Audio development and overview, 1992  
Folder 23 Cage Audio hardware purchase requisition, 1992-1993  
Folder 24 Cage Audio presentation, 1992  
Folder 25 Cage Audio prototype schematics, 1992  
Folder 26 Chip development memos and notes, 1978-1982  
Folder 27 Chip development memos and status reports, 1982-1983  
Folder 28 COJAG Rev. II manual, 1996  
Folder 29 Component evaluation requests (for XY monitor), 1981-1983  
Folder 30 Computer graphics articles, 1981  
Folder 31 Crystal semiconductors music synthesizer chips, 1993  
Folder 32 Digital audio labs, 1994

**Box 55**

Folder 1 Dolby AC-3 information, agreements, fliers, 1995  
Folder 2 Dolby AC-3 licensing manual, 1995  
Folder 3 EC20X32 hardware reference guide, 1994  
Folder 4 Electronic parts catalogs  
Folder 5 E-mu Systems Sound Engine Chipset, 1991  
Folder 6 Ensoniq audio, 1997-1998  
Folder 7 GT Rev 2 boards, 1994  
Folder 8 GX2 hardware, 1990-1991  
Folder 9 Hardware memos, 1997  
Folder 10 Integrated Circuit Systems, Inc., 1992  
Folder 11 Jaguar development system, 1994  
Folder 12 Jaguar development system, 1994  
Folder 13 Jaguar software manual, 1993  
Folder 14 Jaguar software reference, version 2.2, 1994  
Folder 15 JSII schematic drawings, 1991  
Folder 16 The Last Bit newsletter, 1984
| Folder 17 | LSI-II materials, 1982-1983 |
| Folder 18 | LSI-II sound deviation system, 1983 |
| Folder 19 | Lynx/Epyx software development manual, 1989 |
| Folder 20 | Lynx/Epyx software development manual, 1989 |
| Folder 21 | Music editing, 1983-1984 |
| Folder 22 | Next generation audio board, 1992 |
| Folder 23 | Noise cancellation technologies, n.d. |
| Folder 24 | NuReality audio hardware, n.d. |
| Folder 25 | Philips gain control, 1992 |
| Folder 26 | Prisma software mailing labels, n.d. |
| Folder 27 | Programmers manual, 1989 |
| Folder 28 | Regulator/Audio III |
| Folder 29 | Rio Grande wave drawings, 1988 |
| Folder 30 | Samsung Omniwave multimedia audio chip, 1994 |

**Box 56**

| Folder 1 | Saturn SCSP manuals, 1994 |
| Folder 2 | Sierra semiconductor, ARIA sound processor, 1992 |
| Folder 3 | Speech deviation system/VAX drawings and notes, n.d. |
| Folder 4 | Speech recognition – engineering documents, 1985 |
| Folder 5 | Structural Expert Series manual, 1989 |
| Folder 6 | Stuff It Deluxe, Space Saver problems, 1992-1993 |
| Folder 7 | System I/System II, 1986 |
| Folder 8 | System IA memos, engineering change notices, correspondence, 1986 |
| Folder 9 | System I test procedures, 1984-1985 |
| Folder 10 | Technology group (as of October 1994), hierarchical structure, 1994 |
| Folder 11 | 3D hardware documents, ca. late 1990s |
| Folder 13 | UL info, 1979 |
| Folder 14 | Universal video disk hardware, 1984 |
| Folder 15 | Using Generative Grammars for Music Composition, research article, 1981 |
| Folder 16 | Vector Terminal Project, 1982 |
| Folder 17 | Video disk information, 1981-1982 |
| Folder 18 | Video power with isolation windings |
| Folder 20 | Warner World, 1982 |
| Folder 21 | Wells-Gardner Quadrascan color XY display, n.d. |
| Folder 22 | XY power supply forms – blank |
| Folder 23 | XY monitors, 1980 |
| Folder 24 | Yamaha/FM/Midi/MSX music system notes, n.d. |
| Folder 25 | Yamaha speech and Yamaha reverse engineering, n.d. |
| Folder 26 | Young Chang research and development, sound chip for audio department, 1992 |

**Box 64**

<p>| Folder 1 | BOM program documentation, 1992-1993 (water damage) |
| Folder 2 | Cage Audio, 1993-1994 (water damage) |</p>
<table>
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<tr>
<th>Folder</th>
<th>Description</th>
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<tr>
<td>Folder 3</td>
<td>CH 31 pasts list, 1993 (water damage)</td>
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<tr>
<td>Folder 4</td>
<td>CH 31-2, 1993-1994 (water damage)</td>
</tr>
<tr>
<td>Folder 5</td>
<td>DCS2 sound system, 1997 (water damage)</td>
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<td>Folder 6</td>
<td>Super Disc Interactive system software specification, 1995</td>
</tr>
</tbody>
</table>
Series VIII: Advertising and marketing, 1977-2000

Scope and Content Notes: This series include market research, competitor reports, sell sheets, and promotional artwork.

Subseries A: Market research and promotional material

Scope and Content Note: Included in this subseries are market research reports, competitor product reports, news releases, articles on employees, and some promotional artwork. Atari conducted market research to predict how its games would perform in arcades, and the feedback would allow the company to make decisions on going forward with a particular game. Also included are competitor reports, which provided insight on how competitors were performing and what games were resonating with the public. Additionally, this series includes industry reports, which sheds particular insight into the video game crash of 1983. Finally, promotional artwork includes t-shirt designs, newsletter layouts, and posters.

Box 47
Folder 38 Competitor fliers (includes competitor reports), 1991

Box 56
Folder 27 Atari Manufacturing Services Group, promotional pamphlet, 1980
Folder 28 Articles on Atari’s employees Dave Thurer and Mike Hally, 1983
Folder 29 Articles on the video game crash, 1983
Folder 30 Asteroids Deluxe marketing Astrodatal kit cover letter, 1981
Folder 31 Atari Adventure advertisement concept art, 1983
Folder 32 Atari Adventure Christmas ad mailer, 1984
Folder 33 Atari labels, ca. late 1970s
Folder 34 “The Book” promotional sheet, 1981
Folder 35 Bulletins, Atari customer service, 1978-1980
Folder 36 Competito reports with revenue reports, 1980-1997
Folder 37 Competitor reports – product reviews, 1981-1983
Folder 38 Competitor reports, 1986-1993
Folder 39 Competitor product review reports, 1980-1990
Folder 40 Digital Gaming in America: A Whole Market Study, 2000
Folder 41 Field test checklist, 1989
Folder 42 Field test schedules, 1977-1994
Folder 43 Food Fight movie press kit, including characters, concept art, story boards, and script
Folder 44 Invitations, 1980

Box 57
Folder 1 Jon Peddie Associates, marketing report for the computer industry, 1989-1990
Folder 2 Letterheads, ca. early 1980s
Folder 3 Malibu locations, n.d.
Folder 4 Market research – competitor information, 1981-1983
Folder 5 Marketing research, office procedures manual, 1981-1982
Folder 6 Merrill Lynch report on video game industry, January, 1983
Folder 7 Midway materials, 1999
Folder 8  Naomi document (Sega), 1999
Folder 9  News releases, 1983
Folder 10  News releases and 7200 fliers, 1989
Folder 11  Players Club newsletter copy, 1985-1986
Folder 12  Players Club newsletter materials, fall 1986
Folder 13  Players Club newsletter materials, spring 1986
Folder 14  Price list for arcade games, 1981-1991
Folder 15  Product performance forecast reports, 1983
Folder 16  Profit Power booklet, ca. early 1980s
Folder 17  Sega, June 1984 price list, 1984
Folder 18  Sega Amusement Park pamphlet [mainly Japanese], n.d.
Folder 20  S.T.U.N. Runner T-shirt design, 1989
Folder 21  Trade show competitor reports, 1981
Folder 22  Update: Intracompany News and Information, 1984
Folder 23  “Video Games go to the Movies,” USA Today, June 21, 1990
Folder 24  Vindicators II kit product release announcement, n.d.

Box 63
Folder 3  Centipede promotional materials [radio advertising, contests and promotions, fact sheet order form], 1981
Folder 8  Dig-Dug promotional materials [contests and promotions, order form], 1982
Folder 12  Gauntlet promotional materials [players tips, coupon], 1985
Folder 13  Gauntlet II promotional materials [player tips, contest entry forms], 1986
Folder 14  Gravitar promotional materials [order form, radio advertising], 1982
Folder 25  Super Sprint tournament – Games Unlimited, 1986
Folder 28  Various promotional material, 1975-1987

Oversized materials:
  Map Case 2,
  Drawer 1
Folder 1  Blasteroids advertisement layout and t-shirt design, 1988

  Map Case 2,
  Drawer 2
Folder 17  Field test and focus group schedule, 1982
Folder 18  Hawaiian Horizons Hotline newsletters cover, April 17, 1979
Folder 19  McDonald’s materials, n.d.

  Map Case 5,
  Drawer 8
Folder 1  A.P.B. t-shirt design
Folder 2  Arabian promotional artwork, n.d.
Folder 3  Asteroids Deluxe promotional artwork, n.d.
Folder 4  Atari Games Players Club membership flyer and masthead, 1987
Folder 5  Atari Games Players Club newsletter layout, 1987
Folder 6  Atari Games Players Club newsletter materials, 1986
Folder 7  Atari Games Players Club promotional materials, n.d.
Folder 9  “Atari Tradition,” 1988
Folder 10  *Batman* box label/poster, 1990
Folder 11  *Blasteroids* t-shirt design, 1988

**Map Case 5,**
**Drawer 9**
Folder 1  *Coin Connection Update* masthead design, 1984
Folder 2  *Crystal Castles* poster, 1984
Folder 3  *Cyberball* plays booklet/tournament package, n.d.
Folder 4  *Cyberball* tournament promotional material, n.d.
Folder 5  *Cyberball 2072* tournament/*NFL Football* schedule card, n.d.
Folder 6  *Dig Dug* to *Crystal Castles* conversion, airbrushed promotional artwork, n.d.

**Map Case 5,**
**Drawer 10**
Folder 1  *Final Lap* promotional signage [copy, draft, and poster], 1988
Folder 2  *Final Lap* t-shirt design negatives, 1987
Folder 3  *Firefox* contest: location/site posters, giveaway coupons, entry cards, implementation outline for personnel, entry card boxes design, 1984
Folder 4  *Firefox* high score competition poster [layout/mockup], 1984
Folder 5  *Food Fight* promotional t-shirt artwork, n.d.

