

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 are 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

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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 III: Technical documentation, 1969-1997
- 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 VII: Software and hardware development, 1980-1996
- Series VIII: Advertising and marketing, 1977-2000
 - Subseries A: Marketing research and promotional material
 - Subseries B: Sell sheets
- Series IX: Pinball, 1977-1982
- Series X: Publications, 1975-2000
 - Subseries A: Layout, review, and manuscript
 - Subseries B: Operator's manuals and schematic packages
- Series XI: Photographs, 1975-1990
- Series XII: Audiovisual materials, 1978-2001
 - 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
- Series XIII: Floppy disks and digital files, 1977-2002

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 Centidetaileddescrip.pdf]
- Folder 22 *Centipede* lawsuit, Edward Logg affidavit, 1982 [photocopy, corresponds to Centipede Lawsuit.pdf]

- Folder 23 *Centipede* focus group, 1981 [photocopy, corresponds to centipedefocusgroup.pdf]
- Folder 24 *Championship Sprint* status reports, memos, focus group results, 1985-1987
- Folder 25 *Championship Sprint* collections, 1986
- Folder 26 *Cloak and Dagger* project production status reports, 1983-1984
- Folder 27 *Crystal Castles* project production status reports, 1983-1984
- Folder 28 *Cyberball* collection and statistic reports, 1988
- Folder 29 *Dirt Bike* game description, memos, player survey, cost estimates [photocopy, corresponds to dirtbike.pdf]
- Folder 30 *Dragon Spirit* collection reports, 1987
- Folder 31 Enclosed cabinet project proposals, memos, status reports, 1983
- Folder 32 *Escape from the Planet of the Robot Monsters* (EIRE) faxes and memos, 1989
- Folder 33 *Evolution* project proposal, cost estimate, memos, and status reports, 1984
- Folder 34 *Evolution* project development status reports, 1984
- Folder 35 Fast Freddie (EIRE) memos and weekly status reports, 1982
- Folder 36 *Final Lap* (EIRE) field service bulletin, faxes, memos, 1988
- Folder 37 *Final Lap* collection reports, faxes, memos, 1988
- Folder 38 *Firefox* order receipts and field service reports, 1984
- Folder 39 *Food Fight* market research, player survey reports, and memos, 1983
- Folder 40 *Food Fight* notes, 1983
- Folder 41 *4 Player Football* player survey and focus group reports [photocopy, corresponds to 4playerfootball.pdf]
- Folder 42 *Four Trax* memos, 1990
- Folder 43 *Frustration/Heist* game proposal, weekly status reports, notes, memos, and focus group
- Folder 44 Game statistics, 1986
- Folder 45 *Garfield's Quest* game proposal, storyboard, status reports, 1983-1984
- Folder 46 *Gargoyles/Gremlins* game proposal, cost estimate, status reports, 1983-1985

Box 2

- Folder 1 *Gauntlet* game description, cost estimate, sample playfield, schedule [photocopy, corresponds to gauntletprojectbinder.pdf]
- Folder 2 *Gauntlet* collections, memos, correspondence [photocopy, corresponds to gauntletprojectbinder.pdf]
- Folder 3 *Gauntlet* collections and statistic reports, memos, 1985-1986
- Folder 4 *Gauntlet* (EIRE) memos and statistics, 1986
- Folder 5 *Gauntlet II* game description, production schedule, cost estimate, contest details, collections [photocopy, corresponds to gauntletiibinder.pdf]
- Folder 6 *Gauntlet: Dark Legacy* initial proposal for N64, 1999
- Folder 7 *Gauntlet: Legends* consumer, production schedules, 1999-2000
- Folder 8 *Grand Striker* (EIRE) faxes and memos, 1993
- Folder 9 *Gremlins* project development status reports, 1983-1984
- Folder 10 *Gumball Rally* (Road Hog Rally) collection reports, memos, player survey reports, 1990-1992
- Folder 11 *Gumball Rally* memos, market research, focus group report, 1989-1990
- Folder 12 *Gumball Rally* schedule and status reports, 1989-1990

- 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 mazeinvaders.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 millipedefocusgroup.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 32 Redemption games [*T.N.T.*, *Pot Shot*, *Gumball Rally*] memos, player survey, 1988-1989
- Folder 33 *Red Baron* production documentation packet
- Folder 34 *Return of the Jedi* status reports, memos, market research, 1982-1984

Box 4

- 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

- Folder 15 *Rush 2001* game initiation packet, 1999
- Folder 16 *San Francisco Rush 2049*, Game Net initiation, 1999
- 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

Box 5

- 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

- Folder 1 *Area 51*, 1994
- 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
- Folder 4 *S.T.U.N. Runner* concept and preliminary drawings [includes quotes, memos, and schedule], 1989
- Folder 5 *Ten Yard Fight*, n.d.
- Folder 6 39" showcase cabinet design and production schedule, 1995
- Folder 7 Visual Communications status reports, 1989

Box 63

- Folder 4 Communicator 32000 prototype color specification, n.d.
- 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.
- Folder 22 PPS cabinet design, 1983
- Folder 23 Skiing cabinet drawings, n.d.

Oversized materials:**Map Case 3,****Drawer 1**

- Folder 1 *Assault* cabinet concept drawings, Mike Jang, 1988
- Folder 2 *Atari Basketball* one-on-one cabinet concept drawings, unidentified artist, ca. late 1970s
- Folder 3 Atari Coin Executive monitor and office furniture industrial design drawings, Dave Schenone, 1982
- Folder 4 *Atari Football*, *Dual Pin*, *Asteroids*, and unidentified game cabinet concept artwork, unidentified artist, ca. late 1970s
- Folder 5 *Atari Soccer* cabinet concept artwork, Mike Jang, n.d.
- Folder 6 *Baja Racer* and *Baja Hill Climb* cabinet concept artwork, Regan Cheng, n.d.
- Folder 7 “Bar...” cocktail cabinet industrial design sketches, Regan Cheng, 1975
- Folder 8 “Budget cabinet” cabinet concept artwork, Mike Jang, 1984
- Folder 9 “Car Wars” cabinet concept artwork, “E.M.”, 1992
- Folder 10 *Demo Derby* and “spatial” cabinet concept artwork, “E.M.”, 1992
- Folder 11 *Dodgem* (never released) cabinet concept artwork, Regan Cheng and Pete Takaichi, 1973
- Folder 12 “Drag Racing” cabinet concept artwork and proposal, unidentified artist, ca. early 1990s
- Folder 13 *Dual Pin* cabinet concept artwork, Mike Querio, n.d.
- Folder 14 *Eliminator* (Kee Games) and *Quadrapong* cabinet concept artwork, Regan Cheng, 1973
- Folder 15 *Firefox* cabinet concept artwork and production notes, unidentified artist (initials illegible), n.d.
- Folder 16 *Fire Truck* cabinet concept artwork, Barney Huang, 1977
- Folder 17 First person Maze proposal concept drawing, Mike Querio, 1981
- Folder 18 “First Person Tank” (Battlezone?) cabinet concept art, Barney Huang (and Regan Cheng?), 1979
- Folder 19 “Frigate” cabinet concept drawing, unidentified artist, n.d.
- Folder 20 Front access industrial design drawings, Dave Schenone, n.d.
- Folder 21 “Game Booth Project,” communicator, and other unidentified games cabinet concept art and operating plan, Dave Schenone, 1982
- Folder 22 *Hit the Bear* cabinet concept artwork, Barney Huang, 1977
- Folder 23 *Indy 800* cabinet concept drawings, unidentified artist, n.d.
- Folder 24 *Jet Fighter* cabinet concept artwork, “C. Ascetti,” 1993
- Folder 25 *Millipede* and UCLA Olympic Village and other unidentified drawings, Dave Schenone, 1980-1982
- Folder 26 *Moto Frenzy* cabinet concept artwork, Ken Hata, 1992
- Folder 27 *Moto Frenzy* cabinet concept artwork with final design, Ken Hata, 1992

