

# Hero

## Concept Approval

### Distribution

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Mark Pierce  
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John Ray  
Bob Sheffield  
Gary Stark  
Nick Stern  
Mike Taylor  
Dan Van Elderen  
Dennis Wood

- Animation horsepower
- Programming horsepower
- Game design horsepower

# HERO Concept Approval

- how is this game  
different from Harvey's  
?

## Basic Description

*Frantic HyperBrutal BloodSplash GroinSmash GigaDeathKill DoomBattle*

*Traditional player-versus-player, best 2-of-3 rounds fighting format*

*12 Atari owned and licensable characters (10 player characters, 2 special bosses)*

*Exceptional 2D graphics from 3D animation*

*Low cost 2½-D electronics*

*sheat higher*

## Product Differentiation

### *Strong characterization*

- Appealing 3D visual style
- Strong, unique personalities
  - *Appearance and attitude*
  - *Voice*
  - *Fighting style*
  - *Each player has a special enhanced capability*
- A story for the overall game and for each character in the game

### *Comic book elements*

- Powerful characters
- Exaggerated body proportions
- Skintight costumes with unique accessories
- Dramatic character poses
- Use of contrast, light and color
- Power is light (impact graphics)

### *Cinematic elements*

- Use of sets and props - ?
- Quick cuts
- Visual echo
- Dramatic use of cameras *hand-wired?*
- Physics
- Painful hits and falls

### *Compared to other games*

- Street Fighter 2
- Mortal Kombat
- Samurai Showdown
- Virtua Fighting
- CyberStorm

## Character Descriptions

*See Appendix A*

*February focus group on characters*

## Hardware

*Under consideration:*

- Sega Saturn/Titan
- Atari Jaguar
- 3DO
- Atari Games GT

## Enabling Technologies

*High quality 3D character animation*

- Physics/mass/energy
- Character modeling
- Natural motion and articulation
- 3D motion capture or rotoscoping

*Graphics compression*

*CD-ROM*

## Game Pricing

*Target \$3000 upright, \$1300 kit*

*Dependent on electronics hardware decision*

## Tools

*SGI s and 3D animation software for each character animator*

- Training
- 3D motion capture

*Macintosh for each animator and artist*

*Software development systems*

*Audio development system*

*Miscellaneous Macintosh, PC, and UNIX software*

Personnel

- 1 Producer: Lyle Rains
- 2 Programmers: Dave Menconi +1 TBD
- 5 Animators/Artists: Chuck Eyer, Steve Blevins, +3 TBD
- 0.5 Composers: Don Diekneite
- 1.5 Game Designers: Don Diekneite, Haywood Beard
- 0.3 Electronics Engineer: TBD
- 0.5 Technician: TBD
- 0.25 Product Manager: Derryl Depriest
- Contracted services: (voice actors, fighters/stuntmen, models, etc.)

lead?

by initiation?  
(required in my mind)

? sensor suit?

Schedule

Target: 14 months from initiation to production release

Initiation in March, by which time we will have done the following:

- Character design and selection (focus group) — how far?
- Story for game and each character
- Selection of game hardware and development systems
- SGI software evaluation, selection and purchase
- Generic male/female 3D models and animation
- Manpower, schedule and product cost estimates

Too late!

- frames per move?

- char-char interaction (especially holding moves) is very difficult with widely varying characters.

Grigsby: Cyber gameplay good?

**1 Hannibal the Cannibal**

- steals energy
- from the 15th century eastern Europe
- mysterious
- sharp pointy teeth, but not necessarily vampiresque
- eats victims
- claws
- independent shadow
- night person
- black
- East German
- ridged minimal moves (economical)
- really fast strike & return to starting point.
- Rutger Hauer
- turns into skeleton until hit. As a skeleton, he can:
  - boomerang arm throw
  - shoots eyes from sockets
  - telescoping arms ("rubber band skeleton man")

**2 Kamille**

- day person
- reptile, chameleon, fangs, forked tongue
- sleeps with snakes
- from the Egyptian desert
- poisonous
- translucent, can hide by being motionless
- hypnotic
- reptilian attacks
- very quick
- does things with her tongue

**3 The Twins**

- Chinese acrobats, (one throws the other)
- they're twisted
- telepathic communication
- total empathy, hit one, the other feels it
- one throws the other
- working like an amoeba
- somersault roll

**4 Hacksaw**

- wears two wrecking bars in an "X" on his back
- swings em and throws em
- from Waco, TX
- wears his beliefs on his sleeve, no depth
- he's a bar fighter
- piston fists
- explosive speed (from his days as a halfback)
- truck driver, cowboy
- vest, bare-chested
- hog ties

**5 Evil Buffed Witch**

- amazing body, beautiful evil face. hair to knees
- breast laser, evil eye from bust
- wears her crystal on a pendant. It could be a weapon
- from Salem, Mass.
- works for a NY City law firm during the day
- a wraith
- has a 3rd eye
- lives in a castle
- seductive, luring
- casts spells, throws glitter on you when close, hypnotizes you
- morphs into wart monster
- teleports or become invisible

