

# Trade Commander

Art List  
March 18, 1992

32 option screens  
option screen  
pkzipped = 44 K 30K  
= 21 K

conversation  
backgrounds

ship sizes  
ship debris

## Option Screen Art List:

Small base art:

The entrance to the other option screens should be done with sprites which can be removed from the screen without a problem. There should therefore be two complete sets of entrance sprites, so that some variety can be maintained.

1) Hangar bay. This option screen would tie directly into the main station option screen in every type of base, and would include facilities for repair, re-fueling, and restocking the player's ship. There would be several different types of hangar screens.

- Hangar 1 - This screen would be used for agricultural base type B, and would be an outdoor landing platform over water with a narrow walkway into the base proper. 7 days

- Hangar 2 - This screen would be used for all other bases, and would be a typical space station hangar, surrounded in metal and functional bays and berths. 7 days

- There needs to be sprites for all of the facilities in the hangar, like the entrance sprites they need to be able to be taken out or put back in without effecting the overall scene. There should probably be two complete sets of the sprites for some variation.

2) Main option screen. This screen would be the central hub for every kind of base.

7d - Main 1 - For the heavy mining base and any military base, this screen would be a natural cavern in the rock, filled with metal additions for doorways, light fixtures and shops. Sprites for different shop faces can be placed on the walls at different intervals to heighten the sense that the location is different.

7d - Main 2 - For the fuel refinery base, this central room would be surrounded by panoramic windows looking over the gas giant they are orbiting.

2d - Main 3 - This would be used for the agricultural bases. It would feature panoramic windows looking over greenhouse-like structures. The interior would have hanging gardens and would be densely cluttered with exotic plants which could be traded out as sprites to further the illusion of difference.

7d - Main 4 - This screen would be for the resort bases. it would mimic a modern airport, with departure lounges, rows of cushioned seats, rental craft agencies and arrival/departure monitors.

7d - Main 5 - This screen would be for the scientific bases the player encounters. It would be very small, and only contain exits for the refectory and the hangar.

- 5d - Main 6 - This screen would be for the pirate bases the player manages to land on. It should be messy and dim, emphasizing the rocky walls and lack of any type of organized layout. Lighting and ventilation systems should be on full display, and no guidance or message systems should exist. The only exits would be for the bar and the hangar.
- From the main screen, the player would have the option of travelling back to the hangar, entering the bar, visiting the Merchant's or Mercenary's Guilds, visiting the commodities office, or using the mission computer.
- 3) Bar. There would be a few different types of bar available.
- 7d - Bar 1 - This bar would be for the mining type A, military bases, agricultural type b, and pirate bases. It would emphasize rough-hewn walls of natural rock, low ceilings, dim lighting, raw metal and so on
- 7d - Bar 2 - This bar would emphasize wide open observation windows, high ceilings and so on. This screen would be for pleasure resorts, mining type b, agriculture type A, and scientific bases.
- In the bar the player would encounter mission fixers as well as rumor mongers and advice givers, so there needs to be medium figure sprites all over the bar for the people you talk with.
- 7d 4) The Merchant's Guild offices would be the same everywhere, a rather richly decorated but functional cubicle run by a secretary who behaves in an almost irritating obsequious manner. The secretary will have a number of contracts which the player can choose between.
- There needs to be an additional screen showing a close-up of the desk-top with up to three contracts placed there for clicking on. Once the file has been selected, there needs to be an animation of the secretary opening the file to the last page and waiting for the player to sign it, and then another animation of the signing.
- 2d 5) The Mercenary's Guild. These offices are the same everywhere. Spartan and functional by nature, the Mercenary's Guild offices sport barren sheet-metal walls, plastic couches and little else. Like the Merchant's Guild, the office is run by a secretary who will pass out secret dossiers on the missions the Guild has to offer.
- Use the same close-up as in the Merchant's office, but there needs to be sprites of the dossiers, up to three, both open and closed, with the animation of the secretary opening and the animation of the player signing being the same also.
- 7d 6) The commodities exchange. The commodities exchange is a giant warehouse stocked with whatever commodities are for sale at the present time. There will be sprites for every type of commodity, stacked up in appropriate piles or crates. The background will change according to which type of base the character is in. Clicking on a specific pile will cause the exchange manager to talk to the player, explaining what the commodity is, how much it costs and so on. If the player agrees to purchase a load, the items will automatically be loaded onto his ship, providing the ship is actually docked in the hangar.
- There needs to be a sprite for every type of commodity available for buying, in several different piles. There also needs to be a small exchange manager sprite, with an animated (talking) figure for when he is talking about the stuff there.