Map Case 3,**Drawer 2**

- Folder 1 "Moncrief," "Magma Core," Game Booth Project," Pot Shot, Star Wars industrial design drawings, Ken Hata and Dave Schenone, 1982-1987
- Folder 2 Office furniture "P.P.S. System" industrial design drawings, Dave Schenone, 1982
- Folder 3 Office workstation concept drawings, unidentified artist, n.d.
- Folder 4 Office workstation industrial design drawings, Dave Schenone, ca. 1982
- Folder 5 Panorama cabinet concept artwork, Andy Graybeal, 1984
- Folder 6 *Paperboy* and unidentified game industrial design notes and job descriptions, Mike Jang, 1984
- Folder 7 Play Land cabinet concept artwork, Stephen Pombo and "Greybeal," 1983
- Folder 8 *Pole Position 2* cabinet concept art, unidentified artist, n.d.
- Folder 9 *Pong* – "Home Pong" console concept art, Barney Huang, 1975
- Folder 10 *Pot Shot* and unidentified tank game, Ken Hata, 1988-1989
- Folder 11 "Race Track" cabinet concept artwork, Regan Cheng, 1973
- Folder 12 *Red Baron* cabinet concept artwork, Regan Cheng, 1979
- Folder 13 Redemption games ("Octoblast," "Gator Ranch," "Frog Attack," "Mag Attack," Pot Shot), unidentified artist [Mike Jang?], n.d.
- Folder 14 *Return of the Jedi* "speeder bike" cabinet concept artwork, Milt Loper, 1983
- Folder 15 *Road Riot* cabinet concept art, Ken Hata, 1991
- Folder 16 *Road Riot* cabinet concept art with final design, Ken Hata, 1991
- Folder 17 *San Francisco Rush* and other unidentified cabinet concept and assembly drawings, Mike Jang (and others), 1981-1994
- Folder 18 *Sebring, Subs, UFO, "Monsterman,"* and NFL upright cabinet concept drawings, Regan Cheng, n.d.
- Folder 19 Space Station cabinet concepts and assembly drawings, unidentified artist, 1981
- Folder 20 Space Station (and other?) cabinet concept artwork, sketchpad of Dave Schenone, 1981
- Folder 21 Special projects industrial design drawings, Dave Schenone, 1982
- Folder 22 "Spike" cabinet concept artwork, Regan Cheng, 1973
- Folder 23 *Sprint 4* cabinet concept artwork, Barney Huang, 1977
- Folder 24 Standard video disk cabinet concept drawings, Mike Jang, 1984
- Folder 25 *Star Wars* cabinet concept sketches, unidentified artist, n.d.
- Folder 26 *Star Wars: The Empire Strikes Back* concept art, "gun port section," unidentified artist, n.d.
- Folder 27 *Steel Talons* (project #522) cabinet concept artwork, Ken Hata, Stephen Pombo, "E.M.", 1990-1991
- Folder 28 *Steel Talons* cabinet concept artwork, unidentified artist, ca. 1991
- Folder 29 *Steel Talons* cabinet concept artwork with final design, Ken Hata, 1991
- Folder 30 Stella cocktail cabinet sketches, Roger Hector, n.d.
- Folder 31 *Street Fighter* industrial design drawings, "E.M.", 1987-1989
- Folder 32 *S.T.U.N. Runner* (project #511) sit-down and upright cabinet industrial design drawings, "E.M.", 1989
- Folder 33 *Stunt Cycle* industrial design drawing, Regan Cheng, n.d.
- Folder 34 *Subs* cabinet concept artwork, Regan Cheng, n.d.

- Folder 35 *Super Bug II* cabinet concept artwork, Mike Jang (?), n.d.
- Folder 36 *Super Bug II* cabinet concept artwork, unidentified artist, 1979
- Folder 37 *Tank* and other unidentified games (racing, shooting, other) cabinet concept drawings, "E.M." and other unidentified artists, ca. 1975-early 1990s
- Folder 38 *Touch Me* cabinet concept artwork, Regan Cheng, n.d.
- Folder 39 Transmitting "Communicator" concept artwork, Mike Jang, 1977
- 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
- Folder 43 Workspace design drawings, Dave Schenone, 1982

Map Case 3, Drawer 3

- Folder 1 Unidentified cabinet concept artwork, unidentified artist, n.d.
- 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
- Folder 7 Unidentified cabinet concept artwork, Dave Schenone, 1981
- Folder 8 Unidentified cabinet concept artwork, Barney Huang, ca. 1970s
- Folder 9 Unidentified cabinet concept sketches, unidentified artist, 1981
- Folder 10 Unidentified cabinet concept artwork, Barney Huang, 1978
- Folder 11 Unidentified cabinet concept artwork, Milt Loper, 1983
- Folder 12 Unidentified cabinet concept artwork, Barney Huang, 1976
- Folder 13 Unidentified cabinet concept artwork, Regan Cheng, 1973
- Folder 14 Unidentified game cabinets concept art, Barney Huang and Mike Querio [and other unidentified artists], ca. 1970s-1980s
- 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.
- Folder 24 Unidentified game cabinet [Touch Me?] concept artwork, unidentified artist, n.d.
- Folder 25 Unidentified game cabinet concept artwork, unidentified artist, n.d.
- Folder 26 Unidentified game cabinet concept artwork, Barney Huang, 1978
- Folder 27 Unidentified game cabinet concept artwork, unidentified artist, n.d.
- Folder 28 Unidentified games' control panel industrial design drawings, unidentified artist, n.d.
- Folder 29 Unidentified game cabinet concept drawings, unidentified artist, n.d.

- Folder 30 Unidentified game cabinet concept artwork, Mike Querio, 1982
- Folder 31 Unidentified games cabinet concept artwork, Barney Huang and Regan Cheng, ca. 1970s-early 1980s
- Folder 32 Unidentified industrial game cabinet concept drawings (Baja?), unidentified artist, n.d.
- Folder 33 Unidentified game cabinet concept drawing, unidentified artist, ca. mid-late 1970s
- Folder 34 Unidentified car racing game cabinet concept artwork, unidentified artist, ca. 1970s
- Folder 35 Unidentified car racing game cabinet concept artwork, Regan Cheng, ca. 1970s
- Folder 36 Unidentified car racing game cabinet concept artwork, Mike Jang, 1986
- Folder 37 Unidentified car racing game cabinet concept artwork, Regan Cheng, ca. 1975
- Folder 38 Unidentified car racing game cabinet concept artwork, Stephen Pombo, n.d.
- Folder 39 Unidentified cocktail cabinet concept artwork, Regan Cheng, 1974
- Folder 40 Universal cabinet concept drawings #258, unidentified artist [E.M.?], 1990
- Folder 41 *Vindicators* cabinet concept artwork, unidentified artist, ca. 1988
- Folder 42 Large sketchpad, Barney Huang, 1977-1978

Map Case 4, Drawer 8

- 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.

Box 8

- Folder 1 Airbag assembly drawings, 1993
- 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
- Folder 10 *Arabian* assembly drawings, 1981-1983
- 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
Folder 3 *Avalanche/Skydiver* assembly drawings, 1976-1978
Folder 4 *Avalanche/Star storm* assembly drawings, 1976-1978
Folder 5 *Badlands* assembly drawings, 1989
Folder 6 *Badlands* assembly drawings [with cost estimates], 1990
Folder 7 *Badlands*, FSR pedal assembly drawings, 1989
Folder 8 Ball shooter assembly drawings, 1976-1977
Folder 9 Ball shooter test fixture assembly drawings, 1978
Folder 10 *Basketball* assembly drawings, 1979
Folder 11 *Basketball* shooter assembly drawings, 1994-1995
Folder 12 *Battlezone* assembly drawings, 1979-1980
Folder 13 *Battlezone* (cabaret) assembly drawings, 1978-1981
Folder 14 *Battlezone* (cabaret) to Red Baron conversion assembly drawings, 1976-1980
Folder 15 *Battlezone* control handle assembly drawings, 1980
Folder 16 *Battlezone*, joystick/shifter assembly drawings [with quotes and focus group results], 1980
Folder 17 *Blasteroids* assembly drawings, 1987
Folder 18 *Blasteroids* assembly drawings, 1987

Box 10

Folder 1 *Black Widow* assembly drawings (conversion, retrofit kit, and EIRE), 1982
Folder 2 *BMX Heat* assembly drawings, 1990-1991
Folder 3 *BMX Heat* assembly drawings, 1990
Folder 4 *BMX Heat* assembly drawings [with quotes and memos], 1991
Folder 5 *BMX Heat* assembly drawings, 1991
Folder 6 *BMX Heat* assembly drawings, 1991
Folder 7 *BMX Heat* assembly drawings, 1991
Folder 8 *BMX Heat/Moto Mania* assembly drawings, 1990-1991
Folder 9 Boxing assembly drawings [with weekly reports], 1976-1977
Folder 10 "Bozo" button assembly drawings, 1975-1984
Folder 11 *Breakout* assembly drawings, 1976
Folder 12 *Breakout* assembly drawings, 1976
Folder 13 *Breakout* assembly drawings, 1976
Folder 14 *Breakout* (cocktail) assembly drawings, 1975-1976
Folder 15 CAD drawings
Folder 16 *Cannonball* assembly drawings [with memos and notes], 1976
Folder 17 *Canyon Bomber* assembly drawings, 1976-1977
Folder 18 *Captain Seahawk* assembly drawings, 1977

Box 11

- Folder 1 *Captain Seahawk* assembly drawings, 1977
- Folder 2 Cash box assembly drawings, 1977-1981
- Folder 3 CAT box assembly drawings, 1980
- Folder 4 *Centipede* assembly drawings, 1982
- Folder 5 *Centipede* assembly drawings, 1981-1982
- Folder 6 *Centipede* assembly drawings, 1981-1982
- Folder 7 *Centipede* assembly drawings, 1981-1982
- Folder 8 *Centipede* (cabaret) assembly drawings, 1981
- Folder 9 *Centipede* (cabaret) assembly drawings, 1981-1982
- Folder 10 *Centipede/Tempest/Valiens* (cocktail) assembly drawings, 1981
- Folder 11 *Championship Sprint* and System IIA and B assembly drawings [includes notes and schedules], 1986

