



Volume 1, Issue 1

September-16-2007

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BFS News

Welcome

Here we are with the first BlackFoot Studios Community Newsletter. Our goal is to provide our loyal community with some specialized updates on what is going on with the studio as well as the projects we are working on.

It is our hope that this format will provide you with some insight to how things work in the game industry, from the inside out, as well as be able to look at various topics outside the realm of the studio.

I'm sure we will adjust the format of the newsletter as needed along the way. First and foremost, we are game developers and not writers, but we

hope you enjoy the ride!

One unique feature that will be included every month is a community question/answer section.

There will be a mechanism for community members to submit questions and we will answer a few each month in the newsletter. The exact format to submit is still being determined, but watch the forums for an announcement soon.

This first issue is available to everyone, but to receive future issues please register at the BFS forums.

On to the first issue!



Ground Branch character

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Company History

BlackFoot Studios (BFS), founded in 2004 by John Sonedecker, is a small studio that is working to fill a void in the style of games that many would call "classic" tactical squad based gaming. There is a huge market for this style of game and BFS is in a great position to capitalize on it. Their mission statement reflects this

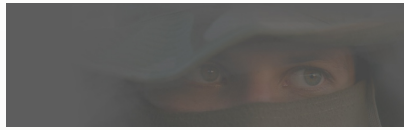
as well, "To be the absolute best in squad based tactical gaming."

John Sonedecker, formerly of Red Storm Entertainment and more recently of BattleBorne Entertainment, has been involved in the development of games for 10 years and founded BFS with very specific

principals on game design, level design and knows what makes a compelling, realistic and fun experience in a game.

Employees of BFS, which is based in Columbus, Ohio, have worked on award winning products for Red Storm Entertainment, Ubisoft, Electronic Arts and others.

What is BFS Working On



Since we are doing things a bit differently with Ground Branch than your average FPS, we need to actually prove out some of the concepts we have devised on in our minds and on paper. Everything sounds good until it is implemented and tested, at which point the idea is either pure genius or pure junk.

There are a few things that we have already proven internally:

- Game concept
- Tech usage
- Visual target
- Level Design
- Character Concept

However, the hinge of the game being different is the fire/movement concept that we have devised on paper. We are

now working that concept out in the actual game to make sure it works. If it doesn't work as designed then we revise until it does. Since the entire game experience revolves around this concept, it needs to be right or the rest doesn't matter.

So, right now we are not working on the cool visual stuff, but the nuts and bolts of the one thing you will see and use every second you play the game... Proper movement and weapon firing.

Once those systems are nailed then we will move on to other things and most likely have some more "beauty" shots to show. As I mentioned before, we are small so we all work on sections at the same time. We don't have 2 people working on

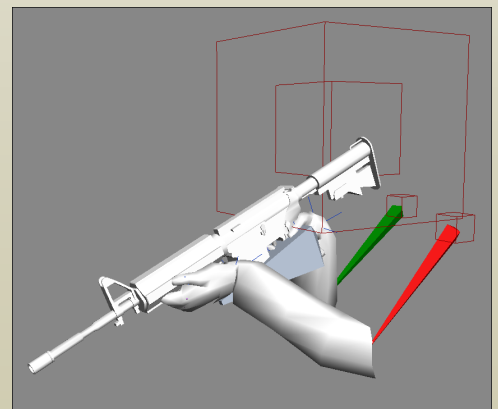
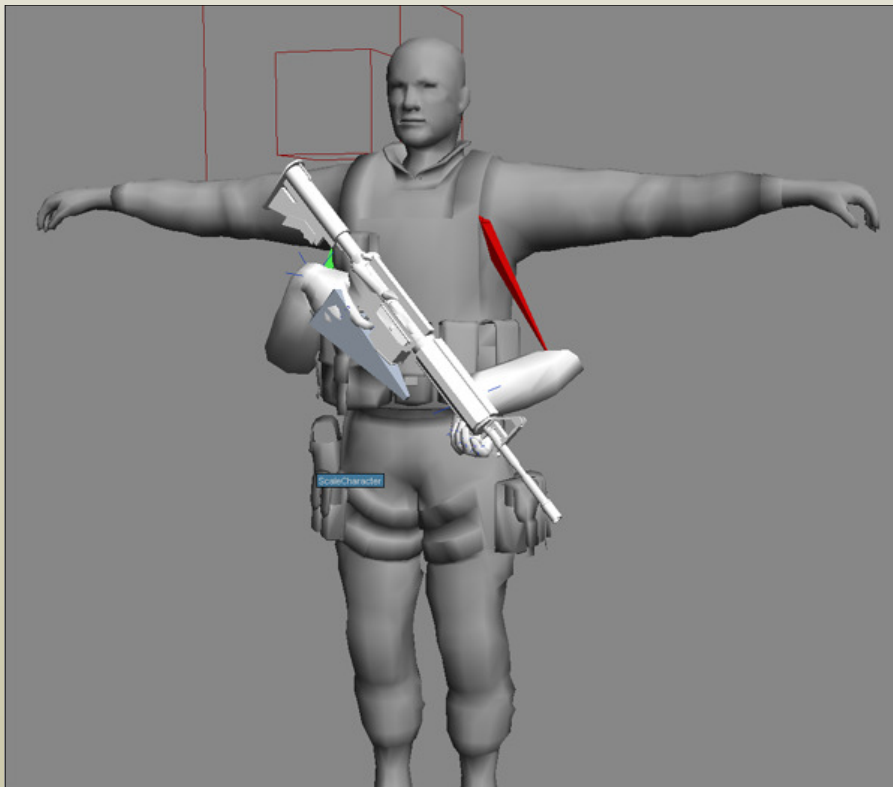
this while 5 work on that and another 3 take screen shots of it all.

