

TANK

Concept Approval
Gary Stark

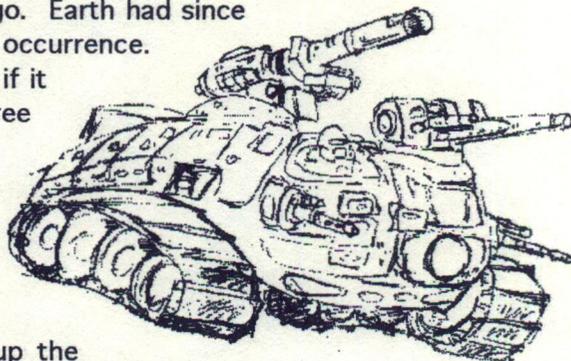
INTRODUCTION

It is the year 2420. For over 14 years, Earth has been under constant threat of invasion. By the beginning of the 24th century, half of the planets in our solar system had been terraformed and consequently colonized, the remaining planets being classified 'unusable'. Hence we had reached out into the next closest system. And that's when it all began. We found that we were not alone. Although no indigenous species had been found, another race of beings had also laid claim to the system. The first contact was disastrous - the Setti outpost had been completely obliterated from the surface of the far moon with absolutely no warning. Simultaneously, two delta-class transport ships were attacked and destroyed. 2250 lives lost, no survivors. Hence the beginning of the most intensive cold war period Earth had ever known.

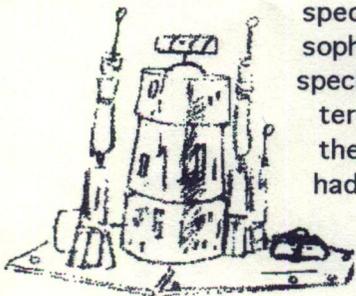
They were known only as the Kraogs. All communications were rejected. Given the nature of our first interactions, a military buildup began, the likes of which had never been experienced. That was 14 years ago. Earth had since spread out over three other systems without occurrence.

Some thought the threat over, some wondered if it had really ever existed at all. That is until three months ago. Abruptly, without any warning all communications had ended with the Archanum-7 base on the frontier of the Celiac system. A Class-2 Destroyer was dispatched to investigate. Upon arrival, it had reported that almost nothing was left of the station. The material which once made up the station had been literally vaporized. Moments later, static.

Although no further information would be received, it was more than enough. It was all too familiar. Immediately, the Unified Planetary fleet was mobilized. You are a member of that fleet.



You were in the midst of battle maneuvers around Neptune. Now, because of your close proximity, you find yourself spearheading the armada. Your ship is a omega-class cruiser, specially fitted to deploy the new MegaTrak Attack Tank, the most sophisticated ground ship mankind had ever conceived. It was designed specifically to go head to head with the dreaded Kraog tanks, machine of terrifying destructive power. You had studied the archive records of their attack 14 years ago, what few there were, countless times. You had run one strategic simulation after another. But had the Kraog improved their weapons and strategies since then? There was little question in your mind. Could we match their firepower, their maneuvers? Those questions and more were soon to be answered...

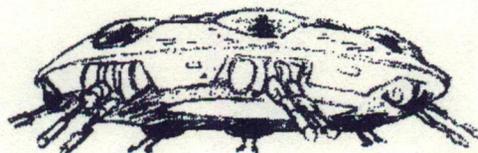


OBJECTIVE

I propose a Battlezone-type first person, sitdown, shootem-up/driving tank game. The controls would be the same as those in Battlezone. The graphics would be either the growth hardware or the 3-D polygon hardware (still to be determined but I'm leaning towards growth). One especially unique aspect of this game is the display. Rather than achieve peripheral vision by simply adding two more monitors, I propose using one monitor suspended above the player's head, splitting the image off to the sides and front using mirrors. Whether or not this will work is still under study. Whether or not this game is positioned as Battlezone II would depend on whether the name is deemed worthwhile, whether the name is available, and whether the final product is worthy of the name. I have a great deal of respect for the original game (I actually own one). Estimated time to FGA: 2 yrs.

