



 **PRIVATEER 3** 

DESIGN SPECIFICATIONS

Version 1.03

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EA Eyes Only

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GENERAL FEATURES:

Overview:

The goal for this game is to make it the number one combat/trading game this century. Privateer 3 will be a space game based in the Wing Commander universe that allows the player the freedom to fly where they want, when they want. Like Wing Commander, Privateer 3 will be a mixture of space flight combat, detailed story lines, and live-action video. But it will not have the tight, linear story line like Prophecy due to the fact that the player will dictate where they should be rather than the story leading them around.

Network: Because you can't be number one without a good network component, P3 will be specifically tailored as a multi-player game first. The single-player game will be a necessary, but secondary feature. We are trying to avoid the short-sightedness of some games that design a single player game and attempt to put a multi-player wrapper around it.

Public Servers: P3's big attraction will be its multi-player features that will allow players to set up their own servers and play the game with their friends over a LAN or the Internet. This will avoid Origin having to set up costly server equipment, while giving the public the freedom to customize the game to their specifications.

Sequel: Being the third iteration, Privateer 3 is not a sequel to P1, but is a fresh new beginning because P2 mistakenly strayed from the formula and from the Wing Commander universe. P3 allows the player to assume a new character who was not in any of the previous games. Currently, there are no plans for this character to be the basis for a Privateer 4. P3 is a stand alone game.

Background: Privateer 3 is a game that is based in the Wing Commander universe, specifically after the period that Wing IV is set. In the P3 universe the Kilrathi empire has fallen, and the turmoil in the border worlds caused by the Black Lance squad has failed. The player will be able to travel around this universe and see the gritty side of the future. Where Wing Commander mainly concentrates on the life aboard a space fleet carrier, Privateer 3 will allow the player to wander into dark, seedy bars and converse with shady characters.

Quality: The goal of this game is to show quality over quantity. Instead of making thousands of generic worlds the goal is to create a limited amount of worlds that have their own individual feel to them. This is reflected in the art screens for each world. This is also reflected in the story. The missions and plot outcomes are tailored for each quadrant. The plots are not generic and can happen anywhere. (The Kilrathi vs. Black Lance plot happens in a quad plagued by war between the factions.)

Alliances (Guilds): Unlike previous Wing Commanders and Privateers, there is no plan for a solid linear story. We want to allow the player greater flexibility to create their player they way they see fit. Because of the number of careers you can experience, (Merchant, Mercenary, Pirate, Confed) we want to create a series of sub-plots that the player can experience that will mold their character depending upon the career path they chose. This will allow the player greater versatility within the story and more diversity should they replay the game.

Story: From the P2 post mortem, many people complained about linear plot lines. By designing multiple sub-plots with guild based plots Privateer should allow the player to explore many stories at the same time and allow them to play them in difference sequences.



HARDWARE/SOFTWARE REQUIREMENTS

Overview:

Privateer is geared to be a ground breaking game and therefore will require a higher than normal system to play it on. The base system P3 will require:

Single Player:

Pentium 166
32 megs of RAM
4 speed CD ROM
Hardware accelerated video card (4 megs)
16 bit sound card
Joystick
Win95 / NT(?)

Network:

Modem
ISDN / cable modem
IPX Network Protocol
Low-Latency Internet Connection with Support for 32-Bit Applications

Due to market trends, all these features should be standard to most computers sold during the summer of 1998.

With the current reductions in prices, hardware acceleration cards will easily be within reach of most consumers. We also hope to be able to bundle P3 with a hardware accelerated card deal.

NOTE: Requirements will change based on engine performance and possible changes in the current market trends. Manufacturer does not warrantee all parts and labor. Void where prohibited. Tax, title and license not included. Not for children under the age of three without parental supervision



NETWORK AND MULTI-PLAYER

OVERVIEW:

Because the most successful games that are currently on the market are those that have successful multi-player options, P3's main focus is to design a game that the public will perceive to be the best trade/combat game on the market.

Features:

- Up to 64 players (32 as a fallback)
- Ease of Internet play, via Mpath or HEAT.
- Arena combat, for those who just wish to dog fight
- Alliances (Guilds) that allow greater player interaction
- Open/Closed games for public and private servers
- News feed - announces who has joined, died, stock market tips, etc.
- Chat feature allows players to talk to each other throughout the universe.
- Customizable universes - allows public to change the variables for their server.
- Two executables - One to run the P3 game, and a separate one to establish a P3 server.
- Real-time audio communications (as an option via Mpath)

Ease of Use: The quickest way to make this a popular game is to make locating a multi-player game as easy as possible. A player should only have to click on the Internet play feature for them to be linked to Mpath. From there they will have a wide selection of servers to join, choice of games, chat rooms, as well as a search engine to locate friends/enemies.

Public servers: Privateer 3 is attempting to design the game so that players can easily run a "universe" of their own. These universes will be accessible by using the P3 multi-player interface to contact MPath so that players can locate and join games of their choice. A player will just need to run the P3 server executable to set up the type of game they want and launch the program.

Identity: The public will be able to set up servers/games of their own, with the ability to modify the "Universe" variables. An editor, (or at least a description of how to change the text files) will be included with the game so that the server sysop can change the properties of the universe. Properties include, commodity prices, weapon and ship prices, etc.

Data Storage:

MPATH SIDE: Players entering the server will have their information given to them from Mpath, where their ship information is stored. Storing player information on Mpath greatly reduces (almost eliminates) cheating. When a player exits the game, their updated information is uploaded and stored on Mpath.

SERVER SIDE: Some data must be stored on the server, such as ship and commodity prices, and all data regarding Alliances. This may be a problem in the future due to the inconsistencies between trying to store two different data files for one player between different sources.

NOTE: Because Mpath is switching to a non-subscriber model, this will allow us to let the public locate games on their own without having us to build and maintain our own server.



ALLIANCES (GUILDS) AND RANKS

Overview

The player must have reasons to advance besides just putting better weapons on their ship. Advancing through levels should substitute for the player not being able to follow a linear plot. The player should be able to switch between the different Alliances during the game, though they will have to pay a price be it in credits, killing non-aligned ships, carrying out missions, or trading information.

Various Alliances

In the single-player the user can join and rise up through arbitrary ranks within the Alliance. In the multi-player the user is given a rank and can only rise in rank if the guild leaders appoint him. In single-player the user can never become leader of the guild because then they would expect to be able to call the shots for the Alliance.

Merchants: These are the freighter jockeys of the galaxy, hauling their cargo from planet to planet, hoping to turn an honest credit in the galactic game of supply-and-demand.

Types of merchants are: Merchants Alliance and Kilrathi.

- Being a member of the Merchant's guild gives you higher pay for carrying cargoes between worlds, though some of the money goes back as payment to the guild.
- To be allied with the guild a player can not attack other merchants (freighters) or local police (mercenaries,) or Confed fighters.
- To rejoin the Merchant's guild is based on the number of enemy ships (pirates) the player has destroyed since their last attack on ally ships. The player must destroy 5 enemy ships, or pay a 10k fine per ship to rejoin the guild.

RANKS: Freighter Pilot, Freight Master, Teamster, Guild Captain, Guild Quad Master

Mercenaries: These are the hired guns of the outer system, and thinly serve as law and order—to the highest bidder. They serve as escorts for freighters as well as for paid protection around mining systems.

Types of Mercenaries include: Mercenary Alliance, and Kilrathi (known as BloodHunters)

- Being a member of the Mercenary's guild gives you higher pay for carrying out merc missions, though some of the money goes back as payment to the guild.
- To be allied with the guild a player can not attack other merchants (freighters) or local police (mercenaries,) or Confed fighters.
- To rejoin the Mercenary's guild is based on the number of enemy ships (pirates) the player has destroyed since their last attack on ally ships. The player must destroy 5 enemy ships, or pay a 10k fine per ship to rejoin the guild.

RANKS: Mercenary, Merc Lieutenant, Merc Captain, Merc Major,

Pirates: These outlaws will attack most shipping in order to force the merchant to jettison his goods. Sometimes though, the trader's life will be forfeit if they resist too much.

Types of Pirates include: Any Human or Kilrathi. There are 3 different human clans of pirates, depending upon the sector: Reapers, Skull Clan. There is a Kilrathi pirate clan known as Red Claw.

- Being a pirate allows you access to pirate bases, as well as gets you hunted by bounty hunters. Being a pirate can be extremely lucrative, though the better you are, the tougher the bounty hunters become.



- Being a pirate means that you will not be attacked by other pirates, but you most certainly will be challenged trying to enter and exit space ports.
- To be allied with the guild a player can not attack other pirates, as well as try to claim a bounty for them.
- To join the pirates one must attack a freighter. After that, you will be approached by a member wanting to know if you will join the brotherhood. 10k credits allows you access to the location of the pirate base. Each base is an additional cost.
- To rejoin the pirates one must attack at least one freighter, or Confed ship. Though rejoining the pirates is easy, rejoining the civilized galaxy is very difficult if you tire of the pirate life .

RANKS: Rogue, Reputed Outlaw, Pirate, Feared Pirate, Pirate Captain, Pirate Commander

Kilrathi: Since the destruction of their home world the Kilrathi have splintered and some have even integrated with the human race. Though the cats have their own planets and bases, due to the hardships they have recently suffered they "regretfully" have to trade with those who humiliated their once proud race with defeat.

The only type of Kilrathi are Kilrathi. There are Kilrathi pirates though.

- Being an ally with the Kilrathi guild gives you access to their bases and their technology. You will not be attacked by Kilrathi at this point.
- To be allied with the Kilrathi a player can not attack any Kilrathi, and must destroy at least 3 Outcast ships.
- You can not rejoin the Kilrathi once you have betrayed them.

RANKS: Kilrathi Outcast, Noted Pilot, Known to the Kilrathi, Friend of Kilrah

Confed: These are usually second rate pilots from the Wing Academy who have been stationed out in the border worlds as a semblance of order. Since you do not have the option of going through the ranks of the Wing Academy you can not be a commissioned officer with the Confed. But you can serve as a Confed peace officer. The only way a player can achieve ranks is to fight pirating. They must go undercover and locate the pirate bases. By turning over information concerning the bases, the player can achieve higher ranks as a Confed peace officer. If the player takes on an undercover mission they will not have to kill a peaceful ship to turn pirate. Confed will provide a fake ID for them.

The only type who can belong to this are humans who are Friend and who are helping out the Confed.

- Being "license to kill" by the Confed gives you discounts in certain systems.
- You are a pirate magnet, since they would be more inclined to get rid of you.

To be allied with the Confed a player can not attack any Kilrathi, Merchant, or Mercenary ships. A player must destroy at least 5 Outcast ships or 5 pirate ships to get on Confed's good side.

RANKS: Privateer, noted Privateer, well-known Privateer, feared Privateer



Outcasts: These are usually separatist radicals (some belonged to the dreaded Black Lance) who have disenfranchised themselves from the rest of humanity in order to escape what they term, "The slavery of the Confederation." The only type who belong to Outcasts are the Outcasts, though you can make friends with them if you are crazy enough.

- You can not totally ally with these radicals. You can amuse them by killing Kilrathi.
- Destroying them to align yourself with the Kilrathi.

RANKS: Hated by the Outcasts, Known by the Outcasts

MULTIPLAYER ALLIANCES:

Overview:

The main difference in Alliances between single-player and multi-player is the fact that the public can set up their Alliance and run it like a business. The Alliance can have a president, and several ranks. Those on the top of the totem pole will be responsible for collecting money from the members, purchasing the Alliance station, and paying the monthly fees for maintaining it.

Because players will have the ability to create their own Alliances, they need an incentive to do so. Not only should there be benefits for creating Alliances, but there should be ways to promote interaction between Alliances, both peaceful and destructive.

Communications: When an Alliance is formed and players added and deleted, e-mail and private Alliance chat room accessibility are limited to the Alliance members.

Alliance Stations: Alliance leaders will have the option to buy these behemoths. They will also be able to dip into the Alliance's coffers and outfit it with defenses. The purchaser, (the president) has to designate at which nav point the station will be accessible from. He also has the option to move the station, (by moving the nav point it is accessible from) within the same quad.

Benefits: Members will get free fuel and free repairs while at their station. They can also store and swap cargo that they ship in to the station.

Stock: When a Alliance station is purchased, its stock appears on the exchange. It can be purchased, and it will pay a dividend based on the amount of cargo stored in the station, (measuring the alliance's worth.) If the base is destroyed, all the stocks disappear. The president gets a sizable amount when the station is started. He can give shares to anyone he deems is worthy, even non-members.

Station Destruction: If the station is destroyed, the cargo from the Alliance station will be dumped into containers and tossed into space for players to retrieve. All the money that was in the Alliance's account will be divided among all the non-members within the quad, (to the victors the spoils.)

If an Alliance member has a real-world e-mail account, the Confed will send them condolences for the destruction of their station. (Thinking outside the box, Rod.)

Human Interaction: Though it would be possible to subtract equal shares for everything from every member of the Alliance, we thought there would be more interaction if it were all in the hands of the players. This would allow more human interaction (treachery and villainy) and not take one iota of time to code.



ALLIANCE MENUS:

The menu that the player can view depends upon their rank.

Member Menu

View Members stats
Locate members
News Globe
Location of Alliance Station
Pay dues in Alliance account

Leader Menu

View Members stats
Locate members
News Globe
Location of Alliance Station
Deposit to Alliance account
Withdraw from Alliance account

Add person to Alliance
Invite person to Alliance
remove person from Alliance
promote alliance member ranking
demote alliance member ranking

President Menu

View Members stats
Locate members
News Globe
Location of Alliance Station/change location
Deposit to Alliance account
Withdraw from Alliance account

Add person to Alliance
Invite person to Alliance
remove person from Alliance
promote alliance member ranking
demote alliance member ranking
transfer Alliance stock
Dissolve alliance - sets station to self-destruct

NOTE: If the president or other leaders do not pay the maintenance fee for the station, it will revert back to Confed. All of the cargo within it will be lost and the Alliance texture on the outside will disappear. Any ships stored inside will be launched into space.

Though it will be a large responsibility to collect the dues from the members, this will stimulate human interaction. Alliance dues will be collected at the top of every month, game time.

When a player sends in his dues the leaders will receive a receipt showing that he paid. The player will get a carbon copy.



CUSTOMIZABLE FEATURES:

Overview:

These are the options that a sysop has over his server. These include the options he can set the game up to run, as well as the changes he can make to the universe to customize his universe.

SYSOP GAME OPTIONS:

Master Server (MPath)

Port

Host name

Type of game: (trade game/Arena, free-for-all/team play)

gravity settings

Allow real-time audio

Password Protected

Max. Clients

Ban list (ban's IP from entering)

un-ban (remove IP from ban list)

Arena Combat Options:

Game ends when: Unlimited play, number of kills, time limit.

Pick out map

Ranks players

Team play options:

- SAFETY: hurt everybody, cannot hurt team-mates, penalize for killing teammate
- UNLIMITED AMMO: Players ammo and missiles regenerate.
- POWER UPS - Different power ups show up during the game as glowing spheres in space.
 - a) Red Sphere - Double damage from guns.
 - b) Green Sphere - Warp Shield prevents player from taking damage for 30 secs.
 - c) Blue Sphere - Stealth shield turns player invisible for 1 minute. Player will de-cloak while firing.

SYSOP UNIVERSE OPTIONS:

Sysop can modify the universe by changing the values for:

Prices on individual worlds

Prices for armaments and defensive devices

Fixing any Alliance variables, in case of a bug.

Note: Sysop can not modify player stats. If some one is too powerful and is screwing up the game they have the option of banning that player, not equalizing their stats.



FLIGHT MODEL

Overview

Currently, the Prophecy flight model flies more like an airplane than it does a space ship. For Privateer 3 we would like to add increased flexibility of boosters while still adhering to Newtonian physics.

Physics: Privateer 3 should have a realistic feel to flight and conform to physical laws. Our goal is to come up with a way to make the player's ships feel like friction-less craft that require boosters in order to move. There will be two modes for movement, one computer assisted and one non-assisted. This will be a software upgrade that the players can purchase to give them better maneuverability within large space stations.

- **Non-Assisted** - This should operate like Lunar Lander, where the craft still moves in the direction it has been directed. A player will have to compensate manually to stop this momentum by firing other boosters to stop them. (This is because the computer is automatically firing retro boosters to stop you.)
- **Assisted** - This should operate like Descent, where as long as you press the button the craft moves. When the button is released, the craft immediately stops. (This is because the computer is automatically firing retro boosters to stop you.)

Joystick Movement: Like other games that require a great amount of maneuverability, the joystick will be a must for directing ship movement. Keys on the joystick (if the player programs it) or keys on the key board will direct the booster direction. This combination should cover all the maneuvers that a player would want to pull off. Use of macros should allow players to pull off more complicated maneuvers at the touch of a single button.

<u>JOYSTICK</u>		
UP/LEFT (Pitch down while rotating c-clockwise)	UP (Pitch down)	UP/RIGHT (Pitch down while rotating clockwise)
LEFT ONLY (Rotate ship left)		RIGHT ONLY (Rotate ship Right)
DOWN/LEFT (Pitch up while rotating c-clockwise)	DOWN (Pitch up)	DOWN/RIGHT (Pitch up while rotating clockwise)

<u>KEYBOARD</u>	
throttle forward = engines acceleration	throttle backwards = braking booster
afterburner = full afterburner	halt = fire boosters until craft stops
up key = booster straight up	down key = booster straight down
right key = booster straight right	left key = booster straight left

Inertia: One way this will be implemented is in the size ratio of ships. The larger and heavier the ship, the harder it will be to turn due to inertia. Large freighters will not be able to maneuver around like a fighter, which will lead the player to rely on turrets for defense. The more weight a player adds to their ship, as in cargo, armaments, armor, the less likely they will have a maneuverable craft. Players will have to make a conscious decision between heavy armor and a fast, maneuverable craft.



STARTUP MENU SYSTEM

Overview:

This is a step-by-step description of the events of when a player starts a game, and the options they can chose,

Startup:

- 1) After starting the program the first thing that the player will see is the EA/ACTION and ORIGIN logo screens.
- 2) Loose Cannon's screen should follow the Intro cinematic.
- 3) When the P3 logo appears, the Intro should fade to black. The Game Style Menu fades up to allow the player to select the type of game.
- 4) If ESC is pressed during the Intro cinematic, the video is quickly faded down. The Game Style menu will appear next.

GAME STYLE MENU:

This allows the player to select the style of game they wish.

- | | |
|------------------------|---|
| 1) SOLO PLAY | Takes player to the Solo Menu |
| 2) MULTIPLAYER | Takes player to the Network Menu |
| 3) INTRODUCTION | Plays the Introduction Cinematic again. |
| 4) OPTIONS | Is this necessary? |

NOTE: If the Game Style menu does not receive input for five minutes the Intro flick will play again. (This will allow merchants to demo the game's intro.)

SOLO MENU:

The options for solo play are as follows:

- | | |
|--------------------------|--|
| 1) START NEW GAME | Takes player to the beginning of single player game. |
| 2) LOAD GAME | Takes player to Solo Load/Save Menu. |
| 3) ARENA | Allows player to use the Arena against AI players. |

NOTE:

- Hitting ESC takes the player to the Game Style Menu.
- If the player has no save games then this menu is skipped. The game proceeds directly to the beginning of the single player game.