- Folder 12 *Cloak and Dagger* (Agent X) assembly drawings, 1983
- Folder 13 *Cloak and Dagger* conversion kit assembly drawings, 1983
- Folder 14 Clutch and brake pedal assembly drawings, 1988
- Folder 15 Cocktail table assembly drawings [includes documentation], 1975
- Folder 16 Coin box assembly drawings, 1981-1982
- Folder 17 Coin door assembly drawings, 1981-1982
- Folder 18 Coin door assembly drawings [with vendor reports], 1985
- Folder 19 Computer Test System assembly drawings, 1977

Box 12

- Folder 1 *Crash N' Score* assembly drawings, 1975
- Folder 2 *Crash N' Score* assembly drawings, 1975
- Folder 3 *Crime Patrol* assembly drawings I, 1993
- Folder 4 *Crowns Golf* assembly drawings, 1993
- Folder 5 *Crystal Castles* conversion assembly drawings, 1983-1984
- Folder 6 *Crystal Castles* assembly drawings, 1983
- Folder 7 *Crystal Castles* assembly drawings (conversion from *Missile Command*), 1980-1984

- Folder 8 *Crystal Castles* (cocktail) assembly drawings, 1983
- Folder 9 *Crystal Castles* (upright) assembly drawings, 1983
- Folder 10 *Crystal Castles* (upright, EIRE) assembly drawings, 1982-1983
- Folder 11 *Crystal Castles* (upright, EIRE) assembly drawings, 1981-1983
- Folder 12 *Cyberball 2072* assembly drawings, 1989
- Folder 13 *Cyberball 2072* assembly drawings [with installation instructions], 1989
- Folder 14 *Cyberball 2072* Vs. conversion kit assembly drawings, 1989
- Folder 15 *Dig-Dug* assembly drawings, 1982
- Folder 16 14" *Dig-Dug* (cocktail) assembly drawings [with schedule and memos], 1982
- Folder 17 *Dig-Dug* (EIRE) assembly drawings, 1982
- Folder 18 *Disco Breakout* assembly drawings, 1976
- Folder 19 *Disco Poolshark* assembly drawings, 1977
- Folder 20 *Dodge Ball* assembly drawings, 1974

Box 13

- Folder 1 *Dodge Ball* assembly drawings, 1974
- Folder 2 *Dominoes* assembly drawings, 1976
- Folder 3 *Dominoes cocktail 4* assembly drawings, 1976-1977
- Folder 4 *Dominoes/Starship* assembly drawings, 1975-1977
- Folder 5 *Drivin'* simulator assembly drawings, 1991
- Folder 6 Driving simulation assembly drawings, 1988
- Folder 7 Encoder wheel assembly drawings, 1981-1987
- Folder 8 ERIC hardware assembly drawings, 1982
- Folder 9 *Escape from the Planet of the Robot Monsters* assembly drawings [with installation instructions], 1989
- Folder 10 *Escape from the Planet of the Robot Monsters* assembly drawings, 1989
- Folder 11 *Fast Freddie* assembly drawings, 1982
- Folder 12 *Final Lap* assembly drawings, 1988
- Folder 13 *Final Lap* assembly drawings, 1988
- Folder 14 *Final Lap*, pedal control assembly drawings, 1988
- Folder 15 *Final Lap*, return-to-center steering assembly drawings, 1988
- Folder 16 *Final Lap*, steering assembly drawings, 1988
- Folder 17 *Final Lap* (upright) assembly drawings, 1988
- Folder 18 *Firefox* assembly drawings, 1983
- Folder 19 *Firefox/Red Baron* (sit-down) assembly drawings, 1981-1983

Box 14

- Folder 1 *Firefox* (sit-down) assembly drawings, 1983
- Folder 2 *Firefox* (sit-down) assembly drawings, 1983
- Folder 3 *Firefox* (sit-down) assembly drawings, 1983
- Folder 4 *Fire Truck* assembly drawings, 1978
- Folder 5 *Fishin'* assembly drawings, 1994-1995
- Folder 6 Fixture assembly drawings, 1982
- Folder 7 Flight control assembly drawings, 1979-1980
- Folder 8 Flight control assembly drawings, 1979-1980
- Folder 9 Flight control assembly drawings, 1983
- Folder 10 Flight control assembly drawings, 1982-1989
- Folder 11 Flight control assembly drawings, 1983-1984
- Folder 12 Flight control assembly drawings, 1983-1984
- Folder 13 Flight control #2 assembly drawings, 1980-1981
- Folder 14 Flight control assembly drawings, 1984-1995
- Folder 15 Flight control prototype [with sketches and designs] assembly drawings, 1985
- Folder 16 *Food Fight* assembly drawings, 1982-1983
- Folder 17 *Food Fight* (cocktail) assembly drawings, 1983
- Folder 18 *Food Fight* joystick with *Peter Pack Rat* handles assembly drawings, 1981-1989
- Folder 19 *Food Fight* (upright) assembly drawings, 1983
- Folder 20 Foot pedal assembly drawings, 1976-1980
- Folder 21 Foot pedal assembly drawings, 1986

Box 15

- Folder 1 Foot pedal assembly drawings, 1976-1979
- Folder 2 Foot pedal assembly drawings, 1986-1987
- Folder 3 Foot pedal with coil assembly drawings, 1979
- Folder 4 *Formula One* assembly drawings, 1976
- Folder 5 *Four Trax* assembly drawings, 1989
- Folder 6 *Frustration* assembly drawings, 1977-1981
- Folder 7 Game Interface assembly drawings, 1979
- Folder 8 *Gauntlet* assembly drawings, 1985
- Folder 9 *Gauntlet* assembly drawings, 1985
- Folder 10 *Gauntlet* assembly drawings, 1985
- Folder 11 *Gauntlet* assembly drawings, 1985
- Folder 12 *Gauntlet* power supply assembly drawings, 1985
- Folder 13 *Gauntlet II* assembly drawings, 1986
- Folder 14 Gimball joystick assembly drawings, 1982-1983
- Folder 15 Gimball joystick assembly drawings, 1980-1983
- Folder 16 Gimball joystick mold assembly drawings, 1980-1982
- Folder 17 Gimball joystick for Red Baron assembly drawings, 1980-1981
- Folder 18 Gimball joystick and 4 or 8 positions assembly drawings
- Folder 19 Golf ball steering assembly drawings, 1977-1978
- Folder 20 *Gravitar* (cocktail) assembly drawings, 1983
- Folder 21 *Guardians of the Hood* assembly drawings, 1992
- Folder 22 *Guardians of the Hood* assembly drawings, 1990-1992
- Folder 23 *Guardians of the Hood* assembly drawings, engineering change notices, 1992
- Folder 24 *Gumball Rally* assembly drawings, 1990

Box 16

- Folder 1 *Gumball Rally* assembly drawings, 1990
- Folder 2 *Gumball Rally* assembly drawings, 1990
- Folder 3 Hall effect joystick assembly drawings, 1986
- Folder 4 Hall effect joystick [with quotes] assembly drawings, 1985-1989
- Folder 5 Hall effect switch assembly drawings, 1982
- Folder 6 Handle bar control assembly drawings, 1978
- Folder 7 *Hard Drivin'* assembly drawings, 1989
- Folder 8 *Hard Drivin'* assembly drawings, 1988
- Folder 9 *Hard Drivin'* assembly drawings, 1988
- Folder 10 *Hard Drivin'* assembly drawings, 1988
- Folder 11 *Hard Drivin'* assembly drawings, 1988
- Folder 12 *Hard Drivin'* assembly drawings, 1989
- Folder 13 *Hard Drivin'* assembly drawings [with notes], 1990
- Folder 14 *Hard Drivin'* assembly drawings, 1988
- Folder 15 *Hard Drivin'* (compact) assembly drawings, 1989
- Folder 16 *Hard Drivin'* (compact) assembly drawings, 1989
- Folder 17 *Hard Drivin'* (compact) assembly drawings [with schedule and status reports], 1989
- Folder 18 *Hard Drivin'* assembly drawings, dump seat, 1988

Folder 19 *Hard Drivin'* assembly drawings, dump seat, 1988-1989

Box 17

Folder 1 *Hard Drivin'* (EIRE) assembly drawings [with field service report and board repair], 1988-1989