But we like it this way..... a small High Speed Low Drag team.

Below are two images showing a couple of First Person main weapon postures superimposed over one of the character meshes in it's default pose.

The left shows the Carry Posture and the right is the Low Ready. And these are actual weapon postures available to the player in the game.

As with any image shown by us, everything is a work in progress and subject to change.





T-Shirts

The Limited Edition T-Shirt sale went well..... Thanks to all who made a purchase.

BlackFoot Studios will be making a donation from a portion of the proceeds to the Special Operations Warrior Foundation.

They are a worthy group dedicated to taking care of the families of fallen US Special Opera-

tions personnel.

<http://www.specialops.org/>

We are also looking into the possibility of selling non-limited edition shirts as well. Stay tuned.



Community Spotlight

In each issue of the newsletter we will be spotlighting another community site that has been discussing the project being done by BFS. First up is PanicZoom with the bio written by Paladin.

PanicZoom is a site dedicated to all aspects of gaming. From online competitions through our unique ladder/tournament system to our up to date news/content section to our excellent community forums. Our goal is provide all your gaming needs under one site.

While we cater mostly to a european audience, we welcome all players from around the globe.

PanicZoom was set up to as an alternative to sites which we felt were stagnant and didn't cater for european users as well as they might have done. The Paniczoom staff all have vast experience in admiring and referring duties from other ladder sites. And we believe we will provide a gaming experience never seen before on a free ladder site.

We also hope that through our content and forum sections that we can help promote quality games that go against the present trend of casual gaming that publishers are so keen on these days. We believe that by promoting such

games and then providing after launch competition support we can buck this trend and get some quality games into gamers homes. We feel that the new tactical title by BlackFoot Studios is the perfect place to start.

Overall we feel that closer ties between developers and the community is the solution to the current lack in quality of tactical shooters.

Please feel free to join us at

www.paniczoom.eu

[INTERVIEW](#)

"This is a completely new way of thinking about Tactical game development so you will just have to chew on that little bit for now."

Community Q&A

Multiplayer and ladder/cheat detection support is essential for pc game longevity. Will these features be included in an initial release and sustained by BFS or left to modders?

We feel very strongly about the need to support the multiplayer community and will do so as much as and as early in the process as possible. While

some of the laddering systems may be done by modders, we will be sure to involve that segment of the community as much as we can while setting up the foundation of such systems in the program.

If ladder support is from BFS, to what extent will it be supported, is BFS open to partnerships with large ladder sites?

Yes. It is our intent to involve some of these sites to make sure we are adequately serving this segment of the community. Will we do actual partnerships with some of them? I'm not sure, it's too early for that.

Rest assured, we will give the community what they want, or at least make it easy to be added by 3rd parties.

Building Our Community

Throughout the internet, there are many websites dedicated to the tactical shooter genre. Both large and small, most have a very regular roster of members who call those places home. Yet, although linked together by the love for a particular type of game, most of these gamer's homes on the net are separated by some invisible internet boundary, a translucent territorial sense of 'us vs them'.

On February 25, 2007, Blackfoot Studios officially launched their public website and forum, and something amazing happened. Like a great disturbance in the Force, the news sent a rippling effect out across the internet; and gamers from across the worldwide web converged upon it as the new Mecca for tactical shooter gaming.

In its first week, a huge surge of membership registration brought gamers who once resided in separate corners of the web, together for a common cause; the revitalization of the true tactical shooter. Many gamers who had not interacted

with each other for years suddenly found each other again. New friendships formed, old ones renewed, and what was once 'us and them' suddenly faded under the banner of a new developer mantra:

"Do not build your community around a game.... Build your game around a community".

Those words, spoken by BFS President and visionary John Sonedecker, have become the rallying cry to gamers across the globe, and they have come to www.BlackfootStudios.com to become a part of one of the most unique places for gamers to ever call home.

With open, one on one interaction with the Studio's developers, never before has a gaming community been so involved with the early development of both a new game, and a new development studio. Staying true to his mantra, Sonedecker has created an open forum where gamer's ideas and opinions are not only welcomed, but invited. A new and refreshing concept for gamers who are

used to knowing little about a game until it's release, then left on their own to find solutions to their problems. And never before has a game been designed around it's players, with their input, right from the beginning.

Blackfoot Studios has set its sights on a very particular aspect of the gaming world, and has brought something to the table that should make other developers sit up and take notice. Something is coming. Something that gamers and the genre have sorely been missing for quite some time. The future of the tactical shooter genre just got a whole lot brighter.

www.BlackFootStudios.com

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GROUND
BRANCH

BlackFoot Studios

[Http://www.blackfootstudios.com](http://www.blackfootstudios.com)

**"Do not build your community around a game....
Build your game around a community"**



Teaser Image



BLACKFOOT
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Next Month:

Be sure to become a registered member of the BlackFoot Studios forum to see next month's issue where we will start to take a more in depth look at BlackFoot Studio's upcoming Tactical Shooter 'Ground Branch'.
