



**BLACKFOOT**  
studios

Volume1, Issue 3

January-14-2008

# BFS News

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## Welcome

For Blackfoot Studios, 2007 was a year of many ups and downs. A lot of hurdles to clear both personally and professionally, were offset by many positive achievements. The launch of our website and official forums, the fast development of our community, and several key milestones in the development of our first major title, Ground Branch.

Now with a great foundation set down behind us, we're eagerly looking forward to some wonderful things in

2008. Our community will continue to rapidly grow, and the development of Ground Branch should move forward at a smooth and rapid pace.

We're looking forward to releasing new materials and information about all of our plans and developments as they occur, and we are proud that you have all decided to come along with us for the ride. 2008 is sure to be an exciting year for all of us here. We have lots of surprises yet to announce, and great things are on the horizon.

We'd like to personally thank all of you in our community for your support, your input, and your patience. We wish you all the best of luck in the new year, and hope to see you soon on the multiplayer battlefield.

*- the BFS Team*

### Inside this issue:

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## Random Development Image

This is a test of the ingame kit system. Yes, we know, his weapon has no magazine or optics..... It's a test!

Each kit item is separate from the character and can be interchanged dynamically.



## Ground Branch

### The story unfolds

An embattled country. A government under siege. A vicious warlord and his rebel forces determined to kill and destroy everything in their path. And a maniacal twist that involves a surprise world superpower and a biological threat to all of mankind.

This is the nonstop adventure that unfolds as Blackfoot Studios 'Ground Branch' begins, thrusting the player into one of the most memorable first person shooter experiences the genre has ever seen. Ground Branch has it all, from vicious firefights, to stealthy covert operations where being discovered can mean the difference between success or failure, life or death.

Incorporating HALO jumps, fast roping, and even underwater Draeger insertions, the player is sent into the real world of an elite Special Operations Force, as a member of the Ground Branch unit of the CIA.

Two miles out in the ocean west of Sumatra, you and your team of highly trained operatives are delivered by submarine, to infiltrate the island of Sumatra and recover two missing CIA

operatives who have gone radio silent in an area now under rebel control. Led by a ruthless warlord, these guerrilla forces are determined to overthrow the legitimate Sumatran government, and closing in on the island's capital, are poised to succeed.

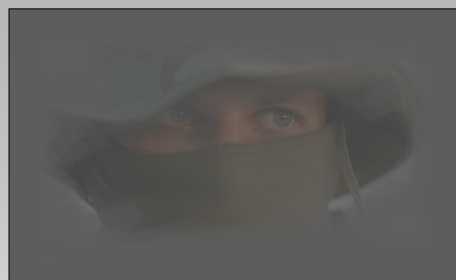
Racing against time and the enemy, the player must locate the missing agents while avoiding or overcoming rebel forces met along the way. Tracking down and ultimately capturing or killing the Warlord is also a crucial aspect of the mission; ending the bloodshed and suffering of the Sumatran people, and saving the rightful government from being overthrown.

The players team will also find themselves required to pave the way for a larger US invasion force, destroying rebel defenses, anti-air positions, and disruption of the rebel operations, all while trying to keep themselves and their teammates alive; sneaking and fighting their way through patrols of guerrilla fighters who are not only determined to protect their leader, but are actively searching for the Ground Branch team. With a mixture of stealth, and sometimes unavoidable all out

assaults, the player experiences the world of a Special Operations Force like never before. A gripping action adventure and an engrossing story of friendship and personal sacrifice, the player will truly care about protecting his men, and completing his mission.

A wild twist in the story transforms the mission from just saving the island of Sumatra, to possibly saving the world when the true intentions of the warlord, and his surprise superpower backers, is suddenly discovered.

Blackfoot Studios Ground Branch combines all the elements of great action, covert operations, and the realities of war for the men who unselfishly sacrifice themselves for justice, liberty, and freedom. Special men, a special game, and an experience not soon to be forgotten.



## Server Stats

### Top 10 Ground Branch topics by views

Image Teaser Discussion Thread  
Image Teasers  
Introducing BlackFoot's first title.....  
Weapons  
Crosshairs or Ironsights?  
Is there a name for this title?  
CS or Lean?  
T-Shirt  
Cooperative game  
Shooting through walls.