- 5d 7) The Mission computer. This computer is a kind of future help-needed want ads. It is found in the main option screen of every base in the Confederation, and is linked to the master listing via subspace channel to assure that the information is completely up-to-date. The computer will list all missions available in the local area for the player, and, like the commodities computer, the player can agree to the contract right there at the computer by inserting his ID. Payment will be automatically deposited into his account upon completion of the mission, proof of which will vary according to whom is doing the hiring.
- There needs to be an animation of the player inserting his ID card into the slot in the computer.

Large base art:

These larger bases will always be the same, so no removable sprites are needed.

New Constantinople: The capital of the sector, New Constantinople is a highly developed Earth-like planet. Visitors are not allowed past customs unless they can prove that they or a member of their family live on the planet, or that they have legitimate business there. Because of these strict laws, New Constantinople maintains the highest percapita income, the least pollution, and the lowest population of any planet of its technology level.

The player will not be allowed past customs at all. If he is delivering goods, then he must leave them on the customs space station in orbit around New Constantinople.

All of the option screens on New Constantinople will emphasize the cosmopolitan sophistication of the sector capital. Although the sets should be busy and crowded, they will always be organized and modern, with a heavy military presence around every corner. Wide panoramic windows looking over the planet below will adorn all of the major concourses, while interior rooms will have vaulted ceilings, textured walls, indirect lighting, soft furniture and so on.

- 9d 1) Hangar. The hangar for New Constantinople is huge (picture the poor Millennium Falcon getting sucked into the Death Star). This hangar will connect to a main concourse, as well as having the usual assortment of hangar options. There needs to be new sprites for all of the options, as the hangar is truly huge. The facilities should also be correspondingly massive.
- 5d 2) Main concourse. From here the player can go to the ship dealer, the government attache's office (Palrinor van Dalbarian), the military docks, and a museum, in addition to the regular options, which are all present.
- Like the hangar, the concourse needs unique entrance sprites for all options.
- 5d 3) Ship dealer. The player can visit the ship dealer to buy a new ship or to make modifications to his existing ship's systems. There should be the option between either of two ship types, plus a godzilla ship which his credit is never good enough to buy.
- There needs to be a catalog of all the different ship systems available to the player, including a section on the different hull types.

- 5d 4) Government offices. Inside the government offices, the player will be confronted by a reception area, from which the player can enter Palrinor's private office. The player will not be able to talk with Palrinor until the plot requires it, and will be turned away by the secretary when he clicks on the door until that time.
- 6d 5) Palrinor's Office. The private office of Palrinor van Dalbarian will be large, with a wide lounge area with outside view ports as well as raised desk and working area. Clicking on Palrinor will activate a conversation.
- 5d 6) Naval base. The naval docks are much larger. Upon entering the docks, the player will be in a large reception room, filled with models of famous ships (including the Tiger's Claw!), recruitment posters, and fairly conservative decor. From here the player can proceed to either the recruitment office, the tourist area, or to Admiral Terrell's private office.
- 4d 7) Recruiting Office. The recruiting office is a large room filled with cubicles. The option screen is within one of these cubicles. There is a secretary whom you can click on to talk with. He will have missions which are available for a civilian pilot.
- 1d - There needs to be a screen for accepting the mission, perhaps another contract signing like in the Merchant's Guild.
- 7d 8) The tourist area. This area is basically a huge viewing lounge overlooking the naval docks adjacent to the base. Large panoramic windows surround a platform covered in viewing screens and couches.
- 1d - The viewing screens need to have a close-up for use. They will display tourist information about the ships here, but nothing too exciting.
- 7d 9) Admiral Terrell's office. The private office of Admiral Terrell will be large, with a wide lounge area with outside view ports as well as raised desk and working area. Terrell will also have a huge screen, showing tactical placement of the sector fleet interchanging with constant reports from around the sector. These screens are not options to click on.

