

### Basic Storyline:

In the not too distant future, the paying public become bored with the improprieties that abound in professional sports. Conventional boxing loses all integrity as numerous instances of fixed fights are discovered.

The time is right for a new form of "sports" entertainment. Full-contact fighting emerges nationwide as it is deemed as the only honest form of sport. It is barbaric, primitive and is free of the commercialism that eventually became the downfall of its predecessor. It is raw power, a throwback to the times of ancient gladiators. It is a sport that often results in death. It is called Bloodsport.

In this new sport, plenty of money changes hands as spectators bet on their favorites (there are no rules prohibiting fighters from betting on themselves). The fighters lucky enough to survive can accumulate a nice chunk to retire on from purses and gambling.

Our story illustrates the instant popularity of the sport. The first fights take place in secret old abandoned warehouses as their ultra-violent nature are against the law. Crooked promoters abound as the potential for windfall profits are enormous. Agents recruit fighters from around the world, each skilled in a variety of fighting techniques. The sport is hand to hand, but owing to the high stakes, weapons are smuggled into arenas and get passed to the fighters despite tight security.

## Basic Gameplay

The story has been revised to take place in urban America vs. the glamorous worldwide theme proposed earlier. The fighting arenas will be modified to comply with the new story. We hope to capture a dark, dingy, intercity look to our graphics. We believe this look will give a visual toughness that has been lacking in other projects.

The game is composed of five unique arenas.

**Arena 1: Warehouse** - There will be changes to the crowd. New people, arrangements and movements are planned. This arena may be reused by altering fixtures and contents of the warehouse.

**Arena 2: Parking Garage** - an underground parking garage, already implemented.

**Arena 3: Freeway Underpass** - Located in a rundown intercity area, similar to the Cypress structure in Oakland. The location will be dirty, w/graffiti on the concrete supports. The setting will be during the night w/lights of the city in the background.

**Arena 4: Dockyard** - A cold damp pier located on the waterfront. The wood floor from the warehouse can be reused here. A large ship will be in the immediate background. Log pilings, ropes, crates, and other appropriate elements will fill the dockyard.

**Arena 5: Alley** - A backroad alley is the site. Trash dumpsters, garbage, rats and street people are part of the natural scenery. A sodium street light hangs over this mocked-up arena. This location typifies the spontaneity of this low-life sport.

**Arena 6: Abandoned high-rise:** High above the city in an abandoned high-rise is the setting. Not yet completed, the building is full of steel girders and leftover building supplies. The ultimate conflict between the criminal kingpin and the goodguys will occur here.

Other arenas under consideration:

\*Bar - Counter, tables/chairs and dance floor

\*Sewer/Aqueduct - Underground, damp with dripping water, rats, beams of light

\*Subway Station - Underground, brick/tile walls, graffiti and advertisements

## Game Characters

Players will have the chance to pick one of three characters. All three will have separate distinct techniques, each with different strengths and weaknesses. The goal is to make each fun to play in their own way. Hopefully this will create the desire by players to try playing all three characters. Part of how we plan to achieve this is through giving each a separate personality (ie - The Kung Fu fighter performs many of the campy moves and sounds found in the old dubbed Kung Fu movies).

### GOODGUYS:

#### Football/Wrestler (Jeff)

Bio: Jeff in an ex-football player. He is muscular, brutal, unemotional.

Look: (implemented - see game)

Casting: Bill Chase

Fighting: wrestler stance, moves are not complex but executed with considerable strength

Special Moves: piledriver, pickup & throw opponent, bearhug, head butt

#### Cool Kickboxer

Bio: hispanic, gang member, a streetfighter

Look: very cool, ponytail, torn jeans & blk tanktop, jewelry, bare feet

Casting: Roy Leidermann?

Fighting: very adept at kicks, able to rapidly kick to upper body then lower body without lowering leg. Boxing stance.

Special Moves: roundhouse kick, back kick, knee to face

#### Military/Karate

Bio: black karate master, previous military career,

Look: military pants & boots, "#1 type-haircut", tank top

Casting: Richard Jackson

Fighting: student of karate, very aggressive fighting style

Special Moves: jump kick, strong punch combos (sometimes open-hand)

### OPPONENTS:

#### Boxer (generic - palette change for white/black)

Bio: ex-boxer, banned from boxing (for excessive violence)

Bio 2 (for alt palette): Lundgren-like eastern European champ

Look: Tyson-like, young (25)

Casting: ?

Fighting: always the pursuer (like Tyson), punches only - no kicks, strong body puncher & strong uppercut

#### Mercenary Soldier

Bio: soldier of fortune, has served in S. Africa  
Look: (implemented - see game) (sunglasses in mug)  
Casting: Miles  
Fighting: generic moves, carries a hidden knife

#### Biker

Bio: Hell's Angel type, very tough  
Look: very big, beer gut, facial hair (45 yrs)  
Casting: ?  
Fighting: minimal moves, picks up opponents with one hand & backhands them with the other, enters swinging a chain

#### Kung Fu

Bio: Korean Kung Fu master  
Look: slight build, full gi  
Casting: ?  
Fighting: very colorful - crane move, flips, etc.

#### Wrestler (generic)

Bio: ex-professional wrestler  
Look: (see photo of Bill McAleenan)  
Casting: Bill McAleenan  
Fighting: minimal punching & kicks, but several bodyslam moves.

#### Woman

Bio:  
Look: Asian, very feminine, young (23 yrs)  
Casting: ?  
Fighting: martial arts (Tai Kwon Do)

#### Cyberbarbarian

Bio: a veteran of fighting, he has a false arm with a spiked club attachment.  
Look: big, crazy  
Casting: ?  
Fighting: swings club arm. You're only chance is to avoid arm, striking with kicks.

#### Champion

Bio: current champion, never been beaten, boastful  
Look: massive, very muscular  
Casting: Jim Welch?  
Fighting: sophisticated repertoire of moves (similar to goodguys)

## Marketing strategy

Fighting games have proven to be a strong game category. Some of the strongest earning games in recent history have been of this type. In many cases, even an average fighting game can produce above average collections and sales. This is largely due to the operators overall confidence in the theme and the important better than average earnings during the first few weeks. Unlike past shows, the recent ACME Show was extremely light in new games of this category. Due largely to a recent flooding of this category, manufacturers are concentrating on other themes. We believe this category will continue to attract players, like sports and driving games. It is acknowledged that new features and improvements are needed to distinguish this from other fighting games.

The goal is to make Bloodsport better than other fighting games. We have been studying these games, noting each of their strong and weak points. The best ones have each brought a new feature to the category. We intend to incorporate many of these proven features, plus add some of our own.

\*Digitized Graphics - The most obvious one, this will add a new realism not seen before in this type of game. As these type of games simulate the type of fighting scenes in movies, making it more movie-like should make it more appealing.

\*Personality - We hope to give each character an identity that makes him unique from the others. Some will be intense, while others may appear more humorous. Appropriate audio can help achieve this.

\*Betting Feature - Logistics have yet to be resolved.

We are continuing to explore new features to make Bloodsport stand apart from other basic fighting games.