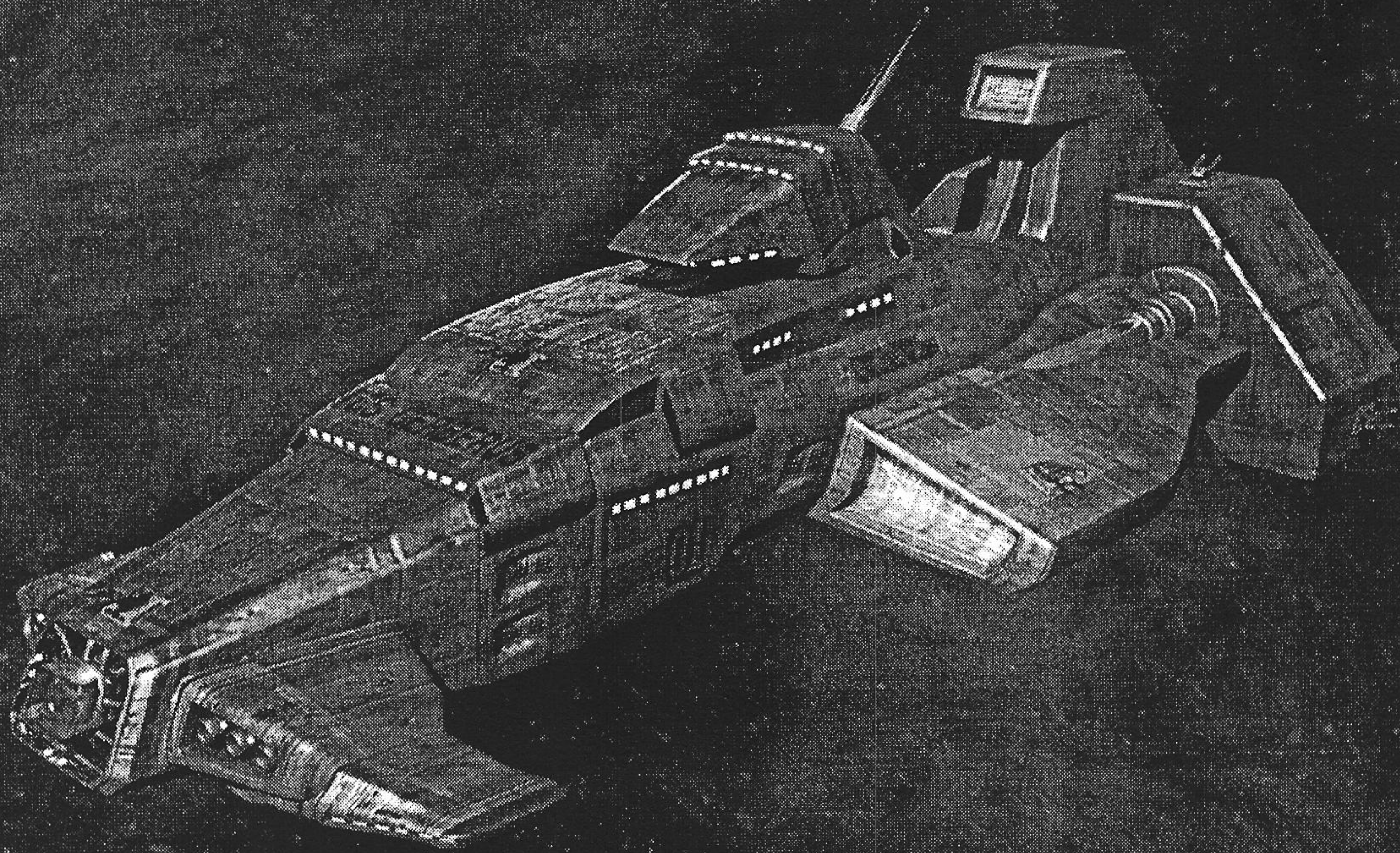


TCIS

Terran Confederation Intelligence Service

EYES ONLY



SHADOW FORCE

A "WING COMMANDER" ADVENTURE

"Live or Die... No One Will Ever Know"

