PRIVATEER 3

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Overview

Building upon TWO of Origin's exceptional properties, Wing Commander and Privateer, PRIVATEER 3 promises to be the number one game in the Combat/Trading category. Privateer 3 sets new standards for 3d technology, Multi-Player technology, Combat/Strategy AI, and Game design. PRIVATEER 3 will forever "raise the bar" by which all Combat/Trading games will be judged.

Privateer 3 builds on a strong gaming franchise whose lineage was established in 1993 with the release of the award winning Privateer. In 1996 Privateer 2, despite its departure from the Wing Commander universe, strengthened the line with a strong design, gorgeous art, and realistic space flight. Privateer 3 will once again bring the players back into the Wing Commander universe, while introducing many long awaited features.

One of these long awaited features is Multi-player. With the exponential growth of the Internet, and the public's insatiable appetite for network games, Privateer 3 will finally deliver on the one feature that has eluded the fans of the franchise. Now players will be able to buy, sell and battle other human opponents while building their own ships, wealth and reputation.

Unlike most games in which multi-player is an afterthought, Privateer 3 has been designed first and foremost as a multi-player game. The single player game will use an advanced AI engine which allows the computer to mimic player trade and interaction in the universe. Whether it is AI or an actual human, players will be able to trade, form alliances, engage in space combat, or follow the non-linear story sub-plots.

OVERVIEW

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Game Design

Privateer 3's primary design goal is the creation of a not only large, but diverse universe. This immersive universe will allow a player to interact at a level that is yet to be seen in any product of this type. This interaction will allow players to act out any role they see fit from Confederation Hero to Blood-thirsty pirate. Players will actually be able to converse with, trade with, or even destroy a huge array of alien cultures/worlds.

Given the diversity of the Privateer universe it would be unwise to tie down the player to a linear story. Instead, through game interaction, Privateer 3 will open up multiple story plots to the player. The sub-plots opened to the player will be based upon many factors. Some stories will be based on the player's alliance affiliation, while others are determined by actions taken earlier in the game. Once the player has completed the game plots he is free to pursue his fortunes ad infinitum, not forced to end the game.

Players can choose to join a variety of Guilds or Alliances (Merchant, Mercenary, Pirate, Kilrathi, Confed., etc.). The player is not tied down to belonging to any single alliance and may pursue paths in multiple alliances if desired. Although joining an opposing alliance can be dangerous, if caught, that option is always open! In both single and multi-player, the player can opt to join and rise through the ranks of an Alliance, or form their own Alliance. Players joining these Alliances may be either human or even AI players.

With Privateer 3's ship construction yard, players will be able to construct ships to best suit their needs. Players are given the option to purchase a wide selection of chassis, weapon systems, defensive systems, Sensors, and more! Players can mix and match parts to construct ships which will better enable them to fulfill their desired rolls in the universe. With the wide variety of parts available, players will be able to build ships ranging from light fighters to heavy freighters.

Privateer 3 is building upon the ACE engine which is currently featured in Wing Commander Prophecy. Building upon the already powerful ACE engine will give Privateer 3 an incredible technology base to build on and leave more time for what is most important, "GAMEPLAY." Advances in the ACE engine will allow player interaction with capital ships and space stations so massive that you can actually pilot your ship through them! Players in both the Single and Multi-player game will be able to literally attack these stations from both the inside AND out.

Privateer 3 multi-player mode will also allow players to duel their opponents in specially constructed arenas. This Arena Mode will allow the warriors to fly in and out of huge derelict ships that serve as an obstacle course. Combatants can fight head-to-head, or choose to team together to play the ever popular "capture the flag." For each kill, players will make money so that they can use their earnings to repair and to better equip their ships to survive the next round in true Darwinian fashion.

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Multi-player statement

Privateer 3's design approach is to gear up for Internet and network play by designing it as a multi-player game from the very start. Unlike most games in which multi-player is an afterthought, Privateer 3 will base its game design around multi-player from the beginning. This method of development will ensure that both the single player and multi-player games are rich and entertaining.

Many of the missions of Privateer 3 will be designed to include avenues where players can interact with other players. The single player mode will include similar missions but player interaction will be replaced with computer AI. This keeps the multi-player game and single player game similar, allowing all aspects of the game to be enjoyed regardless of the number of players.

Players will have the ability to create their own "Universe" by setting up their own game servers. This server can be run and maintained by the player WITHOUT the need of expensive Origin supported teams or equipment. Each of these player run servers can act as its own "Semi-Persistent Universe." Players will be allowed to exit and enter these games at will, allowing them to pick up where they last left off! The players will have the ability to modify/create game data allowing the end user to adjust to the ever changing needs of the players.

