

創造は生命×積極進取

SONIC™
RACING
GATE TRAVELLER

TERRA
TMNT MM Course Concept

SEGA STRICTLY CONFIDENTIAL

■ Points we would like you to review

- **Part 1: Structure of the course and gameplay**

- Gimmicks
- Course Layout

- **Part 2: Artwork**

- Questions / Confirmation
- Additional Asset Requests

Course structure and game design

The course is based on world aesthetics from the movie 'Teenage Mutant Ninja Turtles: Mutant Mayhem'

Course Outline

- Layout uses sewers; characteristic to TMNT
- Experience ninja-like actions utilising vehicles and rubble thrown by the enemy



Course Flow

① Sewers



Start on home straight

② Sewers to Subway



Proceed by jumping along half-pipes & boat area

③ New York

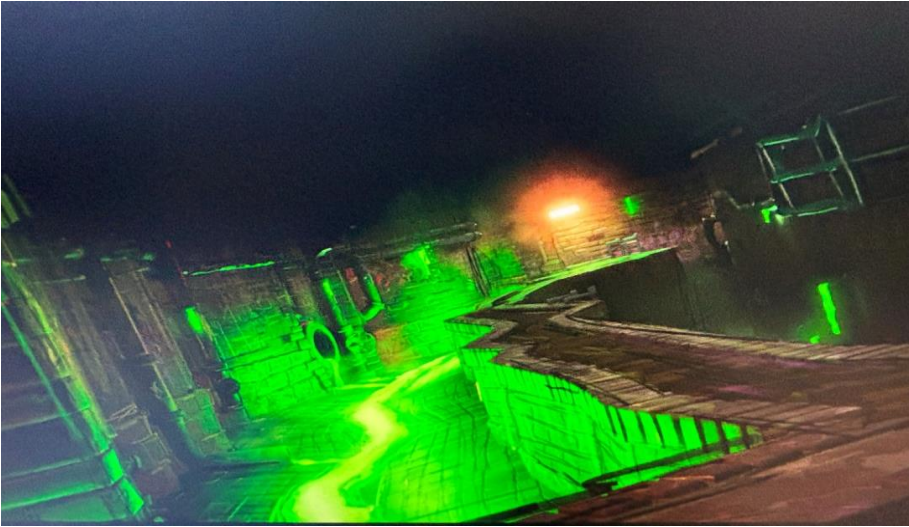


Proceed while avoiding boss attacks

Back to
①

① Sewers

Reference for game visuals



◆ Home straight is the starting/finishing point of the race.

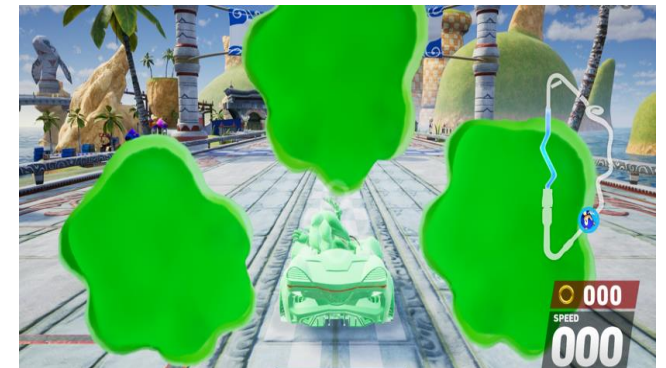
We are considering the use of mutagen on road surfaces to slow down players, as well as cases where it would fall on a player, also slowing them down.

E.g.

Decelerating surface



Decelerating gimmick



②Sewers to Subway

Reference for game visuals



◆ Half-pipes and boat area.

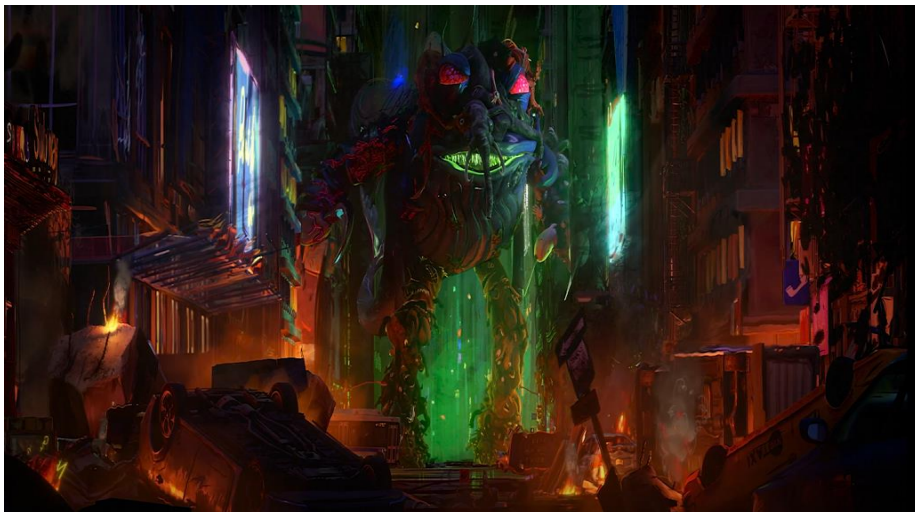
Players can perform air tricks on half-pipes and use the jumping mechanic on boats to avoid gimmicks like a ninja.