**Map Case 5,**
**Drawer 11**
Folder 1  *Gauntlet* player tips, 1985
Folder 2  *Gauntlet II* cardboard sign graphics and die-line, 1986
Folder 3  *Gauntlet II* contest poster, contest marquee, entry form, t-shirt design, and sell sheet
Folder 4  *Gauntlet II* contest poster artwork, ca. 1986
Folder 5  *Hard Drivin’* poster, 1988

**Map Case 5,**
**Drawer 12**
Folder 1  *Kangaroo* t-shirt design, 1982
Folder 2  *KLAX* artwork for t-shirt and necktie silk-screens, negatives, 1989
Folder 3  *KLAX* cabaret, countertop, and family marketing materials: sell sheet, layouts, operators survey, 1990
Folder 4  *KLAX* poster, 1990
Folder 5  Laser video cabinet sign, promotional, 1983
Folder 6  *Millipede* promotional artwork (full color), n.d.
Folder 7  *Missile Command* t-shirt design artwork, n.d.
Folder 8  Olympic t-shirts artwork (*Paperboy*, *Toobin’, *Xybots*), n.d.
Folder 9  *Pac-Mania* and *Xybots* overhead signs, 1987
Folder 10  Peter Pack Rat t-shirt design, 1985
Folder 11  Pit Fighter artwork film negatives, 1991

Map Case 5,
Drawer 13
Folder 1  Quadrapong promotional artwork (4-Pong), 1973
Folder 2  Race Drivin’ t-shirt design, film, 1990
Folder 3  Relief Pitcher field test artwork, 1986
Folder 4  Relief Pitcher poster artwork, 1992
Folder 5  Relief Pitcher promotional artwork [film proof], 1986
Folder 6  Return of the Jedi poster artwork, 1984
Folder 7  Rompers field test artwork (some Japanese), 1989

Map Case 5,
Drawer 14
Folder 1  Space Lords poster, 1992
Folder 2  Space Lords t-shirt design, 1982
Folder 3  Space Lords promotional artwork, 1982
Folder 4  Stargate 80 – Pass into the Future promotional artwork, n.d.
Folder 5  Star Wars promotional artwork, n.d.
Folder 6  Super Breakout handheld artwork, George Opperman, n.d.
Folder 7  System I and II label design, 1985
Folder 8  System I and II promotional label, 1985
Folder 9  Tape cassette labels, 1983
Folder 10  Temple of Doom t-shirt design, 1985
Folder 11  Tetris t-shirt design, 1987-1988
Folder 12  Thunder Jaws color poster decal, 1990
Folder 13  Toobin’ contest marquee layout, 1988
Folder 14  TX-I t-shirt design, 1984

Map Case 5,
Drawer 15
Folder 1  Various promotional artwork [Atari Games logo, Final Lap check pattern, Hard Drivin’], n.d.
Folder 2  Various sign/border artwork [ticket dispensers, game marquee – negatives, contest marquee – negatives], n.d.
Folder 3  Vindicators contest marquee film, ca. 1988
Folder 4  Xevious hand drawn poster (“Atari Mystery Sounds on WROQ95”), n.d.
Folder 5  Xybots t-shirt design, 1987
Folder 22  T-Mek Tournament of Destruction National Collegiate Tour poster, n.d.

Map Case 6,
Drawer 2
Folder 1  Arabian t-shirt design film proof, 1983
Subseries B: Sell sheets and print advertisements

Scope and Content Note: This subseries contains the various sell sheets for Atari Coin-Op games. These materials demonstrate the evolution of the process of creating sell sheets, including copy, mockup, and final film proof. Also included are published, final sell sheets. These sell sheets were used to market Atari games in print advertisements, as well as at trade shows. (Folder titles followed by an asterisk indicate that damaged materials have been photographed and discarded; digital images exist.)

Box 67

Folder 1 Published sell sheets, Atari Coin-Op, letters A-B [Airborne Avenger, Arabian, Area 51, Area 51: Duo Maximum Force, Area 51: Site 4, Assault, Asteroids, Asteroids cabaret, Asteroids cocktail, Asteroids Deluxe, Atari Game Booth, Atari Leisure Time Game Center, Atari Test Fixtures, Avalanche, Badlands, Baseball, Basketball, Battlezone, Batman, Breakout]

Folder 2 Published sell sheets, Atari Coin-Op, letters C-D [California Speed, Canyon Bombers, Centipede, Championship Sprint, Cloak and Dagger, Compugraph Foto, Cops N’ Robbers, Cops, Crash N’ Score, Crystal Castles (3 copies), CTF-1, Destroyer, Dig-Dug (2 copies), Dominoes (2), Dragon Spirit (2 copies), Drag Race (3 copies), Dunk Shot]

Folder 3 Published sell sheets, Atari Coin-Op, letters E-F [Escape from the Planet of the Robot Monsters (2), Fast Freddie, Final Lap (2), Firefox, Fire Truck, Flyball, F-1, Food Fight, Atari Football, Atari 4 player Football (2), Freeze]

Folder 4 Published sell sheets, Atari Coin-Op, letters G-H [Galaga ’88 (3), Game Module, Gauntlet Two Player, Gauntlet II, Gauntlet Legends, Goal 4, Gotcha, Gravitar (2), Guardians of the ‘Hood (2), Gumball Rally, Hard Drivin’ (2), Hard Drivin’s Airborne, Hercules, Hoop it Up: 3 on 3, Hydra]

Folder 5 Published sell sheets, Atari Coin-Op, letters I-L [Indiana Jones and the Temple of Doom, Indy 4, Indy 800 (Kee Games, 2), Kangaroo, Klax, Knuckle Bash, Le Mans, Liberator, Lunar Lander]

Folder 6 Published sell sheets, Atari Coin-Op, letters M-O [Mace: The Dark Age, Major Havoc (2), Maximum Force, Millipede (5), Monte Carlo, Moto Frenzy (2), Night Driver (5), Off the Wall, Orbit, Outlaw]

Box 68

Folder 1 Published sell sheets, Atari Coin-Op, letters P-Q [Peter Pack Rat, Pac Mania, Paperboy, PAT 9000 (2), Pit Fighter, Pole Position, Pole Position, Pole Position II, Pong, Pong Doubles, Pool Shark, Popeye (2), Pot Shot, Primal Rage, Pursuit (Kee Games), Quantum, Quiz Show]

Folder 2 Published sell sheets, Atari Coin-Op, letter R [Race Drivin’, Race Drivin’ Panorama, Radikal Bikers, Rampart, Red Baron, Relief Pitcher (2), Return of the Jedi (2), Road Blasters, Road Burners, Road Riot 4WD, Rolling Thunder]

Folder 4  Published sell sheets, Atari Coin-Op, letter T [Tempest, Tetris, Thunder Jaws, Time Pilot, Time 2000, T-MEK (2), Toobin’, Touch Me, Tournament Table, Triple Hunt, TX-1 (2)]

Folder 5  Published sell sheets, Atari Coin-Op, letters U-X [Ultra Tank (Kee Games), Vapor TRX, Video Pinball, Vindicators, Vindicators Part II, VS. RBI, War: Final Assault, Warlords, Wayne Gretzky’s 3D Hockey, World Rally, Xevious, Xybots]

Oversized materials:
Map Case 5,
Drawer 8
Folder 12  A.P.B. sell sheet materials [copy, layout, proof], 1987
Folder 13  Arabian sell sheet materials [layout, artwork, film proof], 1983
Folder 14  Arabian sell sheet mockups, 1983
Folder 15  Assault sell sheet materials [copy, layout, artwork, film proof], 1988
Folder 16  Atari Edge: New Profits ad series (featuring Xevious); Atari Edge: Proven Profits ad series [film proofs], 1983
Folder 17  Atari Games: Special Profits ad series [film proofs], 1983
Folder 18  Atari: The Next Decade ad series [film proofs], 1982
Folder 19  Badlands kit ad/sell sheet [copy and layout], 12/1989
Folder 20  Blasteroids ad and sell sheet [copy, layout, and proof], 1987
Folder 21  Blasteroids B/W ad for Coin Slot, 02/1988
Folder 22  Blasteroids Coin Slot ad [copy and layout], 1987
Folder 23  Blasteroids sell sheet [copy and layout], 1987

Map Case 5,
Drawer 9
Folder 7  Championship Sprint sell sheet [layout and artwork], 1986
Folder 8  Cloak and Dagger sell sheet [copy and mockup], 1983
Folder 9  Coin Connection [layout and artwork], 1985*
Folder 10  Coin slot ads: Cyberball, Final Leap, 1989
Folder 11  Conversion kit trade ad [layout], 1984
Folder 12  Copyright ad, ad for Replay [copy and layout], 1984
Folder 13  Crystal Castles kit trade ad [artwork and layout], 1984
Folder 14  Cyberball ad and sell sheet [artwork and layout], 1988
Folder 15  Cyberball ad and sell sheet, 1989
Folder 16  Cyberball coin slot B/W ad, 01/09/1989
Folder 17  Cyberball sell sheet [layout, mockup, and proof], n.d.
Folder 18  Cyberball sell sheet [mockup and proof], n.d.
Folder 19  Cyberball 2072 sell sheet [copy and proof], n.d.
Folder 20  Dragon Spirit sell sheet [layout], 1987

Map Case 5,
Drawer 10
Folder 6  Dunk Shot sell sheet [copy, layout, proof], 1987
Folder 7  Empire Strikes Back kit ad [artwork], 1984
Folder 8  Empire Strikes Back sell sheet [layout and film proof], 1985
Folder 9 Empire Strikes Back trade ad for RePlay, 10/1984 [layout, approval, film approval], 1984
Folder 10 Escape from the Planet of Robot Monsters sell sheet [copy, layout, proof], 1989
Folder 11 Final Lap ad and sell sheet [artwork, copy, and layout], 1988
Folder 12 Final Lap sell sheet [copy, layout, proof], 1988
Folder 13 Final Lap/Vindicators Coin Slot ad [copy and proof], 1988
Folder 14 Firefox advertisement at the California Coin Machine Association convention, 1984
Folder 15 Format – conversion kit sell sheet, 1984
Folder 16 Four Trax ad/sell sheet [copy, layout, proof], 1989