SOLO LOAD/SAVE MENU:

This menu allows the solo player to resume a previous solo mission which they saved. This is the same menu that the play gets in the game if they wish to load/save.

- 1) **LOAD** Double-clicking on the name loads the game. Last save game is always highlighted first.
- 2) **SAVE** (ghosted) - If the player does not enter this menu from the game, they have no data to save and the option does not apply. Before the data is saved the system checks to see if there is enough room on the hard drive. If not, it warns that the player must delete a game.
- 3) **DELETE** (ghosted) - Asks if the player wishes to permanently remove the slot. Players can delete slots just by highlighting it and pressing DEL. If the player does not have any save games this option does not appear.



4) Game Play Options

- a) **SKILL LEVEL** - Many people would like the option to weaken or toughen the enemies. (according to the P2 post-mortem) This option would just tweak reaction time during battle.
- b) **Invulnerability** - Some players want the option to be able to cheat through the harder parts of the game, (according to the P2 post-mortem.)
- c) **Gamma Correction**
- d) **Volume control for SFX and Music**
- e) **Graphics detail level**
- f) **Program/redefine keyboard/joystick**
- g) **control type** - Mouse, joystick, throttle control, rudder pedal control
- h) **Video options** - subtitled or not

NOTE:

- ESC takes the player back to the Game Style Menu.
- The only games that are available are previously saved solo games and not the Multiplayer games.
- When a player saves a game, the last entry into the ship log is displayed next to it with the game time. (Example: 6/24 - Landed at Sparta) If the player hits enter or save, the description is saved as the computer created it. If they player begins to type, they can change the description. Pressing Enter or Save saves the game with the changed description.

NETWORK MENU:

The options for network play are as follows:

- 1) **Mpath** - If a connection is existing to the Internet - the player will have the option to play multiplayer on Mpath. This will launch the Mpath software and show you a list of existing servers and people online. (MPATH is now a free to the public, using an advertising based sales model)
- 2) **Local LAN** - If this is selected, Local LAN Menu is next.
- 3) **MODEM** - If selected, player may use their modem to establish a modem-to-modem game. Forwards player to Modem Menu. (If anyone owns a spec computer and does not have an IP they need to be shot. Do we care to support this?)

NOTE: If ESC is pressed, the player is returned to the Game Style menu.

MASTER ROUTER GAME MENU:

This area is actually handled by Mpath:

- 1) **Privateer 3 combat/trading game** - Goes to Trading Game Mpath menu.
- 2) **Deathfest Arena** - Goes to Deathfest Mpath menu.
- 3) **Chat Rooms** - This whole section will be the Mpath screen ("Gizmo") Options will be to search for players, talk voice to players, find games, and see game stats.

NOTE: If ESC is pressed, the player is returned to the Network menu.

LOCAL LAN GAME MENU:

The options are as follows:

Search for IPX game - User can find a game on a LAN and select the one they want. (The type of game depends on what the server is set up for.)

**MODEM MENU:**

If we care to support this:

- 1) DIAL MODEM
- 2) ANSWER MODEM
- 3) SETTINGS

Dial Modem: This is a list where 10 names and numbers are displayed. The options are ADD/EDIT/SETTINGS/SAVE/DIAL. They effect the slot that is highlighted.

Answer Modem: This simply prompts the player by displaying WAITING and QUIT. The waiting option could have a timer next to it to prove that the machine hasn't locked up. By selecting quit the player will be returned to the Modem Menu.

Settings: This would all be handled in Win95.

Main Options Screen:

Setup (control, sound, etc.)

Play Game

Mplay - Internet Game

IPX Network game (Searches local LAN for running games)

[NOTE] All menus in games have chat interface available.

Mplayer Internet game will take us to the MPlayer
Gizmo, where games will be listed from there.

MPlayer has the ability to find people, voice communicate with them,
find servers, and able to join. We can also get the stats of the
servers running by clicking on them. (See Server Settings)

IN-GAME MENU SYSTEM:

Overview:

The goal of this game is to show quality over quantity. Instead of making thousands of generic worlds the goal is to create a limited amount of worlds that have their own individual feel to them. This is reflected in the art screens and npcs for each world.

Interfaces: Each of the menu screens should have a unique screen by which the player can conduct their business. The menus should act as an extension of the world, rather than as a game interface, (IE; buying cargo should make the player feel as though they are placing orders at a commodity exchange rather than a clumsy interface of a trade game.)

Consistency: Because our game represents the dark, gritty future, the interfaces themselves should reflect the world, (P2's menu's were "pretty" but they didn't reflect the dark mode of the game.) We should strive to make the art consistent between flicks, landing sequences, interfaces, nav maps, etc.

LANDING AT A NEW WORLD

After each *flight sequence* (in which the player flies from system to system via the flight simulator,) the player will be able land at a planet, asteroid, or platform.



The *landing sequence* should be a canned sequence where the player views their ship as it lands at the new port. The ship is the actual ship that the player is flying as seen from a chase cam perspective. The landing sequence is a pre-generated cinematic AVI that follows the chase cam's movements. The camera follows the ship as it flies through the cinematic backdrop towards the unique landing zone for the port, (each port has their own canned landing sequence.)

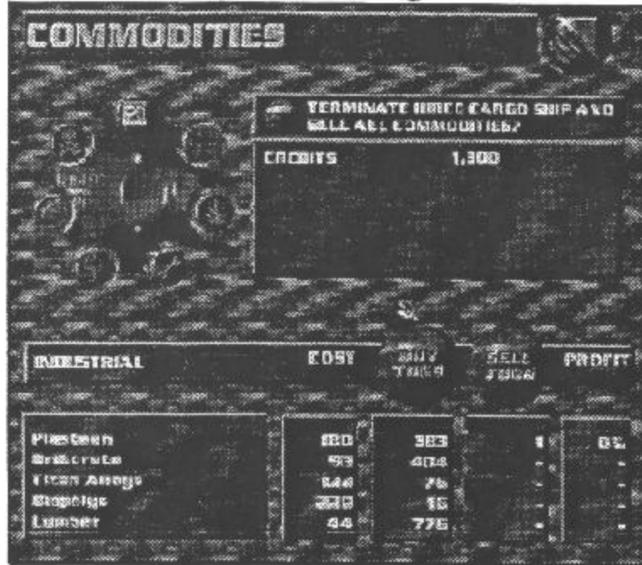


Once the landing sequence has finished, the player is presented the *port screen*. The port screen is unique for each spaceport, showing a graphic representation of the hustling trade center, (a mining colony inside an asteroid should have a port screen that is indicative of a busy mining trade center.)

Hot Reqs™: The port screen should contain avenues (*hot reqs*) by which the player can select places to visit such as the commodity exchange, ship and weapon sales, local tavern, etc. Unlike P2, the player should not be subjected to cinematic sequences showing them traveling down hallways, on trolleys, etc. The

port screen allows the player to directly access the interaction area of their choice.

Commodity Exchange



This is the area where the player can buy and sell cargo. Selecting "buy" the player will be presented with a list of the different items that are for sale as well as the prices and the amount of cargo space they have left. By selecting "sell" the player will be presented with a manifest of what his ship contains, as well as the amount of profit he can achieve for selling his wares in this port.

Information exchange



This is the local tavern, bar, cathedral, temple setting by which the player can have **NPC interactions** for general missions as well as to solicit information on stock trades, and commodity tips. This can also serve as areas where guild members congregate.

This will also be an area for **device interaction** where the player can dial up information on an Information Kiosk. On pleasure planets we may want to have gambling devices by which players can dispose of their wealth. We may even want to provide a flight simulator by which players can practice in the Arena.

Information Kiosk

This ATM looking machine serves many purposes. They can be located at the port screen, or inside the information exchange. If they are outside of the information exchange players can call up and NPC and meet them at the information exchange.

SINGLE PLAYER:

This allows players to access information on NPCs, ships, planets, for-hire, and buy/sell stocks.

NPCs - This displays a list of names of fictional characters that players can access background information. These are people who are named in the sub-plots, and who can take on sub-plots of their own via the CALL button. If they are not a critical character, or their sub-plot flag has not been tripped, then all the player gets is an unanswered reply. If this is a critical character, a video of the player's face shows up as if they just answered the call. These short video clips can be used to further sub-plots. NPCs can even say they will meet you at the information exchange.

SHIPS - This allows players to access information on ships, such as pirate ships, freighters, and capital ships. (This too can be a way to further background information.)

Planets - This allows players to access the political, economic, and social background of any planet. This will allow players to choose what cargo to take to what planet.

Want Ads - This allows players to hire AI wingman. For a set price, an AI wingman will follow the player and fight or haul freight beside the player until the next time the player lands.

This is also where players can gain missions. They can always pick between 5 randomly generated missions for quick cash.

Buy/Sell Stock - This allows players to purchase stocks with their extra money. Stocks change every 15 minutes based on random market fluctuations that show up on the news reader.

MULTI-PLAYER:

This allows players to access information on other players, an e-mail system, for-hire, and buy/sell stocks.

Player Information - This allows players to access information on players who use this server. It shows names, alliances, and bio information.

Alliance information - This allows players to see the bio of an alliance.

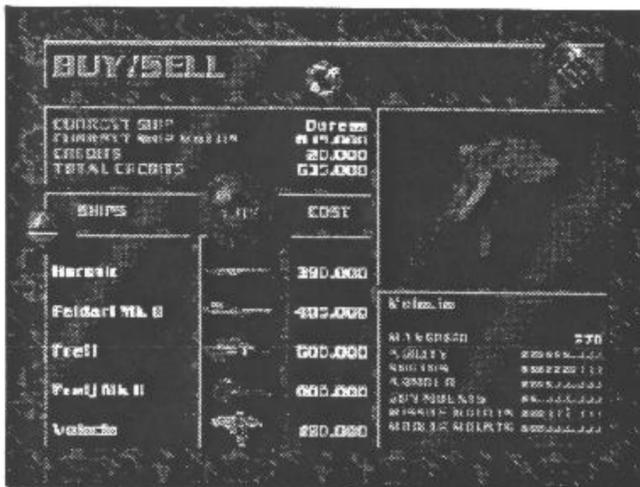
SHIPS - This allows players to access information on ships, such as pirate ships, freighters, and capital ships. (This too can be a way to further background information.)

Planets - This allows players to access the political, economic, and social background of any planet. This will allow players to choose what cargo to take to what planet.

Want Ads - Same as single player.

Buy/Sell stock - is the same as single player.

Ship Buy/Sell/Repair and Weapons Exchange



Ship Sales - This is the local space ship shop that allows the player to trade in and upgrade their ship to the newest model.

Repair bay - There is also an area that allows the player to select the items they want repaired on their ship as well as to refuel it. As soon as they click on this, they are handed an itemized bill for everything. They can deselect the items they wish to not repair at the current time.

Weapon and accessory sales - This allows the player to choose what to remove from their ship and what they can install on their ship. At this screen we will

want to show the player's ship as a diagram so that they know what hard points are free and filled. We may even want to show the removal and installation of items by mechs on the player's actual ship.

Dry Dock - This option lets the player store the ship that he is currently using. Dry dock is expensive, but it allows a player to access his ship at any time in the future. If a player dry docks a freighter, then buys a fighter, if a player finds a good deal on cargo hauling they can dry dock the fighter, and recall the freighter. The freighter would be flown to their location so that the player does not have to be transported back to where his ship is stored.

Note; not all ports will have all or any of these selections.

Load / Save / Exit

This little ATM machine allows player access to their stats, as well as to the load/save screen. The look of this machine should be the only constant in the port screens so the players do not need to search for it. A hot key will activate this feature too.

Return to Ship

This allows the player to return to their ship for space flight. After selecting this the player will get to see the **launch sequence**, (similar to the landing sequence) and the return to the fight simulator.



Communications Menu

For multi-player communication will be a major issue. Players will want to be able to call up a communications window at any point during play. Players will want to be able to talk to their comrades and enemies while dog fighting. They will also want to talk to their buddies while they are selecting what to purchase planet side, (Hey, what is the price of Di-Cor in your sector?)

Communication channels:

Chat - is the real-time communications between players on the same server. You can only chat with people who are presently on-line in select rooms. There should be a way to pull up a chat window at any point in the game. (If you do it in space flight, its your own fault.)

The options should allow players to select public and private chat rooms. Members of an Alliance can have their own chat rooms.

E-mail - is sending a player on the server a message. If they are on-line they will receive a beep telling them they have mail. If they are not currently on the server, their mail will be stored and they can retrieve it later, (they will be beeped on start up if they have e-mail waiting.)

Players should be able to pop up this window anytime during the game, and be able to select individual players as well as group and Alliances that they can send their mail.

External mail - If a player chooses to type in their real e-mail address, someone can send real e-mail to them via the Internet. The player will have to select the player they wish to send mail to by their call sign and not their real name, (the system will not reveal their real name or real world e-mail address.) If the e-mail bounces it should go to the e-mail address of the sender, and not the server. This will push the game well beyond the box.

In-flight communications - The players should be able to broadcast a chat to everyone in the local area while they are flying. This way players can warn their wingman and taunt their enemies.

- **Text** - Like regular comms in Quake, the player should be able to hit a key and type that can be directed to other players. The text needs to show up on a console in the cockpit. Macros can be programmed for the player to quickly send their favorite text lines.
- **SFX tokens** - The player should be able to send tokens that activate pre-made SFX. These SFX would be taunts or kudos that would be created by Origin. When a player sends a token, the receiver's machine would play the pre-made SFX from the P3 directory rather than sending the SFX file across the net. Player's could create their own token SFX packages and trade them among their friends for humorous game play, (SFXs from Quake, lines from movies, toilets flushing.)
- **Voice Compression** - Players would be able to use Mpath technology to record and send small sound bites. Though this might slow the game down slightly, the benefit of letting the players talk together as if they were on an intercom would be a huge advantage. Being able to record and store sound bites would also allow players to hook in macros so that players could use the bits just like taunts. NOTE: if we go this route it would be nice to record the computer taunts in the same compression ratio. This way there will be little difference between the player recorded messages and the computer generated messages.



PLANETS AND SPACE PORTS

Overview:

Each port that the player can travel to has different characteristics that when combined, create unique worlds with particular trading needs. Some worlds even consider different commodities as contraband, so research is useful for new routes, (don't try to bring animal flesh into a vegetarian society.)

NOTE: The plan is to keep the number of ports to a minimum so that we can have quality over quantity. Each world will have it's own unique look for its environment to fit with its description. The current number of unique worlds is 20. However, it may be possible to create modular background art to create more than 20 worlds. This simulates the idea that many places are fairly identical: i.e., mining asteroids pretty much all look the same, as do military and industrial stations.

There are four quads that make up the sector. Because not all areas in the map will be visible at first, some worlds may take a little work to find, such as the pirate bases. The player should begin in Sector 1 so that all the cheap prices and low tech items can be geared for that sector.

Pleiades Sector

Quadrant 1 (Beginners) New Damascus Flyce - Pleasure Maxxor - Mining Vigilance - Refinery Skurge - Pirate (hidden, until player joins pirates) Nav points galore, some hidden 2 jump point to Quad 2 2 jump point to Quad 3 1 jump point to Quad 4 (hyper jump)	Quad 2 (Outcasts and Kilrathi) Anon - Yena - Agriculture Nevis - 3 rd world planet (more)
Quad 3 (Pirates) (more to come)	Quad 4 (Confed and Corporate) (more to come)

QUAD ONE:

The secret to this quadrant is a golden triangle between Mexxor (ore,) Vigilance (refined materials,) and Flyce (drugs,) to achieve a quick fortune. With the money the player can easily buy a new ship that will allow them to jump to the next quadrant.

Planet: New Damascus

Tech level: Low

Government: No formal government

Industry: dirt farming and low tech production

Description: Though it had a Confed base during the war, due to the decommissioning of the Navy New Damascus has fared only slightly better than other planets in the area. Confed does provide limited amount of support in the area, but the anywhere off the beaten path can prove disastrous for any rookie.

Because of its lack of formal government, most people who are trying to escape something wind up here. It is a classic hangout for merc trying to earn a quick buck. Merchants also enjoy this port because of its cheap goods. Though it does have some farmers who are able to raise a meager living trying to terrafarm this ultraviolet baked rock, most of the natives are used by the off world companies to create third rate merchandise in cramped, non-robotic sweat shops. The Auger Inn is the nearest bar to space port. Its outlaw clientele makes the cantina from Star Wars look like an Amway meeting. There the player will be able to make a wide range of contacts that will allow him to begin to get a feel for what career they wish to pursue.

Asteroid: Maxxor

Tech level: Low

Government: Corporate

Industry: Mining

Maxxor is a company asteroid, large enough to support a mining colony. Due to extensive deposits of Di-Cor, a large mining facility has been established to recover the wide variety of ores. Though not large enough to support a refinery, the Vigilance orbiting station works well for the recovery of these important industrial metals. Runs between the asteroid and the refinery provide a somewhat substantial subsistence for any freight jockey who can mind the tedium. Corporate policy discourages most vices, though running contraband is the most lucrative trade in this quad. Ultimate is considered an illegal drug, but the corporation turns a blind eye since the drug helps deliver ore quotas on time, (talking to a informer in a bar in Flyce would inform the player.) Maxxor is easily influenced by commodities. The player should expect to see news reports on possible revolts due to lack of supplies.

Platform: Vigilance

Tech level: Medium

Government:

Ideology:

Industry: Refining

Vigilance was established as zero G refining operation for the purification of all metals that would be recovered from the asteroids in the area. Due to its proximity to the nearest star and its constant rotation, Vigilance experiences constant daylight, as well since the refinery is solar powered. Though it is a controlled biosphere station, the haphazard upkeep of his atmosphere regulators allows the environment to be rather gritty, and polluted.

**Station: Flyce****Tech level: Medium****Government: Anarchy****Ideology: If it feels good...****Industry: Entertainment**

Description: Flyce is one of the few pleasure centers in the border worlds. Not as refined as the ones in the high tech sector, but it meets the needs of the miners in the area. Gambling, drugs, prostitution. All vices are welcomed here.

Pirate Base: Skurge**Tech level: Low****Government: Clannish****Ideology: Pillage and Plunder****Industry: Piracy**

Skurge is not much of a place as it is nestled within the asteroids. Only after a player has allied himself with the cutthroats of the area will he be able to locate the base. Once there, the player will be allowed to purchase some technology that can't be bought anywhere else in this sector. If the player wishes to become a pirate, this will be where he will want to be inducted into the brotherhood.

The offer to the player to ally himself with the pirates is offered at an information exchange only after they player has attacked one merchant vessel. The Nav point for Skurge will show up after this meeting. This is hinted at by a person in the bar on Nameless.

If a player wishes to be Confed friendly they can become a pirate only to give the information later to the correct officials.

QUAD TWO:**Planet: Yena****Tech level: Low****Government:****Ideology: Vegetarian****Industry: Agriculture**

Description: Yena is a peaceful agrarian planet whose main production is foodstuffs. Though Yena is the bread basket for the quad, they only specialize in hybrid grains and hydroponics. The slaughter of animals for food is prohibited. Any one caught trying to import such materials will be subjected to a fine, imprisonment, or both.