Perry Naval Base: Perry Naval Base is the major naval base in the sector. Situated on the hub of several jump points, Perry dominates trade in the heart on the Tolnidan Sector. It is completely self-enclosed, and keeps the major part of the sector fleet in dry-dock here. Perry is a very modern base, and carries new meaning to the words "military efficiency."

- 5d 1) Hangar. The Perry hangar for private ships is a completely separate berth for each ship. There are refueling facilities and repair facilities, but no weapons option. The hangar connects directly with the main concourse through an airlock.
- The sprites for refueling and repair should be unique to Perry.
- 7d 2) Main concourse. Perry's main concourse looks vaguely like a 20th century plaza, very wide, leading up to a raised dais with ornamental pillars and such which rests against the inside wall of the base. The main doors, which lead into the military part of the base, are on this dais, and are heavily guarded by mean looking marines. The plaza itself is exactly square, subdivided into smaller squares by colorful tile mosaics of things like the fleet symbol in the middle, squadron insignia and so on. The floor is imitation marble. Leading off of the plaza will

be the refectory, the Mercenary's Guild office, the Merchant's Guild office, and the Military Contracts office.

2d 3) The refectory is your basic cafeteria, brightly lit with day-glow colors etc...

2d 4) The Military Contracts office is set up like a bank office. The screen will show a desk with an officer behind it. He will have several long-term military contracts for the player to sign. There needs to be a close-up of the contract on the table (like the Merchant's Guild) for the player to sign.

Oxford: Oxford is a planet-bound colony founded to be the education center of the sector. Government built, the colony is housed under a protective dome which would take a battle fleet to breach. The population is limited to researchers, instructors and many many students. The centerpiece of the colony is the fantastic library which is said to house the complete repository of human knowledge. The entire colony was designed to imitate the earth city of Oxford, and spires and gargoyles abound throughout. Because it is a planetside colony, the option screens should emphasize that there are separate buildings, not just different rooms.

5d 1) Landing Pad. The Oxford landing pad is located just outside the protective dome. It houses the ship inside of a half-dome hangar which telescopes out of the landing pad. On the pad itself are facilities for refueling and repair. Inside of the hangar is a small trolley which takes you underground into the colony itself.

7d 2) City Center. The colony is divided north-south and east-west by two main streets. At their intersection is the city center. The Center is a wide open square, teeming with life. There are carefully tended gardens and lawns, sidewalk cafes and so on. From here, the player can visit; the Mercenary's Guild, the Merchant's Guild, the mission computer, the ship dealer, the library, the bar (pub), and the commodities exchange.

2d 3) The ship dealer here will run exactly the same as the ship dealer on New Constantinople, but the art needs to be different.

7d 4) The library will consist of a main screen with sprites. The main room of the library is decked out in fake Edwardian style, with lots of wood, quite reading cubicles with leather seats, green banker lights, two story stained-glass windows at one end, and a second story balcony around the edge. Each wall is covered in a glass case which contains shelves of books kept in a vacuum to preserve them. Each reading cubicle is equipped with a computer console.

- The library computer console is mounted in the reading cubicles. There should be a power button which should either glow or not glow as the player turns it on or off.

5d 5) The King's Arms. This is modelled after a typical English pub. It has low, smoke stained ceilings supported by thick wooden beams which are bowed downwards, lots of white walls interspaced with wooden beams and so on.

New Chicago: New Chicago is the industrial center for the Tolnidan sector. The planet itself is almost permanently cloaked in clouds and rain produced by the heavy industry located here. The cities are very reminiscent of Blade Runner type cityscapes.

