

LARRY CAROL

LCARROL

WING COMMANDER V

Preliminary Beat Outline

8/23/96

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Rm 425

(1) EXT. SPACE - ASTEROID FIELD

Camera picks up asteroid chunk and tumbles with it. Asteroid is suddenly hacked into with a BLINDING LIGHT. Camera REVEALS...

(2) A LARGE RESEARCH VESSEL - THE DEVERAUX

Cutting into asteroid with ore laser.

Several smaller ore ships keep it in place with grabber arms until work is completed. After several layers are exposed, laser disengages and backs off, allowing...

(3) SMALLER VESSELS

... to close in to examine gash more closely. Another of these ships is deployed and after some twists and turns we follow it until we REVEAL...

(4) THE SHATTERED REMAINS OF KILRAH

The semi-exposed core of the planet still glows with internal radiation, while some of the magma remains flash frozen in the cold of space, creating a grotesque but fascinating sculpture of destruction, littered with asteroids. CAPTION UP reads: Kilrah System.

(5) INT. SMALL SHIP NEAR KILRAH

Two scientists: MONROE (Human) and T'SHARR (Kilrathi) communicate with Deveraux and move into position around another, larger hunk of rock.

They latch onto asteroid with articulating claw and begin to run tests... when readings suddenly go off the scale. Their surprise turns to alarm as entire ship loses power and is sitting dead in space.

Mission Idea: Fractor beam
he ejected alien pilot.
explodes as alien ship zaps him.

Draw Bmw 1.5 one only wagon

Yard function
into the

EMERGENCY

LEADER

WING COMMANDER V

Preliminary Best Outline

LEADER

- work probe into game
missile cruiser mission
end of Act II

Use for

710 247 0312

6m 452

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Camera picks up asteroid chunk and tumbles with it. Asteroid is suddenly hacked into with a BLINDING LIGHT. Camera REVEALS...

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Cutting into asteroid with one laser.

Several smaller one ships keep it in place with grabber arms until work is completed. After several layers are exposed, laser disengages and backs off, allowing...

Disco Bowl? one only weapon

(3) SMALLER VESSELS

...to close in to examine gash more closely. Another of these ships is deployed and after some twists and turns we follow it until we REVEAL...

Proy questions

- into asteroid?
- wad editor?
- Simulator -

The semi-exposed core of the planet... with internal radiation, while some of the magma remains... creating a grotesque but fascinating sculpture of destruction, littered with asteroids.

(5) INT. SMALL SHIP NEAR KILRAH

Two scientists: MONROE (human) and T'SHARR (Kilrahi) communicate with Deveraux and move into position around another target chunk of rock.

They latch onto asteroid with articulating claw and begin to run tests... readings suddenly go off the scale. Their surprise turns to alarm as engine loses power and is sitting dead in space.

EMR

The two scientists curse under their breath as they are lit only by the indirect sunlight shooting through large, reinforced dome at the front of ship.

Without warning, they are suddenly and violently buffeted from side to side. They look out the dome to react to...

(6) EXT. SPACE - NEAR DEVERAUX

In a burst of light and color, A HUGE WORMHOLE opens and an ALIEN PROBE emerges from it (identical to probe Midway will encounter in Act One.)

Dreadnought??

INTRO - see ACE

Then a vast CAPITAL SHIP and several other strange alien craft appear -- some of which display DISTINCTIVE INSIGNIA; we'll learn later these are the ENEMY ACES. - in fighters here? Or other ships w/ some insign.

PROBE

They pass close to asteroid and small ship still attached to it.

(7) INT. THE SMALLER VESSEL - ON MONROE AND T'SHARR

The scientists react with fear as distorting waves threaten to knock them aside -- and as the arm they are dangling from begins to shake loose from the rock. The ship's hull is smacked against the asteroid several times, but it holds. Finally, distortion passes.

As it does, the two scientists inside the tiny vessel have a ringside seat while the huge alien craft moves toward...

(8) THE DEVERAUX AND ITS SUPPORT SHIPS

DISCO BALL OF DEATH

Its ore laser is in full operation as science vessel hails the oncoming alien ships. There is no response. Then, without warning, aliens open fire, listing the vessel, whose laser accidentally cuts through several of its own, smaller, two man ships. At last, the Deveraux is unceremoniously cut to ribbons -- and it violently EXPLODES!

[NOTE: This is where we could hint at existence of and/or glimpse the ALIEN WARLORD we will encounter in Act Two. We could see him on bridge of alien ship, speaking a DISTINCTIVE ALIEN LANGUAGE with subtitles.]

(9) INT. THE SMALLER VESSEL - ON MONROE AND T'SHARR

The shock wave shakes ship loose of asteroid, and the little ship spins off; powerless and uncontrolled. Its power suddenly comes on line, but only as the two scientists realize they are tumbling towards...

not sight (that's the hook) but distinctive sound, yes.

(10) EXT. SPACE - A VERY DENSE ASTEROID FIELD

The rubble of Kilrah. Monroe and T'Sharr scream; the human grabbing controls to thrust this way and that as Camera follows them through nightmarish maze of destruction.

Fortunately enough, apart from taking some small hits and some frightening near misses, they emerge on the other side in a shower of sparks -- and settle to a stop.

(11) INT. SMALLER VESSEL - ON MONROE AND T'SHARR

The two breathe easy for a moment only to come face to face with several alien ships settling very close to them. They cannot move.

(12) EXT. SPACE

Finally, a small ship, not significantly larger than their own, moves forward, observing them closely.

(13) INT. THE SMALLER VESSEL

Monroe peers through the forward dome; thinking he can see the enemy pilot inside the other craft.

A small, tethered instrument package disengages from the alien ship and begins to examine parts of its quarry.

Monroe and T'Sharr follow it with their eyes as the blinking, tethered device moves to the side of their ship. It stops at the hatch. From inside, the scientists panic as locking wheel begins to nudge forward. T'Sharr tries to hold it, finally blocking hatch with a large tool.

This works for a moment... until a cutting torch emerges from the package and goes to work. Monroe cannot believe this. [NOTE: T'Sharr may send out distress call for help to local Kilrathi forces; setting events in motion for Act One.]

There are sparks, a hiss of air, and cut off screams as, with a moist explosion, the two become a thin, red film against the inside of the dome.

[NOTE: We may hint aliens are searching for human subjects. Alien Warlord could be upset people in research vessel were killed; he needs live specimens.]

??

what size
ships are they?
fighter size?

totalumia 5

The package releases the ship and kicks off, setting it adrift. As the tiny, now dead, vessel falls away, the Camera shoots through dome and sees still more alien ships come pouring in through the open portal in Kilrathi space.

TITLE AND REMAINING CREDITS.

< 1/2 out the time -

END PROLOGUE

center of the screen

totalumia 2

2 simulator

- it's cool

- ~~script~~ two guys

'comes at the camera'

Simulator

ACT I

Part One - Training And Orientation

(1) EXT. SPACE - ANOTHER STAR SYSTEM

Begin mid-combat. TWO CONFED FIGHTERS engaging RENEGADE KILRATHI SHIPS.

The Confed pilots (the PLAYER/LYLE and his wingman/BEST FRIEND) attempt an outrageous maneuver -- only to hear an angry BLAIR call a halt to the "battle."

As their "universe" fades away and Blair pops open the hatch of the Player's FLIGHT SIMULATOR, we realize this has been a training exercise and not real combat.

