

Initiation

HOOPFIGHTER

Yo what up? Words on the street that a super hype sport is about to get busy. And dig this, highest score wins, yeah," its all good!" That is if you can come out of it alive!

Winner takes home a four player cabinet, you know, the kind moms has sitting in the dining room. Yeah, thats right, the one she paid less than 4 G's fo. Although it didnt cost her all those franklins because I swooped on this Jammin kit fo about a \$Duce and slapped it together for moms myself. Chill, so word up? and it what-en nut-en but a 2D animated thang.

If you all hadn't heard about the brothers slammin and throwing down ya all better get hip to it cause its all about the man on top wins and who owns who. Word, I'm about to skid, peace out.

Yo Yo Yo wait up I slipped, if your on, the Man is looking over your shoulder so smile!

Soul deficiency Translation:

Player Vs Player, highest score wins
 Four player Family cabinet
 \$3 to \$4,000.00 price range
 Available Jamma kit at \$2,000.00
 Digitized 2D animated graphics
 Time Warner interactive owned rights
 CCD Image Capture system

Hoop - D Team:

Harry Mok	100%	Producer
Steve Caterson	100%	Game designer
Matt Setzer + 1 TBD	50%	Programmer
6 Animators	100%	TBD
Audio engineer	50%	TBD
Loren Bryant	50%	Coordinator
Tech.	30%	TBD
Brian Mckee	30%	Engineer
David Macias	25%	Marketing
Rob Rowe	25%	Video Lab
Paul Lewis		Video lab & Animation support

Distribution:

Steve Calfee
 Robert Daley
 Derryl Depriest
 Wayne Fielding
 Mary Fujihara
 Brad Fuller
 Mike Halley
 Dennis Harper
 Ted Hoff
 Geoff Holmes
 Paul Lewis
 Pat McCarthy
 Rick Moncrief
 Hide Nakajima
 Mark Pierce
 Sharon Plotkin
 Lyle Rains
 John Ray
 Bruce Rogers
 Bob Sheffield
 Gary Stark
 Nick Stern
 Bob Stewart
 Mike Taylor
 Dan Van Elderen
 Dennis Wood
 Ron Wu



It is no surprise why it began.

Quietly, ... No, fearfully it was spoken about. In the back alleyways, the abandoned buildings, the deserted corners of the cities. The less fortunate, the discarded spread the word about it to one another. Fearful that by just mentioning it they will be forced to participate. Resigned that society has left them with no other choice but, to participate. No other hope.

It was also no surprise how quickly it spread.

Once Urban America grew from a collection of the skilled and unskilled working classes. All gathered around the cities industrial centers to make better there lives. Now the urban centers have become the prisons for the abandoned and forgotten, a class of people no one mentions but everyone knows exists. And like all the other things of the old Urban America they wish to join the mass exodus out or they too will perish in the violent death throws of the new Urban America.

Few, now wonder where it will end.

For many it seemed the natural progression of things. A reflection of the times. We had become bored with the present day entertainments. Desensitized. Society had created a whole generation of disposable people. It was only a matter of time before someone took the next step, tapping this "resource" and bribing them with a way out. Of course there was a catch, a deadly catch. But still many played, and lots of money was made. Still more died and lots of money was made. Many more played ...

Game Design

Steve Caterson

Hoop Fighter is a four player fighting basketball game. Our objective is to capitalize on the popularity of games like NBA jam while emphasizing the physical aspects and rough action as seen on the street courts of urban America. By using digitized graphics and authentic fighting techniques, Hoop Fighter will also cash in on the expanding success of fighting games like Mortal Kombat.

The basic play of Hoop Fighter will be a fast-paced two on two basketball game with the possession of the ball often decided by an exchange of blows. The fights will be short and brutal, but the side that wins will be the one with the most points on the scoreboard when time runs out. It will be critical to keep game play simple and the game objective concise. In order to do this we do not intend to stray far from the basic premise of the game. In developing this hybrid game, a difficult balance will have to be achieved between fighting and basketball. The speed of the gameplay must not be interrupted by unnecessary or unintended fighting sequences.

Many details of Hoop Fighter still remain to be worked out, but there is, however, a framework of elements that have been decided upon and set in place on which the rest of the game will be fleshed out.

Attract/demo screens:

It has been determined through focuses and questionnaires that these screens are important in attracting a potential player to the game. Even doubly so in our case because of the nature of this game hybrid. A quick understanding of the game play will need to be relayed to the player-- even before he coins up. These screens will depict "canned" sequences of gameplay from the fictional Champion and Grand Champion matches. Our intention is to tantalize the player with a sample of action, characters and moves.

Character select screen:

Our character select screen will portray a stylized graffiti mural of all the characters on a brick wall. Coined-up players will be able to move from character to character using the joy stick. When a selection is made the chosen character will morph off the wall into the digitized game image. A white silhouette remains on the wall as the character makes an enthusiastic gesture about being chosen. In the case of a tournament this screen will be seen every time a new team is randomly chosen to oppose the players. Something dramatic will be done when revealing the Champion and Grand Champion, who are not portrayed in an obvious fashion on this screen.

Game objective screen:

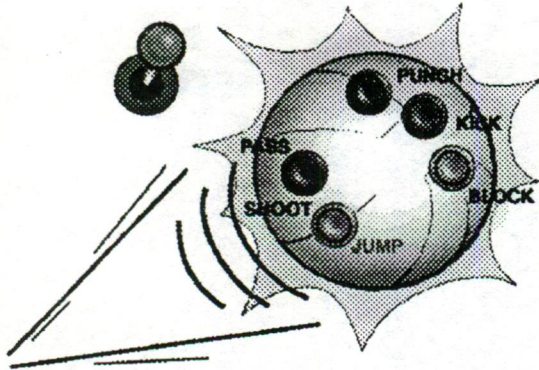
This screen is intended to directly and clearly state the objective of the game to the coined-up player -- fight through your opponents and score baskets! The team with the most points at the buzzer wins the game. This message will be relayed as a voice over for the image of James Hong who will be portrayed as the sleazy owner of the Hoop Fighter tournament. He will be dressed in a seventies tuxedo with curvaceous bimbos on each arm, and flip through a large stack of bills as he explains the rules and the goals to the players.

Game levels:

Hoop Fighter is played with tournament style levels. In both modes (player vs. player - player vs. computer), the game action will occur on ordered backgrounds. Beginning play will happen on courts located in the sewers of the city. Gradually, progressing in an upward fashion, the games will be played in various improving inner city locations. The final matches of the game will be take place in an elite penthouse court and be against some of the toughest bosses ever seen in a video game.

Victory screens:

These screens are important to the players satisfaction in successfully completing the tournament. We are considering several possibilities for completion of the game. One of the possibilities would be Mr. Hong reappearing disheveled, he would hand over all that remains of his money and then tell the player to fulfill the reason or obligation they had for entering the tournament.



