

## Bloodsport Changes

I am proposing the following changes to Bloodsport:

- 1) Eliminate support of 45 degree fighting. These two angles triple the cost in graphics ROM (the majority of the graphics). I find myself fighting right-left most of the time, ignoring the other angles.
- 2) Support fighting in a variety of arenas. By reducing the cost of the character graphics (above), we free up a large amount of graphics. I propose putting them into the arenas.
- 3) I had planned on not using the Playfield capability of the hardware. Because MOB drawing time is tight & because board space for the PF stamps is already allocated, I propose using PF for the non-moving backgrounds (clouds, mountains, etc).
- 4) It seems unanimous that our characters aren't 'gritty' enough. More grit will be put into each character.

Currently, graphics are allocated as follows:

11	character graphics
4	misc graphics
1	reserve
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16	total

By eliminating 45 degree character graphics, we get:

5	character graphics
4	misc graphics
6	alternate arenas (approx. 1/arena)
1	reserve
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16	total

## Arena Locations

Each location will have unique backgrounds, characters, arena special effects and music. Three rounds will be fought at each level, the third with the location's leader.

### 1) Initiation level

LOCATION: big city, USA  
ARENA: old warehouse  
OPPONENTS: 'Hells Angel' types  
AUDIENCE: rowdy, thugs (throw bottles into arena, etc)  
STYLE: free for all (Double Dragon fighting)  
WEAPONS: knives, chains, bottles  
LEADER: 'Humungus' (road warrior badguy leader, muscular, face masked)  
MUSIC: hard rock

### 2) Beginning fighter:

LOCATION: Stonehenge-like ruins  
ARENA: pillars, stone blocks, ancient monoliths  
OPPONENTS: Celts / barbarians  
AUDIENCE: 'druids' (solemn, all in white cloaks)  
STYLE: primitive (slow, but strong)  
WEAPONS: clubs, stone blocks that can be picked up & thrown  
LEADER: druid in red cloak (throws off cloak for fight)  
MUSIC: chanting

### 3) Intermediate fighter:

LOCATION: Voodoo island (tropical setting, vines, volcano in bkg)  
ARENA: dirt floor  
OPPONENTS: natives, painted faces, ~~dressed with leopard skins~~, etc. *half-man, half beast*  
AUDIENCE: standing, spear-wielding natives  
STYLE: 'animal' (scratches, 'crazy')  
WEAPONS: clubs  
LEADER: Chief (big, 'Samoaan')  
MUSIC: drums

### 4) Advanced fighter:

LOCATION: Japan  
ARENA: clean, white courtyard  
OPPONENTS: Ninjas (white, red, black)  
AUDIENCE: quite, respectful, 'students'  
STYLE: Martial Arts  
WEAPONS: stars, nun-chukas  
LEADER: Black Ninja  
MUSIC: oriental

### 5) Master fighter: at the victory celebration, you suddenly drop through a hole in the ground & wind up in an underground arena, where the ultimate battle is fought...

LOCATION: underground arena  
ARENA: metallic, electrified walls  
OPPONENTS: cyborgs, androids  
AUDIENCE: modern dress, some behind glass (previously defeated leaders?)  
STYLE: all styles combined (also, refer to Blade Runner fighting)  
WEAPONS: futuristic ('superpunch' weapon, etc)  
LEADER:  
MUSIC: synthesized