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cc: DAN  
STEVE  
TED  
MICKEY  
JEFF  
Doug C.

DOES NOT LOOK GOOD.

FAX

**TO:** Bill Hindorff/Tengen  
**FROM:** Jane Chaney/Sega of America  
**DATE:** September 17, 1993  
**SUBJECT:** Road Riot-GN  
**CC:** J. Bishop  
S. Ackrich  
C. Garske  
J. Schneer  
S. Hamanaka

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Please find the attached test report for **Road Riot - GN**. As stated in the summary, Class C bugs are comments that you should consider correcting and it is highly recommended that Class B bugs be corrected, but is not mandatory for SOA approval. SOA will not approve titles that contain Class A bugs. It should also be noted that Sega of America reserves the right to withhold approval based on non-bug related quality issues.

One of the Class A bugs for this title is a score of below 55. I have attached a third party rating form showing the break down of the scores for each individual category. I have also attached a list of recommendations which would help to boost the overall score for this title.

**Please let us know by reply fax, when we will be receiving new code.**

If you have any questions or need further information, please call me at (415) 802-1328. My fax number is (415) 802-1477.

Best Regards,

Jane Chaney  
Account Executive  
Licensing and Acquisitions



# Third Party Test Report

Title of the Product **ROAD RIOT**

Publisher Tengen

Analyst Kirby Fong

Date 9/16/93

System GEN

Memory 8

Category Vehicle

Number of Players 2P Competitive

Battery No

View 1st Person

Version

8/24/93

Test Duration 16hrs

Level Achieved

Completed

Check Sum Numbers

Ic<sup>1</sup> 0-E6F0 ✓

Ic<sup>3</sup> 2-7B93 ✓

4-

6-

Ic<sup>2</sup> 1-196B ✓

Ic<sup>4</sup> 3-A190 ✓

5-

7-

This product is rated GA for the following reasons:

- This product does not contain objectionable material and is appropriate for all audiences.

Class A Bugs:

1. Open 9/15/93 Approval Score  
This game failed to score the "60" needed to be approved.

Class B Bugs

1. Open 9/15/93 Collision Detect  
Several times we went through an object, like a tree or rock, and nothing happened.
2. Open 9/15/93 Game Reset  
If a player presses start and all three buttons at the same time, the game will reset. This function should only work with CD titles.
3. Open 9/15/93 Slow Down  
In two player split screen mode, the game experiences major slow down.
4. Open 9/15/93 Second Controller  
When playing a one player game the second controller should be disabled. Right now the second controller can pause the game. The second controller should also be disabled during the option screens.

Class C Bugs:

1. Open 9/15/93  
More colors could be used because it's difficult to see objects on the road.
2. Open 9/15/93  
The scaling in this game is very choppy and poor. It really takes away from the game play.

Comments:

No comments.

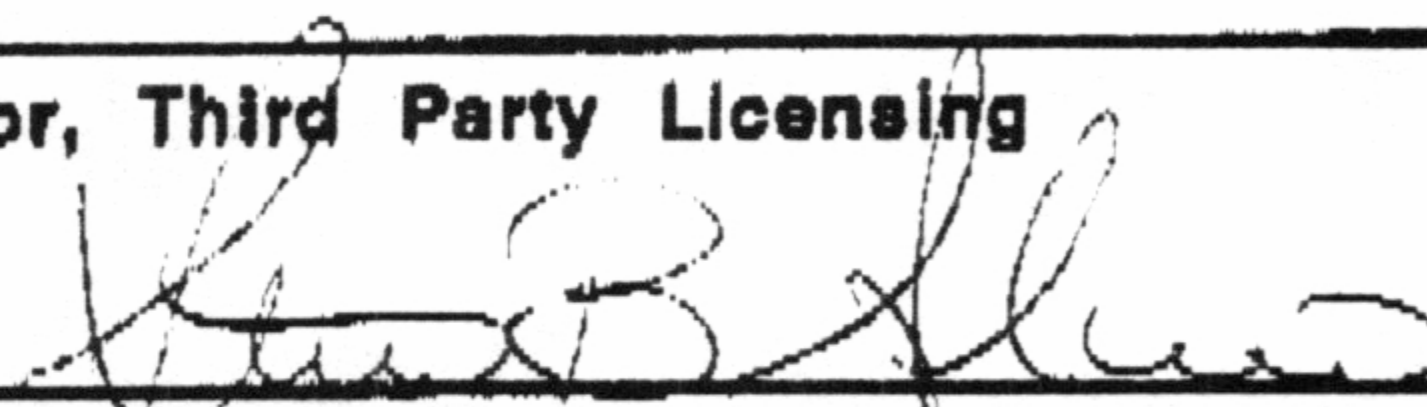


**Summary:**

While class C bugs are comments the Third Party should consider, it is highly recommended that class B bugs be corrected and SOA will not approve titles that contain class A bugs. It also should be noted, that Sega of America reserves the right to withhold approval based on non-bug related quality issues.