CONTROLS

This ergonomic arrangement of buttons will provide plenty of options for even the most skilled of game players.



Hoop Digitizing and Shoot procedure

Rob Rowe

The producer will provide a description for the required shoot. The team will provide a shot list, costume description, lighting parameters and special requirements. The Video lab will then evaluate the requirements for the shoot. A lighting and camera test will be performed prior to the final shoot. Final shoot will then be scheduled in the studio. The team will provide costumes and props (we will work with the team and resources).

When a shoot is completed for a particular character a "Window dub" will be issued within 24 hours to the person who is designated to choose the frames to be digitized. The team is required to supply the person for the selection and generation of the command list. While the person is choosing the frames they will select first and last key frame of the animation. An error free text list will then be provided to the Video lab for digitizing stage.. The video lab will grab real time animation and provide Nth frames of animation (every 2nd, 3rd, 4th...) per request of the animation staff. The Video lab will back-up source data for additional processing. The Video lab will strip background and ship Nth frames graphics to CD-ROM. The team animator can then process graphics from CD-Rom.

I am currently working on a video proposal which will provide digital video productions (promo's), 2D real time digitization, and 3D Motion capture. A Meeting with Mike La Joie (T.W.I.G.) is scheduled in early May to determine T.W.I. video requirements, we will also evaluate current Warner/Atari capabilities. A decision will then determined about Atari studio upgrades. Hoop Fighters estimated contract costs justify a large portion of capital equipment. Hoop fighter contract costs are based on 27 days production @ \$2,300/day plus equipment

rental 27 days@\$4000/day and 20 days graphic processing @\$3000/day. Here is an example of the minimum lab requirements for Hoop Fighter (minim package will provide support 2D real time digitization and motion capture):

1)	Expand studio size to 50X45.	\$TBD
2)	SGI (Indy R4400 60 gig HD).	\$100,000
3)	Cinefusion SGI software.	\$10,000
4)	Abekas Digital Disk Recorder.	\$27,000
5)	5 JVC KY27U cameras	\$13,000 *
6)	5 UVW 1800 Betacam recorders.	\$10,000 *
7)	Sony CD-Rom recorder	\$10,000
8)	<u>Lighting Grid</u>	\$10,000 **
	TOTAL	\$180,000
	HOOP FIGHTER CONTRACT COST	\$230,000
	IN HOUSE SAVINGS	\$50,000

*Five camera process to be tested. The five camera system also supports motion capture.

** Light rental or light purchase TBD after test shoot.



Animation
Loren Bryant

The animation tasks for Hoop Fighter fall into the following areas:

Frame selection

The video lab will be giving the animation team discs of data with every other frame of video converted to pict file format. It will be the task of the animators to select which key frames will be used in the game. This process will be greatly aided by the use of five linked cameras during the video shoot; if each angle needs to be looked at separately then the time required for frame selection increases from six days per character to thirty days.

Image processing

Once the animation sequence is determined, the frames will be run through a debabelizer script where they will be sized, cropped, tweaked, and converted to a format the Jaguar understands. This process will probably be handled by the interns.

Touchup

The most difficult task to schedule is the touchup. This will primarily be determined by the quality of the images we receive from the video lab. If the images require little touchup (such as removing a few stray pixels) the task will go quickly. If each frame requires extensive manipulation (cutting and pasting or added highlights) then the task will require us to bring in outside contractors to maintain the schedule.

Backgrounds

We are still investigating the method for producing the backgrounds. Currently, we are weighing the benefits of 3D rendered vs. Photoshop rendered. In any case, the background design will take place during the time the video shoot is being planned and shot.



Software & Co-Jag
Matt Setzer

The overall schedule assumes that the Jaguar will continue to be as unreliable and difficult to deal with as it is now. If by some miracle Atari Corp. hires someone competent to do support for the Jaguar or some kind hearted developer decides to post all of their well-documented, functional source code, we may be able to meet it without causing Matt any more health problems than he already has.

Seriously, I believe the programming team (currently me) can meet this schedule, particularly if we get a dedicated Jaguar support person to write generic GPU stuff (like compression/decompression and CD stuff) or if we share these duties with Hero. The actual game engine is fairly straightforward and should come together easily once the Jaguar starts cooperating. I also hope to hire another programmer as soon as we are initiated, further easing the burden.



Audio
Harry Mok

As the bass sound is extremely important for any sort of urban music, the audio system for Hoop Fighter will be CAGE. The cabinet will also be designed to maximize the bass output. This allows us to have a full range of music, effects, and voices, which are needed for motion picture quality audio. Upon the completion of the Co-Jag CD-ROM system we are considering creating an entire soundtrack for Hoop Fighter, giving the players the option to pick the music for the game. The soundtrack will be played directly off the CD drive without any interference with game play.

We are currently planning to use an outside contractor for the music elements, but we will still need a committed audio engineer to interface with Co-Jag and provide effects and dialogue.



Image Capture
Steve Caterson

Since the dawn of competitive activity it has been human nature to record a list of the winners of the competition for posterity. Long ago, the winner's images were painted on cave walls. Later, marble columns bore the signs and symbols of the conquerors. More recently, in the early age of the arcade game, three spaces were allowed for the initials of the best. Now, as the year 2000 approaches, we enter a new era--THE AGE OF THE FACE GRAB.

Utilizing the latest in low-cost charged coupled device technology (CCD), the Hoop Fighter team proposes to revolutionize the standard high score screen: those who achieve a high score will be asked to step in front of a camera, their images will then be digitized and held within the camera to be displayed with the high scores.

This feature will appeal directly to the ego of the arcade enthusiast. Having their image on the screen next to their high score will be a far better reward than the simply inputting their name. Even after a player has mastered this particular game they will want to return again and again to have their image reign supreme over others on the high score screen.



Producer's Comments

Harry Mok

Producer? What the Hell is a producer?

I'll be damned if I do and damned if I don't! So, let's take a look at our crazy damn twelve month schedule. OOPS, excuse my French.

After meeting with my team and discussing the possibility of producing Hoop Fighter within a twelve month schedule, this is what we were able to determine: the areas of possible bottlenecks are in the video lab and the animation department. Oh, and not to mention Co-Jag. So. . . With the support of Nick Stern and Rob Rowe this is what we have concluded in order to meet the schedule.

VIDEO LAB

According to our schedule it would not be feasible to use our own in-house facility to shoot the characters for digitization. This is due to the lack of updated equipment and facility space. Hoop Fighter would not get the quality and quantity of work we need to meet our ten month goal.

The blue screen facility is too small which makes it difficult to light and position the cameras, especially if we decide to use five linked cameras for a single action take. The processing of the frames would also be contracted to an outside source, saving us months of valuable time. The present lab isn't capable of cranking out frame grabs from tape to hard drive fast enough for our needs.

What? You want to hear more?!? What do you want to hear??

ANIMATION

The simple schedule is as follows:

Twenty characters divided by 6 months = 3.33 characters per month using six animators for frame selection, minimal animation, and touchup.

