POD RACING TRACK EVENTS

Objective: Going very fast while avoiding obstacles is the stuff of Star Wars. However, huge jet engines strapped to little pods that go around tracks strewn with obstacles that will probably get a racer killed was never the intent of Pod Racing. Star Wars is about characters and story at its core, so likewise the races should tell a story as the player progresses with each lap around a track. We are tasked with coming up with new tracks on new planets. Consequently, instead of just rocks and trees, why not incorporate other bits of dynamic Star Wars lore into the race environment the players must also contend with?

What are track events? These are special events that will occur in a pod race at approximately the same location each lap, on a particular section of track (referred to in the future as event alley). They are dynamic events that happen on or to the track to make the pod race feel more "alive" than just a series of straight ways and turns. The purpose is to encourage more activity out of the player using the Kinect with fast reactions and skilled driving. With each subsequent lap in a race, the track event will change along its established theme to ramp up the difficulty for the racers. This also has the added benefit of adding uniqueness to each lap as well. In both single and multiplayer races, the event will be started by the first racer to enter the event alley and be long enough or spaced out enough to give all racers a chance to encounter the thrill of it.

For the sake of this doc the detailed example will be focusing in on Tatoonie since this is our prototype racetrack.

Race Track: Tatoonie Beggars Cannon Track
Track Event: The Cranky Old Sarlacc
Description: Although the Sarlacc creatures are not native to Tatoonie, most people associate them with Tatoonie because of *Return of the Jedi.* Considering their immense size, one of these creatures could easily be incorporated into a turn in the track. To give the event a huge sense of scale, the Pod Racers would actually be making a banking turn in the sinkhole that the Sarlacc created. To make things more interesting the Sarlacc will not be happy about it either. With the release of *Special Edition of Jedi* as well as the game *Force Unleashed* these creatures have become far more active than just a static pit with huge tentacles and a beak mouth at its center. For this track event, when the Sarlacc wakes up it will use its giant tentacles to try to destroy or corral the pod racers into its open hungry jaws. The closer and faster inside area of the track will naturally be more hazardous than the slower outer edges of the sink well.

Sarlacc Attacks:
- **Small Tentacles –** These smaller tentacles (10-20 feet) punch out of the track in front of the racers with a dust cloud and a shower of debris. This forces the Racers to make a quick left or right dodge motion to avoid them.
- **Large Tentacles –** These tentacles originate around the Sarlacc's mouth. Considering these tentacles can interact with the track at conceivably any point, we can cover their true origin by having them curve under the recessed lip
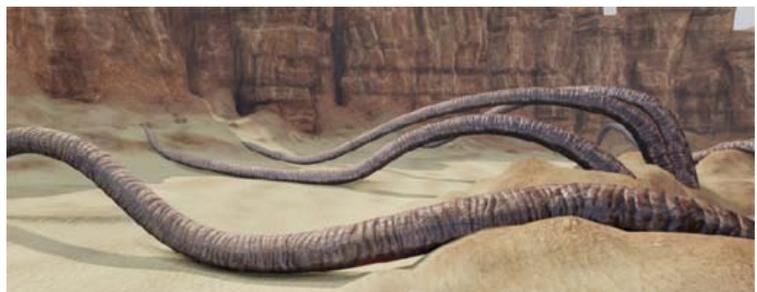
between the sand of the track's sinkhole and the fleshy bits of the Sarlacc. Constructing it in this way leaves no visual connection point to worry about because the player will never see it. This allows for more versatile placement for all the larger tentacles. Making some rough measurements from the proposed area of track the tentacles will need to interact with, they will need to be 400 to 500 hundred feet long.

