



# GAME DESIGN DOCUMENT

For

*Amateur Death Race*

**Version 1.0**

Associate Producer:  
Associate Lead Art Creation:  
Associate Lead Level Design:  
Associate Lead Software Development:  
Software Development:  
Art Creation:  
Art Creation:  
Level Designer:  
Level Designer:

Hunter Hyneman  
Shaylyn Hamm  
Russell Krueger  
Justin Donnell  
Marc Nye  
Andrew LaBounty  
Nassar El Samadisy  
Todd Gorang  
Jessica Johnson





# TABLE OF CONTENTS

- LIST OF TABLES..... 1**
- LIST OF FIGURES..... 2**
- LIST OF FIGURES..... 2**
- SECTION 1 – CONCEPT..... 3**
  - 1.1 HIGH CONCEPT ..... 3
  - 1.2 GAME DESCRIPTION..... 3
    - Game Goals & Features*..... 3
    - Story Synopsis* ..... 4
    - Style and Tone*..... 4
  - 1.3 STORY/BACKSTORY ..... 4
- SECTION 2 – GAMEPLAY..... 5**
  - 2.1 OVERVIEW ..... 5
  - 2.2 PLAYER’S OBJECTIVE ..... 5
  - 2.3 CORE GAMEPLAY MECHANICS ..... 5
    - 2.3.1 Player Movement/Interactions* ..... 6
    - 2.3.2 Camera*..... 7
    - 2.3.3 Objects and Weapons*..... 8
      - 2.3.3a Objects ..... 8
        - 2.3.3a.1 Exploding Metal Barrel “Boom Boom Barrels” ..... 8
        - 2.3.3a.2 Metal Debris “Heavy Junk” ..... 8
      - 2.3.3b Weapons..... 9
        - 2.3.3b.1 Electromagnetic Pulse “E.M.P.” ..... 9
        - 2.3.3b.2 Nitrous ..... 9
        - 2.3.3b.3 Shoot Junk ..... 10
        - 2.3.3b.4 Electromagnetic Overdrive ..... 10
        - 2.3.3b.5 Bomb..... 10
    - 2.3.4 The Game Screen/HUD* ..... 11
      - 2.3.4a E.M.P. Charge Indicator ..... 12
      - 2.3.4b Lap Indicator ..... 12
      - 2.3.4c Time..... 12
      - 2.3.4d Weapon Indicator..... 13
      - 2.3.4e Place Indicator ..... 13
    - 2.3.5 Controls*..... 14
      - 2.3.5a Xbox Controller ..... 14
- SECTION 3 – CHARACTERS AND KARTS ..... 15**
  - 3.1 CHARACTER AND KART DETAILS ..... 15
    - 3.1.1 Glorg of the planet Glorkon* ..... 15
    - 3.1.2 Pearl*..... 16
- SECTION 4 – WORLD LAYOUT..... 17**
  - 4.1 GAME WORLD OVERVIEW ..... 17
  - 4.2 LEVEL DESCRIPTION..... 17
    - Quick Summary..... 17
    - Gameplay Overview ..... 17
    - 4.2.1 Technical Overview*..... 17
      - Mission Location..... 17

4.2.2 *Technical Details*..... 18

    Level Atmosphere/Mood .....18

    Water Cooler Moments.....18

4.2.3 *Gameplay Details* ..... 18

    Gameplay Mechanics .....18

    Level Map with Key..... **Error! Bookmark not defined.**

    Area Sketches..... **Error! Bookmark not defined.**

4.3 GAMEPLAY WALKTHROUGH/DETAILED MAP DESCRIPTION ..... **ERROR! BOOKMARK NOT DEFINED.**

## LIST OF TABLES

TABLE 1: PLASTIC BARREL COLLISION RESULTS .....	8
TABLE 2: METAL DEBRIS ATTACHMENT RESULTS .....	8
TABLE 3: ELECTROMAGNETIC PULSE STATISTICS .....	9
TABLE 5: NITROUS STATISTICS.....	9
TABLE 6: SHOOT JUNK STATISTICS.....	10
TABLE 7: ELECTROMAGNETIC OVERDRIVE STATISTICS .....	10
TABLE 7: ELECTROMAGNETIC OVERDRIVE STATISTICS .....	10
TABLE 9: XBOX CONTROLLER LAYOUT .....	14

# LIST OF FIGURES

FIGURE 1: *FUTURAMA* CITYSCAPE FEATURING FLYING CARS AND HUMOROUS BILLBOARDS ..... 3

FIGURE 2: THIRD PERSON "OVER THE SHOULDER" CAMERA ANGLE..... 7

FIGURE 3: EXPLODING PLASTIC BARREL ..... 8

FIGURE 4: METAL DEBRIS ..... 8

FIGURE 5: EMP..... 9

FIGURE 7: NITROUS ..... 9

FIGURE 8: SHOOT JUNK ..... 10

FIGURE 9: ELECTROMAGNETIC OVERDRIVE..... 10

FIGURE 9: ELECTROMAGNETIC OVERDRIVE..... 10

FIGURE 11: OVERALL HUD ..... 11

FIGURE 13: E.M.P. CHARGE INDICATOR ..... 12

FIGURE 17: LAP INDICATOR..... 12

FIGURE 15: TIMER ..... 12

FIGURE 16: WEAPON ..... 13

FIGURE 18: PLACE INDICATOR..... 13

FIGURE 26: XBOX CONTROLLER LAYOUT..... 14

FIGURE 30: GLORG OF THE PLANET GLORKON..... 15

FIGURE 33: PEARL..... 16

FIGURE 38: A MOCK-UP OF LEVEL 1 ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 39: AMATEUR DEATH RACE BLENDS THE ART STYLES OF *FUTURAMA* AND *MARIO KART*.. ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 42: LEVEL START ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 43: PATHS THROUGH THE LAVA FIELD ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 44: ALTERNATE PATHS INVOLVE TAKING SIGNIFICANT RISKS..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 45: BUMPER FIELDS. .... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 46: EXPLODING BARREL AREA ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 47: BRANCHING PATHS..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 48: JUNK FIELD. .... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 49: MAGNETIC PROPULSION TUBE ..... **ERROR! BOOKMARK NOT DEFINED.**

FIGURE 50: HYPE ZONE AREA..... **ERROR! BOOKMARK NOT DEFINED.**

## SECTION 1 – CONCEPT

### 1.1 High Concept

*Amateur Death Race is Sonic-Kart with magnetized vehicles in a Futurama meets TF2 world!*



Figure 1: *Futurama* Cityscape featuring flying Cars and Humorous Billboards

### 1.2 Game Description

#### Game Goals & Features

Players race through two enormous stadium racetracks packed with loop-de-loops and giant tubes with *Mario Kart* mechanics, *Sonic* style environmental interactions, and magnetized vehicles all surrounded by a *Futurama* styled stadium! *Amateur Death Race* draws the basic race mechanics and power-up system from *Mario Kart* and combines it with the speed, bumpers, and ramps of *Sonic*. In addition, the engines of *Amateur Death Race* vehicles produce powerful magnetic fields and any metal on the tracks sticks to the vehicles slowing them down. The game's major goal is simple, win the race at all costs.