- 7d 1) Hangar. The landing berth for the player is located on top of a landing platform which is supported high above the city on a very slender pole. There is a large repair and refueling facility on the edge of the platform, and an elevator attached to the side, but not much else. From here the player can go to the Main Street.
- 7d 2) Main Street. The main street of New Chicago is a dark, wet, rainy place full of neon signs, traffic (in the air and on the ground) and so on. Blade Runner rip off in the worst way. The player can go to; Weapons dealer, Bar, both guilds, the commodities exchange, the mission computer, and the ship dealer.
- 5d 3) Weapons dealer. This screen will operate in exactly the same way as the weapon dealer on New Constantinople, but requires new art.
- 2d 4) The Bar. The bar should be based on the bar in Black Rain: dark and neon lit, but with a sort of modern look to it. Very crowded.
- 2d 5) The ship dealer. The ship dealer will function the same as anywhere else. The room should be designed to look like it is a giant mall, with glass surrounding it on three sides and only display models available for looking at.

Troy: Troy is the space station which the player starts off on. Troy is basically the same as the fuel refinery station, but it has several additional option screens.

- 2d 1) Ship dealer. The player can go to the ship dealer to upgrade his ship to either of the two ship types available to him.
- 2d 2) Weapons dealer. The player can visit the weapons dealer to increase his ship's armament, or to make any other ship systems modifications he desires.

### Conversation art:

### Character art:

There are going to be a number of specific characters for the player to talk to in the game. However, the bulk of the people will need to be generated by a random face generator. There needs to be a range of faces broken down into interchangeable eyes, noses, mouths and hair which can be called up for talking to one-shot fixers and so on. There needs to be several pools, one for male, one for female, of a couple of ethnic backgrounds. There also needs to be a random figure generator for the medium shots which will have the same information as the close-ups. Obviously for the medium figures only sex, race and hair color are important, but the clothes need to change, and there should be a number of different torsos; fat, skinny, tall, short and so on.

### Specific characters:

- 4d Admiral Terrell: Admiral Terrell is in charge of Confederation ships in Tolnida. He is a career naval officer who won his rank in battle. He cuts an imposing figure, large and muscular with a full beard and dark brown hair. Think of Brian Blessed.

4d Palrinor van Dalbarian: Palrinor is of aristocratic blood, and still holds to the attitude that it is definitely his right to be in charge. Of average height and weight, Palrinor seems smaller because of his features. Always clean-shaven, his sharp nose and angular cheek-bones gives him an almost elven look, albeit with his dark hair and pale complexion an evil elf.

4d Commodore Hans Reismann: Commodore Reismann has been given a special directive from Admiral Terrell: eradicate all pirate activity in the Tolnidan sector. Reismann is a distinguished officer who has recently come under criticism for being too blood-thirsty in his pursuit of the Kilrathi. He is responsible for the utter destruction of several Kilrathi colonies, and had never taken any prisoners. Terrell has decided to get Reismann out of the lime-light until this blows over, and is confident that the pirates are in for a bad time. Reismann is a cold, calculating individual. Picture the main bad-guy in Die Hard 2 (the colonel guy) and you get the picture.

4d Roman Lynch: Roman is the mob headman in the Tolnidan sector. Young and very energetic, the mafia has trusted him to rapidly expand their toe-hold in the sector. He is brutal and uncompromising, very much aware that he needs success quickly to justify his job to the big boys back home. However, he does reward faithful service well. He dresses like a successful businessman, and looks way too clean-cut to be a mafioso. However, there is something a little dangerous about him, especially in the eyes. Picture Christian Slater.

4d William Riordian: William is one of the competing freelancers in the game. A young hotshot, Riordian is concerned with making a profit at any cost, no matter what he has to do. He often doesn't think through his actions at all. Luckily for him he has the instincts to save him. He combines the looks of Brian Dennehy (in the body) with Emilio Estevez.

4d David Larson: One of the rival free-lancers in the game. David is a real professional. Calm under fire, yet not so addicted to killing that he could be described as cold. Very serious about his job, and very willing to do anything possible to get ahead, as long as it's legal. He considers any breach of law to be a weakening of moral principles. Picture Sidney Poitier.

