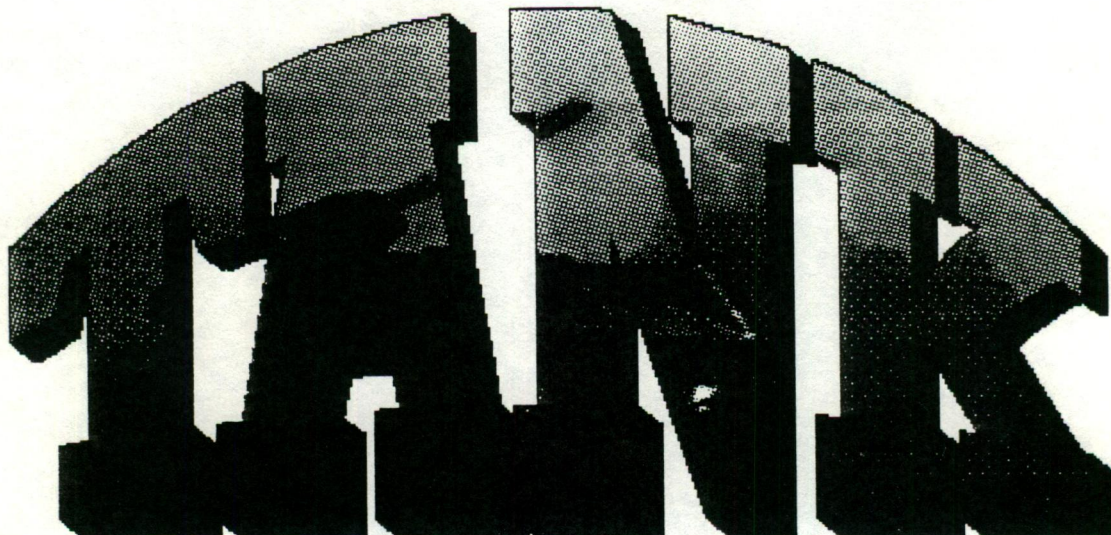


Gary



INITIATION PACKET

Gary Stark  
Sept. 16, 1992

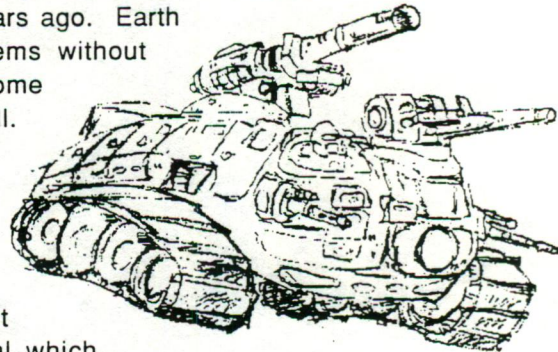
CONFIDENTIAL

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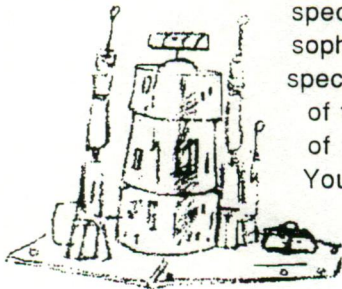
## SCENARIO

It is the year 2420. For over 14 years, Earth has been under constant threat of invasion. By the beginning of the 24th century, half of the planets in our solar system had been terraformed and consequently colonized, the remaining planets being classified 'unusable'. Hence we had reached out into the next closest system. And that's when it all began. We found that we were not alone. Although no indigenous species had been found, another race of beings had also laid claim to the system. The first contact was disastrous - the Setti outpost had been completely obliterated from the surface of the far moon with absolutely no warning. Simultaneously, two delta-class transport ships were attacked and destroyed. 2250 lives lost, no survivors. Hence the beginning of the most intensive cold war period Earth had ever known.

They were known only as the Kraogs. All communications were rejected. Given the nature of our first interactions, a military buildup began, the likes of which had never been experienced. That was 14 years ago. Earth had since spread out over three other systems without occurrence. Some thought the threat over, some wondered if it had really ever existed at all. That is until three months ago. Abruptly, without any warning all communications had ended with the Archanum-7 base on the frontier of the Celiac system. A Class-2 Destroyer was dispatched to investigate. Upon arrival, it had reported that almost nothing was left of the station. The material which once made up the station had been literally vaporized. Moments later, static. Although no further information would be received, it was more than enough. It was all too familiar. Immediately, the Unified Planetary fleet was mobilized. You are a member of that fleet.



You were in the midst of battle maneuvers around Neptune. Now, because of your close proximity, you find yourself spearheading the armada. Your ship is a omega-class cruiser, specially fitted to deploy the new MegaTrak Attack Tank, the most sophisticated ground ship mankind had ever conceived. It was designed specifically to go head to head with the dreaded Kraog tanks, machines of terrifying destructive power. You had studied the archive records of their attack 14 years ago, what few there were, countless times. You had run one strategic simulation after another. But had the Kraog improved their weapons and strategies since then? There was little question in your mind. Could we match their firepower, their maneuvers? Those questions and more would soon be answered...



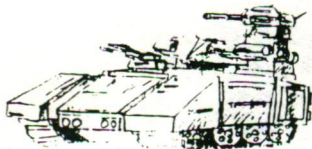
## DESCRIPTION

In its simplest terms, TANK is a deluxe, linked, sitdown Battlezone game. It has a first-person viewpoint and fits into both the shooting and driving categories. It will have the look of a high-end game (such as Hard Drivin') but because it utilizes the less expensive GX2 hardware and the smaller 19" monitors, it will cost considerably less to build. Due to its extensive use of miniature models and the use of translucency, I believe TANK's 'video look' will be unlike anything the players have ever seen. And in keeping with the recent trend towards head-to-head gameplay, TANK will allow the operator to link up to eight units together simultaneously.

At game start, the player is offered the option of INDIVIDUAL, TEAM, or COMPETITIVE combat, the latter two modes utilizing the network capability. The gameplay is broken into waves called 'battles'. The battles takes place on a planet divided into quadrants, each battle terminating when the quadrant is conquered, requiring the destruction of a base or stronghold. The player selects the quadrant from a planetary map. In addition, the player is allowed to select from one of three tank configurations (described later). Once a quadrant is defeated, it is marked as conquered and is no longer accessible. The game is finished when all quadrants have been conquered, culminating in a spectacular planetary explosion.