Player climbs out into the Midway's WARDROOM as Blair chews out entire RIDGEBACK SQUADRON, giving special attention to Player and Best Friend. It is clear Blair is less than impressed with his students.

As he singles them out, we will establish FOIL GIRL and other CADETS.

As scene ends, Blair orders cadet squadron to report to Briefing at 0800 to embark on a new series of training exercises -- this time with real ships. God help them.

(2) INT. MIDWAY - VARIOUS

Player will now have an opportunity to explore Midway and meet and interact with other characters (OPTIONAL SCENES.)

Said interactions could involve Best Friend, MANIAC, Foil Girl, DEKKER, WARDROOM STEWARD, or other cadets. Recurrent theme could be "Why is Blair always on Player's case?"

[Note: Player will have opportunity to bypass optional scenes and move to READY ROOM and from there into first briefing.]

Then as Player is summoned by PA system, we GO TO:

(3) INT. MIDWAY - BRIEFING AREA

Blair briefs Player and fellow cadets on Training Mission; during this, ESTABLISH a LARGE VIEWSCREEN behind Blair and smaller, INDIVIDUAL SCREENS on pilot's desks.

Answer
Cur Scene
can't script
what the
play with do
in space flight

Sim. w/ Maniac
or other pilots
or solo

ACT I

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As he singles them out we will see OIL GIRL and other WARDERS.

As scene ends, Blair's cadet squadron to report to Blair at 1800 to embark on a new series of training exercises -- this time without aids. God help them.

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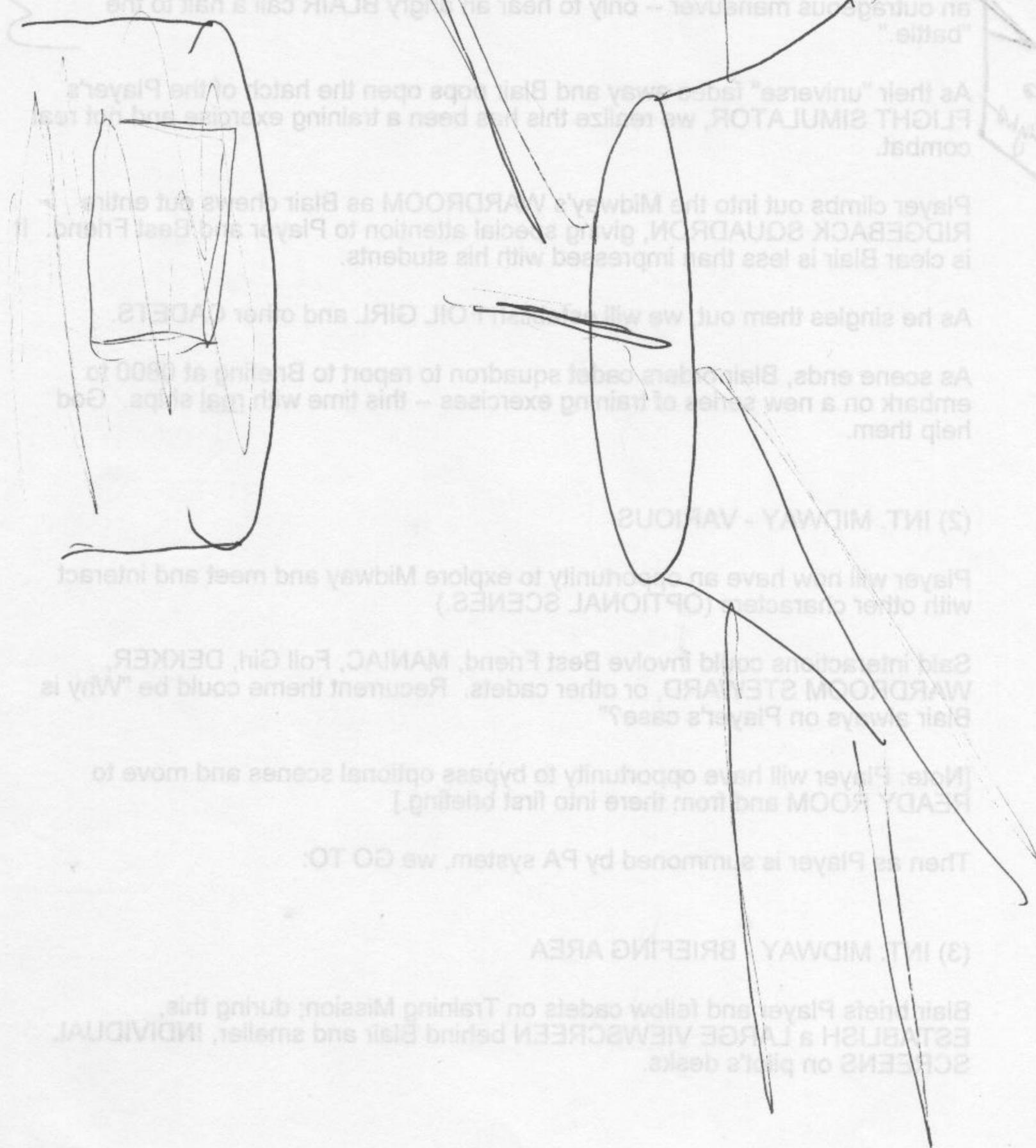
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Sim of Mission
"Other pilots
at risk"

Answer
Blair
Player
Best Friend
Maniac
Foll Girl
Dekker
Wardroom Steward
Oil Girl
Warders



Blair reveals scenario for training missions involves eradication of a small faction of "renegade Kilrathi" who have occupied a remote Mining/Resource Facility.

Blair also reveals Player will be flying against real, albeit automated, Kilrathi ships.

how much like bay IV?

(4) INT. MIDWAY - FLIGHT DECK/EXT. SPACE

Launch sequence to ESTABLISH MIDWAY and SUPPORT SHIPS.

(5) MISSION: FIRST TRAINING EXERCISE

Exact nature TBD; Player goes up against aged and somewhat beaten up automated Kilrathi ships.

Much Top Gun-like jeering and baiting over comm during this; further development of Best Friend, Foil Girl, and other cadets.

(6) INT. MIDWAY - FLIGHT DECK

Player returns from First Training Exercise. Meets FLIGHT DECK CREW, including the FIRST MACHINIST MATE (a Pliers-like character.)

(7) INT. MIDWAY - VARIOUS

Player can perform GAME MAINTENANCE in Ready Room, move to Wardroom for flight simulator practice, or engage in more Optional Scenes.

Or Player can go directly to Briefing Room to begin next mission.

[Note: We can limit Player's ability to engage in Optional Scenes by having him summoned to briefings.]

know

(8) INT. MIDWAY - BRIEFING AREA

can't always be present, what if I do well

Blair is still less than happy with the cadets' performance; especially Player's.

Blair points out if that if cadets had been up against real Kilrathi insurgents, and not automated ships, they would all be dead -- and the Midway would likely be done for.

He then gives them instructions for next mission.

-
-

(9) MISSION: SECOND TRAINING EXERCISE

Exact nature TBD.

(10) INT. MIDWAY - VARIOUS

Opportunities for game maintenance, flight simulator practice, and Optional Scenes. [Note: Many of the Optional Scenes during training sequence will probably also be SLIDING SCENES, so that Player can choose to interact with as many characters as he wishes, at his own pace. Future wingmen may be determined by Player's desire -- or lack thereof -- to interact with them.]