Folder 2 *Hard Drivin'*, happ pedals assembly drawings, 1989

Folder 3 *Hard Drivin'*, key switch assembly drawings, 1988-1989

Folder 4 *Hard Drivin'*, shifter assembly drawings, 1988

Folder 5 *Hard Drivin' Panorama* assembly drawings, 1990

Folder 6 *Hard Drivin': The Race* assembly drawings, 1988-1991

Folder 7 *Hit the Bear* (Triple Hunt) assembly drawings, 1977

Folder 8 *Hit the Bear* assembly drawings, 1977

Folder 9 *Hit the Bear* gun mount assembly drawings, 1977

Folder 10 *Hoop it Up* ("Slammers") assembly drawings, 1993-1995

Folder 11 Housing encoder assembly drawings, 1981-1982

Folder 12 *Hydra* assembly drawings, 1989-1990

Folder 13 *Hydra* and *Hydra* kit assembly drawings, 1990

Folder 14 *Hydra Sprint* assembly drawings, 1978

Folder 15 *Ice World* assembly drawings, 1983

Folder 16 *Indy 800* assembly drawings, 1975

Box 18

Folder 1 *Indy 800* assembly drawings, 1975-1976

Folder 2 *Indy 800* assembly drawings, 1975

Folder 3 *Indy 800* assembly drawings, 1975

Folder 4 *Indy 800* assembly drawings, 1974

Folder 5 *I, Robot* assembly drawings, 1984

Folder 6 *Jet Fighter/Tank* assembly drawings, 1975

Folder 7 Joystick/shifter (*Battlezone*) assembly drawings, 1980

Folder 8 Joystick [with quotes] assembly drawings, 1993-1994

Folder 9 Joystick assembly drawings, 1983-1987

Folder 10 Joystick assembly drawings, 1983-1984

Folder 11 Joystick/whirly gig assembly drawings [includes project initiation packet for "Treasure Hunt"], 1986

Folder 12 *Kangaroo* (EIRE) assembly drawings [includes schedule], 1982-1983

Folder 13 K4 DRTA assembly drawings, 1974-1975

Folder 14 K5-TK assembly drawings [with Kee Games memo], 1974

Folder 15 Kiosk assembly drawings, 1977

Folder 16 Kiosk assembly drawings, 1976

Folder 17 Kiosk assembly drawings [with cost estimates], 1976

Folder 18 Kit steering assembly drawings, 1989

Folder 19 *Knuckle Bash* assembly drawings, 1992

Folder 20 *Le Mans* assembly drawings, 1976

Box 19

- Folder 1 *Le Mans-Sprint One* assembly drawings, 1978
- Folder 2 *Liberator* assembly drawings, 1981-1982
- Folder 3 *Liberator* (EIRE) assembly drawings, 1982
- Folder 4 Linear ball gate assembly drawings, 1977-1978
- Folder 5 Locking ball gate assembly drawings, 1982-1984
- Folder 6 Low tech foot pedal assembly drawings [with costs and memos], 1983-1986
- Folder 7 *Malibu* (sit-down) assembly drawings, 1980
- Folder 8 *Marble Madness/System I* assembly drawings, 1985
- Folder 9 *Marble Madness/System I* assembly drawings, 1984-1985
- Folder 10 *Marble Madness/System I* assembly drawings, 1984
- Folder 11 *Mazer Blazer* assembly drawings, 1982
- Folder 12 *Mazer Blazer* assembly drawings, 1982
- Folder 13 *Mazer Blazer* (EIRE) assembly drawings, 1983
- Folder 14 *Metal Maniax* assembly drawings, 1994
- Folder 15 *Metal Maniax* assembly drawings, 1993-1994
- Folder 16 *Metal Maniax* assembly drawings, 1994
- Folder 17 *Metal Maniax*, moving seat with sound, 1993-1994
- Folder 18 *Metal Maniax*, steering wheel, 1993-1994
- Folder 19 Midi-trackball assembly drawings, 1981-1982
- Folder 20 Midi-trackball assembly drawings, 1981-1987
- Folder 21 Mini-trackball assembly drawings, 1978-1980

Box 20

- Folder 1 *Millipede* (cocktail) assembly drawings, 1983
- Folder 2 *Millipede* conversion kit assembly drawings, 1983-1984
- Folder 3 *Millipede* (upright) assembly drawings, 1982
- Folder 4 *Missile Command/Monte Carlo* (with isol. windings) assembly drawings, 1980
- Folder 5 Motion simulations assembly drawings, 1992-1993
- Folder 6 Motion simulator (moving seat) assembly drawings, 1983
- Folder 7 *Moto Frenzy* assembly drawings, 1992
- Folder 8 *Moto Frenzy* assembly drawings, 1991
- Folder 9 *Moto Frenzy* beam and steering rods, 1992
- Folder 10 *Moto Frenzy Deluxe* assembly drawings [with engineering change notices (ECN)], 1992
- Folder 11 *Moto Frenzy* assembly drawings [with engineering change notices], 1992
- Folder 12 *Moto Frenzy* mini deluxe [with ECNs], 1992
- Folder 13 *Moto Frenzy* (2 player) assembly drawings, 1992
- Folder 14 *Moto Frenzy* (2 player) assembly drawings, 1992
- Folder 15 *Moto Frenzy* (upright) assembly drawings [with ECNs], 1992
- Folder 16 *Moto Frenzy/Moto Mania* assembly drawings, 1992
- Folder 17 *Moto Mania* assembly drawings, 1991-1992
- Folder 18 *Moto Mania* assembly drawings, 1992
- Folder 19 *Moto Mania* assembly drawings [with purchase requisitions and quotes], 1991

Box 21

- Folder 1 *Night Driver* assembly drawings, 1976
- Folder 2 *Night Driver* (sit-down) assembly drawings, 1975-1977
- Folder 3 OBA stacker, coin door assembly drawings, 1984
- Folder 4 *Off the Wall* assembly drawings [with ECNs], 1991-1992
- Folder 5 Orbit International assembly drawings, 1976-1977
- Folder 6 *Outlaw* assembly drawings, 1976
- Folder 7 Over and under door and enclosure assembly drawings, 1977-7981
- Folder 8 P.A.M. POP assembly drawings, 1982
- Folder 9 *Paperboy* control handle assembly drawings, 1984
- Folder 10 *Paperboy/System II* assembly drawings, 1984
- Folder 11 *Peter Pack Rat* joystick assembly drawings [includes engineering info, purchase requisition, and patents], 1982-1983
- Folder 12 *Pin Pong* assembly drawings, 1974
- Folder 13 *Pin Pong* assembly drawings, 1974
- Folder 14 Pistols and holsters assembly drawings, 1976
- Folder 15 *Pit Fighter* assembly drawings, 1990
- Folder 16 Pneumatic joystick with POTS test fixture, 1980
- Folder 17 *Pole Position* (compact) assembly drawings, 1983
- Folder 18 *Pole Position* (compact) assembly drawings, 1982-1983
- Folder 19 *Pole Position*, foot control assembly drawings [with memos, deviations, quotes], 1974-1982

Box 22

- Folder 1 *Pole Position* (sit-down) assembly drawings, 1982
- Folder 2 *Pole Position* (sit-down) assembly drawings, 1982
- Folder 3 *Pole Position* (sit-down) assembly drawings, 1982
- Folder 4 *Pole Position* steering assembly drawings, 1982-1983
- Folder 5 *Pole Position* (upright, EIRE and domestic) assembly drawings [with status reports, purchase requisitions, deviations], 1983
- Folder 6 *Pole Position* (upright, EIRE and domestic) assembly drawings, 1983
- Folder 7 *Police Trainer* assembly drawings, 1992
- Folder 8 *Pong* – bubble unit assembly drawings, 1974
- Folder 9 *Poolshark* wood grain assembly drawings, 1976-1977
- Folder 10 POP 5200 Demo assembly drawings, 1982
- Folder 11 POP 5200 Demo assembly drawings, 1982
- Folder 12 POP software assembly drawings, 1982-1983
- Folder 13 POP software assembly drawings, 1982

Box 23

- Folder 1 Pot joystick assembly drawings, 1981-1989
- Folder 2 Pot joystick assembly drawings, 1990-1991
- Folder 3 Pot joystick assembly drawings, 1994
- Folder 4 *Pot Shot* assembly drawings, 1987
- Folder 5 *Pot Shot* assembly drawings, 1987-1988
- Folder 6 *Pot Shot* assembly drawings [with quotes], 1987-1988

- Folder 7 *Pot Shot* (Hot Shot) assembly drawings [quotes, patents, and memos], 1987
- Folder 8 *Primal Rage*, family style cabinet assembly drawings [includes costs, memos, and production schedules], 1994
- Folder 9 Push button switch assembly drawings
- Folder 10 *Quantum* assembly drawings, 1982
- Folder 11 *Quiz Show* assembly drawings, 1976
- Folder 12 *Race Drivin'* assembly drawings, 1989-1990
- Folder 13 *Race Drivin'* assembly drawings, 1990
- Folder 14 *Race Drivin'* assembly drawings, 1988-1990
- Folder 15 *Race Drivin'* assembly drawings [with engineering change notice], 1990

Box 24

- Folder 1 *Race Drivin'* assembly drawings (compact) kit, 1990
- Folder 2 *Race Drivin'* assembly drawings [with ECNs], 1990-1991
- Folder 3 *Race Drivin'* link kit assembly drawings, 1990-1991
- Folder 4 *Race Drivin': Panorama* assembly drawings, 1991-1992
- Folder 5 *Race Drivin': Panorama* assembly drawings, 1991
- Folder 6 *Race Drivin': Panorama* assembly drawings, 1991
- Folder 7 *Race 8* assembly drawings, 1975-1977
- Folder 8 *Rampart* assembly drawings, 1990
- Folder 9 *Rampart* assembly drawings, 1990-1991
- Folder 10 *Rampart* assembly drawings [ECNs], 1991
- Folder 11 Raster display assembly drawings, 1982-1984
- Folder 12 *Red Baron* conversion assembly drawings, 1981
- Folder 13 *Red Baron* assembly drawings, 1980
- Folder 14 *Red Baron* (sit-down) assembly drawings, 1976-1981
- Folder 15 *Relief Pitcher* assembly drawings, 1992
- Folder 16 *Relief Pitcher* assembly drawings, 1992
- Folder 17 Return-to-center steering wheel assembly drawings [with quotes], 1979-1982
- Folder 18 Return-to-center steering wheel assembly drawings, 1980