### Top 10 Ground Branch topics by posts

Image Teaser Discussion Thread  
Weapons  
Crosshairs or Ironsights?  
Is there a name for this title?  
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sniping?  
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**Total views** for the forums is 614,906

The Ground Branch forums have 383,778 views amongst all the topics. (62%)

## The Weapons of Ground Branch

### Pindad SS-1

The PINDAD SS1 is an assault rifle issued to Indonesian military and security forces. SS1 is an Indonesian abbreviation meaning Senapan Sebu 1 or Assault Rifle 1. The rifle was based on an FN design and is in fact manufactured by PT Pindad under license from FN. The weapon provides a longer engagement capability and is a complement to the PM2 and SM2 series of weapons. The SS1 meets NATO standards as a 5.56 weapon.



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The SS1 is available in a wide variety of configurations including a maritime version (SS1-M1, M2, and M5) that is especially coated to withstand the rigors of constant immersion, a sniper variant (SS1-V4), and a carbine version SS1 V2. The system is capable of being fitted with a variety of sights as well as grenade launchers. The SS1-R5 Raider is a compact version especially designed for Indonesian Special Forces and more suited to the rigors of infiltration and operation in a wide variety of employments and environments.

The SS1 is the current mainstay but plans are in effect to replace this weapon with the newer SS2. While also a 5.56 weapon, the SS2 is a more refined weapon that is manufactured with better quality control. The SS2 also possesses numerous design improvements. The SS2-V4 version features a Picatinny rail system to better accommodate weapon attachments that enhance customization and employment in a wide variety of combat operations. The SS2 was adopted by security forces in 2006 and is currently replacing the SS1 force wide in Indonesia.

#### **History:**

The SS1 came into service with the Indonesian Armed Forces in 1991.

#### **Calibre & Ammunition:**

5.56x45mm NATO (.223 Remington)

#### **Type & Operation:**

Assault Rifle - gas operated with rotating bolt

#### **Rate of fire:**

700 rounds/minute

#### **Range:**

~450m (effective)

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### AK-47

#### **History:**

Mikhail Timofeyevich Kalashnikov started working on the design of the AK-47 in 1944. By 1949 the 7.62 Avtomat Kalashnikova obrazetza 1947g (7.62 Automatic Kalashnikov Rifle Model of 1947g) was put into full production and was issued to troops that same year. Chambered for the 7.62x39 cartridge and still carried today by many Armies.

#### **Calibre & Ammunition:**

7.62x39mm NATO

#### **Type & Operation:**

Assault Rifle - gas operated with rotating bolt

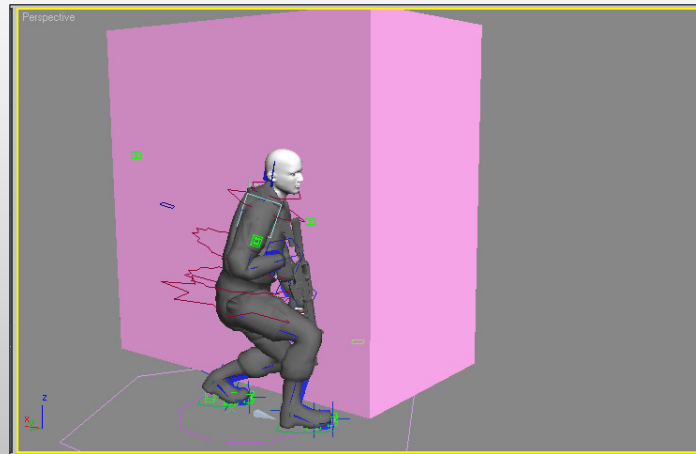
#### **Rate of fire:**

600 rounds/minute

#### **Range:**

~300m (effective)

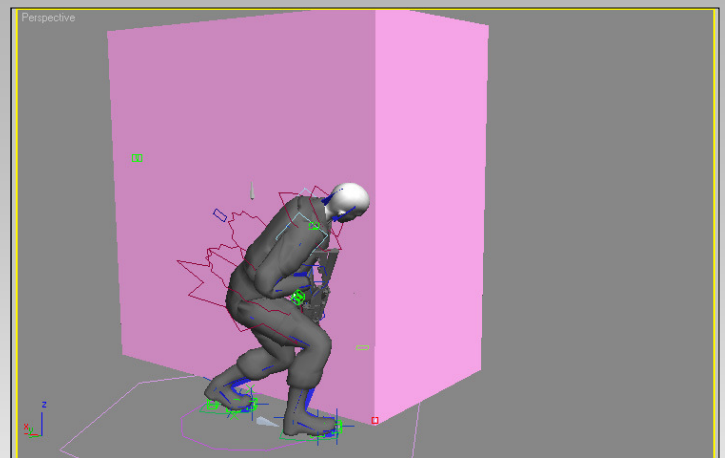
## Peeking, the NORG Way



One of the most critical aspects of a good tactical game to get "right" is how you handle corners and obstacles. Here are two images showing how we are implementing the peek. Image 1 illustrates how the player approaches a corner with the intent of executing a peek move. Image 2 demonstrates the proper technique for actually executing the peek. You will notice that very little of the player's body is exposed and only enough of his head to be able to see what is around the corner or obstacle while exposing only the necessary portions of his body.