Map Case 5,
Drawer 11
Folder 6 Galaga ’88 sell sheet, 1988
Folder 7 Galaga ’88 sell sheets and label artwork, 1988
Folder 8 Gauntlet advertisement [copy and layout], 1985
Folder 9 Gauntlet advertisement for Vending Times, 1985
Folder 10 Gauntlet trade ad for RePlay [copy and proof], 1985
Folder 11 Gauntlet II Coin Slot ad [layout], 1986
Folder 12 Guardians of the Hood sell sheet [film], 1992
Folder 13 Hard Drivin’ advertisement decals, Rev. B, 1988
Folder 14 Hard Drivin’ after market advertisement, n.d.
Folder 16 Hard Drivin’ compact ad/sell sheet [copy and layout], 1989
Folder 17 Hard Drivin’ Play Meter cover art, 1989
Folder 18 Hard Drivin’ sell sheets [photos, artwork, and layout], 1988
Folder 19 Hard Drivin’ spread ad, 1987

Map Case 5,
Drawer 12
Folder 12 I, Robot ad for Leisure Play [layout], 1984
Folder 13 I, Robot player and trade ads [layout], 1984
Folder 14 KLAX ad for RePlay, Play Meter, Vending Times, 1990
Folder 15 KLAX sell sheet [mockup and proof], 1990
Folder 16 Major Havoc sell sheet [layout], n.d.
Folder 17 Marble Madness sell sheet [layout], 1984
Folder 18 Marble Madness/System I ad for Leisure Play [film proof], Coin Slot [layout], Electronic Games [mockup], 1984
Folder 19 Marble Madness/System I, 2 page ad spread for 1985 ATE Exhibition [layout and film proof], 1984
Folder 20 Marble Madness/The Empire Strikes Back/Paperboy sell sheet [proof], 1985
Folder 21 Millipede ad for RePlay [copy, layout, and proof], 1984
Folder 22 New Thrills ad for Tourist Attraction and Parks [layout], 06/1988
Folder 23 Operator program booklet advertisement, 1986
Map Case 5,
Drawer 13
Folder 8   Pac Mania advertisement and data sheet, 11/1987
Folder 9   Pac Mania 2c sell sheet [copy and layout], 1987
Folder 10  Pac Mania, Vs. R.B.I. Baseball, and Xybots advertisement for RePlay [layout], January, 1988
Folder 11  Paperboy players advertisement [film proof], 1985
Folder 12  Paperboy sell sheet film negatives, 1984
Folder 13  Paperboy/System II trade ad for RePlay magazine [layout and film proof], 4/1985
Folder 14  Pole Position Games People ad [film proof], 03/1983
Folder 16  Pot Shot data sheet [layout and film proof], 1988
Folder 17  Pot Shot distributor reference manual [copy and layout], 1988
Folder 18  Pot Shot sell sheet [copy, layout, and negatives], 1987
Folder 19  Pot Shot sell sheet [copy and layout], 1988
Folder 20  Pot Shot sell sheet [mockups and proofs], 1987
Folder 21  Return of the Jedi B/W international trade ad for Coinslot newspaper [copy, layout, and final], 1984
Folder 22  Return of the Jedi players ad for Electronic Games [film proof], 1984
Folder 23  Return of the Jedi trade ad for RePlay magazine [copy, layout, and proof], 07/1984
Folder 24  Road Blasters Coin Slot international advertisement materials [layout], 1987
Folder 25  Road Blasters sell sheet [layout and artwork], 1987
Folder 26  Road Runner sell sheet [layout], 1986
Folder 27  Rolling Thunder sell sheet [copy and layout], 1987
Folder 28  Return of the Jedi sell sheet artwork and films, 1984*
Folder 29  Return of the Jedi misc. comps for t-shirts, n.d. [c. 1984]*

Map Case 5,
Drawer 14
Folder 15  720° Coin Slot ad [layout], 12/1986
Folder 16  720° sell sheet [copy, layout, artwork, and film proof], 1986
Folder 17  Skull and Crossbones sell sheet [artwork and film proof], 1989
Folder 19  Star Wars sell sheet [layout and artwork], 1983
Folder 20  Star Wars trilogy/System I and II, two-page trade advertisement for RePlay [proof and mockup], 11/1984
Folder 21  Star Wars two page ad for Games People [film proof], 05/1983
Folder 22  S.T.U.N. Runner sell sheet [layout], 1989
Folder 23  Super Sprint sell sheet [layout and proof], 1986
Folder 24  Tetris sell sheet [layout and proof], 1988
Folder 25  Toobin’ ad and sell sheet [layout, artwork, and copy], 1987
Folder 26  TX-1/II, Robot trade ad [layout, mockup, and proof], 1983
Folder 27  TX-1 player ad for Electronic Games [artwork and copy], June/July, 1984
Folder 28  TX-1 sell sheet [artwork and film proof], 1983
Folder 29  TX-1 teaser ad [mockup and artwork], 1983
Folder 30  TX-1 trade ad for RePlay and AMOA 1984 [copy, artwork, and film proof], 1983

Map Case 5,
Drawer 15

Folder 6  Various game advertisement film proofs [Arabian, Asteroids Deluxe, Atari Adventure, Atari Era, Atari Untra-Tuned], 1981-1983
Folder 7  Various game advertisement film proofs [Asteroids Deluxe, Dig-Dug-Kangaroo conversion, Firefox, Centipede, Gravitar], 1981-1983
Folder 8  Various game advertisement film proofs [Atari People, Atarians/Time 2000: Sometimes Bigger is Best, Atari Sports, Atari Video Games, Atari Visioneering, Centipede, Crystal Castles], 1979-1982
Folder 9  Various game advertisement film proofs [Fast Freddie, Food Fight, Gravitar, Hercules, Millipede, Pole Position, Road Blasters, Star Wars, Xybots], 1979-1987
Folder 10 Various game advertisement film proofs [Gauntlet, Gauntlet 2-Player, Super Sprint, “Win the Winner” operator contest], 1985-1986
Folder 11 Various game advertisement mockups and layouts [Gauntlet, Gauntlet 2-Player, Return of the Jedi, Road Runner, Super Sprint], 1984-1986
Folder 12 Vindicators ad and sell sheet [front and back revision; copy, layout, and proof], 1988
Folder 13 Vindicators/Final Lap Coin Slot ad [layout], 1988
Folder 14 Vindicators Part II 2 color sell sheet [layout and artwork], 1989
Folder 15 Vindicators sell sheet [mockup], 1988
Folder 16 Vs. R.B.I. RePlay and Vending Times ad [copy and layout/mockup], 1988
Folder 17 “When they’re playing our games, they’re playing yours” ad series [film proofs], 1981
Folder 18 Xevious ads [film proofs], 1983
Folder 19 Xevious/The Atari Edge ad for Coin Slot [film proof with notes], 1983
Folder 20 Xybots Coin Slot ad [layout/mockup], 11/1987
Folder 21 Xybots 4 color ad/data sheet [artwork and copy], 1987

Map Case 6,
Drawer 2

Folder 2  Crowns Golf sell sheet [layout, artwork, film proof], 1984
Folder 3  Firefox advertisement for Ohio Music and Amusement Association, 1983
Folder 5  Peter Pack Rat/Atari System I sell sheet [layout and proof], 1985
Folder 6  Peter Pack Rat/Temple of Doom/System I International B/W trade ad [mockup and final], 1985
Folder 7  Peter Pack Rat trade ad for RePlay [copy, layout, and film proof], July 1985
Folder 8  Pole Position II enhancement kit ad proof for Vending Times, Games People, Cashbox, October 1983

Scope and Content Note: Atari operated a pinball division starting in 1976. The pinball division released seven pinball machines, including Atarians, Superman, Space Riders, and Hercules, the largest pinball cabinet ever made. After poor sales, Atari ceased operations of the pinball division in the early 1980s.

Materials in this series include pinball cabinet and playfield assembly drawings, artwork, technical drawings, and pinball ideas.

Box 57
Folder 26  Hercules playfield assembly drawings, 1978
Folder 27  “Kinetic,” pinball ideas and notes, 1981
Folder 28  Middle Earth schematic drawings, 1977
Folder 29  Pinball assembly drawings, 1977-1978
Folder 30  Pinball cabinet assembly drawings, 1976-1978
Folder 31  Pinball harness assembly drawings, 1977-1978
Folder 32  Pinball quotes, 1983
Folder 33  Pinball tester harness assembly drawings, 1978-1979
Folder 34  Playfield harness assembly drawings, 1977-1978
Folder 35  Rush (pinball) harness assembly and worksheet, 1981
Folder 36  Space Riders harness assembly drawings, 1978
Folder 37  Space Riders wiring diagram, 1978
Folder 38  Superman pinball display door PCB design, n.d.
Folder 39  Superman processor PCB notes, 1982
Folder 40  Whitewood phases harness assembly drawings, 1980
Folder 41  Whitewood prototypes harness assembly drawings, 1981
Folder 42  WW universal pinball harness assembly drawings and worksheet, 1979

Oversized materials:
Map Case 4,
Drawer 11
Folder 1  Airborne Avenger assembly drawings, 1977
Folder 2  Airborne Avenger wiring diagrams, 1977
Folder 3  Atarian cabinet artwork, 1977
Folder 4  4x4 pinball back glass decal, 1982
Folder 5  4x4 schematics for 7-digit display, 1982
Folder 6  Hercules playfield, butyrate, and cabinet artwork, 1978-1979
Folder 7  Hercules assembly drawings, 1978-1979
Folder 8  Hercules assembly drawings, 1978-1979
Folder 9  Hercules schematics and wiring diagrams, 1978-1979
Folder 10  LED mask, n.d.
Map Case 4,
Drawer 12
Folder 1 Middle Earth playfield and lower arch artwork, score cards, and self-test label, 1978
Folder 2 Middle Earth assembly drawings, 1978
Folder 3 Middle Earth wiring diagrams, 1978-1979
Folder 4 “Monza” cocktail pinball playfield drawings, 1978
Folder 5 Pinball assembly drawings, 1977-1978
Folder 6 Pinball match credit, illumination schematics, n.d.
Folder 7 Pinball schematic and wiring diagrams, 1978
Folder 8 Pipeline assembly drawings and back glass artwork, 1977-1978

Map Case 4,
Drawer 13
Folder 1 Superman cabinet artwork, 1978
Folder 2 Superman assembly drawings, 1978
Folder 3 Superman assembly drawings, 1978
Folder 4 Queen of Hearts assembly drawing, 1978-1979
Folder 5 “Time 2000” wiring diagrams, 1977
Folder 6 Universal and field service pinball assembly drawings, 1977-1979
Folder 7 Various pinball assembly drawings [with spinner silk-screens], 1978

