

3/24/82

Dear Bob and Scot,

Here are some rough drafts of some games I think may be interesting. I hope the format I'm using to present them is O.K.

My personal opinion is that a game like LUNAR BASE would be more interesting than trying to convert Missile Command to the Bally.

They say one picture is worth a thousand words so I've included a rough idea of what I thought the screen displays may look like. (Please forgive the lack of artistic ability)

There are some other games I have ideas about, but I wanted to show you the ones I thought were the most promising. Some of the other games were Chess (I know Mr. Anderson may be working on this), a Space Wars type game, a 3-D maze game, an Othello (I wrote a simple one in Basic), a Tail Gunner game, a Star Wars/Star Trek game, and many more. If any sound interesting let me know.

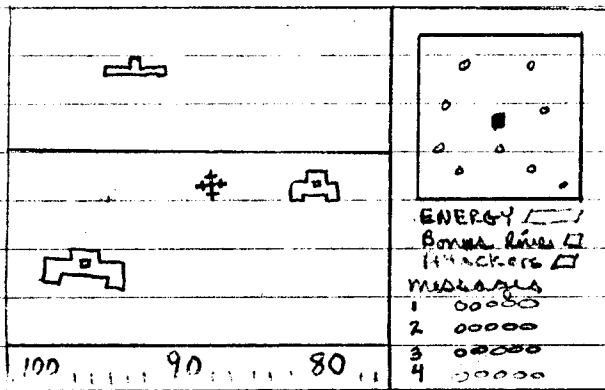
As you know I'm ready to start any time.

Sincerely,
Brett Billrey

P.S. a friend of mine suggested a game of oil exploration called STRIKE IT RICH. YOU WOULD DRILL FOR OIL and the game would be based on your working capital US. the cost of exploration. Your score would be a function of the number of barrels of oil you found. I'm not too crazy about it but I told him I would pass it on.

BATTLE CRY

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Object - to protect your city. You destroy attacking tanks from your tower. You swivel to meet enemy.

Control functions

TR - FIRE

JX - Swivel display left or right

JY - move sights up and down

GAME DESCRIPTION





You are the sole defensive tower for your city. You rotate your tower to face the enemy attacking. Map to right displays 360° top view of area around your city. Solar ENERGY supply is limited but builds up slowly. EXAMPLE, EVERY time you get "HIT" you lose energy, if you don't get hit for a while your energy builds back up.

The cursor only travels up and down.

When you move left or right the cursor stays in the center and the screen moves left or right.

Astro Bots

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		PLAYER SCORE STARS
		1 0 0
		2 0 0
		3 0 0
		4 0 0
		5 0 0
		6 0 0
		7 0 0

Object: You create robots that battle on the screen. You program the way the robots fight.

Last LIVE Robot on Battle field wins!

Could call it Robot Wars
RO BO TACK

Control Functions

Use of Both Keypad and Joysticks

GAME DESCRIPTION

You could create a robot or pick one of the "STANDARD" built in robots.

You would tell the robot what and how to do it. Example of choices to build into robot: Search for other robots, move, evade attacking robots, FIRE in a direction, lay mines (invisible?), etc.

THE Trade off would be, the more you program a robot to do the longer it takes him to do it. Therefore a robot that just moved and fired could beat a robot that searched, fired and evaded.

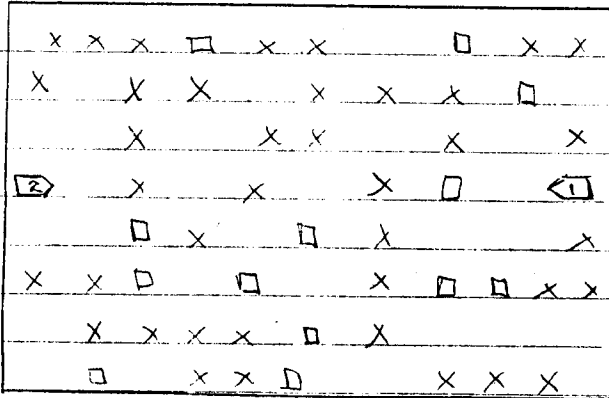
Also, we could make it that some of the "on board" robots could be controlled directly by a player who could compete against some programmed robot. He could move, aim and fire.

ALSO, you can create 2 or 3 robots, put them in the arena and just watch them fight.

This is a complex game idea but I think it could become very popular.