(11) INT. MIDWAY - BRIEFING AREA

Blair gives cadets the word on their Third Training Mission.

(12) MISSION: THIRD TRAINING EXERCISE

Exact nature TBD. We end exercise with Player told to return to Midway.

(13) EXT. SPACE - NEAR KILRATHI MINING FACILITY

But just as Player heads back, he receives another comm from Midway: An unidentified craft has entered orbit around wreckage of Kilrathi Facility. We immediately realize craft is identical to ominous alien probe we saw in Prologue.

Player and wingman are told to stand off at a safe distance, observe the probe -- and await further orders.

Two INTERCEPTORS blaze out of the Midway to check out the new arrival. They are piloted by HAWK and Maniac; both members of Midway's elite PHOENIX SQUADRON.

As they make their recon pass, Maniac foolishly decides to move in closer -- and the alien probe EXPLODES, taking out his Interceptor.

Fortunately, Confed's top pain-in-the-butt had his finger on the eject button and managed (barely) to get out of harm's way via an escape pod.

End Part One

Part Two - Enemy Recon

(1) INT. MIDWAY - WARDROOM

Player engages in nautical tradition: SCUTTLEBUTT.

He learns that, amid much speculation about source of that mysterious probe, Midway has received distress comm from Kilrathi warships claiming to be under fire from an unknown force.

However, not all of the Player's shipmates buy this: Due to increasing Kilrathi Renegade actions, it is possible this distress comm is actually a ploy to lure the Midway into an ambush.

(2) INT. MIDWAY - TBD



Where Blair and Midway's CAPTAIN are discussing same issues and course of action. Captain has decided to follow up on comm as if it were a real distress call. This leads to conflict between the two.

Blair: These kids not ready to go into combat.

conditional?

Captain: We have no choice; there's no one else available for this job.

[Note: We could play this secondhand; Player learns of argument via scuttlebutt. However, that diminishes drama of moment. Also, it would be good to give Blair a few venues, other than talking to Player, to express his feelings.]

idea? is this a goal?

grate.

(3) INT. MIDWAY - VARIOUS

Opportunity for Player to engage in Optional Scenes. Such opportunity will be limited, however, as he is soon summoned to:

(4) INT. MIDWAY - BRIEFING AREA

Blair tells Player and fellow cadets this is NOT a training exercise. This is a Red Alert situation and will be the first time for rookie pilots to test their mettle.

Player and others are excited about prospect. Perhaps resident alien probe experts, Hawk and Maniac, are on hand. They respectively caution and put down cadets.

(5) EXT. SPACE - FIRST KILRATHI SYSTEM

As Midway enters system, fighters are launched to recon the situation, and the sight they behold is unbelievable -- numerous Kilrathi warships adrift -- most still blazing from recent battle.

No communications can be established with warships, so decision is made to have Player escort a Space Marine commando team (lead by Colonel Dekker) to the wreckage of a nearby Kilrathi Cap Ship.

(6) INT. PLAYER'S COCKPIT/INT. KILRATHI CAP SHIP

Through live video link with Dekker, Player sees carnage that has taken place aboard the vessel. Cats are twisted and torn to pieces all over the place. Marines are shaken.

(7) EXT. SPACE - KILRATHI CAP SHIP

Just as boarding party is ready to be evacuated, ALIEN FIGHTERS (as established in Prologue) quickly move in and proceed to kick some Confed butt.

[Note: Some of these fighters display DISTINCTIVE INSIGNIA, designating them as our ENEMY ACES.]

(8) MISSION: FIRST BATTLE

Player and squadron suffer significant losses -- but they fend off aliens.

too soon? don't want to lose too many if we want effective

his red shirt wingman is killed -- I to be effective

(9) EXT. SPACE

The shuttle is extracted and Player escorts Dekker and Marines back to Midway.

(10) INT. MIDWAY - FLIGHT DECK

Aftermath of battle: The wingman's funeral and our Player dealing with his death. Optional interactions with various shipmates. Loss of wingman is beginning of Player's quest to get even with the alien aces.

- Player hasn't had time to dev. relationships

Said interactions end with alert sounding and Player summoned to briefing.

(11) INT. MIDWAY - BRIEFING AREA

Player learns that, once again, enemy fighters are pouring into area -- only in more force this time. Player and squadron scramble to protect Midway.

(12) MISSION: SECOND BATTLE

A much tougher fight; exact nature TBD.

(13) INT. PLAYER'S COCKPIT

These ships are much more powerful however, and Player is recalled to Midway -- "We're getting the hell outta here!"

(14) EXT. SPACE - THE MIDWAY

As fighters flock back to the carrier, support ships provide covering fire. Midway withdraws as we...

End Part Two

Part Three - Battle

(1) EXT. SPACE - ANOTHER STAR SYSTEM

As Midway arrives in a neighboring system...

(2) INT. MIDWAY - WARDROOM

... Player catches up on latest scuttlebutt: He learns Midway has tried to send distress comm to CONFED STARBASE. But their communications link (a RELAY STATION) has been cut/closed down.

Plan now is for Midway to jump to Relay Station, repair same, then warn nearest Confed Starbase.

All agree: They have to get word out.

(3) EXT. SPACE - THE MIDWAY

As Midway heads to jump point, GO TO:

(4) INT. MIDWAY - VARIOUS LOCATIONS

More opportunity for Optional Scenes as Player encounters different shipmates; Maniac, et Al. Further development of our hero's character and theirs.

This ends as Player is summoned to:

(5) INT. MIDWAY - BRIEFING AREA

Blair reveals that as they have neared jump point, they have found alien cruiser group lying in wait -- the same group that destroyed Kilrathi fleet.

Player learns mission is to defend Midway and its escort against 3-4 wings of incoming light fighters.

(6) MISSION: FIRST BATTLE TO DEFEND MIDWAY

Each alien wing attacks a separate object on Midway, one the engines, the other the radar dish, another the shield generator, etc.

Player and wingman's goal is to prevent them from doing any damage.

how?

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Run
or
Fire

how?

(7) INT. MIDWAY - FLIGHT DECK

Player no sooner lands than he and his squadron are scrambled to meet more incoming alien fighters. As he gets back into cockpit, Blair briefs him via VDU.

[Note: We are assuming Player always returns first to Ready Room from previous mission in order to perform Game Maintenance. Then from there he can be summoned directly into a briefing or scrambled to the Flight Deck, where he will be briefed via VDU.]

Nature of this mission will depend upon success of Player and his wingmen in previous mission and how much damage carrier has taken:

If the Midway's engines are taken out, Player will then have to defend carrier group against waves of fighter bombers.

If only the radar is taken out the Player will go on a search and destroy mission, probably only encountering enemy fighter scouts.

If Player is totally successful and nothing is destroyed, mission will be escorting carrier group towards enemy cruiser group, again defending Midway against stiff resistance.

(8) MISSION: SECOND BATTLE TO DEFEND MIDWAY

TBD by performance in previous mission.

(9) INT. MIDWAY - BRIEFING ROOM

Again, player lands and is ordered to report to briefing. Blair informs him and rest of squadron that a big clash is brewing between the two cap-ship groups.

The enemy will be the aggressor if the Player has screwed the pooch in the previous mission.

Or the Midway will be taking it to the aliens after gaining the upper hand; thanks to the Player's performance in prior missions.

(10) MISSION: FINAL BATTLE TO DEFEND MIDWAY

TBD by Player's performance in first two missions.