## Story Synopsis

As 21<sup>st</sup> century approached, the inhabitants of Earth began changing. The entire populous of planet Earth began growing dumber. With the decrease in intelligence came an increase in mindless violence in the media. As the mindless violence reached its pinnacle, a new T.V. show appeared. This show was the *Deadliest Automotive Turboncular Hootenanny, or D.A.T.H.* A program that broadcasted combatants, or “participants”, racing karts equipped to fire specially designed weapons. The goal was simple, be the first to reach the finish line alive. The media and viewers alike immediately hailed it as “the newest and greatest thing ever to have been created, ever”.

*D.A.T.H.* catered to the basest of all human desires, the desire for death and destruction. However, as is always the case, the violence was not enough. An initial poll discovered viewers felt the show was lacking constant action. To appease the masses the producers of *D.A.T.H.* came up with a brilliant plan. They would install powerful electromagnets in the vehicles themselves. All of the sudden the large, pointy, immobile metal debris strewn around the tracks as obstacles was not so immobile anymore. The crowds howled their pleasure, and the *Deadliest Electromagnetic Automotive Turboncular Hootenanny, or D.E.A.T.H.*, was born!

Unfortunately, the electromagnet rule had a second side effect. A great number of contestants’ lives were prematurely ended leaving *D.E.A.T.H.* short on drivers. In order to combat the shortage *D.E.A.T.H.* producers designed a competition, an *Amateur Death Race*, to discover new talent. The *Amateur Death Race* functions under the same rules as *D.E.A.T.H.* only now winners receive a lifelong contract with *D.E.A.T.H.* and enough money to pimp out their ride. The competition is fierce and the competitors themselves are even fiercer. Let the races begin!

## Style and Tone

As stated, the style of *Amateur Death Race* is *Futurama* meets *TF2*. Giant tubes, skyscrapers, flying cars, and animated advertisements populate the expansive stadium. Like *TF2* and *Futurama*, the color scheme of the gameplay objects consists of vibrant colors. However, the light colors contrast with the earth tones found in the racetracks allowing for easy differentiation of the path from its surroundings. The byproduct of this style is an ironic, humorous tone that caters to the Xbox player base and differentiates *Amateur Death Race* from other kart racers. To surmise, *Amateur Death Race* “Frankensteins” sardonic pop culture references, comical stylized art, and wacky gameplay creating a monster of a game!

### 1.3 Story/Backstory

Due to a rash of matches that can only be described as “murdiculous”, the most popular TV show of all time, *Deadliest Electromagnetic Automotive Turboncular Hootenanny (D.E.A.T.H.)*, is running dangerously low on combatants so it is holding an amateur tryout. Survivors win a spot in *D.E.A.T.H.* and enough cash to create a totally “turbonculous” ride. The tryouts draw participants ranging from biker mermaids to filthy, rich hobos.

All of the vehicles come equipped with the standard issue *D.E.A.T.H.* electromagnet. The electromagnets cause surrounding metallic objects to slam into the vehicles. The electromagnets hit the scene after a poll showed that the average viewer believed *D.E.A.T.H.* to lack an ultraviolet edge.



## SECTION 2 – GAMEPLAY

### 2.1 Overview

*Amateur Death Race* pits players against each other in a fast-paced Grand-Prix race with wacky weapons, electromagnets, and metal debris. Players navigate environmental hazards, avoid picking up debris, and combat one another in order to achieve the ultimate goal: reaching the finish line first in one piece.

### 2.2 Player's Objective

The primary objective of the player is finishing the race first.

Secondary objectives include:

- Slowing down opponents
- Finding all possible paths
- Using as many weapons as possible
- Using no weapons
- Collecting as much debris as possible
- Collecting no debris
- Successfully navigating obstacles
- Landing large jumps

### 2.3 Core Gameplay Mechanics

#### Electromagnetic System

The karts in *Amateur Death Race* come equipped with high power electromagnets. This means that large metallic “Junk” is highly attracted to them (effects of “Junk” found in Weight System section). Up to eight pieces of “Heavy Junk” can be stuck to a kart at one time. Additionally, because electromagnets repel each other, karts rebound off each other and the enormous electromagnets, or “Ginomagnets”, placed throughout the levels. The size of the force depends on the size of the electromagnet. The size of the “Ginomagnets” indicates the strength of their repulsion. Huge “Ginomagnets” send the player flying over large distances even through the air, and more modestly sized “Ginomagnets” knock the kart off its path and decrease its speed. There are also enormous demagnetization zones that slowly drop “Junk” from karts that pass through them.

#### Race System

Races in *Amateur Death Race* proceed like races in *Mario Kart*. At the beginning, players line up evenly at the starting line and the race begins. Players vie for position, weapons, and paths striving to win the race. If a kart should fall from the track, the kart reappears back in the middle of the track nearest where it fell. The race ends when all but one kart has crossed the finish line. The last place racer does not get to finish the race.

#### Weapon System

The weapon system in *Amateur Death Race* is exactly like that of *Mario Kart*. Players collide with “Randomizers” located around the tracks. The “Randomizer” then randomly chooses a weapon from the pool and the racer receives that weapon. A racer may possess only one weapon at a time forcing racers to discharge their weapons to try for another encouraging more mayhem.

### 2.3.1 Player Movement/Interactions

The players control their kart using a standard Xbox 360 controller. Players steer with the left analog stick. They accelerate with the right trigger and brake with B. Weapons fire by pressing A and the E.M.P. activates by pressing X. In addition to the level's geometry players interact with:

- "Randomizers" – weapon pickups
- Metallic debris a.k.a "Junk"
- Other players
- Exploding Plastic Barrels a.k.a. "Boom Boom Barrels"
- Super speed zones a.k.a. "H.I.P.E" zones - "High Intensity Polarized Electromagnets"
- Giant electromagnets a.k.a. "Ginomagnets"
- Magnetic Propulsion Tubes
- Demagnetization Zones

### 2.3.2 Camera

The camera, as with all kart games, is third person “over the shoulder”. The camera always faces directly in front of the karts, and the elasticity of the camera is such that it does not feel jerky when the karts bounce around.