MISCELLANEOUS

- each mission starts like Alien II whereupon your tank is dropped from the mother ship, glides through the atmosphere and onto the surface of the planet.
- you will encounter 4 or 5 classes of enemy ships, each with it's own firepower, maneuverability, and point value.
- the game will be health-based (one quarter = X units of health)
- you will have at least three weapon systems (lasers, missiles, nuclear weaponry).
- you will encounter mines, force fields, stationary turrets, rocks, debris
- superimposed upon the screen will be your energy supply, your weapon status, short and long range sensors, targeting cursors, misc high tech info.
- your tank will experience damage (blown tread allowing only left turns, etc)

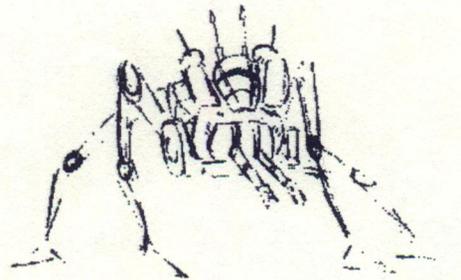
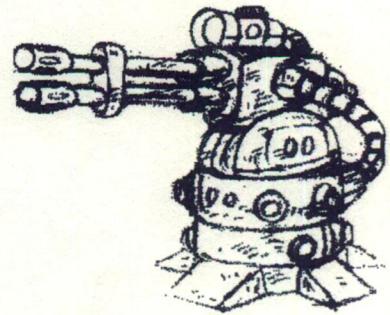


QUESTIONS

- 1) Would this game fit into the future product mix?
- 2) Will we build a standup unit?

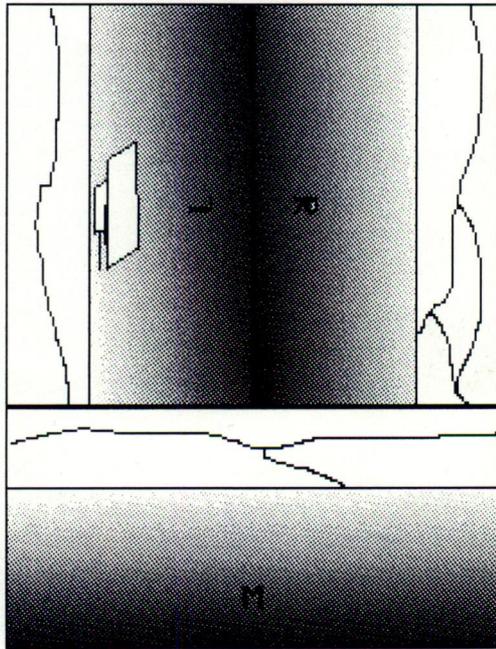
PROPOSED TEAM

P/L: Gary Stark
SW Engr: Gary Stark, New hire
HW Engr: Sam Lee
Animation: Rizaldi Bugawan, ??
Audio: ??



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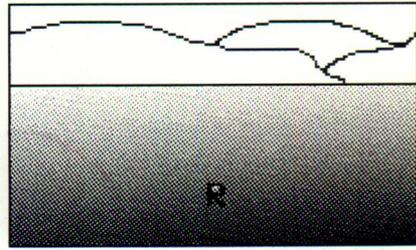
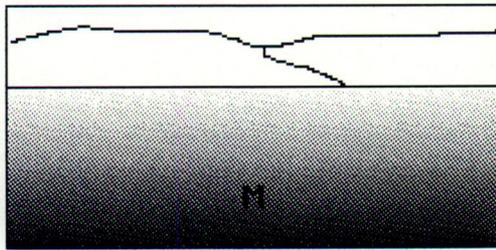
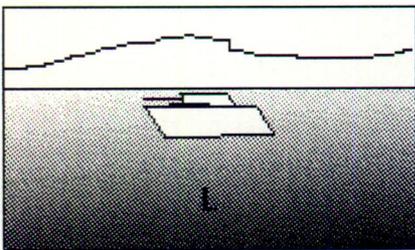
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Screen
Layout

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From Players Viewpoint