# Elements Racing

Your concept somehow does remind us about the newest sonic racing game, where you transform between ship car and plane, however, with the you choose the transformation thing, the game gets a whole new touch!

And with this new touch also new problems will arise, since balancing the whole mechanic seams quite hard. Of course it is not impossible or something, but you have picked yourself quite a challenge.

As you also have mentioned, there are two possible really bad scenarios:

1. That the first player has a huge advantage over the second one, when he is in front since he can get all the coins and the second will then lose even further distance.

2. The first player to make a transformation is actually in a bad spot, when the second player can just easily counter that transformation with a transformation of his own making being first a disadvantage.

So we think in order to find a good way of balancing your concept you need to do some intense testing. It may be hard to test something like this on paper, but we think it could come in handy, since changing mechanics is easier on paper then in the game.

One possible way to test this on paper would be to build a big racetrack out of 5 adjacent tracks (like a sprint court etc.). Such that you have 5 lines where you can switch between.

Then you give the course fields so having something a (round) 5x100 or something table.

Then you could simulate the racing with special dices where you have two 3s two 4s one 5 and one 6. Then you roll this dices like in snakes and latters to move forward.

But changing track also costs 1 step. This way with getting the coins there is some more strategy involved (and with this dices a little bit less variance).

Also what you could test is, that to change the courst + the car you need 6 coins, but for only changing the car you only need 3 coins. Additional you do only lose the coins needed for switching. This way you could make the coins not respawn and giving the player behind some disadvantage (in having less coins to pick up), but he also needs less when he only wants to react on the first player changing the course.

Additional you could test if a cooldown (of like 3 turns) between switching courses (from both) players help that the first player gets not totally countered by the player behind.

This are just some possible ideas, most of them you will had as well in some way or the other, but we believe having a  lot of ideas to choose from helps to balance such a interesting, but complex mechanic!

And paper playtesting the game with some simplified game (a model) could also help, even though it is clearly not the same as racing on the computer!

About the 2 player aspect: Split Second was quite a fun game even though it was only 2 player. So this should not be a problem on itself. Of course sometimes more players mean more fun, but your game mechanic seams better suited for a 2 player game, else it could somehow just became chaotic with to many players switching the track over and over again.