Figure 2: Third Person "Over The Shoulder" Camera Angle

### 2.3.3 Objects and Weapons

In *Amateur Death Race*, weapons work like *Mario Kart*. All players begin without any weaponry. Players acquire weapons from “randomizer” pickup spawns placed throughout the maps. Players must fire their current weapon in order to acquire another. In addition to the weapons, all participants in *Amateur Death Race* may activate an Electromagnetic Pulse, or E.M.P., dislodging debris, hopefully in an opponent’s path, and regaining speed. The E.M.P. takes a while to recharge so players must choose when to use it wisely.

#### 2.3.3a Objects

##### 2.3.3a.1 Exploding Metal Barrel “Boom Boom Barrels”

Metal barrels full of high explosives litter the racetracks. Players colliding with a barrel bounce violently away from the explosive force.

Table 1: Plastic Barrel Collision Results

Bounce Force
Equals Speed at Collision



Figure 3: Exploding Plastic Barrel

##### 2.3.3a.2 Metal Debris “Heavy Junk”

Metal debris also litters the racetracks. Any kart colliding with any metal debris attaches the debris to the kart and causes a 2.5 percent drop in maximum speed.

Table 2: Metal Debris Attachment Results

Magnetic Range	Speed Decrease
500 Unreal Units	-2.5% Max Speed



Figure 4: Metal Debris

### 2.3.3b Weapons

#### 2.3.3b.1 Electromagnetic Pulse “E.M.P.”

The Electromagnetic Pulse, or E.M.P., temporally negates the magnetism of the vehicles causing any debris clinging to the body to dislodge. The drop in the vehicles weight returns some lost speed. The E.M.P. is the only power-up not picked up through the “randomizers”. Instead, all vehicles begin the race with the E.M.P., and the E.M.P. recharges over time after use.

Table 3: Electromagnetic Pulse Statistics

Junk Dropped	Recharge
Up to 8 (All)	45 seconds

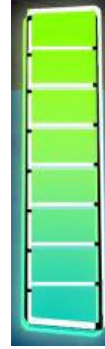


Figure 5: EMP

#### 2.3.3b.2 Nitrous

The Nitrous canister gives the player a short speed boost. Unfortunately, it also deprives the player of fine tune control over direction.

Table 4: Nitrous Statistics

Speed Increase	Duration
100%	3 seconds



Figure 6: Nitrous

### 2.3.3b.3 Shoot Junk

The Shoot Junk power-up allows the player to shoot all junk pieces from his or her kart at another player's. Shoot Junk allows the player to get rid of extra weight, increasing speed, while adding weight to another player's car. The junk flies straight from the front center of the vehicle and continues until it collides with a wall or a player.

Table 5: Shoot Junk Statistics

Number of Junk Shot
All



Figure 7: Shoot Junk

### 2.3.3b.4 Electromagnetic Overdrive

The Electromagnetic Overdrive creates a pinball bumper around the player's car. It protects the player from absorbing more trash, sends competitors' cars into a blind spin on collision, and repels all weaponry. Additionally the Electromagnetic Overdrive provides a slight speed increase.

Table 6: Electromagnetic Overdrive Statistics

Duration	Effects
10 seconds	Repulses Debris, Players, and Weapons / Speed Increased 30%



Figure 8: Electromagnetic Overdrive

### 2.3.3b.5 Bomb

The bomb drops a large explosive behind the player. The bomb explodes after a three second delay depriving any vehicles within the blast radius of control.

Table 7: Electromagnetic Overdrive Statistics

Delay	Effects
3	Players Lose Vehicle Control for 3 Seconds



Figure 9: Electromagnetic Overdrive

### 2.3.4 The Game Screen/HUD

*Amateur Death Race's* HUD is a modified *Mario Kart HUD*. It consists of five sections: (counterclockwise starting with the E.M.P.) 1 E.M.P. Charge Indicator, 2 Lap Indicator, 3 Timer, 4 Current Weapon, 5 Place Indicator.



Figure 10: Overall HUD

### 2.3.4a E.M.P. Charge Indicator

The E.M.P. Charge Indicator shows the charge state of the E.M.P. Emitter. The empty bar is fully grey. As the E.M.P. Emitter charges, the bar becomes green. Charge Indicator to know when their kart's E.M.P. Emitter is ready for activation.

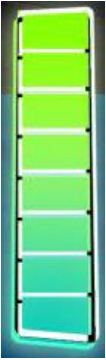


Figure 11: E.M.P. Charge Indicator

### 2.3.4b Lap Indicator

The Lap Indicator displays a racers current number of laps. The range of the Lap Indicator scales with the number of laps necessary to complete a racetrack. Players use lap information in making strategic decisions about play style. The Lap Indicator begins on one incrementing by one after completing a lap. This keeps the Lap Indicator equivalent to the number of the racer's current lap.



Figure 12: Lap Indicator

### 2.3.4c Time

The Timer displays the total time the player has been racing on the current racetrack when the player completes each lap. This information provides an occasional visual cue to the player of the quality of his current performance. The timer begins when the players gain control of their karts at the beginning of the race, and it continues running until the player crosses the finish line on the last lap of the race.

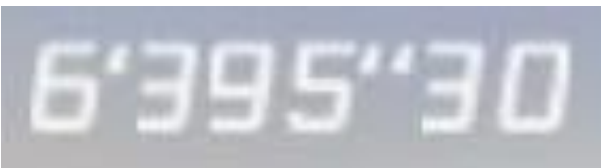


Figure 13: Timer



### 2.3.4d Weapon Indicator

The Weapon Indicator displays an icon corresponding to the weapon the player currently possesses. There are four different “randomizer” weapons meaning there are four different icons. The Weapon Indicator displays the icon until the player uses the weapon at which time it returns to grey remaining so until the next weapon. This information is necessary for the player to decide the correct method and timing of weapon activation.



Figure 14: Weapon

### 2.3.4e Place Indicator

The Place Indicator shows the racer’s numerical place in the race. The players use this information as a quick reference to the state of the race.



Figure 15: Place Indicator

### 2.3.5 Controls

#### 2.3.5a Xbox Controller

Players steer the karts with the left analog control stick, accelerate with the right analog trigger, and break/reverse with the left analog trigger. Players shoot with the A button, and activate E.M.P. pressing X. The following is the standard control configuration:

Table 8: Xbox Controller Layout

Player Action	Key
Directional Control	Left Analog Control Stick
Acceleration	Hold Right Analog Trigger
Reverse / Breaks	Hold Left Analog Trigger
Fire Weapon	A
E.M.P.	X

### Control Scheme



Figure 16: Xbox Controller Layout

## SECTION 3 – CHARACTERS AND KARTS

### 3.1 Character and Kart Details

#### 3.1.1 Glorg of the planet Glorkon



Figure 17: Glorg of the planet Glorkon

- **Name: Glorg of the planet Glorkon**
- **Age: 4**
- After receiving his driver's license and a brand new flying saucer, Glorg left for a fateful joy ride. Doing donuts in the Milkyway, his saucer collided with an asteroid belt requiring him to make an emergency landing on earth. Glorg intends on getting into the D.E.A.T.H. to win the prize money and fix his ship.