(7) INT. MIDWAY - FLIGHT DECK

Player no longer lands than he and his squadron are scrambled to meet more incoming alien fighters. As he gets back into cockpit, Blair alerts him via VDU.

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(8) MISSION: SECOND BATTLE TO DEFEND MIDWAY

TURBO Lift

off

Randy Room

(10) MISSION: FINAL BATTLE TO DEFEND MIDWAY

TBD by Player's performance in first two missions.

And as the victorious carrier group makes it to the jump point, we...

End Part Three

- Dream Sequence
- Asteroid

Endgame

- player captured by aliens
- player blown up
- = Player goes to other side
- Midway death
 - Explodes
 - "Hani Kur"
 -

Player

Part Four - Relay Station

3 people - You, Best friend, ~~Red Shirt~~

(1) EXT. SPACE - COMMUNICATIONS RELAY STATION STAR SYSTEM

As the Midway jumps into the system, we GO TO:

(2) INT. MIDWAY - WARDROOM (OR OTHER LOCATION)

Where Player is once again engaging in scuttlebutt; primary purpose of which is to remind us that we are in this system to investigate why Communications Relay Station is not responding to our signals.

(3) INT. MIDWAY - VARIOUS

Optional scenes to allow continued development of Player's character and relationships with shipmates.

Especially focusing on on-going problems with Blair, Foil Girl, Maniac, etc. -- and opportunities for Player to develop affinity with more red shirt candidates.

This sequence ends as Player is summoned to briefing.

(4) INT. MIDWAY - BRIEFING AREA

Player is told he and Best Friend's first mission is to check condition of Relay Station and destroy light enemy presence which has been detected around it; thereby clearing way for a marine/engineer landing.

(5) MISSION: FIRST BATTLE OF RELAY STATION

Player destroys light enemy presence near station. Possible loss of a red shirt here. Enemy ships could also possibly ~~decloak~~ and/or emerge from debris floating around station.

(6) INT. PLAYER'S COCKPIT

The Player is victorious and remains on watch as Dekker and Space Marines land. Then he gets a distress call from the Midway saying they're under heavy attack and must retreat.

The Player is told to protect station until they return. On cue he is attacked by more light fighters. [Note: How does Player save game for this and the next three missions without returning to Midway and Ready Room?]

Player determines that.
we must consider all possibilities

??

have to land One room off the screen.

continuation or cut

(7) MISSION: ~~SECOND BATTLE OF RELAY STATION~~

Player defeats ~~second wave~~ of light fighters.

(8) INT. PLAYER'S COCKPIT

After dispatching last enemy, Player gets a radio call from Dekker in station. The Colonel informs him that they can refuel Player's craft (perhaps also rearm?) on station. He says Player should come on down while he can.

(9) INT. RELAY STATION

After landing, Player sees why station is off-line; specifically remains of crew that had been manning the Relay Station. (Wingman/Best Friend may be down here with him.)

After getting station on-line, engineers inform Player they have bandits inbound. Player heads for fighter and takes off to meet enemy.

[Note: Best Friend may vanish at this point on station; nabbed by a lurking alien and spirited off while Player is defending station. OR Best Friend may eject from ship during upcoming mission -- only to have escape pod tractor'd in by one of the alien ships, which then spirits him off toward main alien fleet.] ✓

cool idea

(10) MISSION: THIRD BATTLE OF RELAY STATION

Player takes out another wave of light fighters.

(11) INT. RELAY STATION

The Player returns to station to try to learn what has happened to Best Friend and/or to refuel and rearm.

But before he can do that, they learn that another wave of enemy is inbound. This time the opposition is heavy fighters which are escorting bombers.

Player will now have to defend station from attack without time to refuel or rearm, and with at least one less wingman.

The situation seems hopeless to all on station. Player grits teeth and hops in fighter, fully expecting to die.

(12) INT. PLAYER'S COCKPIT

As he encounters first wave of fighters, Player gets comm from Midway as they come riding to the rescue. He must hold off alien attack for a minute or two while heavy fighters from the carrier launch and engage enemy.

(13) MISSION: FOURTH BATTLE OF RELAY STATION

The attack is thwarted and Player is reunited with carrier.

(14) INT. MIDWAY - VARIOUS

Aftermath: Though Player is rewarded for all his good work up to this point (special commendations for defense of Marines and Relay Station, promotion to DEVIL SQUADRON,) he is very depressed over disappearance of Best Friend.

Optional Scenes: Various possible character interactions: a new, grudging respect from Blair; Player's ongoing conflict/competition with Foil Girl; continual put-downs from Maniac; a building relationship with one of the other cadets, etc.

END ACT I

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Optional Scenes: Various possible character interactions: a new grudging respect from Blair; Player's ongoing conflict/competition with Foli Girl; continual put-downs from Maniac; a budding relationship with one of the other cadets, etc.

LARGE PLATFORM

END ACT I

ACT II

Part One - Strike

(1) INT. MIDWAY - WARDROOM

Player again partakes of scuttlebutt via Steward or other cadets: Since Relay Station was restored, Confed now knows about Alien Invasion and has dispatched a hastily assembled armada to reinforce Midway's overwhelmed forces.

Get them for strike? Key question is, where are alien invaders now, and what are they up to?

Orbiting Confed spy eyes and robotic probes have been unable to detect them.

(2) INT. MIDWAY - TBD

Research That's when the Player figures it out by discovering anomaly in broadcast from a spy eye orbiting a nearby Kilrathi Reservation Planet. He runs computer analysis proving the signal has been altered to hide massive alien attack on the planet. (Analogy: The hoary movie cliché of burglar positioning a photo in front of a surveillance camera.)

[Note: This research may be done with the assistance of a Science Officer/Intelligence Specialist with whom Player has struck up a friendship. Could be a conditional element; if Player has befriended this individual, he will then be a participant in discovery. If he hasn't, then it will be merely reported to him via scuttlebutt or a briefing.]

(3) INT. MIDWAY - TBD

Player takes his discovery to Blair. Comm Techs follow up on this and discover truth: The nearby Reservation Planet is indeed under heavy attack.

What's more, if the invaders take the planet, they will have the perfect foothold to stage an assault against the Terrans, one jump away.

Blair and the Captain now realize the Midway must do as much damage to invaders as possible -- and it must survive long enough to link up with the Confed Cavalry when they arrive.

(4) EXT. SPACE - KILRATHI RESERVATION SYSTEM/INT. MIDWAY

As the Midway arrives in the system, we GO TO:

(5) INT. MIDWAY - BRIEFING ROOM

Where Blair reveals they have confirmed Player's discovery. The nearby Kilrathi Reservation Planet is being terrorized by the alien menace. A few ragged Kilrathi squadrons are holding off the imminent destruction of their home.

[Note: The Player's discovery might do more to enhance his relationship with Blair than even his prowess as a pilot.]

The Player and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source; i.e. the device (a Communications [ELINT] transmitter) which is jamming the Confed spy eyes and feeding them false images.

Other squadrons (not our Player's Devil Squadron) may be detailed to fight or defend against the alien forces that are attacking the Kilrathi Reservation Planet.

(6) MISSION: ELINT SEARCH

As the Player wends his way through the asteroids, he encounters various enemy fighters.

Then, finally, he picks up some anomalous signals and tracks down a war-era Kilrathi military buoy which has been converted by the aliens to use as their ELINT.

Player marks buoy for pickup by the Midway's techs, then returns to the carrier.