Table of Contents:

Shadow Force 1Sheet		Tear-away insert
Executive Supplement		Tear-away insert
Design Document		
Executive Summary		
	Shadow Force in one sentence	1
	Key Features Summary	1
	Document Synopsis	2
	Five Minutes of Gameplay	2
Character Sketches		
	Introduction to Characters	4
	PRIME	4
	TURK	4
	FURIE	5
	HARDWARE	5
	SLIVER	5
	PRIEST	6
Costructs and Synthesis		
	What Is This Game All About?	7
	Design Tenets	8
	FREE-ROAMING GAMEPLAY	8
	EXPLORATION & DISCOVERY	8
	BUILDING	9
	COMBINANT STRATEGY	9
	CONCLUSION	10
	The Wing Commander Fantasy	10
Interface and Storytelling		
	Installation and Setup	12
	Getting Started	13
	BOOT CAMP TRAINING	13
	Campaign Interface	14
	Storytelling Mechanics	16
	ENGINE CINEMATICS	18
	POLY PILOTS	18
Gameplay Enhancements		
	Introduction of the HUB System	20
	Introduction of Secrets and Bosses	22
	SECRETS	22
	NEBULA REFLECTION	23
	BOSSSES	24
	Interfacing with Steltek Chassis	25
	Interaction with Wingmates and Cerberus	26

	Combat Enhancements	26
	ARCADE F5 VIEW	27
	AI Enhancements for Fighters and Cap-Ships	29
	Visual Enhancements and Special Effects	31
	COMPONENT ENHANCEMENTS	31
	DAMAGE MESHES	31
	BEAM + "SPRAY" WEAPONS	31
	EXPLOSION ENHANCEMENTS	31
	SMOKE TRAILS	32
	Sound Enhancements	32
Joining the Death Squad		
	Exploring the Wing Commander Fantasy	33
	Quick Setup / Host + Join / Pilots	33
	Common (cross-mode) Options	35
	Challenge! Mode	35
	Gauntlet! Mode	36
	Wing! Mode	37
	OVERLAY COMM / DEPLOY INTERFACE	38
Shadow Force		
	Revealing the Wing Commander Experience	39
Appendix A		
	Present Powerups List	40
Appendix B		
	Mission Summaries	44
	Zone 1 : Kilrathi Conflict	44
	Zone 2 : Pirate Conflict	49
	Zone 3 : Alien Conflict	55
	Zone 4 : Sol	60
	Zone 5 : Leviathan	60
Appendix C		
	Auto-Run / Main Menu Flowchart	64
	Boot Camp Training Program Flowchart	65
	Multiplayer Options / Program Flowchart	66



Overview
Executive Summary
"Boldness in Brevity"

Contents

Key Features Summary
Document Synopsis
Five-Minutes of Gameplay

Shadow Force In One Sentence :

"Shadow Force" is an easily accessible, high action Wing Commander game that combines strategy, adventure, and discovery for both single and multi player game play.

Key Features :

Increased accessibility

- Simplified and optimized command set
- Intuitive controls

Exciting new multi player experience

- MetaServer for connecting clients and servers
- Cooperative gauntlet
- Competitive mode
- New action/strategy team mode

A new face for the Wing Commander property

- Arcade style chase camera combat view
- Virtual cockpits
- Action sphere environments
- New weapons and effects
- Polygonal pilot characters for in flight comms

New game play mechanics

- Player chooses his or her own path through the game
- Secrets and power ups
- Level "bosses"

Plans for the success and expansion of the property

- Open ended data design
- Designed to encourage replay
- Planning for potential "episodic" releases

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Document Synopsis :

Accessibility and 'appeal' are key common-sense values held by the Maverick Design team with respect to this new product. We believe that the following outline of our plan to realize "Shadow Force" will amply indicate our dedication to these basic constructs and reinforce the notion that we are familiar enough with the "Wing Commander" line to apply such divergent ideology.