4d Salman Kroiz: Salman is the final rival free-lancer. Salman is very good, but is still learning the sneaky ways of doing things. A lot of his plans are spontaneous actions, but luckily he has the skill to back them up. Luckily for the player, he has yet to learn the ins and outs of the freelancing world. Picture a young Omar Sharif.

Ship art:

Char Identikit → 15d  
Med " → 15d

Ships

2d 1) Player ship 1: The first ship the player gets is a sort of space Hyundai left to him with by his grandfather or something. It is a small ship, with very limited cargo space and very few weapons. The basic shape will be a bus, and it should be scarred and blackened by years of damage.

4d Player #4) Non-atmospheric tow truck  
4d Player #5) Super-fast ship.

- 4d 2) Player ship 2: The player has the option of getting a merchant ship. This ship is pretty big, and will be able to support a weapon turret on the rear. The ship has the capability to become pretty bad ass with engine modifications, so it should look pretty slick.
- 4d 3) Player ship 3: The last player ship option is a fighter craft with jump capability, for the player who wants to be a bounty hunter. This ship should look like a fairly large fighter, with little cargo space, but very slick-looking.
- 0d 4) Paradigm-class Confederation destroyer: This is already done.
- 0d 5) TCS Dominion, a large cruiser. This is already done.
- 0d 6) TCS Stiletto, light fighter. This is already done.
- 1d 7) Ferret
- 1d 8) Broadsword
- 1d 9) Drakri
- 1d 10) Gothri
- 1d 11) Dorkhir
- 4d 12) Pirate ship #1: The pirates need to have a small, lightly armed fighter craft. They should be your basic evil looking knife looking things.
- 4d 13) Pirate ship #2: The pirates should also have a larger ship which will bristle with wicked-looking weapons.
- 4d 14) Pirate ship #3: Roman Lynch will also have a private ship which looks like a luxury yacht, but which actually has a number of concealed weapons and which is faster than s\*\*\*.
- 4d 15) Merchant ship #1: Your basic Drayman, but non-military.
- 4d 16) Merchant ship #2: There will also be a limited number of huge super-tanker type merchant ships which are enormously unmaneuverable, very slow, and almost indefensible.
- 4d 17) Alien ship #1: The huge derelict of the ancient alien race. This ship is really huge, and perhaps it should be two ships attached together to seem larger. It should be very badly damaged on the surface, but be essentially intact structurally. The surface is meteor pock-marked, and it should be extremely black.
- 4d 18) Alien ship #2: This ship belongs to an inferior alien race which is bumped into along the way. It should be fairly big, massively armored (very blocky), and loaded up with missiles and cannon-shaped mass-drivers.
- 4d 19) Alien ship #3: The advanced alien race's scout ship which is encroaching on our territory.
- 4d 20) William Riordian's ship. Riordian flies a larger fighter with massive storage capability (for a fighter) It isn't as maneuverable as a normal fighter, but has plenty of weapons and armor. It is non-atmospheric.
- 4d 21) David Larson's ship: Larson uses a really viscous ship which combines high maneuverability with enormous energy generation to maintain shields. He has very little armor, and his ship is very slick. It is atmospheric.
- 4d 22) Salman Kroiz's ship: Salman flies a good combination of a small merchant ship with high power output and fairly heavy armor. It is atmospheric.

accessory  
art → 15d

## Space Objects

- 4d 1) Asteroid Mining Base: The base should look vaguely similar to the normal asteroids, but should show some human engineering on the outside, as well as a easily recognizable docking entrance.
- 4d 2) Fuel Refinery Base: This base is located on the outer fringe of a planet's atmosphere. It should be an elongated cylinder with a circular living disk around the top.
- 4d 3) Agricultural Base: This base should consist of a number of large greenhouse bubbles surrounding a central spherical unit which houses the hangar and the living units.
- 4d 4) Pleasure Resort: This base should look like the typical space station, a sort of doughnut ring surrounding a cylinder which houses the hangar and so on.
- 4d 5) Scientific base: Scientific bases should consist of several small spheres mounter on long pylons, all connected in the center to a larger sphere which houses the hangar and the living quarters.
- 2d 6) Pirate Base: The pirate bases should be the same as the Mining bases. No new art here.
- 6d 7) New Constantinople: The New Constantinople base is huge. It is based on a long cylinder which has docking facilities at either end. The center of the cylinder is used as a gigantic hinge for the rotating mass of the base, which jut out from the center like 4 huge pie slices.
- 6d 8) Perry Naval Base: Perry looks very similar to the orbiting base in Star Trek.
- 2d 9) Troy, Big asteroid base.  
**Cockpit Art**

4d First Player Ship: This ship needs to have the standard front view and right and left views in the cockpit.