[Note: If Player fails to locate buoy, Foil Girl will; an event which will take place off camera and will be reported to us via radio chatter or later back onboard the Midway. This will result in Player suffering a great deal of derision at hands of shipmates -- especially Maniac.]

[Additional Note: It might be good if the Player engages in another mission; i.e., a short battle with enemy fighters after finding (or not finding) the buoy. This would give enough story time for the buoy to have been picked up and taken back to the Midway for analysis -- and for same to be reported to Player when he returns to ship as follows.]

(7) INT. MIDWAY - FLIGHT DECK

Our Pliers-type character reveals to Player that with transmitter out of the way, we are now able to analyze what aliens are up to; i.e. that in addition to attacking the Planet, they have also occupied a nearby Kilrathi Starbase. And that somewhere between the Starbase and the planet a huge invasion force is mounting.

Sequence Problem. Is it this how he made his discovery?

Hold that thought. I think that is what we're building up to.

COOL! Sounds good.

Player's discovery

(5) INT. MIDWAY - BRIEFING ROOM

When Blair reveals they have confirmed Player's discovery. The nearby Kilitini Reservation Planet is being terrorized by the alien menace. A few ragged Kilitini squadrons are holding off the imminent destruction of their home.

[Note: The Player's discovery might do more to enhance his relationship with Blair than even his prowess as a pilot.]

The Player and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source, i.e. the device (a Communications [ELINT] transmitter) which is jamming the Comed spy eyes and feeding them false images.

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Player marks buoy for pickup by the Midway's techs, then returns to the carrier.

[Note: If Player fails to locate buoy, an event which will take place off camera and will be reported to us via a character or later back onboard the Midway. This will result in Player suffering a great deal of decision at hands of shipmates - especially Marica.]

[Additional Note: It might be good if the Player engages another alien ship in a short battle with enemy fighters after finding (or not finding) the buoy. This would give enough story time for the buoy to have been picked up and returned back to the Midway for analysis - and for same to be reported to Player when he returns to ship as follows.]

(7) INT. MIDWAY - FLIGHT DECK

Our Pliers-type character reveals to Player that with the information out of the way, we are now able to analyze what aliens are up to, i.e. the intention to attacking the Planet, they have also occupied a nearby Kilitini Starbase and that somewhere between the Starbase and the planet a huge invasion force is mounting.

How we
is it this
Go to low
reference

Hold that
thought.
I think that
is what we're
building up to

Commo Club 2 - is there a need

linked Aces

Cool
good

How will/can we pull it off?

Perhaps we can also, at this point, plant a MAP OF DOTS downloaded from the ELINT -- further analysis of which in Act Three will reveal map is a representation of the alien fleet massing on the other side of the wormhole.

[Note: This also means we will be able to translate messages for future intelligence. ~~Additionally, Midway will have the help of AWAC transmissions throughout the rest of series.~~ Question: Where exactly does this information come to play later in story?]

→ First stage of Act II info dump. The rest happens at end of Act II.

(8) INT. MIDWAY - VARIOUS

Optional Scenes: Continued development of Player's character and relationship with shipmates. Also, these scenes could be used to convey plot and strategy exposition. Especially those pertinent to discovery of buoy.

End this sequence as Player is summoned to a briefing.

(9) INT. MIDWAY - BRIEFING ROOM

The Player's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron. (Reactions here from other pilots; especially those who still bear the cats ill will. This Kilrathi squadron is made up of suspected Renegades -- the very same folk the Midway was out here to battle before appearance of aliens.)

— good stuff. Can we develop any more?

A SECONDARY OFFENSIVE, to be flown by other squadrons, will launch to take out a nearby supply convoy and distract alien fighter cover.

[Note: Player may be assigned to secondary offensive depending on earlier performance; in which case, radio chatter as detailed below will be from JOINT OPERATION.]

(10) MISSION: JOINT KILRATHI/CONFED ATTACK ON INVASION FORCE

Player and Kilrathi joint mission is successful.

single Ace fighters - new

During mission, Player listens to radio chatter of his shipmates on secondary offensive as they attack alien convoy. Something he hears could prove vital for defeating alien aces later in game; i.e. something about the unique strategy and/or technology aces employ.

Also, some red shirts flying in the secondary offensive will probably bite the dust here. Killed and/or captured.

That could be asking too much, in the midst of action.

Maybe he's clued in to ENEMY ACE's existence.

(11) INT. MIDWAY - WARDROOM

After destroying the invasion force, Midway is able to establish contact with the few planetside survivors.

Via viewscreen, Player learns extent of attack on Kilrathi populous. They have been virtually destroyed.

However, Kilrathi survivors consider themselves much more fortunate than those who have been captured by aliens. Which gives the Player and fellow cadets a moment of somber reflection as they consider fate of their own missing shipmates; especially the lost Best Friend.

(12) INT. ALIEN BASE

We glimpse ALIEN WARLORD overseeing experiments on captured pilots... including Player's Best Friend. Perhaps during this, we see aliens are able to call up images from Best Friend's memory... including that of Player.

End Part One

good
too WCIII?
angel's heart scene?

Best Friend will have
to be developed more, to make
this effective.

(11) INT. MIDWAY - WARDROOM

After destroying the invasion force, Midway is able to establish contact with the few planet-side survivors.

via view screen, Player learns extent of attack on Kilitrhi populations. They have been virtually destroyed.

However, Kilitrhi survivors consider themselves much more fortunate than those who have been captured by aliens. Which gives the Player and fellow cadets a moment of somber reflection... they consider fate of their own missing airpilot, especially the lost Best Friend.

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We glimpse ALIEN WARLORD overseeing experiments on captured pilots... including Player's Best Friend. Perhaps during this, we see alien able to call up images from Best Friend's memory... including the lost Best Friend.

Probe
Pilots
swallowing
that
in
ejected

End Part One

Best Friend will have
to be developed more, to make
this effective.

Good
too much
Player's heart waver?

Part Two - Retaliation

(1) INT. PLAYER'S COCKPIT

As Player is launched, he is briefed on next mission by Blair. Via a Confed spy eye, the Midway has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

*Confed spy eye
no result
ELINT*

The mission of the Player's wing will be to cover the Kilrathi fighters and destroy all enemy in the area.

(2) MISSION: COVER THE KILRATHI FIGHTERS

Player and his Wing cover fighters and jointly destroy all enemy in area. By annihilating invasion force and supply convoy, Midway has drawn away part of the alien fleet.

This buys the Kilrathi time to defend themselves until Confed reinforcements arrive.

yes!

[Note: Player will have OPTION at end of this Mission. His wingman recognizes Kilrathi fighters as part of Renegade Movement; in past, they have ambushed Confed ships, killed fellow pilots. Wingman suggests payback; they can take out these Kilrathi bastards here and now -- and no one will be the wiser. If Player opts to go along with this, there will be CONSEQUENCES limited to this series.]

(3) INT. MIDWAY - BRIEFING ROOM

Blair informs Player that more information has been acquired from the ELINT or some other source. Said information being that captured humans are being held at a secret alien outpost, where they are apparently subject of research.

CAPTURED STAR BASE

Midway has decided to launch a commando raid to rescue them. Player's mission will be to cover retreating Space Marines after rescue, then destroy outpost

*?? where is this -> Deep in Asteroid.
into Tunnel => fighting turrets*

(4) EXT. SPACE/INT. PLAYER'S COCKPIT/INT. ALIEN OUTPOST

The Player links up with the Marines and provides cover as they hit outpost and rescue the surviving captured humans, including the Best Friend (a big moment for our Player.)

