

# Micro-Minutes

NEWSLETTER OF THE HEWLETT-PACKARD MICRO-COMPUTER INTEREST GROUP

J- ENGELHARDT

Building 28A

MEETING TIME CHANGED \* MEETING TIME CHANGED \* MEETING TIME CHANGED

DUE TO A CONFLICT WITH THE DIVISION PRODUCT FAIR, THE MCIG MEETING SCHEDULED FOR THURSDAY MAY 7 IN THE 5M1 CONFERENCE ROOM, HAS BEEN CHANGED TO FRIDAY MAY 8 (ONE DAY LATER) AT THE SAME TIME AND SAME LOCATION.

## FUTURE MEETINGS

### Video Game Design

by Ed Rotberg, Software Supervisor for Atari

May 8, 12 noon, in the 5M Conference Room

The design cycle of video arcade games will be described with emphasis on answering the questions: How are games and rules decided? What is considered 'fun'? What is the lifetime of an average game? How are sound effects generated? And what special purpose hardware do games require?

There will be a large screen demonstration of one of Atari's recent creations, "Battle Zone", to accompany the talk. Come and see what's inside an arcade game and enjoy the demonstration.

8/3/81

Steve Hessel — 857-5514

NIC LYONS 2015.

RICK FINGER 857-2306

BARRY LEWIS — 857-