

## Vertigo

*Each morning, I stare off into the distance; each morning, another impossible horizon, stretching off into the distance, curving implausibly high in the sky above. Each morning, they tell me to put on the glove, to step onto the track, to reach the end. Each day I die; each day I wake. What lies in wait, I do not know.*

Vertigo is a sci-fi racing game in 3D, for the PC and major consoles (Xbox and PlayStation). The primary thematic concept involves players competing on a racetrack set along the inner edge of a massive ringworld. The unique geometry of the ringworld causes the horizon to invert and instead rise above the player in the distance. Traveling along the arc of the ring at high speeds creates the illusion of falling at extremely high, often lethal speeds.

In light of the dangerous nature of the sport, racing on such ringworlds was universally outlawed. Despite the ban, a thriving underground racing circuit has developed in the years since the ban. Now, governments merely look the other way as corporations sponsor racers and races across the galaxy. To protect their investments, other corporations have taken to flash cloning their best racers, erasing their memories and programming them for a singular purpose: win, or die trying. It is in this world that we meet our protagonist, as he comes to grips with his existence as a clone.

Gameplay in Vertigo is comprised of two major components. The first component, as described earlier, is creating the illusion of falling, or running down an extremely steep slope. A stunning visual effect is created as the player falls, yet is still able to see the next portion of the track as it curves up into the sky. The second component involves providing a set of extra abilities and tools to further emphasize dynamic gameplay. For instance, one such tool would be the magnetic glove, which provides the player with the ability to lock onto special markers and “grapple” towards the marker. Another tool would be a set of special shoes that enables the player to perform a power slide, temporarily and abruptly arresting their falling velocity, allowing the player to transfer the momentum into an empowered, flying jump. Levels would comprise of various obstacles that players would have to avoid by alternately sliding under or around, and jumping or grappling over.

Vertigo is intended for an audience interested in both racing games as well as those interested in mystery and science fiction. Theoretically this refers to individuals between the ages of 14 and 40. Vertigo is designed to create an atmosphere of intrigue, in conjunction with conveying a strong, exhilarating sense of “vertigo” to create an enjoyable overall experience.