

To: Dan Van Elderen

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From: Morgan Hoff

Subject: Battle Zone

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much louder audio - the player will hear shots coming. In order to aid the player in learning how to aim, maneuver, and defend against rear attack, the opponent is guaranteed to materialize in the beginning player's view.

2. No change is planned from Field Test speed.

After evaluating 3 tank speeds (1X, 1.5X, 2X) we found 1.5X to be optimal and used this speed for Field Test. 1X was used during early development and was simply too slow. 2X made aiming impossible because the player rotated past the target too quickly to position the cross hairs on target. 2X also caused severe collision failures which show up as no explosion when a shot has clearly gone through the opposing tank.

3. No change is planned.

The missiles already do change from pussycats to tigers as the player earns points.

4. No change is planned.

A primary attraction of the game is its accuracy. If your shell appears to hit a tank or obstacle, your tank does hit and an explosion follows.

5. We have been planning to do this for a long time and now have the electronics needed.

6. We will brighten the screen image and alter the cardboard bezel to call attention to the radar image.

#### Other Information

We would like to keep the game at Merlin's for a total of 8 weeks (until May 6) and then try it at a street location.

MH/cp

cc. F. Ballouz  
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