

Stark

- BLOODSPORT -

Third Review Packet

Gary Stark  
October 26, 1989

BLOODSPORT - THIRD REVIEW  
October 26, 1989

I. GOALS FOR THIS REVIEW

1) IMPLEMENT TWO NEW CHARACTERS

We actually digitized three characters since the last review. The first two were digitized in late Sept and have been the basis for gameplay development. A third character (Dan from manuf) was just recently digitized in Rob's ongoing effort to refine the process. Consequently, he is in the game ONLY for graphic comparisons so disregard his motions & gameplay.

2) IMPLEMENT NEW CONTROL LOGIC

The majority of the maneuvers have been implemented for the boxer & karate characters. See attached control logic description.

3) FINALIZE THE STORY

The story has evolved considerably & is very similar to the original concept, that of a sport. Basically, you are two (three?) competitors in the sport of BLOODSPORT. Your goal: to be the best. Your immediate adversary: the other competitors. Your ultimate adversary: an evil promotor & gambler known only as "Mr. Big". See attached section for the full story...

4) ROUGH ARENAS

Of the four arenas, two are implemented & two are not:

- a) warehouse - implemented
- b) asian - implemented
- c) casino - sketch only
- d) Mr Big's arena - sketch only

## II. KNOWN PROBLEMS/BUGS

- 1) Motion Object Overrun: at certain positions in the arena, the motion objects (characters, pillars) will disappear. This happens when an attempt is made to cover too large an area with motion objects. DON'T WORRY. Currently, the motion object driver is not clipping intelligently (items off the screen are being processed). Harper has addressed the issue in his next motion object driver release. If, after software is corrected, we still have overrun, a hardware solution is available, but at an increased hardware cost (see cost estimate).
- 2) Collision Detection: I am aware of inaccurate collision detections for certain characters & certain moves. This will be corrected by focus.

III. ISSUES OF DISCUSSION

1) Digitized Graphics

- a) acceptable quality? digitized Vs handdrawn?
- b) worth the cost?

- show best 1:30 thur.

2) Gameplay

- a) the fighting
- b) progression
- c) arena interactions
- d) weapon introductions

- 3 counts to break play  
- beat up fans as alternate action

3) 2-PLR vs. 3-PLR

tag team?

Technically, it is possible to add another player and matching opponent.

- a) If we add a third player, do we add a third opponent? If so, will the screen be too busy?
- b) increased redundancy of characters
- c) could require faster motion object hardware (see cost estimate)
- d) If players are forced to fight each other, is the loss of 'cooperative gameplay' a problem?

4) the name 'BLOODSPORT'

5) coin mechs: coins are pooled

6) select screen ideas

- after badguy knocks you down, he should "brag" (give you a break)

IV.

GOALS PRIOR TO FOCUS

- 1) Correct motion object overrun (see KNOWN PROBLEMS/BUGS)
- 2) Tighten collision detections (see KNOWN PROBLEMS/BUGS)
- 3) Complete attract & progression screens as per storyline.
- 4) Implement new audio (the bulk of my sounds are still from Quarterdeck, but Audio is now working on Bloodsport)

- 5) Tighten up graphics
- 6) PF interactions (audience) ↪
- 7) Arena of sufficient quality ↪
- 8) 3-count, "Bragging"
- 9) "ineffective referee"

V.

SCHEDULE

For those who do not receive the weekly status reports, the schedule is as follows:

FOCUS GROUP:	11/08/89
4TH REVIEW:	12/20/89
FIELD TEST:	1/10/90
PROD RELEASE:	2/21/90
FGA:	4/04/90

## BLOODSPORT

### Basic Storyline:

In the not too distant future the people become bored with the staged, comedic entertainment found in professional wrestling. Conventional boxing loses all integrity as numerous instances of fixed fights are discovered.

The time is right for a new form of professional fighting. Full-contact fighting emerges worldwide as it is deemed the only honest form of sport. It is simple, pure, and appears to be free of polluted commercialism. It is raw power, a throwback to the times of the ancient Greek gladiators. It is a fight to the death. It is called Bloodsport.

Underground arenas spring up as money hungry promoters try to cash in on the sudden popularity. Its sphere grows to global proportions though few have had the opportunity to actually witness a match in person. Pirated, close circuit transmissions broadcast fights to secret locations. Tickets to attend the broadcast soar to \$20000 a seat. Minimum ticket prices to attend a fight are \$12,000, and cash on hand of at least \$50,000 for betting.

Due to the illegal status of Bloodsport, the first fight takes place in a secret abandoned warehouse. Crooked promoters abound as the potential for profit is enormous. Agents recruit fighters from around the world, each skilled in a variety of fighting techniques. Although the rules call for hand to hand combat only, weapons are inevitably smuggled into the arenas and into the hands of the fighters.

The major proponent of Bloodsport is a criminal kingpin known only as 'Mr Big'. He has made billions off of illegal betting and 'fixing' of matches. Only you and your teammates stand in his way. He can't buy you off. You battle his recruits and tactics throughout the 'fight circuit'. At the end, he offers you one final chance to join his team. After refusing, he orders his bodyguards to get rid of you in a no holds barred battle that sets up the final challenge. Mr Big is a giant. Accomplished at all forms of martial arts and street fighting, he has the power of ten men. Only by defeating him can you survive & win the game.

