

CONFIDENTIAL



June 20, 1974

ATARI, INC.
14600 Winchester
Los Gatos, CA 95030

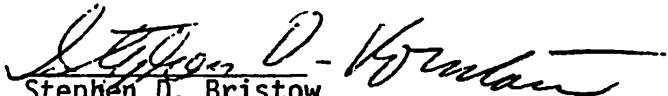
RE: KEE GAMES, INC. game needs and wishes.

After discussing the future way we will develop games, Lloyd Warmen and I came to agree that whoever is developing a game should keep in mind the variation that the other company would like if they decide to rip it off or copy it. This would save on Engineering time. Therefore, here is the list of games that we know you are working on and the modifications that would be desired for the KEE version.

1. QUAK -
 - a) A six shooter game with a non-moving, but positionable figure of a bandit. The bandit picture changes to one of an outlaw shooting if you don't hit him. After every sequence he moves to a new position. This is so that we may, by a half silvered mirror, have him appear in various windows of a house and etc.
 - b) Machine Gun Anti-Aircraft - a plane flies around very fast. You have a continuous firing machine gun to shoot him down.
2. FRUGAL RT - No change.
3. PIN PONG - No change.
4. ANTI-AIRCRAFT - The original game or one where the planes dive at you - Kamakazie.
5. DODGEM - No change.
6. PROJECTOR GAME- A version with scoring visible on each attempt. "Who Am I."

We are hopeful that you will keep our requirements in mind as you develop these games. Please feel free to give us yours.

Sincerely,


Stephen D. Bristow
Engineering V.P.

KEE GAMES, INC.