ASTRO ATTACK

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OBJECT: Two players try to blast everything on the screen.

like the old BLASTO game

Control Functions

TR - FIRE

JX-JY - move up, down, left, right

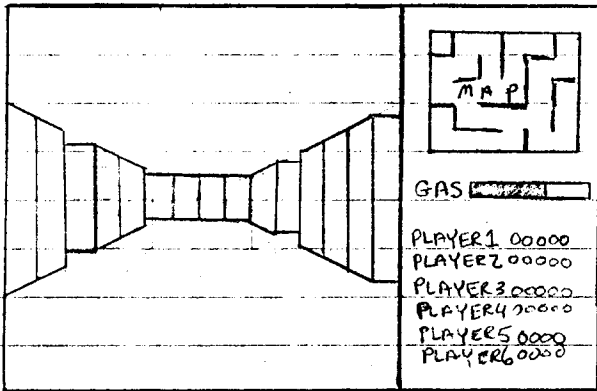
GAME DESCRIPTION

Players start in a mine field. They can shoot the direction they are facing. hitting an X scores one point hitting a □ scores 5 points and blows up all the squares around it (8 surrounding squares) scoring those points too! Killing other players scores 10 points.

Game is over when all mines are exploded and screen is empty. winner is player with high score.

MAZEWAY

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Object: to pass all the checkpoints on the map and to avoid competitive cars.

Good 3-D visual display

CONTROL FUNCTIONS

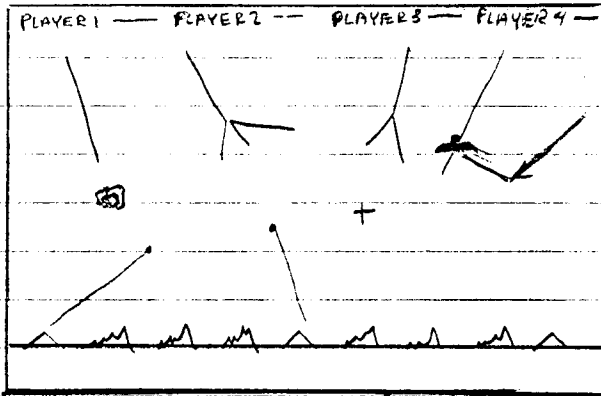
JX and JY - forward, back, left and right
TR - lay an oil slick (to stop cars chasing you)
KN - SPEED

GAME DISCRPTION

MAZE RACE GAME FROM RAT'S EYE VIEW.
You see the maze from inside, also you see a top view of the entire maze on the left.
your limit is your gas.
You would have to pass checkpoints within your gas limit to advance to a new tank of gas - this would be something like "Rally X".

ICBM ATTACK

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Object: missile command type game. I know you want arcade type games, but I feel that LUNAR BASE would be a better game for the BALLY.

CONTROL FUNCTIONS

TR - FIRE MISSILE
KN - USED TO PICK BASE
JX and JY - move cursor

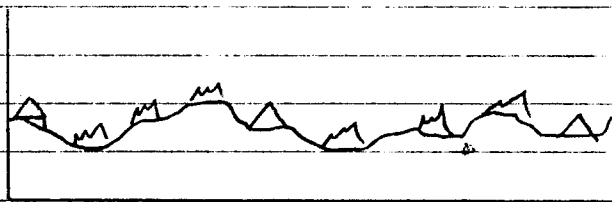
GAME DESCRIPTION

GAME WOULD REQUIRE ENOUGH CHANGES TO MAKE IT DIFFERENT THAN MISSILE COMMAND. ONE IDEA IS A "BOUNCING" SHIP THAT MOVE FROM SIDE TO SIDE ZIG-ZAGGING UP AND DOWN.

NOTE: FROM WORKING WITH ICBM ATTACK AS A PROGRAM, I CAN TELL YOU THAT THE SCREEN DISPLAY IS BORING! THAT IS WHY I'M WORKING ON LUNAR BASE TYPE OF DISPLAY.

Possible change:

Placement of cities and bases.

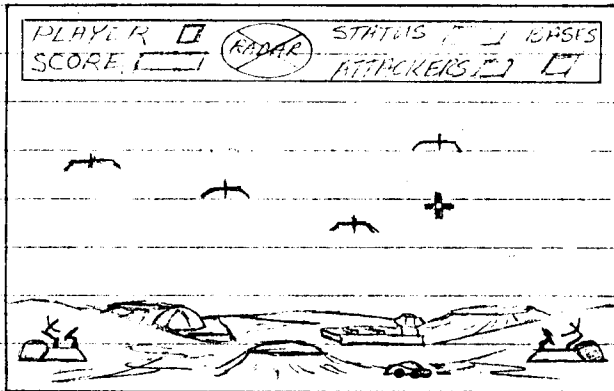


MAR'S STATION?