MPath "Router" will act as a central focal point where Privateer 3 players can cruise the web and quickly locate game servers. This router will constantly be updated with data sent from player run game servers, allowing players to pick and choose from various types of Privateer 3 games.

Multi-player feature list

Players can connect via IPX, or Internet (TCP/IP / UDP), our current target goal is to support between 32 to 64 players online.

Public servers: Allows the public to set up their own servers giving them the ability to customize the variables of their own "universe." This will allow players a multitude of servers to access without having EA or Origin maintain expensive support teams or expensive network equipment.

Central routing: Players can use the master router as a central Internet location for finding and joining individual servers/universes. With the player's data stored on the master, players will be able to transfer their character data from universe to universe. This should virtually eliminate character data modification (cheating) which has plagued many on-line games by destroying game balance.

Arena Combat: Players have the option to set up the standard Privateer trading game, or a purely combat "Arena" game. This allows the pure Shoot-Em'-Up players to enjoy the game on their own terms.

Player Alliances: "Guilds" or Alliances encourage player social interaction. Players can organize and maintain their own Alliances, and even declare war on other players and Alliances.

E-mail and Chat feature: Allows players to talk to each other, as well as to whole Alliances. This allows players to set up trade deals, hire assassins, and join and maintain Alliances.

Player and Alliance owned space stations: Players can purchase their own Alliance stations to establish their own domain which they can protect and defend.

Password protection: Allows for the server to be public or private, permitting all or only a select few to access the server. Punting allows the option to ban specified abusive users from the server.

Galaxy News Feed: Announces to all players who are on-line which players have just joined, been killed, and also gives galactic stock market information.

Random encounters generator: This allows an infinite number of encounters within the universe. Players will rarely get the same mission twice.

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Network Technology

Privateer 3 plans on setting up its network model for ease of use by the public. This model will allow players to use the Internet to locate servers throughout the world and quickly jump into a game, much the same way as Battle.Net and Quakeworld operate.

There are many reasons for using a master server model. Players will be able to search for their friends and easily join that game if they desire. Players will be able to use a general IRC for chatting so they can decide on the various options they like, and which game to join. The master server will store all player information to discourage cheating. We may even permit the transmission of real-time audio between players.

The core of the model will be a central database server that will contain a list of all current active servers. When a player establishes a network game, the master server will receive a notice and add the game server to its current active list. It will continue to check to see if the server has lost connection (via PING) and drop it from the list if it should lose connection. When a player wishes to find out what games are currently active, they will only have to contact the Privateer central server to get complete and up to date listing.

The Privateer 3 master server model should allow us to offer the public a wide range of fun and practical network options, while making the entire process transparent and easy to use. It could even prove to be a useful model should its success spawn a Privateer On-Line game.

Single-Player

Though Privateer 3 is being designed as a multi-player game first and foremost, the single-player game will not just be a token gesture. The difference between the two modes will be that most of the slots that would normally be occupied by a human player in multi-player will be substituted by an AI player in single-player. The feel to the game in a single-player game should be that of the multi-player one, though the other players will all be computer controlled.

Because the previous Privateer games have only been single-player games, fans of the franchise have come to expect the ability to interact with vivid characters. We aim to deliver upon that expectation, and even add to it. Unlike Wing Commander, Privateer 3 allows the character the freedom of playing a multitude of roles and does not tie the player to a linear story. This allows the player, through his own choices and actions, to uncover many different sub-plots. Players can actually be working to solve 2-3 plots all at the same time, if they wish. Playing the sub-plots is an option the player can take or leave.

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Story

Because the previous Privateers have been only single player games, fans of the franchise will be expecting to have an interactive story. We aim to deliver upon that expectation, with a vengeance...

Unlike Wing Commander, Privateer allows the character the freedom of playing or not playing a centralized story. So the players will not feel as though they are being led around, Privateer 3 will be designed to have multiple sub-plots instead of having only one. Players can actually be working to solve 2-3 plots all at the same time. The sub-plots are an option the player can enjoy, or discard at their leisure.
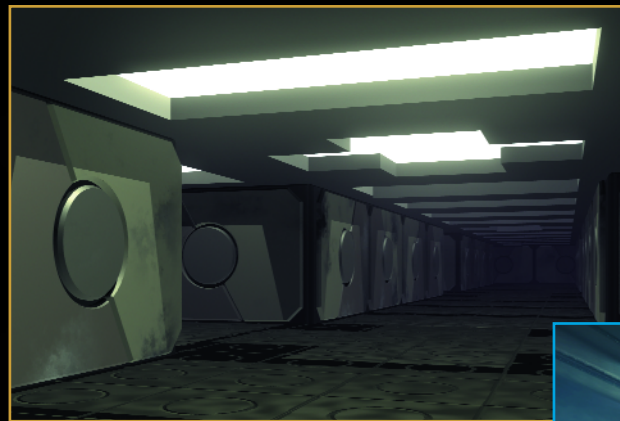
Building from its precessessors' heritage, Privateer 3 will fully utilize both the Privateer and the Wing Commander history in order to deliver a product the fans expect. Starting after Wing Commander IV, the player will experience the border worlds after the fall of the Kilrathi empire and the defeat of the Black Lance. Players will be able to continue the fascinating Privateer experience as it builds to a climax, propelling their character from an out of work fighter jockey, to a galactic hero. Look out, Christopher Blair...