### 3.1.2 Pearl



Figure 18: Pearl

- **Name:** Pearl
- **Age:** 67,000,000
- “T-Rex doesn’t want to be fed, she wants to hunt.” For Pearl, D.E.A.T.H. is the ultimate hunt. She wears her lacy shawl and lipstick dressed and ready for a night out on the town. Pearl enters *Amateur Death Race* for the meat!

## SECTION 4 – WORLD LAYOUT

### 4.1 Game World Overview

The world of *Amateur Death Race* is *TF2* meets *Futurama*, and the tone created by this style is edgy, ironic, humor. The spaces themselves feel full of rich, vibrant, and colorful objects contrasted with darker earthy tones. The effect of which is a visual parallel to the ironic humor in the objects themselves. Signs displaying mockeries of modern pop-culture references, such as All Pulp Orange Juice, are one example of the ironic humor found in *Amateur Death Race*.

Players race through Death Race Stadium swiftly, maneuvering around familiar objects thematically twisted to fit into the world of *Amateur Death Race*. Like *Mario Kart* the race area is segmented off from its surroundings preventing the players from straying off the beaten path. By heavily controlling the players path, the complexity and number of environments possible increases.

However, even though the players interact very little with their non-racetrack environment, the depth and richness of the *Amateur Death Race* world surrounds the player. Layering static meshes outside of the play space creates the feeling of a true stadium. Just like *Mario Kart*, players cannot reach the outer edge, but again like *Mario Kart* the environments are fuller and better for it.

### 4.2 Level Description

#### Quick Summary

The level 2 track combines high-speed racing with a surprising and interactive environment. The player must react quickly to avoid piles of junk, boom-boom barrels, and electrobumpers while trying to outpace and outmaneuver the other players. Ramps and giant tubes intensify the chaotic feel of the player's experience. These environmental hazards compliment the competitive nature of *Amateur Death Race*.

#### Gameplay Overview

The player must focus on navigating wacky obstacles while avoiding junk and collecting power-ups. More advanced players will find strategic choke points and side-paths to get ahead of the competition.

#### 4.2.1 Technical Overview

##### Mission Location

- Theme: A motor cross arena
- Mood: light-hearted and whimsical with slightly edgy humor
- Setting: A dirt bike style stadium in the middle of a futuristic city
- Time: Daytime
- Season: Summer
- Weather: Partly clouding
- Color palette: bright colors contrasting a brown, dirt track

## 4.2.2 Technical Details

### Level Atmosphere/Mood

Hot and steamy, with a bright color palette. Pick-ups, billboards, and other environmental elements emphasize the humorous visual style.

### Water Cooler Moments

- Area 1: Gino-Magnet boosts over a lava pit
- Area 2: The Bumper Fields
- Area 3: The Exploding Barrel Fields
- Area 4: The Glass Electromagnetic Propulsion Tube

## 4.2.3 Gameplay Details

### Gameplay Mechanics

- Prerequisite skills: Basic driving including turning left and right and acceleration
- Skills learned: Strategic use of junk, randomizers, hype zones, electromagnetic slingamajigs, and alternate paths

# MAPS

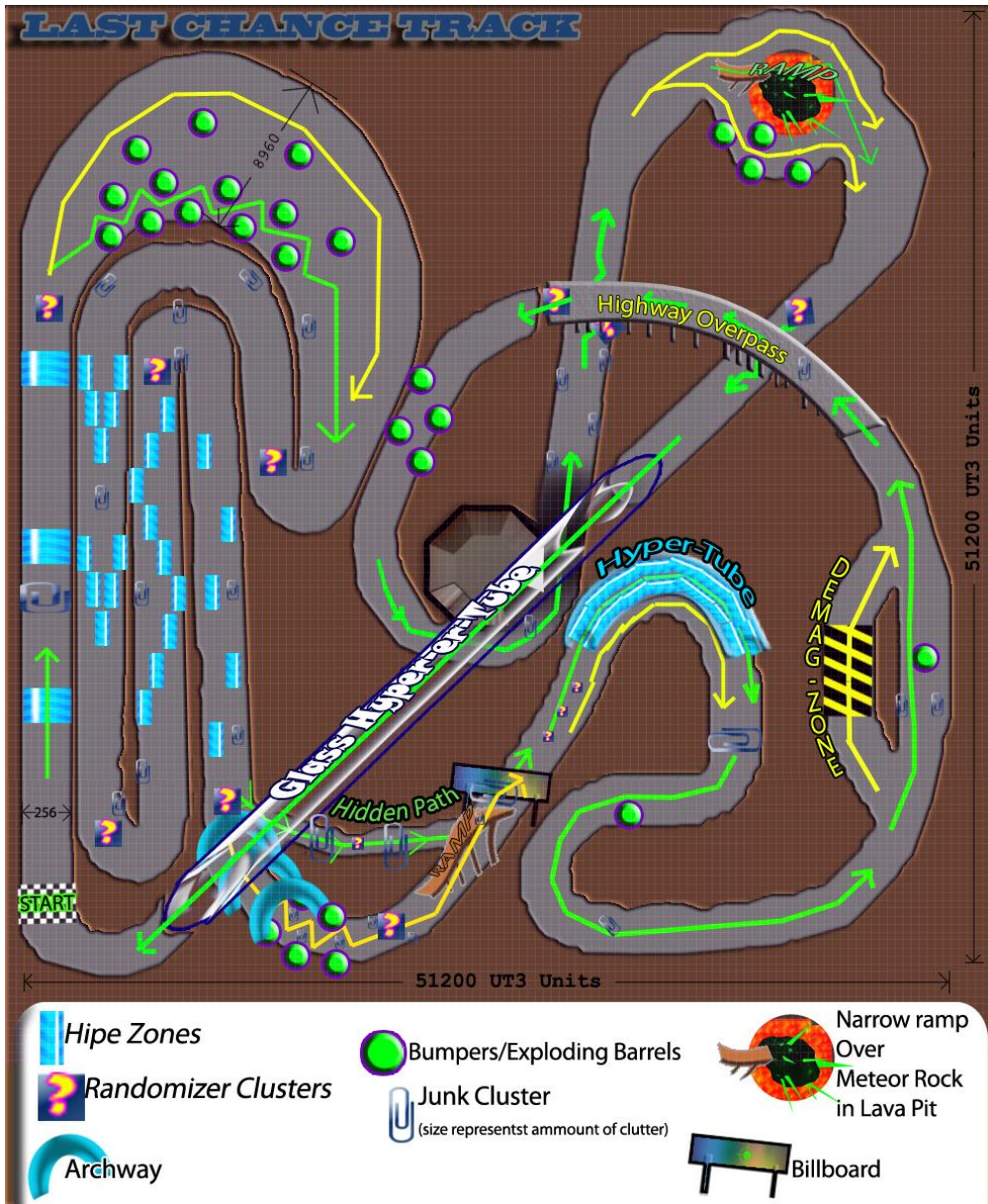


Figure 26: Overview map of "Last Chance"

## Map Areas

### Area 1



Figure 27: Players begin on a straight away, and collect junk and power-ups

Players begin on a straightaway to build speed. An early group of junk teaches the players about the junk system, shortly afterwards, players learn about power-ups by hitting a row of randomizers.