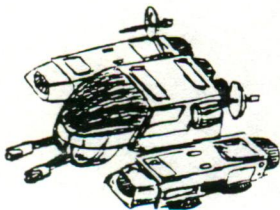
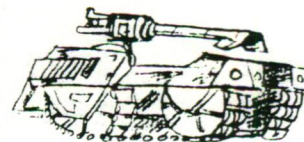
## GAMEPLAY ELEMENTS

### EARTH FEDERATION TANKS



The largest of the federation's fighting tanks is the L20. What it lacks in speed and maneuverability, it more than makes up for in firepower. It is equipped with dual particle accelerators, AG1000 guided missiles, and plasma grenade launcher. As with all three of our tanks, it has also been fitted to carry one tactical nuclear charge. It is also equipped with the "double-vision" ECM option. Last of all, the L20 is equipped with the new AXIS RADAR technology, the most sophisticated long range scan yet devised.

In addition, we are employing the X-68020, one of the best all around fighters we have. Although smaller than the L20, it has added maneuverability due to its lack of the standard 'tank treads'. It boasts one photon gun, AG500 guided missiles, and pulse lasers. It is equipped with the Chameleon ECM and standard RADAR options. Like the L20, it has been retrofitted to carry one tactical nuclear charge.



Last but certainly not least we have the ASIS 2100 attack craft. While considerably lighter in size and hull design, it is extremely fast and maneuverable due to its anti-grav propulsion system. It is believed to be the most agile tank in existence, a good match for the Kraog walkers. As for armament, it carries the standard arsenal, including cryogenic beam weapons (capable of immobilizing machinery).

## KRAOG VEHICLES

Intelligence has identified five primary designs of Kraog fighting machines, identified below:

### WALKER

Size: Very small (believed to be unmanned)  
Mobility: Extremely mobile, extremely fast  
Armament: Dual pulse lasers  
Other: although easy to knock out, these number in the hundreds

### STRIKER

Size: Small, similar in size to ASIS tank  
Mobility: Although treads, still very mobile  
Armament: Pulse lasers  
Other: often used in reconnaissance

### DAKTAR

Size: Midrange (similar to X-68020)  
Mobility: std. treads, moderate mobility  
Armament: Hydrogen Ion beam; head-seeking missiles  
Other: indisputably the workhorse of the Kraog forces

### BEHEMOTH

Size: Approximately twice the size of the production L20  
Mobility: minimal, but unnecessary due to extreme armor shielding  
Armament: Ion Cannon (extremely powerful)  
Other:

### COMMAND SHIPS

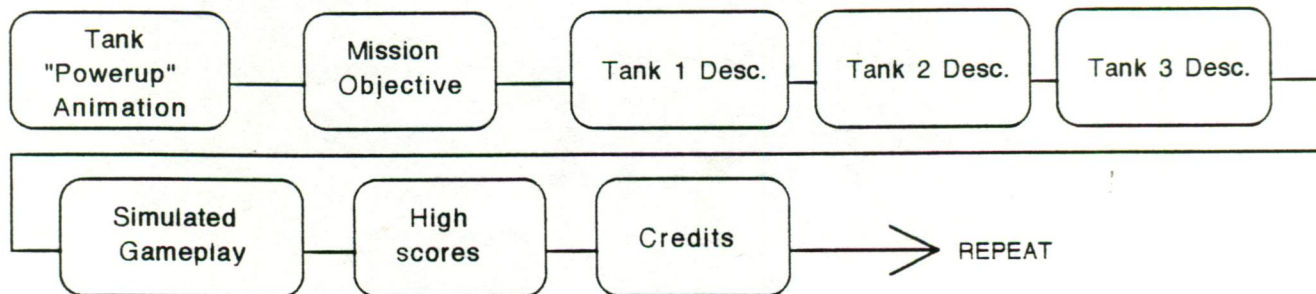
Size: Not known (approx. the size of a DAKTAR)  
Mobility: hover (technology unknown)  
Armament: Neutron Pulser (technology unknown)  
Other: these are known only from probe reports - all other contacts were fatal; protected by force shielding

## MISCELLANEOUS

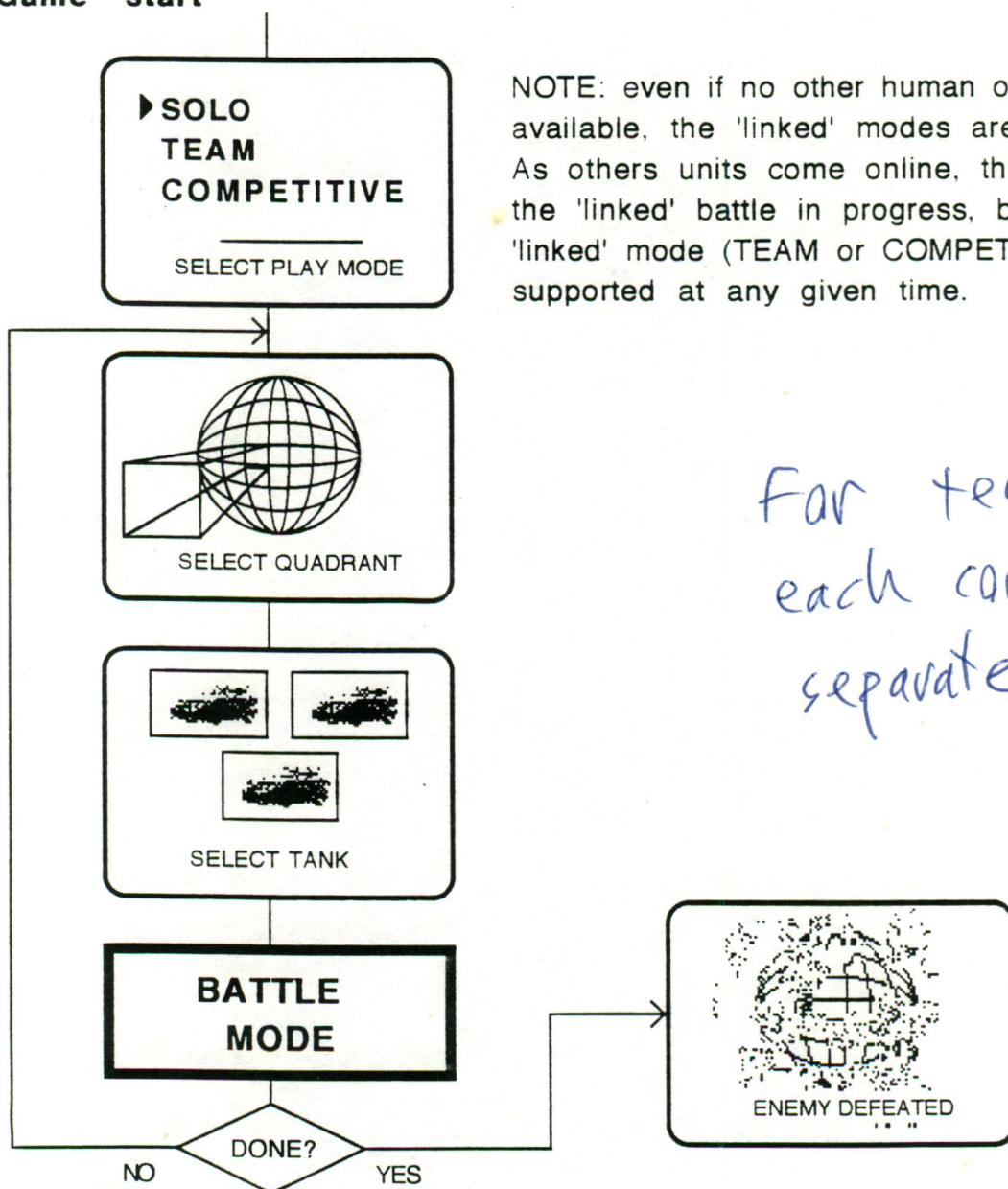
Turrets - used to guard base stations & key strategic positions  
Trapdoor Turrets - same as above, but harder to destroy  
Mines - part of enemy base defense  
Force Fields - destroy generator poles to disable  
Deployment Ships - sole purpose is relocation of Kraog tanks  
Radar Dishes - if destroyed, enemy can no longer coordinate with Deployment Ships  
Enemy base - the key objective

