



INTER-OFFICE MEMO

TO:

FROM: MORGAN HOFF

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SUBJECT: GAME DESCRIPTION TARGET -- FIRST PERSON TANK

1. One or two players.
2. XY Monitor(s) -- split screen or one monitor per player.
3. Sit down cabinet with a good concentration space.
4. Each player's view is unique and equivalent to what each would see from a tank operating in a maze.
5. The game is heat oriented. The goal is to knock out the other tank. The method is by making a good shot (unlikely) or producing enough damage with several hits to knock out the opponent. Points are awarded to the heat winner, new positions are assigned and the next heat begins. The game is over when the purchased time runs out.
6. The player(s) can select from several mazes, each have the following qualities. One can't see through the walls. The walls stop shells and tanks. Enemy and friendly (identifiable) gun emplacements are included in the maze walls and can be shelled and knocked out.
7. Each player has direction, motion and firing controls. Shells are fired in the direction the tank points.

MH/ms