Planet: Nevis**Tech level: Low****Government: Primitive (not a unified world)****Ideology: third world****Industry: some industrial centers**

Description: Nevis is a forgotten world on the outskirts of the civilization. Though it does have industrial centers, the conflicts between the different countries leaves it unstable. Nevis can not centralize its government and is thus doomed to stay a backwards world. Due to its internal conflicts, mercenaries from around the galaxy come here for a quick buck. Because the jump point to the next sector is nearby Nevis is naturally the crossroads for the trade route too.



SHIP CONSTRUCTION

Overview:

Ships are modular and range in size from very small 35 ton one man fighters to gigantic 2000 ton capital ships. There are six basic attributes of any ship: Size (tons), Hard Points, Shields, Powerplant, Engine, and Modules. The determining factor for the type of shields, engines, and powerplants is Size. That is, larger shields and powerplants take up huge amounts of space that will not fit in small hulled ships. With a modular design, any ship can take any piece of equipment, limited only by size and "module" space. Small ships cannot take the best of everything, in fact, hardly any ship can except the very largest. There are ten sizes of ships, ranked according to hull size. The largest hull available is a space station and cannot move (i.e.: it's not a ship at all, just a weapons and cargo platform). Each hull has a size in tons, hard points, turrets, modules, a "Size X", Powerplant and Shields associated with it. They are described in detail below.

Terminology:

Cost: The cost of the ship hull in credits.

Hard Pt: This is the ships available Hard Points. Most weapons take just one hard point to mount. However, certain powerful weapons take more than one. For example, a linear accelerator takes 6 Hard Points to mount and usually goes onto large capital ships only.

Tons: This is the ships maximum internal capacity in tons. Powerplants, Engines, Shields, internal Cargo space and some equipment requires space in tons. Some equipment requires both space in tons and module space.

Turrets: The number of turrets that will fit on the hull.

Mod: Refers to equipment Modules such as afterburners or repair mechs. These items do not take up huge amounts of space (as in tons) but do require energy and a little room. Large ships have room for lots of extra sensors, equipment, fuel scoops etc... small ships do not.

Size X: This is for the physics system. Large hulled ships cannot turn as fast as small hulled ships. See Acceleration Table to find the ships value, then divide the rating by the Size X number. For example, a Type VI Hull with Di-Cor Power plant has a "Good" Acceleration of 56. Divide 56 by the Size X of 1.5 to get a turn rate of 37 which is "Fair".

Powerplant: Five types of powerplants. Ships cannot take a Powerplant that won't fit in their hull. Each level of Powerplant generates 30 Giga Joules (Gj) of power. The Powerplant listed is not a maximum, only a recommendation for that hull type. It is possible to take more than one type of Powerplant, though there is little reason to do so unless you are equipping a space station.

Shields: Five types of energy shields ranging from weak to very strong. Other types of shields do different things, like make a ship "invisible". Shields cannot be taken larger than specified. Each shield takes 10 Gj per level to operate and offers 10cm Tritanium armor equivalent protection. The shield listed is not a maximum, only a recommendation for that hull type.

Ship Type	Cost	Hard Pt	Tons	Turret	Modules	Size X	Power	Shields
Small I	50k	3	35	na	3	1	2	2
Small II	100k	4	70	na	4	1.1	2	3
Small III	150k	5	120	na	5	1.2	3	4
Medium IV	200k	6	200	1	6	1.3	4	4
Medium V	250k	7	350	2	8	1.4	5	4
Medium VI	500k	8	500	3	10	1.5	5	5
Large VII	750k	10	750	4	12	1.6	5	5
Large VIII	1 M	12	1000	6	15	1.8	5	5
Large IX	1.5 M	16	2000	8	20	2.0	5	5
Station X	5M	32	10000	20	50	10.0	5	5

The Max Speed Table compares the type of power plant with the type of hull to determine the maximum



acceleration for that particular ship. Note that this is for Ion engines only. For ships with Pulsar or SD Pulsar or other equipment that modifies ship speed, you must modify these amounts accordingly.

Max Speed Table (kps) with Ion Engine					
Hull Type	K5	K20	K30	Di-Cor	Quad Di-Cor
Small I	600	600	--	--	--
Small II	500	600	--	--	--
Small III	400	500	600	--	--
Medium IV	300	400	500	600	--
Medium V	200	300	400	500	600
Medium VI	100	200	300	400	500
Large VII	--	100	200	300	400
Large VIII	--	--	100	200	300
Large IX	--	--	--	100	200

The Acceleration Table compares the type of power plant with the type of hull to determine the maximum acceleration for that particular ship. Note that this is for Ion engines only. For ships with Pulsar or SD Pulsar or other equipment that modifies ship speed, you must modify these amounts accordingly.

Acceleration Table (kps) for Ion Engine					
Hull Type	K5	K20	K30	Di-Cor	Quad Di-Cor
Small I	Superb: 90	Superb: 100	-	-	-
Small II	Excellent: 80	Superb: 98	-	-	-
Small III	Good: 60	Excellent: 80	Superb: 96	-	-
Medium IV	Fair: 40	Good: 60	Excellent: 80	Superb: 94	-
Medium V	Poor: 20	Fair: 38	Good: 58	Excellent: 78	Superb: 92
Medium VI	Poor: 18	Fair: 34	Fair: 36	Good: 56	Excellent: 76
Large VII	--	Poor: 20	Fair: 32	Fair: 34	Good: 54
Large VIII	--	Poor: 17	Poor: 20	Fair: 30	Good: 52
Large IX	--	--	--	Poor: 20	Fair: 40

The turn rate table shows how fast a ship can turn in degrees per second. Usually the smaller the hull, the faster it can turn. Divide the Acceleration number by the Size X number to get the turn rate.

Turn Rate (dps)	Poor	Fair	Good	Excellent	Superb
TR Range	0-20	21-40	41-60	61-80	81-100

Shield and Engine Recharge Table					
Shield Type	K5	K20	K30	Di-Cor	Quad Di-Cor
Hayles/Zinder 1	Fair	Good	-	-	-
Hayles/Zinder 2	Poor	Good	-	-	-
Hayles/Zinder 3	Poor	Fair	Good		
Quasar 1	Poor	Poor	Fair	Good	
Quasar 2	Poor	Poor	Fair	Fair	Good



Equipment Glossary:

Engines: Affect movement in normal space or hyper space. There are three engines that propel a spacecraft through normal space: **Ion**, **Pulsar**, and **SD Pulsar**. The Ion is the most basic, with each level above it producing a faster maximum speed. Additionally, there are **Jump** and **Hyperdrive** Engines. Jump drives are for moving from system to system through jump points. Without a jump drive you cannot travel between star systems. Hyperdrives are for traveling huge distances in a single jump. Hyper points have only been found in nebulas so far... Finally, there are engine modification equipment that can increase the maximum speed of a spacecraft. These include **Afterburners** which can double a ships speed and **GDS Intercoolers** which marginally increase a ships speed.

Powerplants: These are the fusion plants that power all of a ships engines, shields, and equipment. Hydrogen is the fuel used to power them. There are five grades of powerplants, each getting larger in tons and producing more power. The K5, named after Fedor Karastylisch, the inventor of the fusion process it's based upon, is a basic Powerplant capable of generating 30 Giga Joules of energy. K5 through K30 powerplants are available at any shipyard. The Visek Di-Cor Powerplant is made by Visek Industries, the sole producer of these powerful devices. Utilizing Di-Cor as a fuel source, they can easily outstrip the hydrogen fusion plants in energy output.

Shields: Shields are an energy field that protects the armor of the ship from being pierced. Once the shields are down, damage is now imparted directly on the armor. Damage to shields only temporarily depletes the ship's energy reserves, while damage to the armor permanently removes vital protection.

Two scientists, Linda Hayles and George Zinder, are responsible for the creation of the kinetic-energy absorbing shield effect over one hundred and twenty years ago. However, the company they founded, HZS Enterprises, actually produces the shields you can purchase at any shipyard. There are three grades of HZ Shields available, each more powerful and more energy consuming than the last. An improvement on the HZ effect is the Quasar Shield or Q-shield, which can blunt all but the most powerful weapons. Quasar shields are available only at the most Technically Advanced Shipyards. All of these shields are ablative-re-energizing. That is, damage directed at them "reduces" the shielding effect, and only through time can the shield be restored. All shields are rated in Tritanium armor centimeter equivalent. All hulls are made of Tritanium due to it's strength and resilience.

Cloaking shields are a product of Kilrathi technology, and render a ship practically invisible. Only the most advanced scanners can pick up a cloaked ship. One side effect of a cloaking field on a ship is that it cannot gain a target lock on any vessel, thus needing to de-cloak to fire effectively.

Phase "Nebula" Shields enable normal shields to function fully. If a spacecraft travels through a nebula without a phase shield activated, his HZ or Quasar shields will only offer a scant 10 cm of armor protection, no matter what their rating may be...

Dampening Field is an extra-spatial effect modulator that creates a "null-space" around the ship for exactly five seconds. This makes the ship immune to all damage for that time. However, the energy drain is enormous, and the ship cannot fire during that period as well. This will also leave the ship's armor open for attack after the dampening field has faded so use of this is device is reserved for extreme emergencies.

Erickson Enerflux units are magnetohydrodynamic fluctuators that actually enable a shield system to "regenerate" faster than normal.

Scanners: There are seven different types of scanners available, each more advanced than the previous. The most basic model, a Seker Mark III, can only see ships in "gray", can "lock" weapons onto enemies, but can ascertain no ship or weapons information. All scanners take up one module space.



Ecm Units: These stand for Electronic Counter Measures, and are used against an enemies missiles, in order to break their lock on your ship. Each unit has a progressively better chance to break a missile lock. All three types available are made by different companies.

Eccm Units: Electronic Counter Counter Measures, designed to circumvent ECM devices. A ship with an ECCM unit has a better chance for their missiles to lock onto an enemy ship, even if the target has an ECM.

Weapon Enhances: These include devices that enhance weapons re-fire rate specifically, and also the amount of ordnance that can be carried.

HK Cooling Unit: manufactured by Hobart Kryton Corporation, this device will allow your energy weapons to recharge 5 percent faster.

Albra Semiconducting Unit: This unit, made by Albra Semiconductors, works even better, giving a 10% improvement in weapons re-fire rate.

Reloaders: Refers to Missile, Torpedo, and Drone auto-reloaders made by HSWS. These devices store the munitions inside the ship, and automatically reload the ordnance when the launcher is empty. It takes some time to do this, but when a ship is short on Hard Points, these can make the difference between life and death...

Armor: Once the shields have become damaged, the last line of defense for a ship is its armor. Once the armor has been pierced the ship will either rapidly decompress, or have one of its energy cells compromised, causing the stored fuel to instantly ignite. Both scenarios are equally fatal to the occupants.

There are three types of armor, **Plasteel, Durasteel, and Carbidium**. Each progressively adds more protection to a ship, but also slow it down, adding to the Size X value. Heavy armor can slow a ship down quite a bit, and generally only the largest capital ships can take Carbidium armor, since it's weight in tons is prohibitive to smaller hulled ships.

Miscellaneous

Cargo Hold: Ships do not start with a cargo hold, they must purchase one. Good news is that cargo holds are very cheap to outfit, costing a measly 25 credits per ton.

Cargo Pods: External pods that attach to hard points like weapons, they hold up to 10 tons of cargo.

Tractor Beam: Used for transferring items from space into the ship. Items that are brought aboard are usually stored in a reserve hold exclusive for the tractor beam. In this way there is always room for tractored items, such as cargo, pilots, and scrap. Tractored items will show up on the ship's manifest.

Turret: Only medium sized ships and larger can utilize a turret. A turret can hold up to two hard points worth of weapons.

Repair Mechs: There is just so much a human can work on, especially during a dog fight. A repair mech can crawl through the underbelly of the ship and quickly get to work on all the systems without having to dock in port. Sensitive to keeping the ship in working order, the mechs handle problems on a precedence basis.

Though only one mech can only effect repairs to one system at a time, jobs are completed in order of priority (which the player doesn't govern.) Mech fix armor, shield, weapons, then other systems. The more mechs, the more systems can be worked on at a time. Having two mechs does not mean work goes twice as fast.

Jump Point Analyzer: A useful device that tells the last ship to go through a jump point and what the destination was.

OEM (O.re E.xtractor M.achine) aka a Mining Machine: A self contained mining machine that can be deposited on an asteroid and left to drill for ore. Holds up to 75 tons of ore, but the device requires 100 tons of cargo space to fit inside a ship.

Cargo Shield Unit: Shields up to 25 tons of cargo from scanners. Ideal for smuggling contraband such as exotics or xenomorphs...

EM Fuel Scoop: Electromagnetic fuel scoop that allows a ship to refuel inside a hydrogen cloud, or anywhere there is a significant source of hydrogen. Very useful. Free fuel!



Fighter Bay: Only the largest of ships can take a fighter bay as it requires 500 tons of space. It can hold up to ten 35 ton fighters or five 70 ton fighters.

Scramblers: are used to prevent opponents from learning of your ship's details.

Level 1: 50% chance of scrambling an opponent's target lock.

Level 2: 75% chance of scrambling opponent's target lock and shield info.

Level 3: 90% chance of scrambling any readings an opponent can take.

Inertial Dampeners: Makes sure players don't black or red out while performing high speed maneuverings. The player will quickly become painfully aware when these systems are out. To compensate for loosing these systems, players will have to watch their speed while making donuts in the heavens.

Repulser Field: This will be needed for low speed traversing inside large space stations. Without it the player will beat up their ship with all the minor damage of bumping into walls.

Mines: Players can drop mines for those unlucky enough to be tailing them. They can drop homing mines that gravitate towards the nearest ship, thus allowing people to fence off areas, such as near their ore plant.

Sentry Pods: Dropped like mines, these pods will actively fire upon any perceived hostile threat in the area. They are excellent for guarding ore plants, and for general dog fighting when the numbers are not in the player's favor. They can be used in battle too. Once dropped they can be retrieved via the tractor beam.

Decoys: Decoys are used to lure missiles away from the player's ship. It is very important that the player uses the correct decoy for the correct missile since the wrong decoy will have little effect. Good scanners provide the essential information.

Thermal Generator: 50% effective for decoying heat seeking missiles.

Image Distorter: 75% effective for decoying IR missiles.

ECM Decoy: 75% effective for decoying FF and ECM missiles.

Cost in credits	Ship Equipment	Function	Mod	Tons	R %
	Engines				
3000	Afterburner	Accelerates ship to 100% of max speed	1	-	2
10000	Ion Engine	For movement in normal space		5	2
25000	Pulsar Engine	Adds 5% to Maximum Speed		10	3
40000	SD Pulsar Engine	Adds 10% to Maximum Speed		30	3
8000	GDS Intercooler	Adds 2% to Maximum Speed	1	3	2
50000	Jump Engine	Allows interstellar jumps		25	5
500000	Hyper Drive Engine	Allows huge interstellar jumps		50	8
	Powerplants				
10000	K5 Fusion power plant	30 Gj Power plant for ships - basic model		10	4
25000	K20 Fusion power plant	60 Gj Good power		20	5
50000	K30 Fusion power plant	90 Gj Excellent power		40	6
100000	Visek Di-Cor Power plant	120 Gj Extreme power		75	7
200000	Quad-cooled Di-Cor PP	150 Gj Most powerful plant available		150	8



Shields					
10000	Hayles/Zinder Shields I	10 cm 10 Gj: Absorbs low damage		5	3
20000	Hayles/Zinder Shields II	20 cm 20 Gj: Absorbs medium damage		10	4
45000	Hayles/Zinder Shields III	30 cm 30 Gj: Absorbs high damage		20	5
90000	Quasar Shield I	40 cm 40 Gj: Absorbs very high damage		40	6
200000	Quasar Shield II	50 cm 50 Gj: Extremely high damage		100	7
150000	Cloaking Shield	Invisible to almost all scanners; can't fire while cloaked; 30 Gj Needs unique "cloaked" effect. Cloak doesn't work in nebula.	1	20	10
60000	Phase "Nebula" Shield	Allows shields and scanners to work fully in Nebulas	1	15	8
250000	Dampening Field	Immune to damage for 5 seconds	1	50	8
25000	Erikson Enerflux Unit D3	Increases shield recharge rate by 5%	1		5
50000	Erikson Enerflux Unit D15	Increases shield recharge rate by 10%	1		6
Scanners					
5000	Seker Mk III	gray targets lock only no ship info	1		3
10000	Seker Mk V	Gray only and "locks" targets ship info	1		3
20000	Seker Mk IX	Color codes and "locks" missile info	1		4
30000	Barris System I	Color, locks, tells target systems	1		4
50000	Barris System II	"Leads" targets, tells cargo	1		5
75000	Barris System III	Can see cloaked ships but not lock on "scan" ships for illegal goods	1		5
125000	Kryton Ultimate	Can see and "lock" on cloaked ships	1		6
ECM Units					
5000	Spatial Jamming Mk I	Jams missiles 30% of the time	1		3
15000	HSWS 360	Jams missiles 60% of the time	1		4
45000	Aurora 5K	Jams missiles 90% of the time	1		5
ECM Units					
100	Image Distortion Unit	Jams IR missiles 50% of the time	1		3
300	Thermalite Charge	Jams HS missiles 60% of the time	1		4
ECCM Units					
15000	Spatiale Anti-Jammer	Lowers ECM effectiveness 25%	1		3
80000	HSWS Defrequencer	Lowers ECM effectiveness 40%	1		4
Weapon Enhancers					
10000	HK Cooling Unit	Increases weapon recharge rate by 10%	1		3
20000	Albra Semiconducting Unit	Increases weapon recharge rate by 15%	1		4
8000	HSWS Missile Auto Reloader	Holds 10 extra missiles for launchers	1		3
16000	HSWS Torpedo Reloader	Holds 2 extra torpedoes for launchers	1		4
20000	HSWS Drone Reloader	Holds 3 extra drones	1		4
Armor					
2500	Plasteel Armor	Add .01 to Size X; Ablative Armor 10cm		5	3
5000	Heavy Plasteel Armor	Add .02 to Size X; Ablative Armor 15cm		10	3
10000	Durasteel Armor	Add .03 to Size X; Ablative Armor 20cm		25	3
25000	Heavy Durasteel Armor	Add .05 to Size X; Ablative Armor 25cm		50	3
50000	Carbidium Armor	Add .1 to Size X; Ablative Armor 30 cm		100	3
100000	Heavy Carbidium Armor	Add .2 to Size X; Ablative Armor 40 cm		250	3



Miscellaneous					
25 per ton	Cargo Hold	Adds 1 Ton of cargo space to a ship - ships don't have cargo space automatically		1 ton	
500	External Cargo Pods	Adds 10 tons to Cargo no armor protection	1 HP		
8000	Tractor Beam	Fits in either a turret or Module space one per ship	1		4
10000	Turret	Holds 2 Hard Points of weapons			
30000	Repair Mech	Slowly repairs 1 ship system at a time	1		3
100000	Repair Mech II	Slowly repairs 2 systems; priority basis	1		5
50000	Jump Point Analyzer	Tells player whose ship used jump point last and where they went	1		5
200000	Mining machine	Cargo space: 100 tons	--	--	
60000	Cargo Scan Shield Unit	Renders 25 tons "invisible" to scans Players must designate what is going into the hidden area. Contraband is not hidden automatically. 2 shield per ship limit.	1		4
3000	EM Fuel Scoop	Allows for refueling in hydrogen clouds	1	5	4
500000	Fighter Bay	Allows ship to carry five 70 ton fighters		500	4

POLYGONAL SHIP CONSTRUCTION

Overview

To make the ship more unique we are looking at making parts of the ships modular in order to swap out parts and textures. This is so players could add and subtract components to their ship and see the changes in the non-POV views. Also, other players could look at an opponent's ship and be able to tell if they had impulse power, jump drive, or hyper drive.