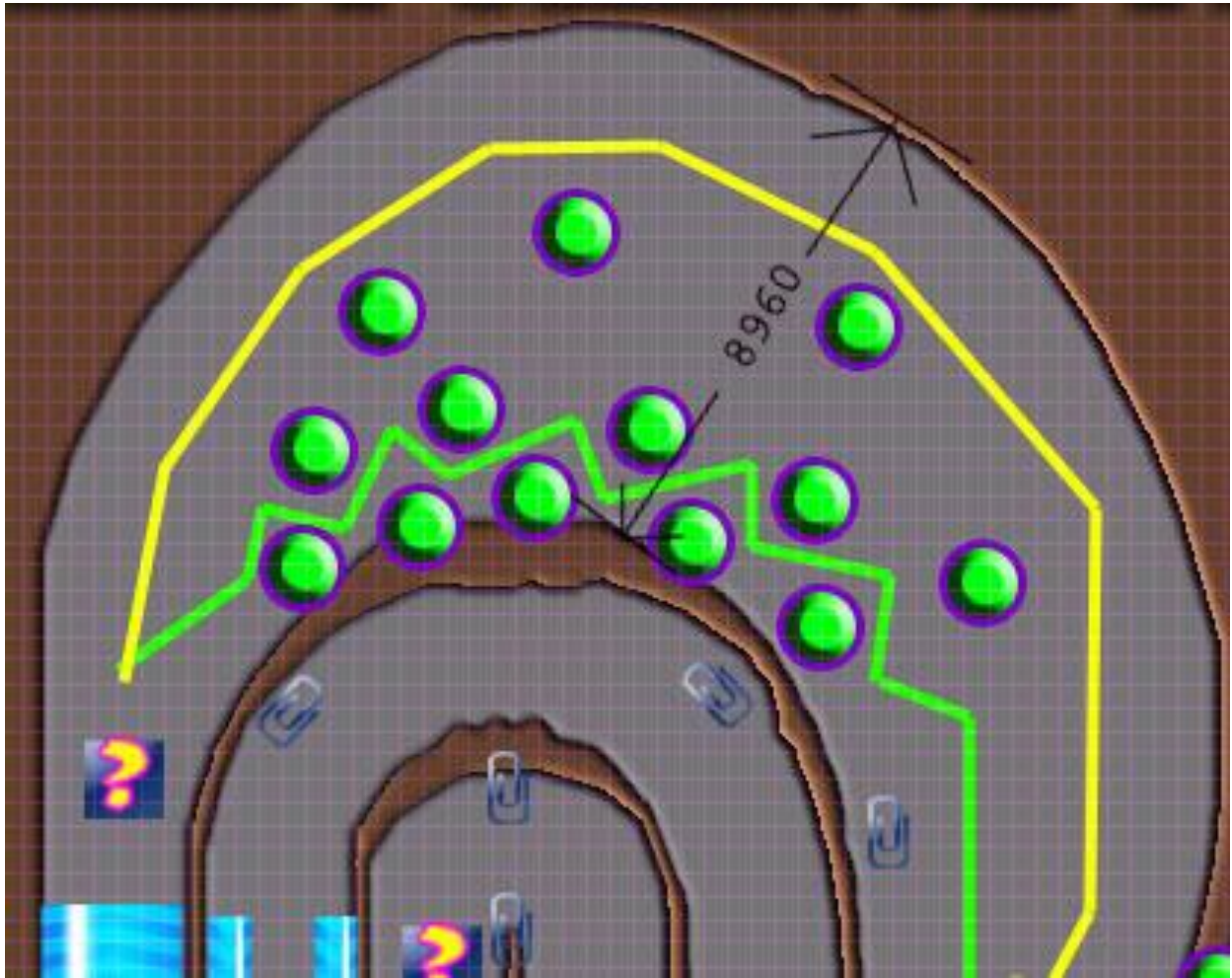


Figure 28: Players must navigate the boom-boom barrels and bumpers, in order to get around the first large bend.

*Next, players pass through a more open area scattered with junk, bumpers and boom-boom barrels. A choke point at the end of the field gives savvy players the opportunity to dispel trash in the path of opposing players.*

