

Bloodsport Addendum

Playfield interactions...

Types:

- ring of fire - if you step on, you are wounded/killed
- pit surrounds platform - if you fall in, you are killed
- cage - further limits fighting area, could be electrified.

When introduced:

- spikes & ring of fire appear randomly.
- pit & cage appear at the beginning of fights only (randomly)

Weapons...

How introduced:

some weapons are thrown into arena by audience, some are carried into arena by opponents.

When introduced:

some are introduced randomly & some when particular opponents are being fought.

How acquired:

maneuver your character over the weapon and push the punch button.

How used:

punch button.

Game difficulty variables...

- opponents are introduced from easiest to hardest. Also, opponent strengths & speeds will be on a sliding scale, adjustable as required (if game goes on too long, etc).
- Playfield interactions (fire, spikes) would appear most often (some only) in the higher levels.

Separate or pooled coin mechs...

Although I plan on separate coin mechs, this decision is negotiable (a game option?).

The Bloodsport Team...

Programmer: Gary Stark
Animators: Nick Stern, Mark West, Susan McBride
Mrkt Proj Mgr: Jerry Momoda
Audio: Brad Fuller
Engineer: Doug Snyder
Technician: Glenn McNamara

Other changes:

- Pg 4. change "4 minute/opponent" to "90 sec/opponent".
- Pg 7. Brad is now Hispanic.
- Pg 8. opponents will no longer be selected by players.
- Pg 10. 'duck' added to table for 'joystick down' & 'jump button'.
'button orientations' will be more accurately displayed.

The Story

The following text will appear in attract mode to set up the scenario:

Screen 1:

Your government requests your services...

The objective:

To eliminate general Morega, notorious ruler of the South American drug empire.

The plan:

You must enter his fortress as a competitor in 'Bloodsport'. Bloodsport is prizefighting taken to the deadly limit. You must fight your way to the top - to the general.

You say you're the best.
Now's your chance to prove it...

Screen 2:

Your fighting skills precede you...

[show good guys]

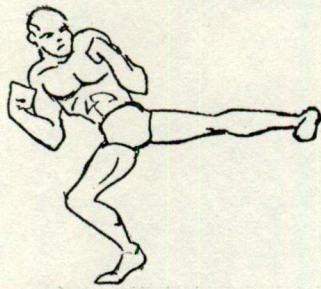
The game ending will go as follows:

- 1) After defeating all computer opponents, you will be forced to fight each other (if a two player game).
- 2) The winner will then be 'congratulated' by the general accompanied by his two bodyguards (appropriate music & fanfare in bkg). Suddenly the general will order his bodyguards to attack you.
- 3) Upon beating the bodyguards, you fight the general. He will produce knives, chains, and generally fight dirty. If you beat the general, you have won the game. The crowds are in hysteria, the trumpets sound, and text appears congratulating you.