Sub-plots

* Choosing to help, or hinder, the local mob boss. He's a tough man who can cut like a two-edged sword. Which choice is best for the player?

* Fighting, or joining, pirates who are terrorizing the border worlds in various quadrants of the galaxy. Though they may prey on the helpless merchants, being on their side can have many rewards.

* Befriending a local Kilrathi clan who have accepted the conquest of their home world and choose to look towards the future rather than their past. Currently, the Black Lance have taken to raiding and pillaging their world.

* Helping the Black Lance rid the universe of the hated Kilrathi. The cats tried to eliminate the humans from the galaxy once. Why not get rid of them once and for all before they can become a threat once more?

* Though the Stelteks have disappeared from the scene, who knows what kind of advanced technology is still around? And what trouble can it cause?

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WORLDS, GUILDS AND BASES

During the player's travels and exploration he will encounter a huge number of worlds. Each world will have a distinct economy, government, ideology, tech level, industry and characters associated with it. Factors such as wars, rebellions and economic disasters will change how the player can interact with the merchants on the world, and what the locals consider as "contraband" items.

* Economy - Each planet has a unique economy associated with it. There are forty different types of goods that can be sold, the goods are divided into nine groups: Scientific, Ores, Black Market, Industrial, Medical, Luxuries, Agriculture, Hardware, and Ship Goods.

* Government - Democracy, Republic, Monarchy, Communist, Plutocracy, Matriarchy, Theocracy, Oligarchy, Corporate, and Anarchist. Governments have a different affect on commodities and add flavor to the story.
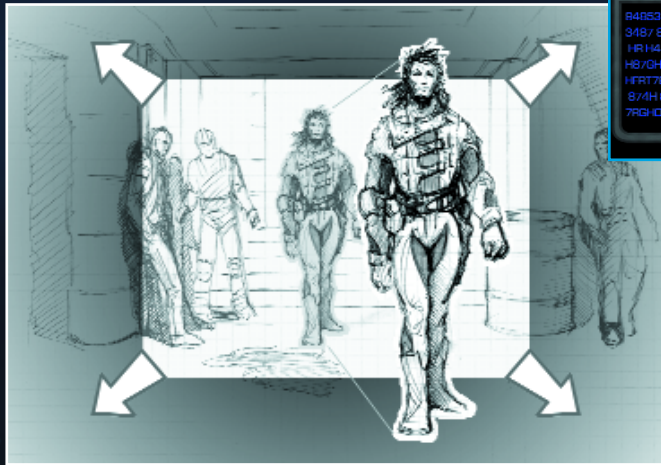
* Industry - Agriculture, Mining, Pirate, Pleasure, Industrial, Hi-Tech, Medical, Scientific, and Military make up the types of commodities associated with each planet, outpost, or base.

* Tech Level - Varies from Low, Medium, High, and Very High. Determines what types of ships can be purchased and what type of outfitting can be done at the local shipyard. Low tech planets do not have shipyards.

* Ideology - What the government primarily believes in. This varies tremendously - such as Profit, Zealotry, Altruism, Hedonism and Warlike.

* Characters - These will vary from world to world - and will be distinct personalities, not cookie-cutter "bartenders" that look the same everywhere.

Alliances (Guilds) and Alliance Stations

Functions of Alliances

Alliances, or "Guilds" as other network games call them, exist in both single and multi-player, though the network play will allow player-to-player interaction. An alliance is an excellent way to reward a group of people for banding together in a common cause or identity. Players will have the ability to go on missions banded together as an Alliance, as well as own their own Alliance Station, and set up their own government or business.

The structure of an alliance is made of four parts: Leader, Sub-Leaders, Members, and Initiates. There is only one Leader, he controls all aspects of the Alliance. The leader can recruit, banish, raise or lower status, or fine a member (in credits) as well as disband the alliance and make allies or enemies with other alliances. The Sub-Leaders (3 maximum) can do everything the Leader can except disband the guild and change the status of the Leader. Members can recruit people and vote for a leader. Initiates can do nothing except receive communications from alliance members and dock at a Space Station if one is owned.