Textures: This will be the easiest part to changing components on ships. This will be for changes in levels of armor. Each type of armor should have its own material and color characteristic that distinguishes itself. There are only three levels of armor; Plasteel, Durasteel, Carbidium.

Modular Ship Parts: A way to show the player that the engine that they have just purchase is better and bigger would be to actually modify the ship. Each ship should be designed so that it can swap in and out various pieces.

Interchangeability: Though it has been talked about that the pieces between ship models should be interchangeable, this would lead to the ships needing to be very limited in differences in size and shape. We would like to make the ships very different (Confed, Kilrathi, etc.) and only worry how the individual components line up and match with the ship they were made for. Add-ons such as shields, power plants, ECMs, ECCMs, should not require any visible changes to the ship as they are all mounted inside the hull.

Objects we need to be able to "upgrade":

ENGINES: Impulse type engine (Ion, pulse), Jump Drive, Hyper Drive

AFTERBURNER

(Anything more?)

Attached objects

Objects that are independent of the main object that have their own purposes, but are connected to the main object are the child objects. Like the upgradable objects, they can be attached to the ship, but they may have their own independent movement, (such as turrets.)

Attachable objects for ships are:

TURRETS: They can turn independent of the ship. When a player controls a turret, the actual turret can move the direction the player is facing.

THRUSTERS: As the ship turns the rear thrusters can point in the opposite direction. (Though the thrusters for lateral movement do not have to move, we can still attach gas jets that shows when a player is using them.)

CARGO PODS: When released, these can just float off into space as their own object.

Guns and missile pods: If we care to show them externally.

Custom texture:

There should be an area on each ship that is a standard size that allows the placement of a custom texture. (We may want to use the custom artwork as a decal that can added to the texture since it would look out of place with the other texture on the ship, including the three variations for armor texture.) A player should be able to choose their decal type from the textures provided with Privateer 3, and there should be the option of creating their own. This would allow all the members of a Alliance to tag their ship with their own custom decal.

WEAPONS AND EQUIPMENT:

Weapons Systems

HP: The number of hard points the weapon requires to install.

Range: maximum range in meters.

Gj: Gigajoules of energy used by the weapon.

Damage: Shows the amount the weapon destroys in centimeters (cm) of shield strength, or armor

Re-fire: Delay in seconds between firing weapons

R %: Percentage of the cost of the weapon to repair it

Credits	Weapons	Description	HP	Range	Gj	Damage	Re-fire	R
1000	Pulse Laser	Low damage, low energy use	1	4800	4	1.8	0.3	3
2000	Beam Laser	Moderate damage, low energy use	1	5000	5	2.1	0.33	3
3000	Mass Driver	Medium damage, low energy use	1	3700	6	2.8	0.35	3
5000	Meson Blaster	Medium damage, low energy use	1	4400	8	3.2	0.4	4
7500	Neutron Gun	High Damage, high energy use	1	3400	18	6.0	0.65	4
10000	Ion Gun	Good damage, medium energy use	1	3200	10	4.1	0.42	4
15000	Particle Cannon	High Damage, medium energy	1	3500	11	5.0	0.5	4
20000	Proton Blaster	Good Damage, med. Energy,	1	4000	12	4.6	0.43	4
30000	Tachyon Cannon	Good Damage, medium energy use	1	4250	8	4.8	0.42	4
45000	Pulse Cannon	High damage, high energy	2	5000	15	7.0	0.55	5
70000	Plasma Cannon	Furnace "Hellbore" Plasma Cannon	2	3000	20	8.5	0.70	5
250000	Linear Accelerator	To take out Cap. Ships	6	6000	30	25	2.0	10
10000	Missile Launcher	Can hold any 10 missiles	2	-				4
40	Dumb Fire	Fires straight, no lock	-	8000		13	0.3	
80	Heat Seeker	Locks on enemy engine	-	7300		16	0.3	
120	IR Missile	Image Recognition	-	7700		18	0.3	
200	FF Missile	Targets EM signature of enemy ships	-	7200		18	0.3	
250	AP Missile	Penetrates armor better	-	7000		12 AP	0.3	
1000	Guided Missile	Allows player to steer missile in Missile Cam mode.	-	7000		12 AP	0.3	
1000	SK Missile	Shield Killer - doesn't effect armor		6000			0.3	
20000	Drone Launcher	Holds up to 3 drones	2	-				4
500	Decoy drone	Missiles target decoys instead 90%	-	9000		none	0.3	
1000	Recon drone	Intel gathering drone	-	12000				
5000	Attack drone	Fires Lasers at enemies	-	4500	-	1.8	0.3	
15000	Torpedo Launcher	Can hold 2 torpedoes	2					5
100	Torpedo	Heavy damage	-	3800		22	2.5	
2000	Mining laser	To mine ore from asteroids	1	4000	8	2.0	0.3	3
2000	Mine Layer	Can hold 10 mines or laser buoys	1					
1500	Laser Buoy	Fires at enemies from stationary spot		4000		1.8	0.3	-
50	Mine	Contact mine		--		10		
75	Proton Mine	High Damage		--		13		
100	EM Mine	Damages Sensors only		--		--		

Drones: One is a missile decoy that works 90% of the time to draw missiles to it until it's destroyed (all missiles fired at player go to that drone instead). Second is a Recon drone that is a mini-spaceship (really just a long missile with stubby wings like a cruise missile) that the player flies around to spy on areas, and the third drone is a fighting drone which carries lasers is really fast (carries no armor and no shields). Drones would best be used by people on space stations (to defend it) and off carriers with other players (instead of playing a turret, you fly a drone).



ECONOMICS AND CARGO

Economy system:

P3 will have scores of commodities that can be bought and sold across dozens of interstellar markets. Moreover, in Multi-player mode, goods will be traded and sold by online players amongst themselves. This will be the key challenge – to make the multi-player economic system robust and fun without being unbalancing or having players discover a weakness that can be exploited to ruin the game.

The following chart lists all of the commodities categorized according to type. On the left most column each commodity is listed by name and on the top row is listed each type of planet the item can be traded at. These planet types are: Agricultural, Mining, Pirate, Industrial, Scientific, Medical, Pleasure, Military, and Hi-Tech. Every planet type has a guaranteed 100% commodity that can always be purchased there. For example, every Agriculture planet has a 100% chance they will have a supply of grain and each Mining colony has a 100% chance of having some iron ore. Thus, there are guaranteed low-profit runs from these planets.

Each commodity has three lines – first is the unit price in credit increments (cr). Second is the percentage chance the item can be found and third is the number of units or tons that can be purchased. These values are updated every real hour. When a player purchases a commodity, it is taken from the sellers inventory. For example, one player buys all of the IRON ORE, say 200 tons, at Vigilance, and another player shows up, there is no ore to be found! We also shall have Storage Facilities you can rent on planets, to store cargo.

	Commodity	Agri	Mine	Pirate	Ind	Sci	Med	Pleas	Mil	Tec
	Scientific									
1	Computer Hardware	100-120	110-130	105-125	90-110	105-135	110-120	100-110	100-110	115-
		na	na	na	70%	60%	na	na	60%	na
					10-30	5-20			20-40	
2	Computer Software	40-45	40-60	40-55	30-45	60-70	40-50	50-55	40-55	35-50
		20%	20%	10%	80%	75%	40%	35%	50%	80%
		40-50	30-55	5-15	60-100	30-60	25-50	20-45	40-80	80-100
3	Wetware	200-220	210-225	250-275	190-220	220-240	215-225	220-230	200-220	205-
		na	na	na	45%	25%	30%	na	70%	55%
					20-30	10-20	5-10		30-50	25-50
	Ores	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tec
4	Cesium	140-160	100-160	120-180	160-200	120-140	120-150	120-150	120-170	140-
		na	75%	na	40%	na	na	na	25%	50%
			40-120		30-50				20-45	50-80
5	Di-Cor	500-550	490-520	550-600	600-700	550-600	500-550	490-520	500-520	580-
		na	35%	na	na	na	na	na	na	na
			60-200							
6	Iron	70-80	60-75	70-80	85-90	70-80	70-85	60-70	60-75	75-80
		na	100%	na	na	na	na	na	na	na
			30-500							
7	Platinum	370-380	330-360	370-390	390-430	380-400	370-395	350-370	380-410	375-
		na	50%	na	45%	25%	na	na	15%	25%
			40-80		40-70	20-35			15-30	30-40



	Black Market	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tech
8	Transuranics	600-710	550-600	580-670	700-800	590-660	600-700	600-700	710-820	700-1
		na	50%	na	na	na	na	na	15%	20%
			20-45						15-35	30-60
9	Cloned Organs	440-480	445-490	450-500	440-500	390-440	500-550	520-600	450-500	480-:
		na	na	na	na	50%	30%	na	na	20%
						10-40	5-20			15-30
10	Xenomorphs	2k-3k	2k-3k	2k-3k	2k-3k	4k-5k	3k-4k	1k	2k-3k	2k-3k
		na	na	30%	na	na	na	5%	na	15%
				2-20				1-5		2-3
11	Powered Armor	800-900	900-1.2k	1k-1.4k	900-1.1k	800-900	900-1.1k	800-900	700-800	900-
				50%					50%	40%
				10-40					30-60	10-20
12	Biotek Weapons	300-380	320-400	400-550	320-380	310-390	320-380	320-380	300-380	350-
		na	na	45%	na	na	na	na	80%	35%
				25-60					50-80	30-50
13	High Energy Weapons	200-250	320-380	300-400	250-285	240-270	240-280	250-290	250-320	240-
		na	na	50%	na	na	na	na	60%	30%
				30-60					40-60	20-50
	Industrial	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tech
14	Plasteel	50-75	65-80	50-65	40-50	50-70	50-70	50-70	60-75	55-80
					70%					45%
					200-400					50-100
15	Factory Machinery	160-180	160-180	160-180	200-230	150-170	150-170	150-170	160-180	150-
					20%					30%
					40-80					30-50
16	Mining Equipment	230-245	270-325	230-245	180-220	230-245	230-245	230-250	230-245	210-
					45%					45%
					50-90					25-40
17	Farm Machinery	250-300	210-235	210-235	160-200	210-235	210-235	210-235	210-235	210-
					55%					55%
					60-100					25-40
18	Petrochemicals	60-75	70-85	50-75	40-65	60-70	60-70	60-70	65-80	55-60
					40%					33%
					30-250					40-300
19	Agrochemicals	70-85	50-75	50-75	30-65	60-70	60-70	60-70	65-80	55-60
					40%					33%
					40-300					40-300
20	Tritanium (processed)	160-180	160-180	160-180	130-155	150-170	150-170	150-170	160-200	150-1
					60%					30%
					25-250					20-100
	Medical	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tech
21	Blood	25-50	25-50	35-60	30-55	25-50	10-30	25-50	25-50	30-50
							80%			
							10-200			
22	Cybernetic Equipment	250-300	250-320	270-300	250-300	250-300	200-240	250-280	260-320	250-5
							45%			
							25-80			
23	Medkits	30-40	35-45	35-50	30-35	30-40	20-30	30-40	30-45	25-40
							100%			



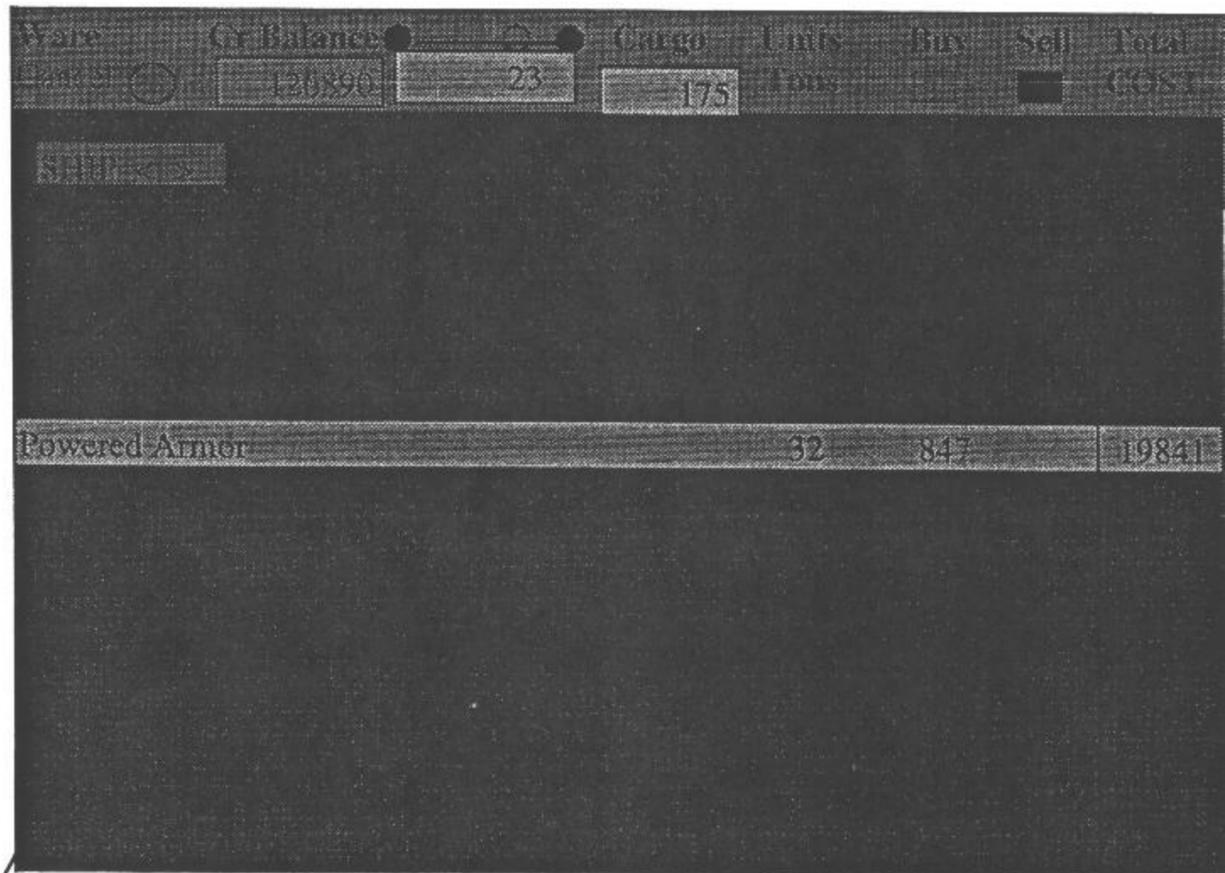
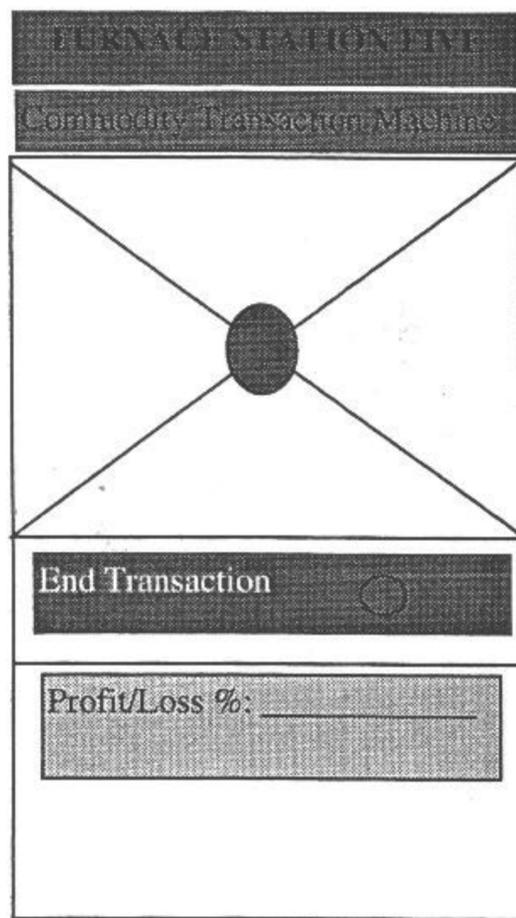
							5-200			
24	Nano-Teks	400-500	400-500	400-550	400-500	450-600	300-400	400-500	400-500	380-
							30%			
							40-80			
	Agriculture	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tec
25	Grain	10-15	20-22	20-23	22-25	20-22	20-23	19-22	19-25	20-30
		100%								
		50-500								
26	Livestock	80-110	100-130	130-160	110-155	100-130	100-130	100-150	100-130	120-
		65%								
		60-200								
27	Synthetic Foods	25-35	35-45	35-45	35-45	35-45	35-45	40-50	35-45	35-40
		70%								
		30-300								
28	Lumber	50-70	70-80	70-80	70-80	70-80	70-80	80-100	70-80	70-90
		50%								
		40-400								
	Hardware	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tec
29	Comm Systems	40-55	40-55	40-55	35-50	40-55	40-55	40-55	45-55	30-40
					20%					50%
					10-100					10-100
30	Loaders	100-120	100-150	100-120	100-140	100-120	100-120	100-120	100-120	75-100
										50%
										20-80
31	Entertainment Systems	75-90	75-100	80-120	75-95	70-90	70-90	90-115	70-90	50-80
										70%
										20-80
32	Power Generators	155-165	155-165	155-165	165-180	155-165	155-165	155-165	155-165	125-
										45%
										30-60
	Luxuries	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tec
33	Kilrah Blood Wine	2-2.3k	2.5-3k	3-4k	2-2.3k	2-2.3k	2-2.3k	2-4k	2-2.3k	1k-2k
	*found in Kilrah space									20%
										5-30
34	Gemstones	400-500	250-350	700-900	500-600	400-500	400-500	750-850	400-500	400-
			40%							
			20-50							
35	Skins	240-280	240-280	240-280	240-280	240-280	240-280	300-320	240-280	180-
										25%
										20-80
36	Exotics (drugs)	50-100	60-120	40-50	60-75	60-75	60-75	60-130	60-75	60-75
				100%						
				60-120						
37	Companions	1.5-2k	1.7-2.5k	900-1.2k	1.5-2k	1.5-2k	1.5-2k	1.8-2.3k	1.5-2k	1.5-2k
				60%						
				10-40						



	Ship Commodities	Agri	Mine	Pirat	Ind	Sci	Med	Pls	Mil	Tec
38	Hydrogen Fuel	10-15	10-15	20-30	10-15	10-15	10-15	10-15	10-15	12-15
									100%	
									5-500	
39	NavComputers	130-150	140-150	150-160	120-140	140-150	140-150	140-150	145-165	140-150
					35%					
					30-80					
40	Salvage	50-60	60-70	50-60	50-60	50-60	50-60	50-60	50-60	50-60

Buying Commodities:

Purchasing commodities will be through a screen that the player will see when they visit a commodity exchange at any port. The screen will show how much cargo and room their ship has left. The player will also be able to see the amount of profit or loss they can expect for selling their goods at this port.