Sixteen Backgrounds divided by 6 months = 2.66 backgrounds per month using two animators for illustration, design, 3D layouts and minimal play field animation.

If there is a problem due to animation, additional contractors will be brought in to pick up the pace and maintain the schedule.

CO-GAG. OOPS I MEAN CO-JAG

Presently Master Matt is working on the Jaguar CD-ROM development system. When available, all data will be ported over to the Co-Gag -I mean Co-Jag- and pray to God it works!

Our confidence in the schedule is extremely positive, although, unfortunately, it can very easily be changed by any of the above elements. Moreso with the Co-Jag system we are in uncharted waters, and the shark may be as big as Atari Corp. HELP!!!

Risk and more Risk Factors from an upside down perspective

The Co-Jag and CD-ROM system fail to meet specifications, forcing us to port to another platform.

Compression/decompression fail to meet the minimum required specifications,.

The availability of the required resources (lab facilities, processing facilities, animation) may dictate a change in the schedule.

A bug occurs while someone is pushing the SUCK button on the Beavis and Butt-head game causing the Hoop Fighter team to all fall and die! YIKES!!!!!!!

Translation: Hoop Fighter is received with a negative response and the project is canceled.

Geoff Holmes and I go into a sparring match over money, and I get my butt KICKED! To later find out that Bob Sheffield hit me from behind with a surprise attack. And Mark Pierce telling me latter that he saw Bob coming, but was in the middle of a Virtua Fighter game and couldn't stop him in time. Yeah right. OUCH!!!!

Translation: Budget delays, untimely release of funds, and drawn out executive decisions may delay our schedule.

Looking on the bright side, our product along with the wide range of ancillary markets is potentially tremendous. This project must be planned with all the backup alternatives in place to avoid the risks that may occur, can occur, will occur. We have a vision and are prepared to take the challenge!



Marketing David Macias

Target Market:

The target market for Hoop Fighter are players that are basketball game enthusiasts and also play fighting games. They have played NBA Jams extensively and one of the hit fighting games casually. The game will also be popular with the wider sports market due to simple and unintimidating gameplay. It will also appeal to many casual fighting game players, which is a sizable lot given VirtuaFighter's earnings. The theme, characters, and courts will be designed to be widely appealing and attractive.

A focus group conducted on April 25, uncovered the following information:

- The basic concept of merging a basketball and fighting game is very appealing to the target market. The focus should be on providing a strong basketball experience with the fighting being secondary. It turns out that the market perceives NBA Jams to be a very physical game.
- The dominating role music and sound effects will play in Hoop Fighter is very appealing to the players. In addition to dramatically enhancing gameplay, music will play a key role in the marketing of the product.

To become a hit product, Hoop Fighter must provide the expectations the market has for a basketball title and some level of innovation. **Genre innovation** will be evident to the target market as a new level in realism and gameplay is achieved in the following ways:

- Player control will be as simple and unthreatening as NBA Jams, but will have the added ability to do spectacular passing and scoring moves going far beyond the slam dunk, ball stealing focus of NBA Jams.
- Violence will be extremely realistic. Basic punches and kicks will be accompanied by simply actuated special fighting moves. However, players will find certain hidden moves outright shocking.
- Music will enable a new level of immersion in the game by tapping the emotions of the players. Using highly rhythmic music and realistic sound effects will illicit similar emotional effects to a film experience.

Promotion:

The promotional strategy is two-pronged. The "World's First Game Soundtrack" will be promoted as soon as sound gameplay is demonstrated. This will provide derived-demand for the game by creating market pull for the property. This market pull will influence operators which will in turn create interest in distributors for the product. Marketing communication will occur through game and music magazines and other consumer entertainment information sources.

Another powerful promotional vehicle will be a Co-sponsored Hoop Fighter Event. A team will be recruited and trained to compete in the event. They will be as convincing as the World Wrestling Federation's athletic actors. Co-sponsors will be sought and it is expected will be recruited for two reasons. The recent success of NBA Jams and other Hit video game products with our market demographic have had unparalleled success in terms of product awareness and interest. Another factor is in the very nature of the event.

The event will be sponsored in six major markets, New York, Washington D.C., Chicago, Dallas, San Francisco and Los Angeles. The Local hit radio station will be recruited as a co-sponsor which will ensure strong attendance. The message for the event will be three-fold; "Stop the Violence in the Streets", "It's just a game - don't try this at home", "Pretty Gnarly Sport - Huh, home slice?". Other co-sponsors could be sporting equipment manufacturers, socially concerned corporations (Time Warner?) and other manufacturers that share our target market. The event will be attended by sports and entertainment personalities and be followed by a concert of the soundtrack's artists.

Sponsor Placement:

We will pursue a number of sponsors for placement in various court, character, and tournament graphics.

Launch:

Given the current schedule, Hoop Fighter will debut to the trade at the 1995 ACME Show. At least two months of field test data will be available which will enable us to sell, sell, sell.

Field Trial and Field Test:

Creating "magical" gameplay is a major risk factor. Test of the basic gameplay will be at Field Trial, but critical input will occur prior to this scheduled date in the form of a planned focus group and game tester testing. Fine tuning will be done by bringing in groups of testers as has been done with Rage and T-MEK.

The Field Trial will act as a primary goal of the product team in terms of milestones. The Field Trial objective is to test the basic appeal of treatment and gameplay. The Field Testing objective will be gameplay and earnings

longevity. Ten test units will be used for product testing, distributor sampling and as goodwill items to key promotional partners.

Focus Groups:

The April 25, Concept focus group has provided valuable information regarding basic game design issues that are currently being examined and implemented by the team. The second focus group will be for characters and storylines, and the third will be for game play, graphics and audio.

Forecast:

Mr. Taylor?

Ancillary Products

SoundTrack:

Several issues are yet to be resolved regarding the viability of a possible soundtrack for the game.

- A contact at Warner Bros. music will be made as soon as possible to identify marketing issues related to successfully introducing the first successful video game soundtrack.
- Any licensing costs associated with the use of artists and other development and marketing expenses will be examined along with the potential profit contribution this ancillary product may provide.
- Although the team is planning to use outside artists for music composition, it is unclear what role big-name artists will have vis'a vis' unknown acts in the composition of the compositions.

Consumer Games:

Mr. Van Elderen?

Other Products:

Other ancillary products opportunities will be investigated and developed.

- According to our resident movie producer a feature length action film based on the Hoop Fighter concept could be produced and ready for distribution in as little as eight months.
- In terms of licensing, since the sports game market skews higher than the fighting game market, in addition to the comic books, trading cards and other typical collectibles other theme-based licensees will also be sought.