After exiting the sewers, players will proceed through the metro and into New York city.

***Roads may differ to the original in some cases.**

③ New York

Reference for game visuals



◆ Avoid giant Superfly attacks

A large-scale boss – Superfly from the movie – will throw cars and rubble; players are to avoid these attacks and use the objects as jump boards to proceed.

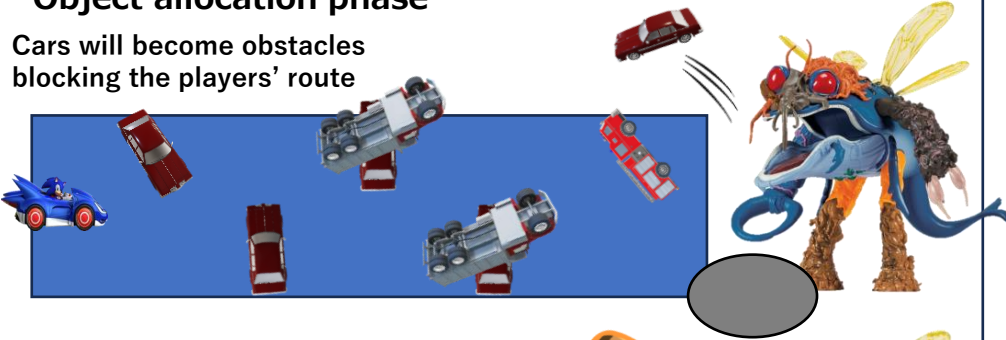
***Roads may differ to the original in some cases.**

Boss: Superfly

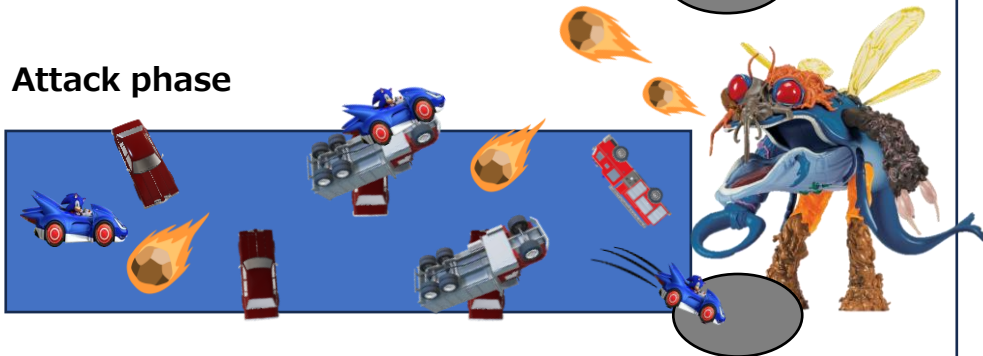
Driving routes will change depending on where objects thrown by the boss are to land (we are planning 2-3 variations). After the objects are 'allocated' on the road, Superfly will then throw rubble to deter players, and they must reach a manhole (or another massive hole; TBD) at the foot of the boss to go back to the sewer area.

Object allocation phase

Cars will become obstacles blocking the players' route



Attack phase



Inspired by this scene:

[YouTube Premium EMU MIX 1mon Sloth Artist-BTS 15s horiz 1920x1080 16-9 jp JP JPY](#)



Artwork

Notes regarding art

In order to ensure visual appeal and playability, we are considering the following arrangements which we would like your approval on.

■ General

- Please confirm that you would be okay with us adding fences in courses, which helps players understand where they should be driving.
- Objects outside the course are generally larger and sometimes simplified in racing games for both visibility and playability, letting players notice them from a distance; please confirm that you would be okay with us doing this to some objects and specifically Superfly, who may be larger than the original setting.

Object size comparison
(Left is 1:1, right is 2:1)



Additional Asset Request

Please provide the following asset to help us maximise the original movie's appeal.

■ Superfly (Mega Mutant)

- Model data (could not be found in Creative Library)