# MODE FLOWCHART

## Attract mode



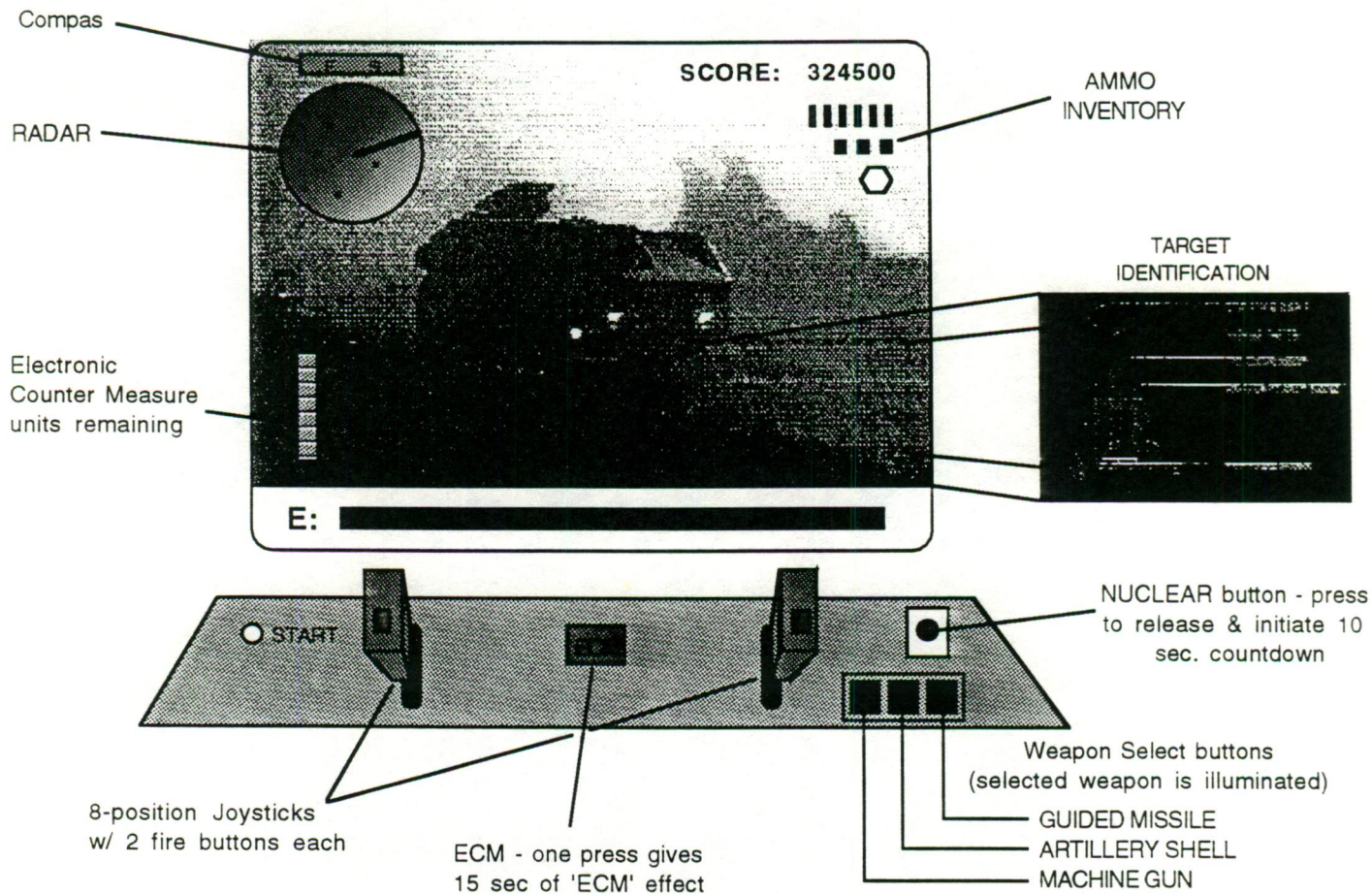
## Game start



NOTE: even if no other human opponents are available, the 'linked' modes are offered. As others units come online, they can join the 'linked' battle in progress, but only one 'linked' mode (TEAM or COMPETITIVE) is supported at any given time.