Multi-player mode

* Alliances are customizable by the player. Players can choose their own name and Alliance symbol which will be featured on all of their ships.
* Attack or Defend alliance space stations. This will allow large scale wars where players can attack and retaliate against other Alliances.
* Ranks including a leader, sub-leader, members and initiates.
* Enhanced Communication allows Alliance members to chat with each other to group for meetings and perform missions together.
* Space Stations or Alliance Stations can be purchased by Alliances for a very high cost by the Alliance for use by all. Benefits of owning an Alliance station are free fuel, free repairs, and an area to store and transfer cargo.
* Jump Points allow members to jump to the station. The jump point is closed to prevent non-members from attacking while Alliance members are not on-line.
* Upgrades to the station with defenses, shields, and armor allow members to improve their station.

Single-player mode

* There will be Alliances in single-player mode allowing players to join the ranks of the merchants, mercenaries, pirates, or other various guilds.
* Becoming a member of an Alliance will reward the player with certain benefits, though they will become an enemy of an opposing Alliance.
* Players can hire out for big money to haul valuable cargo, or sign on as mercenaries to protect public officials against Assassin Guilds.

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Economic System

Privateer 3 is not just a combat game. Because of this, we are taking great care to insure that the trading/economic system is easy to understand as well as logical in a world of supply and demand. We want players to enjoy the thrill of archiving their first million just as much as taking out their first pirate space station.

In an economic system, everything is interrelated. The price of corn, the price of weapons, the price of bounties. Everything that has a cost related to it will be designed so that it fits within Privateer 3 to insure the game has a believable, and fun, economic system .

Features:
* Forty commodities to be bought and sold across 22 different systems in single player and 50 systems in multi-player.
* Government types can change with player intervention. Running guns to an insurgency can topple a government.
* Supply and demand: commodity prices and levels may drop or rise as players make purchases.
* Easy to use interface for buying/selling commodities as well as trading between players.

Ship construction

Privateer 3 will offer the player more choices of ships with its module ship construction premises. Players will have the ability to purchase a chassis rather than a full ship. This will allow them to custom build their ship in a modular format rather than be limited to a couple of ships as in previous Privateers.

Ships will also be dynamic in the fact that as a player adds to their chassis, the flight characteristics of the ship will change too. The handling and flight characteristics of the same chassis outfitted as a fighter or a freighter will be substantially different.

A feature that will catch the eye of the multi-players will be the fact that players will be able to customize their ship with their own personal symbol. Players will be able to display on their ship a texture map of what best represents them, or they have the option of displaying the symbol of their Alliance. The choice is theirs!

* Nine modular chassis types that can be outfitted with almost any piece of equipment the player can buy for the chassis.
* Dozens of Equipment parts to fit into a ship - ranging from Power plants to Repair Mechs, this gives players a huge combination of upgrades to their ships. No two ships will be alike.
* Personalized Decals in the form of texture files can be shown on each ship.
* Multiple Ships can be owned by an individual player. Other ships can be dry docked when not in use.
* Mining of asteroids for various ores and other precious metals is possible!
* Damage can be directed at ships to take out engines, cargo, or people!
* Real Physics model so that ships turn, accelerate, pitch, yaw and roll differently based primarily on Hull size, the mass of the ship, and equipment factors.
* Cargo can be jettisoned to confuse an enemy, or to escape from pirates. Ejecting cargo will lessen the mass of the ship, changing critical parameters such as turning rate and acceleration.

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Altair Class Light Fighter

Hull Type: I
Mass: 140 tons
Crew: 1
Acceleration: Superb
Turn: Superb
Max Speed: 600
Shields: HZ Class I
Armor: None
Powerplant: K5 Fusion
Weapons: Dual linked MK II Beam Lasers, Meson Blaster
Scanner: Barris System I
Equipment: Afterburner
Cargo: None
Engine: Ion only
Manufacturer: HSWS
Credits: 115,000

The Altair is a very basic design in light-duty fighters. Designed by Holte Space Weapon Systems in 2665, and commissioned by the independent world Haferis as their main fighter over ten years ago, the design has proven to be a reliable, cheap, and effective little fighter and has been picked up by the border worlds as a good in-system patrol craft.

Pros: Inexpensive, very fast acceleration, top speed is high, good scanner.

Cons: No armor, light shields. The power plant is the most basic and should be updated to the newer K20 Fusion plant. No jump drive, so limited to in-system duties.