HOOPFIGHTER

LIGHTS, CAMERA, ACTION BUDGET

DEVELOPMENT COST 12 MONTH SCHEDULE:

	Qty	Unit cost	Totals
TEAM:	14.0 Man yrs	\$93,000.00	\$1,195,050.00
VIDEO LAB FACILITY:	27 Days	\$ 2,333.00	\$ 62,991.00
CAMERA RENTAL X's 5	27 Days	\$ 3,750.00	\$ 101,250.00
D.P.	27 Days	\$ 500.00	\$ 13,500.00
MISC. SUPPORT	.50 Man yrs	\$93,000.00	\$ 46,500.00
TOTAL			\$1,419,291.00

CONTRACTED SERVICES

ACTORS:	27 Days	\$ 540.00	\$14,800.00 + \$ 10,000.00
WARDROBE:	20 Pieces	\$ 800.00	\$ 16,000.00
PROPS:	20 Pieces	\$ 200.00	\$ 4,000.00
PROCESSING LAB FACILITY:	20 Characters	\$ 3,000.00	\$60,000.00
ILLUSTRATOR:	18 Pieces	\$ 1,000.00	\$18,000.00
COMPOSER:	18 Pieces	\$ 1,500.00	\$27,000.00
SOUND EFFECTS: (TWI)			
ANIMATORS: (X's 4)	6 Months	\$4,000.00	\$ 96,000.00
INTERN ANIMATOR :(X's 2)	1.0 Man yrs	\$20,400.00	\$ 40,800.00
MAKE UP	27 Days	\$150.00	\$4,050.00
EXTRAS (30)	8 Days	\$30.00	\$7,200.00
TOTAL			\$ 297,850.00

MATERIAL / EQUIPMENT

SGI Indy 24 Bit	1 EA.	\$16,000.00	\$16,000.00
POWER MAC:	7 EA.	\$ 6,789.00	\$47,523.00
SOFTWARE:	7 EA.	\$ 1,921.95	\$13,453.65
COJAG SYSTEM:	15 EA.	\$ 800.00	\$12,000.00
CABINETS:	12 EA.	\$ 986.78	\$ 11,841.36
CAGE:	12 EA.	\$ 160.00	\$ 1,920.00
PROTOTYPE BASS OUTPUT:	6 Months	\$ 4,000.00	\$20,000.00
MISC. RENTALS			\$20,000.00
HP 16500 LOGIC ANALYZER	1 EA.	\$20,000.00	\$20,000.00
JAGUAR DEV SYS W/486 PC	2 EA.	\$ 4,000.00	\$ 8,000.00
SUN SPARKSTATION 10	1 EA.	\$12,000.00	\$12,000.00
TOTAL			\$182,738.01

GRAND TOTAL \$1,899,879.01

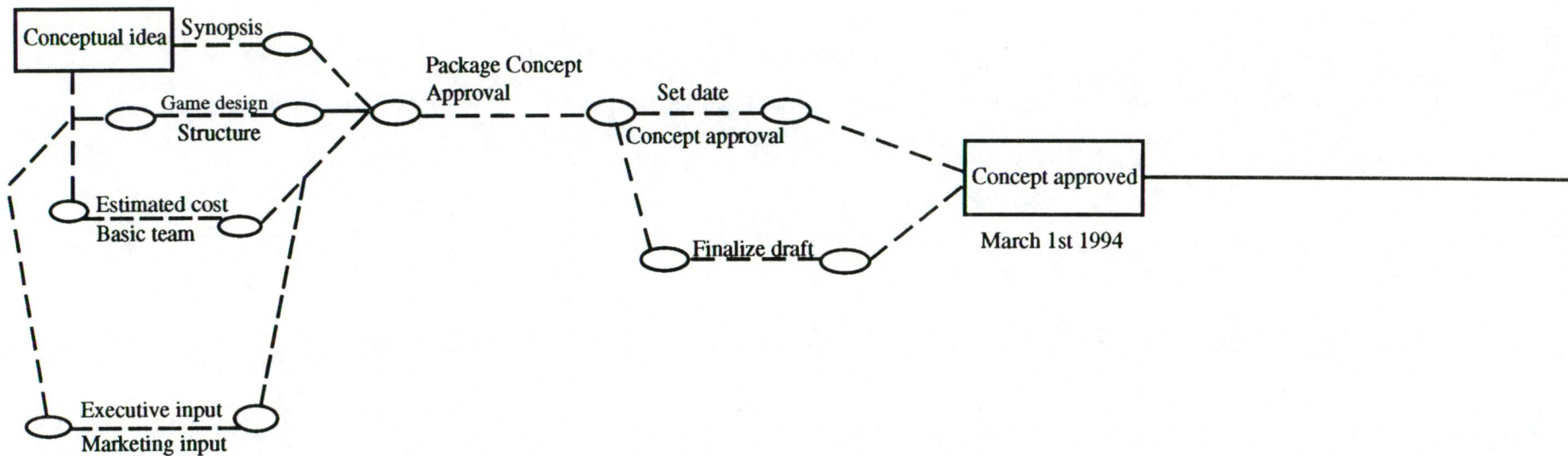
COJAG

HOOP FIGHTER

Item	Unit Cost	Qty	Upright		Kit	
			Total	Qty	Total	
Game Electronics			760.00		760.00	
Co-Jag system pcb 8mbytes Ram	360.00	1	360.00	1	360.00	
XBus master host CPU(w/Eprom)	120.00	1	120.00	1	120.00	
CDROM Drive	120.00	1	120.00	1	120.00	
Canadian Moose Condoms		50		50		
RAM - Cage	160.00	1	160.00	1	160.00	
Half dozen European sheep		6		6		
Columbia's finest		1 oz		1 oz		
Brewary still	1 Kit				1 Kit	
Mercedes 600sl V-12		1		1		
Updated weight lifting room!	Complete				Complete	
SGL Onyx Fully Blown!		1		1		
Matts own office, PLEASE!						
			86.06		80.00	
CCD image capture	60.00	1	60.00	1	60.00	
Component bracket assy	6.06	1	6.06			
CD ROM shock mount	20.00	1	20.00	1	20.00	
Electrical Sub-Assembly			421.14			
Power Supply	50.00	1	50.00			
Main Harness W/ Ferrite Bead	30.00	1	30.00			
Pwr, Video, Display Harness	20.00	1	20.00			
25" Color Monitor	305.00	1	305.00			
Power cord	2.10	1	2.10			
IEC on/off ham, 2 jumpers	14.04	1	14.04			
Cabinet			425.81			
Cabinet, & vendor kit - see detail	226.08	1	226.08			
Coin Mechs	53.83	1	53.83			
Side panel decals	17.00	set	17.00	1	17.00	
Misc. cabinet parts	61.74	1	61.74			
18" Fluorescent light assembly	15.18	1	15.18			
Lock assembly	1.22	set	1.22			
Fan guard	0.92	1	0.92			
Monitor brackets	2.02	2	4.04			
Leg leveler plate	1.15	4	4.60			
Hardware	3.30	set	3.30			
4" Speakers	5.95	2	11.90			
8" subwoofer speaker, 4ohm	6.00.00	1	6.00			
PCB Groundplane & Hat	20.00	1	20.00	1	20.00	
Control Panel Assembly			96.20		61.20	
Control Panel	20.00	1	20.00			
Control Panel Decal	10.00	1		1	10.00	
Control Harness	25.00	1	25.00			
8 Pos joystick (Happ)	6.20	4	24.80	4	24.80	
Button assembly	1.10	24	26.40	24	26.40	
6 pack of Playmates		6		6		
Haircuts for Matt and Steve	ref. to	>>>>	Spencer	and	the Gang	
Apologies for anyone offended	by my	>>>>	creative	>>>>	Humor	
Other			54.64		5.65	
Shipping container	33.00	1	33.00			
Misc. Hardware	10.00	set	10.00			
Manuals & Labels	5.65	1	5.65	1	5.65	
Reserve for missing parts	5.99	1	5.99			
Total Material Cost			1843.85		906.85	
Labor and Overhead			414.80		203.30	
	\$/Hour	Hrs	Total	Hrs	Total	
PCB labor	8.57	1.5	12.86	1.5	12.86	
Video labor	5.89	2.5	14.73			
Overhead(M.C. +Labor*21%)			387.21	0.00	190.44	
Grand Total			2258.67		1110.15	
Distributor Price (45% margin)			4106.67		2018.45	
Distributor Price (40% margin)			3764.45		1850.25	
Distributor Price (35% margin)			3474.88		1707.92	

