



YOU SAY YOU WANT  
A SHOOTER



REVOLUTION



XBOX 360

NTSC

# BRINK

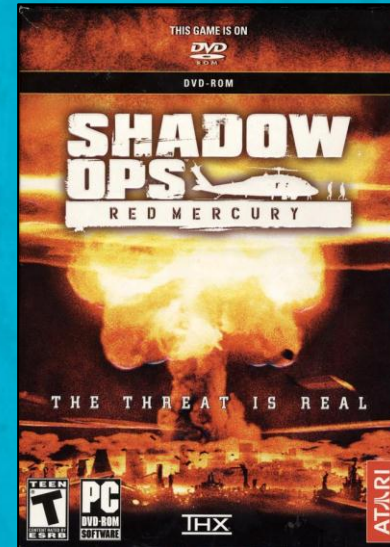
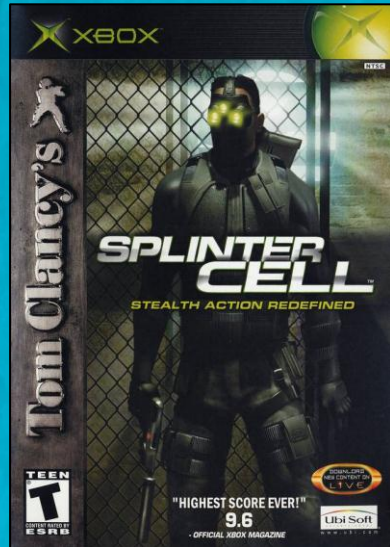