Summary: If youíre looking for an inexpensive light-duty fighter for recon or escort service this is your ship. At a total cost of just CR 110,000 it is a very cheap fighter. An improved model, the Altair A-1 has recently been seen in Quadrant II serving as escort ships to Empreyn Duras Mining Consortium ore freighters, and this model has a Jump drive.


Sathori Class Merchantman

Hull Type: IV
Mass: 400 tons
Crew: 2
Acceleration: Good
Turn: Good
Max Speed: 300
Shields: HZ Class II
Armor: Plasteel 20cm
Powerplant: K20 Fusion
Weapons: 2 Mass Drivers, 2 Mk II Beam Lasers and one Missile Rack with 10 IR Missiles
Scanner: Seker Mk V
Equipment: Cargo Expansion
Cargo: 85 tons
Engines: Ion, Jump
Manufacturer: Sathori Industries
Credits: 344,000

Pros: Moderate expense, lightly armored with fair shields and power plant.

Cons: No heavy weapons and low cargo space. No afterburner.

Summary: If you're looking for a durable basic small cargo freighter, this is the ship for you.

The workhorse of the Confederation, Sathori have been in use for over eighty years. Their basic design style has been replicated over the years by dozens of Shipyards in countless systems and renamed but the basic durability of the design shines through. Not particularly fast, it is based on a Type 4 Hull, which means it can be outfitted to house some decent firepower, powerplant and shields if necessary.
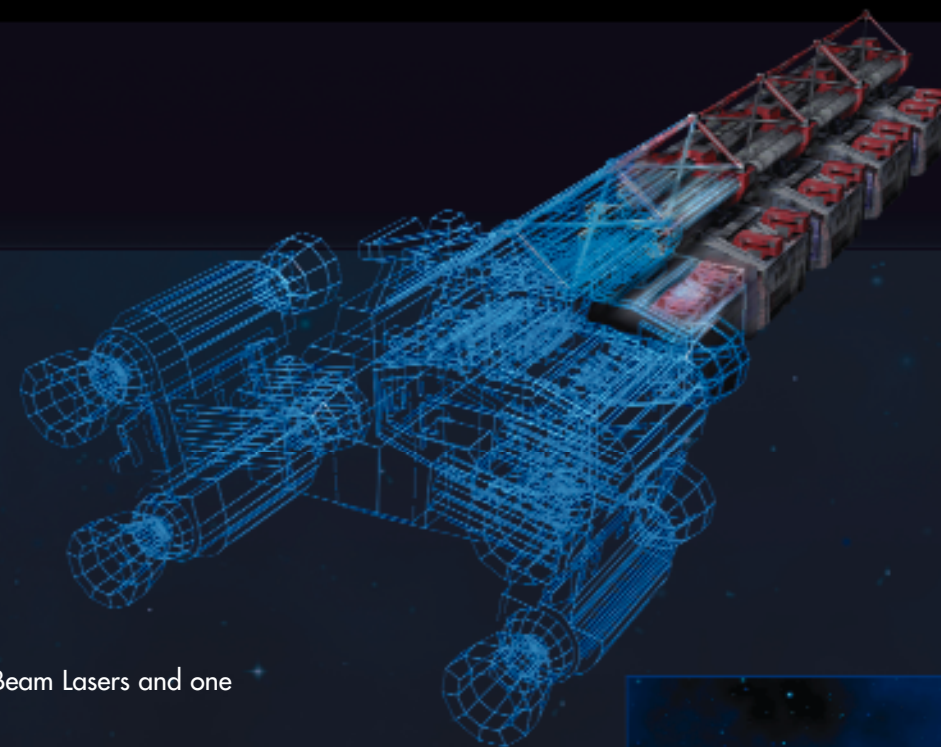
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Crusader Class Heavy Fighter

Hull Type: VI
Mass: 2000 tons
Crew: 3 [Pilot & two Turret crew]
Acceleration: Excellent
Turn: Good
Max Speed: 500
Shields: Quasar Class IV
Armor: Durasteel 16cm
Powerplant: Quad Di-Cor
Weapons: 2 Particle Cannon, 2 Tachyon Cannon, 1 Plasma Cannon 30 FF and one Torpedo Launcher with 2 torpedoes
Turrets: [3] Two outfitted with dual Tachyon Cannons, one with Missile Rack in back of ship
Scanner: Barris System III
Equipment: Afterburner, Jump Engine, Aurora 5K ECM, HSWS ECCM, EM Fuel Scoop, Repair Mech, and Tractor beam
Cargo: 25 Tons
Engines: Ion, Jump
Dimensions: 94í long 41í wide
Manufacturer: GSD
Credits: 1,516,600

The Crusader is known as one of the toughest fighters in the sector as it has firepower equal to a corvette. Though it was passed over by Confed due to economic reasons (i.e., too expensive), it has proven extremely popular due to its overall excellent design. Not a military fighter, it has become popular among the pirates. It has a number of hard points to accommodate an array of both missiles and energy weapons. Because of its mass it does not have the superb turning rate of smaller vessels, but its heavy armor can outlast any of the lighter fighters.