Map Case 6,
Drawer 2
Folder 9 Space Riders playfield wood assembly drawing, 1978

Map Case 7,
Drawer 6
Folder 5 Middle Earth back glass negatives and butyrites, 1977
Folder 7 Pipeline back glass decal negatives, ca. 1978

Rolled oversized drawings:
RM 340.FR 102.SH 1 and 2
RS Box A1
Airborne Avenger die-lines, ca. 1977
Airborne Avenger film negatives, ca.1977
Airborne Avenger playfield negatives, ca. 1977
RS Box A5
The Atarians glass and lower arch decal, ca. 1976
RS Box A15
Middle Earth (Lost World) cabinet front stencil, 1977
Middle Earth back glass drawing, 1977
Middle Earth stencil, ca. 1977
Middle Earth stencil, 1977
*Queen of Hearts* stencil, ca. 1978
*Road Runner* backbox and cabinet front stencil, 1979
*Road Runner* cabinet side stencil, 1979

**RS Box A16**
*Middle Earth* back glass decal, ca. 1977
*Middle Earth* playfield assembly drawing, 1977
*Middle Earth* playfield decal, ca. 1977

**RS Box A23**
*Space Rider* cabinet artwork, 1978
*Space Rider* cabinet artwork, ca. 1978
*Space Rider* cabinet stencil, ca. 1978
*Superman* backbox stencil, ca. 1978
*Superman* left panel stencil, 1978
*Superman* playfield drawing, ca. 1978

**RS Box A24**
*Superman* playfield decal, 1978

**RS Box B1**
Slot 1  *Airborne Avenger* film negatives, ca. 1977
Slot 2  *Airborne Avenger* playfield decal, ca. 1977
Slot 3  *The Atarians* playfield decal and positives, ca. 1977

**RS Box B4**
Slot 2  *Hercules* back glass decal, 1978
*Hercules* harness assembly drawing, 1979
*Hercules* backbox assembly drawings, 1979
Slot 3  *Hercules* playfield insert assembly drawing, 1978-1979
*Hercules* playfield assembly drawings, 1979
*Hercules* lower arch assembly drawing, 1978-1979
Slot 4  *Hercules* left side panel stencil, ca. 1978
*Hercules* playfield machine op, 1978
*Hercules* playfield rail assembly drawing, 1978-1979

**RS Box B6**
Slot 3  *Middle Earth* hole pattern, 1978
*Middle Earth* playfield decal, ca. 1978

**RS Box B9**
Slot 1  *Queen of Hearts* artwork, ca. 1978
*Queen of Hearts* light pattern drawing, ca. 1978
*Queen of Hearts* playfield assembly and artwork, 1978
*Queen of Hearts* playfield assembly drawing, 1978
Slot 2  *Queen of Hearts* playfield #1 decal, ca. 1979
<table>
<thead>
<tr>
<th>Slot 3</th>
<th>Queen of Hearts playfield #2 decal, ca. 1979</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slot 4</td>
<td>Queen of Hearts stencil, ca. 1978</td>
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**RS Box B11**

<table>
<thead>
<tr>
<th>Slot 2</th>
<th>Road Runner playfield original art, ca. 1979</th>
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<tbody>
<tr>
<td>Slot 3</td>
<td>Space Riders playfield decal, 1978</td>
</tr>
</tbody>
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**RS Box B12**

<table>
<thead>
<tr>
<th>Slot 1</th>
<th>Superman artwork, ca. 1978</th>
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<tr>
<td>Slot 3</td>
<td>Superman playfield decal, 1978</td>
</tr>
<tr>
<td>Slot 4</td>
<td>Superman front panel and backbox cabinet artwork, ca. 1978</td>
</tr>
</tbody>
</table>

**RS Box B13**

<table>
<thead>
<tr>
<th>Slot 3</th>
<th>Time 2000 cabinet and backbox drawing, ca. 1977</th>
</tr>
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<tr>
<td>Slot 4</td>
<td>Time 2000 playfield art and assembly drawing, 1976</td>
</tr>
</tbody>
</table>

**RS Box B15**

<table>
<thead>
<tr>
<th>Slot 3</th>
<th>Pipeline playfield component assembly drawing and artwork, 1977-1978</th>
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<tr>
<td>Slot 4</td>
<td>Queen of Hearts back glass #1 decal, ca. 1979</td>
</tr>
<tr>
<td></td>
<td>Queen of Hearts playfield decal, 1979</td>
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<td></td>
<td>Space Riders playfield decal, 1978</td>
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**RS Box B16**

<table>
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<tr>
<th>Slot 1</th>
<th>Time 2000 playfield decal, 1977</th>
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<tr>
<td></td>
<td>Superman playfield decal (rejected), 1978</td>
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</tbody>
</table>

**RS Box C3**

|        | Hercules playfield film positives, 1978                              |

Scope and Content Note: This series holds the publication materials of operating manuals and schematic packages. Publication materials include manuscripts, artwork, layouts, and finished manuals. Finished materials are listed after the layout and manuscript copies.

Subseries A: Layouts, reviews, and manuscripts

Scope and Content Note: Contained in this subseries are the layouts, reviews, and manuscripts for the publication of owner’s manuals and schematic packages. Also included are drawings intended for publication. Additionally, an Atari guide for publication standards for game documentation, which delineates what needs to be included in publication materials, is included in this subseries.

Box 57
Folder 43 Publication standards for game documentation, 1982-1986

Box 58
Folder 1 Atari 850 Interface Module
Folder 2 BMX Heat, operator’s manual, review copy
Folder 3 Dragon Spirit instruction manual, review copy, 1987
Folder 4 Final Lap publication materials, 1988
Folder 5 Galaga ‘88 manual notes and memos, 1988
Folder 6 Gauntlet operation manual, rough draft, n.d.
Folder 7 Guardians of the ‘Hood installation instruction, review copy, 1992
Folder 8 Instructions for receiving a free manual and/or schematic package label layout, n.d.
Folder 9 I, Robot manual, review copy, 1984
Folder 10 Major Havoc conversion kit instruction and issues, 1984
Folder 11 Monte Carlo self test instructions, information packet, 1980
Folder 12 Millipede self test procedure, review copy, 1981
Folder 13 Paperboy schematic package supplement to operator’s manual, field service copy, 1985
Folder 14 PAT (Programmable Atari Test Station) 9000, operator’s manual draft, 1983
Folder 15 PAT 9000 operator’s manual, manuscript, 1983
Folder 16 Pitfighter manual artwork layout [publications], 1990
Folder 17 Pitfighter manual notes and memos, 1990
Folder 18 Rampart 2 player kit installation instructions, review copy, 1991
Folder 19 Return of the Jedi preliminary operator’s manual, 1984
Folder 20 Road Blasters operator’s manual and schematics, publication materials, 1987
Folder 21 Road Riot (conversion from Space Lords) manual (with information), 1993
Folder 22 Temple of Doom operator’s manual, review copy
Oversized materials:

Map Case 6,
Drawer 4
Folder 1  ACE Coin Monitor PCB assembly and schematics (film), 1983
Folder 2  A.C.E. project (extinct) operator’s manual (TM-214/215) artwork, n.d.
Folder 3  ADI display schematic diagram, n.d.
Folder 4  ADI 19” color raster video display service manual supplement, n.d.
Folder 5  Airborne Avenger operator’s artwork, ca. 1979
Folder 6  Airborne Avenger playfield assembly, n.d.
Folder 7  Amplifone color xy display schematic, 1982
Folder 8  Amplifone mounts and displays for Gravitar/Black Widow (A200000A), n.d., & Arabian/Millipede (A200002), 1983
Folder 9  Amplifone operator’s manual (TM-194) publication materials, n.d.
Folder 10 APB self-test label (ST-308), 1987
Folder 11 APB system II kit final art and cover (TM-308), 1987
Folder 12 Arabian illustrations for publication (TM-237), n.d.
Folder 13 Arabian operator’s manual covers, 1982
Folder 14 Arabian publication materials, 1983
Folder 15 Arabian troubleshooting guide, 1983
Folder 16 Assault self-test label (ST-324), 1988
Folder 17 Assault, upright cabinet, manual (TM-324) artwork, 1988
Folder 18 Asteroids, cabaret cabinet, manual (TM-155) drawings, ca. 1980
Folder 19 Asteroids, cocktail cabinet, operation’s manual (TM-150) cover layout, 1979
Folder 20 Asteroids operation manual (TM-143) publication materials, 1979
Folder 21 Asteroids Deluxe operator’s manual (TM-174) illustrations, 1980
Folder 22 The Atarians playfield assembly, n.d.
Folder 23 Badlands self-test label (ST-345), 1989
Folder 24 BAG instruction manual for pinball and video manuals, 1978
Folder 25 Baseball manual artwork, 1978
Folder 26 Basketball manual artwork (TM-137), n.d.
Folder 27 Battlezone, control handle assembly (A036271), ca. 1980
Folder 28 Battlezone cabinet drawings for publication (TM-166), ca. 1980
Folder 29 Battlezone, upright cabinet, manual artwork, ca. 1980
Folder 30 Bezel drawings, 1976
Folder 31 Black Widow operator’s manual layout and control panel illustrations, 1983
Folder 32 Blasteroids operator’s manual and cover artwork, 1987
Folder 33 Blasteroids schematic package (SP316) layout, 1987
Folder 34 The Book operation’s manual (TM-129) layout, 1980