But before Marines (lead by Dekker) can withdraw, alien fighters show up.

marines again?

stealing thunder from Act finale?

Part Two - Retaliation

(1) INT. PLAYER'S COCKPIT

As Player is launched, he is alerted on next mission by Blair. Blair is a Conted spy who has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

The mission of the Player's wing will be to cover the Kilrathi fighters and destroy all enemy in the area.

(2) MISSION: COVER THE KILRATHI FIGHTERS

Player and his Wing cover fighters and jointly destroy all enemy in area. By annihilating invasion force and supply convoy, Midway has drawn away part of the alien fleet.

This buys the Kilrathi time to defend themselves until Conted reinforcements arrive.

(Note: Player will have OPTION at end of this Mission. His wingman recognizes Kilrathi fighters as part of Renegade Movement; in past, they have ambushed Conted ships, killed fellow pilot. Wingman suggests payback; they can take out these Kilrathi bastards here and no one will be the wiser. [Player's choice to go along with this, there will be CONSEQUENCE limited to his area.]

Outpost

(3) INT. MIDWAY - BRIEFING ROOM

Blair informs Player that information has been acquired from the ELINT or some other source. Said information being that captured humans are being held at a secret alien outpost where they are separated by species. [Player's mission will be to cover retreating Space Marines after rescue, then destroy Midway has decided to launch a commando raid to rescue them. (Player's CAPTURED STARBASE)]

defended by

auto mated turrets

(The Player links up with the Marines and provides cover as they hit outpost and rescue the surviving captured humans, including the Best Friend (a big moment for our Player).)

But before Marines (led by Dekker) can withdraw, alien fighters show up.

Blair is a Conted spy who has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

Stealing from the...
Final...
from...
Kilrathi...
Marines...

Marines...
again...

(5) MISSION: DEFEND MARINES AND DESTROY ALIEN OUTPOST

Player and his squadron wipe out alien fighters, then blast outpost to atoms.

yes!

(6) INT. ALIEN SHIP

The Alien Warlord, enraged, sets about hunting down and destroying the Midway; perhaps naming Player as target. Maybe calls up image of Player plucked from Best Friend's memory.

*good.
make ~~it~~
their hate personal.*

(7) INT. MIDWAY - WARDROOM

Continue Player's interpersonal stories; specifically a scene dealing with Best Friend and how he has drastically changed since capture of aliens.

Also, beginning of change in relationship with Foil Girl; mutual disdain transforming into mutual attraction.

[Note: Some of these scenes may be REQUIRED in order to maintain continuity with main, linear plot.]

END this sequence as Player is summoned to:

(8) INT. MIDWAY - BRIEFING ROOM

Player reports to briefing; learns enemy aliens have cornered Midway near asteroid field or nebula. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes.

Good news is Confed reinforcements are enroute. Bad news is Player and other pilots must defend the Midway for several minutes until help arrives.

(9) INT. FLIGHT DECK/EXT. MIDWAY

Dramatic launch sequence as all squadrons prepare for takeoff.

(10) MISSION: PLAYER DEFENDS MIDWAY

Player and his buddies must now employ guerrilla warfare; hit and run tactics to simply stay alive until Confed reinforcements arrive.

*Good
could be her
first soft
moment. Consulting
Player about
BEST FRIEND*

(11) EXT. SPACE/INT. PLAYER'S COCKPIT/INT. MIDWAY

After several harrowing minutes, the Confed reinforcements arrive just as it seems the Midway is done for -- and blow the hell out of the alien fleet.

[Note: If the Midway suffers 50% damage before the Confed reinforcements arrive, and the player successfully defended the Kilrathi pilots, then the Kilrathi wing comes to the aid of the Midway. Obviously, if Player allowed massacre of Kilrathi pilots earlier, they won't show up.]

End Part Two

Missile Cruiser
Go forward
G. Cooper
W. J.

(11) EXT. SPACEINT. PLAYER'S COCKPIT/INT. MIDWAY

After several harrowing minutes, the Conted reinforcements arrive just as it seems the Midway is done for - and blow the hell out of the alien fleet.

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End Part Two

Missile Cruiser
defended
by robots

Part Three - Success

(1) INT. MIDWAY - VARIOUS

Player's interpersonal interactions continue re: Best Friend, Foil Girl, etc.

Our characters deal with aftermath of last series; their fears/anticipation of future battles; specifically the upcoming assault on the alien-held Kilrathi Starbase.

(2) INT. MIDWAY - BRIEFING ROOM

Blair gives Player and his Devils squadron their orders: lead remaining alien forces in area into a trap so Confed can launch attack against alien controlled Starbase.

(3) MISSION: LEADING ALIENS INTO AMBUSH

The Player's squadron lures the main wing of the alien's force into an ambush by waiting Confed forces. ??

A massive fight ensues, and Terrans manage to win the day; thanks to the element of surprise -- and having a valiant, albeit weakened, Kilrathi Task Force on their side.

Most of the remaining aliens flee, and Terrans mop up area.

(4) INT. MIDWAY - BRIEFING ROOM

Now that the alien force has been brought to its knees, Player gets new orders: He's told Midway will come about and lead the Terran force (including Confed reinforcements) against the Starbase where aliens have been staging attack on Kilrathi Reservation Planet.

(5) MISSION: ATTACK ON STARBASE

Player fights his way past Starbase's automated, satellite defenses.

(6) EXT. SPACE - THE STARBASE/INT. PLAYER'S COCKPIT

At last Starbase is taken, and just as Dekker and his Marines start to board it, an Alien Cap Ship (apparently dry docked for repairs to its shield system at time of assault) tries to make a break for it.

Part Three - Success

(1) INT. MIDWAY - VARIOUS

Our characters deal with aftermath of last battle, specifically the upcoming assault on the alien-occupied planet. Player's interpersonal interactions continue (e.g. Best Friend, Foll Girl, etc.)

Balance A Terror?

(2) INT. MIDWAY - BRIEFING ROOM

Blair gives Player and his Devil's squad their orders. Lead remaining alien forces in area into a trap so Conted can launch attack against alien-controlled Starbase.

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what if player destroys ship? can we continue?
25.

(7) MISSION: PURSUIT OF ALIEN CAP SHIP

Player leads daring assault on fleeing craft and takes out her engines, leaving her a sitting duck.

ship has reactor

(8) INT. PLAYER'S COCKPIT

Dekker reports via VDU as his Marines board the huge vessel to capture her along with TWO LIVE ALIENS.

[NOTE: Perhaps we see Alien Warlord escape in an Interceptor or Life Pod?]

(9) INT. MIDWAY - VARIOUS

The player receives promotion for his heroism -- and an assignment to the most elite unit on the Midway: PHOENIX SQUADRON. Commander of said squadron none other than Hawk.

Also, Player earns access to the Commanders' Club at this point -- which provides a real comeuppance for Maniac. He has been continually needling the Player and all the junior officers about their lack of access to said club: "Ta-tah, children. I'm off to have a drink with the big boys."

Optional Scenes: Relationship with Foil Girl continues to grow; that with Best Friend degenerates. Continue arc with Blair.

(10) INT. MIDWAY - COMMANDERS' CLUB

Hawk tells Player now that they have recaptured the Kilrathi Starbase, Midway has been able to re-establish contact with survivors on Kilrathi Reservation Planet.