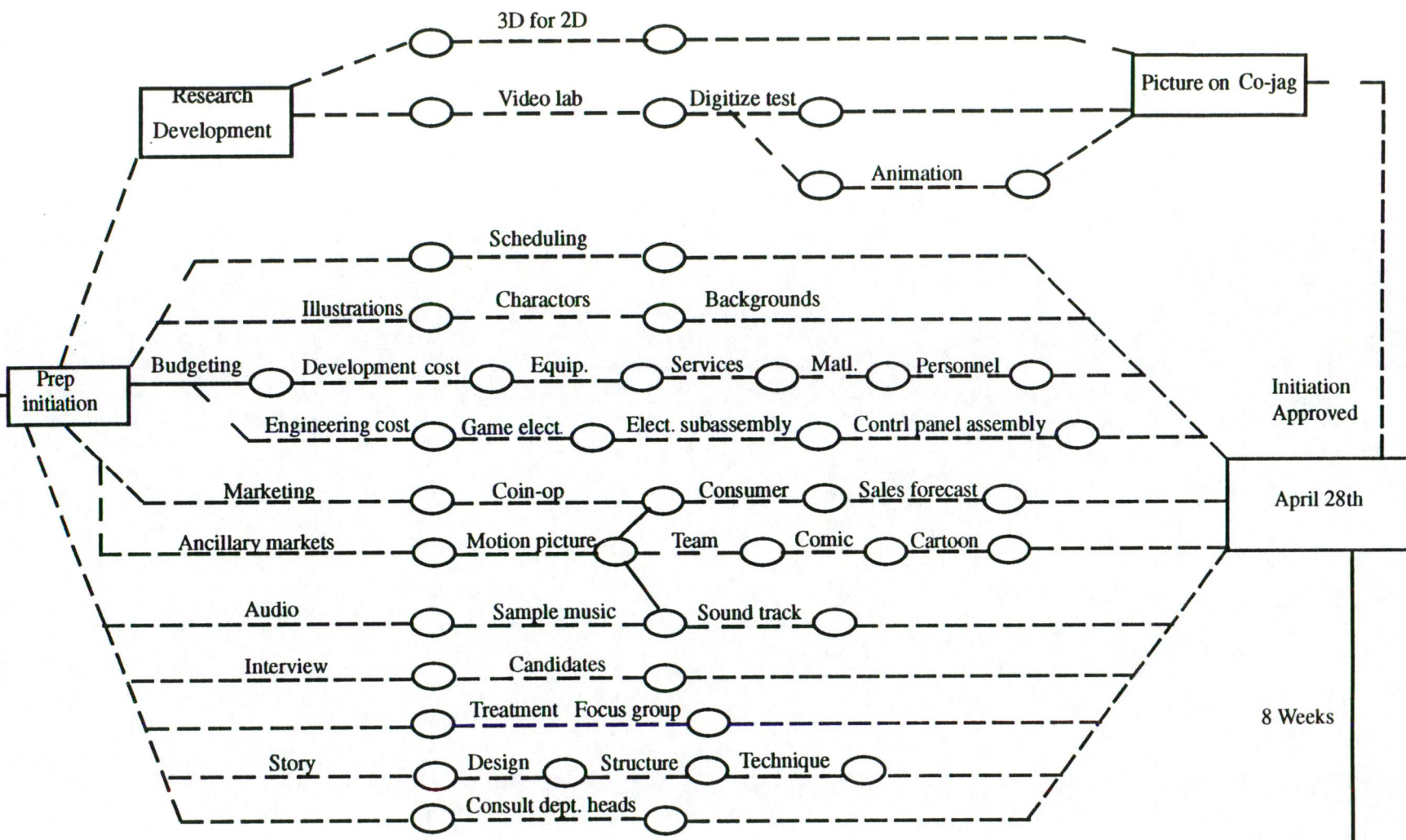
Confidential

Time Warner Interactive Inc.