Map Case 6,
Drawer 5
Folder 1  Canyon Bomber operation manual cover layout, n.d.
Folder 2  Centipede adjusting height of cocktail table (for publication), n.d. (A037760)
Folder 3  Centipede cabinet drawings, n.d.
Folder 4  Centipede, cocktail table cabinet, self-test label (ST-188), 1981
Folder 5  Championship Sprint operations manual (TM-292) cover artwork, 1986
Folder 6  *Championship Sprint* operation manual (TM-292) cover negative, 1986
Folder 7  *Championship Sprint* operator’s manual (TM-292) artwork [includes photos], 1986
Folder 8  *Championship Sprint* schematic package operations manual (SP-292) and self-test (ST-292) layout and negatives, 1986
Folder 9  *Cloak and Dagger* conversions drawings for publication, n.d.
Folder 10  *Cloak and Dagger* operator’s manual (TM-242) layout and illustration, 1983
Folder 11  *Cloak and Dagger* operations manual (TM-242) materials, 1983
Folder 12  (*Cloak and Dagger*) Agent X (and *Black Widow*) control panel illustration, n.d.
Folder 13  (*Cloak and Dagger*) Agent X and *I, Robot* circuit board removal – 2 board (A037701-01), n.d.
Folder 14  Coin door assembly parts list, n.d.
Folder 15  Coin controls (CO-305-01) layout, 1987
Folder 16  *Cop N’ Robbers* operator’s manual cover layout, 1976
Folder 17  *Crossfire* operation’s manual (TM-030) artwork
Folder 18  *Crystal Castle* operator’s manual (TM-241) materials, 1983
Folder 19  *Crystal Castle* self test, n.d.
Folder 20  *Crystal Castle* operator’s manual schematic package (SP-241) layout, 1983
Folder 21  *Crystal Castle*, upright cabinet, manual (TM-241) artwork, 1983
Folder 22  *Crystal Castle* and *Food Fight* cocktail (jigsaw) illustration, n.d.
Folder 23  *Crystal Castles* control panel and speaker control drawings, n.d.
Folder 24  *Cyberball* self-test label (ST-326), 1988
Folder 25  *Cyberball 2072* family cabinet operator’s manual cover artwork, 1988
Folder 26  *Cyberball 2072* operator’s manual (TM 326) artwork and cover, 1988
Folder 27  *Cyberball 2072* schematic package (SP-334) and self-test (ST-334) layout, 1988
Folder 28  *Cyberball 2072* universal kit installation instructions, film negatives, 1988
Folder 29  *Cyberball 2072* universal kit manuals (TM-339) cover artwork, 1988

**Map Case 6,**

**Drawer 6**
Folder 1  *Destroyer* operation manual cover layout, n.d.
Folder 2  *Dig-Dug*, cabaret and cocktail cabinet, assembly drawings for publication (A038320)
Folder 3  *Dig-Dug* operations manual (TM-203) artwork and layout, 1982
Folder 4  *Dig-Dug* PCB schematic diagram, 1982
Folder 5  *Dig-Dug* schematic packet operations manual (SP-202) layout
Folder 6  *Dig-Dug, Kangaroo, and Fast Freddie* (EIRE cabinet) illustrations for publications, n.d.
Folder 7  *Dig-Dug* operator’s manual (TM-202, EIRE) publication materials, 1982
Folder 8  Disco cabinet illustrations for publication, n.d.
Folder 9  Disco operations manual (TM-210) layout
Folder 10  *Dragon’s Lair* (EIRE) utility panel illustrations, n.d. (A0411653-01) AND fluorescent light assembly (A041659)
Folder 11  *Dragon’s Lair* schematic package, operator’s manual, 1984
Folder 12  *Dragon Spirit* operator’s manual cover (TM-310) artwork [with photographs], 1987
Folder 13  *Dragon Spirit* schematic package (SP-310) and self-test label (ST-310), 1987
Folder 14 Dunk Shot operator’s manual (TM-303) publication materials, schematic package (some Japanese), 1987
Folder 15 Eliminator circuit drawings, n.d.
Folder 16 Encoder wheel (whirly-gig) assembly drawings for publication (A037781), n.d.
Folder 17 Encoder wheel for Major Havoc/Space Duel (A038023-01), n.d.
Folder 18 EPROM field retrofit instructions for Gauntlet game 1st printing (CO-284-05) layout, 1986
Folder 19 Escape from the Planet of the Robot Monsters universal kit installation (TM-336) cover layout, n.d.
Folder 20 Escape from the Planet of the Robot Monsters schematic package (SP-332) layout, 1989
Folder 21 Escape from the Planet of the Monsters self-test (ST-332) label
Folder 22 Escape from the Planet of the Monsters manual (TM-332) cover layout, n.d.

Map Case 6,
Drawer 7
Folder 1 Fast Freddie manual layout, 1982
Folder 2 FBI label and miscellaneous publications materials, n.d.
Folder 3 Final Lap self-test label (ST-322) and schematic package (SP-322), 1987-1988
Folder 4 Final Lap manual publication materials (TM322-325), 1988 (part 1 of 2)
Folder 5 Final Lap manual publication materials (TM322-325), 1988 (part 2 of 2)
Folder 6 Final Lap, upright cabinet, self-test label and schematic package layout, 1988
Folder 7 Firefox EMI with 3 boards illustration (A041584-02), n.d.
Folder 8 Firefox, sit-down cabinet, control panel removal drawings for publication (A041541-01), 1983
Folder 9 Firefox, sit-down cabinet, cabinet assembly drawings for publication, 1983
Folder 10 Firefox schematic package (SP-253) layout, 1983
Folder 11 Firefox Phillips laser disc player (171059.001), n.d.
Folder 12 Firefox, upright cabinet, and Return of the Jedi control panel illustration, n.d.
Folder 13 Firefox, upright cabinet assembly (A041601-xx) and I, Robot assembly (for publication), n.d.
Folder 14 Fire Truck operation manual cover layout, 1978
Folder 15 Food Fight, cocktail table cabinet, control panel assembly drawings for publication, 1983
Folder 16 Food Fight, cocktail table cabinet, illustrations for publications (never used), n.d.
Folder 17 Food Fight schematic package (SP-229) layout, 1983
Folder 18 Food Fight self-test (ST-229-02), 1983
Folder 19 Food Fight manual (TM-229) artwork, 1983
Folder 20 Formula K (Kee Games) operation’s manual (TM-020) cover layout, ca. 1975

Map Case 6,
Drawer 8
Folder 1 Gauntlet manual (TM-284) publication materials, 1985
Folder 2 Gauntlet self-test label 2nd printing (ST-284) unpublished layout, 1986
Folder 3 Gauntlet schematic package operator’s manual 2nd printing (SP-284) unpublished layout, 1985-1986
Folder 4  Gauntlet “player tips” positives and print, 1985
Folder 5  Gauntlet 2-player schematic package operation’s manual (SP-289) layout, 1985-1986
Folder 6  Gauntlet 2-player self-test (ST-289) layout, 1985
Folder 7  Gauntlet II 2-player conversion instructions 1st printing (CO-284-07) instruction manual, 1986
Folder 8  Gear shifter, gear shifting housing, and bezel drawings for publication (A000608, A000609), n.d.
Folder 9  Gimball joystick assembly drawings (for publishing), n.d.
Folder 10  Gravitar amplifone color x-y illustrations (TM-268, A200000) and amplifone “as mounted for Gravitar and Black Widow” (A000000A), n.d.
Folder 11  Gravitar light and speaker board (A038161), n.d.
Folder 12  Gravitar graphic for removing game and Reg/Aud. PCB (A038398); Gravitar control panel drawings (A038176), n.d.
Folder 13  Gravitar operation’s manual (TM-206) artwork and negatives, n.d.
Folder 14  Gravitar operation manual (TM-206) cover layout, n.d.
Folder 15  Gravitar/Space Duel type upright cabinet drawings (A038169), n.d.
Folder 16  Gumball Rally self-test label (ST-355-02) and Gumball Rally coin modes (ST-355-01), 1990
Folder 17  Hall Effect joystick calibration procedure 2nd printing (CO-285-01) layout, 1986
Folder 18  Handlebar assembly illustrations, n.d.
Folder 19  Hard Drivin’ compact schematic package (SP-329) layout, 1989
Folder 20  Hard Drivin’ compact manual (TM-329) publication materials, 1989
Folder 21  Hard Drivin’ compact self-test (ST-329) label, 1989
Folder 22  Hard Drivin’ manual (TM-327) drawings, 1988-1989
Folder 23  Hard Drivin’ self-test label (ST-327), overhead installation instructions, n.d.
Folder 24  Hercules manual (TM-128) publication materials, n.d.
Folder 26  Hydra, mini-upright cabinet, manual cover layout, n.d.

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Folder 1  Indiana Jones and the Temple of Doom manual cover layout, 1985
Folder 2  I, Robot control panel assembly illustration for publication (A042603-01), n.d.
Folder 3  I, Robot logos for field test, 1983
Folder 4  I, Robot manual artwork, 1984
Folder 5  I, Robot self-test (ST-251) label, 1984
Folder 6  Kangaroo cabinet drawings, “Dig-Dug Type,” (A038430), n.d.
Folder 7  Kangaroo circuit diagrams for publication (TM-204), n.d.
Folder 8  Kangaroo manual artwork, n.d.
Folder 9  Kangaroo operation manual cover layout/artwork, n.d.
Folder 10  Kangaroo schematic package (SP-204) layout, 1982
Folder 11  Klax self-test label (ST-347) and universal kit instruction manual artwork (TM-348), 1989-1990
Folder 12  Laser disk illustration (for publication), n.d.
Folder 13  Le Mans operation
Folder 14  *Liberator* operation’s manual cover layout
Folder 15  *Liberator* operation manual (SP-209), self-test label (ST-209-01), and foot pedal illustration, 1982
Folder 16  The Lost Bit Atari newsletter layout and miscellaneous, 1983

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Folder 1  Major assemblies blank manual covers (TM-198), n.d.
Folder 2  *Major Havoc* schematic package (SP-252), 1983
Folder 3  *Major Havoc* upright hi-tech cabinet drawings (A041301-01), n.d.
Folder 4  *Marble Madness* operator’s manual cover (SP-276-A) and illustrations, 1985
Folder 5  *Marble Madness* schematic package (SP-276) layout, 1985
Folder 6  Matsushita color display circuit drawings, n.d.
Folder 7  Matsushita color raster display schematic diagram (SP-233), artwork; Matsushita 19” color monitor raster manual (TM-220), 1982
Folder 8  Mechanical assemblies for player controls manual and layout negatives (TM-198), 1986
Folder 9  *Middle Earth* layout (13054-A) and playfield assembly illustrations, n.d.
Folder 10  *Middle Earth* interconnect and wiring diagram, 1978
Folder 11  *Middle Earth* operation manual layout (TM-108), n.d.
Folder 12  *Millipede* circuit board removal – one board – illustrations (A037701), n.d.
Folder 13  *Millipede* control panel schematic package layout manual, 1982
Folder 14  *Millipede* operator’s manual layout (TM-217), ca. 1982; Millipede (EIRE) cabinet with trackball, assembly illustration, n.d. (A039440)
Folder 15  Mini and midi-trak balls with moulded housings drawings (A036140), n.d.
Folder 16  Mini trakball drawings for publication (A035440), n.d.
Folder 17  *Missile Command*, cabaret cabinet, operator’s manual (TM-158) artwork, ca. 1981
Folder 18  *Missile Command* and *Crystal Castles* installation procedures (TM-266)
Folder 19  *Missile Command* upright manual cover layout, cabinet illustrations, and control panel illustrations (ST-147, TM-147, TM-158, TM-266), n.d.
Folder 20  *Monte Carlo* foot pedal control drawing for publication, n.d.
Folder 21  Monitor shield illustration, n.d.
Folder 22  Orbit operation’s manual (TM-R7) publication materials, n.d.