*For team Vs team,  
each could have  
separate bases*

## MONITOR LAYOUT & CONTROLS

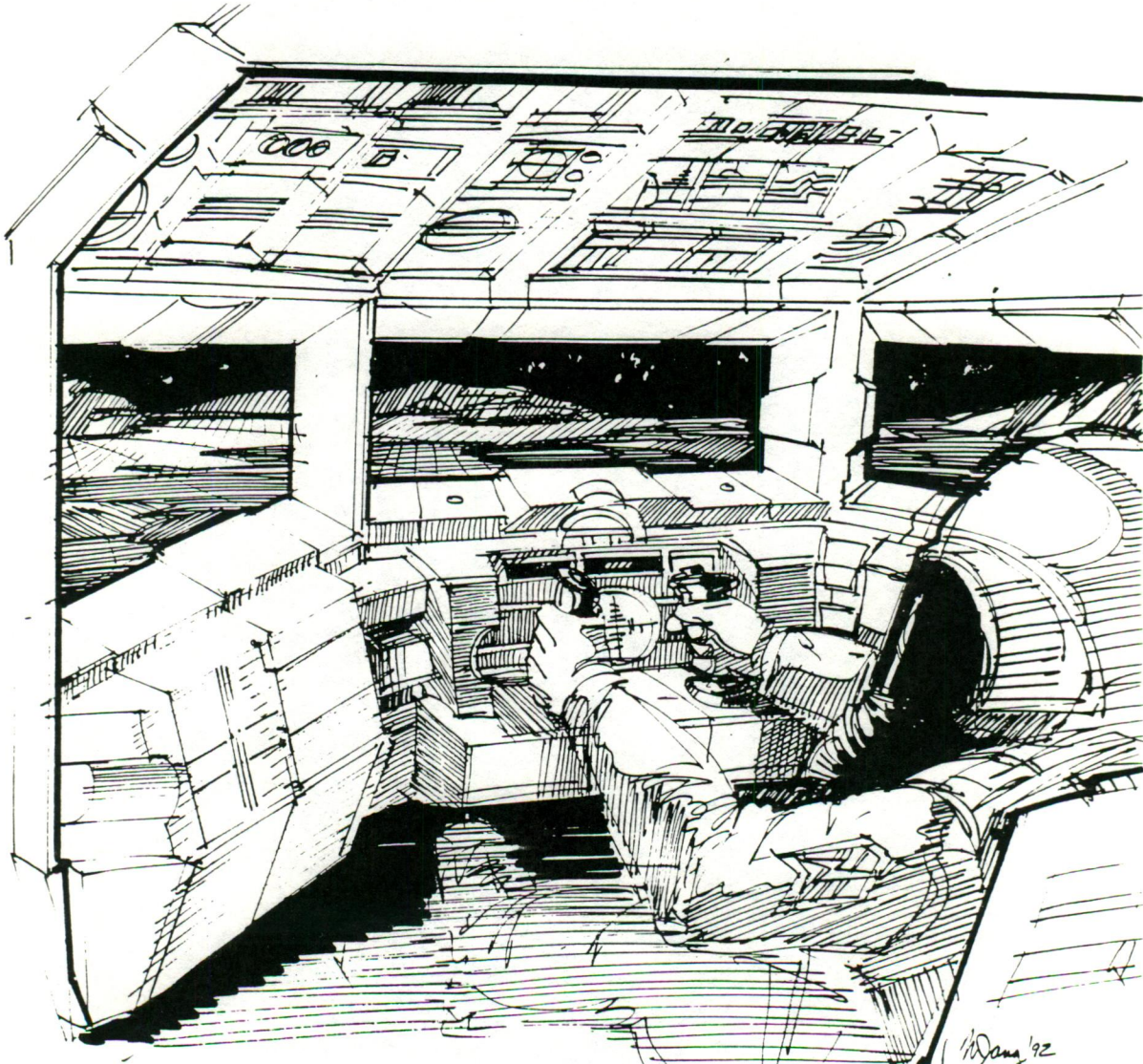


**NOTE:** While the current design is for a one-player unit, we will investigate the possibility of adding a copilot position once a prototype cabinet is constructed. This position would consist of a single joystick w/ fire buttons for independant cursor-driving control, removing that responsibility from the pilot when active.

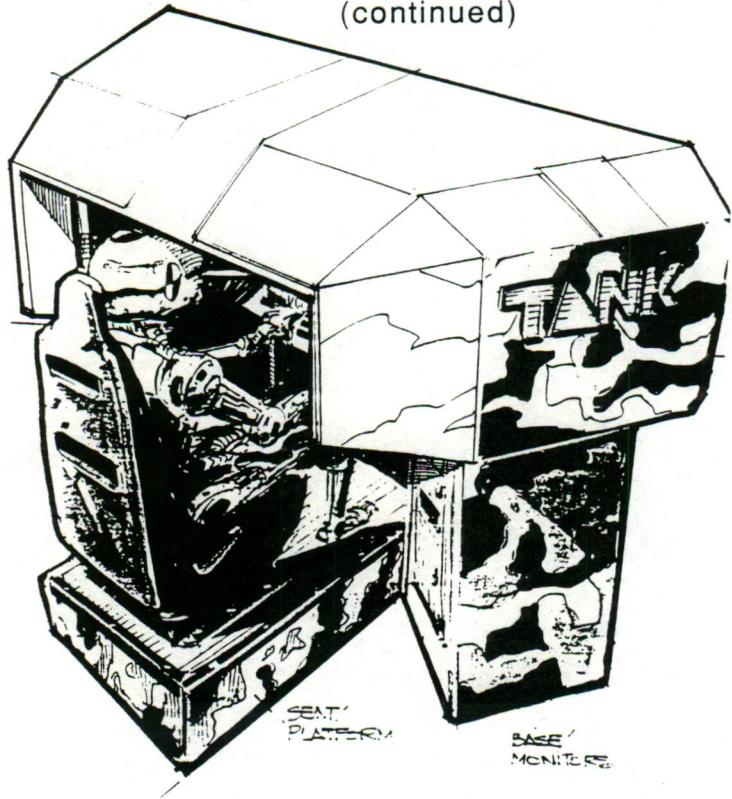
## CABINET

Although the focus of our cabinet design is on the 'deluxe' configuration (described below), our intent is keep our options open. Included with this document are cost estimates for both a family cabinet version and a dual cabinet version. We also believe that TANK's networking 'enablement' makes it ideally suited to a BATTLETEK style presentation. With the addition of a PC in the network, the units could be monitored and controlled by an operator, even producing printouts of the player's statistics.

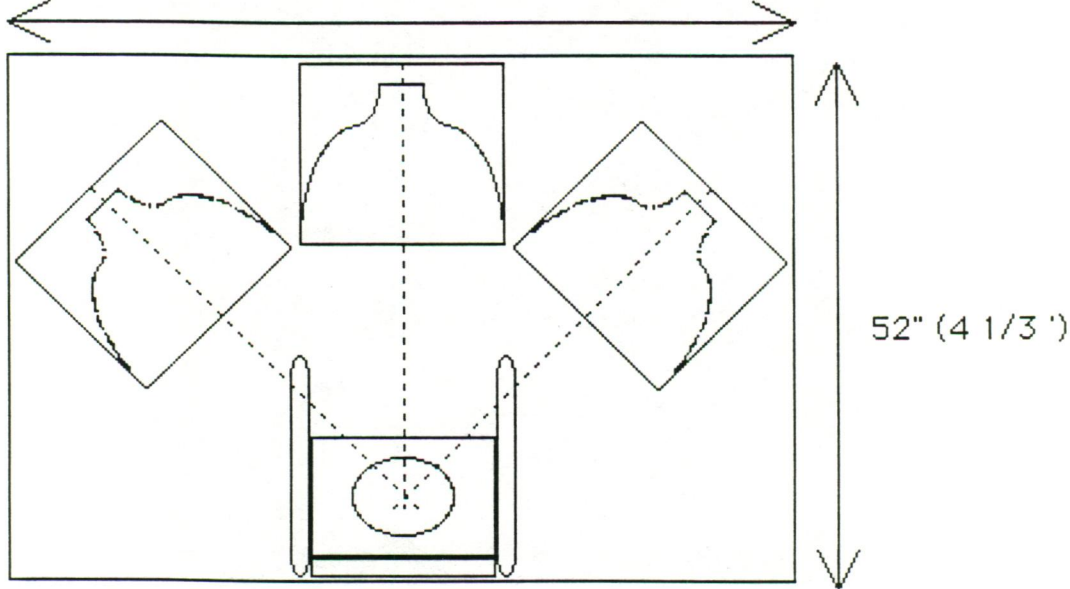
The deluxe cabinet will consist of three (3) 19" standard resolution monitors mounted at ~45° to each other. The cabinet is designed to surround or 'immerse' the player as much as is possible (approx. footprint: 6 x 4.5") both in video and audio. The occupant does not view the monitors directly, but rather through tank 'windows', providing a sense of width to the tank's armor plating. The controls consist of two joysticks (like Battlezone in looks, but with the standard 8-positions for sideways motion), three weapon select buttons, one defense button, and a nuclear release button (preferably with safety guard).