Through the reports from these Kilrathi, captured alien intelligence (downloaded from the Alien Cap Ship's computer,) and the interrogation of the two alien prisoners, Confed now knows a lot more about the enemy forces and the nature of their attack.

Hawk reveals that at moment, however, all are still baffled by the mysterious Map Of Dots symbol discovered earlier.

(Player takes another look at Map Of Dots; has an idea. He suggests that he and Hawk run a computer analysis.)

could be rough to pull off well.
player can only offer 2 suggestions in conversation.

(11) INT. MIDWAY - BRIEFING ROOM

Hawk and Player reveal to Blair that they have deciphered The Map Of Dots -- and that Map represents a huge armada of alien ships gathering on other side of a WORMHOLE -- said Wormhole being near rubble of KILRAH (the former Kilrathi homeworld.)

Blair reveals blueprints to the Wormhole were found on the alien ship -- which implies it is an artificial "gate" that was manufactured. And can therefore be destroyed.

If Confed can figure out a way to get to the Wormhole Gate and smash it, they can win the war. It's a crazy plan, but it just might work.

Blair agrees to take it to the Captain as we...

END ACT II

ACT III

Part One - Preparations

(1) EXT. SPACE - THE MIDWAY

Brief montage of Midway and other Confed vessels headed toward next jump point. Then a CAPTION UP reads:

exterior of ship passing

THREE WEEKS LATER

About as much time as first 2 Acts?

(2) INT. MIDWAY - BRIEFING ROOM

Blair reveals information gathered from the two captured aliens (whom we see images of in their HOLDING CELL,) plus info passed on by Best Friend, has painted dark picture.

The alien armada has occupied and fortified all systems less than two direct jumps from Kilrah in attempt to keep Confed away from WORMHOLE GATE and their MAIN BATTLE FLEET.

The Confed reinforcement fleets will move out to clear a path to jump point leading to Wormhole. Then Midway will be tasked to make it through the jump point to Kilrah.

And to close the Wormhole Gate.

Fortunately, thanks to what they've discovered about this "gate," they know how to destroy it. Additionally, Confed will have use of newly gained weapons and technology (from captured Alien Cap Ship.)

This should give them a big advantage in dealing with the increasing number of aliens they will likely encounter.

Blair then reveals combat testing of this new technology will begin immediately.

(3) INT. MIDWAY - FLIGHT DECK

Science Officer fills Player in on new technology, how to use it -- and what potential downsides are.

(4) MISSION: TBD - FIRST TEST OF ALIEN TECHNOLOGY (SHIELDS?)

Exact nature of mission TBD. Player tests alien technology. (Perhaps shields.)

(5) INT. MIDWAY - VARIOUS

Optional and/or sliding shipboard scenes as needed -- mostly wrapping up ongoing character arcs at this point.

(6) INT. MIDWAY - BRIEFING ROOM/FLIGHT DECK

Player is given next mission to test out new alien technology; possibly modified missiles.

(7) MISSION: TBD - 2ND TEST OF ALIEN TECHNOLOGY (MISSILES?)

Exact nature TBD. Player again tests alien technology. (Perhaps missiles.)

(8) INT. MIDWAY - HOLDING CELL

The Alien Warlord dramatically teleports on board and kills those two captive aliens -- an event which is seen and recorded on surveillance cameras.

(9) INT. MIDWAY - WARDROOM

Best Friend exhibits strange reactions and/or sensitivity during this event -- even though located in a part of the ship far removed from the holding cell. Clearly there is some sort of psychic link between he and Warlord.

(10) INT. MIDWAY - TBD

Aftermath: Reactions to this event. Both Foil Girl and Player noticed Best Friend's reaction; both are concerned.

(11) INT. MIDWAY - BRIEFING ROOM

Player learns that as Midway nears jump point it will be met by strongest force of series -- which includes one or more ENEMY ACES.

[Note: Combat prowess of enemy aces will be established during first two acts. At first they were only recognizable by their ship's distinctive insignia; then as aliens began to learn more about us -- and us about them -- we began to actually converse during battles.]

This time, aces are in jump capable heavy fighters or fast bombers. Their objective will be to take out a powerful alien anti-ship weapon which is being installed on the hull of the Midway.

Warlord
Sound FX

Fortunately, the Player will have a new piece of alien technology to battle aces. (Said technology hopefully being something which gives Player an edge over previously established ace attributes and/or he is aided by info gleaned from radio chatter overheard in Act Two/Part One.)

Commander's Club (ace's only club) or heard in

(12) MISSION: TBD - THIRD TEST OF ALIEN TECHNOLOGY (?)

TBD. Defeat of all but two of the enemy aces.

Test of Tech should be interwoven w/ real missions (missions w/ objectives)

(13) INT. MIDWAY - BRIEFING ROOM

Player learns that, thanks to success in previous mission, Midway will now have opportunity to test alien anti-ship weapon -- and give her a fighting chance on run to Wormhole.

Player's objective will be to shoot his way into heart of enemy force and plant a limpet-like targeting disc on largest alien ship -- Midway will then be able to direct awesome new weapon.

(14) MISSION: BIG BATTLE AT JUMP POINT

Exact nature TBD. Player battles way to designated point; plants disc. Midway can now fire anti-ship weapon -- which it does, wreaking havoc on enemy fleet.

[why aren't they using this weapon?]

(15) EXT. SPACE - CLIMAX OF BATTLE

As battle starts to swing in Confed's favor, remaining alien aces and surviving (though damaged) enemy star ships beat hasty retreat through jump point.

End Part One

Fortunately, the Player will have a new piece of alien technology to battle with. (Said technology hopefully being something which gives Player an edge over previously established ace athletes and/or he is aided by info gleaned from radio chatter overheard in Act Two Part One.)

Commander's Club (was only club) of Board in

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Why aren't they using the weapon?

(15) EXT. SPACE - CLIMAX OF BATTLE

As battle starts to swing in Corvid's favor, remaining alien aces and surviving (though damaged) enemy star ships best retreat through jump point.

End Part One

Part Two - Climax

(1) EXT. SPACE

The Midway makes it through jump point to find first part of aliens' MAIN BATTLE FLEET laying in wait as well as those forces that made successful retreat from previous battle.

The Wormhole is visible in far distance.

Scramble

(2) INT. MIDWAY - BRIEFING ROOM

Blair lays out situation: Main enemy battle fleet contains new, previously unseen ships that will provide the biggest challenge for Player to date.

What's more, enemy has decided a good offense is the best defense -- Player will have to fend off an all out assault from Wormhole Gate's last-stand fleet.

And Midway will be unable to use that new superweapon. Proximity of Wormhole or some such means that Midway will be destroyed along with the enemy if it dares use device a second time.

(3) MISSION: DESTROY ENEMY STARSHIP GROUP

The Player takes on the remnants of the enemy starship group that jumped ahead of the Midway. Wipes out same.

(4) INT. PLAYER'S COCKPIT

Player reacts, awe-struck, as a huge ALIEN DREADNOUGHT (closely attended by supporting carriers, fighters, and bombers) looms spectacularly into view.

Dreadnought is by far the largest and most dangerous alien ship Midway has encountered.

(Player gets a BRIEFING ON THE FLY from Blair and heads right into the next mission.)

(5) MISSION: TAKING ON DREADNOUGHT'S ANTI-SHIP MISSILES

Player and wingman (possibly Foil Girl) attack Dreadnought, which will launch its long range anti-ship missiles.