- Front view. The front of the cockpit should look abused. There should be a fairly narrow windshield with thick, grungy supports cutting down viewable area. The player should not be centered, but should definitely be on the right hand side of the cockpit. There should be two MFDs, one to show radar only, and one to show damaged systems only. There should be an armor/shields display, and a weapon charge display, as well as a speedometer. The basic feeling should be of abuse. There would need to be a normal sized scanner slot in the dashboard where the scanner units are installed. It should definitely look like the slot was simply cut out of the dash.
- Right and left side. The right side should show a small, grungy window. The left side should show the same type of window across a very beat-up co-pilot's chair. There should be patches in the vinyl and so on.
- Rear View. The rear view should show the rear of the cockpit. There should be a tiny access hatch leading into the back of the ship, and the communications screen is located here.

4d Second Player Ship:

- Front view. The front view should show a wide windscreen with good visibility. Like the first ship the player should be on the right hand side. The control surfaces should be sunk into a wide slick-looking glass console. There should be three MFDs which show a multitude of information. The radar scope should be centered. the center MFD area should be able to double in size eventually. There needs to be a double sized scanner slot on the left hand side under the dash.

- Right view. The right view should be mostly window, with a few discreetly glowing panels and so on. Nicely padded and new looking.
- Left View. The left view should show a comfortable-looking copilot's chair, the left side window is exactly like the right side one (both are extensions of the wraparound windshield).
- Rear view. The rear view should show the back of the cockpit with redundant MFDs. There will eventually be a rear turret control console here, with a large screen showing the targets. There should also be a fairly small hatchway leading to the rear of the ship.

#### Third Player Ship:

- Front view. The front should be long and narrow, with the player seated in a molded pilot's chair slung low under a bubble canopy. There should only be two MFDs which can show all different types of information, plus a shields display, speedometer, weapons charge, and radar grid. The scanner slot should be normal sized.
- Right view. The right view should be mostly glass, with the cockpit rail coming up at the very rear of the view.
- Left view. See above.
- Rear view. the rear view should show the back of the ship with the cockpit railing low down at the bottom. The only real obstruction to rear view is the top of the pilot's chair.

Scanner modules: There needs to be a scanner module for every type of scanner in the game. There needs to be two types of scanner sizes, normal and double. Most scanners will be normal, but the long-ranged scanners are double sized, and the B&S Omniscience and the Hunter AW-Infinity need double sized display MFDs.

#### Transitional Animations

Landing Sequences: There needs to be a landing sequence for each type of player ship. There can be one generic one of the ships landing at a space station or a planetside base which will be used for all of the generic bases. The large bases will each need their own sequence for landing. There does not need to be any landing sequence for the player's first ship at any of the unique bases except for Troy.

Take-off sequences: See above.

~~Signing sequence: There needs to be an animation of the player signing the contracts which are provided by the various Guilds and government agencies. The same animation will do just fine for all of them.~~

~~Inserting ID card: There needs to be an animation of the player inserting his ID card into the Mission Computer.~~

Jump Gate sequence: We need to design a truly awesome jump sequence, ripping off Star Trek warp effects. There should be a different one done for each of the player's ships. There will not be any jump sequence for the first player ship.

Hand screen:

Midgames

4d  
+ 8d for 4:5

8d

8d

5d

Opening Midgame: Usual dramatic opening.

40d

Endgames 1-4: There will be 2 different endgames for victory, one for helping the Kilrathi, and one for helping the Confederation. There will also be an endgame for death, and one for bankruptcy.

Discovery midgame: There will be a midgame for the encounter with the derelict ship.