Box 25

- Folder 1 Return-to-center steering assembly drawings [includes cost estimates], 1986-1987
- Folder 2 Return-to-center steering assembly drawings, 1986-1987
- Folder 3 *Return of the Jedi* assembly drawings, 1984
- Folder 4 *Road Blasters* assembly drawings [with scheduling], 1986-1987
- Folder 5 *Road Blasters* (foot pedal) assembly drawings, 1986
- Folder 6 *Road Blasters/System I* assembly drawings, 1986
- Folder 7 *Road Burners* assembly drawings, 1998
- Folder 8 *Road Riot* assembly drawings, 1991
- Folder 9 *Road Riot* assembly drawings, 1991
- Folder 10 *Road Riot* assembly drawings, 1991
- Folder 11 *Road Riot* (conversion from *Space Lords*) assembly drawings, ECNs, 1993
- Folder 12 *Road Riot* assembly drawings, ECNs, 1991
- Folder 13 *Road Riot 4WD* assembly drawings, 1991
- Folder 14 *Road Riot 4WD* assembly drawings, ECNs, 1992

- Folder 15 *Road Riot II* assembly drawings, 1993
- Folder 16 *Road Runner* assembly drawings, 1984
- Folder 17 *Road Runner* assembly drawings, 1986
- Folder 18 Roller control assembly [includes memos and quotations], 1982-1986
- Folder 19 *Rolling Thunder* assembly drawings, 1986-1987

Box 26

- Folder 1 Salad bowl prototype [includes sketches], 1984
- Folder 2 *San Francisco 1.5* assembly drawings [with quotes], 1997
- Folder 3 *San Francisco Rush* assembly drawings, 1995
- Folder 4 Seat assembly drawings, 1993-1994
- Folder 5 *Sebring* assembly drawings, 1979
- Folder 6 *Sebring* assembly drawings, 1979
- Folder 7 "Seeburg," 1987
- Folder 8 720° assembly drawings, 1986
- Folder 9 720° assembly drawings, 1986-1987
- Folder 10 720°/System I assembly drawings, 1986-1987
- Folder 11 Shifters assembly drawings, 1979-1980
- Folder 12 Shifters assembly drawings, 1976-1989
- Folder 13 Shifter test fixture assembly drawings, 1980
- Folder 14 Shooting arcade assembly drawings, 1974-1976
- Folder 15 Shooting arcade assembly drawings, 1976-1978
- Folder 16 Showcase deluxe assembly drawings, 1994
- Folder 17 Showcase 25" cabinet assembly drawings, 1994-1995

Box 27

- Folder 1 Showcase 25" cabinet assembly drawings, 1994-1995
- Folder 2 Showcase 33" (*Primal Rage*) assembly drawings, 1994
- Folder 3 *Site 4* Universal Kit assembly drawings, 1998
- Folder 4 *Skull and Crossbones* assembly drawings, 1989
- Folder 5 *Sky Diver* assembly drawings, 1978
- Folder 6 Soccer (foosball table), n.d.
- Folder 7 *Space Duel* assembly drawings [with weekly engineering reports], 1978
- Folder 8 *Space Duel* (cocktail cabinet) assembly drawings, 1981
- Folder 9 *Space Duel* (cocktail cabinet) assembly drawings, 1981-1982
- Folder 10 *Space Duel* (cocktail cabinet) assembly drawings, 1981-1982
- Folder 11 *Space Lords* assembly drawings, 1986
- Folder 12 *Space Lords* (EIRE) assembly drawings, 1986
- Folder 13 Speedometer, 1992
- Folder 14 *Spida Strike* assembly drawings, 1994
- Folder 15 *Sprint I* assembly drawings [includes memos and reports], 1977-1978
- Folder 16 *Sprint I* assembly drawings, parts list, 1977
- Folder 17 *Sprint I* assembly drawings, 1976
- Folder 18 *Sprint II* assembly drawings, 1975-1977
- Folder 19 *Star Ship I* assembly drawings, 1976
- Folder 20 *Star Ship* assembly drawings, 1976-1977

- Folder 21 *Star Wars* assembly drawings, 1983
- Folder 22 *Star Wars* assembly drawings, 1983
- Folder 23 *Star Wars* assembly drawings, 1983

Box 28

- Folder 1 *Star Wars* assembly drawings [with production status reports], 1990
- Folder 2 *Star Wars* assembly drawings, 1983
- Folder 3 *Star Wars* flight control assembly drawings [with scheduling and memos], 1983
- Folder 4 *Star Wars* (sit-down cabinet) assembly drawings, 1983
- Folder 5 *Star Wars* (sit-down cabinet) assembly drawings, 1983
- Folder 6 Steering wheel assembly drawings, 1974-1975
- Folder 7 Steering wheel assembly drawings [with notes and costs], 1986
- Folder 8 *Steel Talons* assembly drawings, 1991
- Folder 9 *Steel Talons* assembly drawings, 1991
- Folder 10 *Steel Talons* assembly drawings, 1991
- Folder 11 *Steel Talons* (EIRE) assembly drawings, 1991
- Folder 12 *Steel Talons*, rudder pedals assembly drawings, 1991
- Folder 13 *Steel Talons* (upright) assembly drawings, 1991
- Folder 14 *S.T.U.N. Runner* assembly drawings
- Folder 15 *Stunt Cycle* assembly drawings, 1976
- Folder 16 *Stunt Cycle* handlebar assembly drawings, 1975

Box 29

- Folder 1 *Subs* assembly drawings, 1975-1978
- Folder 2 *Super Breakout* assembly drawings, 1978
- Folder 3 *Super Breakout* assembly drawings, 1978
- Folder 4 *Super Sprint* assembly drawings, 1986
- Folder 5 *Super Sprint III* assembly drawings, 1985
- Folder 6 *Super Sprint III* assembly drawings, 1986
- Folder 7 System I assembly drawings, 1984
- Folder 8 System I assembly drawings, 1984
- Folder 9 System I (EIRE) assembly drawings, 1984
- Folder 10 System I/II assembly drawings, 1985
- Folder 11 System II assembly drawings, ECNs, 1985-1986
- Folder 12 *Tank* assembly drawings, 1975
- Folder 13 *Tank* (cocktail drawings) assembly drawings, 1975
- Folder 14 *Tank* flight control assembly drawings, 1980-1981
- Folder 15 *Tempest* assembly drawings, 1981
- Folder 16 *Tempest* assembly drawings, 1981

Box 30

- Folder 1 *Tempest* assembly drawings, 1981
- Folder 2 *Tempest* assembly drawings, 1981
- Folder 3 *Tempest* (cocktail) assembly drawings, 1981
- Folder 4 *Tempest* (cocktail) assembly drawings, 1981
- Folder 5 *Tempest* (upright cabinet, EIRE) assembly drawings, 1981

- Folder 6 *Tetris* assembly drawings, 1989
- Folder 7 33" cabinet assembly drawings, 1993
- Folder 8 33" monitor cabinet assembly drawings [with design drawings and schedule], 1990
- Folder 9 Thrust control assembly drawings [with quotations], 1978-1979
- Folder 10 Ticket dispenser assembly drawings [with memos and sketches], 1986
- Folder 11 *TNT* assembly drawings, 1988-1989
- Folder 12 *Toobin'* assembly drawings, 1987
- Folder 13 *Toobin'* assembly drawings, 1988
- Folder 14 *Toobin'* assembly drawings, 1988
- Folder 15 Torsion spring assembly drawings, 1982
- Folder 16 *Tournament Cyberball 2072* assembly drawings, parts list, 1989
- Folder 17 Tournament table assembly drawings, 1978
- Folder 18 Tournament table assembly drawings, 1978-1979
- Folder 19 Trackball assembly drawings, 1978-1979
- Folder 20 Trainer assembly drawings, 1992

Box 31

- Folder 1 Trainer assembly drawings, 1992-1993
- Folder 2 *Tube Chase* assembly drawings, 1979
- Folder 3 Two game module cabinet assembly drawings, 1977
- Folder 4 Two game module cabinet assembly drawings, 1977-1978
- Folder 5 Two game module cabinet assembly drawings, 1978
- Folder 6 Two game module cabinet assembly drawings, 1977
- Folder 7 Two player *Catch* assembly drawings, 1978
- Folder 8 *TX-1* assembly drawings [with engineering notes], 1982-1984
- Folder 9 *TX-1* assembly drawings, 1983
- Folder 10 *TX-1* assembly drawings, 1983
- Folder 11 *TX-1* assembly drawings, 1983
- Folder 12 *TX-1* assembly drawings, 1983
- Folder 13 *TX-1* assembly drawings [with quotes and engineering information], 1983-1984

