



Third Party Recommendation Report

Analysis and Preliminary Test

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

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 69

RECOMMENDATIONS:

1. EVAL, Difficulty:

There should be different levels of difficulty so that gamers of every skill level can enjoy the game. The difficulty selection could change:

- The AI of the enemies. They could have a slower reaction time and a slower top speed than the player.
- The time limit given to the player. The player could get close to unlimited time on the easier difficulties.
- The penalty distance. After the player crashes, the distance that the player is set back to continue the race could be shorter on the easier difficulties.

2. EVAL, Cars:

There should be different types of cars for the player to race in/against. There could be a car that is very fast but lacks good handling. There could be a car that is about average. There could be a car that is a bit slower, but it has great handling/control.

3. EVAL, Power-ups:

There should be power-ups on the track for the players to use.

- There could be a speed boost that makes the player go faster for a short amount of time.
- There could be a "sticky-wheel" power-up that makes the player's handling greatly increase.
- There could be a jump power-up that makes the player have a considerably higher jump.
- There could be several "power-downs" that hurt the players performance (speed loss, handling loss, etc.).

4. EVAL, Modifications:

The player should be able to modify his car using money that he wins in the races. The player could tweak the car to his exact preference, resulting in optimum performance. The player could adjust:

- Break sensitivity
- Chassis strength
- Engine size
- Hire or fire drivers according to skill/weight.etc.

5. EVAL, Multiple Paths:

There should be multiple paths to the tracks. The shorter paths could have more dangers in them (pits, walls, etc.) while the longer paths are pretty straight forward. This would result in some strategy (you can push an enemy into the harder path where he would have a rough time, etc.).

6. EVAL, Cinemas:

This game should have cinema scenes. An intro and an ending could be added. A cinema scene when the player crashes would be nice (as long as it does not take too long to load and can be aborted/turned off).

7. EVAL, Weapons:

The cars could have weapons. This would add a whole new dynamic to the game. If the player gets hit, he would slow down for a while and even get damaged for permanent performance loss for that particular race.

8. EVAL, Pit:

There should be a pit crew so that the player can repair any damage that he acquires during the race.

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