Appaloosa Interactive Corp.

Company Overview

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Formed in 1983, Appaloosa Interactive (**www.appaloosacorp.com**), a full-service independent game developer, has designed and produced award-winning software for many of the industry's leading videogame publishers.

With its headquarters located in Palo Alto, California, the heart of Silicon Valley, and development offices located in Budapest, Hungary, Appaloosa's mission is to continue its long history of creating high quality videogames with the industry's dominant publishers for the next generation of consoles.

Organization

Appaloosa's development staff consists of over 50 people in a variety of disciplines, including but not limited to programming, art, music/audio, and test. Individual products are produced by self-contained development teams, in effect mini-studios, which are in turn managed by a Studio Director. Each Studio is devoted to a targeted range of product types that focus on the team's areas of expertise and interest.

Proprietary Technology

Additionally, the internally developed and proprietary Game World Builder™ ("GWB") 3D tool suite allows Appaloosa to rapidly prototype games, adapt to new hardware systems dynamically, script in a non-platform specific manner, and build levels quickly and efficiently. Case in point, Appaloosa was recently able to move over *Ecco the Dolphin* for the Sega DreamCast and its entire GWB tool suite over to the Sony PlayStation 2 in less than 3 months.

Experience

Appaloosa has established itself as a key development resource for the industry with a track record few can match. Appaloosa has over 100 titles published spanning 17 years, most recently including *Ecco the Dolphin*, winner of Best Adventure Game, E3, 2000*, Wacky Races*, *Tiny Tank*, *Contra: Legacy of War*, *C: The Contra Adventure*, *Bugs Bunny's Cartoon Workshop*, *Star Trek: Deep Space 9*, *Three Dirty Dwarves*, *101 Dalmatians*, and many, many more.

Appaloosa offers a unique mix of highly experienced creative talent coupled with teams that have worked together over multiple project cycles on numerous platforms within a structured variety of genres. The team stability, continuity, and unparalleled group experience Appaloosa's development teams' offers publishers a chance to work with stable, reliable, top-notch teams to create unique and distinctive products.

Contact

For further information on opportunities with Appaloosa, please contact:

Satoshi Okano, COO, (650) 813-0294 x122, **satoshi@appaloosacorp.com**

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The Game World Builder™ 3D Tool Suite

The Game World Builder™ (”GWB”) is an interactive design program combining several useful game developerment tools within a single, unified system. Development on the toolset began early in 1999 to help advance the production of Ecco the Dolphin DreamCast. Since then, it has evolved into the company tool suite and has expanded considerably.

Stage Editor

Imports objects from 3DS Max, including morph, skeleton, and special animations, lighting values, and allows the designer to assign behavioural algorithms and other game parameters. Various Max plug-in support can be added at will. The Stage Editor is suitable for equipping, and testing via the emulator, large 3D stages. Audio and music files are also assigned and manipulated within this tool. GWB can support upwards of 10,000 objects for any given level and is truly an extensible system with the upper object limit dependent solely on the power and capabilities of the target console.

Real-time emulator

Emulates the game on a PC, supporting a multitude of 3D accelerators such as DC Set2, 3DfX Voodoo2, and GeForce2. This allows artists and designers to immediately visualize, check, and test their work without having to leave the GWB tool suite.

Platform Independent Development Environment

GWB is built around standard bricks (objects), actions (procedures), and resources (meshes, textures, sfx, collision data, etc.). Built-in profiling tools allow for the easy monitoring of resources and performance while type classes hide platform specifics from designers and gameplay programmers (GDReal, GDVect, GDMatrix, GDAngle, etc.).

Exporters

This saves all useful information in a console independent file format, compressed and/or optimum format. It converts textures into a format required by the target console. It can also arrange polygon meshes into triangle strips for increased performance.

Performance Speed

Class implementation in GWB uses the fastest methods available per console, class implementation also allows for easy implementation of specific methods of optimisation. Ecco the Dolphin DreamCast ran consistently at 30 fps on a 200 MHz CPU pushing approximately 20,000 polygons per frame. The power afforded by PlayStation 2, GameCube, and XBox should allow GWB to build more complex games and environments while meeting or exceeding a solid 30 fps rate.

Highly Adaptable System

Within three months, Appaloosa was able to adapt GWB from the DreamCast to the PlayStation 2 while also porting over all of the gameplay and levels from Ecco with only a subset of a full development team.