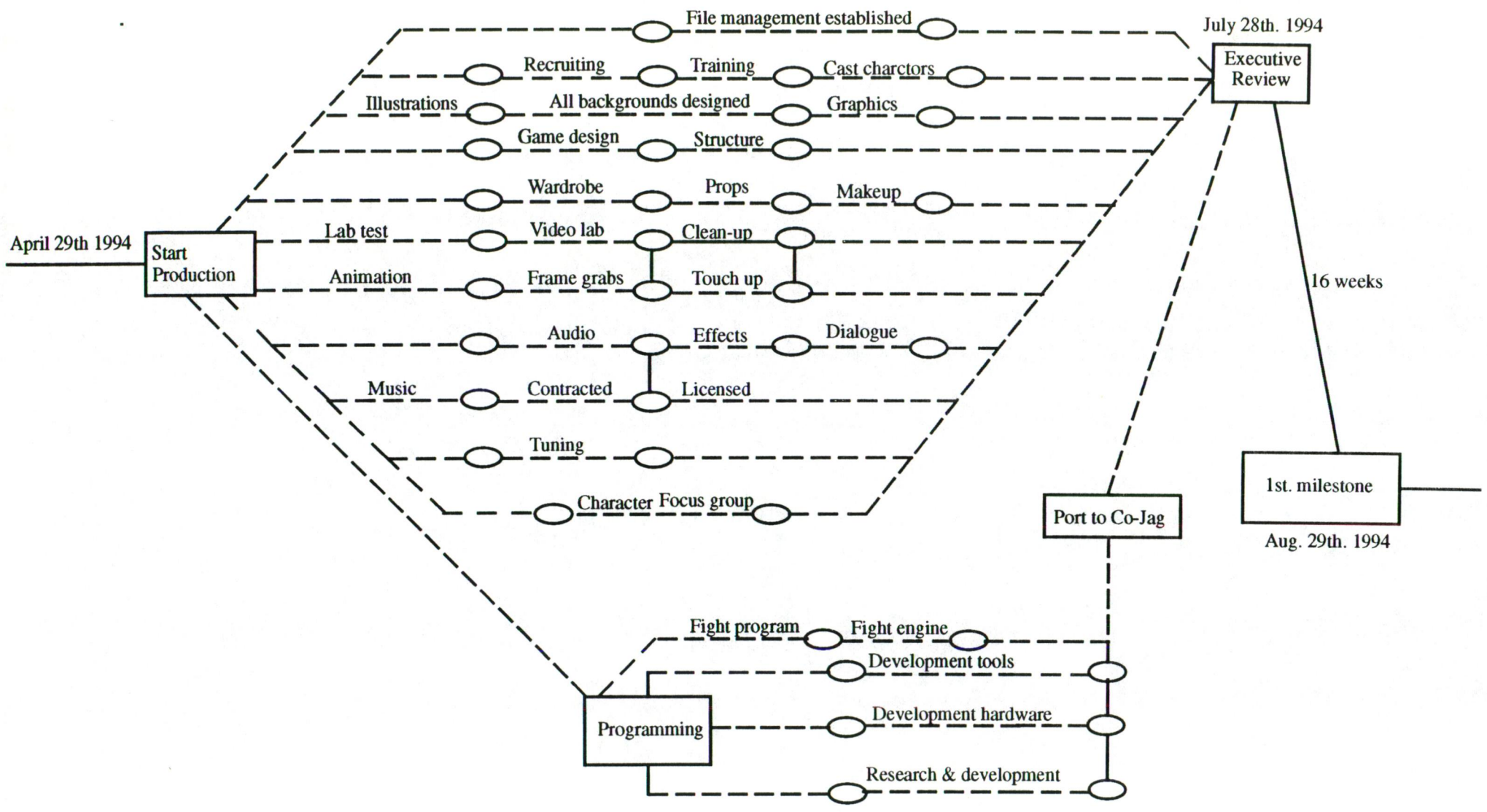


February 1st. - March 1st. 1994

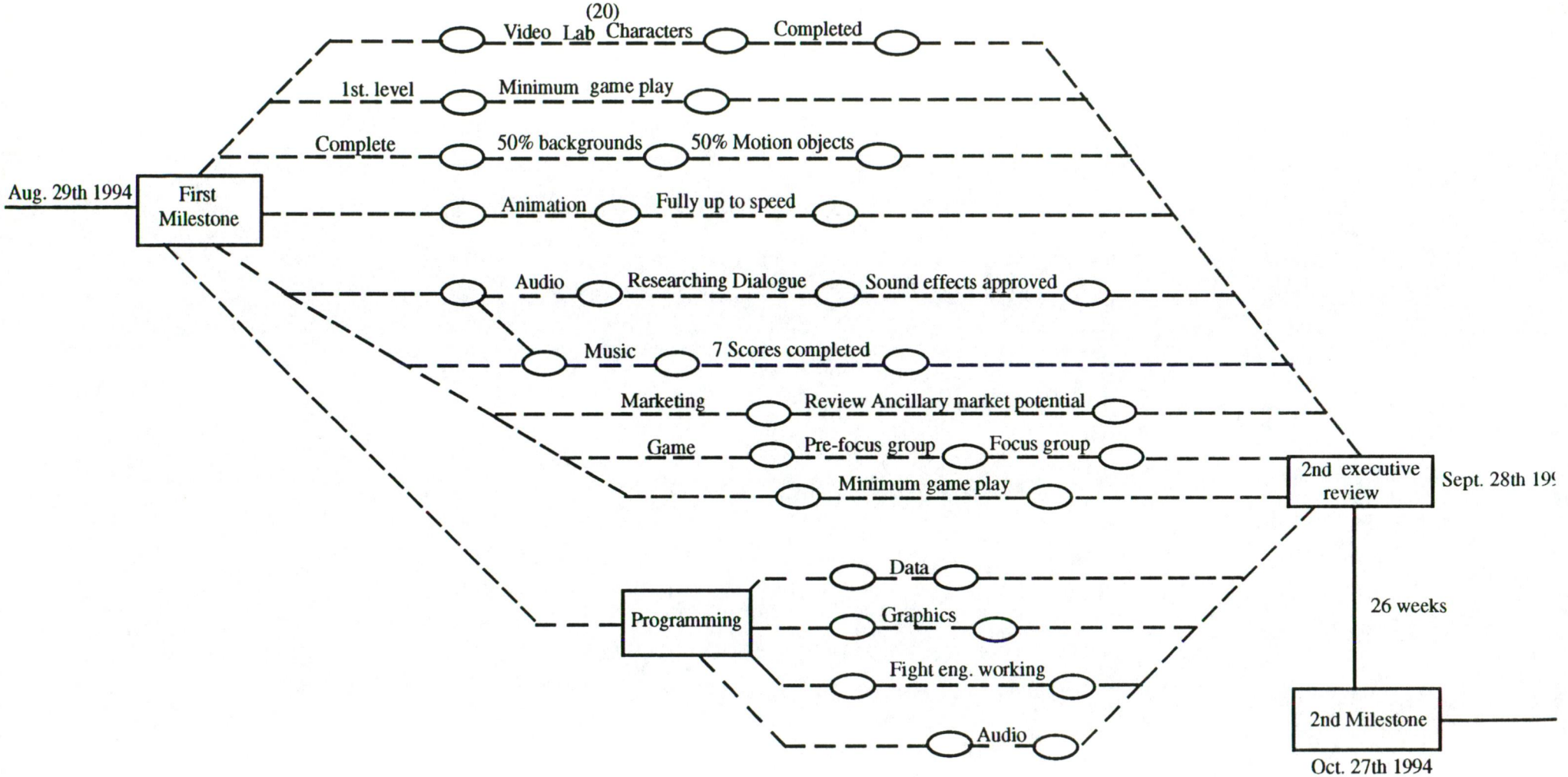
HOOPFIGHTER



March 1st. - April 28th
HOOPFIGHTER

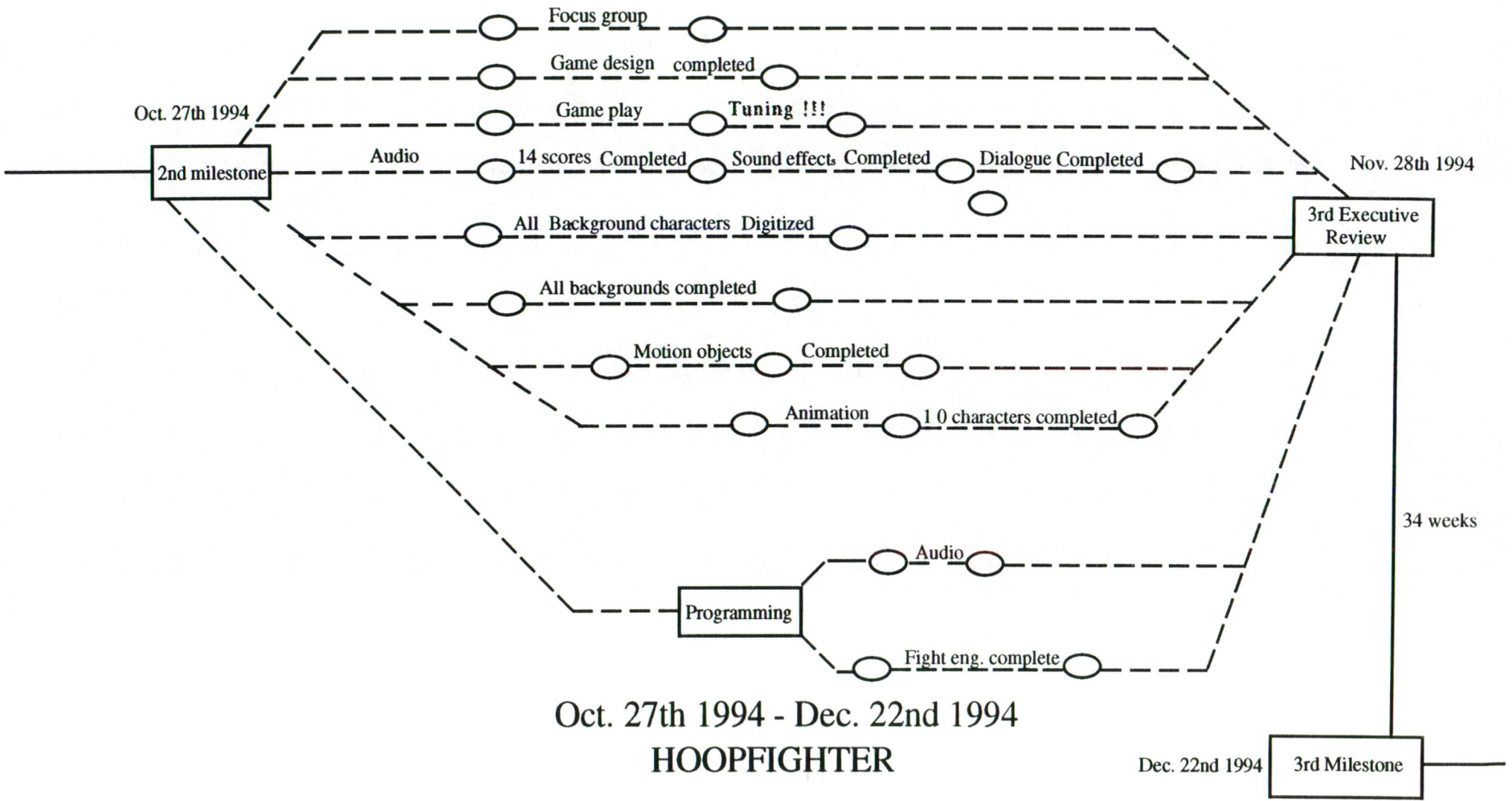


April 29th - Aug. 29th 1994
HOOPFIGHTER

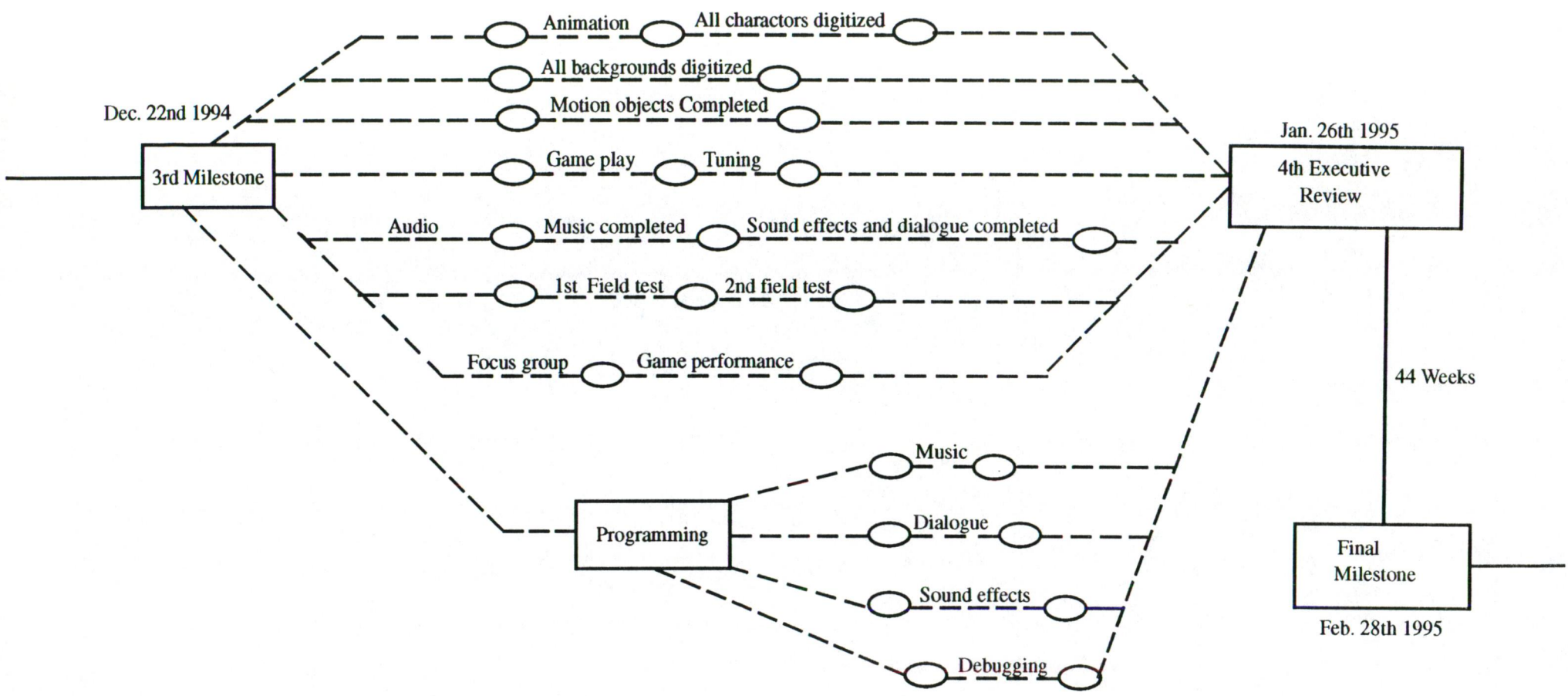


Aug. 29th 1994 - Oct. 27th 1994

HOOPFIGHTER

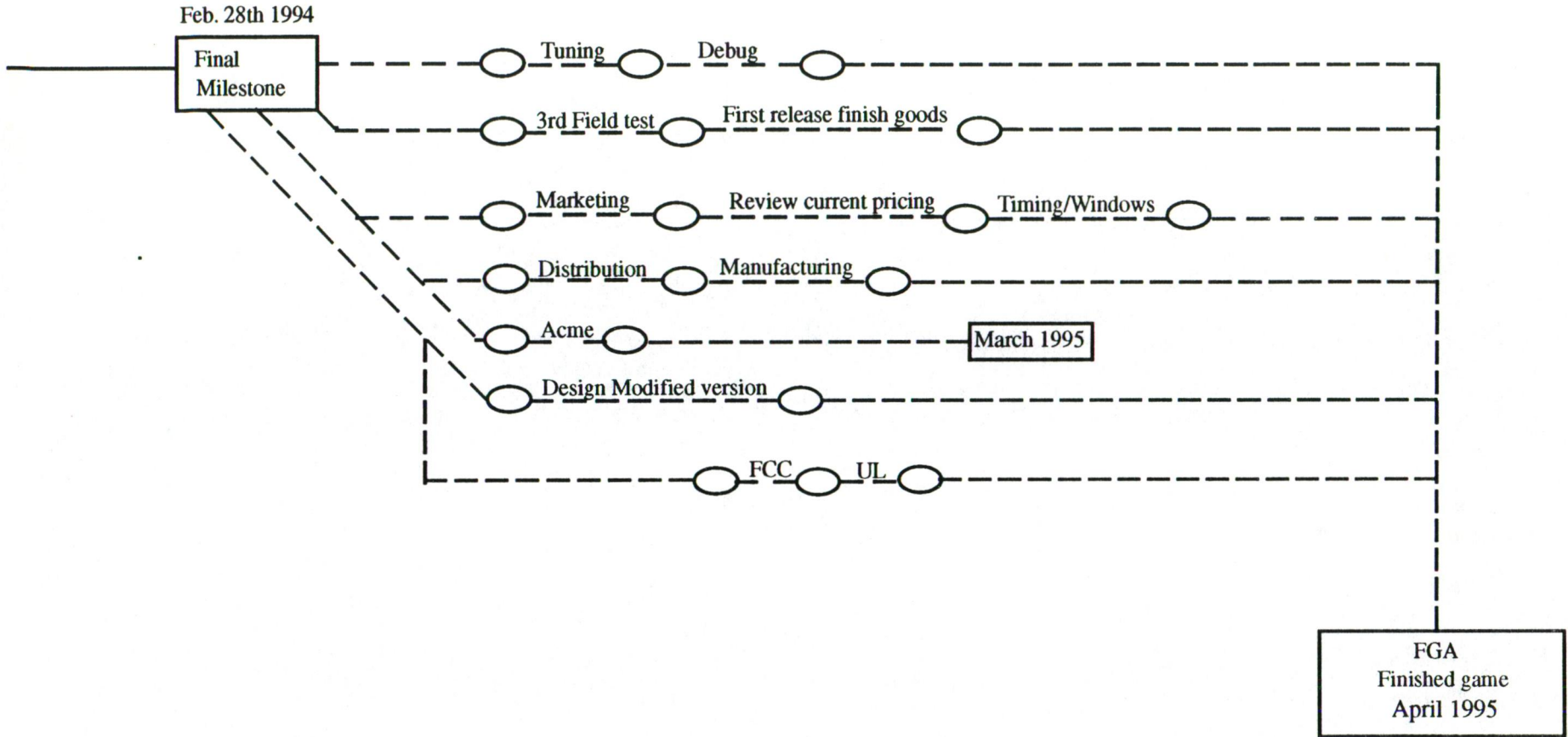


Oct. 27th 1994 - Dec. 22nd 1994
HOOPFIGHTER



Dec. 22nd 1994 - Feb. 28th 1995

HOOPFIGHTER



Feb. 28th 1995 - April 1995

HOOPFIGHTER

Today

Vandals caught defacing property in the TWI parking lot were recently cornered by several employees. After viewing suspicious activity during their smoking break, the "Metal" team called on the expert martial arts techniques of Harry Mok and the newly developed "Frog Ball" skills of the B&B Team to deal with the problem ...

See *Not me Harry, the vandals!*, Page 3

A-1 SECTION

International:

What is this HOOP FIGHTING craze that has hit the states? and How far will it reach? Our predictions to come! ...

See *Hoop in the UK*, Page 28A

B-1 SECTION

Sports:

-Violence in the NBA.
-New league developed for the "Hoop Fighters"
-ESPN gets airing rights! PG.2B

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THURSDAY