MARTIAN ATTACK?

Lunar Base

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Object - protect your space pad, Lunar Base, and moon rovers from space attacks. Two laser weapons fire other laser is disabled, if other are destroyed the other laser can still fire. Moon rovers can repair damaged bases, the space pad, or the Base.

Control Functions

TR - Fires lasers
TX and TY - moves "sights"

THE Controller's action and GRAPHIC scene should help sustain player's interest.

Game Description

THE idea is to protect your lunar settlement. Supplies are brought in by a SPACESHIP which you try Not to kill. IF space pad is damaged, moon rovers must repair before SPACESHIP may land. Rovers are about from Base to Pad so laser open to attacks. Base and lasers may be repaired, like space pad. SCORE, PLAYER, STATUS, and INFO can be displayed at the top of screen.

NOTES: GAME STILL NEEDS SMOOTHING OUT.

NO FUNCTION IS AS YET ASSIGNED TO THE KNOB. BONUS "LIVES" CAN BE AWARDED.

I'M STILL WORKING ON WHAT "ENDS A BOARD", RUNNING OUT OF ROVERS, LOSING YOUR BASE, LOSING YOUR LASERS, etc.

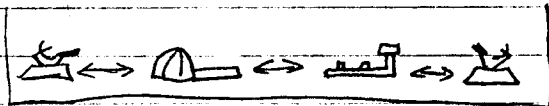
I SEE THE ATTACK'S MORE LIKE ATTACKING SPACESHIPS, POSSIBLY DROPPING BOMBS, THAN AS JUST "FALLING MISSILES" Like missile command.

ALSO, SOME TYPE OF WARNING RADAR MAY BE AVAILABLE.

MORE IDEAS FOR LUNAR BASE

KN CONTROLS MOVEMENT OF ROVER. ROVER CAN MOVE BETWEEN LASER, BASE, SPACEPORT, and LASER.

ROVER CARRIES SUPPLYS TO LASERS, and does repairs to different units.



Rover moves between units

YOU ARE IN ROVER, WHEN ROVER GETS KILLED OR WEAPONS, BASE, and SPACEPORT ARE DESTROYED, THIS SIGNALS END OF BOARD.

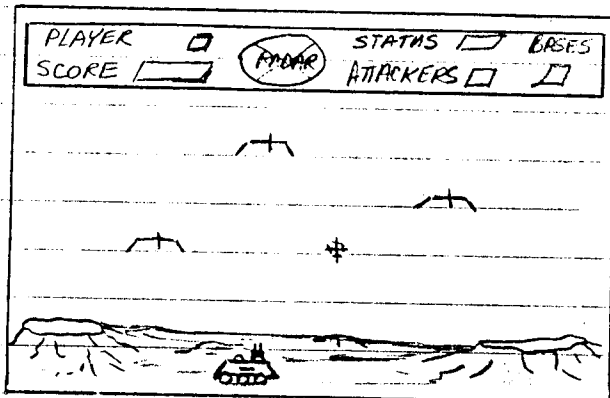
WHEN ROVER GETS HIT HAVE A LITTLE GUY GET OUT OF DEBRIS AND WALK TO BASE OR WALK TO NEW ROVER.

ROVERS SUPPLY MISSILES AND ENERGY (for SHIELDS?)

Protect civilians?

LONE ROVER

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Object - protect your ROVER.
Attackers attempt to destroy rover by dropping bombs.
Rover "accelerates" left or right, NOT LIKE SUBS IN SEAWOLF.
(THERE IS MOMENTUM) MOVING
Joystick moves cross hairs of where to Fire.

CONTROL FUNCTIONS

KN - moves Rover left/Right
JX and JY - moves "sights"
TR - Fires missile from rover

MAY MAKE A GOOD "SECOND" GAME ON LUNAR BASE TYPE CARTRIDGE SINCE MANY ROUTINES WOULD BE THE SAME.

GAME DISCRPTION

THE GAME MAKES USE OF ALL FUNCTIONS OF A HANDLE. THE PLAYER MUST COORDINATE MOVEMENT OF ROVER (THE "BASE") and movement of where to fire at on screen. THIS MAKES PLAYER ACTIVE IN BOTH OFFENSE AND DEFENSE.

SIMPLY PUT, YOU GET JUST SO MANY ROVERS, EVERY TIME YOU LOSE A ROVER NEXT PLAYER IS UP.

To keep the game interesting, something to break the play up would be needed, like a chance to shoot at the "MOTHER SHIP", or Having to Refuel or Reload from a base, or etc.