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Studio ERG Profile

Studio ERG Overview

Currently consisting of 18 people, Studio ERG's core personnel have worked together for over five years focused exclusively on console development. The programming group consists of nine programmers, approximately six of which focus on higher level and gameplay programming with the balance focused on low level coding and platform specific optimizations. The remainder of the team consists of artists and designers.

Their most recent project, Ecco the Dolphin for the Sega DreamCast, won the E3 2000 award for Best Adventure Game. Additionally, Ecco has won universal acclaim for being one of the most graphically alluring and beautiful titles published on the Dreamcast.

Development Personnel

Kadocsa Tassonyi joined the company in 1989 as a software developer specializing in low-level and AI programming and has a Masters of Science degree in Electronic Engineering from the Technical University of Budapest. Promoted rapidly to Lead Programmer, in 1992 he was again promoted to Development Project Manager and managed *Ecco the Dolphin* (Sega CD) and *Star Trek Deep Space Nine* (Genesis). From 1995 to 1998, he served as Studio Director for *Three Dirty Dwarves* (Saturn, PSX), *Tiny Tank* (PSX), and *Jurassic Park* (Saturn). In 1999 he became Development Director and has been responsible for one of the teams working on the *Ecco 3D* project and for the playability of the games in hand.

Balázs Makó, Lead Programmer, with Studio ERG 5 years, most notable for control and A.I. of dolphins, programmed the puzzles and NPCs for 6 levels in *Ecco* (DreamCast), and the controls of *Tiny Tank* and *Three Dirty Dwarves*.

Ignác Fetser, Effects and Boss Programmer, with Studio ERG 4 years, most notable for water levels in *Ecco* (tubes, bubbles, lighting, etc.), Ecco's sonar, MutaClone bosses, MuTank, and the explosion engine in *Tiny Tank*.

Tamás Jutasi, AI/Behavioural Programmer, with Studio ERG 6 years, most notable for NPC and Enemies in all Studio ERG games.

László Magyar, Mathematics Programmer, with Studio ERG 4 years, most notable for skeleton animation system and reflection code.

Gábor Markó and **Zoltán Nagy**, both with Studio ERG 5 years, are its lead modellers and texture artists. They are also responsible for some animation.

Gábor Szász, with Studio ERG 2 years, is its main conceptual artist as well as a modeller and texture artist.

Éva Kovács and **Florin Bostan**, with Studio ERG 5 and 2 years respectively, are the classically trained lead animators of the group.

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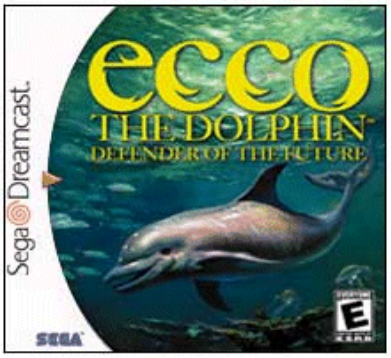
Studio ERG Recent Game Portfolio

Studio ERG Developed Title, Platform		Approximate Release
	Ecco the Dolphin, Sega DreamCast	2000
	Tiny Tank, Sony PlayStation	1999
	Jurassic Park, Sega Saturn	1998
	Three Dirty Dwarves, Sony PlayStation	1997
	Three Dirty Dwarves, Sega Saturn	1996



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Studio AMU Profile

Studio AMU Overview

Currently consisting of 20 people, Studio AMU's core personnel have worked together for over eight years focused on multi-platform development. The programming group consists of ten programmers, approximately five of which focus on higher level and gameplay programming with the balance focused on low level coding and platform specific optimizations. The other part of the programmers developing the low level technologies and Game World Builder. The remainder of the team consists of artists and designers.

Development Personnel

József Szentesi joined the company in 1984 as a software developer specializing in low-level and AI programming and has a Masters of Science degree in Electronic Engineering from the Technical University of Budapest. Promoted rapidly to Lead Programmer. As a Lead Programmer, he managed the development of a lot of Nintendo and C64 titles. (Impossible Mission II, Kings Qest V. etc…) He has been a studio director since 1991. The „Creative Reader" series were done under his direction (Peter Pan, Around the World in 80 Days, Jungle Book). Since 1997 he has been the head of the development of the company's multi-platform technology. This work resulted in the Game World Builder, which ensures a solid basis for every Next Gen platform development. Ecco the Dolphin for the DreamCast was created by using this tool.