Director, Third Party Licensing

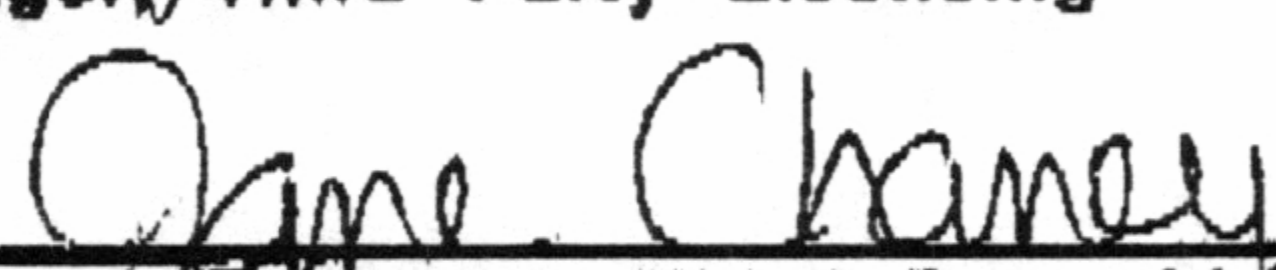
Date



9/16/93

Manager, Third Party Licensing

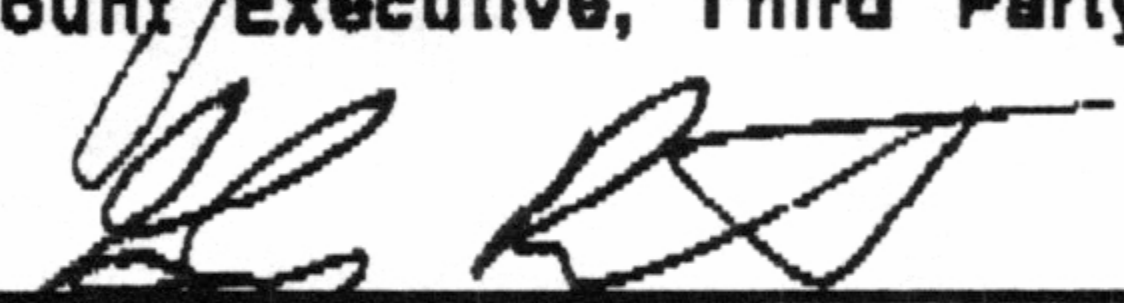
Date



9/16/93

Account Executive, Third Party Licensing

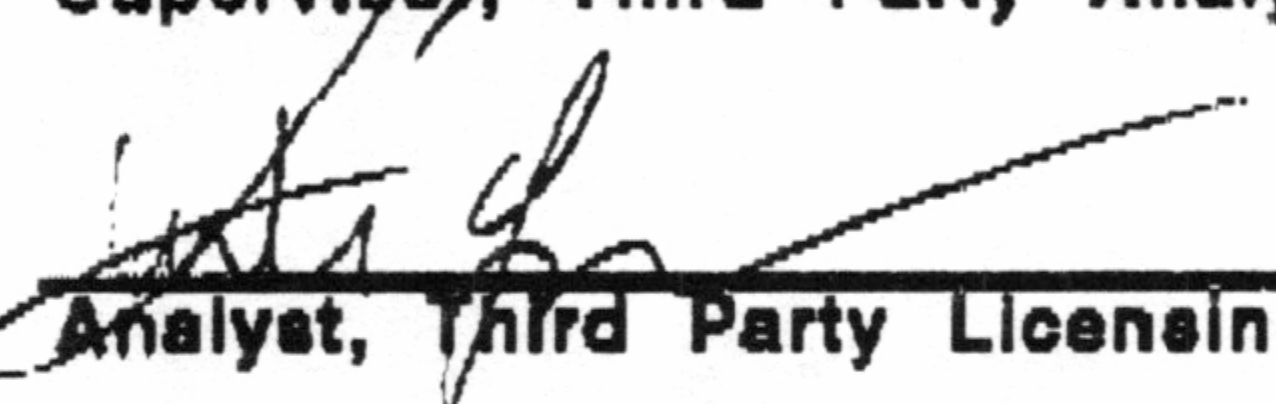
Date



9/16/93

Supervisor, Third Party Analysts

Date



9/16/93

Analyst, Third Party Licensing

Date



# Third Party Product Rating Form

Title of the Product **ROAD RIOT**

Publisher **Tengen**

Number of Evaluations **4**

Date **9/15/93**

System **GEN**

Memory **8**

Category **Vehicle**

Number of Players **2P Competitive**

Battery **No**

View **1st Person**

This product is rated GA for the following reasons:

• This product does not contain objectionable material and is appropriate for all audiences.

Evaluator #1 Kirby Fong	Evaluator #2 Brian Paw	Evaluator #3 Jeff Gregg	Evaluator #4 Steve Goodale
Concept (5)	Concept (5)	Concept (4)	Concept 7
Graphics (3)	Graphics (4)	Graphics (4)	Graphics (4)
Music (5)	Music 6	Music 7	Music (4)
Sound Effects (5)	Sound Effects (4)	Sound Effects (5)	Sound Effects 7
Play Control 6	Play Control 6	Play Control (4)	Play Control (3)
Challenge 7	Challenge 6	Challenge 6	Challenge 7
Play Value (4)	Play Value 6	Play Value 6	Play Value 6
Depth (4)	Depth 6	Depth (5)	Depth (4)
Presentation 8	Presentation 6	Presentation (4)	Presentation 7
Comparison (3)	Comparison (4)	Comparison (4)	Comparison (3)
<b>Unweighted 50</b>	<b>Unweighted 53</b>	<b>Unweighted 49</b>	<b>Unweighted 52</b>
<b>Weighted 48</b>	<b>Weighted 52</b>	<b>Weighted 48</b>	<b>Weighted 49</b>

Rating Scale
Below Average (0-55)
Fair (56-60)
Good (60-70)
Very Good (70-80)
Excellent (80-100)

Final Rating	
Unweighted	<b>51</b>
Weighted	<b>49</b>



# Recommendation Report

*Analysis and Preliminary Test*



Title **Road Riot**

Format **Sega Genesis**

Company **Tengen**

Code Rcvd by **8/24/93**  
SOA on:

Code Type **Final sub60**

Account Executive **Jane Chaney**

Sega of America has compiled the following analysis report in an effort to provide you with feedback concerning your Final code which has scored beneath the rating cutoff. 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.