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Folder 1  *Pack Rat* controls (System I), illustrations (TM-280), n.d.
Folder 2  *Pac Mania* operator’s manual artwork and schematic, 1987
Folder 3  *Pac Mania* self-test label (ST-315), 1987
Folder 4  *Paperboy* character graphic printouts, 1985
Folder 5  *Paperboy* schematic package operator’s manual (SP-275) layout, 1985
Folder 6  Paste-up boards, 1983
Folder 7  PAT 9000 power LED illustration (A038316) prints negatives, 1982
Folder 8  *Peter Pack Rat* control panel schematic package layout manual (SP-280)
Folder 9  *Peter Pack Rat* operations manual cover layout (TM-280), 1985
| Folder 10 | Pinball playfield and cabinet sub assembly, 1978 |
| Folder 11 | Pinball tester manual illustrations (TM-134), n.d. |
| Folder 12 | *Pole Position* compact (Ireland only) fluorescent light and speaker drawing, n.d. (A041167) |
| Folder 13 | *Pole Position* cover art operation’s manual (TM-218), ca. 1982 |
| Folder 14 | *Pole Position* manual (TM-218), ca. 1982 |
| Folder 15 | *Pole Position* schematics package supplement to operation manual (SP-219), 1982 |
| Folder 16 | *Pole Position* schematic package (SP-218), 1982 |
| Folder 17 | *Pole Position* self-test label (ST-219-01), foot pedal illustration, and sit-down cabinet illustration, n.d. |
| Folder 18 | *Pole Position II* self-test label, n.d. |
| Folder 19 | “Policies and Procedures (for managers) binder design for personnel,” 1989 |
| Folder 20 | Pool Shark operation manual (TM-083) cover layout, n.d. |
| Folder 21 | *Popeye* manual artwork (TM-231), 1982 |
| Folder 22 | *Popeye* Ireland built cabinet with WICO joystick (A039801), CA. 1980s |
| Folder 23 | *Popeye* schematic package layout (SP-231), 1983 |
| Folder 24 | Portfolio palmtop computer publication materials, 1992 |
| Folder 25 | *Pot Shot* manual cover and artwork (TM-318), ca. 1988 |
| Folder 26 | *Pot Shot* self-test label (TM-318), n.d. |
| Folder 27 | Power supply drawings (A03767, A037671-18), n.d. |
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| Folder 30 | Quantum (Space Duel type) upright cabinet and control panel illustrations (A039519, A039514), n.d. |
| Folder 31 | Quantum schematic package (SP-221) and self-test label (ST-221) layout, n.d. |

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| Folder 1 | *Race Drivin’* compact self-test (ST-360) label layout, 1990 |
| Folder 2 | *Race Drivin’* compact schematic package (SP-360) layout, 1990 |
| Folder 3 | *Race Drivin’ Panorama* schematic package (SP-368) layout, 1991 |
| Folder 4 | *Race Drivin’ Panorama* self-test label (ST-368) layout, 1991 |
| Folder 5 | Race Drivin’ *Panorama* operator’s manual (TM-368) artwork [includes photos], 1991 |
| Folder 6 | *Race Drivin’* schematic package (SP-351) layout, 1989-1990 |
| Folder 7 | *RBI 95* cover art film, 1995 |
| Folder 8 | *Red Baron* sit-down, upright, and cabaret cabinet owner’s manual (TM and ST-169) layout and illustrations, 1980 |
| Folder 9 | Regulator audio II PCB drawing for publication (A035435), n.d. |
| Folder 10 | *Return Fire* manual cover, artwork, and film (Time Warner Interactive), 1996 |
| Folder 11 | *Return of the Jedi* (EIRE) illustrations: PCB mounting box and PCB, n.d. |
| Folder 12 | *Return of the Jedi* fluorescent lamp assembly drawings for publication, n.d. |
| Folder 13 | *Return of the Jedi* operator’s manual (TM-227) cover layout, ST screens, and memory map, 1984 |
| Folder 14 | *Return of the Jedi* schematic package (SP-227) layout and self-test label, 1984 |
Folder 15  Road Blasters assembly and cockpit illustrations (TM-299) and photographs, 1987
Folder 16  *Road Blasters* (cockpit) schematic package (SP-299), 1987
Folder 17  *Road Blasters* / System I schematic package (SP-298) and self-test, 1987
Folder 18  *Road Blasters* / System I operation’s manual (TM-298) artwork, 1987
Folder 19  *Road Blasters* operator’s manual cover layout, 1986
Folder 20  *Road Blasters* manual artwork and film (Time Warner Interactive), 1995
Folder 21  Road Blasters assembly and cockpit illustrations (TM-299) and photographs, 1987
Folder 16  *Road Blasters* (cockpit) schematic package (SP-299), 1987
Folder 17  *Road Blasters* / System I schematic package (SP-298) and self-test, 1987
Folder 18  *Road Blasters* / System I operation’s manual (TM-298) artwork, 1987
Folder 19  *Road Blasters* operator’s manual cover layout, 1986
Folder 20  *Road Blasters* manual artwork and film (Time Warner Interactive), 1995
Folder 21  Road Blasters / System I schematic package (SP-298) and self-test, 1987
Folder 22  *Road Runner* “hall effect” joystick illustrations (A040935-xx), 1986
Folder 23  *Road Runner* operation’s manual cover layout (TM-285) System I schematics, and self-test label (ST-285), 1986
Folder 24  *Road Test 4 WD* self-test label (ST-369) layout, 1991
Folder 25  *Rolling Thunder* self-test label (ST-300) layout and negative, 1986
Folder 26  RTC steering control – Namco version (A044397-01), n.d.
Folder 27  *Rampart* 3-player game manual cover artwork, n.d.
Folder 28  *Rampart* game and coin options page layout (ST 359), 1983

**Map Case 6,**  
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Folder 1  Sanyo 19” operation’s manual (TM-205), n.d.
Folder 2  Sanyo monitor operator manual materials (TM-311), 1985
Folder 3  *Sebring* manual instructions (TM-138, #24560), n.d.
Folder 4  *720°* operator’s manual (TM-294) cover layout/artwork, n.d.
Folder 5  *720°* self-test label (ST-294) and schematic package (SP-294) layout, 1986
Folder 6  *Shuuz* upright manual hole-cutting template for control panel (TM-358), ca. 1990
Folder 7  *Skull and Crossbones* schematic package (SP-337), film negative, 1989
Folder 8  *Skull and Crossbones* schematic package and self-test label, 1989
Folder 9  *Skull and Crossbones* schematic package and self-test label, 1989
Folder 10  *Skull and Crossbones* self-test label and operator’s manual cover layout, 1989
Folder 11  *Sky Raider* operation manual (TM-111) cover layout, n.d.
Folder 12  *Sky Diver* self-test label (ST-117) and operation manual layout (TM-117), n.d.
Folder 13  *Smokey Joe* cover art operation’s manual (TM-116)
Folder 14  *Soccer* schematics and cabinet assembly, 1979
Folder 15  *Solar War* (TM-154) operation manual cover layout, n.d.
Folder 16  *Space Duel* cocktail cabinet illustrations (A038100), n.d.
Folder 17  *Space Duel* cocktail, upright, and sit-down control panel illustrations, n.d. (A037302)
Folder 18  *Space Duel/Gravity/Havoc* operations manual (TM-268) illustration, n.d.
Folder 19  *Space Duel* operator’s manual (TM-181) publication materials, 1982
Folder 20  *Space Duel* schematic package (SP-181), 1982
Folder 21  *Space Duel* type upright cabinet illustrations, n.d.
Folder 22  *Space Lords* operator’s manual (TM-289) illustrations
Folder 23  *Space Riders* manual illustrations (TM-119), 1978 (Part 1 of 2)
Folder 24  *Space Riders* manual illustrations (TM-119), 1978 (Part 2 of 2)
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Folder 1  Star Wars “first use” utility panel illustration (A040413) and UR EMI cage/circuit boards (A040302 and A040302-01), 1983
Folder 2  Star Wars illustrations (A040383-01) and operator’s manual cover artwork/layout, 1983
Folder 3  Star Wars self-test procedure and display (ST-225), 1983
Folder 4  Star Wars schematic package (SP-225) and troubleshooting guide, 1983
Folder 5  Steel Talons operator’s manual (TM-370) materials [includes photos], n.d.
Folder 6  Steel Talons schematic package (SP-370) layout, 1991
Folder 7  Steering wheel (A000598) illustrations, n.d.
Folder 8  Steering yoke and gun assembly illustrations, n.d.
Folder 9  Steering yoke illustrations (A005347), n.d.
Folder 10 Street Fighter manual, cover, and figures (TM-306), 1987
Folder 11 Street Fighter schematic package layout (SP-306) preliminary schematics, original schematics, and self-test label, 1987 (part 1 of 5)
Folder 12 Street Fighter schematic package layout (SP-306) preliminary schematics, original schematics, and self-test label, 1987 (part 2 of 5)
Folder 13 Street Fighter schematic package layout (SP-306) preliminary schematics, original schematics, and self-test label, 1987 (part 3 of 5)
Folder 14 Street Fighter schematic package layout (SP-306) preliminary schematics, original schematics, and self-test label, 1987 (part 4 of 5)
Folder 15 Street Fighter schematic package layout (SP-306) preliminary schematics, original schematics, and self-test label, 1987 (part 5 of 5)
Folder 17 S.T.U.N. Runner schematic package (SP-338) and self-test (ST-338) label layout and tin plate, 1989
Folder 19 Super Breakout operation manual cover and PCB assembly layout, n.d.
Folder 20 Super Breakout self-test layout (ST-118), n.d.
Folder 21 Super Sprint operation’s manual (TM-290) illustrations, n.d.
Folder 22 Switching power supply operator’s manual (TM-238) illustrations, n.d.
Folder 23 System I operator’s manual cover layout, 1986
Folder 24 System I schematic package (SP-227) layout, 1984
Folder 25 System I schematic package (SP-286) layout, 1986