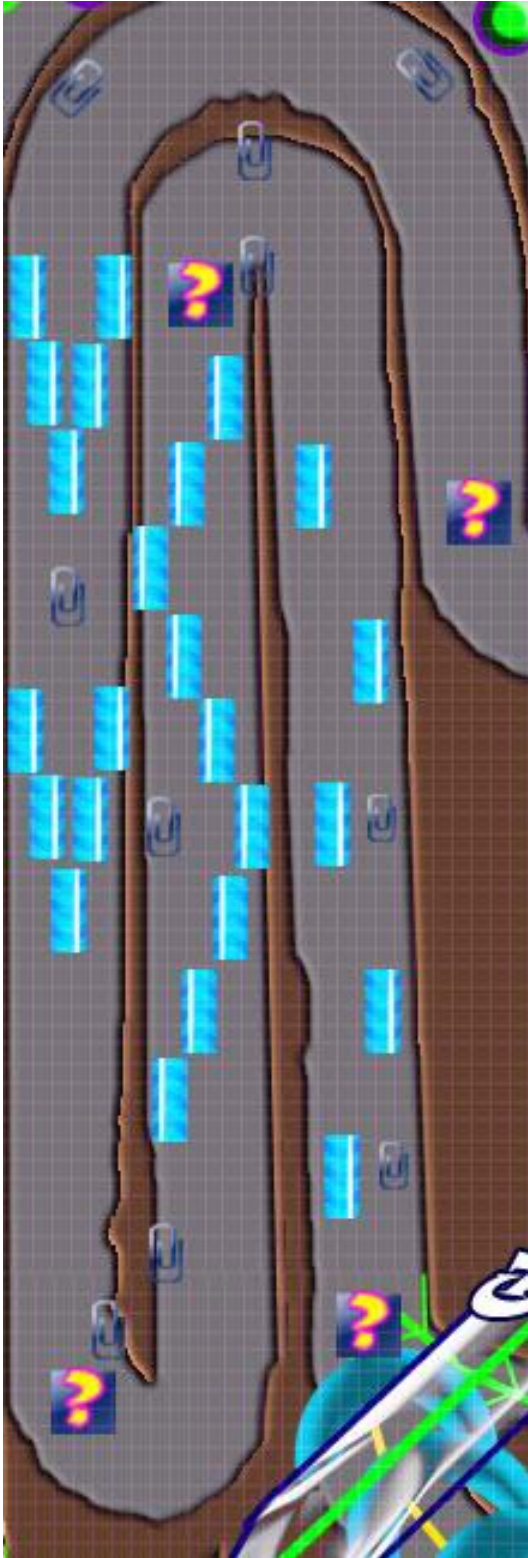


Figure 29: Section 1-3 puts players through a series of hairpin curves, HIPE Zones and piles of junk.

Players proceed around another curve, past some junk and onto a straightaway. This straightaway features Junk, HIPE zones and Randomizers. Players round two more hairpin curves with different configurations of HIPE zones, junk and randomizers, forcing the players to weave back in forth in order to maintain maximum speed.

Area 2

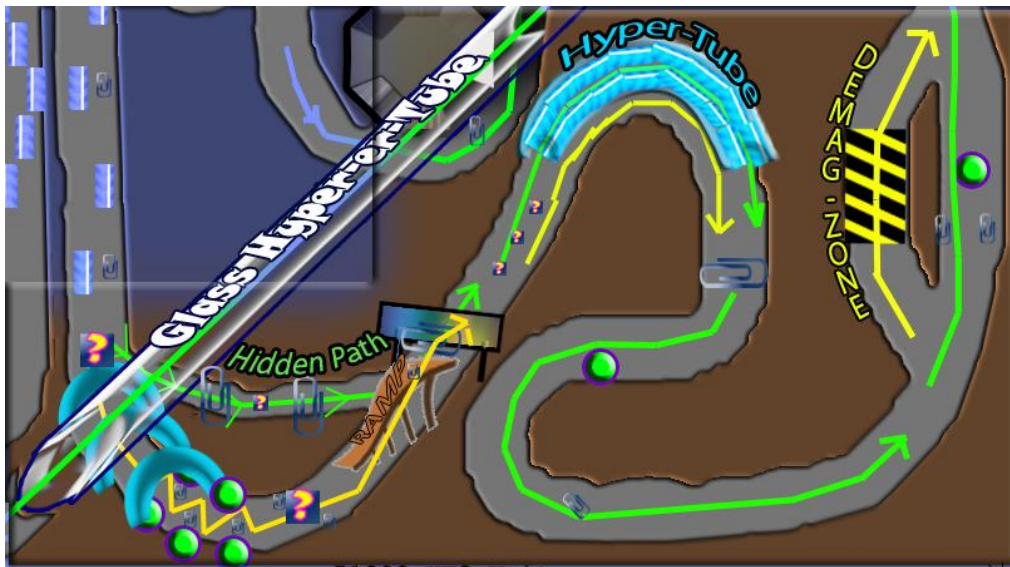


Figure 30: Under the Archways, Through the Bumpers, Over the Ramp and Billboard, Through the Hyper Tube and drop off the Junk in a Demag-Zone. Or did you take the secret shortcut?.

After Section One of the map, the player races down the final of a series of straight runs. Area 2's archways stand out as the obvious next path.



Figure 31: View entering Area 1 presents the archway as the obvious path.



Figure 32: Glimpse of the hidden shortcut before racing past to go under the wild and crazy textured archways

### Area 2.1

Just before the player passes under the arch a cluster of Randomizers disguise the entrance to the hidden shortcut where large clusters of junk sit. The player exits the shortcut by passing under the billboard and ramp meeting up again with the regular path.

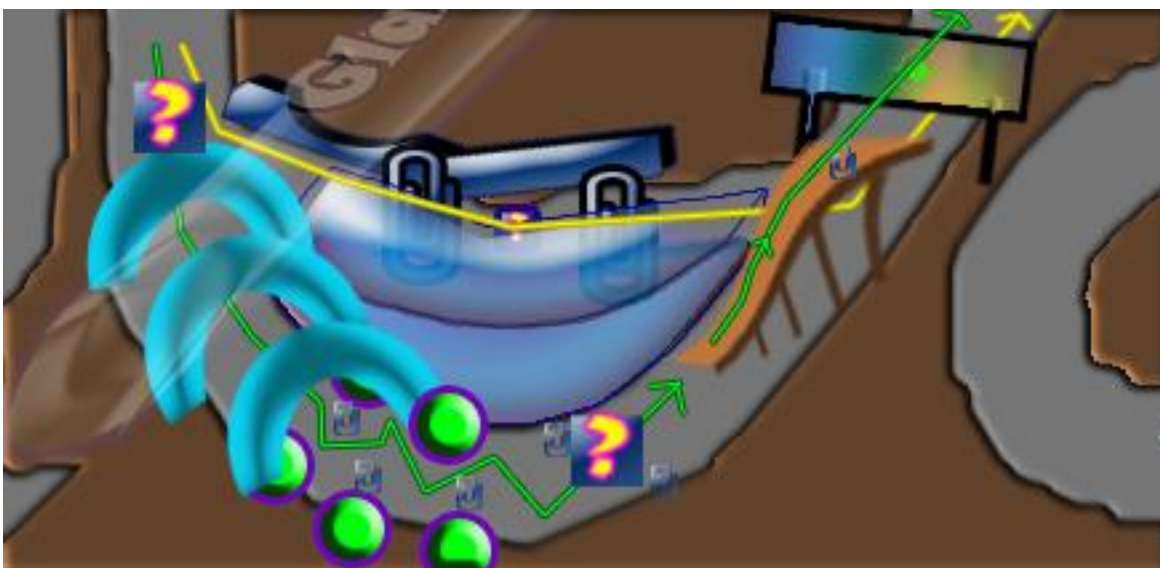
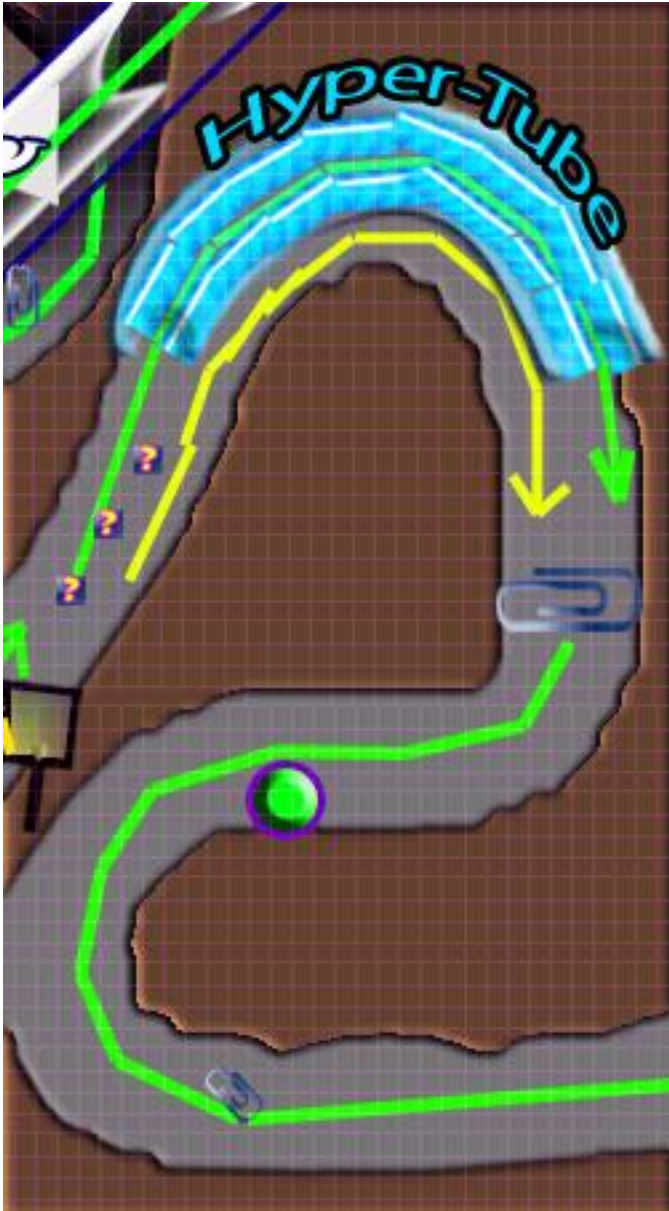