# BLOODSPORT

## WAVE STRUCTURE

AMATEUR

INTERMEDIATE

PRO

WAREHOUSE  
NY  
- 2 CPU -

SHRINE  
SEOUL  
- 2 CPU -

CASINO  
LAS VEGAS  
- 1 CPU -

CASINO  
LAS VEGAS  
- FACEOFF -

WAREHOUSE  
SAN FRANCISCO  
- 2 CPU -

SHRINE  
TAI PEI  
- 2 CPU -

CASINO  
MONTE CARLO  
- 1 CPU -

CASINO  
MONTE CARLO  
- FACEOFF -

WAREHOUSE  
CHICAGO  
- 2 CPU -

SHRINE  
TOKYO  
- 2 CPU -

CASINO  
RIO  
- 1 CPU -

CASINO  
RIO  
- FACEOFF -

MR BIG'S  
ARENA  
- BODYGUARDS -

MR BIG'S  
ARENA  
- MR BIG -

— = TRANSITION SCREENS (TROPHY & INTRO)

— = MR BIG WARNING SCREEN

3 bad Vs  
2 good

Terry - wave selectable?

Mark P. - camera pans back too far sometimes

- don't allow continual evasion of badguys

### CONTROLS

The controls consist of a joystick & three buttons for each player. The joystick primarily controls player motion and the buttons are labeled PUNCH, KICK, and JUMP. They function as follows:

P	J	K	ACTION
U	U	I	
C	M	C	
H	P	K	
-----			
X			: left, left, (right/uppercut) (1)
	X		: jump (w/joystick jumps forward)
		X	: kick
-----			
X	X		: blockhi / blocklo / duck (f(joystick))
	X	X	: jump kick
X		X	: choke/throw opponent
X	X	X	: special
-----			
1	2		: head butt
	1	2	: roundhouse kick

single  
Button

Combination

order  
specific

(1) if weapon in hand, 'punch' operates weapon if very close, head butt

**Additional Notes:**

Moves may vary w/character (karate chop instead of punch, etc).  
Weapon pickup is accomplished by moving on top of it.

Jump + Joystick  = flip

## BLOODSPORT REVISED COST ESTIMATE

Description	Upright	Kit
<b>ELECTRONICS</b>		
Display, 19 inch	184.00	
JSA-II Audio Board (+ EPROMS)	85.00	85.00
Power Supply	52.00	
G1 hardware	150.00	150.00
	-----	-----
	471.00	235.00
<b>ROMS</b>		
Graphics (16 27512's @ \$3.80)	60.80	60.80
Program ( 6 27512's @ \$6.50)	39.00	22.80
	-----	-----
	99.80	83.60
<b>COIN SYSTEM</b>		
Coin door, coin counter, cash box & coin box enclosure	53.00	
<b>CABINET</b>		
Wood, leg lever plates & guides	123.00	
<del>Incandescent</del> Fixture & bulb	<del>3.00</del>	10.00
Attract Shield		
Attract Decal	5.50	5.50
4 Color Proc. Side Panel Decals	7.20	7.20
Standard Speaker	3.83	
Speaker Grill	1.00	
Fan Grill	0.00	
Lock w/ Cam	0.00	
2 Draw Latches @ \$.98	0.00	
Monitor Shield, Glass	4.88	
Monitor Bezel, Tag Board	4.15	3.00
	-----	-----
	152.56	15.70
<b>CONTROL PANEL ASSEMBLY</b>		
Control Panel w/ Hinge & Decal	14.00	5.00
2 8-pos joysticks @ \$6.75	13.50	13.50
6 snapaction gold switches @ \$.69	4.14	4.14
6 button assemblies @ \$.77	4.62	4.62
Control Harness	7.00 ?	
	-----	-----
	43.26	27.26
<b>OTHER</b>		
Harness	30.00	10.00
Pwr Cord & on/off switch	6.00	
Labels & Manual ('Tetris-style')	3.00	3.00
Shipping Container	18.00	1.00
Hardware: Nuts, Screws	3.00	1.00
Reserve: missing parts	4.98	1.00
	-----	-----
	64.98	16.00

LABOR			
PCB (2.04*8.57)	17.48	17.48	
SUB (1.30*7.19)	9.35	0.00	
FINAL (1.20*7.19)	8.63	0.00	
	-----	-----	
	35.46	17.48	

OVERHEAD (FIXED & VARIABLE)			
(4.54*62) (2.04*62 kit)	281.48	126.48	
	-----	-----	
	281.48	126.48	

=====	=====	=====
MATERIAL	884.60	377.56
LABOR	35.46	17.48
OVERHEAD	281.48	126.48
	-----	-----
FULLY ABSORBED COST	\$1,201.54	\$521.52
margin	0.40	0.40
DISTRIBUTOR COST	\$2,002.56	\$869.20

Note:	Increase	Dist Cost
3-plr option:	29.13	2,051.11
faster CPU option:	10.00	2,019.23
3-plr & faster CPU:	39.13	2,067.78

Note: estimates are based on quantities of 1000.