



SPONGEBOB COLLABORATION

Request for approval of in-game motions 2024/11/28

SEGA CO.

Motions during a race



SpongeBob_Car_Race.mp4



SpongeBob_Car_LastPlace.mp4



SpongeBob_Hoverboard_EntranceCut.mp4



SpongeBob_Hoverboard_Race (NoEntrance).mp4



SpongeBob_Hoverboard_LastPlace.mp4



Patrick_Car_Race.mp4



Patrick_Car_LastPlace.mp4



Patrick_Hoverboard_Race.mp4



Patrick_Hoverboard_LastPlace.mp4

Please review the motions used during a race for each character; there are 2 variations (car/ hoverboard)

Main types of motions include:
Pre-race standby, start-dash, slow drive, fast drive, turning curves, drifting (left/right), attack items (right hand) holding & usage, support items (left hand) holding & usage, acceleration mini-success, acceleration full-success, damage; left/right/front/rear, damage spin, squashed, surpassing other players (happy), surpassed by other players (upset), air tricks; left/right/front/rear, air tricks; roll left/right; twist left/right, travel ring selection left/right, reverse, goal reactions (high/low rank), boats; fast drive, jump, curves left/right, drift left/right

Race Motions: SpongeBob (Car)



Successful acceleration



Air tricks (before/after)



Air tricks (twist)
*During acceleration



Air tricks (roll)



Hitting an enemy with items



Throwing item at players behind



Throwing item at players in front



Low rank goal



High rank goal



Travel Ring selection (left) during 2nd lap

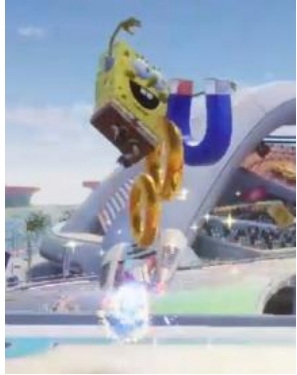


Surpassed by another player (upset)



Surpassing another player (happy)

Race Motions: SpongeBob (Hoverboard)



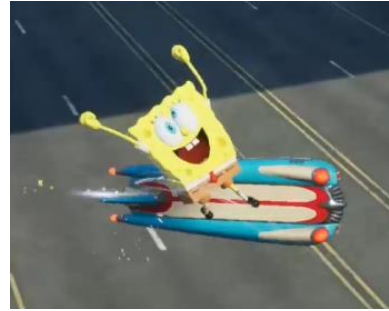
Successful acceleration



Air tricks (before/after)



Air tricks (twist)
*During acceleration



Air tricks (roll)



Throwing item at
players behind



Throwing item at
players in front



Low rank goal



High rank goal



Travel Ring selection
(left) during 2nd lap



Surpassing another
player (happy)

Race Motions: Patrick (Car)



Successful
acceleration



Air tricks
(before/after)



Air tricks (twist)
*During acceleration



Air tricks (roll)



Hitting an enemy
with items



Throwing item at
players behind



Throwing item at
players in front



Low rank goal



High rank goal



Travel Ring selection
(left) during 2nd lap



Surpassing another
player (happy)

Race Motions: Patrick (Hoverboard)



Successful
acceleration



Air tricks
(before/after)



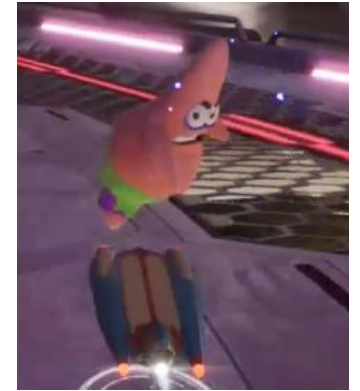
Air tricks (twist)
*During acceleration



Air tricks (roll)



Hitting an enemy
with items



Throwing item at
players behind



Throwing item at
players in front



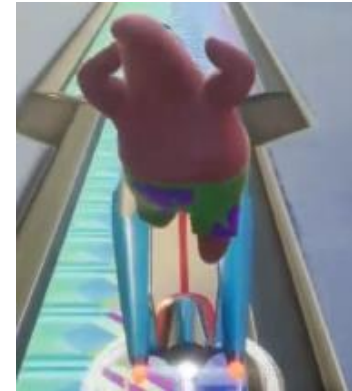
Low rank goal



High rank goal



Travel Ring selection
(left) during 2nd lap



Being surpassed
(upset)



Surpassing another
player (happy)

Emote Motions



SpongeBob_Car_Emotes.mp4



SpongeBob_Hoverboard_Emotes.mp4

Please review emote motions for each character; there are 2 variations (car/hoverboard)

These are used in online lobbies among matching players for light communication.

They include the following 6 variations: **greetings, provoke, happy, sad, good, and a car horn**



Patrick_Car_Emotes.mp4



Patrick_Hoverboard_Emotes.mp4

Award Ceremony Motions



スポンジボブ_表彰式.mp4



パトリック_表彰式.mp4

Please review award ceremony motions for each character
– this scene plays out when the character wins a race.

Thank you!