RATING PENDING  
RP  
CONTENT RATED BY  
ESRB

Bethesda

# NEIL ALPHONSO

# LEAD DESIGNER







**splash**  
damage







# FOUR PILLARS





# FOUR PILLARS



BLENDDED GAME MODES



TEAM AND OBJECTIVE  
BASED GAMEPLAY



SMART



CUSTOMIZATION AND  
PERSISTENT LEVELLING

# FOUR PILLARS



BLENDED GAME MODES



TEAM AND OBJECTIVE  
BASED GAMEPLAY



SMART



CUSTOMIZATION AND  
PERSISTENT LEVELLING

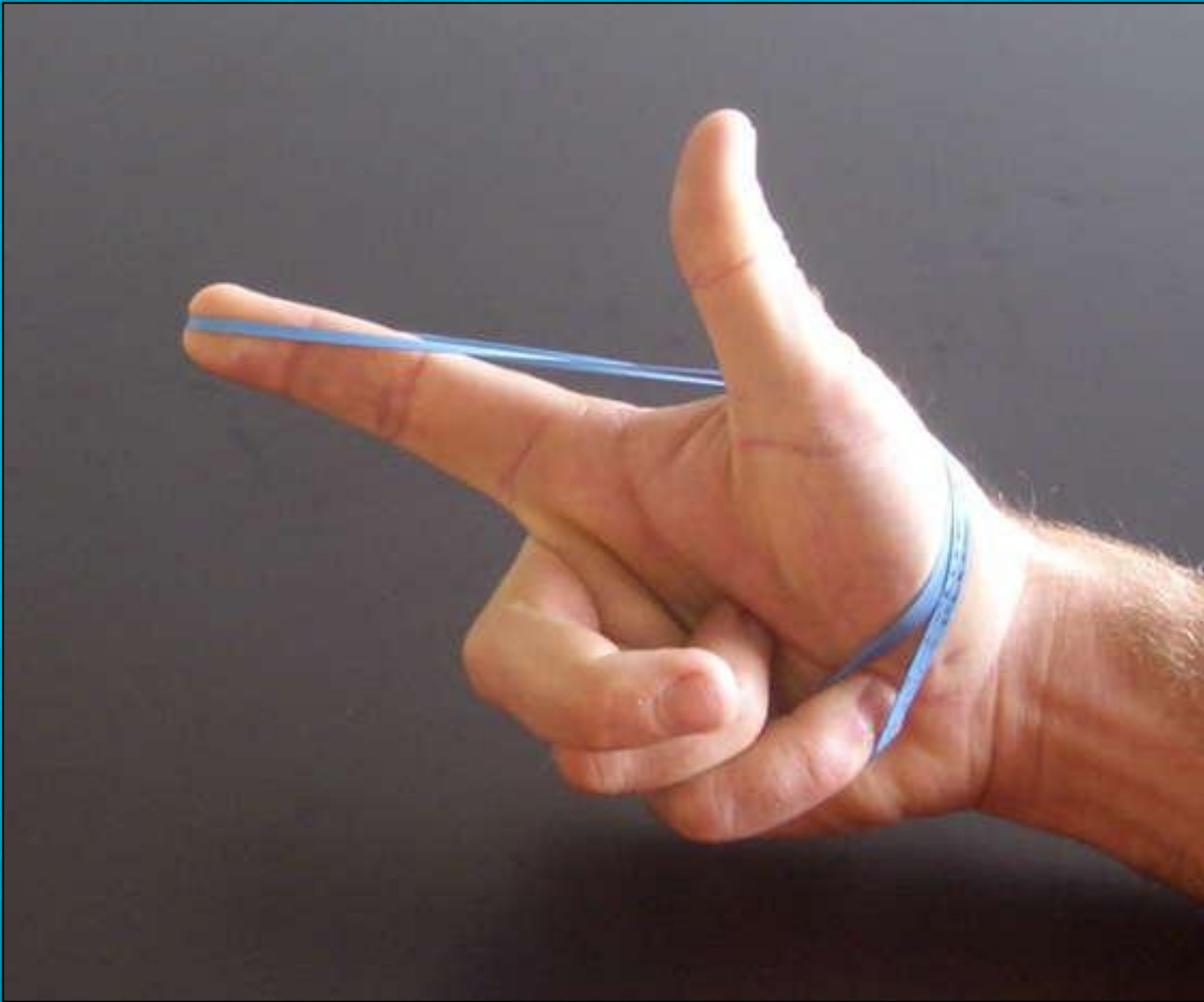




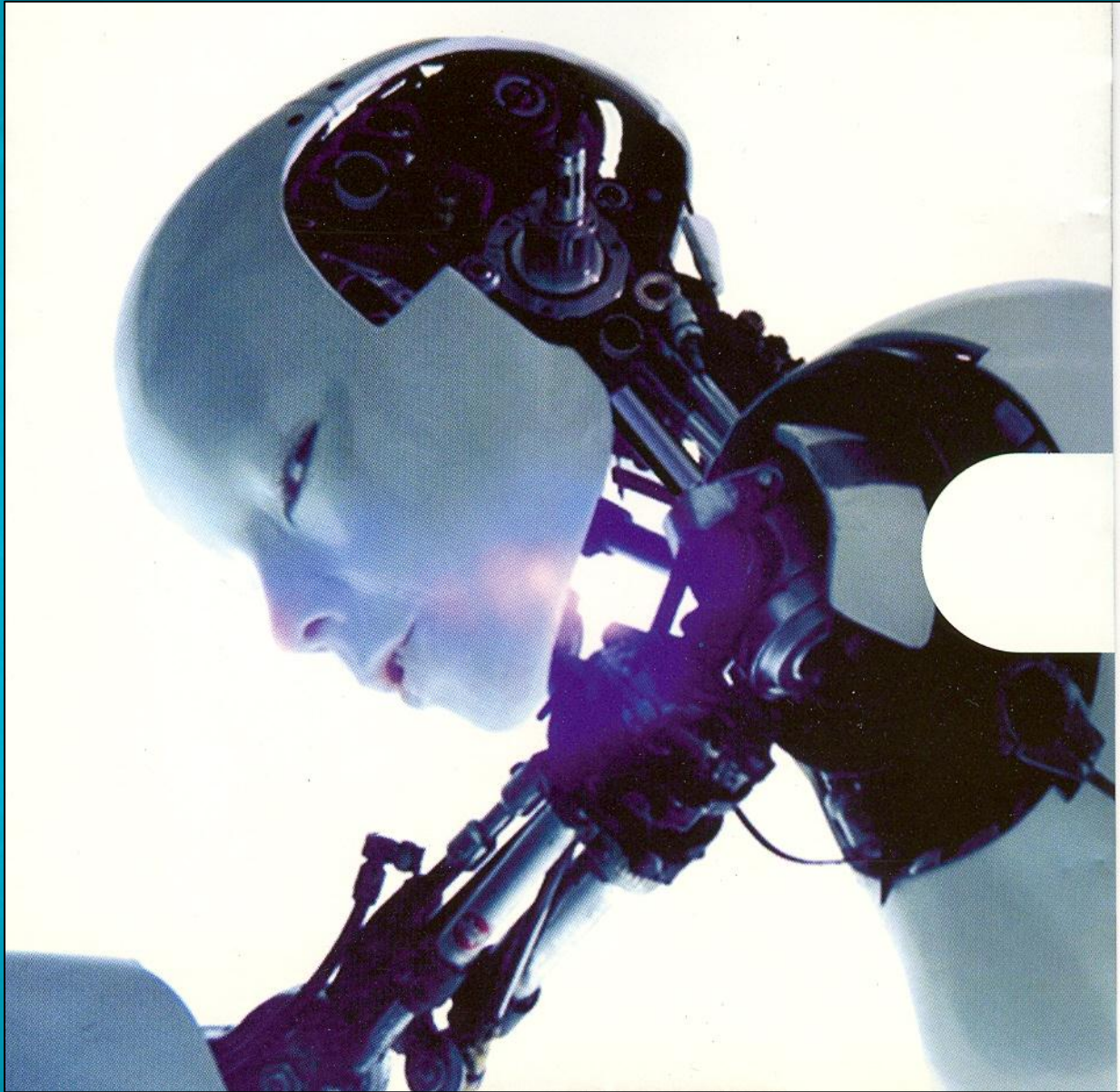








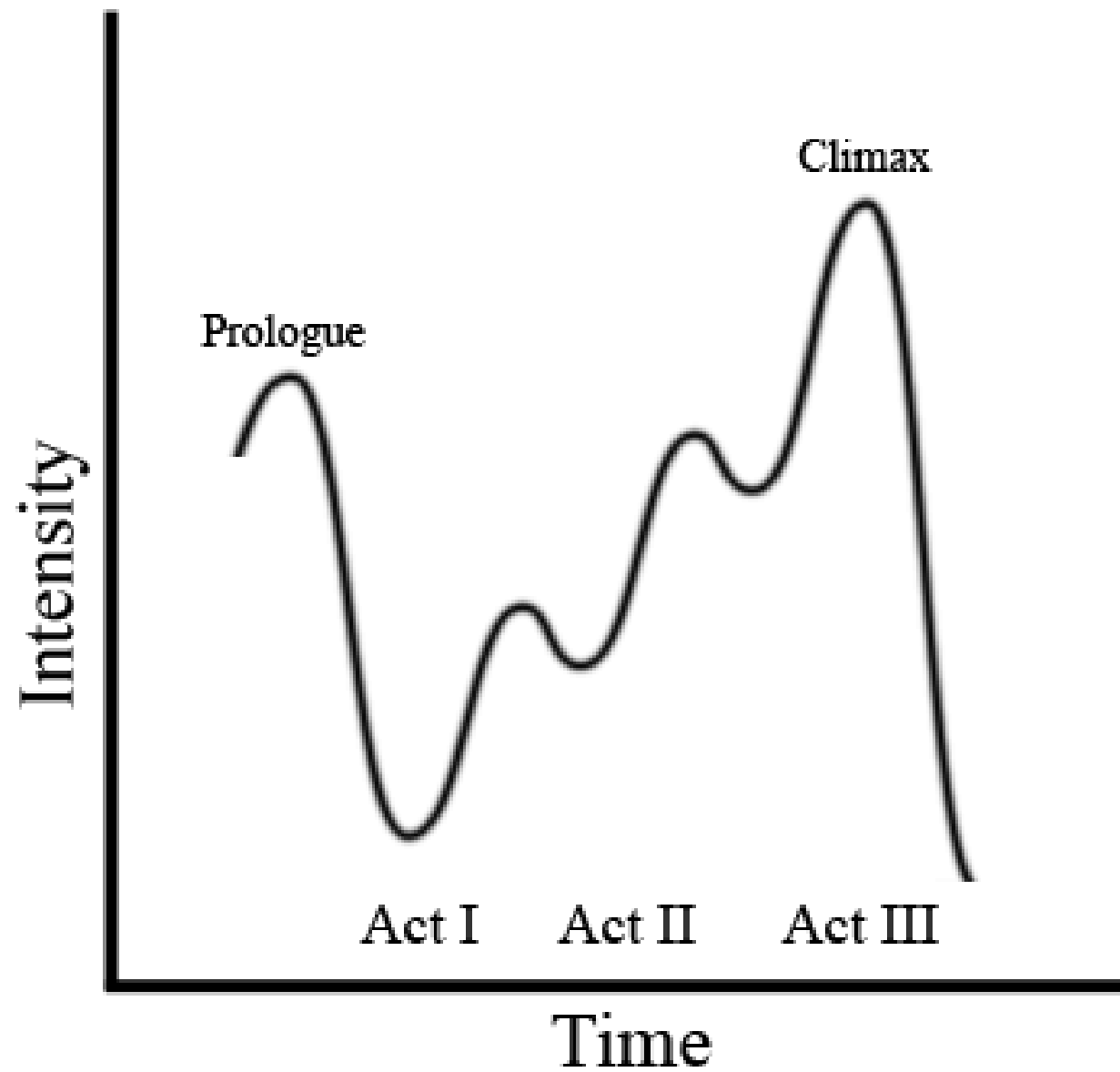




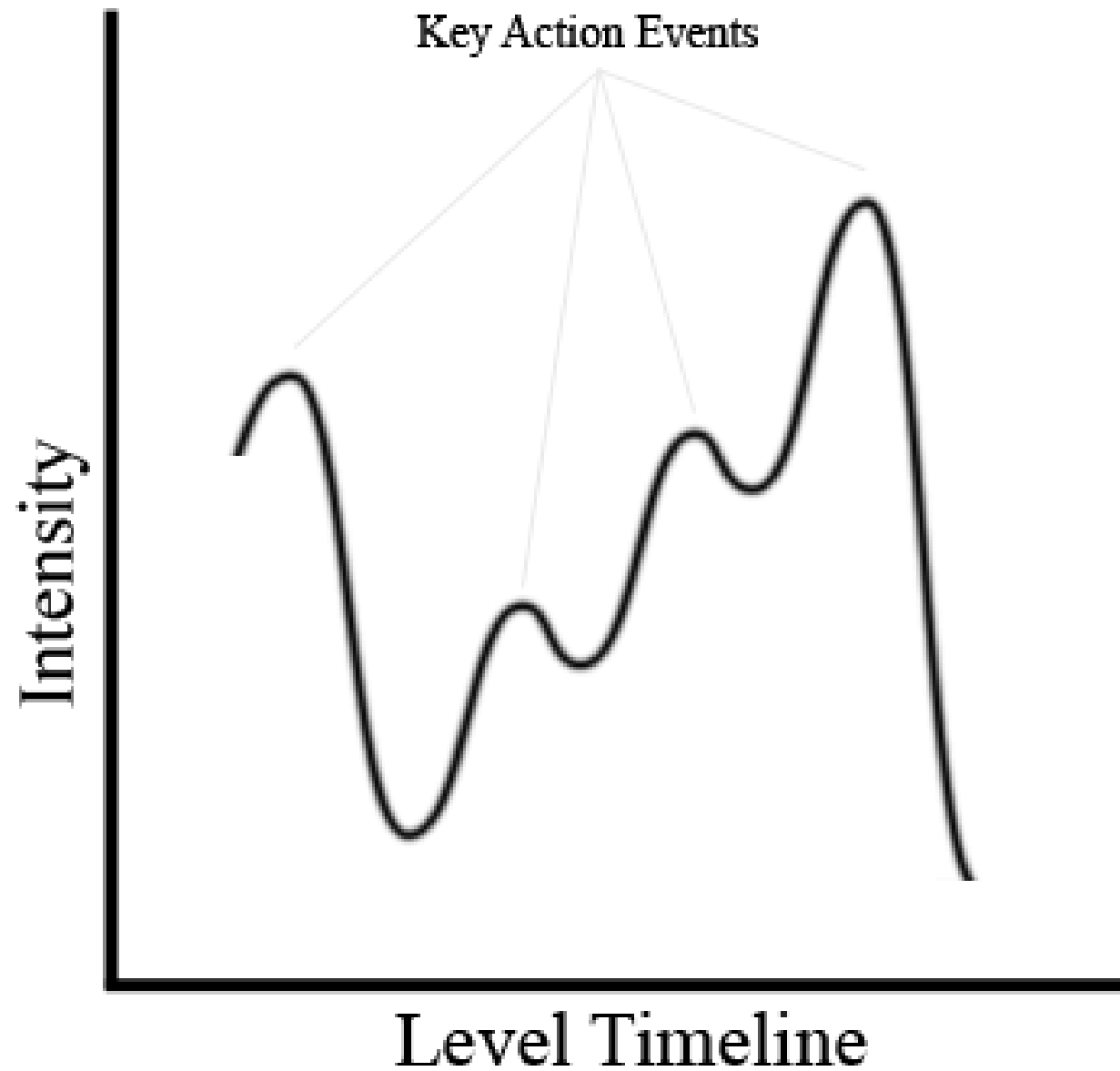








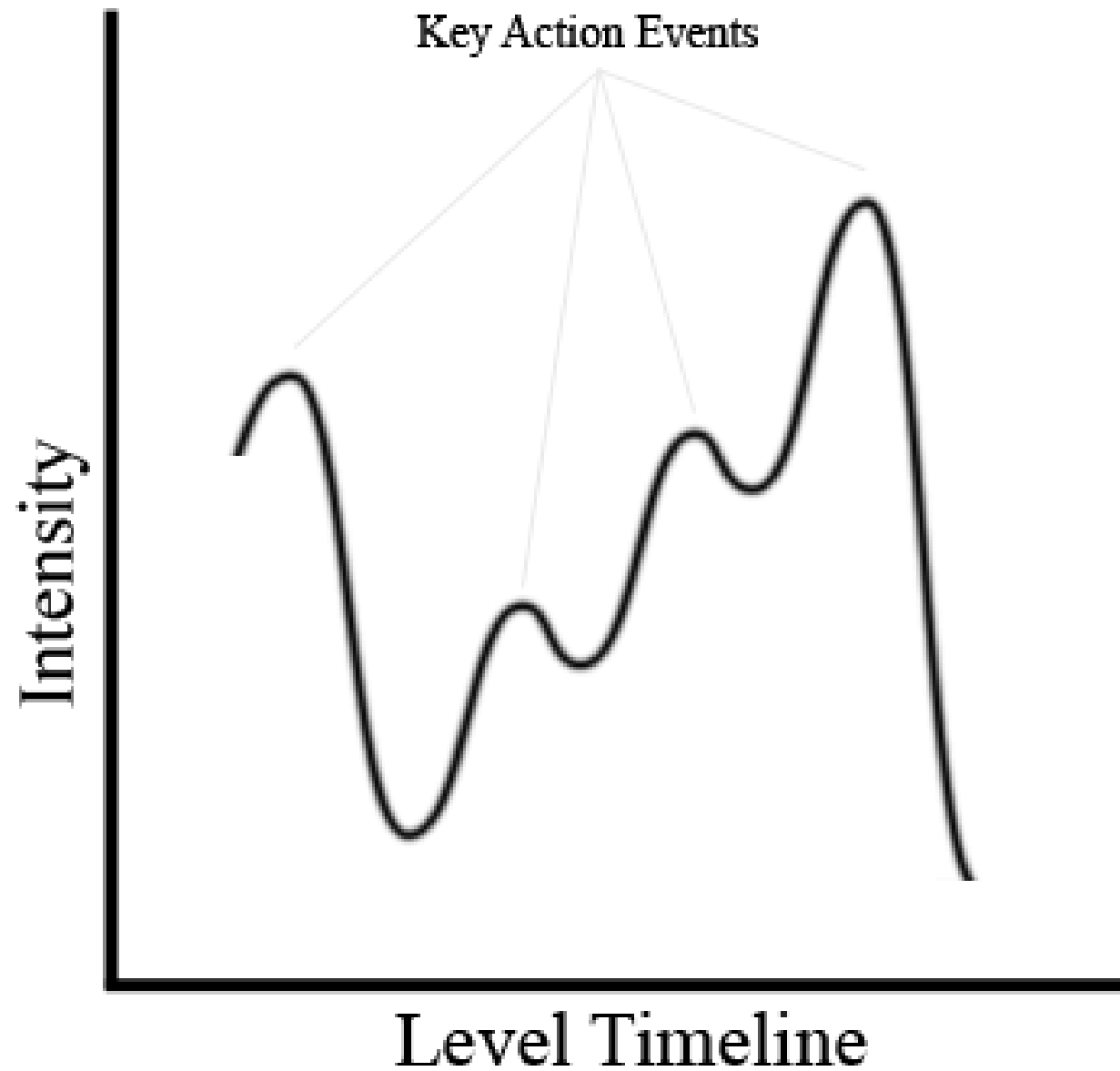


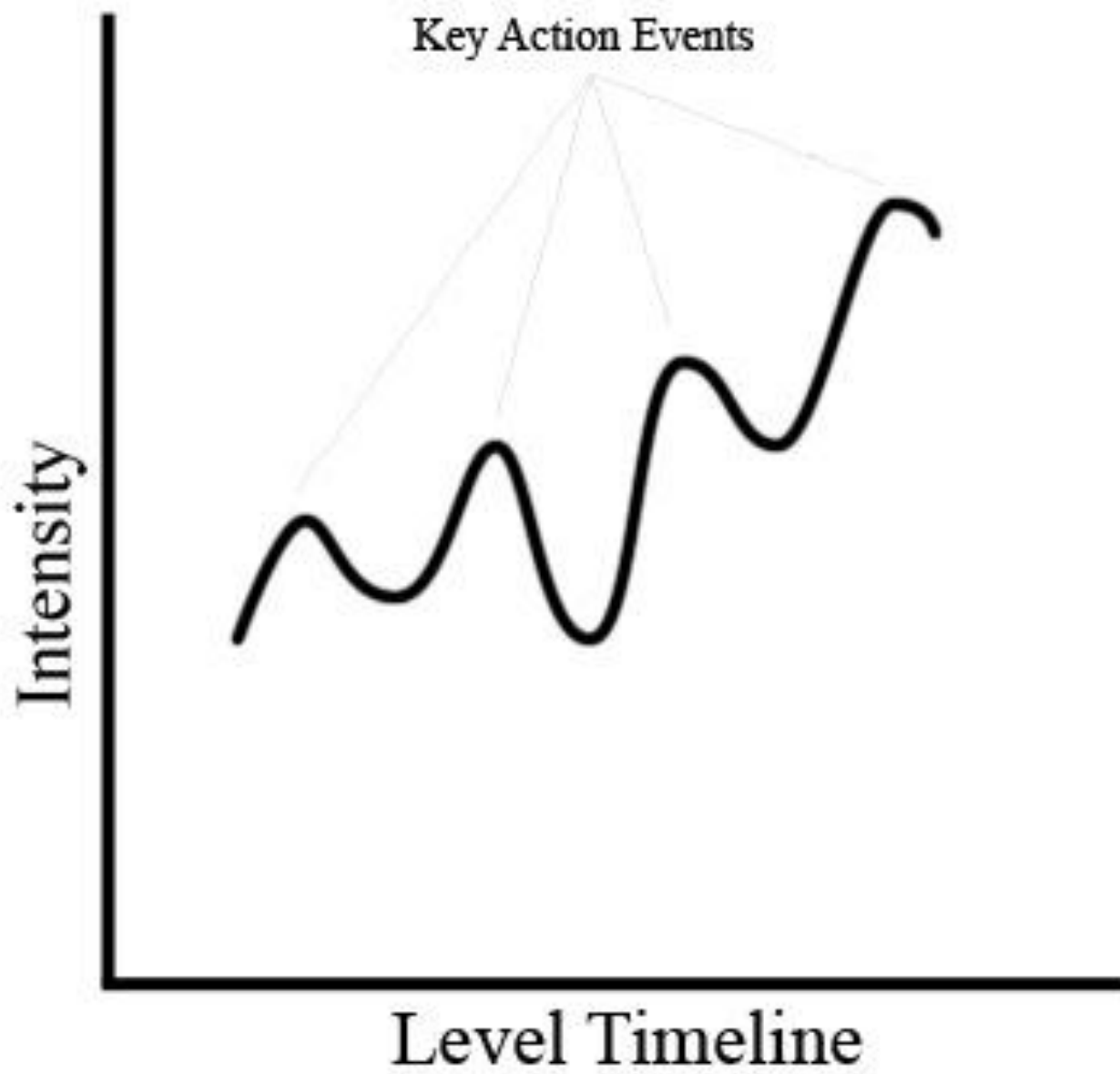


# Intensity













For sale:

baby shoes,  
never worn.





