

Addendum

On weapons...

Weapons will be introduced in the following methods:

- 1) punch an obnoxious fan, causing him to drop his knife
- 2) slipped to a badguy from an oversupportive fan
- 2) badguys will 'pack' small weapons (illegally, of course)
- 3) items not necessarily considered weapons (chairs, 2x4s, etc) will be used as improvised weapons

Weapons will NOT be introduced:

- 1) in a players possession as he enters the arena (that would be blatantly unfair)
- 2) in a crate (it's been done)

The most current list of weapons to be supported is:

- 1) knife
- 2) bottle (?)
- 3) ninja star
- 4) whip
- 5) chain
- 6) nun-chukas (?)
- 7) throwable items (crates, chairs, etc) (some breakable upon use)

Some characters will have special talents with certain weapons (ex: the martial artist will be more proficient with the nun-chukas, etc.)

Arena interactions...

At the last review, Jerry recommended more vertical movement in the arenas. This is now fully supported. Any given x,y location within an arena can be defined to be at a height of z. Jumping onto a crate, climbing stairs or steps, etc are now possible.

Although not yet implemented, I plan on numerous other types of interactions:

- interactions w/rowdy audience members (see weapons above)
- fire & spikes in the 'pit' arena (see sketches)
- breakable items (chairs, tables, etc)

Your ideas are encouraged...

On fighter descriptions...

It's hard to be very specific here due to the nature of our graphics (digitized). Between the very few models we've already filmed, we have found great discrepancies as to which maneuvers each is capable of performing (the bodybuilder couldn't perform near the variety of moves that the black belt could, but his look is still beneficial to the game). We plan on choosing the best variety of characters attainable and proceeding from there.

Since digitized graphics are costly (ROM), one meg of MOB memory will give us 6-9 character total. Given two players, a complete game will require 3 goodguys + 17 badguys. This quite clearly necessitates recycling of badguy graphics. This will be done with:

- a) alternate palettes
- b) alternate sizes
- c) alternate fighting characteristics (strength, speed, maneuvers, weapons used)
- d) reinforced 'badguy personality' using large mug shots at the beginning of the match
- e) character independent audio