The name of each item for sale will be displayed showing how many units are available and the unit price. Also listed is anything in the player's cargo hold. If the spaceport sells that item, it will have a buy and a sell listing. At the top of the screen is a slider bar which the player uses to quickly determine how many units to buy or sell. Tapping on the button to the right of the slide bar will instantly purchase ALL of the good that either is available fits in the cargo hold, or the player has money for. If the player does not have enough money, the slider bar will stop at the highest unit count he can purchase. To the right of the slide bar is the remaining cargo space available on his ship. All of these values change as the player determines how many tons or units of a commodity he wants to purchase. His remaining credit balance, the amount he wants to purchase, cargo space left, and the total price. Once he has made up his mind how many he wants, he clicks on the BUY button. The player can use either a mouse or the keyboard as his input. To cancel a transaction, either hit the button cancel, or merely select another item to sell or buy.



Random Economic Events:

These events happen randomly and affect certain worlds in ways to increase or decrease prices. Essentially these mostly deal with "disasters" since that can be very profitable to someone running the desperately needed commodity to the stricken planet or outpost. However, some of the goods at the place go UP in price due to these events – e.g.: strikes cause planets to increase prices. Players SHOULD be able to cause some of these events. For example, running Xenomorphs repeatedly into a system should increase the chance that it becomes infested. Another example would be arms smuggling to a system where it goes into Rebellion – and then causes the government to change hands. We can explain these events system wide displayed on holo-terminals.

Time: Events should happen every hour. This gives the players enough time to find out about them and try to capitalize on them.

Type of Event	Planet Type affected	%	Planet Buys	%	Planet Sells
Crop failure	Agriculture	20	Agrichemicals	30	Grain
Plague	Any	50	All Med	-25	All
Rebellion	Any	50	Weapons	60	All
Solar Flares	Any	25	Comm units	40	Medical
Miner strike	Mining	50	Entertainment	50	All
Workers Strike	Industrial	20	Exotics & Biotek weapons	50	All
Computer Virus	Science	30	Computer Software	-10	All
Starvation	Any	50	All Agri but wood		
Interstellar War	Any	50	Weapons & Ship com.s	40	All
Xenomorph infestation	Any	90	Powered Armor	-30	All
Unusual Seismic events	Any	25	All Science		
Mining accident	Mining	25	Mining Equipment	20	Ores
Industrial Accident	Industry	20	All Industry		
Tourists kidnapped	Pleasure and Pirate	-15	Companions (pirate)	-10	Companions (pleasure)
Mech malfunction	Any	10	Science		
Wall street Panic	Everywhere	-20	All	30	All
Drought	Agriculture	25	Nanoteks	50	All
Pirate base destroyed	Any	50	Exotics		
Bounty harvest	Agriculture			-10	Grain
Blood banks depleted	Any	25	Blood		
Holiday	Any			-5	All
New Mining field open	Mining	10		-10	Gemstones & Ores
Cyber Virus	Any	20	Cybernetic Equipment	15	All
Mutiny	Military	20	Weapons	20	All
Powerfailure worldwide	Any	25	Power generators	30	All
Earthquake	Any	25	Plasteel & Ind. Machinery	15	All

HEADS UP DISPLAY

Overview

In keeping with our standards for high quality the goal of the heads up display is to drop the player into a simulator that will act and feel like the player imagines that a real space ship would act. This will be accomplished through many of the free features of the hardware acceleration card.

The Virtual Cockpit

The cockpit will be constructed so that the player will receive most of their information from the Heads-up display. Every thing will be geared so that it is within easy sight during battle and there are no visuals interfering with the view. The player will receive minute but effective visual suggestions (light sourcing and head jogging) that they are indeed a pilot of a space cruiser.

Nose piece vs. Dashboard: Unlike Wing and Privateer, P3 will not have "dashboards" that serve to establish that the player is in a space crate, but take up too much of the visual area. Instead, it will have a small piece of the outside of the cockpit on the lower and upper part of the screen. These pieces will be polygonal items that will reflect the sunlight from the local star (and lens flares) and possibly even close explosions.

The nosepiece will serve to represent part of the interior of the cockpit as the player looks out the front. **Ear pieces** serve to represent the cockpit as the player looks out the sides of the ship. The ear pieces will wrap from the nose piece in a continuous piece so that the player will be able to turn their head left and right to see out the side views.

Red Alert Status: Because of the nose and ear pieces will reflect interior and exterior light, it will be possible to warn the player that hostile ships are in the area. Like Battlestar Galactica, when an enemy ship is in the area the interior of the ship will take on a red highlight, (along with a short warning SFX.) This will not affect the look of the HUD, just the interior lighting. When the last enemy has been dispatched, the interior lighting will return to normal. These lighting effects would also work if we wish to light up the cockpit with small explosions as the craft takes critical amounts of damage.

Head Turning: Head turning will allow the player to turn their head from right to left to give them 180 degrees of view from the cockpit. With light from the outside of the ship being reflected on the nose and ear pieces, the player will get subtle cues that they are inside a cockpit as they turn their head from side to side.

Though the HUD will be locked to the front view, players will still be able to choose and select targets for their missiles and tractor beam as they look right or left.

Head Jogging: As a player flies the craft, the camera will simulate the player's head as it reacts for forces of gravity. When the craft's armor takes a hit, the player's head (camera) will rock from side to side from the shock. When the player steers into a tight turn, the camera will move in the opposite direction, simulating the player's head being forced by inertia. This should not be a set amount, but based on a physics model. The more force, the more the camera should move. (If the inertial dampeners are out, the camera should have sharp, dramatic movements.) This will be optional.

Star Movement: Of course the movement of the stars or "space dust" should move in the direction that the ship is moving. But the stars should become "longer" or "stretched" the faster the player goes. The player should notice this somewhat if they accelerate to full speed. This should become visibly pronounced as afterburners are applied. *(For a good use of this check out Colonial Wars on the Playstation. It is very effective in showing speed.)*

If we wish to explain the phenomenon, we can add a blue trail to all the stars coming towards the camera, and a red tail to all those going away. *(For an explanation of blue and red shift, see Einstein.)*

Black and Red out (optional)

The player should be able to experience all the wonders of the physical world, even those that work against them. For the most part players will not have to worry about inertia as they bank and steer their craft. This is in thanks due to inertial dampeners invented by Lockheed/Martian Research as man's space vehicles quickly superseded the forces that his body could withstand.

But, should a player lose his inertial dampeners due to damage, the lovely freedoms that the player has come to take for granted will shortly come to an end. With out the ID working, hard turns and sharp dives will quickly give the player more to worry about than that pirate on their tail.

Black outs (caused by too many positive G's forcing blood to the brain) and Red outs (too man negative G's robbing the brain of blood) will give the players a more realistic game, while causing them to take certain precautions while the ID's are down. This realistic "handicap" will amaze the player with the realistic flight model much the same way as the planned damage points will convey virtual flight. (If the players starboard engine is damaged, they will not have the ability to turn to the left as greatly as when the booster is working.)

Lens Flares (optional)

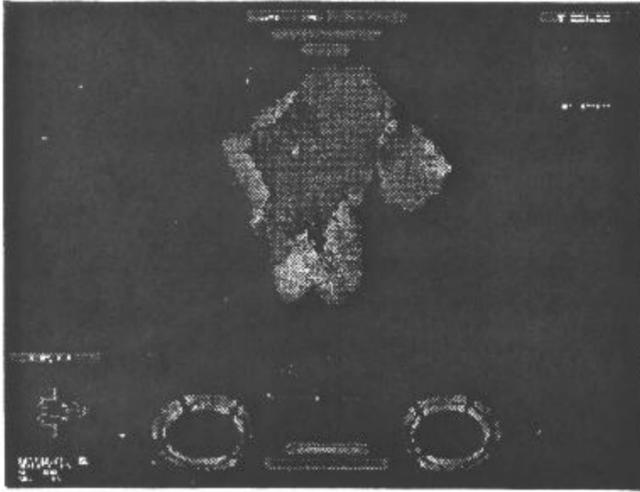
This has become such a standard in space games we would look naked if we didn't include them. The trick will be to make them look better than other games. Simple tricks that we can try will be minor, but effective.

Matching the flare to the sun - We can vary the stars in the system between red giants and blue dwarfs (smurfs). These suns would cause different color flares as well as different shapes. Large suns could have up to 8 flares, while small ones may have only three.

Binary Stars - We can have two or maybe even three stars nearby, causing multiple flares. This would give players different feels for different systems.

Rotating flares - Most flares are just circles. We would add imperfections to them so that as a player rolls, they would see the flare rotate as well.

NOTE: It is very important that the flares are not cheated. If a player attacks a large ship that blocks their view of the sun, the flare should go away.



The function of the HUD

The hold point of the HUD is to graphically represent the state of the ship and the targets to the pilot as practically as possible in battle. The goal of the HUD is to make it as functional, and as stripped down as possible. Players need maximum efficiency, with the minimal visual garbage. The HUD must also be sexy. Very sexy. It must turn the players on when they first see it.

Upgrades: Because most of the ship's instruments will be able to be upgraded, the sensors and the displays on the HUD may change in appearance and functionality. Where noted, the changes in the levels of upgrades will be noted. Some changes in functionality will be transparent to the player as an extended sensor range is not worthy of a change in HUD graphic.

Different cockpits: For all ships the placement of the HUD graphics will not change. Though nose pieces will give the feeling the player is in a different ship, all of the gauges will remain in the same location to prevent players from having to relearn cockpits.

The HUD should display the following:

- Communication System
- Ship Damage (Shield and Armor as well as sub-System) display
- Scanner and Radar Display
- Armament display (Weapons, Missiles, mine, decoy, tractor beam selection)
- Speed Display (regular and afterburner)
- Energy and Fuel Gauges
- Target and Lead display (and missile lock)
- Computer Navigational and Jump display.

Communication System:

Intra-system communication: This text area allows the player to send quick messages to anyone in the same action sphere, (this is for taunting, allying, or even talking to a turret.) At the bottom of the screen the player needs to have a text area by which they can receive text messages. Even if the player is using voice communication, some players will not. The text area should also have an equal place where the player can see what they are typing. Player can flip through previous five messages if they missed them. (The chat and e-mail system are a different system altogether.)

Ship Damage Display:

This is one of the more important displays as it displays the vessel's health. Since this gauge is so critical, it will not change. The player will always have the best display possible.

The idea is to create an easy to read display similar to the one in P2. This will allow players to easily see the amount of damage to the sections of the ship. The one notable difference will be in the ship icon in the middle of the display. It will be the actual ship as seen from a remote camera. This will allow the player to see actual damage (heat spots) being taken on the ship in real-time.



Scanner and Radar Display:

This is the most augured about HUD display. Though it would be futuristic to have a 3D display that shows a sphere around the ships with the placement of enemies within it, we want to go with a 2D display in order for it to be easily read by the players.

2D vs. 3D Radar: We will try 2-3 different mock ups in order to test which ones work the best. We may want to ship different displays and allow the player to choose which one makes the most sense to them.

Options:

- **Level 1 Scanners:** This shows the placement of all ships, but they are all the same color. The low detail will make players upgrade.
- **Level 2 Scanners:** Shows color according if they are friend or foe (two colors detail.)
- **Level 3 Scanners:** Displays most ships according to their alignment. (5 color detail.)
- **Level 4 Scanner:** Displays all ships according to their alignment. (5 color detail) This scanner is hard to come by, but it shows stealth ships.

Armament display

- This needs to show current weapon and missiles the player has active. There needs to be an easy way to cycle through the different set up for both weapons and missiles (most likely a button on the joystick.)
- Armament also needs to display current status of all defensive weapons, such as mines, chaff, tractor beam.
- Armament display should also be able to show when selected weapons are seriously damaged, thus not allowing them to fire at maximum efficiency.

Speed and Nav Display

- Speed display should show the current speed of the craft as well as the set speed. Speed is calculated in KPS.
- Player needs to know current selected destination, number of nav points till destination is reached, and a warning that destination has been achieved.

NOTE: Tractor beam will not operate if player is moving too fast.

Energy and Fuel Gauges

Energy levels are related to both the weapons and to shields. Players will have the option of shifting more of their power towards shields or weapons if they want. This will allow missile maniacs to go in with full power to shields.

Target and Lead display

This is the target reticle that follows the selected target giving the player instant feedback though its simple cross-hair graphic. Information that needs to be given is:

- Where guns are currently focused at
- Distance to selected target and target heading
- When selected target is locked for either guns or missiles (blinking)
- A separate reticle that shows lead for selected target
- Different reticles for different weapon
- Weapon power reserves
- target should blink white if the target locked on is of the same alignment.

**Nav map:**

Because player will not be able to fly and choose their new nav point, (the joystick can only be used for one thing at a time,) the nav map will be a sexy screen that pops up when the navigational key is selected.

Key features to the Nav map:

- Being able to click on a nav point or port and having the computer figure out the best route between systems and quads.
 - Clicking on a port and having information about the world/port pop up in the info window.
- Clicking on the Mission Specs button to see the mission specs for the assignments you have undertaken.
 - Clicking on the Missions Available and search through the want-ads for missions to go on. (The reason this is here is so players will not have to land to get new tasks to perform.)
 - Brining up the player's diary to see where they've been and where they need to go next.
 - Using the joystick or mouse to rotate the current quad in 3D. (sexy!)

The Available Missions button brings up a screen by which the player can select an either a Ai mission in the same quad. Since the player is only limited to 3 random missions, they will need to drop one if they wish to add one once they have three.

NOTE: inside regular HUD player needs to know current selected destination, number of nav points till destination is reached, and a warning that destination has been achieved.



GAME EDITORS

Overview:

To construct the Privateer 3 universe the game will require many editors. Some parts may be used from Prophecy, and some may need to be written to meet the special needs of P3.

Map Construction Editor: A universe builder will be needed. Currently Prophecy has a map builder, but it only supports maps for series and missions. We will need to be able to build maps on a quad level and drop nav points that people can fly in a straight series.

Random Mission Editor (RME): This may just be a text file that we can load in random elements such as location, type of ship, numbers of ships, type of mission, etc. Random missions should be tailored to the quad because of the difference between the quad make-up, (Kilrathi missions shouldn't happen in the Confed zones.)

MISSION SPECS: The parameters that are generated need to be transfer to the player's diary so that they know what the parameters for their tasks are. Once the task is completed or failed, the mission data is dumped.

Plot Mission Editor (PLME): Similar to the Random Mission Editor, this editor needs to be able to check flags that are triggered by cinematic and e-mail. But unlike the RME, this will need to follow the player's movements for the entire game.

GAME FLOW: PLME will need to set up cinematic so that the correct hot reqs will be in the correct bars and play the correct scenes when click on. PLME should also work like RME so that the correct encounters will be set up at a given nav point according to the what the plot dictates. PLME should also set up radio comm messages that are activated when the player flies into a plot specific area.

MISSION SPECS: The parameters for each series need to be transfer to the player's diary so that they know what they have accomplished, and a clue as to where they are heading.

MISSION MEDIA: Missions will have many ways in which they are started and set flags:
A player can talk to people in bars (view cinematic)
Receive e-mails after certain events have happened
Call up people using an information booth
Dock with a ship in space flight
Retrieving a piece of cargo, pod, pilot from deep space with a tractor beam.

Editor for Space Stations (?): Though the huge space station will be created in Alias we may want to make them into strategy areas. Players would have to shoot out parts of the station in order to gain access to other areas, (taking out a generator lowers a force field, allowing the player to enter the core of the station.) We may need a way to tell the engine that points on the station have AI turrets and missile batteries. An editor would be required if we were aiming to have space stations as complex as G-Police.



MISCELLANEOUS DETAILS

MUSIC

For the time being we are planning on using the same music format that Prophecy is using, that is, streamed non-red book. This is being used so that the maximum amount of music can be stored on the CD. But because this limits the number of minutes of original music we can ship with, we may want to add the option of also letting the player insert their red-book CD and stream it during play. This would be a much better alternative than forcing them to turn off the music altogether.

Because the theme of the game is a dark and gritty future, using the Techno-Punkish sound of Cobalt 60 would not be a bad thing. Especially if we can get them for the same price that Prophecy did. But we are open to going with another group, as long as they have the same kind of sound, appeal to a mass audience, and don't cost an arm and a leg.

SFX

Sound effects should be pre-loaded whenever the player's craft enters an action area. The action area should be predetermined, as in, the limited amount of variables such what kind of vessel will the player encounter, (pirate, freighter, Confed) should be known before the player's craft finishes it 3rd person traveling view. Because of the amount of memory we are requiring, the few predetermined SFX should be loaded into memory so that they can easily be played on command.

COMMs

Unlike previous Wing Commanders, the plan for Privateer 3 is not to have the video portion of the comms show up. These take up a lot of screen space, CPU time, and hard drive space and add very little to the game. For P3 the plan is to eliminate the video portion and stick with just the comms as wave files.

One of the major changes that player's may or may not notice is the reduction of comms from other ships. Prophecy requires 30 different comms per pilot, which makes it impossible to store all of them for easy access. Getting rid of all the comms except for the attack comm, and any story related comms will greatly reduce the need to store SFX.

Instead of 30 different things people say during a battle, the push will be to have to have 30 random attack phrases. This will insure that all pirates that you meet don't say the same thing when they attack. This also means we will be doing away with the corny death screams.

SHIP'S LOG/PLAYER DIARY

To insure that the player does not get lost in the plots, every time the player completes part of a plot a note of it is made in the player's diary. A note of anything the player needs to do next is also logged.

With a sequential listing of the major points, the player should easily be able to tell where they've been and where they are going. This is also handy if they forget to save. The player will be able to look at their old save game and know at what point they have to start over.

Example:

- 12/1 Delivered Powered Armor to the Rebels at New Damascus.
- 12/2 Acquired retrieval mission for derelict ship at Nav 124.
- 12/4 Destroyed Alicia's ship at Nav 126. Going to Antwerp to collect 10,000cr bounty.



Ship Damage

Overview

A ship's defenses are composed of different elements:

Shield: The shield protects the ship and can be regenerated according to the player's power level. When the ship's shield is reduced to zero, then the ship's armor will start to go down. Very few weapons have the ability to breach a ship's shields and do damage directly to the armor.

Armor: This is the ship's last line of defense. Once the ship's armor is breached the ship is destroyed. Armor does not regenerate, unless the player has a repair mech, and even then it is slow.

Damage Quad: Each fighter or freighter is divided into 4 sections. Each ship has a front, rear, right, and left shield and armor section that has independent hit points associated with it. Only by shooting off the rear shields can the player begin to attack the rear armor.