Hint: Since the Crusader is not as agile as its smaller counterparts, this ship is best when outfitted with a wide range of missiles. It is a workhorse and can take the abuse of lasers and ion cannon fire, while returning with a volley of FF rockets. This model can easily dish out more that it receives.

Hyperion Class Armored Space Station

Hull Type: X
Mass: 40000 tons
Crew: 300
Acceleration: None
Turn: None
Max Speed: None
Shields: Quasar Class V
Armor: Heavy Durasteel 16cm plates
Powerplant: 4 Quad Di-Cor plants generating 600 Gj of power
Weapons: 2 Linear Accelerators, 2 Pulse Cannons, 20 Turrets mounting dual Tachyon Cannon, 8 Missile Launchers holding 80 FF Missiles, Missile Auto Reloaders holding 80 more FF missiles
Scanner: Kryton Ultimate
Equipment: Repair Mechs II, 3 Tractor Beams, Intercoolers for weapons, Aurora ECM, HSWS ECCM
Cargo: 3000 ton capacity
Fighter Bays: 3, with a complement of 30 fighters
Engine: Ion thrusters for maneuvering only
Credits: 19,295,000

The Hyperion Space Station was designed and built by GSD just five years ago as a staging point to the relatively unexplored Quadrant Five. It is built next to the Damietta Nebula, which holds a hyperspace jump point to Quadrant Five. GSD licenses interior rental spaces to numerous guilds and maintains a heavy corporate presence. They built the station in the hope of finding new jump points into Quadrant Five, and have sent out dozens of probes and scientific missions to find more.

Pros: Has everything you'd need in a space staion!

Cons: The expense!

Summary: A space station has a very specific purpose, to aid travellers in numerous ways by providing shelter, repair, fuel, and trade. The Hyperion is a well-built fortress on the edge of known space designed to further man's knowledge of this part of our galaxy.

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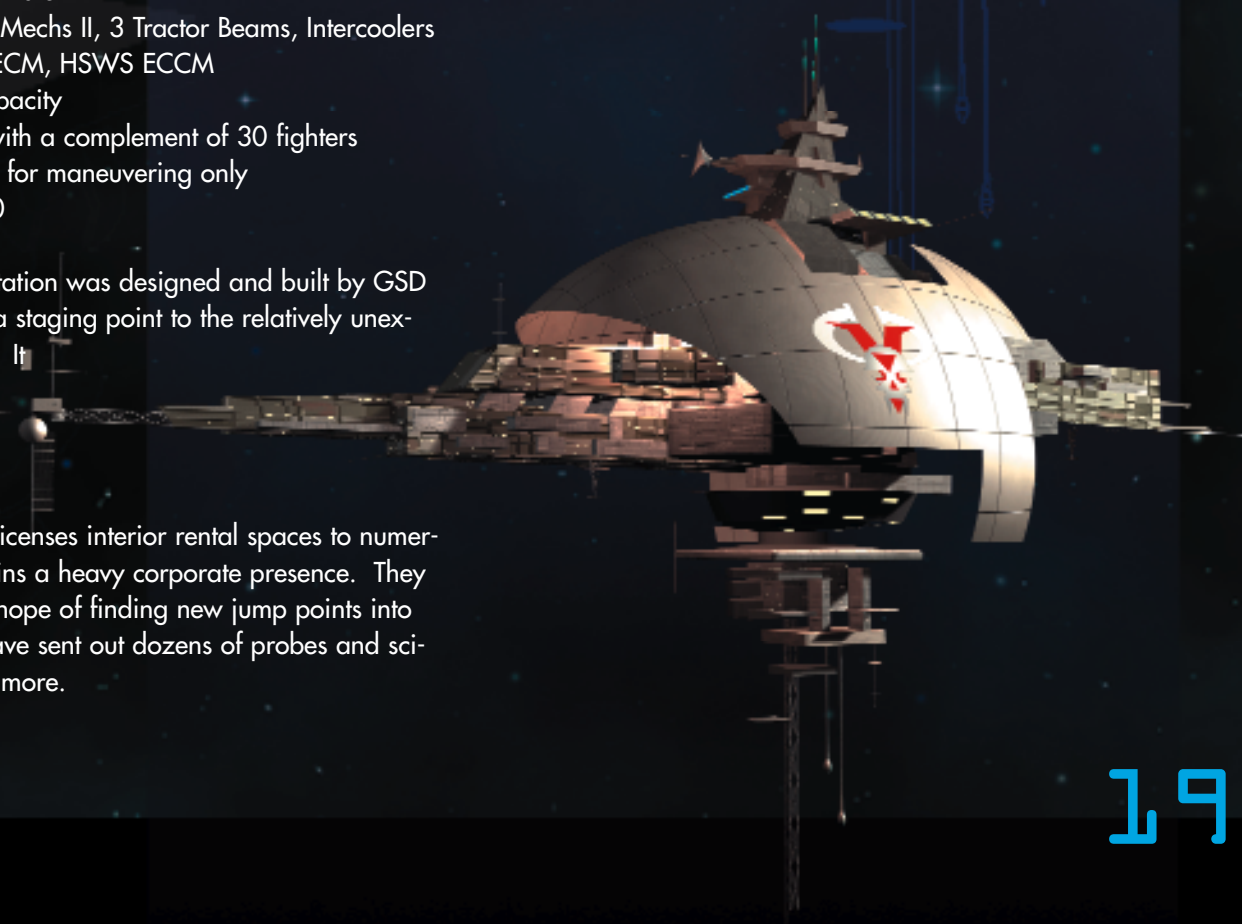
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GAME DESIGN