Box 32

- Folder 1 *UFO War* assembly drawings, 1978
- Folder 2 Unknown game assembly drawings, 1984
- Folder 3 Unknown game assembly drawings, 1983
- Folder 4 *Vapor TRX* prototype assembly drawings, 1996-1998
- Folder 5 *Vapor TRX* assembly drawings, 1998
- Folder 6 *Vapor TRX* assembly drawings, 1998-1999
- Folder 7 Various game cabinets assembly drawings, 1975-1983
- Folder 8 Various game cabinets assembly drawings, 1977-1984
- Folder 9 Various game cabinets assembly drawings, 1979-1983
- Folder 10 Various game cabinets assembly drawings, 1983-1984
- Folder 11 Various game cabinets assembly drawings, 1993-1997
- Folder 12 Video disc player mount assembly drawings, 1984
- Folder 13 *Video Pinball* assembly drawings 1, 1978-1979

- Folder 14 *Video Pinball* assembly drawings [with cost estimates and industrial design notes], 1978
- Folder 15 *Vindicators* assembly drawings [includes game description], 1986-1988
- Folder 16 *Vindicators* assembly drawings, 1988
- Folder 17 *Vs. Atari RBI Baseball* assembly drawings [with installation instructions], 1987

Box 33

- Folder 1 Wall games: *UFO* and *Scrimmage* assembly drawings, 1979
- Folder 2 *War: Final Assault* assembly drawings, 1999
- Folder 3 *Warrior* assembly drawings, 1991
- Folder 4 *Warlords* (cocktail) assembly drawings, 1981
- Folder 5 *Warlords* (cocktail) assembly drawings, 1981
- Folder 6 *Wolfpack* assembly drawings, 1978
- Folder 7 *Wolfpack* assembly drawings, 1978
- Folder 8 Whirly encoder assembly drawings, 1980-1991
- Folder 9 Whirly gig assembly drawings, 1980-1983

Box 63

- Folder 19 Miscellaneous assembly forms – blank

Oversized materials:**Map Case 2,****Drawer 1**

- Folder 3 *Indy 800* assembly drawings, 1975
- Folder 4 *Indy 800* and “K-9-JF” assembly drawings, 1974
- 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.

Map Case 3,**Drawer 4**

- Folder 1 Arcade door assembly drawings, 1974
- Folder 2 “Arcade Driver” assembly drawings, 1975
- Folder 3 *Asteroids* cabaret cabinet assembly drawings, 1980
- Folder 4 *Asteroids* cocktail cabinet assembly drawings, 1980
- Folder 5 *Asteroids Deluxe* control panel assembly drawings, 1981
- Folder 6 Atari Coin Executive (ACE) assembly drawings, 1983
- Folder 7 *Atari Football* monitor overlay assembly drawings, 1979
- Folder 8 *Baja* assembly drawings, ca. 1978
- Folder 9 *Beavis and Butthead* assembly drawings and parts lists, 1995
- Folder 10 Bill validator assembly drawings, 1990
- Folder 11 *BMX Heat* assembly drawings (1 of 3), 1991
- Folder 12 *BMX Heat* assembly drawings (2 of 3), 1991
- Folder 13 *BMX Heat* assembly drawings (3 of 3), 1991
- Folder 14 Breakout cabinet assembly drawings, 1977
- Folder 15 Carton assembly drawings for Time Warner Interactive and Sega by Ivy Hill, n.d.
- Folder 16 *Catch* assembly drawings, foot pedal enclosure, 1978

- Folder 17 *Centipede* cocktail cabinet assembly drawings, 1981
- Folder 18 Computer portrait assembly drawings, 1975
- Folder 19 “Convert Game” assembly drawings, 1982
- 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,**Drawer 5**

- Folder 1 “Disco” cabinet assembly drawings – various games (*Breakout, Poolshark, Dominoes*), 1977
- Folder 2 “Disco” cabinet assembly drawings, 1977
- Folder 3 Dodgem cabinet assembly drawings, 1973
- Folder 4 Dominos cabinet assembly drawings, 1976-1977
- Folder 5 *Firefox* assembly drawings, 1982-1984
- Folder 6 Flight control assembly drawings, 1984
- Folder 7 Foot pedal (*TX-1*) assembly drawings, n.d
- Folder 8 Future Tank assembly drawings,
- Folder 9 *Gauntlet* acrylic shield field retrofit kit assembly drawing, 1985
- Folder 10 *Gotcha* assembly drawings, 1973
- Folder 11 *Grabbem* assembly drawings, 1975
- Folder 12 *Gran Trak 10* assembly drawings, 1974
- Folder 13 Handlebar assembly drawings, n.d.
- Folder 14 *Hard Drivin’* assembly drawings and miscellaneous materials, 1988
- Folder 15 Hoops/Tank (and other unknown) assembly drawings, 1993-1994
- Folder 16 *Hoop It Up* assembly drawings, 1994-1995
- Folder 17 *Indy 800* assembly drawings, 1973-1974
- Folder 18 *Invasion* assembly drawings, 1977
- Folder 19 *Jet Fighter* assembly drawings, 1974
- Folder 20 *Jet Fighter* assembly drawings, 1974-1975
- Folder 21 *Le Mans* assembly drawings, 1976
- Folder 22 *Malibu* assembly drawings, 1979-1980
- Folder 23 *Malibu* sit-down assembly drawings, 1980
- Folder 24 *Metal Maniax* assembly drawings, 1993
- Folder 25 *Millipede* cabinet assembly drawing (photocopy), 1982
- Folder 26 *Missile Command* assembly drawings, 1979
- Folder 27 *Missile Command* cabaret assembly drawings, 1980
- Folder 28 *Missile Command* rework assembly drawings, 1980
- Folder 29 *Missile Command* conversion assembly drawings and instructions, 1980
- Folder 30 Monitor assembly drawings, 1977-1981
- Folder 31 Motion simulator (project #427) cabinet assembly drawings, 1983
- Folder 32 Marchen Maze graphics and assembly drawings, c. 1987-1988*

Map Case 3,**Drawer 6**

- Folder 1 19" cocktail cabinet assembly drawings, ca. 1980
- Folder 2 *Paperboy* assembly drawings, 1984
- Folder 3 *Pong* assembly drawing, May 1973
- Folder 4 *Pong* cocktail cabinet assembly drawings, 1974
- Folder 5 *Pong Doubles* assembly drawings, 1973
- Folder 6 *Poolshark* assembly drawings, 1977
- Folder 7 *Pot Shot* assembly drawings, 1987-1988
- Folder 8 *Pot Shot* "obsolete" assembly drawings, 1987
- Folder 9 *Pot Shot* decal assembly drawings, 1988
- Folder 10 *Quadrang* assembly drawings, 1973
- Folder 11 "Race Track" [*Gran Trak 10?*] assembly drawings, 1974
- Folder 12 "Rebound" assembly drawings, 1974
- Folder 13 *Return of the Jedi* upright upper housing assembly drawings, 1983 [includes front cabinet decal, n.d.]
- Folder 14 *Road Riot* assembly drawings, 1991
- Folder 15 *Road Runner* assembly drawings, 1984
- Folder 16 "Salad Bowl" cabinet assembly drawings, 1982-1984
- Folder 17 720° and *Super Sprint* assembly drawings, 1985-1987
- Folder 18 Shipping container assembly drawings, various games, 1975-1988
- Folder 19 Shipping container assembly drawings, Firefox upright, 1983
- Folder 20 Shooting Arcade (Shooting Gallery) assembly drawings, 1976-1978
- Folder 21 Shooting Arcade (Shooting Gallery) assembly drawings, 1976-1977
- Folder 22 "Skiing" assembly drawings, 1975
- Folder 23 "Skiing" assembly drawings, 1975
- Folder 24 SKML assembly drawings, n.d.
- Folder 25 "Space Race" assembly drawings, 1973
- Folder 26 Space Station assembly drawings, 1981
- Folder 27 *Star Ship I* assembly drawings and marquee artwork, 1976-1977
- Folder 28 *S.T.U.N. Runner* assembly drawings, 1989
- Folder 29 *Stunt Cycle* assembly drawings, 1975
- Folder 30 *Super Pong* assembly drawings, 1974

Map Case 3,**Drawer 7**

- Folder 1 *Tempest* assembly drawings, 1981
- Folder 2 *T-Mek* control panel assembly drawings,
- Folder 3 *Touch Me* assembly drawings, 1974
- Folder 4 *Tube Chase* assembly drawings, ca. late 1970s-early 1980s
- Folder 5 Two game module cabinet assembly drawings, 1977-1978
- Folder 6 Two game module cabinet assembly drawings,
- Folder 7 *TX-1* cabinet layout drawings, 1983
- Folder 8 *U.F.O.* control assembly drawings, 1978-1979
- Folder 9 Universal cabinet assembly drawings, 1992
- Folder 10 Unidentified assembly drawings, 1974-1975