B8

C9



CC

B8

CC

ME100





# FOUR PILLARS



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CUSTOMIZATION AND  
PERSISTENT LEVELLING







```

1140 //
1141 // mp/ccity
1142 //
1143 "ccity_turret_ship_spawn_firing_range_max"      "480"
1144
1145
1146 "ccity_hackable_door_importance_resistance"      "0.1"
1147 "ccity_hackable_door_importance_security"        "0.2"
1148 "ccity_hackable_door_importance_security_after_gate"  "0.1"
1149 "ccity_hackable_door_time"                        "15" // time to hack
1150 "ccity_hackable_door_min_hack_dist"              "30"
1151 "ccity_hackable_door_max_hack_dist"              "320"
1152
1153 "ccity_constructible_crane_time"                  "30" // time to construct
1154 "ccity_constructible_crane_fizzle_time"          "-1" // time before fizzling. -1 is disabled
1155
1156 "ccity_constructible_stairs_fizzle_time"          "2" // reset after this number of seconds without constructing
1157 "ccity_constructible_stairs_time"                 "15" // time needed to construct
1158 "ccity_constructible_stairs_importance_security"  "0.05"
1159 "ccity_constructible_stairs_importance_security_past_crane" "0.2"
1160 "ccity_constructible_stairs_importance_resistance" "0.05"
1161 "ccity_destructible_stairs_importance_security"    "0.05"
1162 "ccity_destructible_stairs_importance_resistance"  "0.1"
1163
1164 "ccity_constructible_barricade_fizzle_time"        "2"
1165 "ccity_constructible_barricade_time"               "15"
1166 "ccity_constructible_barricade_importance_security" "0.05"
1167 "ccity_constructible_barricade_importance_resistance" "0.2"
1168 "ccity_destructible_barricade_importance_security"  "0.2"
1169 "ccity_destructible_barricade_importance_resistance" "0.05"
1170
1171 "ccity_vehicle_robot_speed"                        "60"
1172 "ccity_vehicle_robot_repair_time"                 "10"
1173 "ccity_vehicle_robot_health"                      "5000"
1174
1175 "ccity_robot_importance_sec_stage0"                "0.4"
1176 "ccity_robot_importance_sec_stage1"                "0.7"
1177 "ccity_robot_importance_sec_stage2"                "0.8"
1178 "ccity_robot_importance_sec_overtime"              "1.0"
1179 "ccity_robot_importance_sec_stopwatch"             "0.7"
1180 "ccity_robot_importance_res_stage0"                "0.6"
1181 "ccity_robot_importance_res_stage1"                "0.3"
1182 "ccity_robot_importance_res_stage2"                "0.1"
1183 "ccity_robot_importance_res_stage3"                "0.1"

```









WIDEN IN  
BEST NOT LET  
T OF YOU  
ROBOT  
EVERYBODY  
Y'RE GOING  
ER THE WORLD  
ESE DAYS.  
ND YOU.

36:28

000%

XP +00677

6  
18

```

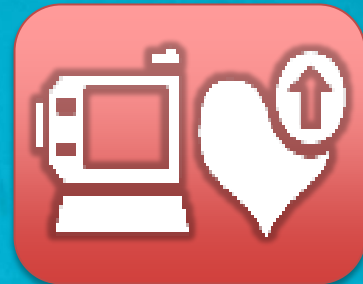
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1178 "ccity_robot_importance_sec_overtime"            "1.0"
1179 "ccity_robot_importance_sec_stopwatch"           "0.7"
1180 "ccity_robot_importance_res_stage0"              "0.6"
1181 "ccity_robot_importance_res_stage1"              "0.3"
1182 "ccity_robot_importance_res_stage2"              "0.1"
1183 "ccity_robot_importance_res_stage3"              "0.1"

```





**SPAWN**



**OBJECTIVE**





# FOUR PILLARS



**BLENDED GAME MODES**



**TEAM AND OBJECTIVE  
BASED GAMEPLAY**



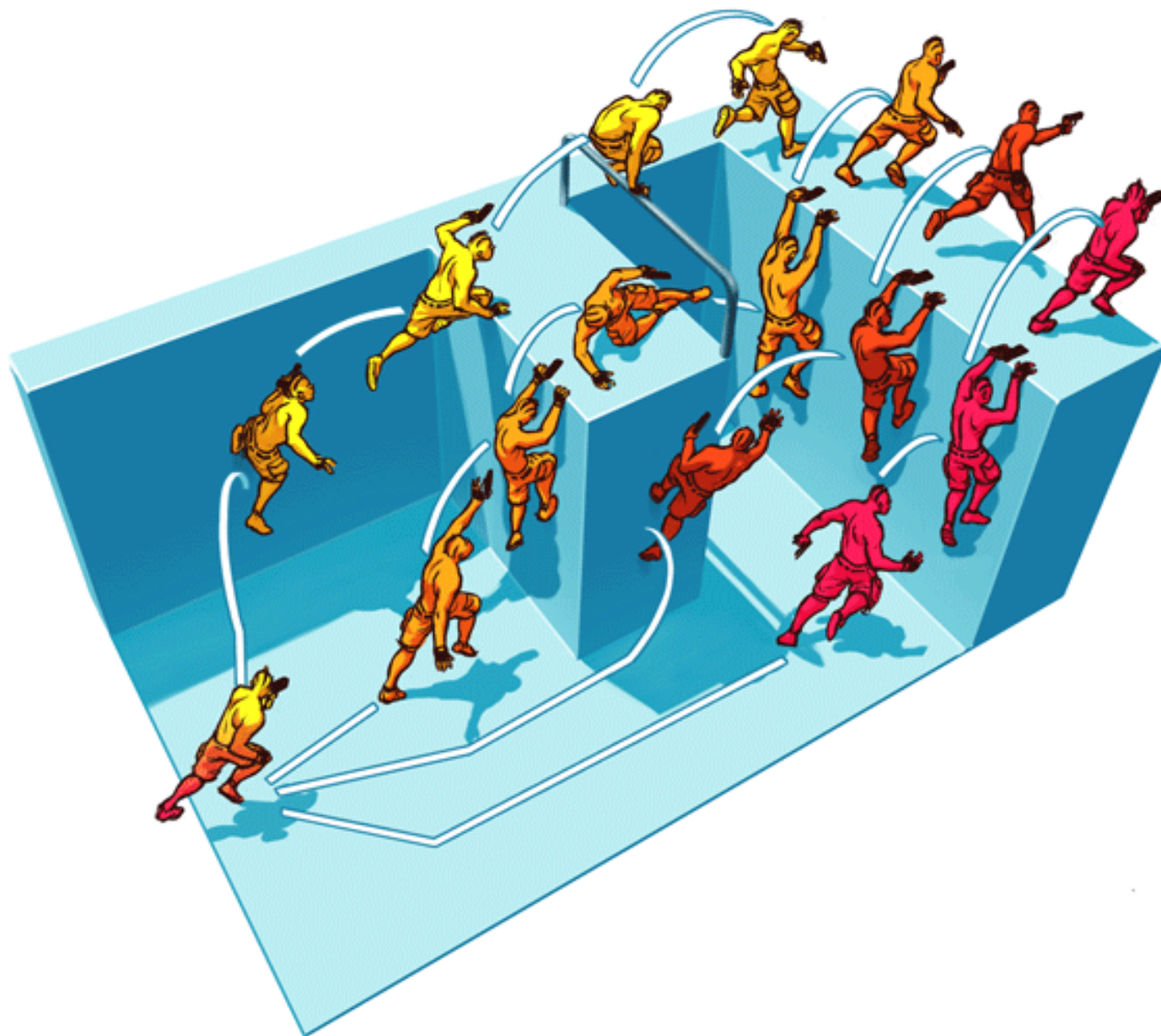
**SMART**



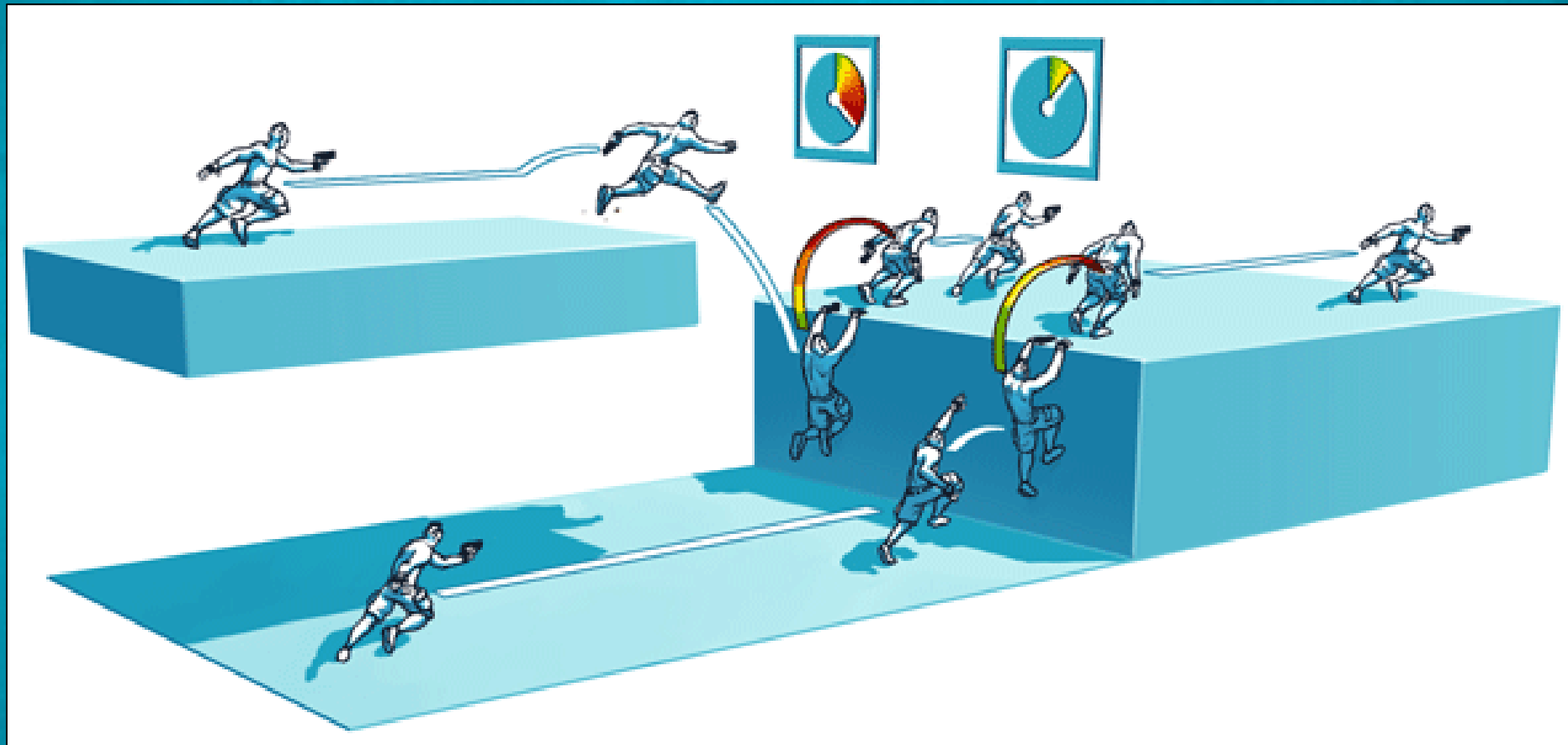
**CUSTOMIZATION AND  
PERSISTENT LEVELLING**