Visible Damage to Ships:

To increase the quality of the game ships should be able to take visible damage. This can be in three parts. Shield, heat and residual damage.

Shield Damage:

- When a ship's shield takes damage there will be a shield effect localized to the area effected. Other ships just blanket the entire ship with an effect, but because we are planning on having huge ships, we need the ability to localize.
- Shield damage should be one color for hitting a healthy shield, and another for one that is about to fold. This way players have visual cues when a shield is fixing to give way and expose the armor. (There are no explosions associated with hitting a shield, unless the impact was by a missile or mine.)
- Shield damage to a warp shield is another effect all together. This way a player has visual cues that the player is invulnerable, but potential open to attacks on their armor.

Heat damage:

- When a ship's armor takes a hit, there will be an associated bitmap explosion.
- There will be a debris package in the form of particles that will be cast off from the ship.
- The area where the impact occurred needs to be calculated so that the appropriate texture map can have an applied bitmap. A "heat" marking can be added to make it look as if this area is red hot. This heat patch will glow and shrink with time.
- Before the heat patch disappears, the heat damage will be replaced with a permanent residual damage mark that shows the armor has been damaged.

Residual Damage

- Anytime the armor is damaged there will be a debris package.
- At the point of impact a bitmap will be added to the texture to make it look as if the armor is damaged.
- The player can have these marks removed at the repair bay. At the repair shop the texture map will be reloaded.



Skill Level

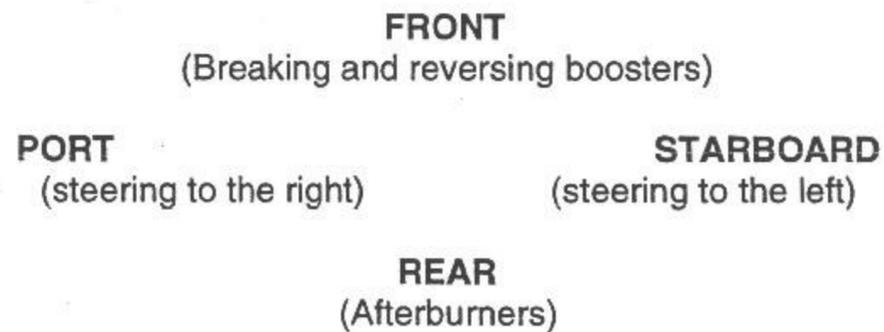
Skill level will dictate how well and how fast the enemy reacts. On the load/save screen players will have the option of raising or lowering the skill level. Skill level will range from 1-10. When the player begins it will be set on 3. Enemy won't use their missiles until level 4.

In each system the enemy will have a skill level base to make them easy in quad one, hard in quad four. As the player gains more kills, the skill level index will climb. If a player does not like the fact that the enemy are getting better, they can just crank down the skill level via the load/save screen.

Skill level does not apply to multi-player because everyone has to have the same level. But the skill level index will still apply to the different quads.

Damage Points on the Ship

Each craft will have certain points that will take damage depending upon the quad. Damage to the front of the ship will effect the front boosters, while damage to the rear of the ship may effect the afterburners.



The damage to these areas will only be suffered once the ship has taken damage to its armor. Players will be forced to become heroic in the efforts to compensate for the disaster their ship has become. They will most likely wish to head for the nearest repair bay once their ship has suffered such debilitating effects.

Damage to the Inertial Dampeners will also be a possible should the player take critical amounts of damage to the structural integrity of their vessel. Damage to the ID's will suddenly change the physics regarding the pilot. The pilot (or camera) will begin to swing suddenly turning turns, and the player will experience Black out and Red outs due to the physical relation between him and the speed of his ship.

Though this will increase the PO factor of the game, players will respect this as it will increase the "virtual reality" of the game. Because this will only happen after the craft has began to take critical structural damage, players will feel that this is their reward for fucking up. Conversely, they will also feel elated should they survive a dog fight with such handicaps.



Tally board screens for Arena

Though not a menu, the tally board screen should have the same design concepts incorporated into it as the rest of the menus.

The kill board should contain the following for each player. There is a scroll bar so that the player can scroll down to see all of the players' stats. They are listed by the number of kills on top, with the lowest score displayed at the bottom of the screen.

Player Name
Confirmed Kills: Times Killed:
Shots fires: Hit Ratio %
Efficiency Rating: Kills / Killed + Hit Ratio
Killed Player 1 x times
Killed Player 2 x times
Etc.



AI WORLD MODEL

Overview

What we want to attempt with the world model is to simulate a real universe. This universe will run and operate without influence from the player, wherein ships will carry cargo between worlds, ferrying supplies back and forth keeping the economies of worlds balanced. The player will be able to attack these ships, disrupting supply routes, and thus, changing the economics of worlds.

Trade routes: Trade routes will be established between worlds where by freighters will fly from port to port. (Certain quads will have their own golden triangles that the freighters will follow.) The freighters will contain real cargo that will effect the port's economic structure. (If the player attacks the ship, the cargo will not be delivered and the price of the commodity will rise.)

AI Pirate: Not only can the player interact with the trade ships, there will be a random amount of pirate encounters. Pirates too will move around the system, searching for prey. These pirates will also be encountered if the player is escorting ships from port to port. Players can attack the AI pirates and gain bounties. Destroying the pirates creates new pirates at the pirate base that will follow the pre-established patterns.

SOS encounters: When the AI pirates encounter an AI freighter, the freighter will send out an SOS to all players in the quad. A battle will ensue, and if the freighter isn't rescued in time, the ship will be blown up. A news report will be broadcast about the ship's destruction. More pirate forces could be created to show that pirates are gaining a stronghold on the quad. A news message concerning a call for more mercenaries can be added to the news reader in the information kiosk.

Merc and Confed: These players will also patrol the systems, though much more rarely. With these being the police of the void, they will scan for contraband, and attack all who are not legal. They may show up for SOS calls, and players may even find them fighting luckless pirates. The players may take the bounty by finishing up the buccaneer, or do a favor for the pirate by taking down the constabulary.

NOTE: The problem with this way is that the player must get to the area very quickly after receiving the message since the universe waits for no one. All fights between Ai Vs, Ai will need to be fraction of the real damage so that the fight will last longer.

Also, in multi-play, since anyone can go to this encounters, the possibility of multiple players showing hoping to accomplish the same task will lead to disappointment. Only one player can rescue the princess at a time.



GENERIC MISSIONS:

Overview:

The generic missions are those that are created by picking random factors from a pool of choices. The player will only be allowed to have 3 missions contracted at a time. They can drop a mission simply by deselecting it in order to acquire another one. Sometimes a player may stumble onto these missions if they are near a freighter being attack and receive its SOS distress call.

Mission acquisition: Instead of being able to pick up a mission from an information booth on a planet, the player will be able to select missions during flight from the Nav screen. This will prevent players from having to land, just to get mission data. Since AI ships will be flying non-stop, players need to be able to get mission data real time rather than delay it by landing.

Generated missions: The first way is for missions that need to be generated, such as escort runs on demand. When a player gets a generic mission the parameters for the mission are stored in the player's database so that they can recall the information while they are in the ship. This generates the scenario, and the scenario will exist in the universe until someone completes it. If someone other than the mission agent completes it, they will receive an e-mail message thanking them for completing it, and receive the bounty. The original mission agent will receive a message that the mission is aborted.

NOTE: This way is much better for the game because a player can generate a mission when and where he wants it. It can be tailored to the plays preferences, and involves him and no one else.

AI Missions: The second way is just by looking at what exists in the universe. (see *Ai World Model section*) The computer can announce what AI missions are running and seeing where the ships are. The player will have to get to the area before the encounter is over.

NOTE: The problem with this way is that the player must get to the area very quickly after receiving the message since the universe waits for no one. Also, in multi-play, since anyone can go to this encounters, the possibility of multiple players showing hoping to accomplish the same task will lead to disappointment. Only one player can rescue the princess at a time.

Types: There are seven (7) main types of missions that all missions are categorized by. Everything is either a combination or a derivation on these themes.

- 1) **Defend** - Defend a space station or base.
- 2) **Escort** - Going from point A to point B, protecting another ship.
- 3) **Shuttle** - Going from point A to B with a cargo.
- 4) **Bounty** - Going to point A and destroying something or someone.
- 5) **Scout** - Going to a number of Nav points to check them out, scan the area to identify something or someone.
- 6) **Retrieve** - Going to point A and tractor beaming something. This may require destroying something first.
- 7) **Combination** - Scout an area to find the dread pirate Roberts and Bounty to kill him.

Payment - Payment for generic missions is always paid at the time of completion. Unlike General Missions, there is no reason to return to the contractor for payment. If the mission is to assassinate someone, the bounty is paid when the hit is carried out. A comm message must announce that the mission is completed too.



Termination of Mission - The contract for the mission is terminated if:

- 1) The player exits the action sphere without completing the mission. (If the player exits the action sphere without assassinating his target, that target is not going to stay around for him to come back.)
- 2) The player drops the mission, which allows them to replace it with another.

Random Generation - the mission selector in the information exchange at the space port should all have the same general data to draw random missions from:

Type of mission - Which of the generic themes is the mission based on.

Contractor - This is a fictional character/corporation/guild who hires the player for the mission. This is mainly a flavor factor for the mission.

Terms for completion - If the player doesn't know what is the goal they may not be able to complete the mission.

Place (Nav location) - If the player doesn't know where the mission is, they can not complete the mission.

Payment - Unlike the General missions, payment is always in credits.

GENERAL MISSIONS:

Overview:

The general missions are those that drive the sub-plots. These are not randomly generated as they point the player into other subsequent missions. The player will only be allowed to have 3 missions contracted at a time. If there is a failure case for the mission the player should receive e-mail stated the fact that they failed.

Mission acquisition: The player can only get a general mission from a video NPC at an information exchange which appear at random intervals, or as a part of another sub-plot. Players can be lured to the information exchange by e-mails.

Story:

Missions should be port based. The contractor for a specific mission is always found in the same bar, they do not randomly appear at different ports. The reason for this is because their background art must be consistent with their video.

Mission acquisition: When a player selects a person in the information exchange they see a video where they are able to choose if they want the mission. The flags for the mission set up the scenario when the player next launches. The action sphere information is stored so that the flight simulator knows what to present to the player when they reach the appropriate Nav point.

Payment - Payment for general missions varies on the sub-plot. Some may pay as soon as the mission is complete. Some may want the player to return to the contractor. Some may not even pay at all, as the contractor has left the player holding the bag. They player may then exact his own reward by hunting the contractor.

Termination of Mission - The contract for the mission is terminated if:

- 1) The player exits the action sphere without completing the mission. (If the player exits the action sphere without assassinating his target, that target is not going to stay around for him to come back.)
- 2) The player drops the mission, which allows them to replace it with another one.

Either way, a player will learn by e-mail that the job is going to some one else.



RANDOM ENCOUNTERS

Overview:

Though we want players to encounter Ai ships that are flying around the quads, we also need some more ships for people to randomly encounter. This mainly applies to the nav points off the beaten path where the trade route ships would not be found. Random encounters also help to distribute the encounters, or people would just wait at the same nav point for the Ai ships to keep coming by.

For ever NAV point there will be a certain percentage chance that an encounter will happen with a certain group of ships. When the percentage is matched, the other ships will jump in, (though they came from no where.) If ships jump out, they too jump back into the void.

Types of encounters:

- 1) Passing freighters. - They have random cargo that they can eject in times of trouble. Sometimes the cargoes are booby trapped. (In bad sectors the freighters have merc escort. Sometimes the escorts will be cloaked!)
- 2) Confed fighters - (these are always near Confed posts) They check for contraband. They attack if the player is a know criminal, or is carrying contraband. If attacked the call in more Confed ships.
- 3) Mercs - (these are always near boarder planets, stations, and mining asteroids.) They attack if the player is a known criminal or is carrying contraband.
- 4) Kilrathi - If a player is a Friend or Known to the Kilrathi they will not be attacked. If the player is Unknown or an Outcast they will be attacked.
- 5) Pirate - If the player's ship is less than or equal to the pirate ship, then they will be attacked. If there are multiple pirate ships they will always attack. Depending upon their morale, they will flee if too much damage is taken.

Alignment:

All ships have alignment; be they player or computer generated:

- 1) Friend
- 2) Foe
- 3) Traitor

FRIEND: If a player attacks a Friend (such as a freighter, Confed, Merc, or Kilrathi) then the player is labeled a Foe. For every Friend the player attacks, they will have to destroy 3-5 Foes in order to become a Friend again.

FOE: Being a Foe means you are a known criminal and Mercs and Confed will immediately attack you. If a player attacks a Foe, (such as a Pirate, or Outcast) then they will get brownie points.

If the player is a Foe and attacks a Foe, this will help them become a friend again, though it will make them a Traitor.

TRAITOR: These are known criminals who are also hated by Foes. If while you are a Traitor, you are hunted by both sides. The best bet is to keep killing Foes until you can become a Friend again. But killing 2-3 Friends will get you back to being a Foe again if you care to hang out with your pirate friends.



What does player become if he attacks an NPC

	Player FRIEND	Player FOE	Player TRAITOR
NPC FRIEND	FOE	FOE	(2-3) FOE
NPC FOE	FRIEND	(3-5) FRIEND	(2-3) FRIEND

During an encounter players have two choices:

- 1) If they are attacked they can fight and try to defeat their foes.
- 2) If they are not attacked, they can choose to attack.
- 3) If they attacked they can eject their cargo, if in a freighter. This will temporarily break the attack if the aggressor is AI.

Escape or Retreat:

To escape a fight a player can Auto-pilot or Jump. If a player gets to a NAV point, it will take them some time to calculate their next auto-pilot or jump sequence. If there are no ships in the area, it takes 10 seconds. If there are any ships, it takes one minute, regardless if there is any action going on.

- The player will receive a warning if they try to jump before the calculations are complete.
- The player must not move change the pitch or yawl while the ship is making the jump calculations. Any changes will force the computer to start over. This forces the pilot to either attack the aggressor right away, and jump after they are dead, or patiently wait while they are getting attacked for their computer to make the necessary calculations.

Note: A display on the HUD should show the progress of the time to jump.



A/V STORY ELEMENTS

Overview:

Video will be an addition to the game that will tell the fictional story of Privateer 3. Video consists of two parts, live-action (filmed sequences composited with CG backgrounds and digitized) and computer generated sequences, (for the impossible/grandiose story shots, like a space station blowing up.)

Video

The cinematic part should consist of three parts:

- 1) **Information exchanges** - these are the areas where the player can talk to a fictional character. These video sequences are to be filmed in a cinematic way, with the player's character and the fictional characters included in the shots. (Some of the fictional characters may even be CG, such as the Kilrathi.) This allows us to have a wide range of actions, including fights, shoot-outs, and gratuitous deaths. These sequences could be written to be two-way with interaction points to where the player can choose between two options as the best way to proceed through the story, (work for smuggler, kill smuggler.)
- 2) **Rendezvous** - Because we will want to encounter characters outside of just the information exchanges, we will also have encounters outside of the bar scenes. These can be canned sequences where a player sees the interior of a ship they have docked with. A player can talk to the smuggler on board his ship, or grab the secret cargo of a derelict ship.
- 3) **Information booths** - These would allow very limited interaction between the player and fictional characters outside of the tavern settings. This would allow a player to video phone a character. The character could set up a meeting, or give the player the details to a mission over the phone. The player would not be given the chance for options as the conversations would be written to be one-way.

Audio:

To enhance the game, but to limit the video disk space and technical requirements, The in-flight communications (comms) will not have any video associated with them. These will just be short, single sentence communications that either say, "hey, I'm going to attack you," or "hey, why are you attacking me?" Story elements can also be handled in such a manner such as, "Hey, if you don't kill me, I'll make you a better deal," or "Meet me at on the Penal Planet and I'll deliver the goods."

NOTE: As with both audio and video plot elements, the player's journal, or ship's log will be updated. This way the player will never get lost in the plot, or forget what or who they need to do next. (see *player diary*)



SUB-PLOTS AND GUILD PLOTS

Overview:

The primary goal of the plot design will be to focus the story, (or cinematic section of the game,) to revolve around two different types of plots: sub-pots and guild plots.

The sub-pots are five individual plots rather than one all-encompassing plot that leads the player. The individual sub-plots will quad based and are designed in such a way that the first four plots should be completed before the last plot is concluded. The final plot will contain the mega-spectacular that tells the player that they have finished the game. But unlike other games with story lines, the player will be able to continue to play the game after all the sub-plots have been exhausted.

The guild plots revolve around the different careers that the player may undertake in order to build their character. As the player performs more tasks for their guild, they build their characters wealth and reputation. Though a player may conclude one guild plot, they can play another guild plot if they so desire.

Guilds: The guilds or alliances that are listed in this document are:

A) Traders and teamsters:

- Merchant (Mercantile Alliance) - The above-the-table legal traders
- Smugglers - The below-the-table illegal traders

B) Soldiers of fortune:

- Mercenaries - The legal soldiers for hire, mainly to protect freighters and to scout nav points.
- Bounty Hunters - These are the legal assassins for hire. They never have jobs that will get the player in trouble with the law.
- Assassins (Scythe)- The soldiers for hire who do only dirty deeds.

C) Renegade Entrepreneurs:

- Pirates - The renegades who acquire wealth illegally.
- Privateer - The renegades who accept tasks to police the quads. These duties are usually Confed clean-up jobs.

D) Misc. (Guilds the player can align with, but not join.)

- Kilrathi
- Black Lance

E-mail notices:

- When a player completes a task they will get an e-mail either stating that their account has been debited, or the location to where they can pick up their cash.
- Should a player not complete the task, they will be informed by e-mail. The e-mail may even state where to go to get another job.
- If a player performs an action that drops them from the guild, they will get an e-mail stating the fact. (If you become a pirate, the other guilds will send you mail stating that they do not allow their members dabbling in illegal activities.)
- When a player pays a fine, or kills enough bad guys to get back in with the guild, the player will receive an e-mail saying that they have been re-instated.

Sub-plots vs. random encounters:

The sub-plots should not be confused with the random encounters. The random encounters will be missions that the player can gain access to through a computer interface. Multi-player can easily use random encounters as well as AI encounters.

The sub-plots will be tied to video and will be tailored to each quad. Players will be able to meet people in the information exchanges, receive e-mails, and even call people on the vid-phones.



Since there are four quadrants, the number of steps within each sub-plot should be around 7-8 to give us a total of 30 video segments. Because there will be at least 4 guild missions with 7-8 sequences, this will give us a grand total of plot steps within the single player of 50-60.

Though we thought it may be possible to include some of these plots within the multi-player, the reality is that we should tailor the cinematic for the single-player and let the interaction between the multi-players suffice for the story.

The first Quad:

Since our hero will need to purchase a jump drive to get to the next sector, our hero will need to earn enough money from the employment he has chosen. Because he will be limited to five worlds at first, our hero will get a chance to visit all of them and get a grip for the interdependent nature of the quads.