- Folder 11 Unidentified assembly drawings, 1991-1993
- Folder 12 Unidentified assembly drawings, 1978-1980
- Folder 13 Unidentified assembly drawings, ca. late 1970s-early 1980s
- Folder 14 Wild Card, prototype cabinet drawings, 1975
- Folder 15 *World Cup* assembly drawings, 1973-1974
- Folder 16 Unidentified game(s) assembly drawings, Milt Loper, 1984
- Folder 17 Unidentified driving game(s) assembly drawings, M. Loper and W.O. Winblad, 1991-1993

Map Case 7,**Drawer 5**

- Folder 8 *Shuuz* control panel assembly drawings, 1990

Rolled oversized assembly drawings:**RM 340.FR 102.SH 1 and 2****RS Box A3**

- “Arcade Driver” cabinet assembly drawing, 1975
- “Arcade Driver” cabinet assembly drawing, 1975
- “Arcade Driver” machine drawing, 1975
- “Arcade Driver” machine drawing, 1975
- “Arcade Driver” seat assembly drawing, 1975
- “Arcade Driver” seat assembly drawing, 1975

RS Box A6

- Atari Basketball* bezel outline assembly drawing, 1979 (part 1 of 2)

RS Box B1

- 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, side and attraction panel decals with negatives, 1989
- Folder 5 *Klax* cabaret 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 *Skydiver* 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 *Vindicators* side panel master film decal, 1988
- Folder 15 *Vindicators* attraction and front panel decals, 1988
- Folder 16 *Vindicators* control panel artwork and decals, 1988
- Folder 17 *Vindicators Part II* kit speaker, coin door, and side panel decals, 1989
- Folder 18 *Shuuz* cabinet decals, 1990
- Folder 19 *Vindicators Part II* artwork, 1989

Map Case 4,**Drawer 10**

- Folder 1 *Vindicators* 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, and application instructions, 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
Firefox upright cabinet side panel decal, 1982
Slot 3 *Fire Truck* bezel drawing, 1978
Fire Truck decal negatives, ca. 1978
Fire Truck left side panel decal, ca. 1978
Fire Truck side panel decal, 1978
Fire Truck seat panel decals, 1978
Slot 4 *Fire Truck* left side panel decal, ca. 1978
Fire Truck single cabinet decal, ca. 1978

Food Fight bezel die-line, 1983
Gravitar cabaret side panel decal, 1982

RS Box B4

Slot 1 *Gravitar* cocktail bezel die-line, 1982
Gravitar upright side panel decal, 1982
Gravitar (Ireland) decal application instructions, 1982

RS Box B5

Slot 1 *Hit the Bear* cabinet side panel and gun mount decal, n.d.
Slot 2 *Hit the Bear* cabinet side panel decal, n.d.
Hydra sit-down die-lines and universal kit "19 inches or 25 inches," 1990
Slot 3 "Jet Bomber" side decal, n.d.
Slot 4 *Le Mans* control panel drawing, 1976
Le Mans side decal, ca. 1976
Lunar Lander bezel die-line, 1979

RS Box B6

Slot 1 *Liberator* master cabinet side panel decal, 1982
Slot 2 *Liberator* cabinet side panel decal positives, 1982
Slot 3 *Millipede* upright (domestic) bezel, 1982
Slot 4 *Millipede* conversion kit die-line, 1983
Millipede (Ireland) bezel, 1982

RS Box B7

Slot 1 Mini Golf bezel drawing, 1978
Missile Command upright cabinet bezel decal, 1982
Monte Carlo bezel, ca. 1979
Monte Carlo 19" bezel and die-line, 1979
Monte Carlo 19" and 23" bezel, 1979
Slot 3 *Pole Position* international original decal, 1983
Pole Position sit-down master rear left side panel, 1982
Slot 4 *Pole Position* sit-down master rear right side panel, 1982
Pole Position sit-down original rear right side art, 1982
Pole Position upright bezel, 1982

RS Box B8

Slot 1 *Pole Position II* sit-down front panel decal, 1983
Slot 2 *Pole Position II* sit-down front side panel decal, 1983 (1 of 2)
Pool Shark bezel, ca. 1977
Slot 3 *Pool Shark* side panel decal, ca. 1977
Pot Shot field panel die-line, ca. 1987
Slot 4 *Pool Shark* upright negatives, ca. 1977

RS Box B10

- Slot 1 *Race Drivin'* decal, ca. 1990
 Red Baron conversion from *Battlezone* die-line, ca. 1981
 Red Baron upright side panel decal, 1980
- Slot 2 *Return of the Jedi* bezel art, ca. 1985
 Return of the Jedi bezel die-line revision A, ca. 1984
- Slot 3 *Sebring* attraction plex, 1979
 Sebring plex, ca. 1979
 "Shooting Arcade" swing, n.d.
- Slot 4 *Sky Diver* decal, 1978
 Space Duel cocktail bezel decal and die-line, 1981
 Space Duel (Ireland) decal and negatives, 1981

RS Box B11

- Slot 1 *Space Duel* cocktail shield decal, 1981
 Space Duel cocktail shield decal master, 1981-1982
 Sprint I / Le Mans bezel drawing, 1978
- Slot 2 *Space Duel* upright bezel die-line, 1981
 Space Duel upright decal, 1981
 Space Duel upright decal master, 1981-1982
- Slot 3 "Sprint" side panel decal, n.d.
 Sprint I bezel drawing, 1977
- Slot 4 *Star Wars* side panel decal, 1983
 Star Wars sit-down bezel revision C, 1983
 Street Fighter die-line, ca. 1987

RS Box B12

- Slot 1 *Subs* shipping container base, 1978
 Super Breakout decal, 1978
 Super Bug bezel drawing, 1978
- Slot 2 *Super Breakout* decals, 1978
 System II side panel decal and die-line, 1985
- Slot 3 System II *Paper Boy* bezel, 1985
- Slot 4 System I generic side panel, 1984
 System I kit box die-line, ca. 1985
 System I cabinet profile, ca. 1984

RS Box B13

- Slot 1 System I generic right side panel, 1984
 Tetris conversion kit bezel, n.d.
 Thunderjaws bezel kit, 1990
- Slot 2 System I generic right side panel, 1984
 Tempest cocktail bezel decal and die-line, 1981
 Tempest cocktail die-line, ca. 1981
- Slot 3 *Tempest* cocktail shield decal and negatives, 1981
 Thunderjaws universal kit 19" or 25" "do not use" bezel die-line, 1990

RS Box B14

- Slot 1 *Tempest* conversion from *Major Havoc* bezel kit, 1984
Two-Game Module frame weldment drawing, 1977-1978
Two-Game Module lower bezel drawing, 1977-1978
Two-Game Module upper bezel drawing, 1977-1978
- Slot 2 *TX-1* main left and right panel die-line, ca. 1984
TX-1 seat front panel, ca. 1984
TX-1 seat front panel decal and die-line, 1984
TX-1 seat left side panel die-line, ca. 1984
TX-1 seat right side panel decal die-line, ca. 1984
- Slot 3 *UFO* front plex, 1978
Unidentified game, unidentified document type, n.d.
- Slot 4 Unidentified game right side die-line, 1990
Warlords upright side panel decal, 1981

RS Box B15

- Slot 1 *Xevious* bezel decal, ca. 1983
Xevious bezel drawing, ca. 1983
Xevious decals, 1983
Xevious side panel art, 1983
- Slot 2 *Xevious* master decals, 1983

RS Box B16

- Slot 1 *System I* generic left side panel, 1984
Tempest control panel, 1981
Tempest bezel die-line, ca. 1984
- Slot 2 *Tempest* upright side panel decal, 1981
Two-Game Modular Cabinet decal, ca. 1977-1978
- Slot 3 Unidentified bezel decal, n.d.
Vindicators side panel decal die-line, 1988
- Slot 4 *Vindicators Part II* side panel decal, 1989
Witch Hunt front plex decal, n.d.

RS Box C1

- APB* bezel decal, 1987
APB original decal revision A side panel, 1987
Combat cabinet decal, 1978
Crystal Castles side panel decal, 1984
Crystal Castles original cabinet decal, 1983

RS Box C2

- Dig Dug* (domestic) cabinet decal, 1982
Fast Freddie side panel decal, 1982
Fast Freddie side panel decal, 1982
Fire Truck cabinet decal, ca. 1978
Gravitar cocktail bezel decal, 1982

RS Box C4

Missile Command master side panel decal, 1980
Pole Position II sit-down front side panel decal, 1983 (2 of 2)
Pole Position II upright side panel decal, 1983
Pole Position II upright side panel die-line, 1983
Pot Shot die-line, ca. 1987
Pot Shot side panel die-line, ca. 1988

RS Box C5

Race Drivin' right side panel decal, 1990
Race Drivin' side panel decal die-line, 1990 (Part 1 of 2)
Race Drivin' side panel decal die-line, 1990 (Part 2 of 2)

RS Box C6

Race Drivin' left side panel die-line, 1990
Race Drivin' panel decal, 1990
Sprint I side panel artwork, 1978
Street Fighter side panel decal, ca. 1987
TX-1 side panel decal, 1984

RS Box C7

System I generic right and left side panel decal, 1984
System I (or II?) generic right side panel decal, 1985
TX-1 seat right side panel decal, 1984
TX-1 side panel decal, 1984

RS Box C8

TX-1 main left side panel decal, 1984
TX-1 main right side panel decal, 1984
TX-1 seat left side panel decal, 1984

RS Box C9

Warlords upright master side panel decal, 1981

Subseries E: Technical drawings

Scope and Content Note: This subseries houses technical drawings, including schematics, harness wiring assembly drawings, wiring diagrams, and circuit drawings. The materials are arranged alphabetically.

