

1995年07月29日 スーパーマリオ64
1995-07-29 Super Mario 64
TESTING RECORD
LOCATION: [Censored]

SUBJECT NO.: [Censored]
DATE OF TEST: 1995-08-05
TEST DURATION: 40 min

SUBJECT INFORMATION
NAME: [Censored]
D.O.B.: [Censored]
Sex: [Censored]

Subject played [build] for forty minutes from 15:00-15:40. Many strange models, stages, occurrences, etc. were found (listed below). Despite this, the subject continued to play until a graphic bug occurred that rendered the game visually broken and it was dangerous to continue the game. At that point the test was terminated and the subject showed signs of illness.

Problems found:

- I. Character model[s] that [do] not seem to exist in the file or hardware [appearing] and interacting with the character unusually
- II. Stages that do not exist in the game file are displayed for a short time
- III. Frequent bugs in the player character
- IV. [They] had to stop the test as the images and the textures changed rapidly and started flashing

Notes:

- I. Character model[s] were very difficult [to identify] but some appear as broken versions of real [existing in-game] character models
- II. Subject has no history of epilepsy or similar [conditions], but showed signs of shock after witnessing [the] graphic bug at the end of the test

NAME OF RECORDER: [Censored]