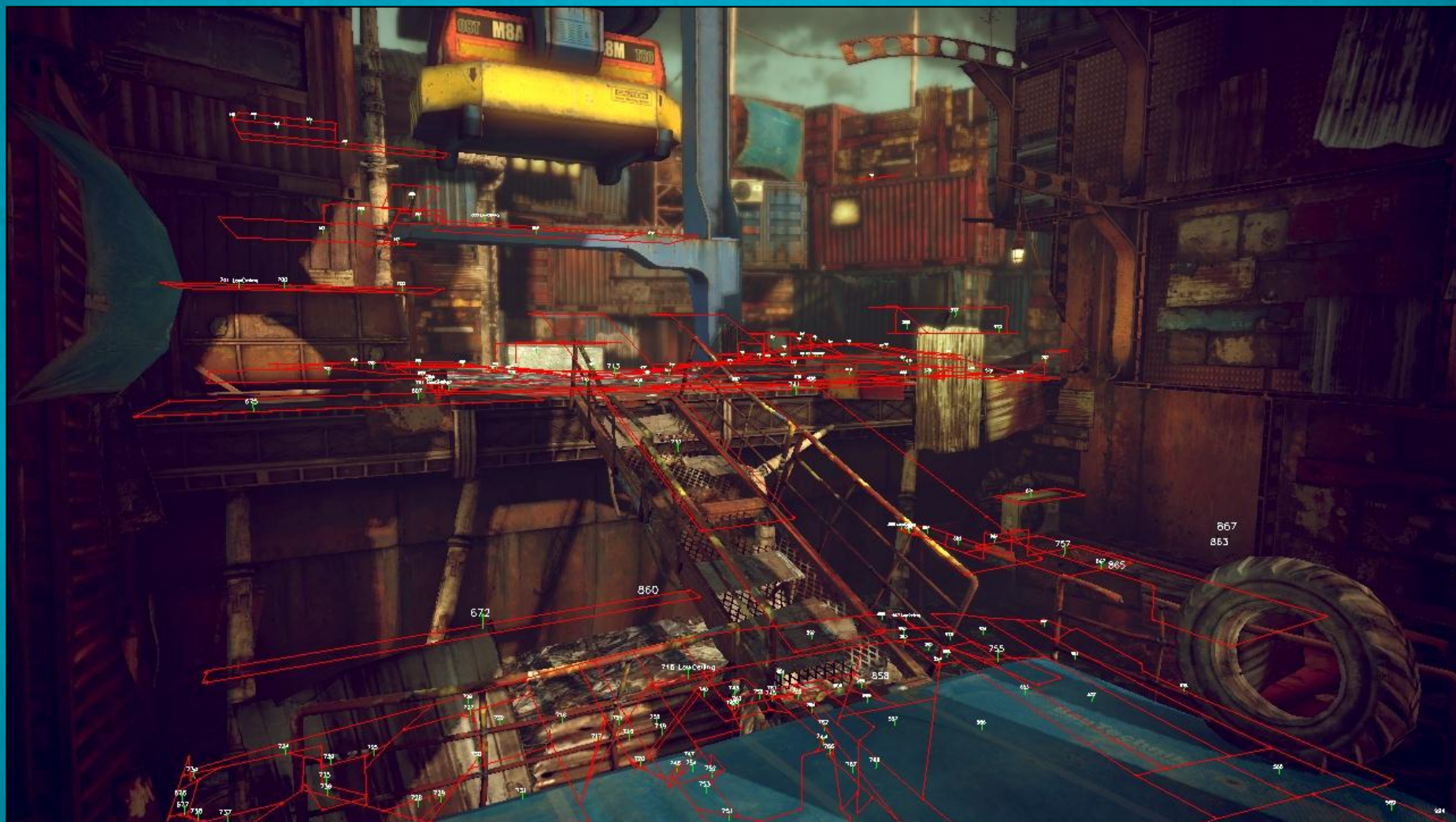
























30 f p s

Warmup

Warmup

need to remove this canopy to  
bring back this FoM path

0/0



MVH  
787 9 130-2  
PUSH 470  
LATCH 111000

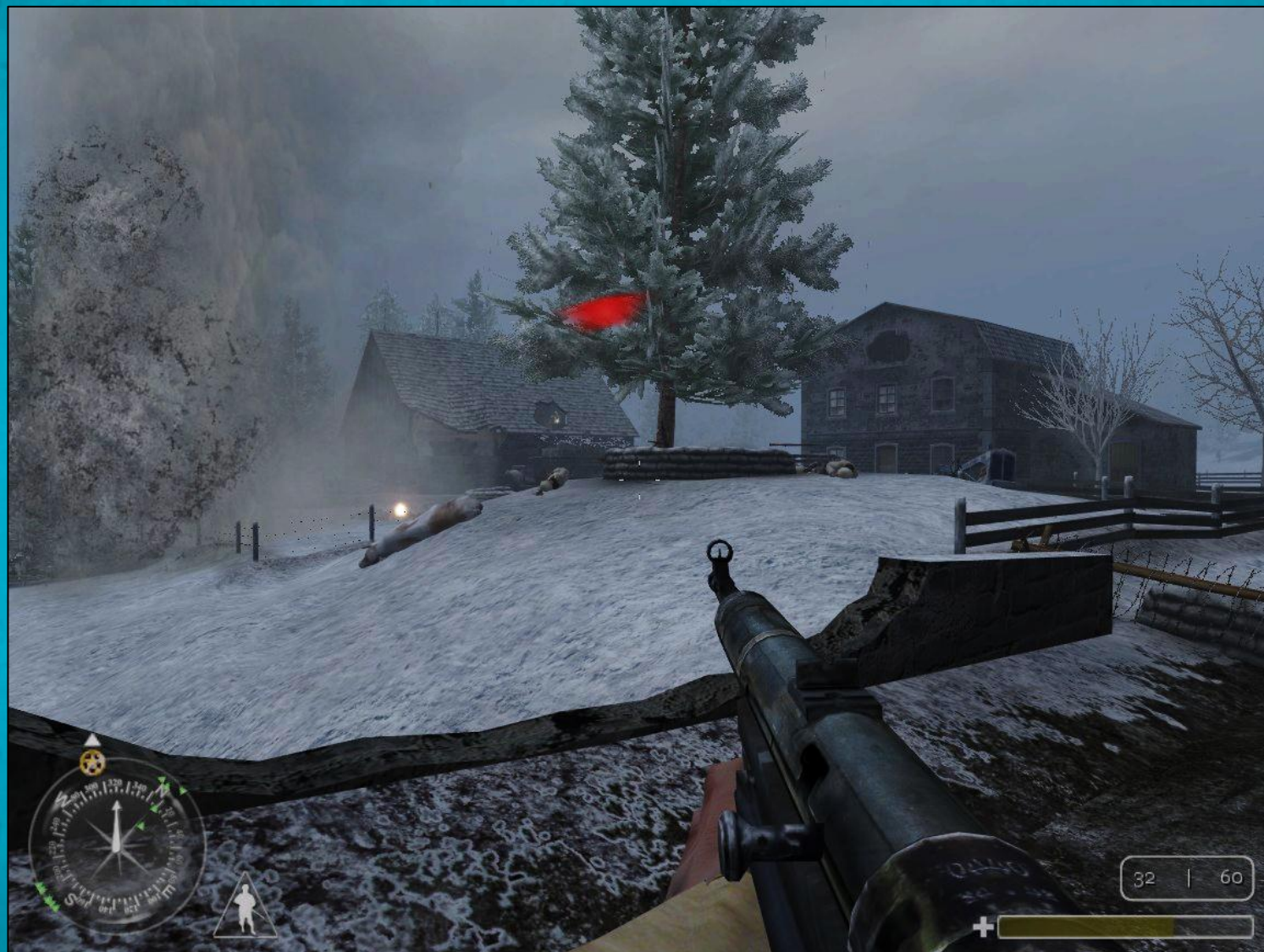


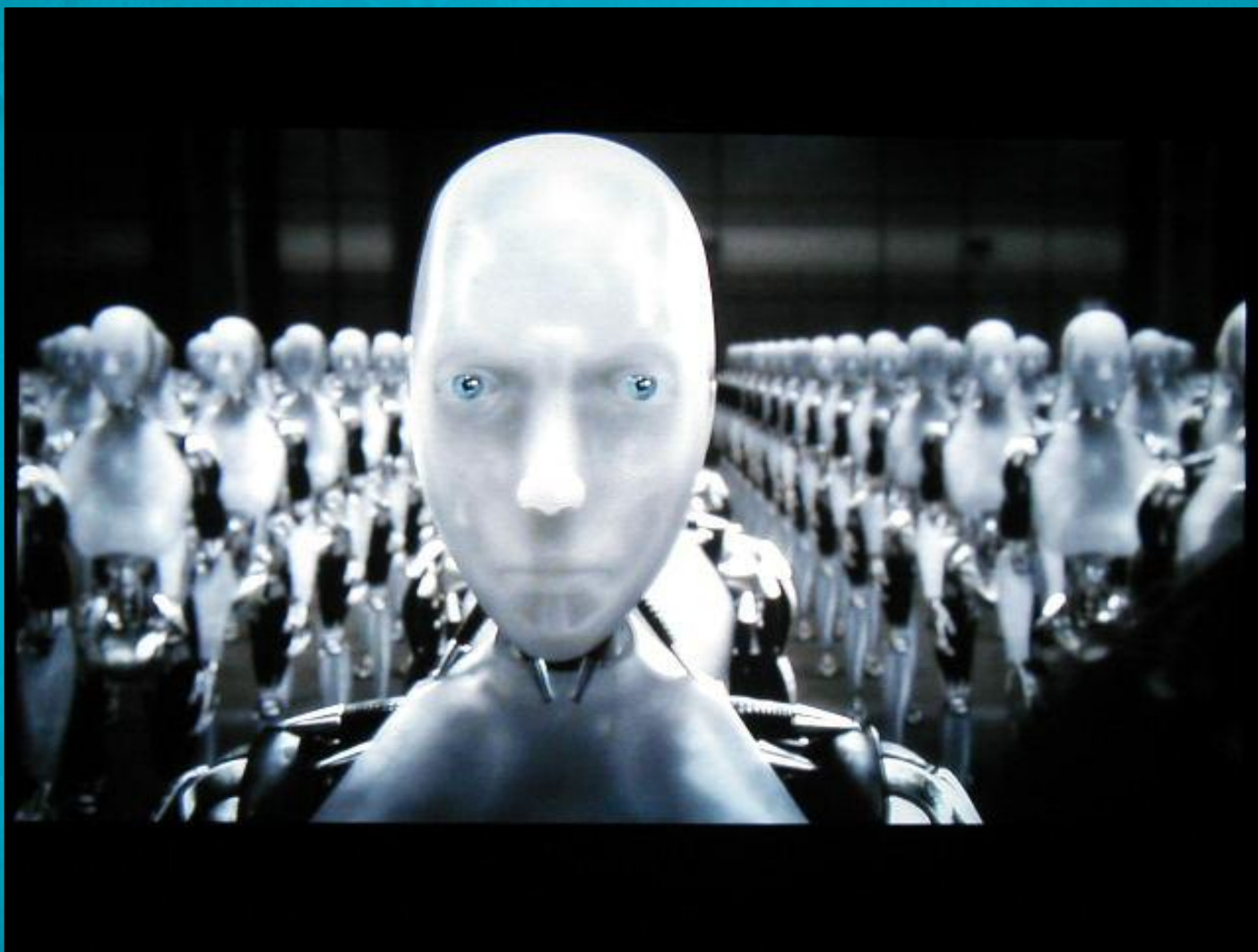














**Wanna-go-out-cat**

**is not smart-cat**



**INGRAINED PATTERNS**



**MANY  
CONCURRENT  
EVENTS**

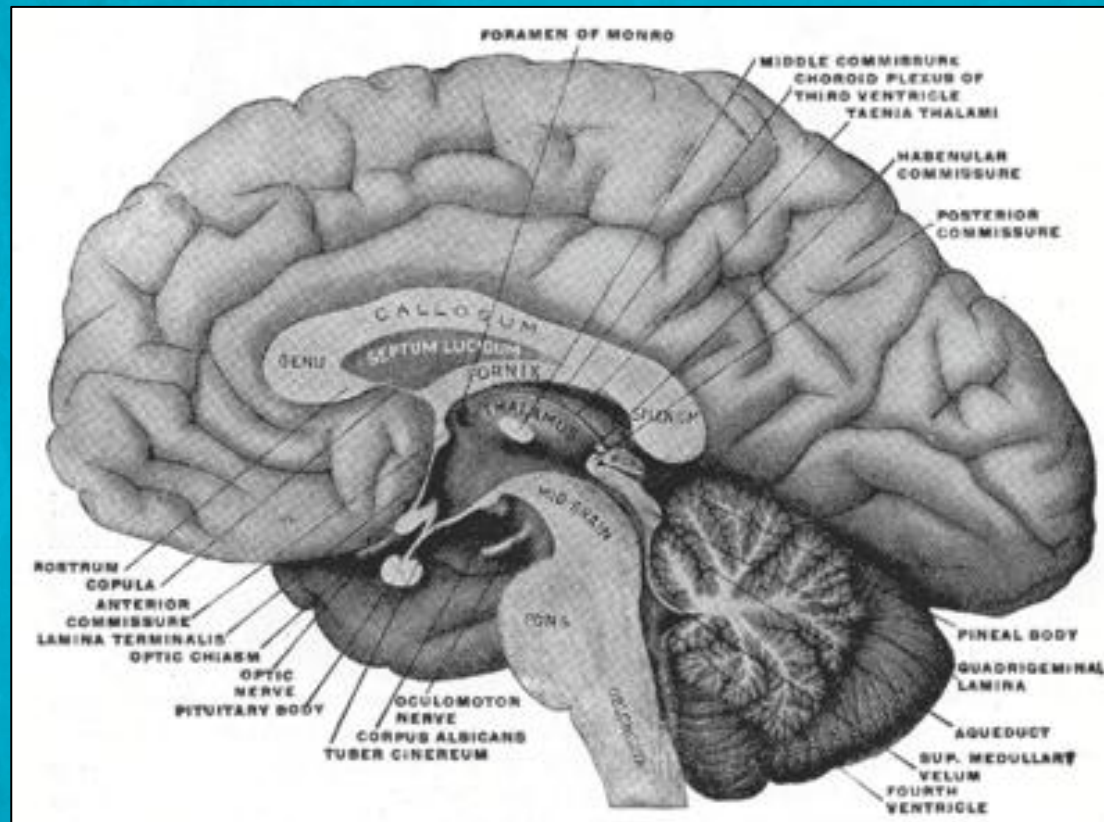


**PATH OF LEAST  
RESISTANCE  
AND PERCEIVED EFFORT**













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BLENDDED GAME MODES



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SMART



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## WEAPON CUSTOMIZATION



TOP ATTACHMENT



DAMAGE	<div></div>
RANGE	<div></div>
RATE OF FIRE	<div></div>
ACCURACY	<div></div>
STABILITY	<div></div>
RELOAD SPEED	<div></div>
EQUIP SPEED	<div></div>
AMMO CLIP/MAX	25 / 50

**A** SELECT **B** BACK



## WEAPON CUSTOMIZATION



DAMAGE	<div><div></div></div>
RANGE	<div><div></div></div>
RATE OF FIRE	<div><div></div></div>
ACCURACY	<div><div></div></div>
STABILITY	<div><div></div></div>
RELOAD SPEED	<div><div></div></div>
EQUIP SPEED	<div><div></div></div>
AMMO CLIP/MAX	50 / 25