**6 Celeste**

- our good girl
- Joan of Arc
- light staff
- appears out of thin air
- pony tail flip mace
- comfortable with her womanhood
- Cynthia Rothrock overhead the back leg hit
- plasma daggers
- Hepburn
- energy hands
- super hair
- drop kicks
- great fancy kicks
- charged weapons
- traces energy lines in air and sends at enemy

**7 Sable, Cat Woman**

- retractable / extensible claws
- wild sonic howl
- rear foot rake, cycling
- Heart scream girl
- strongly agile
- panther, very animalistic moves, double-jointed
- vixen
- volatile emotion
- black with red glowing eyes
- fashion model by day

**8 Dreadlok**

- dreadlocks
- shoulder rocket
- Predatory. Stealthy

**9 Neuromancer exoskeleton**

- hydraulic extensions (he's wired in brain)
- a mighty morphin' transformer kind of guy
- electric tendrils
- dwarf in an exoskeleton
- violator clown inside violator exoskeleton.
- smokes a cigar
- transformer arm rotates to different weapons.
- a little slower, but more indestructible
- good long range fighter
- telescoping claws can hook you and pull you toward him

**10 Clint**

- Old age and treachery
- best defender - he's a survivor, that's why he's been around so long
- willing to fight dirty
- knows all the tricks
- crotch grab (not just hit) lifting crotch grab mad max
- WildC.A.T.s' Grifter
- overcoat
- sawed off shotgun
- gaunt
- hits you only as hard as he needs to in just the right spot
- never makes any sudden moves, he's careful and calculated.
- paralyzes you with special grabs.

**11 Grunger**

- capoeira monkey man
- wild, in your face
- jumping spider
- tall and thin
- slaps the ground
- shoots webs that glue you to the floor
- low to the ground
- attacks from all fours
- handsprings and kicking
- jaw extension morphs when doing the web spit
- can jump off screen and in an unpredictable place
- mandrill face
- wears bola around waist,
- uses bola

**12 Levethian**

- humble stance
- possibly the good character at end
- occasionally reveals buffed body through monk robes
- beams around playfield, or teleport
- hover in the air
- telekinetic abilities

**13 Bear man**

- meat hook (claws, or as weapon?)
- likes to toy with his victims
- very strong
- short legs, huge upper body.
- capture the wind to blow enemies away
- more interested in biting and slashing than punching or kicking.
- Russian
- bear hug

**14 the General**

- Clean fighter with honor
- clean cut looking, great personal hygiene
- Darth Vader
- concerned with setting an example
- leader
- pads, things strapped to legs and arms
- headphones, chin guard, cellular communication, antenna

**15 Chromite**

- Houdini contortionist
- partial T2 molten man but GOLD
- can melt
- hot or cold
- human torso with ability to morph arms into different weapons (What weapons?)
- akido
- liquid, flexible
- morphs to different stances / positions (e.g.. trade hands and feet)
- extend-o-arms get thinner, become wire and wrap enemy's neck
- extend-o-neck head but

**16 Earth man**

- plant power, enhanced person rock, highway, mud
- gelato
- grows vines to strangle you
- turn to dust and crumble
- earthshaker, causes plants to grow under you
- cracks ground to you
- relatively slow but very strong
- mud skin, muddy tar.

**17 Bane/Pierce**

- criminal mastermind
- Vader
- one hand behind back
  - *backhand hit*
  - *toys with you*
- ridiculously big and monstrous
- power hungry
- masked
- crush you by sitting on your head
- inhales you towards him

**18 Ginzu**

- ninja
  - *smoke balls*
  - *energy stars*
  - *jacks*
- drop kick
- uses grappling hooks that anchors in the sky
- yin yang costume
- hyper enhanced stealth and speed
- uses decoy clone of himself (decoy doesn't have crystal, and remains in ready pose, you become invisible until hit).
- hidden pockets and pouches

**19 Stiletta - Ice goddess**

- white hair when ice, red hair when flaming
- male or female
- combine with Wildfire
- translucent
- ice shield
- ice daggers
- clear gravy, jello
- defends with fire uses blue gas flame
- sets set on fire
- iridescent shimmer

**20 Silver Wolf**

- claws
- Image Comics' Warblade, Ripclaw
- cyber-shaman
- American Indian
- shaman in war paint (baboon)
- wolf-head hat, loin cloth, pouch, stuff hanging on him
- drum as part of costume, war paint
- ready pose is a dance
- uses drum to fire sonic shock waves
- calls forth weather, lightning, rain, wind
- reaches in pouch, throws translucent bird(s)
- trickster
- bad ass
- means no harm, but doesn't really care if harm happens

**21 Yakuza "The Poser"**

- covered with tattoos and body piercing
- bad guy in Bloodsport
- Grunge in Image
- martial artist
- Herculean hero
- affinity for knives
- bag and bad
- underworld
- tattoos come off his body and fly at you, with Mr. Universe pose move

**22 Insectoid**

- wings
- can hover
- incredibly quick
- swarm of bees from eyes / mouth
- wasp head, compound eyes
- 3 sections
- shrieks
- flying penis sting

**23 Smoke (Hellspont)**

- can move around and through you
- turns to smoke for block
- goes into enemy's mouth and comes out ears
- forms and reforms
- becomes a tornado around opponent
- go through cracks
- anguished ghost spirit
- chokes you by smothering
- wears a smoking jacket