**CABINET**  
(continued)



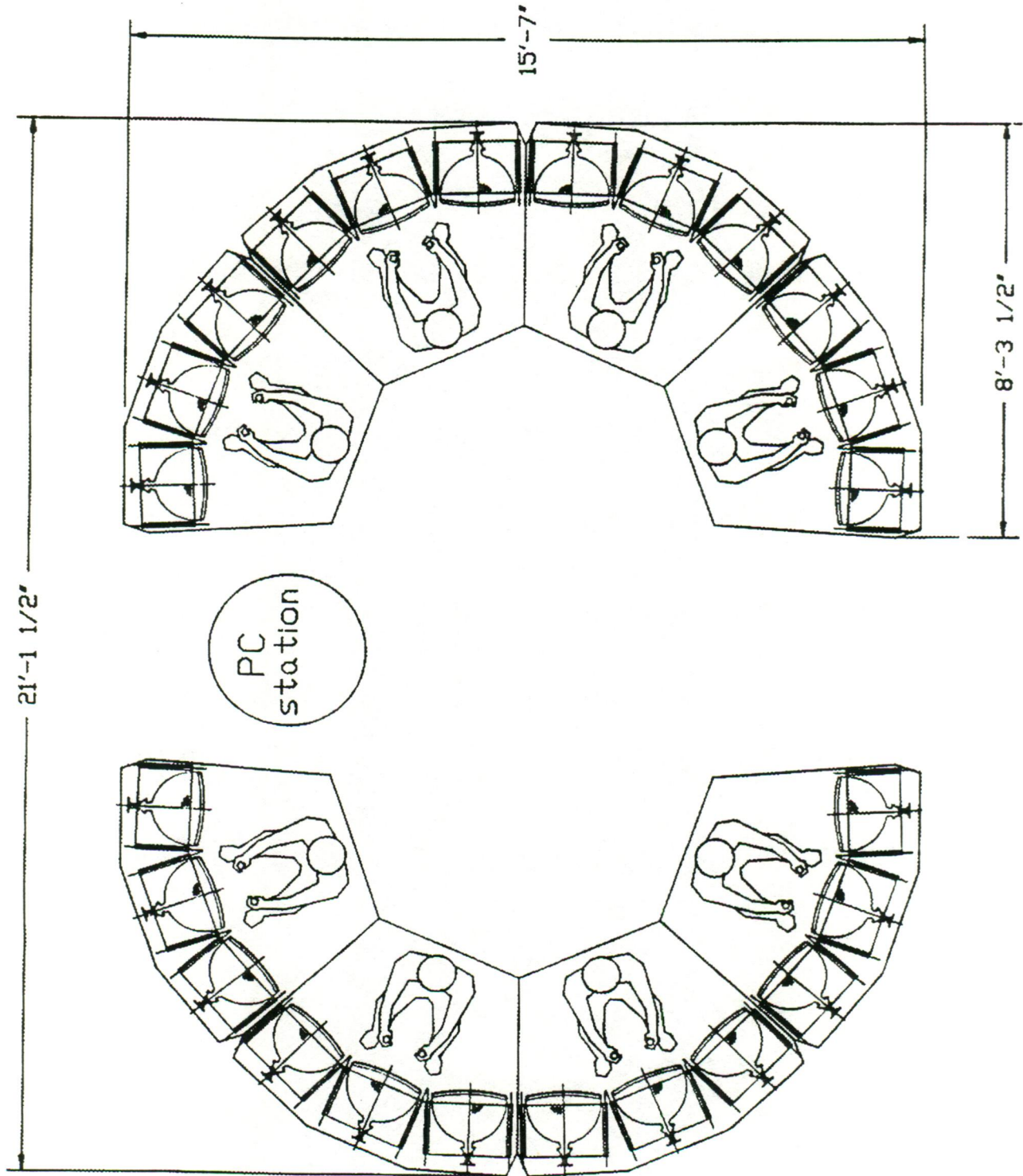
76" (6 1/3')



Deluxe Cabinet footprint

## MULTIPLE-LINKED CONFIGURATION

TANK has the potential of being an economy version of BattleTek if a PC is added to the network to coordinate gameplay and produce printouts of player ratings.



## HARDWARE

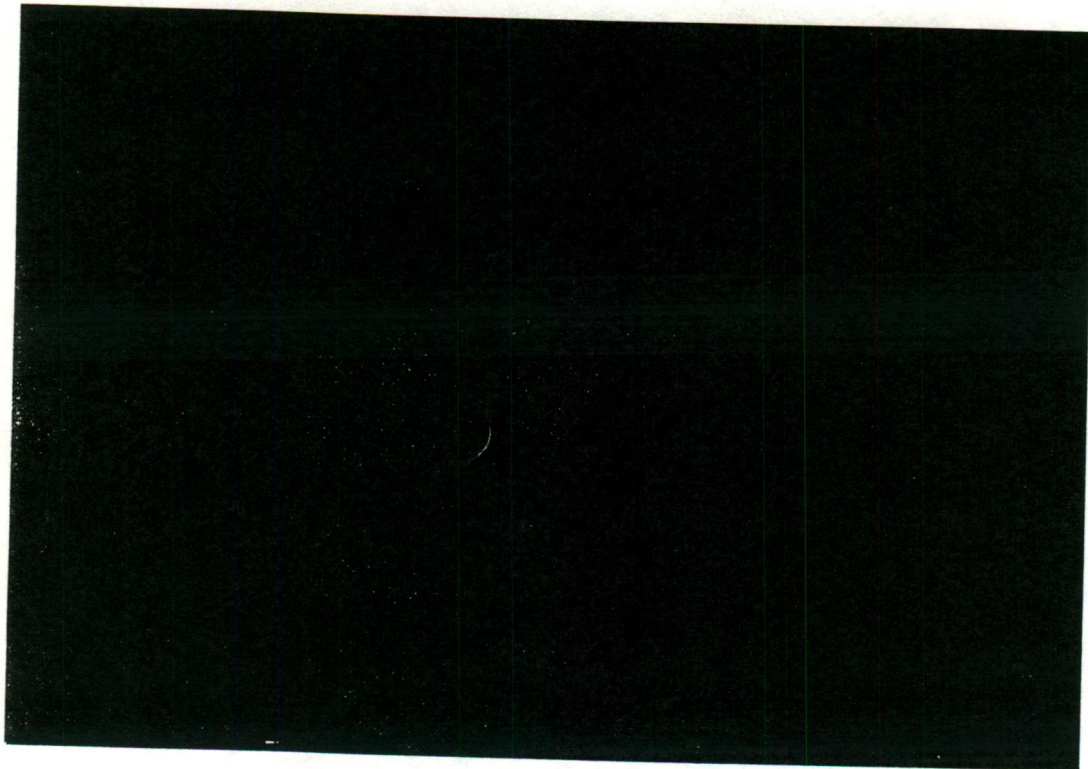
TANK will employ the GX2 hardware with the following modifications:

- 1) three (3) monitor support (with one GX2 board)
- 2) translucent mobs
- 3) support of ARCNET networking chip (I believe already done for Space Lords)

This will roughly double the cost of GX2 and reduce the mob screen fill capability by some amount (not yet determined).

## AUDIO

Although TANK calls out a JSA-III audio board in the cost estimate, we are very interested in what develops with the proposed CAGE board. It promises a much wider sampled audio bandwidth, 3-D audio capability, and unlimited addressing (no more bank switching!).



## ENABLEMENTS TO COMPANY

### Further advances in game **networking technology**

Although not the first game to employ networking, TANK proposes to push this technology by linking up to 8 units together simultaneously.

### Further development of **digitized model** technology

Again, while not the first game to digitized miniature models, TANK proposes to do so on a larger scale than has been so far attempted, further refining the process by building on our past experiences.

### Development of **3-monitor version of GX2**

In the past, 3-monitor 'panorama' cabinets were synonymous with high-end games. By using less expensive hardware (not polygon) and less expensive monitors (19"), TANK will be a high-end unit in every respect except the price tag.

### Development of true **translucency option in GX2**

Although a seldom appreciated technique by hardware & software engineers, this feature is crucial for many of the graphic techniques which will be employed in TANK. Although hard to verbalize, true translucency is crucial for headlights, explosions, fire, and smoke effects. 'True' means actual color manipulation, not simple palette remapping.

### Development of a true '**video**' look

Ironically, the most important 'enablement' TANK has to offer is also the hardest to verbalize. Unlike every game Atari has ever done, TANK is going to attempt to create a 'video' look rather than the standard 'raster' look. The model which most closely approximates what we are attempting to accomplish is the footage of the tank & planet surface in the movie ALIENS.

Graphics Calculations

|                         | DAYS       | num         | H angles | V angles | total cells | bytes/cell | TOTAL BYTES      |
|-------------------------|------------|-------------|----------|----------|-------------|------------|------------------|
| <b>MOBS</b>             |            |             |          |          |             |            |                  |
| Tanks                   | 72         | 6           | 36       | 3        | 648         | 3000       | 1,944,000        |
| exploding               |            | 6           | 9        | 4        | 216         | 4000       | 864,000          |
| walker                  | 15         |             | 40       | 3        | 120         | 1500       | 180,000          |
| exploding               |            |             | 40       | 3        | 120         | 2000       | 240,000          |
| bad deluxe + dome       | 12         |             |          |          | 36          | 4000       | 144,000          |
| headlights              | 3          |             |          |          | 36          | 1000       | 36,000           |
| rocks (3 @ 3 stages)    | 9          | 9           | 36       | 1        | 324         | 3000       | 972,000          |
| force field             | 3          |             | 1        | 1        | 1           | 500        | 500              |
| mines                   | 1          |             | 1        | 1        | 1           | 300        | 300              |
| radar dishes            | 6          | 3           | 36       | 1        | 108         | 800        | 86,400           |
| fortifications          | 36         | 12          | 18       | 1        | 216         | 2000       | 432,000          |
| turrets                 | 4          | 2           | 36       | 1        | 72          | 1000       | 72,000           |
| trapdoor turret         | 3          | 4           | 36       | 1        | 144         | 1000       | 144,000          |
| transport ship          | 5          |             | 1        | 3        | 3           | 5000       | 15,000           |
|                         |            |             |          |          |             |            | 0                |
| misc. damage effects    | 5          | 4           | 5        | 1        | 20          | 500        | 10,000           |
| weapon fire             | 10         | 10          | 1        | 1        | 10          | 1000       | 10,000           |
| explosions              | 10         | 6           | 1        | 1        | 6           | 5000       | 30,000           |
| shrapnel                | 3          | 10          | 36       | 1        | 360         | 500        | 180,000          |
| nuclear effect          | 5          | 1           | 40       | 1        | 40          | 4000       | 160,000          |
| quadrant select screen  | 10         | 1           |          |          |             | 15000      | 15,000           |
| planet explosion        | 5          | 1           |          |          |             | 10000      | 10,000           |
|                         |            |             |          |          |             |            | <b>5,545,200</b> |
| <b>PLF</b>              |            |             |          |          |             |            |                  |
| title screen            | 5          | 1           |          |          |             | 6000       | 6,000            |
| high score screen       | 5          | 1           |          |          |             | 6000       | 6,000            |
| attract screens         | 15         | 5           |          |          |             | 6000       | 30,000           |
| playfield bkg           | 18         | 6           |          |          |             | 8000       | 48,000           |
| game startup (briefing) | 10         | 4           |          |          |             | 12000      | 48,000           |
|                         |            |             |          |          |             |            | <b>138,000</b>   |
| <b>ALPHA</b>            |            |             |          |          |             |            |                  |
| heads-up displays       | 15         | 3           |          |          |             | 8000       | 24,000           |
| game credits            | 3          | 1           |          |          |             | 6000       | 6,000            |
|                         | 288        | days        |          |          |             |            | <b>30,000</b>    |
| times 'fudge' factor    | 20%        |             |          |          |             |            |                  |
|                         | <b>346</b> | <b>days</b> |          |          |             |            |                  |

