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SUBJECT: Game Description: First Person Space War

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This is a game using 3-D perspective graphics on X-Y as in Future Tank. The idea would be to simulate as closely as possible, while maintaining playability, a real space conflict. The controls for the game would consist of one hand control allowing 3 degrees of rotation (yaw, pitch, & roll), and a fire button. If play proves too difficult with 3 degrees of freedom, we could go back to the standard 2 degrees (yaw & pitch). Thrust and possibly hyperspace buttons would be located on either side of the 3 degree freedom control, as in tail gunner, to facilitate both left and right handed play.

Possible game options could include friction/inertia for both turning & thrusting. The cabinet should be one that provides isolation for the player, and we feel that a variant of the Tube Chase cabinet would be appropriate. (If an inexpensive, enclosed sit down cabinet could be constructed, it should also be considered).

Game play would consist of the player pitting himself against a robot controlled fleet of fighters, as in Star Fire. Also possible would be attacking some enemy base as in Star Wars - which the enemy fighters would be defending.

Bonus time - or times - could be awarded for option controlled levels of proficiency.

The hardware involved would be the Analogue Vector Generator, possibly a 6809 based system with 2901 Math board or other hardware math support.

JDER/dh