... APRIL 28, 1994

HOOP FIGHTING SWEEPERS NATION!

Atari Corp. The experiment gone wrong!

EDITORIAL

Who is in charge there?! and why!? When are they going to get their heads out of thier ____! and get me some code that actually works! I mean that is their job isn't it?! Why me? and why the Jaguar? I've seen better ____ code at the bottom of a frosted flakes box, on the inside! I think if anyone is paying the price for the sixties it's the ____ bozos that work there! Those ____ s insist on making my life a continuing ____ hell! Well I'm ____ not going to have my life and reputation ruined by those ____!

BY
MATT SETZER
TWI CoJag God.



■ Initiation !!

BY HARRY MOK
AND STEVE CATERSON
TWI Game Creators Extraordinar

HOOP FIGHTER is best described as a basketball game where it is necessary to fight your way through your opponents to score a basket! This game will feature a four player capability in a family (\$ 3000 .00) cabinet. Players will experience the excitement of a fast paced, SLAMMING, basketball game combined with the strategic execution of authentic martial arts and other fighting moves! Violence will be an important element of this game, however blood and other

bodily fluids will be portrayed in a more realistic manner. Our characters and their actions will reflect our "urban" street themes. Although they are meant to be somewhat realistic, they will be able to perform three unique types of moves. Each will possess a Special move, a Special weapon move, and a Special Group Move. There will be no "life" bars in this game. The players must compete against the game clock. The team with the most points at the end of a match wins.

MILPITAS, Ca - Here it is like we promised. HOOP FIGHTER is quickly growing into the phenomena we want it to. Please meet with us on Thursday, April 28th for our initiation presentation. We hope to see you there. We will

■ Time Warner VP caught betting on matches!

BY M. HALLY
TWI Morals Officer

Time Warner Vice-President, Geoff Holmes was reportedly caught with two unidentified young females, after he was seen fleeing a police raid on an abandoned warehouse where a reported "Hoop Fight " had taking place. Time Warner has refused comment at this time, but the local police report Mr. Holmes was uncooperative and agitated. He was reported as saying " I just took the limo out for a drive, you know some fresh air.. Drinking?! Me, I never, well I might have had a few but hey I'm NOT driving! The