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Technology Statement

In 1996 Origin began development of a new engine with which to replace their aging RealSpace engine in an effort to remain competitive and on the cutting edge of technology. Maverick Productions (famous for the long running Wing Commander franchise) began development of the ACE engine in an effort to take full advantage of inexpensive 3D accelerator hardware and other technological breakthroughs.

The ACE engine

Currently, the ACE engine (used for both Wing Commander: Prophecy and Privateer 3) is Origin's next generation 3D rendering engine. The engine is resolution independent, rendering to 8, 16, and 24 bit buffers, (only 8 and 16 bit with our software texture mapping) and takes full advantage of Microsoft's Direct Draw and Direct3D accelerator card, or entirely in software with our own software rasterizers.

The engine has further been enhanced to take advantage of future innovations by encapsulating all rendering functions in Dynamic Linked Libraries, or DLL's. Currently, DLL's have been written for Direct3D software and hardware rendering, 3Dfx native mode, and for rendering using our own software rasterizer. The most exciting advantage to this implementation is the ability to easily write and release new DLLs to allow native mode support for future 3D accelerators, even after the game has shipped and is in the stores.

The Direct3D DLL allows the engine to render using any 3D accelerator hardware that supports the Direct3D programming interface. The big advantage of this is that the engine immediately supports future 3D accelerators with no work on our part.

The native mode DLLs for 3D accelerators allow us to custom tailor for each piece of hardware. Although providing native support for individual 3D accelerator cards requires additional programming time, it results in much faster frames since most cards run significantly faster in native mode.

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TECHNOLOGY

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Because Privateer 3 will be accelerator required, the game will run smoothly on all target machines. The new engine accomplishes this with its blazing fast software rasterizer. This software rasterizer can render around 5.7 million perspective correct textured, perspective correct Gouraud shaded, 16 bit color pixels per second on a 90 MHz Pentium machine. In other words, if the game is running in a 640 x 480 x 16 bit color video mode, the engine can perspective texture map and perspective Gouraud shade every pixel on the screen at slightly over 18.5 frames per second.

Massive Ships in Space

Capital ships are large, and take up a great deal of the screen. With the help of fast 3D accelerator cards, and with the technological speed of our 3D engine, this may not pose a problem. The engine will be modified to compensate for any short coming for the scope of the massive ships we want players to be able to fly around and inside.

Audio

Music playback for Privateer 3 will be implemented with streamed digital audio. The music will be digitized as 16 bit, 22050 Hz, stereo. The file system will allow the loading of data files, sound effects, as well as streamed inflight communications video without causing a jarring skip in the music playback. All essential sound effects (missile launch, gun firings, etc.) will be loaded at the start of the mission and will remain in memory until the mission has completed using our cacheing techniques.

All other sound effects will be loaded on demand. These on demand sound effects will be kept in a cache in order to reduce redundant loading. Sound effects will be sampled at the lowest rate that provides a high enough quality sound.