Map Case 7, Drawer 1
Folder 1  Tec videoelectronics service manual (TM-123), n.d.
Folder 3  Tempest upright manual (TM-190) illustrations, n.d.
Folder 4  Temple of Doom (TM-272) joystick and button mechanics illustrations, n.d.
Folder 5  Tetris manual cover (TM-328), n.d.
Folder 6  Tetris mechanical logo, 1988
Folder 7  *Time Pilot* (EIRE) cabinet and control panel illustrations (4039660), n.d.
Folder 8  *Time Pilot* schematic package operation’s manual (SP-223) layout, 1983
Folder 10  *Toobin’* operator’s manual cover layout and illustrations, n.d.
Folder 11  *Toobin’* schematic package (SP-320) and self-test label (ST-320) layout, 1988
Folder 12  *Toobin’* wave patterns, May 25, 1988
Folder 13  *Tournament Cyberball 2072 vs. Kit* manual (TM-341 and TM-340) cover artwork (includes photos)
Folder 14  *Tournament Cyberball 2072* schematic package (SP-337), 1989
Folder 15  *Tournament Cyberball 2072* schematic package (SP-337), 1989
Folder 16  Trak ball illustrations (A033360), n.d.
Folder 17  Two speed shifter illustrations (never published, A007378)
Folder 18  *TX-1* artwork for operation’s manual (TM-262), n.d.
Folder 19  *TX-1* cabinet illustrations (A041874-01), n.d.
Folder 20  *TX-1* (Ireland) step-down power supply illustration (A042089-01), n.d.
Folder 21  *TX-1* self-test (ST-262), 1983
Folder 22  *TX-1* schematic package (SP-262), 1983

**Map Case 7,**  
**Drawer 2**
Folder 1  *Ultra Tank* operation’s manual (TM-107) cover art, Kee Games, n.d.
Folder 2  *Ultra Tank* self-test procedure document (ST-107), n.d.
Folder 3  Unidentified game assembly drawing, control panel set-up, 1984
Folder 4  Unidentified game EMI cage illustrations (A042402-01, “not used on TX-1”)
Folder 5  Unidentified game fan and bracket illustration, n.d.
Folder 6  Unidentified game light and speaker board assembly drawing for “Hi-Tech” cabinet (A041320), n.d.
Folder 7  Unidentified game control panel assembly drawing for “Hi-Tech” cabinet (A041310), n.d.
Folder 8  Unidentified game ventilation duct (A040565), n.d.
Folder 9  Unidentified pinball playfield and cabinet assembly, 1978
Folder 10  Unidentified illustration for publication, n.d.
Folder 11  Unidentified publication materials, 1982
Folder 12  Universal and utility panel illustrations, 1983
Folder 13  Universal EMI shield PCB (A037430), n.d.
Folder 14  Utility panel for cocktail cabinet (first used in *Millipede*, A037866), 1983
Folder 15  Various arcade games (*Tempest, Major Havoc, Dig-Dug, Kangaroo*) control panel assembly illustration (A038231-xx), n.d.
Folder 16  Various game operation’s manuals (*Crystal Castles, I, Robot, Robo-Ball, Triple Hunt, and Xevious*), 1978-1984
Folder 17  Various games operator’s manuals and schematic illustrations, 1982-1984
Folder 18  Various games unused screen displays, n.d.
Folder 19  Various light board for cabaret cabinets illustration (A036205), n.d.
Folder 20  Video disk concept logos and news article (page 81 of *Electronics Design*, May 12, 1983 issue), 1983
Folder 21  Video pinball operation manual (TM-130) cover layout, cabinet illustrations, and self-test label (ST-130), n.d.
Folder 22  *Vindicitors* operator’s manual illustrations, cover layout, and notice text layout, 1988
Folder 23  *Vindicitors* schematic package (SP-317) and self-test label (ST-317), 1988 (part 1 of 2)
Folder 24  *Vindicitors* schematic package (SP-317) and self-test label (ST-317), 1988 (part 2 of 2)
Folder 25  *Vindicitors Part II* self-test label (ST-323), 1989

**Map Case 7,**
**Drawer 3**
Folder 1  *Wayne Gretzky 3D Hockey* box art, 1995
Folder 2  Wells-Gardner color video display (TM-281), n.d.
Folder 3  Wells-Gardner color x-y illustrations (92-053), n.d.
Folder 4  Wells-Gardner 25” medium-resolution video display film negatives, n.d.
Folder 5  Wells-Gardner 25” medium-resolution video display manual (TM-295) and schematic package, 1986
Folder 6  Wells-Gardner 19” operation’s manual (TM-296) artwork and negatives, n.d.
Folder 7  Wells-Gardner 19” “Prismatic” video display service manual (TM-321), n.d.
Folder 8  Wells-Gardner 19” color xy display monitor schematic diagram, 1983
Folder 9  Wico joystick illustrations, 4 or 8 positions (A038434), n.d.
Folder 10  *Xevious* control panel illustrations (A039824), n.d.
Folder 11  *Xevious* cover operations manual (TM-230), artwork, 1982
Folder 12  *Xevious* operator’s manual illustrations (TM-220), 1982
Folder 13  *Xevious* operator’s manual cover illustrations (TM-230), 1982
Folder 14  *Xevious* operator’s manual (TM-230) artwork and negatives, 1983
Folder 15  *Xevious* schematic package (SP-230) and operator’s manual cover illustrations (TM-230), 1983
Folder 16  *Xevious* schematic package (SP-233), 1983
Folder 17  *Xevious*-type monitor removal drawings (A039853), n.d.
Folder 18  *Xevious* upright and EIRE cabinet illustrations (A039820), 1983
Folder 20  *Xybots* operator’s manual artwork
Folder 21  *Xybots* schematic package layout (SP-313) and self-test label (ST-313), 1987
Folder 22  *Zero Divide* PlayStation cover art and film, 1995

**Map Case 7,**
**Drawer 4**
Folder 1  *Centipede* cabaret self-test procedure layout
Folder 2  *Centipede* self-test label (ST-182), n.d.
Folder 3  Coin doors assembly and installation drawings, ca. 1982
Folder 6  *Football 4-player* operations manual (TM-139) illustrations, 1979
Folder 7  *Football* operations manual (TM-126) illustrations and negatives, 1979
Folder 8  *Marble Madness* self-test label, n.d.
Folder 9  Wells-Gardner 19” color monitor schematic diagram for publication, 1986
Folder 10  *Paperboy* self-test label (ST-275) and operator manual cover (TM-275), 1985
Folder 11  Soccer manual (TM-144) publication materials, 1979
Folder 12  *Space Duel* self-test label, n.d.

**Map Case 7,**
**Drawer 5**
Folder 1  *Arabian* cabinet illustrations (A040265), 1983
Folder 3  *Centipede* cocktail manual drawings & schematics (TM 191), n.d.
Folder 5  *Paperboy*/System II operator’s manual (TM-275) illustrations, ca. 1985
Folder 6  PAT 9000 switch control (A038308, 038309-01), 1982
Folder 7  Primal Rage (Atari Jaguar) game manual, n.d.

Folder 10  *Star Wars* flight control illustrations (A040233), n.d.
Folder 11  *Star Wars* SD amplifone color x-y 25” medium speed/medium resolution and removal illustration, n.d. (A200011)
Folder 12  *Star Wars* SD light and speaker removal illustration, n.d. (A040516)
Folder 13  *Super Sprint* self-test (ST-290), 1986
Folder 15  *Major Havoc* cabinet decals, 1983 [contains water damage]
Folder 16  *I, Robot* cabinet decals, 1983

**Subseries B: Owner’s manuals and schematic packages**

**Scope and Content Note:** This subseries contains published owner’s manuals and schematic packages. These manuals were provided to operators for the repair and maintenance of the arcade cabinets and games. Games manufactured by Atari, as well as a few competitor manuals, are represented. Also included are various television and video monitor manuals.

**Box 58**
Folder 23  *APB* schematic packages, 1987
Folder 24  *Arabian, Avalanche* operator’s manuals, 1979-1983
Folder 25  *Arabian* schematic package, 1983
Folder 26  *Area 51* operator’s manual, 1998
Folder 27  *Area 51/Maximum Force* universal kit, 1998
Folder 28  *Area 51/Maximum Force* upgrade kit, 1998
Folder 29  *Area 51: Site 4* operation manual
Folder 30  *Area 51: Site 4* operation manual with amendment, 1998
Folder 31  *Assault* and *Asteroids* cabaret manuals
Folder 32  *Asteroids Deluxe* owner’s manual – drawing package supplement, 1981

**Box 59**
Folder 1  Atari System I manuals
Folder 2  *Centipede* operation manual supplements with schematics, 1981
Folder 3  *Championship Sprint* schematic package, 1986
Folder 4  *Cloak and Dagger* installation instructions and schematics, 1983
Folder 5  *Cloak and Dagger* installation instructions for *Joust, Robotron: 2084*, or *Stargate*
Folder 6    Competitors manuals, 1989-1992
Folder 7    Competitors operation manuals, 1996-2000
Folder 8    Crowns Golf operator’s manuals, 1984
Folder 9    Dig Dug schematic package and drawings, 1982
Folder 10   Dragon Buster instruction manual (some Japanese), 1985
Folder 11   Dunk Shot operator’s manual, 1987
Folder 12   Gauntlet operator’s manual, 1985
Folder 13   Gauntlet supplementary manual to the Two-Player Game, 1985
Folder 14   Guardians of the Hood operation manual
Folder 15   Final Lap operator’s manual and schematic package, 1987
Folder 16   Firefox Illustrated Parts Lists, 1982
Folder 17   Fire Truck operation manual with schematic drawings, 1977-1978
Folder 18   Food Fight manuals, 1983
Folder 19   Four Trax instruction manual, 1989
Folder 20   Galaga ’88 operator’s manuals, 1988
Folder 21   Gravitar retrofit instructions manual
Folder 22   Great Guns (Stern) operation and installation manual
Folder 23   Hard Drivin’ operator’s manual, 1988
Folder 24   Hard Drivin’ operator’s manual, 1988
Folder 25   Hyperdrive to California Speed manual amendment and hard disk drive update kit, 1998
Folder 26   Kangaroo, Knuckle Bash operator’s manual
Folder 27   Le Mans operator’s manual, 1976
Folder 28   Lunar Lander operation manual, 1979
Folder 29   Mace: The Dark Ages
Folder 30   Major Assemblies – Player Controls, Color Video Displays, Power Supplies
Folder 31   Marble Madness, Missile Command operator’s manuals, 1980-1983
Folder 32   Maximum Force operator’s manuals and universal kit, 1998