Box 37

- Folder 1 Accelerator wiring drawings, n.d.
- Folder 2 ADSP II PCB schematic drawings, 1989
- Folder 3 *Airborne* harness assembly drawings, 1993
- Folder 4 *Airborne* schematic drawings, 1993
- Folder 5 *Air Race* technical design document, 1997
- Folder 6 Alien Space wiring diagrams, 1981
- Folder 7 Amplifone schematic drawings, 1983
- Folder 8 *Anti-Aircraft* harness assembly drawings,
- Folder 9 *Anti-Gravity* (prototype) harness assembly drawing, 1985
- Folder 10 *A.P.B.* harness assembly drawings, 1987
- Folder 11 *A.P.B.* schematic drawings and PCB assembly drawings, 1987
- Folder 12 *Arabian* harness assembly drawings, 1983
- Folder 13 *Arabian* harness assembly drawings, 1983
- Folder 14 Arcade Driver harness assembly drawings, 1975
- Folder 15 ARIII schematic drawings, 1984-1985
- Folder 16 *Asteroids* schematic drawings, ECNs, 1979
- Folder 17 *Asteroids* schematic drawings, 1979
- Folder 18 *Asteroids* schematic drawings, 1980
- Folder 19 *Asteroids* harness assembly drawings, 1979
- Folder 20 *Asteroids* harness assembly drawings, 1979-1980
- Folder 21 *Asteroids* (cabaret) harness assembly drawings, 1979
- Folder 22 *Asteroids* (cabaret) harness assembly drawings, 1980
- Folder 23 *Asteroids* (cocktail) harness assembly drawings, 1980
- Folder 24 *Asteroids* (cocktail) harness assembly drawings, 1980
- Folder 25 *Asteroids Deluxe* harness assembly drawings, 1980-1981
- Folder 26 *Asteroids Deluxe* (cabaret) wiring diagrams, 1980-1981
- Folder 27 *Asteroids Deluxe* (cocktail) harness assembly drawings, 1980
- Folder 28 *Asteroids Deluxe* schematic drawings, 1980
- Folder 29 *Atari Baseball* harness assembly drawings, 1979
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- 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)

Series III: Technical documentation, 1969-1997

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 Peplinski, 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	<i>Bloodlust</i> 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	<i>Tetris</i> 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 3 1989 ACME P.O.P. signs [*Vindicators Part II*, *Tetris*, *Hard Drivin'*, *Winning Run*], 1989
- 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 24 Coin-Op operating procedures manual, 1980-1983
- 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 12 3DFX-Voodoo Graphics reference manual, 1995-1996
- 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 19 View Logic, 1991-1994
- 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

- Folder 1 BOM program documentation, 1992-1993 (water damage)
- Folder 2 Cage Audio, 1993-1994 (water damage)

- Folder 3 CH 31 pasts list, 1993 (water damage)
- Folder 4 CH 31-2, 1993-1994 (water damage)
- Folder 5 DCS2 sound system, 1997 (water damage)
- Folder 6 Super Disc Interactive system software specification, 1995

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 Astrodata 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 Competitor 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 19 *S.T.U.N. Runner* reference magnet design, 1989 AMOA show, 1989
- 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 8 Atari: Innovative News! poster, 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 *Quadrang* 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-1* 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 3 Published sell sheets, Atari Coin-Op, letter S [*San Francisco Rush*, *San Francisco: The Rock*, *720°*, Showcase 33, *Shuuz*, *Sky Raider*, *Smokey Joe*, *Space Duel*, *Space Lords*, *Sprint One*, *Sprint 2* (Kee Games), *Soccer*, *Star Wars* (2), *Steel Talons*, *S.T.U.N. Runner*, *Stunt Cycle*, *Subs*, *Super Breakout*, *Super Bug*, *Super Man*, *Super Sprint*, *Surf Planet*]

- 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 15 *Hard Drivin'* Coin Slot advertisement [layout and artwork] 06/29/1989 issue, 1989
- 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 15 *Pot Shot* ad layouts [*RePlay*, 04/11/1988; *Play Meter*, 04/11/1988; *Tourist Attraction and Parks Magazine*, 04/11/1988; *Island Half New* head version (?), 05/11/1988], 1988
- 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 18 *Sky Diver* sell sheet film transparency, artwork, n.d.
- 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/I, 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 Ultra-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

Series IX: Pinball, 1977-1982

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 25 Atari video products – January 1978-October 1981; Atari pinball products – September 1981
- 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

- Slot 3 *Queen of Hearts* playfield #2 decal, ca. 1979
Slot 3 *Queen of Hearts* stencil, ca. 1978
Slot 4 *Queen of Hearts* stencil, ca. 1978

RS Box B11

- Slot 2 *Road Runner* playfield original art, ca. 1979
Slot 3 *Space Riders* playfield decal, 1978

RS Box B12

- Slot 1 *Superman* artwork, ca. 1978
Slot 3 *Superman* playfield decal, 1978
Slot 4 *Superman* front panel and backbox cabinet artwork, ca. 1978

RS Box B13

- Slot 3 *Time 2000* cabinet and backbox drawing, ca. 1977
Slot 4 *Time 2000* playfield art and assembly drawing, 1976
Time 2000 playfield artwork, 1977
Time 2000 playfield negatives, ca. 1977
Time 2000 stencil and backbox drawing, ca. 1977

RS Box B15

- Slot 3 *Pipeline* playfield component assembly drawing and artwork, 1977-1978
Pipeline playfield plastics artwork in color, ca. 1977
Slot 4 *Queen of Hearts* back glass #1 decal, ca. 1979
Queen of Hearts playfield decal, 1979
Space Riders playfield decal, 1978

RS Box B16

- Slot 1 *Time 2000* playfield decal, 1977
Superman playfield decal (rejected), 1978

RS Box C3

- Hercules* playfield film positives, 1978

Series X: Publication materials, 1975-2000

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

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- 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

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- 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.
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- 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
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- 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

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- 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.

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- 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
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- Folder 19 *Food Fight* manual (TM-229) artwork, 1983
- Folder 20 *Formula K* (Kee Games) operation's manual (TM-020) cover layout, ca. 1975

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- 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*” (A00000A), 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
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- 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 25 *Hydra* kit manual artwork, 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
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- 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 (SP276) 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)
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- 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
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- Folder 24 Portfolio palmtop computer publication materials, 1992
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- Folder 26 *Pot Shot* self-test label (TM-318), n.d.
- Folder 27 Power supply drawings (A03767, A037671-18), n.d.
- Folder 28 Power supply drawings (A043363-01), n.d.
- Folder 29 *Primal Rage* Jaguar CD manual film, 1994-1995
- 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 Riot 4WD* schematic package (SP-369) layout, 1991
- 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 4WD* self-test label (ST-369) layout, 1991
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- 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

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- Folder 2 Sanyo monitor operator manual materials (TM-311), 1985
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- 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
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- Folder 15 *Solar War* (TM-154) operation manual cover layout, n.d.
- Folder 16 *Space Duel* cocktail cabinet illustrations (A038100), n.d.
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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
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- 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.
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- 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)
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- Folder 16 *S.T.U.N. Runner* operator’s manual (TM-338) cover artwork/layout, 1989
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- Folder 18 *Subs* operation manual layout (TM-132), illustrations, and self-test procedure (ST-132), n.d.
- 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
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- Folder 2 *Tempest* cabaret manual illustrations (TM-193) publication materials for TM-196, 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 9 *Time 2000* playfield assembly illustrations and operation manual (TM-099) cover layout, n.d.
- 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
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- 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.
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- 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 *Vindicators* operator's manual illustrations, cover layout, and notice text layout, 1988
- Folder 23 *Vindicators* schematic package (SP-317) and self-test label (ST-317), 1988 (part 1 of 2)
- Folder 24 *Vindicators* schematic package (SP-317) and self-test label (ST-317), 1988 (part 2 of 2)
- Folder 25 *Vindicators 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 19 X-Y monitor operator's manual (TM-151) illustrations, n.d.
- 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 10 Video monitor manuals, 1982, 1987-1988
- 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 15 Wells-Gardner 19" in-line color monitor manual, 1981-1982
- 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

Folder 20 Various manuals, 1979-1982, 1987-1993

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 11 Assorted video monitor manuals, 1980-1991
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 appliance, 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 13 Various arcade cabinets (*Asteroids Deluxe*, *Centipede*, *Warlords*) photographs, 1980-1981
- 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.**]

Series XIII: Floppy disks and digital files, 1977-2002

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.**]