**COST ESTIMATE - DELUXE SITDOWN**

| Description  | Unit Cost  | Total          |
|--|------------|----------------|
| <b>ELECTRONICS</b>   |            |                |
| CLARN PCB w/XGA (network?)   |            | 76.00          |
| JSA-III audio board  |            | 83.00          |
| GX2 PCB  |            | 299.00         |
| GX2 mods for 3 monitors & translucency                               |            | 299.00         |
|  |            | 757.00         |
| <b>ELECTRICAL</b>  |            |                |
| Power Supply   |            | 75.00          |
| Display (Wells, 19")   | 3 x 189.00 | 567.00         |
| PCB ground plane and hat assy.                                       |            | 20.00          |
| AC/DC Power and video harness  |            | 40.00          |
| IEC 3xxx cord/switch/fuse module                                     |            | 15.00          |
| Control harness  |            | 6.00           |
|  |            | 723.00         |
| <b>ROMS</b>  |            |                |
| Program: 1M-100nS  | 4 x 2.60   | 10.40          |
| MOB: 4M-100nS  | 16 x 9.75  | 156.00         |
| PF: 1M-150nS   | 2 x 14.00  | 28.00          |
| Alpha: 1M-150nS  | 1 x 3.25   | 3.25           |
| Audio  |            |                |
| Program: 27512   | 1 x 2.25   | 2.25           |
| PCM Data: 4M-150 nS  | 2 x 14.00  | 28.00          |
|  |            | 227.90         |
| <b>COIN SYSTEM</b>   |            |                |
| Coin door, coin counter,<br>cash box & coin box encl.                |            | 53.00          |
| <b>CABINET</b>   |            |                |
| Wood, cabinet  |            | 500.00         |
| Vendor Kit (casters, glide plates,<br>fan grill, locks, side decals) |            | 42.83          |
| Monitor Bezel  | 3 x 3.00   | 9.00           |
| Monitor Glass  | 3 x 5.00   | 15.00          |
| Attract Decal  |            | 10.00          |
| Attract Panel, plastic   |            | 20.00          |
| Retainers  | 3 x 4.00   | 12.00          |
| Speakers   | 2 x 5.50   | 11.00          |
| Speaker grilles  | 2 x 1.50   | 3.00           |
| Undetermined chrome  |            | 35.00          |
| Subwoofer, under seat  |            | 30.00          |
| Light bar, bracket, and bulb   |            | 12.00          |
|  |            | 699.83         |
| <b>CONTROL PANEL ASSEMBLY</b>  |            |                |
| Control Panel w/ Hinge   |            | 21.00          |
| Decal  |            | 7.00           |
| Throttle controllers   | 2 x 33.00  | 66.00          |
| Button assemblies  | 5 x 1.00   | 5.00           |
| Draw latches   | 4 x 1.25   | 5.00           |
|  |            | 104.00         |
| <b>OTHER</b>   |            |                |
| Shipping Container   |            | 55.00          |
| Labels, manuals, bags, &c.   |            | 8.00           |
| Misc. Hardware   |            | 10.00          |
| Reserve for Missing Parts  |            | 10.00          |
|  |            | 83.00          |
| <b>TOTAL MATERIALS COST</b>  |            | <b>2647.73</b> |
| <b>LABOR</b>   |            |                |
| PCB (GX2, JSA III, CLARN)  | 3 x 8.57   | 25.71          |
| Sub and Final Labor  | 6 x 5.89   | 35.34          |
| Overhead   | 9 x 75.00  | 675.00         |
|  |            | 736.05         |

**FULLY ABSORBED COST \$3,384**

|                                       |            |                |
|---------------------------------------|------------|----------------|
| <b>DISTRIBUTOR COST AT MARGIN OF:</b> | <b>36%</b> | <b>\$4,602</b> |
|                                       | <b>40%</b> | <b>\$4,737</b> |
|                                       | <b>44%</b> | <b>\$4,873</b> |

2

5640  
1

**COST ESTIMATE - FAMILY CABINET**

| Description                            | Unit Cost  | Total          |
|--|------------|----------------|
| <b>ELECTRONICS</b>                     |            |                |
| CLARN PCB w/XGA (network?)             |            | 76.00          |
| JSA-III audio board                    |            | 83.00          |
| GX2 PCB                                |            | 299.00         |
| GX2 mods for 3 monitors & translucency |            | 299.00         |
|  |            | <u>757.00</u>  |
| <b>ELECTRICAL</b>                      |            |                |
| Power Supply                           |            | 65.49          |
| Display (Wells, 25")                   | 1 x 319.00 | 319.00         |
| PCB ground plane and hat assy.         |            | 20.00          |
| AC/DC Power and video harness          |            | 22.52          |
| IEC 3xxx cord/switch/fuse module       |            | 15.00          |
| Control harness                        |            | 6.00           |
|  |            | <u>448.01</u>  |
| <b>ROMS</b>                            |            |                |
| Program: 1M-100nS                      | 4 x 2.60   | 10.40          |
| MOB: 4M-100nS                          | 16 x 9.75  | 156.00         |
| PF: 4M-150nS                           | 2 x 14.00  | 28.00          |
| Alpha: 1M-150nS                        | 1 x 3.25   | 3.25           |
| <b>Audio</b>                           |            |                |
| Program: 27512                         | 1 x 2.25   | 2.25           |
| PCM Data: 4M-150 nS                    | 2 x 14.00  | 28.00          |
|  |            | <u>227.90</u>  |
| <b>COIN SYSTEM</b>                     |            |                |
| Coin door, coin counter,               |            |                |
| cash box & coin box encl.              |            | 53.00          |
| <b>CABINET</b>                         |            |                |
| Wood, cabinet                          |            | 108.83         |
| Vendor Kit (casters, glide plates,     |            |                |
| fan grill, locks, side decals)         |            | 42.83          |
| Cleats (pair)                          |            | 2.16           |
| Rear door                              |            | 6.58           |
| Speaker grill                          |            | 1.14           |
| Glass retainer                         |            | 4.00           |
| Monitor Bezel                          | 1 x 3.00   | 3.00           |
| Monitor Glass                          | 1 x 6.00   | 6.00           |
| Front Viewer (formed plastic)          |            | 75.00          |
| Attract Decal                          |            | 3.00           |
| Attract Panel, plastic                 |            | 3.00           |
| Retainers                              | 2 x 3.50   | 7.00           |
| Speakers                               | 2 x 5.50   | 11.00          |
| Speaker Panel                          | 1 x 5.00   | 5.00           |
| Fluorescent light assy.                |            | 11.67          |
|  |            | <u>290.21</u>  |
| <b>CONTROL PANEL ASSEMBLY</b>          |            |                |
| Control Panel w/ Hinge                 |            | 21.00          |
| Decal                                  |            | 7.00           |
| Throttle controllers                   | 2 x 33.00  | 66.00          |
| Button assemblies                      | 5 x 1.00   | 5.00           |
| Draw latches                           | 4 x 1.25   | 5.00           |
|  |            | <u>104.00</u>  |
| <b>OTHER</b>                           |            |                |
| Shipping Container                     |            | 26.00          |
| Labels, manuals, bags, &c.             |            | 8.00           |
| Misc. Hardware                         |            | 5.00           |
| Reserve for Missing Parts              |            | 5.00           |
|  |            | <u>44.00</u>   |
| <b>TOTAL MATERIALS COST</b>            |            | <b>1924.12</b> |
| <b>LABOR</b>                           |            |                |
| PCB (GX2, JSA III, CLARN)              | 3 x 8.57   | 25.71          |
| Sub and Final Labor                    | 4 x 5.89   | 23.56          |
| Overhead                               | 7 x 75.00  | 525.00         |
|  |            | <u>574.27</u>  |
| <b>FULLY ABSORBED COST</b>             |            | <b>\$2,498</b> |
| <b>DISTRIBUTOR COST AT MARGIN OF:</b>  |            |                |
|  | 36%        | \$3,398        |
|  | <u>40%</u> | \$3,498        |
|  | 44%        | \$3,598        |