*rearm?
Refuel/rearm
ship??*

The alien bombers and their fighter escorts will split into multiple groups and wait for the Midway to send most of its defense in the direction of the missiles -- at which point they will attack Midway from both flanks and possibly the rear.

The Player and defense wing must first destroy most of the anti-ship missiles -- then tackle bombers.

(6) INT. MIDWAY - BRIEFING ROOM

Blair advises Player that next mission will be a counterattack on the Dreadnought's supporting ships from Midway's interceptors and bombers.

(7) MISSION: DESTROY DREADNOUGHT'S SUPPORTING STARSHIPS

Destruction of key enemy starships will be critical for success in the next mission.

(8) INT. MIDWAY - FLIGHT DECK

As Player's ship is refueled and rearmed, Blair advises that before destroying the Wormhole Gate, player must first remove threat of enemy Dreadnought's defenses.

(9) MISSION: TAKING ON THE DREADNOUGHT

This will involve the destruction of at least the huge ship's anti-fighter turrets.

Greater success will involve destruction of another component like bridge or engines.

Failure to remove the anti-fighter turrets will result in a failure in the last mission because the enemy Dreadnought will easily hose down the Marines' shuttle on its way to the Wormhole Gate.

(10) INT. MIDWAY - BRIEFING ROOM

Blair reveals long range probes - can't detect the other side of GMB have discovered an enormous enemy fleet massing on other side of Wormhole. They have developed a plan with Dekker and his Space Marines to take out the Wormhole Gate.

In order to do this, they must go into the Wormhole, destroy its Gate, then get back out before the portal collapses.

The Wormhole Gate itself is made up of heavily shielded STABILIZING TOWERS which hold the space-time rift open. By destroying the Towers the Wormhole can be made to collapse.

~~Test~~
2-level engineering

The alien bombers and their fighter escorts will split into multiple groups and wait for the Midway to send most of its defense in the direction of the Midway - at which point they will attack Midway from both flanks and possibly the rear.

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(10) INT. MIDWAY - BRIEFING ROOM
can't defeat the other side of GMB

Blair reveals long range probes have discovered an enormous enemy fleet massing on other side of Wornhole. They have developed a plan with Dekker and his Space Mines to take out the Wornhole Gate.

In order to do this, they must go into the Wornhole, destroy its Gate, then get back out before the portal collapses.

The Wornhole Gate itself is made up of heavily shielded STABILIZING TOWERS which hold the space-time rift open. By destroying the towers the Wornhole can be made to collapse.

The plan is for a specially picked squadron of Vampires to escort a Marine shuttle to the Wormhole gate.

The Marines, lead again by Dekker, will enter the COMMAND CENTER of the gate, deactivating shields so that the Player's squadron can destroy both Towers. The Midway will retreat to a safe distance.

However, the Midway's Captain will have finger on button of that alien superweapon. If Player fails, Midway will be forced to use it, kamikaze fashion, to take out enemy fleet and wormhole. [Note: This will be a possible losing Endgame throughout the rest of the Wormhole Battle.]

(11) EXT. SPACE - WORMHOLE GATE

Our forces approach entrance to wormhole. During the mission not all goes as planned. A strong alien fighter force; including the last of the elite alien aces, attacks.

(12) MISSION: FIRST SKIRMISH AT WORMHOLE GATE

Our Player beats off alien forces long enough for the Marine shuttle to land at the Wormhole Gate's COMMAND CENTER; a space station located not far from the two, huge Towers.

[Note: Both Towers and Command Center are actually in the middle of the swirling wormhole tunnel, halfway between our universe and that of the aliens.]

(13) INT. WORMHOLE GATE - COMMAND CENTER

Once the Marines board the Gate's Command Center, they face stiffer resistance than expected. While all the aliens within are killed, only Dekker survives, badly injured, and the shields are not dropped.

(14) INT. MIDWAY - BRIEFING ROOM

(Aftermath to this grim situation. Only hope now is for two fighter pilots to land and take over where Dekker and the Marines left off.

To everyone's surprise, Blair reveals he's going to personally lead this mission; and the Player's Best Friend insists on going with him.

Justification for this is that Best Friend, having been an alien prisoner, knows more about how to get around inside their facilities than anyone else. Or perhaps he knows a weakness in aliens when you fight them one on one outside their space ships -- a chink in their individual armor, so to speak.

??
pilots being
a marines
job.

(15) INT. MIDWAY - TBD

Blair has final, touching scene with Player -- gives him a good luck charm; a momento from Angel perhaps. Also, we payoff their character line; perhaps here is revelation that Player was "produced" from Blair's genetic material.

In a very strange way, we realize, they are father and son.

(16) INT. WORMHOLE GATE - COMMAND CENTER

Blair and Best Friend land to complete the job.

Within Command Center, Blair and Best Friend see that massive alien armada is now entering the Wormhole tunnel, headed from their universe to ours.

There is little time. The Gate must be closed. Blair and Best Friend quickly drop shields, leaving it up to Player to destroy the stabilizer Towers.

(17) MISSION: ATTACK ON FIRST TOWER - INSIDE WORMHOLE TUNNEL

The Player's task is made difficult by the surviving alien aces, who reappear to greatly interfere with his efforts.

End mission with Blair ordering Player to refuel, rearm, and return to destroy Second Tower. They must stand by to make sure no remaining aliens can repower shields.

(18) INT. MIDWAY - FLIGHT DECK

CONTINUOUS ACTION

Player returns to Midway; performs Game Maintenance, then hurries back into Wormhole Gate.

Possible scene with Foil Girl; statement of their feelings for one another; or her assignment as his wingman in last mission.

(19) EXT. SPACE/INT. PLAYER'S COCKPIT

Then as Player races back toward the Wormhole Gate...

(20) INT. WORMHOLE GATE - COMMAND CENTER

TIMER

... Blair and Best Friend are on verge of boarding their fighters with the wounded Dekker. Suddenly, there is a flash of light and a peculiar sound. (Perhaps same flash and sound as earlier when Warlord teleported aboard Midway.)

The humans find themselves confronted by an Alien Warlord, the same which previously abducted Best Friend.

Best Friend is terrified, resists mind control; but is reduced to jelly. Blair lunges for the Warlord and they battle.

(21) INT. PLAYER'S COCKPIT/COMMAND CENTER

Player gets comm call from wounded Dekker; battle in Command Center raging behind him. He orders Player to destroy Second Tower; despite the fact he knows this will lead to destruction of Command Center as well.

Player reluctantly agrees.

they didn't make it out in time. Player shouldn't be asked to blow up Blair.

(22) MISSION: ATTACK ON SECOND TOWER

As Player destroys last Tower, he will have to afterburn out of the wormhole's tunnel-like passage to avoid being caught in the explosion.

As he does, the Wormhole tunnel spectacularly implodes, spewing star ship debris and destroying the remaining alien forces positioned outside the Wormhole Gate.

Among these remaining alien forces is the Dreadnought -- the destruction of which will be shown in a glorious fireball explosion.

Unfortunately the Command Center is destroyed as well.

(23) INT. MIDWAY - FLIGHT DECK

Player returns to a hero's welcome aboard Midway, but learns that no trace of Blair, Best Friend, or Dekker can be found. They are presumed dead.

(24) INT. MIDWAY - TBD

Bittersweet but upbeat ending. Player alone in same location where he last spoke privately with Blair.

He is joined by Foil Girl; the beginning of a new relationship.

And a new adventure.

THE END