SEGA Third Party Recommendation Report · *Analysis and Preliminary Test*

Product Title AMOK		**Code Type** Evaluation
Publisher Scavenger	**Format** SATURN	**Date Submitted** 9/29/95
Account Exec J. Tony Smith	**Category** Action/Arcade	

Sega of America has compiled the following analysis report in an effort to provide you with feedback concerning your submission of game code for conversion to a Sega platform. The recommendations listed below represent the extensive industry experience of our Third Party Analyst Staff. These recommendations are not exhaustive, nor are they generally required. Rather, we hope that these ideas provide you with helpful tips and a fresh perspective in the ongoing development of your titles.

Product Score 67

RECOMMENDATIONS:

1. EVAL, Difficulty:
This game is very difficult as it is now. There should be a difficulty meter at the beginning of the game so that less experienced gamers can have a good time as well. The difficulty meter could change:
Amount of damage taken by enemy attacks.
Amount of damage given by the player's weapons.
The size of the energy meter.
The amount of enemies.
The amount of lives/continues.

2. EVAL, Play Control:
This game seems to ignore what could possibly be its greatest asset: the player is in a submarine. The following control modifications would take advantage of that aspect and really make the game unique:
a) There should be a way to raise and lower the depth of the sub without having to rely on the rocks. When the player sinks, there should be visible bubbles floating from the sub as it takes on ballast.
b) If the player takes a lot of damage, the sub should start to sink to the ground (slowly). The player would have to compensate for this loss of depth by periodically pumping ballast from the tanks.
c) The player should be able to turn his light off. This would render the player almost invisible to enemies if he were not making much nose.
d) The player should be able to turn his sonar on or off (active or passive). If he is on active sonar, he can clearly see everything, but the enemy can just as easily see him. If he is on passive sonar, he won't see much, but he will be able to see everything that is making noise (they won't notice him).

3. EVAL, Sharks/Animals:
When a shark/animal is killed, the other sharks around it should attack the dead and bleeding body in a feeding frenzy. The player could use this tactic to keep the sharks occupied. The player should have the option of stunning the sharks instead of killing them (no feeding frenzy would occur if the player stunned the shark). .

4. EVAL, Noise:
Underwater combat is almost completely decided by nose. The more movement or sonar activity a target has, the more likely an enemy will notice him. The amount of resistance the player meets should be directly proportional to how much noise he makes. If the player comes in full throttle with guns blazing and radar pinging, the whole ocean would know he is there and attack. If he slowly drifts in, not shooting and relying on passive sonar, he should meet considerably less resistance.

5. EVAL, Depth:
The player's sub should have a depth limit. If the player goes deeper than the sub can go, he should first get a warning, then he should implode. The player should be able to go deeper than the sharks can (a great avoidance tactic).

6. EVAL, Surface Attacks:
The player should have to contend with depth charges and surface-to-underwater torpedoes from time to time. If the player goes high enough, he should be able to break the surface of the water and operate similar to a boat.

7. EVAL, Tunnels/Caves:
There should be underwater tunnels and caves for the player to explore. These caves could have secret power-ups in them and even secret levels.

8. EVAL, Pilot:
The pilot of the submarine should be able to get out of the sub and explore (only if the player is shallow enough. Otherwise getting out the sub would mean death). There could be tight crevices and caves that only a single diver could fit through.

9. EVAL, Countermeasures:
The player should be able to deploy countermeasures to lure away the torpedoes and enemies that may be chasing him. This would also increase the feel of being underwater (deploy a countermeasure, reverse course 180 degrees, and bottom the boat for the best results).

10. EVAL, Light Effects:
The lighting should change dramatically depending on how deep the player is. The player should only see things in a pale yellow when he is very deep. More colors should appear as the player gets closer to the surface.

11. EVAL, View Changes:
There should be a way to change views. There could be a 1st person view. A behind the sub view, an overhead view, and a very far behind and above view. This would give the player the choice to play as he chooses.

Director, Third Party Licensing	10-12-95 Date
Account Executive, Third Party Licensing	10-12-95 Date
Technical Coordinator Third Party Licensing	10/12/95 Date
Analyst, Third Party Licensing	10-12-95 Date