We decided to leave all the character rigging junk on screen for these images to give a little insight into how complex it can be to set up and animate characters for games. Those are various controllers, constraints, solvers and helpers that

serve to control various parts of the character's skeleton. We use a combination of motion capture and hand animation and both are interchangeable in the engine.



*"We decided to leave all the character rigging junk on screen for these images..."*

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

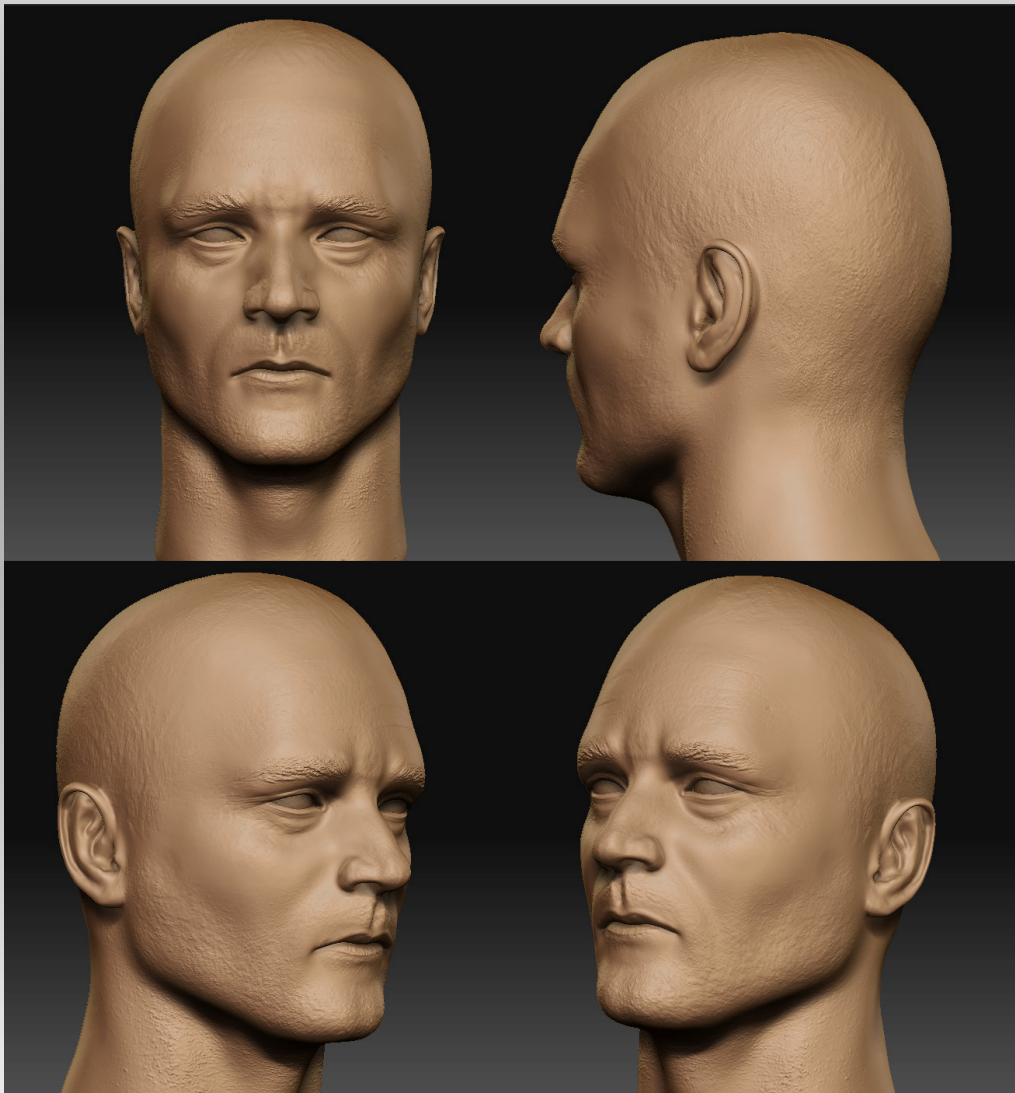
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[Http://www.blackfootstudios.com](http://www.blackfootstudios.com)

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## **Teaser Image**

A work in Progress of a team member head



## **Next Month:**

Something new from Hatchetforce. What will he talk about? We shall find out.

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