**A** SELECT **B** BACK

## APPEARANCE



**A SELECT** **B DONE**

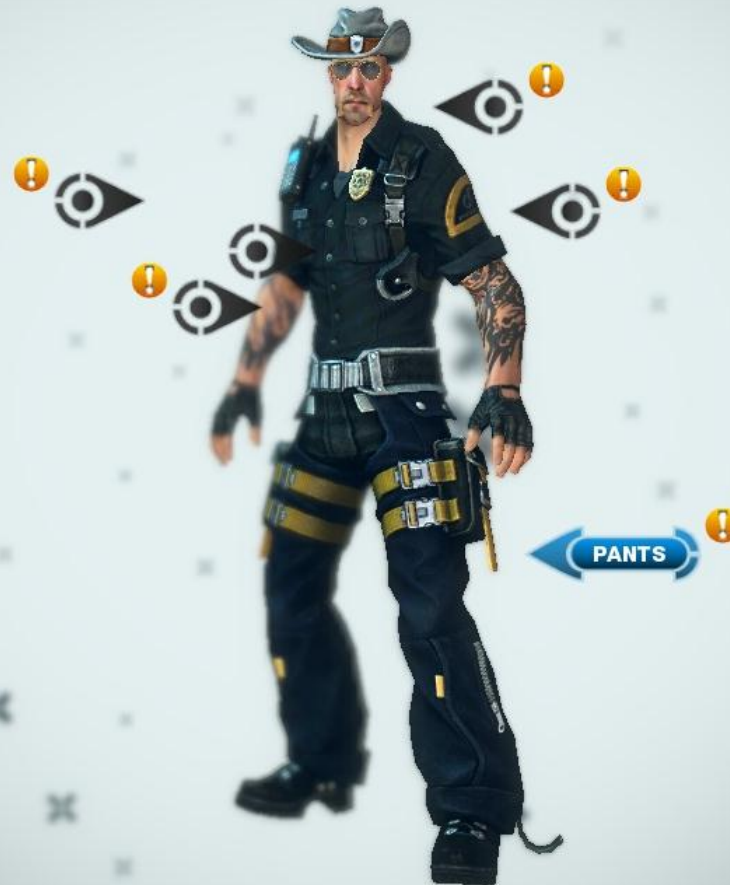


# APPEARANCE



**A** SELECT **B** DONE

## APPEARANCE



A SELECT B DONE





## ABILITIES

**UNIVERSAL ABILITIES**

 <div>★ 1</div>	 <div>★ 1</div>	 <div>★ 1</div>	 <div>★ 5</div>				
 <div>★ 1</div>	 <div>★ 1</div>	 <div>★ 3</div>					
 <div>★ 1</div>	 <div>★ 1</div>	 <div>★ 4</div>					


### DESCRIPTION

COST  x 01

Sense Of Perspective snaps your view to a 3rd person perspective while you capture Command Posts or Build/Repair stationary objectives as an Engineer. Instead of being able to move while doing these lengthy actions, you will be able to spin your camera around to watch for enemies from all angles.