Tamás Kovács, Senior Lead Programmer, he has been with the company since 1989. He is one of the creators of the Game World Builder. He has years of experience in developing multi-platform systems. Since 2001 he has been responsible for the coordination of all technological developments within the company.

Attila Kristóf, Lead Programmer, he has been with the company since 1995. His strong points are AI programming, mechanical modelling and system design.

Mihály Brudnyák, Programmer, joined the company in 1989. Most notable for low-level programming. Expert of compilers, memory managers and network drivers.

István Fey, Programmer. Excellent low-level programmer. During the Ecco development he took his share from almost every part of the work. Notable for game logic, boss AI and level designer tools.

Imre Kullai, Programmer, has a great experience in programming development tools and NPC AI.

Development Personnel (Cont.)

Tamás Kováts and Csaba Zsilvölgyi, Lead Graphic Artists. Experts in the background design and creation (concept arts, 3D modelling, texture handling, level creation) and game design.

Zsolt Kemenczés, 2D Lead Graphic Artist, responsible for textures, lighting and camera handling. Most of the textures of Ecco are his work. He played a great role in lighting the levels and designing the movie sequences.

Zoltán Hollósy, 3D Graphic Artist, very good at modelling, skeleton animation and special effects. A lot of creatures and animations came from his hands during the Ecco project.

Balázs Faluhelyi, Graphic Artist, his strong points are: modelling and level design. He participated in the creation of seven stages in the Ecco game.

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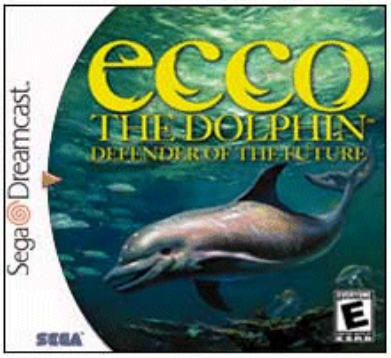
Studio AMU Recent Game Portfolio

Studio AMU Developed Title, Platform		Approximate Release
	Ecco the Dolphin, Sega DreamCast	2000
	Galaxy Force, SEGA Saturn, PC	1998
	Sky Target, Sega Saturn	1997
	Tomcat A, PC	1996



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Products

How Things Work in Busytown™	Richard Scarry: Busytown™	Grossology™	Magic School Bus™: Space Exploration Game
Peter Pan™ Creative Reader Series	Jungle Book™ Creative Reader Series	Museum Madness™	Garfield™ Caught in the Act
Ecco Jr.'s Great Ocean Treasure Hunt™	Ecco the Dolphin™	Ecco, The Tides of Time™	Kolibri™ (Hummingbird)
Power Rangers™ PowerActive Words	Power Rangers™ PowerActive Math	Power Rangers™ Print Kit	Power Rangers™ Jigsaw Puzzles
Three Dirty Dwarves™			Sesame Street Alphabet Avenue™

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Awards and Honors

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Grossology™

- **Gold Medal**, from **Contact KIDS™** 1998

Power Rangers™ ZEO PowerActive Math™

- National Parenting Center Seal of Approval 1996

Kolibri™

- Parents' Choice Award 1996

How Things Work in Busytown™

- Parents Choice Award: Top Rated in the Gold Medal Award Class 1995;
- Envision Award: Bronze Medal, Children's Enrichment 1995

Museum Madness™

- National Parenting Center Seal of Approval 1994
- Parents' Choice Award 1994
- CES Innovations Award 1994

A Year at Pooh Corner™

- CES Innovations Award 1994
- Peter Pan: Creative Reader Series™ Parents' Choice Award 1993

Ecco the Dolphin™

- Parents' Choice Award 1993
- Man and Machine Magazine: Best Game Ever 1994

Richard Scarry's Busytown™

- Educational Excellence Envision Award 1993
- Children's Enrichment Parenting Publications Award: Gold Medal 1993
- Parents Choice Award: Best Software Ages 4 - 7 1993
- Apple Japan CD-ROM Contest 1993
- Curriculum Product News: Apple Prize Winner 1994
- PC Magazine: Top 100 CD-ROM Products 1994

- Perfect Score Buyer's Guide: Editor's Choice Award 1995

Mickey's Jigsaw Puzzles™

- Hi Scope Product Evaluation: Educational Excellence 1992