## **RECOMMENDATIONS:**

This version of Road Riot is an improvement over the previous version, however, the game still needs a substantial amount of improvement. This game is going up against some extremely strong racing games (i.e., F1 Racing , Road Rash II) and it will get lost in the pack.

1. Add frames of animation to the player cars and the enemy cars. Additional animations for spinning and flipping of the cars would improve the look and play of the game. This might require cutting from someplace else within the game but it is strongly recommended (cut some of the digitized sounds and the rear view mirror, these don't make the game fun). This could be the area that makes Road Riot stand out from the rest.
2. Clean up the animations of the cars. They currently look blocky and unclear. Have the artist make another pass at cleaning these animation frames
3. Clean up the graphics for the road objects and the animation of the character with the starting flag.
4. This game still suffers from lack of play control. Adding animations and making the car react more quickly to the directional pad would greatly improve the play control. Even purchasing traction does not seem to help at all.
5. Purchasing engines, traction and handling seem to have no effect on the game play. This must be improved.
6. Sound Effects -- Some of the sound effects are ridiculous. For example, the car flipping sound seems out of place. There are a number of great sampled sounds and digitized voices in the game, it doesn't make sense to drop in random bleeps and whistles where there are no digitized sounds. Either remove them or clean them up.
7. Change the last lap music. It sounds like a Casio throwing up.
8. Why have a gun if it has no effect on the enemy cars? If an enemy car is hit by the players bullet, that car should explode! Also, the player car should explode when hit by enemy fire. This could help to improve game play in the two player game.
9. Adding interesting weapons like guided missile or mines would greatly improve game play. The player could use money to buy more interesting weapons.
10. Remove the rear view mirror. All it's doing is making the game slower.