LEVEL CREDITS  18

RANK  5

LEVEL  20

XP 300015

 SELL ALL

 BUY ITEM

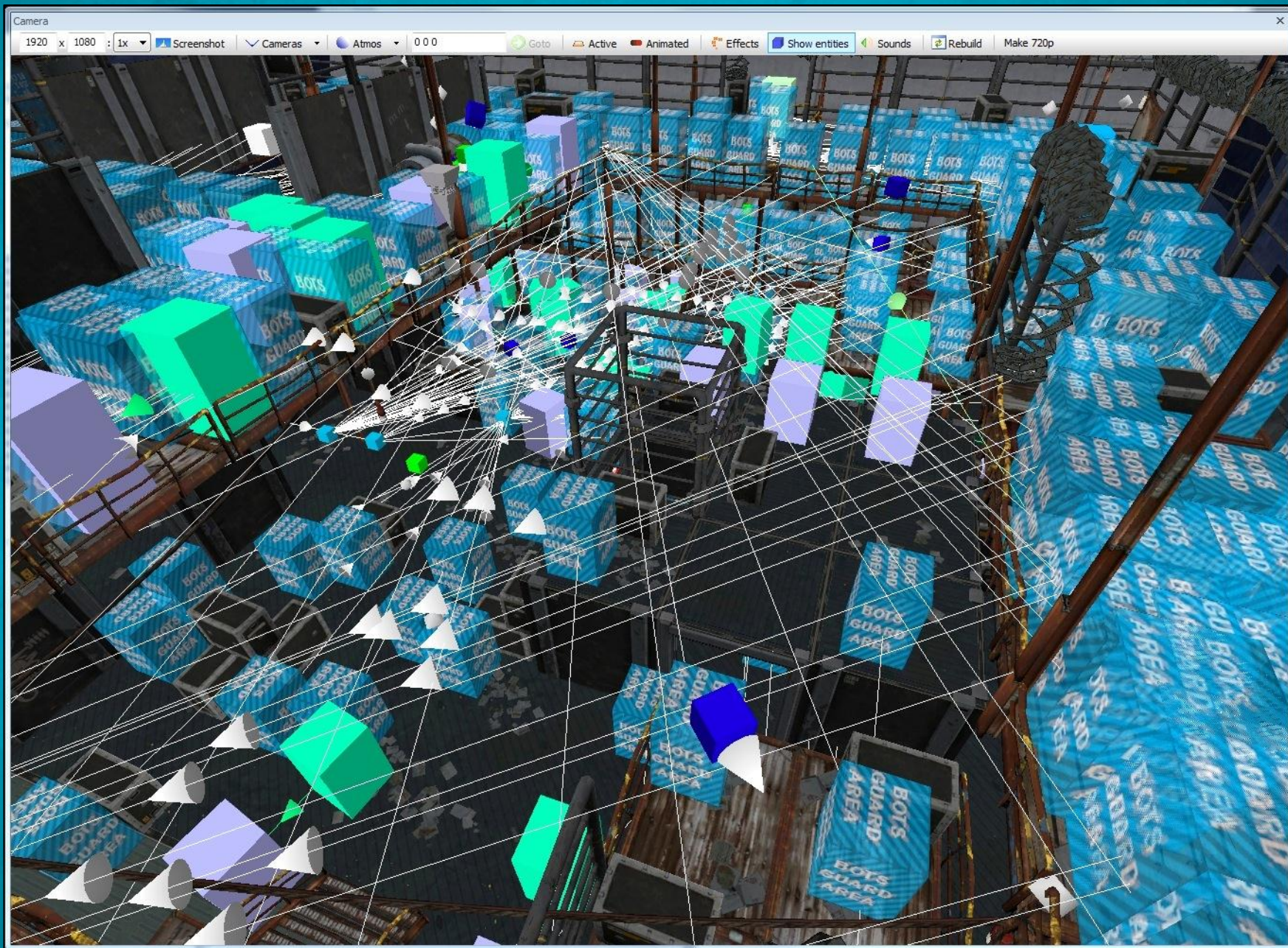
 MAP TO DIRECTIONAL PAD

 DONE

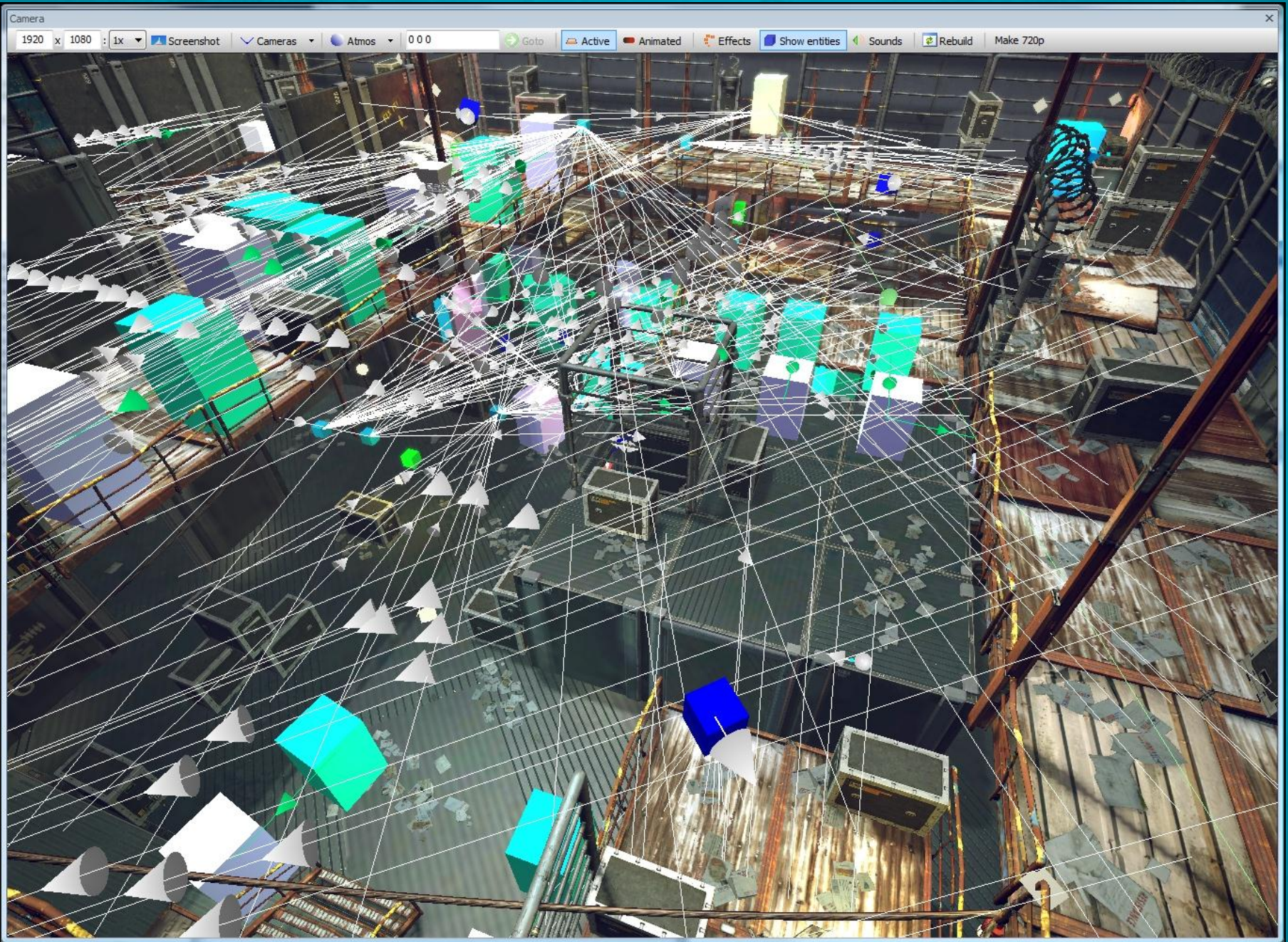










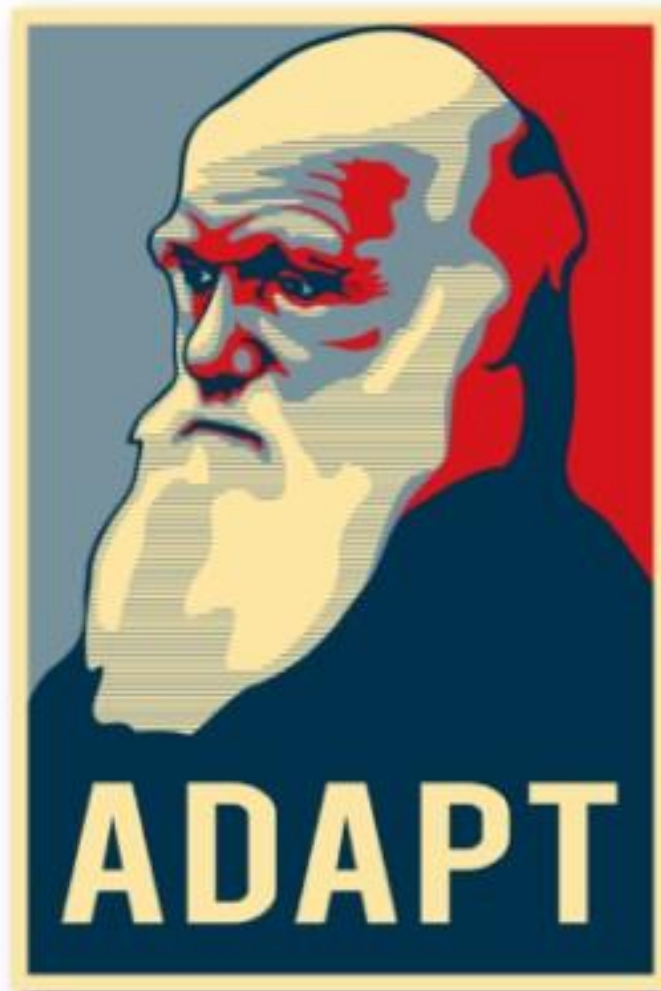








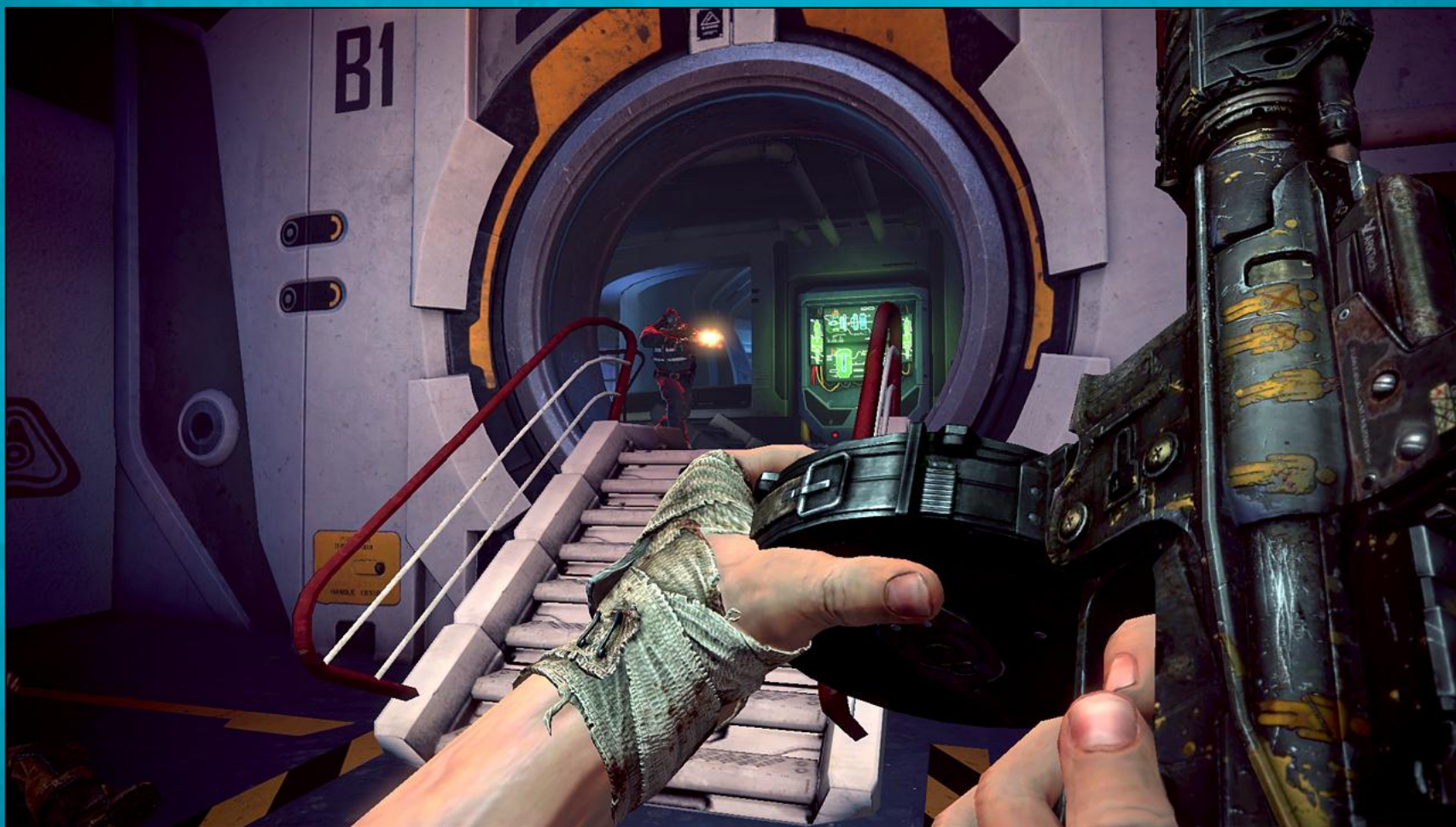
- 1: Level 21 Medium Engineer / Medic
- 2: Level 20 Light Operative / Medic
- 3: Level 20 Heavy Soldier / Medic
- 4: Level 20 Medium Engineer / Soldier
- 5: Level 20 Light Engineer / Operative
- 6: Level 20 Medium Soldier / Operative
- 7: Level 20 Medium SuperSoldier
- 8: Level 20 Medium SuperEngineer
- 9: Level 20 Light SuperMedic
- X: Level 20 Light SuperOperative





















NEIL ALPHONSO

LEAD DESIGNER



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[EXEDORE@SPLASHDAMAGE.COM](mailto:EXEDORE@SPLASHDAMAGE.COM)



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