He will learn that by running certain goods to certain worlds he can easily earn enough for a jump drive. Or if our hero chooses to play the sub-plots he can earn a jump drive just as easily. Because of all the pirate activity, the local mercenaries patrol the area, serving as Confed ships. A rookie will not have to worry about being attacked, if they stay on the charted nav points.

This quad is a teaching ground for the rest of the map. Once the player has the jump drive and leaves the first quad, they should be able to fend for themselves since they will have less protection from local mercenaries. Gaining the jump drive is the first, "wow, I got a new technology!"

Sub-Plot One: Exploring the Underworld

Because the player will always start in the first quad, we will be able to "educate" the player in the grim realities of their universe. The first quad indoctrinates the player on how to trade for profit. A "fixer" sets up the player for his first runs which introduces him to the golden triangle of the system.

Because the player's ship does not have a **jump drive**, he will not be able to leave this system until he has earned enough to purchase one, or been given one by a fixer.

Quad plot synopsis:

- 1) At the player's starting port they will get a chance to talk to the patrons of the Auger Inn. This local watering hole is a combination of the Star Wars cantina and Rick's American Bar from Casablanca. The businessman known as Viktor Kloss (head of a local smuggling cartel) approaches the player with an offer. It is to take some semi-legal drugs to a local mining post. The corporation overlooks the drugs because they pacify the miners so they don't revolt. Kloss claims that he will give the player a jump drive if they work for him.
- 2) On the second meeting Kloss wants the player to go out to a nav point to retrieve a "pod." (This mission is to teach the player how to tractor beam things on board.) If the player doesn't have a secret compartment, as soon as the player gets the pod, Confed fighters jump in and attack. When the player gets back, Kloss apologizes for getting the player shot up. He tells the player that he will have a secret compartment installed for the next time.
- 3) For one mission Kloss loans you his ship to run a task. It is just a shuttle mission, but it lets the player feel what a high class ship is like. (If they do not return the ship after the task, bounty hunters show up. A player will not be able to repair or upgrade the ship since it is not theirs.)
- 4) After the player returns Kloss' ship, they can shuttle another mission to Flyce for the kingpin. On Flyce, the player will meet Alacia DeSantos, a fixer who wants Mr. Kloss out of the picture. The player can decide to take up her offer and assassinate Kloss as he travels between worlds.
- 5) Should the player enter the Nav point with Kloss' ship, an e-mail will be sent, asking the player to dock.
- 6) If they want, the player can eliminate Kloss,

- 7) or dock with his ship and find out what the counter offer is.
- 8) The player can tractor beam Kloss' ship to dock with it. In a cinematic that takes place inside the ship, Kloss doubles what the other offers if the player eliminates the competition. (If the player does not have a jump drive, he offers that instead.)
- 9) When the player returns to Flyce, they can kill DelSantos, (this is handled as a choice during a cinematic) or they can warn her that Kloss is out to get her. If the player warns her, Kloss' bodyguard shows up and whacks her instead. The heavy warns the player that they betrayed Kloss. The player will never see Kloss again.
- 10) If they player killed DelSantos, they will be rewarded by Kloss, but he warns the player that the heat is on. He claims that he can not have any more dealings with the player because he is being watched by Confed agents. This is the end of the first plot and the player will never encounter Kloss again.

If the player refuses Kloss' offer, they will receive an e-mail to join Kloss at the bar at a later time. If the player still refuses, they must earn the jump drive the old fashion way, by buying it.



Sub-Plot Two: Kilrathi vs. Black Lance

(Because the player can go to the second or third quad, these to sub-plots can be played in any order.)

The second quad is an area that is held in tension by the fact that both Kilrathi and the Outcasts inhabit this system. Thought the Kilrathi are peaceful, the Outcasts want them destroyed. The outcome of this quad selects which of the two will ultimately control a Kilrathi planet. The player will receive **stealth technology** from whoever is the victor. This will also set up who the player will use to aid him for the fifth sub-plot.

NOTE: An old character from the previous games can show up, such as Hawk. He hates the cats and would make sense if he where the leader of the Outcasts.

Brief synopsis:

- 1) When the player enters this quad for the first time they will find themselves in the middle of a battle. Outcasts are trying to destroy a Kilrathi freighter. They claim it is loaded with weapons. A comm from the Kilrathi claim it is loaded with food. The player can attack either party. If they destroy a ship, they get an invitation from the other side to join them at their planet. The player can destroy one, one of each side, or choose to run. If they run, the Kilrathi will send an e-mail requesting help.
- 2) IF the player lands on a planet controlled by the Kilrathi or Outcasts they will be contacted by a leader who explains their view. (It seems that the two parties are warring for control of one planet.) The leader will ask the player to perform an act that proves their allegiance. The ally will ask the player to take out a nearby small patrol of enemies fighters. If the player takes out the ships this aligns them with the party they helped. (The other faction will refuse to have anything to do with the player from that point on.)
- 3) Completing the task, the player will rise in rank to the "friend" of the ally. They will be given a larger task to perform in the ally's cause. It seems that a high leader on the other side is running a patrol route. The ally has a stolen ship of their enemy. They want the player to sneak behind the lines and assassinate their foe's leader. (The player will be able to fly a new, cool ship with stealth technology.) If the player does not return the ship, they will be hunted down by their ally, who of course, has anti-cloaking technology. No one will deal with the player as long as they have that ship. They can not buy goods, nor weapons.
- 4) After the ship is returned, the ally will want the player to do one last decisive task that will determine who will control the planet in question. The player will lead a an assault on an enemy fortress. (The player could not take it out by themselves, they need the wingmen of their ally.)



- 5) With that, the player will be made a friend for life of who he has chosen, and given the stealth technology as his reward. The planet in question now aligns with the victor. The player has been instrumental in the swaying of the politics of an entire planet.

NOTE: This plot is actually twice as large as it looks because the player has the option of joining either side. This plot also influences the fifth plot too. This is the only plot that offers the player this much freedom, for the price of freedom as we know is quite high.

Sub-Plot Three: Pirate Extermination

Because the player can go to the second or third quad, these to sub-plots can be played in any order.

This quad is the pirate sub-plot which will give the player a ***Nebula Phase Shield*** that allows a ship's shields to function inside Nebulas, without it, shields barely work. Because of the nebula in the quad, this is technology that is needed, especially since only the pirates have it. This gives them a big advantage when attacking merchant ships.

Brief synopsis:

The planet Felicity is a very rich world – it is a pleasure planet with every conceivable luxury available including black market goods. The pirates want to control this world (much like 40's era Las Vegas) instead of intercepting cargo all the time. The Mercantile Consortium wants the player to stop the pirates, find their hidden base, and destroy them.

- 1) Go to Ahriman get an email message from Corporate Director Brandon Keach to escort his ship to Felicity. If the player complies, during the escort they will be attacked by pirates.
- 2) Upon landing on Felicity, Keach offers player the job of delivering the Phase Shield technology to him and his corporation.
- 3) Player is sent to recon area around nebula to find nav points into nebula by using a scanner given to them by Keach. Scanner should reveal a new nav point not shown on the map before.
- 4) If the player goes into the new nav point they will be attacked by a pirate named Ricktor. Should the player defeat him, he will eject. If the player doesn't return with him, Keach will tell him to go get him. The player must return with Ricktor.
- 5) Keach learns from Ricktor, (by beating the shit out of him) how the player can slip past the pirate's defenses. The player has his ship ID changed to Ricktor's to pass as a pirate ship. The player must then head into Nebula finds pirate base, docks there and downloads technical plans for Phase Shield.
- 6) Upon returning, the will be rewarded with a nebula shield. Ahriman will now be able to protect his place and sell the technology to Confed.



Sub-Plot Four: Getting Confed technology

When the player finishes this sub-plot they will receive a free *Hyper Drive* (Prototype Confed device to jump long distances.) This will immediately start the fifth plot.

- 1) The player is contacted via e-mail by a mysterious stranger for a hazardous duty with big rewards. When the player lands on the correct planet, they will find the unnamed stranger at the space port. The nav point is given to intercept a freighter.
- 2) If the player jumps into the nav point, the merchandise will be jettisoned because the ship is under attack by stealth fighters, (player will get a mayday when they enter the nav point.) The merchandise is snapped up by an attacking ship, (Assassins guild) and the ship will jump out.
- 3) As the player returns, the stranger tells him that things are worse than he thought. The player must fly to a certain planet in order to i.
- 4) After leaving the port, the player will get an e-mail from the Confed patrols in the sector, warning him that he needs to stay away.
- 5) (MORE)

Since the player will have the hyper drive, stealth-technology, and nebula shield they will have all the elements to complete the fifth sub-plot.

Sub-Plot Fifth:

This is the last sub-plot. This is the plot that leads up to the dramatic, mega spectacular that tells the player that they have won the single player game. If they still want to fly around the universe they still will be allowed even after the fifth sub-plot is concluded.

When the player has the Hyper drive, Stealth technology and nebula shield, strange things will begin to happen with the universe.

Brief synopsis:

- 1) During space flight, the player will be hit by a shock wave, damaging this ship, though it is in deep space and nothing is around to damage it, (galactic quakes.) Soon the news will begin broadcasting the disappearance of planets in the neighboring sector, along with millions of inhabitants. Next, the player will receive an e-mail regarding an urgent nature. (If the player doesn't answer the e-mail, they will keep getting galactic quakes, doing more and more damage. E-mails will keep warning them that they must reply.)
- 2) A brilliant scientist who made his reputation long ago in quantum physics, informs the player of the things needed to be done to explore the Charybdis Nebula. If the player doesn't have a Nebula Shield, he tells player to go to quadrant 3 and meet X which starts that subplot off. It is flag dependent on what he says. So if the first time the player meets him and has gotten everything, he'll tell player to explore Nebula, find Jump Point to Quadrant 5, and explain more about space-time rips.
- 3) Though he doesn't understand why this has happened, he fears that this has something to do with the disappearance of Dr. Bernard Hsu. He tells to the player to see out a high ranking Kilrathi in the second quad.
- 4) An ancient Kilrathi high priest will reveal to the player the true nature of the disturbance. It seems a group of militant Kilrathi had decided that the war was yet not over. Though other Kilrathi in the universe had conceded after the destruction of Kilrah, these militants were going to continue the fight. But they were going to use one last weapon that going to chance the war forever. They were going to use a weapon theorized by Dr. Bernard Hsu to tear a hole in the fabric of time and space. *(They theorized that they could use it to travel back in time and save Kilrah from destruction from the humans. OR, the device is just a planet killer that is uncontrollable.)* Unfortunately, by using it has torn a hole in space. Slowly, but surely, all the worlds in its path are being swallowed into a galactic void as long as the device is active. Shaul'd, the leader of the Kilrathi fanatics, realizes that the device will not allow them to travel back to save Kilrah. Instead, he is willing to destroy the galaxy, rather than let it be desecrated by the humans. To seal off this encroaching darkness, the player must use the hyper drive and phase shield to jump to the next sector through a nebula.



- 5) Once in the next sector, the player will have to land at the only port left in that sector. There he will meet either Kilrathi or Black Lance who he befriended in quad 2.
- 6) Using the allies as wingman, the player will have to attack the fanatic's space station in an all out offensive that will make the assault on the Death Star look like a Sunday picnic. The player will have to make several run into the massive ship to knock it out.

When the player takes out the station, the outro flick takes over. It shows the space station blowing up in a frenzy of energy. Suddenly, the explosions and all the matter in the area are sucked into an implosion that detonates a sphere of expanding plasma. As the energy dissipates, the player sees that a "blue hole" and condensed at the core.

After a mega-spectacular flick in which the player is able to close the portal which threatens to suck all matter from our universe to the next, the player is returned to the previous sector as the tear is sealed shut, though the player's ship is almost destroyed. The player is the sole survivor of the galactic collapse.

Though the sector has been "emptied" a new creation in the universe, a "blue hole" has been created. (Though no one knows what this is, it could be a jumping off point for Privateer 4.) As a show of thanks, the player is given mega bucks in which to outfit his ship and receives the award of all around coolest dude.

If the player wishes to continue playing, they are allowed, as this is the conclusion to the single player plot line.

Guild based plots:

Mercenary plot:

- 1) To become a mercenary, a merc offers you a test. The first test is just to fly to 5 nav points and do some recon. The player will expect to come under attack by pirates at some point. [Player is level 1]
- 2) Once the first mission is accomplished they will be become an candidate for joining the alliance. You must protect a freighter between two planets. At one point the freighter will come under the attack of pirates. When this happens, the pirates will ask you to join them, or die. If the freighter is destroyed, the player can not advance in the mercenary plot. They must attempt another escort mission. They must do this until they get it right, else they can not advance.
- 3) Once they finish stage two, they are inducted into the Alliance, and can now get better paying jobs. [Player is level 2] The next job is simply to take out a ship that is running weapons to a secret pirate outpost. If the player is able to follow the ship, they will learn the area where the pirates base is. If not, they can just take out the ship and fulfill their mission. (Knowing the place where the base is will allow the player to contact Confed and turn over the location.)
- 4) Next, a businessman has had a bounty placed on him. The player must escort him from point to point and make sure that he is not attacked. At one point a member of an rival mercenary guild (Assassin Alliance) will attack the businessman. If the assassin is killed, there is a big bounty. If the businessman is killed, the player receives no pay
- 5) (more)

Pirate plot:

- 1) The player can talk to a shady character who asks if the player is looking to join the Pirates. He tells them that the player must take out a freighter, to prove that he's not a Confed plant. (If the player is already renegade then the player will only see #2.) [Player's rank is level 1.]
- 2) The player is informed that they will have to perform 3 jobs in order to get the location for the pirate base. After only 2 jobs the pirate will announce that he trusts the player and gives him the location. With this, the player can land and interact with the pirates at their base. (Selling goods to the pirates goes not net as much profit since the player does not have to buy the products. But they still get 100% profit margin.) [Player is level 2.]



- 3) One the player gets to the pirate base they meet Morgan who is the head of the guild.
- 4) The player is offered 3 more missions. The fourth is to knock out a Mercenary owned space station. (The mercenaries are the guardians of this quad. The local planets pay the Mercs because Confed has not moved into this area since it is not "civilized" enough for them. Confed will be more of a factor in Quad Four.) [Player is level 3.]
- 5) (more)

Merchant Plot:

- 1) On Mexxor, the player is contacted to see if they want to join the Mercantile Alliance. If so, the player will be given an easy task. Pulling it off, the player gets an e-mail telling him he in the guild. [Player is level 1.]
- 2) After the job is done, the player will have to return to Mexxor to get more Merchant guild task. This time the tasks will more difficult, (but more profitable) as they will have to fly 3 trips through pirate infested space. [Player is level 2.]
- 3) (more)

Smugglers Plot:

- 1) The player is offered a sum of money to retrieve cargo from a derelict space ship.
- 2) If they bring back the cargo (xenomorphs) they will be able to collect their money, but the port will be shut down the next time the player tries to land. The port is quarantined because the xenomorphs have escaped and are wreaking havoc within the space port. (The player's choices have dramatically effected the world.)
- 3) (more)

Assassins Plot:

- 1) The player is offered a sum of money to remove a business rival who runs an orbiting platform.
 - 2) If the player is successful, the daughter of the businessman wants to hire the player to return the favor. (She thinks another mercenary killed her father.)
 - 3) After the player kills the other merc, (if they do,) they get an e-mail from the daughter on where to get paid at a neutral station. When the player returns for payment after knocking off the mercenary, the daughter announces that she found out the player was responsible for her father's death and will not pay. Furthermore, she has hired bounty hunters that will attack the player.
 - 4) Outside of the station the player will be attacked by three assassins. If they survive, they will not be attacked any more.
-
- 1) The player is approached by the Confed. If they are able to locate the pirate base they will receive a free jump engine and a jump in Confed rank.
 - 2) If the player turns over the location of the pirate, (after having become a pirate,) the base is shut down. One of the pirates in the bars complains, but the player is never accused of being the traitor.
 - 3) (more)

Independent mini sub-Plots:

These are not associated with the main sub-plots or the guild plots. These could become available should the player not have any main sub-plot or guild plots active.

- 1) The family of a missing *scientist* (*Dr. Bernard Hsu mentioned in the Fifth sub-plot*) contracts the player to find out what happen to their father. The player must go to a Nav point where he will be attacked by very adept Kilrathi.
 - 2) If the player survives, they must report back to the family. The family pays off the player, accepting that the Kilrathi are behind the doctor's disappearance. They mention another character in the fourth quad, who is the contact to start the fifth plot rolling.
-
- 1) A local merchant (Brek Krendell) asks the player if they can be transported to another planet in order to avoid a lone shark by the name of "Ophidian."
 - 2) The player can transport the character and receive their money.
 - 3) OR, the player can contact the lone shark on the phone at the information exchange. The lone shark will double the offer if the player takes the local to a different planet. After landing, the player will be given his reward as Brek is lead away screaming.

SCRIPT

Overview

The Privateer 3 script should also be a departure from the Wing Commander's Top Gun-ish fighter jock story line. It should have more of an Indiana Jone-ish adventure movie quality, with shady characters, clandestine encounters and even a touch of dark humor.

Non-Linear: Because the script is not linear, we will not get a chance to do simultaneous story lines, (showing what the bad guys are currently plotting, while cursing the hero for upsetting their plans.) To make up for this we should try to include as much action in the script surrounding the heroine.

Story Options: Also, there may be times when we want to offer the player a chance to choose from an option as to how their character will react to a certain situation, (Without options, all the players do is watch videos. Get personal! Get interactive!) This would give the player a chance to change story flow, rather than be a spectator to a canned sequence. There should be a way of making the options more transparent and less obtrusive. One way may be the use of "reflection periods." During a brief 5 seconds of the heroine reflecting on the offer that has been made, options pop up WHILE the video is still running. If no option has been chosen, the first one in the list will automatically be chosen if the player has not made a selection during the 5 seconds. Therefore, the player has the option of changing the scene, but without the jarring effect of stopping the video sequence while Blair talks to himself.

Fiction Environment: Unlike the spit polished image of Wing Commander, Privateer 3 is aiming for the dirty, grim underbelly of the Wing universe. The characters should be dark and seedy, but not polarized to the extent that you can tell the good guys from the bad guys. Everyone is holding on to their little corner of the universe after the end of the war and trying to get by the best way they can. Expect to find some corrupt Confed agents, expect to find some lowly good Samaritans.

The closest thing to compare to this anti-utopian universe is the physical and social environment of Blade Runner, Max Headroom, or The Little Mermaid. The ethnic diversity should also be different than the WASP image that Wing holds. There are still minorities in the future, though not the same ones that exist in our present time period. Minorities may be cyborgs, androids, breeder babies, etc.

Main Character Background: Due to the untimely demise of the war, our heroine is an ex-Confed fighter pilot who has chosen to take early retirement rather than fly boring border patrols that any academy rookie to just as well do. She is a decorated pilot who has both the skills, and the reputation for people to both respect and fear her. (She's not some two-bit floozy who thought she'd buy a void cruiser...) She has not had the most spotless record and has had a few run-ins with the law. This is mainly due to some one getting in her way, or pissing her off, not because she's some kind of career criminal. (This gives the player a chance to take their character to either side of the law.)

**Example:**

The following is an example of the player interaction with options, and action/adventure story line we are looking for in a Privateer script.

