



INTER-OFFICE MEMO.

TO: Dan Van Elderen

FROM: ~~XXXXXXXXXX~~ *Magor*

DATE: April 7, 1980

SUBJECT: BATTLE ZONE - Field Test Report Meeting w/Mkt Research (4/3/80)

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Here is the list of remedies we will execute in response to the Field Test Report's suggestions. There were no major game changes.

From memo dated March 24 "Future Tank Player Survey":

IMPROVEMENT ON SPECIFIC GAME FEATURES:

1. When the enemy tank is behind (the player's view), make it less aggressive, especially early in the game, and progressively more aggressive.
2. If possible, make the tank move faster.
3. Make the missiles early in the game less aggressive and gradually become more aggressive.
4. The game should be a bit more liberal in awarding a hit and get more strict as the game continues.
5. Brighten up the pictures in the distance.
6. The radar should be made more visible, brighter and/or in a different location.

Action or Response

1. The problem is to keep players from being frustrated by explosions they don't understand and don't know how to combat.

The solution is to let the player know the opponent's position, know when a shot has been fired and to provide a simple situation in which the player can learn how to defend against an out-of-view opponent.

The field test audio was not loud enough to consistently hear the opponent's shots, so there was no audio warning of a rear attack. The game now has