4163

**COST ESTIMATE - TANK DOUBLE UPRIGHT**

*steel tanks design  
(modular like Demo Derby)*

| Description  | Unit Cost  | Total          |
|--|------------|----------------|
| <b>ELECTRONICS</b>   |            |                |
| CLARN PCB w/XGA (network?)   |            | 76.00          |
| JSA-III audio board  | 2 x 83.00  | 166.00         |
| GX2 PCB  | 2 x 299.00 | 598.00         |
| GX2 mods for translucency  | 2 x 299.00 | 598.00         |
|  |            | 1438.00        |
| <b>ELECTRICAL</b>  |            |                |
| Power Supply   |            | 75.00          |
| Display (Wells, 25")   | 2 x 319.00 | 638.00         |
| PCB ground plane and hat assy.                                       |            | 20.00          |
| AC/DC Power and video harness  |            | 40.00          |
| IEC 3xxx cord/switch/fuse module                                     |            | 15.00          |
| Control harness  |            | 6.00           |
|  |            | 794.00         |
| <b>ROMS</b>  |            |                |
| Program: 1M-100nS  | 4 x 2.60   | 10.40          |
| MOB: 4M-100nS  | 16 x 9.75  | 156.00         |
| PF: 4M-150nS   | 2 x 14.00  | 28.00          |
| Alpha: 1M-150nS  | 1 x 3.25   | 3.25           |
| <b>Audio</b>   |            |                |
| Program: 27512   | 1 x 2.25   | 2.25           |
| PCM Data: 4M-150 nS  | 2 x 14.00  | 28.00          |
|  |            | 227.90         |
| Two sets needed  | 2 x 227.90 | 455.80         |
| <b>COIN SYSTEM</b>   |            |                |
| Coin door, coin counter,<br>cash box & coin box encl.                | 2 x 53.00  | 106.00         |
| <b>CABINET</b>   |            |                |
| Wood, cabinet + attract panel  |            | 335.00         |
| Vendor Kit (casters, glide plates,<br>fan grill, locks, side decals) |            | 42.83          |
| Monitor Bezel  | 2 x 6.00   | 12.00          |
| Monitor Glass  | 2 x 7.00   | 14.00          |
| Attract Decal  |            | 10.00          |
| Attract Panel, plastic   |            | 20.00          |
| Retainers  | 4 x 3.00   | 12.00          |
| Speakers   | 2 x 5.50   | 11.00          |
| Speaker Enclosures   | 2 x 22.00  | 44.00          |
| Light bar, bracket, plex   | 2 x 22.00  | 44.00          |
| Formed plastic viewers   | 2 x 75.00  | 150.00         |
| Fluorescent light bulb   |            | 12.00          |
|  |            | 706.83         |
| <b>CONTROL PANEL ASSEMBLY</b>  |            |                |
| Control Panel w/ Hinge   |            | 21.00          |
| Decal  |            | 7.00           |
| Throttle controllers   | 2 x 33.00  | 66.00          |
| Button assemblies  | 5 x 1.00   | 5.00           |
| Draw latches   | 4 x 1.25   | 5.00           |
|  |            | 104.00         |
| Two assys needed   | 2 x 104.00 | 208.00         |
| <b>OTHER</b>   |            |                |
| Shipping Container   |            | 55.00          |
| Labels, manuals, bags, &c.   |            | 8.00           |
| Misc. Hardware   |            | 10.00          |
| Reserve for Missing Parts  |            | 10.00          |
|  |            | 83.00          |
| <b>TOTAL MATERIALS COST</b>  |            | <b>3791.63</b> |
| <b>LABOR</b>   |            |                |
| PCB (GX2, JSA III, CLARN)  | 6 x 8.57   | 51.42          |
| Sub and Final Labor  | 6 x 5.89   | 35.34          |
| Overhead   | 12 x 75.00 | 900.00         |
|  |            | 986.76         |

**FULLY ABSORBED COST \$4,778**

**DISTRIBUTOR COST AT MARGIN OF:**

|     |         |
|-----|---------|
| 36% | \$6,499 |
| 40% | \$6,690 |
| 44% | \$6,881 |

*7963*

## SCHEDULE

As with most projects, the schedule is a function of several parallel efforts. Of these, the programming task has been determined to be the limiting factor. There are 1.5 programmers assigned to this project, my efforts being divided between programming and Project Leading. All programming tasks were itemized, giving a grand total of 31 months @ 1 programmer, 21 months @ 1.5 programmers.

- Wildcards:
- 1) new development system (UNIX w/ AMS)
  - 2) Gary Stark's first project be be P.L.'d from beginning to end
  - 3) primary programming effort to be undertaken by a NEW programmer

**Estimated FGA: Aug 1994 (21 months)**

Concept approval: 6/ 3/92  
Initiation: 9/16/92

Review #1: 5/1/93

- Software Goal - Simple gameplay (human Vs. computer, non-linked)
- Hardware Goal - N/A (presumably GX2 mods are in progress)
- Design Goal - prototype cabinet
- Video Lab - one tank graphic completed; remaining models under construction
- Animation Goal - one fully cleaned up tank graphic
- Audio Goal - not started (temporary sounds will be employed)

Review #2: 9/93

Review #3: TBD

Focus: TBD

Field Test: TBD

Graphic Release: 3/94

Production Release: 6/94

Program Release & FGA: 8/94

*better for 3-screen*

NOTE: according to marketing, ideal release times are: APR-MAY and SEPT-OCT

## TEAM ORGANIZATION

|                      |  |
|----------------------|--|
| Project Leader       | Gary Stark                               |
| Software Engineering | Gary Stark, John Grigsby                 |
| Hardware Engineering | Sam Lee, TBD                             |
| Technician           | Minh Nguyen                              |
| Animation            | Rizaldi Bugawan, Nick Stern, Chuck Eyler |
| Video Production     | Rob Rowe, Dave Portera                   |
| Audio                | TBD                                      |