- ○ **Track Stabber Tentacle** - The stabber attack is when one of these large tentacles arches down and stabs its tips into the ground on the track. Then the Sarlacc will slowly drag the tip back toward the center of the turn and the creature's mouth. Naturally this will throw up large amounts of dust and debris. This forces the Racers to make a quick left or right dodge motion to avoid them with the added challenge of it being a moving obstacle.
- ○ **Slap attack –** This is another behavior for the large tentacles described above. With this attack the Sarlacc slaps one of its monstrous tentacles against the track in front of the racers. The player will have to either try to jump over these tentacles or drive under conveniently created "bridges" by the tentacle not laying flat.
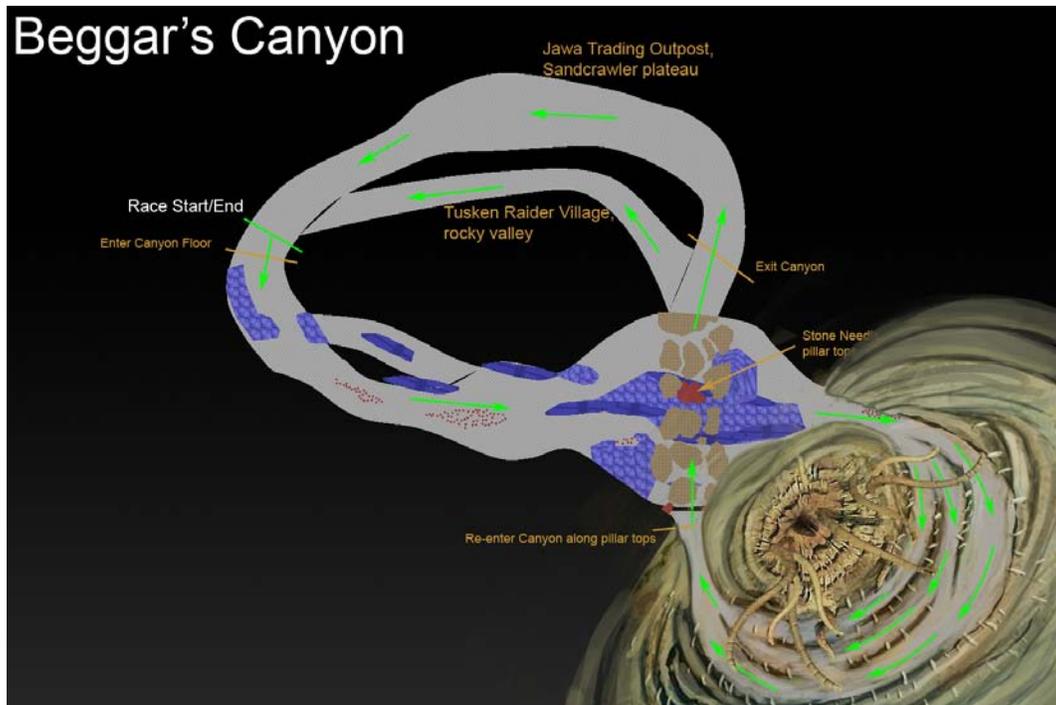
Track Event Lap Break Down:

- **Lap one:** This should be the event set up lap. With this lap the Sarlacc wakes up sticking its head up snapping at the air and waving it's giant tentacles around as well (not on the track) to alert the player of its presents as they are approaching. A downward slope of the tack and a vista will be required in order to telegraph this. The announcer should also call it out with something like, "it's a bad time for this monstrous Sarlacc to wake from hibernation. I've got a bad feeling about this." Depending on focus tests and difficulty levels, we could also introduce the smaller tentacles attack, just very infrequently.
- **Lap two:** More of the smaller tentacles occur as well as one or two of the larger tentacles should start doing their stab attack.
- **Lap three:** In the final lap the Sarlacc will become even more aggressive. The smaller

tentacles are replaced by the giant tentacle slapping attack as well as the creature continues to use its remaining giant tentacles to perform the stabbing attacks.

Ideas for other track Event

Location: Felucia
Track Event: Rancor Rampage cross over event

Rancors, which are commonly found on Felusha, have taken offense at a racetrack going through their territories. A large bull rancor will go after the pods and the spectator stands as the podracers go through. When designing the Felucia Rancor Rampage level, we should integrate the event alley section of the podracer track for the player to actually play on mirroring the events of what happens in the pod race. This is only for the sake of similarity and we absolutely should not try to investigate recoding moments or actual events that happen in either for the other. It will just be a nice tie in between the two that we fake.

- **Lap one:** A large angry bull rancor will bust through the alien trees on the side of the track, knocking them over into the raceway causing a jumping hazard.
- **Lap two:** The rancor is actively attacking the stands causing wreckage, crashed observation disks and a huge announcers towers falling onto the track littering it with debris.
- **Lap three:** There is a Rancor in the middle of the track doing his best to catch a pod. He should have the same attacks like the ground pound and clap from the Rancor Rampage game.

Location: Mygeeto
Track Event: Attack of the Crystal Worms

Though only seen in brief of scenes in Episode 3, Mygeeto is known in the extended universe for large crystal worms. These worms burrow through the crystal and make for excellent dynamic events that can be placed at almost any high wall in the track as they come busting through. This will also help tie into the small worm track events creature we already have planned for.

- **Lap one:** Keeping the small worms, we can foreshadow much larger ones in the distances rolling though the snowy crystal tundra like a whale cutting though the ocean.
- **Lap two:** The large crystal worm busts from the walls and onto the track creating arches the players can dodge and drive through and around as they are moving through the crystal.
- **Lap three:** Even more large crystal worms arching through the track. The giant worm foreshadowed in lap one busts through the track at the last jump (large as in 1/2 to 3/4 of the track) going straight up. Player will have to pick a direction to go around.