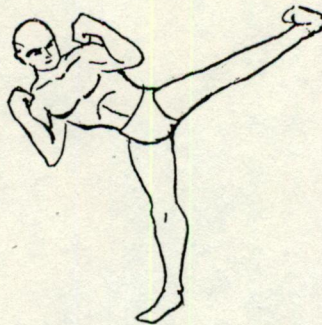
Basic Moves



forward punch
upward punch
downward punch



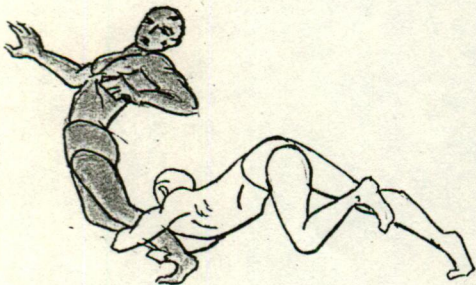
kick



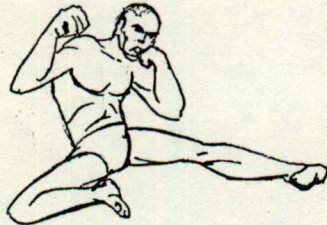
upward kick



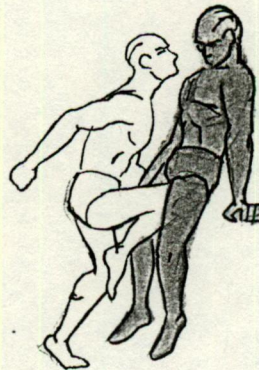
low sweeping



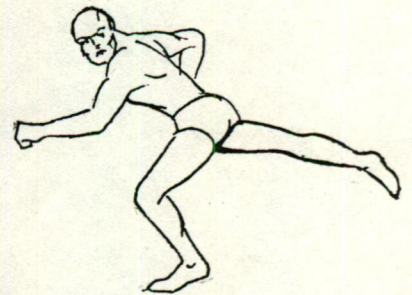
flying tackle



flying kick



knee to crotch



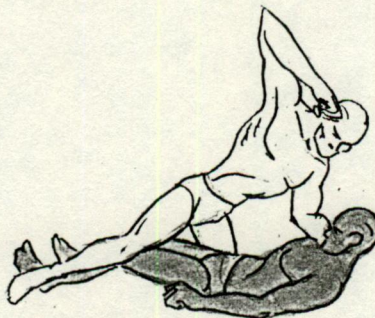
kick to rear



duck



forward punch
upward punch
downward punch



face punch (top)



buck (bottom)



knee to crotch (T)

BLOODSPORT COST ESTIMATE

Description	Price	Comments
ELECTRONICS		
Display, 19 inch	184.00	25" monitor???
New SAD Audio Board	85.00	
Power Supply	52.00	Looking into reduction
Quest hardware	150.00	(less PF)

	471.00	
ROMS		
Graphics (16 27512's @ \$6.50)	104.00	Can be reduced if put into mask ROMS
Program (6 27512's @ \$6.50)	39.00	

	143.00	
COIN SYSTEM		
Coin door, coin counter, cash box & coin box enclosure	53.00	
CABINET		
Wood, leg lever plates & guides	130.00	Family Cabinet (w/out sliding drawer)
Incandescent Fixture & bulb	3.00	
Attract Shield		
Attract Decal	3.70	
4 Color Proc. Side Panel Decals	7.20	
Standard Speaker	3.84	
Speaker Grill	1.00	
Fan Grill	0.68	
Lock w/ Cam	0.99	
2 Draw Latches @ \$.98	1.96	
Monitor Shield, Glass	5.00	
Monitor Bezel, Tag Board	4.15	

	161.52	
CONTROL PANEL ASSEMBLY		
Control Panel w/ Decal	13.00	
2 8-pos joysticks @ \$10.06	20.12	
6 snapaction gold switches @ \$.49	2.94	
6 button assemblies @ \$.77	4.62	
Control Harness	7.25	

	47.93	
OTHER		
Harness	30.00	
Pwr Cord & on/off switch	5.15	
Labels & Manuals	5.50	
Shipping Container	18.00	
Hardware: Nuts, Screws	4.00	
Reserve: missing parts	4.98	

	67.63	

LABOR

PCB	(2.04*8.57)	17.48
SUB	(1.30*7.19)	9.35
FINAL	(1.20*7.19)	8.63

		35.46

OVERHEAD

FIXED	(4.54*16)	72.64
VARIABLE	(4.54*42)	190.68

		263.32

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MATERIAL	944.08
LABOR	35.46
OVERHEAD	263.32

FULLY ABSORBED COST	\$1,242.86

	40.0%	margin
DISTRIBUTOR COST	\$2,071.43	

	15.0%	distr to oper markup
OPERATOR COST	\$2,436.98	

Note: estimates are based on quantities of 750. Savings can be expected with larger runs.