Scene 1A: This is the first scene where we learn the background of our character, while being offered the chance to work for the underworld. If the player clicks on the bar the following cinematic scene is shown.

INT. Auger Inn - Day

(The Auger Inn is the best place on New Damascus for making contacts. Its outlaw clientele makes the cantina from Star Wars look like an Amway meeting. We watch our character makes her way through the bar's colorful patrons. Suddenly, a huge guy pops out of the crowd in front of her.)

Brek

Hey, hey, hey, look what we have here...

(Our character tries to avoid him, but he plants himself in her path.)

Ahhh... It ain't going to be that easy to avoid me, little lady. Especially with what you owe me.

Hunter

Brek, you're blocking the bar.

Brek

Yeah? Yeah, I guess I am. And I'm going to stand here until you tell me how you're going to be paying for that jump drive you slagged, Hunter.

Hunter

Not now. I've had a bad day and I don't need your attitude right now. I need a drink.

Brek

You need a drink? You need to cough up a hundred grand, little lady. Either that or I'm just going to have impound that deathtrap you call a ship.

Hunter

My cruiser wouldn't be a deathtrap if I hadn't bought that piece of crap you call a jump drive. The plasma turbine blew even before I had the central core powered.

Brek

What...? Well that doesn't change anything. You bought it, you broke it. Pay up, sweet cakes.

Hunter

(Does not like the pet names)
Brek, I'm warning you...

Brek

But you know, Hunter, I might be able to cut you a deal. Say, we go back to my shop, you know, to discuss the "arraignments..."

(Hunter looks over Brek. A smile appears like she is considering his proposal. Brek smiles, he thinks he's about to get lucky. Suddenly, without warning, she launches a blow to his solar plexus, followed by others to vital areas. The last one blow drops Brek across a table where Kloss is seated.)

Hunter

You were warned.

(Kloss' body guard stands, but Kloss waves him away. Kloss walks over to Hunter, who is now at the bar ordering a drink.)

Kloss

I couldn't help but notice your "handiwork" back there. Brutal, but effective. I overheard that you may be in some finical difficulties?

(Hunter tosses back her drink, oblivious to Kloss.)



Allow me to introduce myself. I am Viktor Kloss, a dealer in "commodities." I am in the market to acquire an experienced pilot. One who won't dump their cargo at the first sight of a Raider's ship.

Hunter

And what makes you think that I wouldn't?

Kloss

Because, my dear, you have more flying experience than all of the would-be pilots in this bar put together. Would that be a fair assumption, Captain Hunter?

Hunter

I don't know who in the hell you're talking about.

Kloss

Tyra Hunter, callsign, "Raven," former Confed marine pilot for the fighting 82nd. With the surrender of the Kilrathi, you chose not to re-enlist facing a career of running patrols looking for stranded tourists. Such a pity for a pilot your skill. Five Metals of Valor, three distinguished Service Crosses...

Hunter

And a partridge in a pear tree. How in the hell did you know where to find me? I didn't leave any forwarding address.

Kloss

I have some friends, who have friends... I was informed of your departure from the service today. This place is like a magnet. All of the fighter jocks show up here sooner or later. I knew with your limited prospects, you would at least be inclined to listen to my offer.



Hunter

Sorry to disappoint you Klaus,
but I've got better things to
do. I don't plan on making
close personal friends with
someone named Helga on a penal
planet.

Kloss

My enterprise is not entirely
illicit. Some just happens to
fall within those messy, gray
areas of the law. There are
many perks should you work for
me. I can offer you a new,
fully functional jump engine.
If you perform a few shuttle
runs for me in return.
Interested, Ms. Hunter?

PLAYER OPTIONS:

As the video plays showing Hunter considering the proposition, two options appear on the screen; ***"This sounds like a quick way to an early grave"*** and ***"Well, you only live once. Go for it."***

"This sounds like..." is highlighted. If a player doesn't make a selection by the end of the 'considering' scene then the player selects this as a default. If the player selects this then they get to see Scene 1B. Scene 1B shows Hunter declining Kloss' offer. This will cause the plot to skip ahead to the contact with Kloss' rival who wants him killed. The contact will be in the form of an e-mail message.

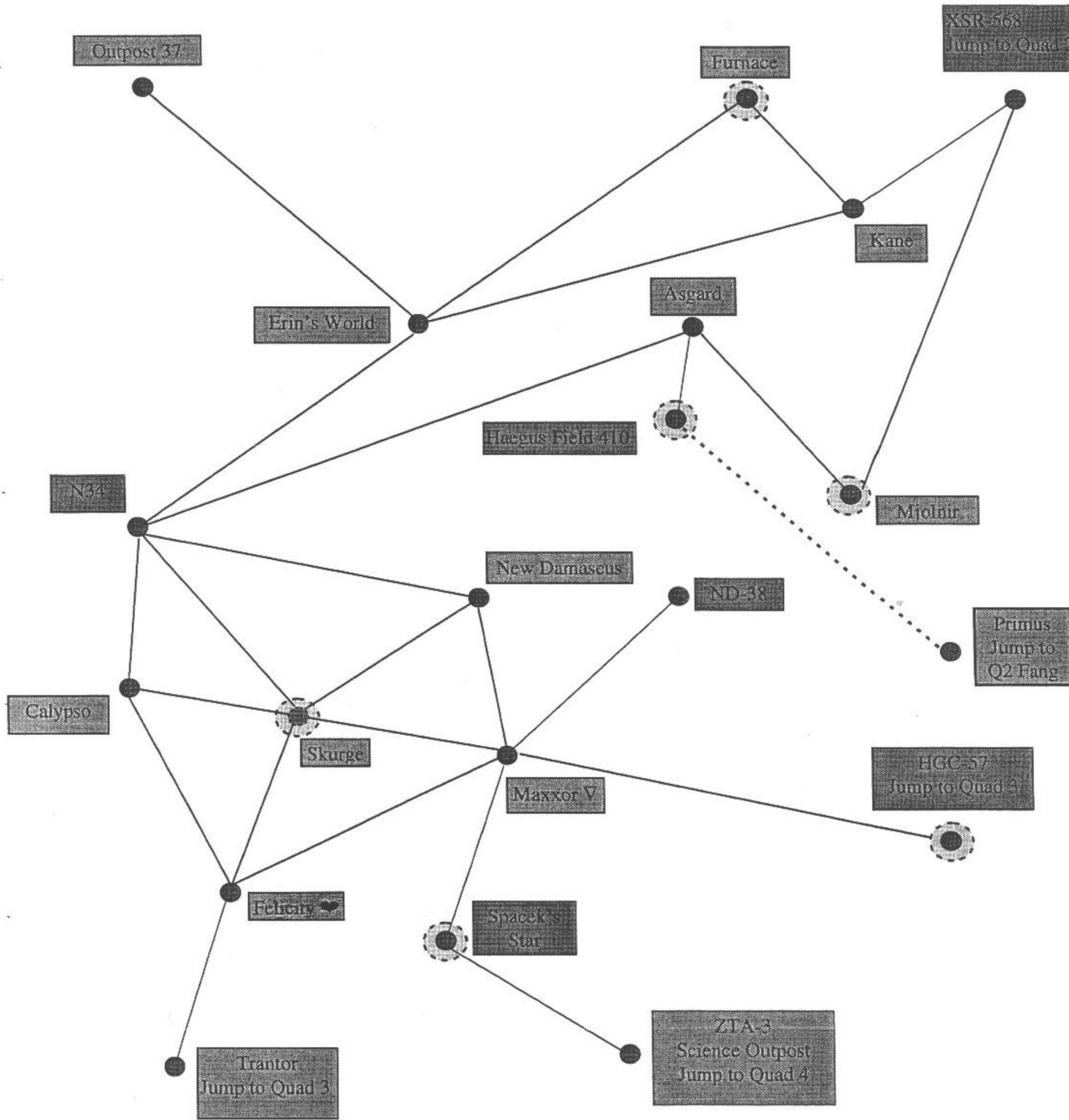
If they player selects ***"Well, you only..."*** then they get to see Scene 1C which propels them to their first mission for Kloss. After two missions for Kloss then the player will be contacted by Kloss' rival.

If they player completes the plot and is loyal to Kloss then they will be rewarded with a Jump Engine. If the player has acquired a jump engine before then, Kloss will instead give them credits equivalent to a Jump Engine.

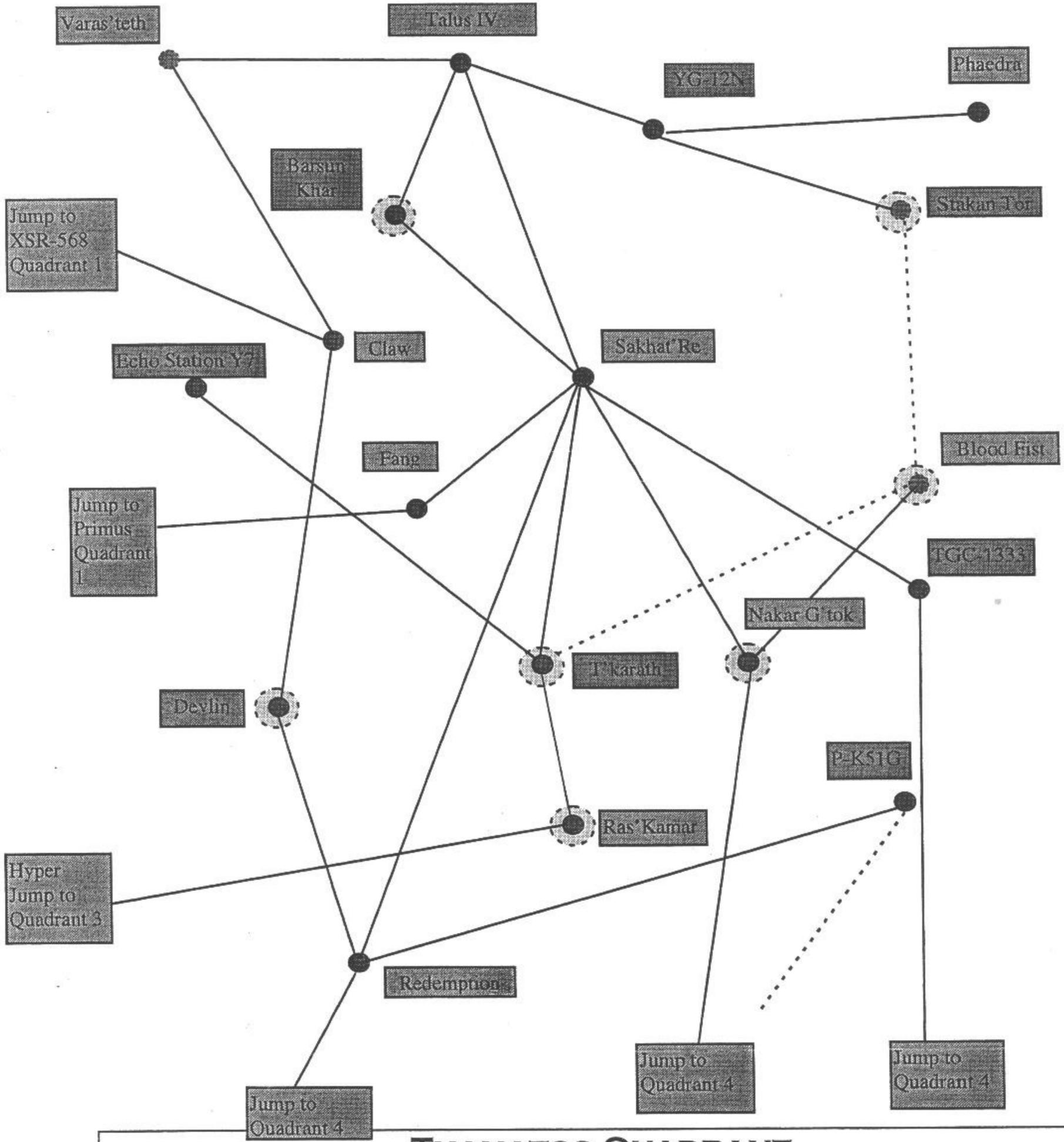
NOTE: We could add a small countdown device (watch face, burning fuse) that shows the player that they have very limited time. The 'considering' scene always lasts 5 seconds, so this would be a standard the player would come to expect. This countdown makes the player more keen on watching the cinematic since they will realize that they are an active participant, and not waiting for the options to stop for them.



BRADEN QUADRANT



Satrakh Quadrant



THANATOS QUADRANT

Jump to Trantor Q1

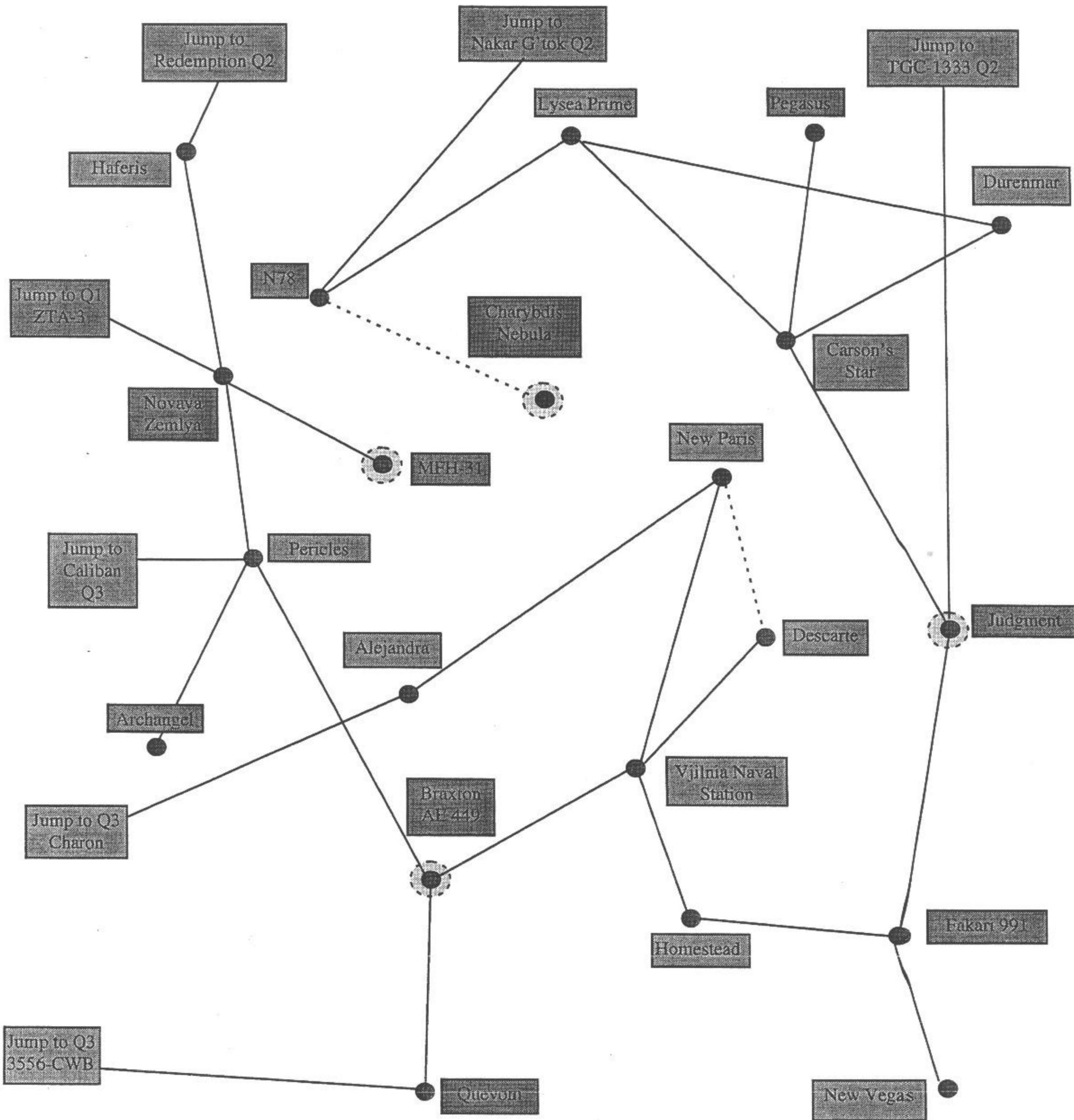
Jump to Q1 HGC-57

Jump to Quadrant 2 Ras'Kamar Hyper Jump





ARCHANGEL QUADRANT



SYSTEMS AND BASES BY QUADRANT

BRADEN QUADRANT		
System	Base	Commodities
Outpost 37	Outpost 37	Science
Erin's World	Oceanis	Agricultural
Furnace	Furnace	Mining
Kane	Tiburon Durango	Industrial
Asgard	Thor	Mining
N34	None	
New Damascus	New Damascus	Agricultural
ND-38	None	
Mjolnir	Odin	Mining
Primus		Agricultural & Medical
HGC-57	None	
Skurge	Kom	Pirate
Maxxor	Maxxor Atar Gehenna	Industrial Agricultural Mining
Calypso	Calypso	Pleasure
Felicity		Pleasure & Agricultural
Spacek's Star	None	
Trantor	Tierra	Mining
ZTA-3	Thomasville	Science
XSR-568	None	
Haegus Field 410	None	



Satrakh Quadrant			
System	Base	Commodities	Jump to
Varas'teth	Bar'kal	Pirate	Talus IV, Claw
Talus IV	Talus IV	Agricultural	Varas'teth, Barsun Khar, YG-12N
YG-12N	None		Phaedra, Stakan Tor, Talus IV
Phaedra	Phaedra	Medical	YG-12N
Stakan Tor	None		YG-12N, Blood Fist (hidden jump pt.)
Barsun Khar	None		Sakhat'Re, Talus IV
Claw		Agricultural	Varas'teth, XSR-568, Devlin
Fang		Agricultural Mining	Sakhat'Re, Primus
Echo Station Y7	None		T'karath
Devlin	None		Claw, Redemption
Sakhat'Re	Sakhat'Re II Sakhat'Re V	Tech Industrial	Talus IV, Barsun Khar, Fang, T'karath, Nakar G'tok, TGC-1333
T'karath	None		Ras'Kamar, Echo Station Y7, Sakhat'Re Blood Fist (hidden jump pt.)
Blood Fist	Kulantor	Pirate	Nakar G'tok, T'karath (h), Stakan Tor (h)
TGC-1333	None		Sakhat'Re, Judgment
Nakar G'tok	G'tok IV	Industrial	Sakhat'Re, Blood Fist, N78
Ras'Kamar		Mining Dragonis Nebula	T'karath, Caliban (hyper jump)
Redemption	Djado Osade Military Base	Mining Military	
P-K51G	None		

SPACE TRAVEL

Overview

Space flight will remain largely like it was for Privateer One. Players will be able to fly within their systems by without a Jump Engine just on sheer impulse power alone. The Jump Engine will be required should a player want to jump to another system or quad.

The Hyperdrive will be a new device that shows up in sub-plot #4. This device allows the player to select the system they wish to jump to and jump directly to it without having to pass through all the system in between. This is a new experimental device of unknown origin, (possible Steltech) that can only fit on smaller ships, (not for Capital ships.)