Video

Video playback will be provided by Xan, the movie player that was used in Wing Commander IV and Prophecy. Xan provides high quality video, even in high motion situations, at a reasonable data rate. Additionally, for speed critical applications, Xan is able to play back partially decompressed video at a faster rate with an acceptable loss in visual quality.
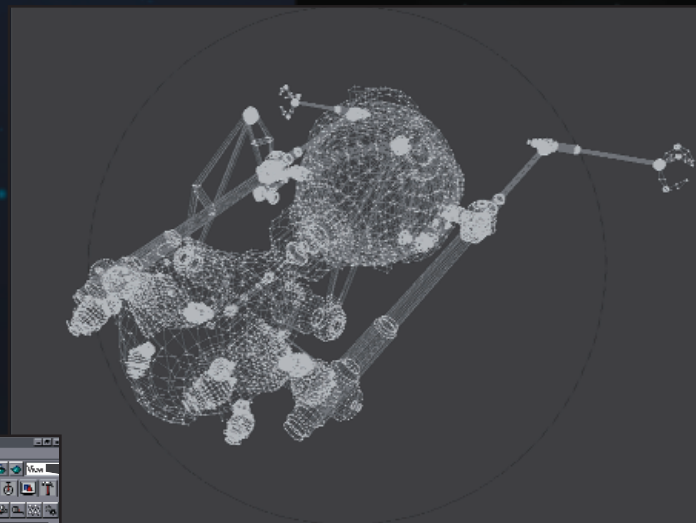
By using Xan, we should be able to fit around 45 to 50 minutes of full motion video on a single CD (in addition to all other game data and the executable) at a smooth 15 frames per second rate.

Music Streaming

We want to have digital music streaming from the CD at all times. During music playback, we also want to be able to load files. Since a quad speed CD-ROM drive is required for Privateer 3, it is very likely that we shouldn't have trouble loading small files while streaming digital audio

FLO Code

All mission programs are written in FLO (FLexible Opcodes) code. Most of the FLO commands are not native to the compiler. Native commands are simple ones like conditionals, looping structures, and branching. All game specific commands are listed in an external configuration file. This way, the compiler does not become unnecessarily tied to a specific game. These game specific commands get compiled down into 32 bit CRCs. These are just ordinary 32 bit numbers to the compiler, but to the game for which it is compiled, it is a game specific command.

FLO source code has been designed to look very similar to the 'C' language. It is much easier to read and understand than the mission code for the previous two Wing Commander games. This allows the designers to code much more easily, and easier programming leads to better missions.

Artificial Intelligence

Wing Commander III and IV wasted a great deal of time by calling each objects AI update routine every frame. Since it is only necessary to call the update routine around 10 or 20 times a second, we can save a great deal of time by staggering the objects' updates across each second. That way, you do less AI updates each world update.

Privateer 3 will accomplish this by implementing an AI scheduler. Each AI update routine is assigned an update rate. The object is inserted into the AI scheduler which chooses an appropriate place in the schedule for it to update.

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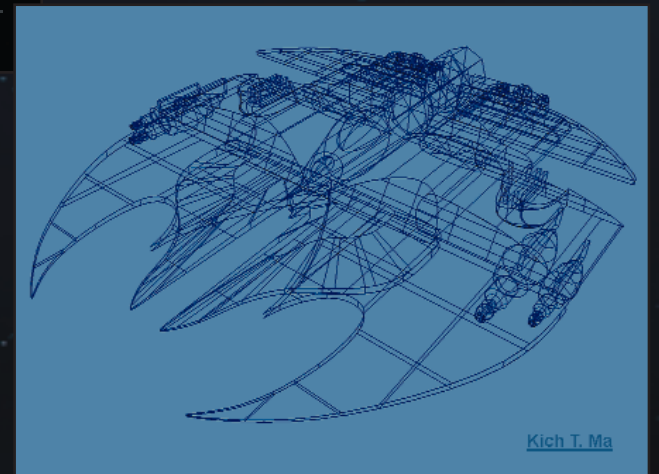
Minimum requirement for Privateer 3
* Pentium 133
* PCI Video (2 megs for 16 bit color)
* 16 megs of RAM
* 3D Hardware Accelerator Card1
* 16 bit digital sound card
* 4X CD_ROM drive

TECHNOLOGY

Loose Cannon Mission Statement

From its origins in 1994, the Loose Cannon team has been dedicated to the timely delivery of all of its projects that it has undertaken. Delivering Crusader: No Remorse in 1995, and the sequel Crusader: No Regret in 1996, (including the No Remorse version for the PSX.) Loose Cannon has remained one of the highest rate-of-return teams at Origin.

Under the leadership of Rod Nakamoto, Loose Cannon hopes to further expand its role both within Origin and within EA. Acquiring the Privateer title in 1997, Loose Cannon is fiercely dedicated to the on-time, on budget deliver of the third Privateer title in September, 1998.

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