Figure 33: Tall metal walls hold up this end of the Glass Hyper-er Tube and conceal the hidden path.

The regular path going under the archways spits the player out into a bumper field mixed with light junk littering the area. The bumper fields present players with a space to use randomizers on other players. A second cluster of “Randomizers” waits as racers exit the archways and funnel onto the ramp. The “All Pulp Orange Juice” billboard appears to block the path but at the last second, the ramp lips upward and launches the racers over the giant advertisement.

## Area 2.2



**Figure 34:** Players choose to take the Hyper-Tube and gain some speed, or possibly avoid the epileptic fit and take the shorter but slower inside track.

Heading towards the “Bizzaro S curve,” a narrow strip of randomizers entice the player to race towards a virtual fork in the road as they choose to take the shorter inside track around the first curve, or enter into the speedy “Hyper-Tube” on the left. Past the end of the “Hyper-Tube”, a row of light and heavy junk crosses the entire track. Another sharp curve allows the player to take the shorter inside track, but a bumper here and a small junk pile around the curve make it a challenge for the player.

Area 2.3



Figure 35: The De-magnetization Zone

Area 2.3 hold the only Demag-Zone for the track. The straight route is a bit quicker, but only if the player dodges the single bumper and the light junk. Now the racers speed onward into Area 3.

## Area 3



Figure 36: On the overpass

After passing the Demagnetization Zone, players race across a curved overpass that ends in a jump through a row of randomizers.



Figure 37: Exploding Barrels

Shortly after leaving the overpass, the player steers through field of exploding barrels.





Figure 38: Under the tube.

After a short area of open track, the player swings through a sharp turn that curves under the giant tube and into a field of junk.



Figure 39: Under the overpass

The player then loops under the overpass where he or she must avoid the bridge's supports while trying to hit the randomizers.



Figure 40: Lava pit and meteor



Figure 41: Ramp to lava pit

The player soon reaches the lava pit, where a giant meteor has created a pit of lava in the ground. The player can choose to take the short inside loop around the lava pit, but risk being slowed by the bumpers, the longer, outside loop, or attempt to jump over the meteor using the ramp.



Figure 42: Over the underpass...again.

The player then encounters another line of randomizers before crossing back under the overpass where the player must maneuver the car through the bridge supports.



Figure 43: Tube entrance

Upon exiting the underpass, the player sees the entrance to the giant tube.

