

- 18) Color/pattern generator based on player input. Could be located in discos and keyed to audio input from P.A.
- 19) Eliza Psychiatrist - several minutes of interactive, counseling per play.
- 20) Stagecoach racing/calf roping - country western themes.
- 21) Space Invaders type game with many different types of enemy all behave differently.
- 22) "Name-that-tune"
- 23) Simulators: Locomotives, big trucks, small aircraft, ocean ships (with control lag), aircraft carrier landing, river rafting, bulldozer.
- 24) Tidy Bowl Races - water racing utilizing hyrosprint hardware.
- 25) Green Peace - player maneuvers between hunters and whales.
- 26) 2 - cabinet link-ups: Helicopters vs. tanks; combat asteroids.
- 27) Water surface skipping bomb - attempt to "skip" bomb into hole across lake.
- 28) Mountain Climb- choose fastest pattern of hand holds to top (via track ball).
- 29) Melt Down - Manipulate reactor control rods to maximize power yet prevent melt down.
- 30) Mission - participate in several flying missions (bombing runs, dog fights, etc.) yet return safely home before running out of time.