Box 60
Folder 1    Mazer Blazer installation and operation manual, 1983
Folder 2    Mechanical Assemblies operator’s manual, 1982
Folder 3    Middle Earth manual, n.d.
Folder 4    Monte Carlo operator’s manual, 1980
Folder 5    Moto Frenzy Mini Deluxe and Deluxe operator’s manuals, 1992
Folder 6    NBA on NBC operator’s manuals
Folder 7    Night Driver operation, maintenance, and service manual, 1976
Folder 8    Off the Wall operator’s manual
Folder 9    Paperboy operator’s manuals
Folder 10   Paperboy supplement to operator’s manual
Folder 11   Pole Position operator’s manual
Folder 12   Popeye schematic manuals, 1982
Folder 13   Quantum operation manual review, 1982
Folder 14   Quantum manual supplement, 1982
Folder 15   Race Drivin’: Panorama operator’s manual
Folder 16   Red Baron cabaret operator manual
Folder 17  Red Baron drawing package supplement
Folder 18  Road Blasters operator’s manuals
Folder 19  Road Blasters schematic packages, 1987
Folder 20  Road Runner schematic package, 1986
Folder 21  Road Runner schematic package supplement, 1988
Folder 22  Rolling Thunder schematic package, 1987
Folder 23  San Francisco Rush installation instructions, 1996-1997
Folder 24  720° operator’s manual
Folder 25  Skins Game Video Game Conversion Kit, 2000; Sky Raider operation manual, 1978
Folder 26  Space Lords operator’s manual, 1992
Folder 27  Space Rider assembly package
Folder 28  Sprint 2 operation manual, 1976
Folder 29  Star Wars operator’s manual and schematic package, 1983
Folder 30  Star Wars schematic package, 1983
Folder 31  Star Wars operator’s manual supplement, 1983
Folder 32  Street Fighter operator’s manual, 1987
Folder 33  Street Fighter schematic package, 1987
Folder 34  S.T.U.N. Runner schematic package, 1989
Folder 35  Surf Planet operation manual, 1998
Folder 36  Super Bug operation, maintenance, and service manual, 1977
Folder 37  Superman: The Pinball Game operator’s manuals, 1978
Folder 38  Super Sprint operator’s manual and schematic package, 1985
Folder 39  Super Sprint schematic package supplement, 1985
Folder 40  Switching Power Supply service manual

Box 61
Folder 1  Thunder Jaws operator’s manuals
Folder 2  T-Mek operator’s manuals, 1994
Folder 3  Toobin’ schematic package, 1988
Folder 4  Vindicators operator’s manuals
Folder 5  War: Final Assault operator’s manuals
Folder 6  Warlords operator’s manual
Folder 7  Xevious operator’s manual, 1982
Folder 8  Wells-Gardner video manuals, 1981-1998
Folder 9  Wells-Gardner 25” display service manual, 1989
Folder 11  Video monitor manuals and schematic packages, 1980-1987
Folder 12  Wells-Gardner video monitor manuals, 1987-1990
Folder 13  Video monitor manuals, 1996-1999
Folder 14  Video monitor manuals, 1993-2000
Folder 16  Video monitor manuals, 1991
Folder 17  Video monitor manuals, 1982-1987
Folder 18  Video monitor manuals, 1974-1988
Folder 19  Color monitor transformer and manuals, 1978-1982

**Box 62**

- Folders 1  Assorted video monitor manuals, 1987
- Folders 2  Assorted video monitor manuals, 1991-1992
- Folders 3  Assorted video monitor manuals, 1980
- Folders 4  Assorted video monitor manuals, 1988-1990
- Folders 5  Assorted video monitor manuals, 1987-1991
- Folders 6  Assorted video monitor manuals, 1981-1994
- Folders 7  Assorted video monitor manuals, 1987-1996
- Folders 8  Assorted video monitor manuals, 1993-1996
- Folders 9  Assorted video monitor manuals, 1980-1988
- Folders 10 Assorted video monitor manuals, 1986-1993
- Folders 12 Assorted video monitor manuals, 1980-1982
- Folders 13 Assorted video monitor manuals, 1979, 1985
- Folders 14 Assorted video monitor manuals, n.d.
- Folders 15 Assorted video monitor manuals, 1974-1982
- Folders 16 Assorted video monitor manuals, 1982-1986
- Folders 17 Assorted video monitor manuals, 1978-1988

**Box 63**

- Folder 2  *Area 51: Maximum Force* operation manual, 1998
- Folder 16  *Indiana Jones and the Temple of Doom* operator’s manual, 1985
Series XI: Photographs, 1975-1990

Scope and Content Note: This series houses company photographs. Included are photos documenting the manufacturing process, marketing photos, facility photos, game screenshots, company event photos, arcade cabinets, trade show photos, and photos of employees. The series also contains negatives.

Box 65

Folder 1  Asteroids cabinet photographs, 1979
Folder 2  Atari employees, n.d.
Folder 3  Atari facility, 1976
Folder 4  Atari Ireland, n.d.
Folder 5  Atari Olympic arcades photographs, 1984
Folder 6  Basketball, 1979
Folder 7  Battlezone screenshots, 1980
Folder 8  Cabinet prototypes, n.d.
Folder 9  Crystal Castles title screenshot, 1983
Folder 10  Dig-Dug screenshot, 1982
Folder 11  ENADA trade show photographs, n.d.
Folder 12  Fast Freddie screenshots and cabinet photographs, 1982
Folder 13  Food Fight cabinet photographs, 1983
Folder 14  Gravitar screenshots and cabinet photographs, 1982
Folder 15  Industrial design/art department, 1977
Folder 16  Kangaroo screenshots, cabinet photographs, and game unveiling, 1982
Folder 17  Logos, n.d.
Folder 18  The Last Starfighter photographs, 1984
Folder 19  Lunar Lander cabinet photograph, 1979
Folder 20  Major Havoc screenshots, 1983
Folder 21  Manufacturing, n.d.
Folder 22  Marketing photographs, n.d. (1 of 5)
Folder 23  Marketing photographs, n.d. (2 of 5)
Folder 24  Marketing photographs, n.d. (3 of 5)
Folder 25  Marketing photographs, n.d. (4 of 5)
Folder 26  Marketing photographs, n.d. (5 of 5)
Folder 27  Memorabilia, n.d.
Folder 28  Mini speedway, n.d.
Folder 29  Miscellaneous photographs and negatives, n.d.
Folder 30  Missile Command scene shots – VCS, 1981
Folder 31  Panorama, n.d.
Folder 32  Pole Position marketing photographs, 1982
Folder 33  Pole Position II cabinet and screenshots, 1983
Folder 34  Popeye screenshots, 1982
Folder 35  Return of the Jedi screenshots, 1984
Folder 36  Road Riot cabinet, 1991
Folder 37  Road Riot screenshots, 1991
Folder 38  Shark Jaw cabinet photograph, 1975
Folder 39  Showcase 33 slide presentation, n.d.
Folder 40  Spot art, n.d.
Folder 41  *Star Wars* marketing and cabinet photographs, 1983
Folder 42  *Steel Talons* promo photographs, 1991
Folder 43  *Subs* cabinet, 1977
Folder 44  *Superman* title screenshot, 1978
Folder 45  *Thunder Jaws* screenshots, 1990
Folder 46  *T-Mek*, 1994
Folder 47  Trade shows, n.d.
Folder 48  Trade show photos, n.d.
Folder 49  *TX-1* cabinet photos, 1984
Folder 50  Unknown game screenshots, film, n.d.

**Box 66**
Folder 1  Ultra tuned ampliance, n.d.
Folder 2  Various stock arcade cabinet photos, n.d. (1 of 3)
Folder 3  Various stock arcade cabinet photos, n.d. (2 of 3)
Folder 4  Various stock arcade cabinet photos, n.d. (3 of 3)
Folder 5  *Vindicators*, 1988
Folder 6  Warner Brothers studios, n.d.
Folder 7  *Xevious* screenshots, 1983

**Oversized materials:**

**Map Case 2,**

**Drawer 2**
Folder 1  *Asteroids Deluxe* promotional photograph, ca. 1980
Folder 2  *Asteroids and Space Duel* promotional photograph, 1979-1982
Folder 3  Atari building aerial photograph, n.d.
Folder 4  Atari employees, n.d.
Folder 6  *The Atarians* playfield photograph, 1976
Folder 9  *Pole Position* promotional photograph, 1982
Folder 10  *Return of the Jedi* promotional photograph, 1984
Folder 11  *Space Riders* pinball playfield photograph, 1979
Folder 12  Time Warner stock photos, n.d.
Folder 14  *Wolf Pack* promotional photograph, 1978
Series XII: Audiovisual material, 1978-2001

Scope and Content Note: This series contains the audiovisual material that Atari created and produced, spanning several different video formats. Video formats include VHS, Beta Cam, U-Matic, reel-to-reel, and audio cassettes. These tapes contain commercials, game demos, industry show presentations, focus groups, and company celebrations. Tapes have been arranged by format. Forty U-Matic tapes have been reformatted and digitized. A separate inventory has been created for the magnetic tapes, and can be viewed upon request. (Boxes from this series are numbered beginning with prefix “AV-.”)

[See separate Atari AV inventory spreadsheet.]


Scope and Content Note: This collection contains several different electronic media formats, including various size floppy disks. Floppy disk sizes include 3½ inch, 5¼ inch, and 8 inch. Some data from the 3½-inch disks has been captured, including CAD drawings, game development documentation, and memos. Based on label descriptions, the 5¼-inch disks contain similar data.

Also included in the series is an external hard drive, containing scanned images of game development documentation and digital files from Atari computers from 1982-2002. Digital files include VAX mail messages, game development documentation, photos, memos, game ideas, and potentially source code [though it is not accessible at this time]. The digital files from the external hard drive have been transferred to and are accessible on The Strong’s internal network.

Box 63
Folder 1 Archive diskette list, 1981
Folder 18 Log of backups (old Apple tape drive), 1988-1990

[See separate Atari floppy disks and digital files inventory spreadsheet.]