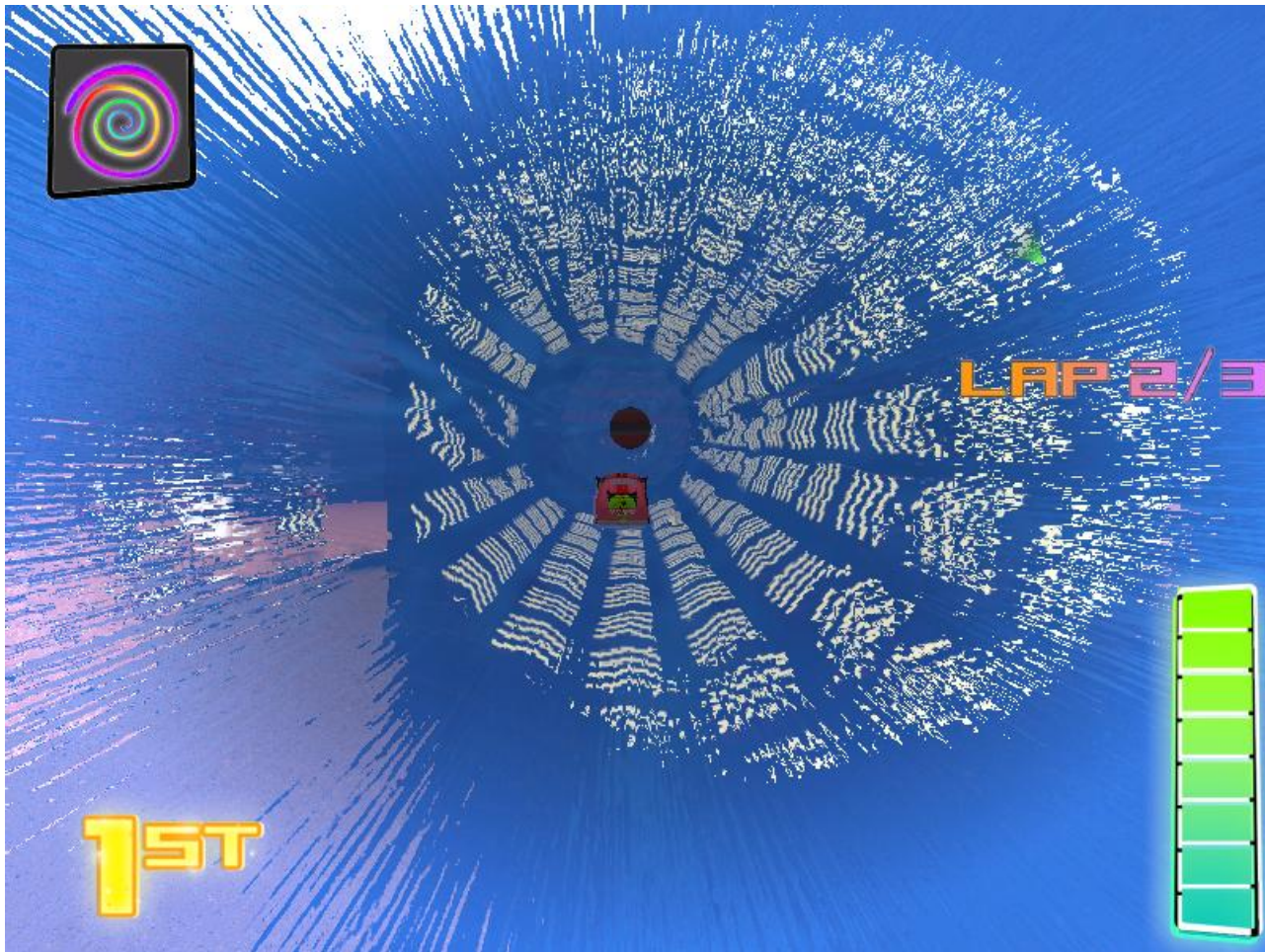


Figure 44: Inside the tube.

The tube zips the player across the map at an extreme speed.



Figure 45: Finish line

After exiting the tube, the player swerves around a bend to reach the finish line.



## Legend

- Water Cooler Moments
  - Area 1: Players Jump over a billboard
  - Area 2: The players jump off an overpass
  - Area 3: Players jump over a crashed meteor
  - Area 4: Players fly through a large glass tube at supersonic speeds
- Challenge Highlights
  - Area 1: The players must navigate a turn filled with bumpers and explosive barrels
  - Area 2: Players must navigate several hairpin turns and avoid junk
  - Area 3: Players weave through bumpers and over a billboard
  - Area 4: Players weave in between exploding barrels
- Objectives
  - First to cross finish line after three laps, finding shortcuts, avoiding junk, sabotaging other players with randomizer pick-ups
- Player/AI Start Points
  - All players start at the Start Line
- Pickups, Health Stations etc.
  - Players acquire pick-ups by hitting randomizer boxes, distributed throughout the level.

- Critical Path

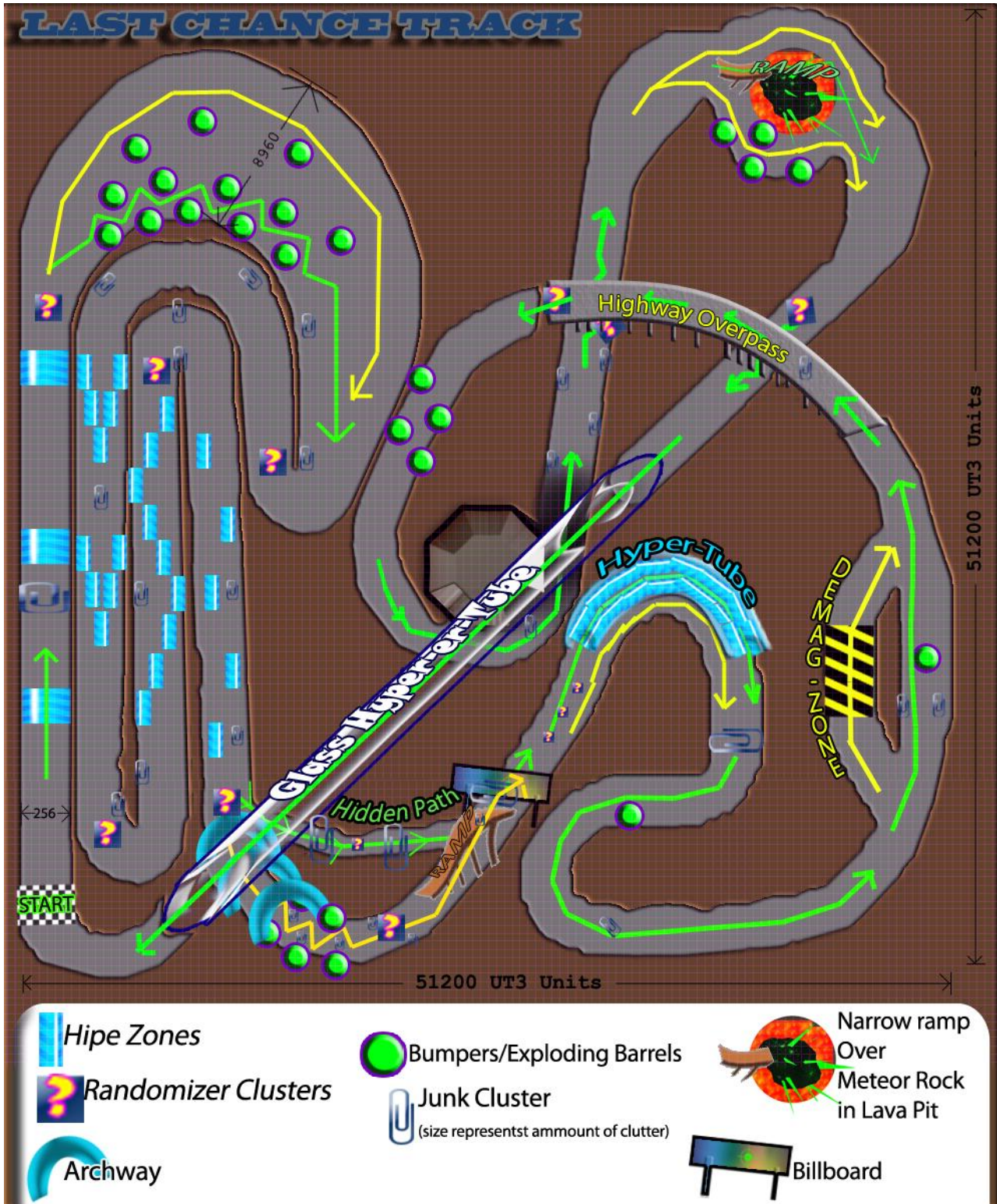


Figure 46: Critical Path