Overall, the "Shadow Force" design document serves to illustrate the 'how' and 'why' behind this new product and our new direction. *How* will we achieve a **divergent (improved) look** when compared to "Prophecy?" *Why does this new game preserve the **space combat** property that Origin has mastered so well in the past? How* will we combine new action / strategy and adventure gameplay ideas to build a **TOP-10** selling product? *Why* is "Shadow Force" **multiplayer** mode so cool... and why is it worth the wait?

Five-Minutes of Gameplay:

Upon entering your first "Single Player" game, you will see the 'introductory cinematic' (run through the game's flight engine) and hear the first installment of "Shadow Force's" rich back-story. Your Pilot will be in-flight for the duration of the 'credits' sequence (credits appear in all cameras... including the forward cockpit view) up to the point that the introduction sequence ends.

Your craft lands aboard 'Cerberus,' your new home! Immediately following the first 'landing' sequence, you are taken to the main bridge, facing the **ICIS** (Integrated Combat Information System) screen. ICIS activates and presents you with your first taste of the main 'movement' interface for Cerberus. ICIS briefing data is audible before you 'click' on one of two possible first mission locations : a hotly-contested system on the out-skirts of 'recognized' Kilrathi territory or a Border-worlds system riddled with Pirates.

The choice for movement engages the 'cinematic' interface for ICIS and you see Cerberus fire-up her engines and blaze toward your selection.

ICIS shows Cerberus' arrival through jump-space and then immediately begins offering new mission data: ***ICIS : We have encountered a large group of unmarked Kilrathi craft. Launch and approach these vessels. Communicate with them to collect information regarding their clan affiliation and send them on their way.***

From the ICIS screen, click on FLY to start the launch sequence. Your craft is encapsulated by the 'elevator / catapult' mechanism that launches all craft. You are lowered into the launch tube and shot into space like a torpedo.

The Kilrathi take unfriendly notice of your approach and open fire! Immediately, your new comrades aboard Cerberus launch to take your side. Once you and your friends have dusted the bad-guys, you get to greet each of the new characters! ***Furie : Pretty good, Newby! Let's get acquainted...***

When you are ready to land (mission is over and you have arrived at the Cerberus), a visual debriefing appears. Your kills score, gunnery prowess and other pilot data appear. Depending on how well you do, Cerberus and your fellow pilots respond differently. ***Turk : Now that's what I call LUCK!***

As soon as you return to Cerberus' bridge, a "meanwhile" midgame appears: something terrible is happening in the *Port Headland* system... At the conclusion of this cinematic sequence, you are again facing the ICIS screen. Engage ICIS and a new movement choice for Cerberus will appear, just as it did at the beginning of your campaign. ***ICIS : The Kilrathi craft you encountered have been identified as Sihkag raiders. INTEL believes that they may be preparing to stage an attack on rival Kiranka clan forces. The nearby human settlement of Morgans Bluff may be in serious danger.***

Choose how you will begin the next phase of Cerberus' charge into unknown territory. Fly a new mission with each choice as the cycle continues!



Preview Character Sketches "New Faces"

Contents

*Introduction to Characters
Character Descriptions and Sketches*

Introduction to Characters :

As we move into the future, with all the sense of technological inevitability, the inclusion of synthetic actors becomes a part of "Wing Commander." Because of the extreme nature of the "Shadow Force" gaming experience, the graphically stylized nature of our 'cast' must expand to keep up!

Codename: PRIME

Real Name: Quinn Kyle

Confed Intel ID: 0922

Designation: Command

Special Skills: As leader of the Contact Team, not only does he command Cerberus., but with a background in formal Confed Military and Intel training, he bridges the gap between light and dark as he receives and divines their orders.



Codename: TURK

Real Name: Eric Lightman

Confed Intel ID: 3488

Designation: Combat
Tactics/Navigation



Special Skills:

Combat-trained Marine. Skilled in covert tactics, field deployment, insertion and recovery. Decorated extensively for bravery before "being recruited" by Intel.

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Codename: FURIE

Real Name: Jessica Dern
Confed Intel ID: 8821
Designation: Arms Expert/Intelligence gathering/Non-Human Culture and Protocol

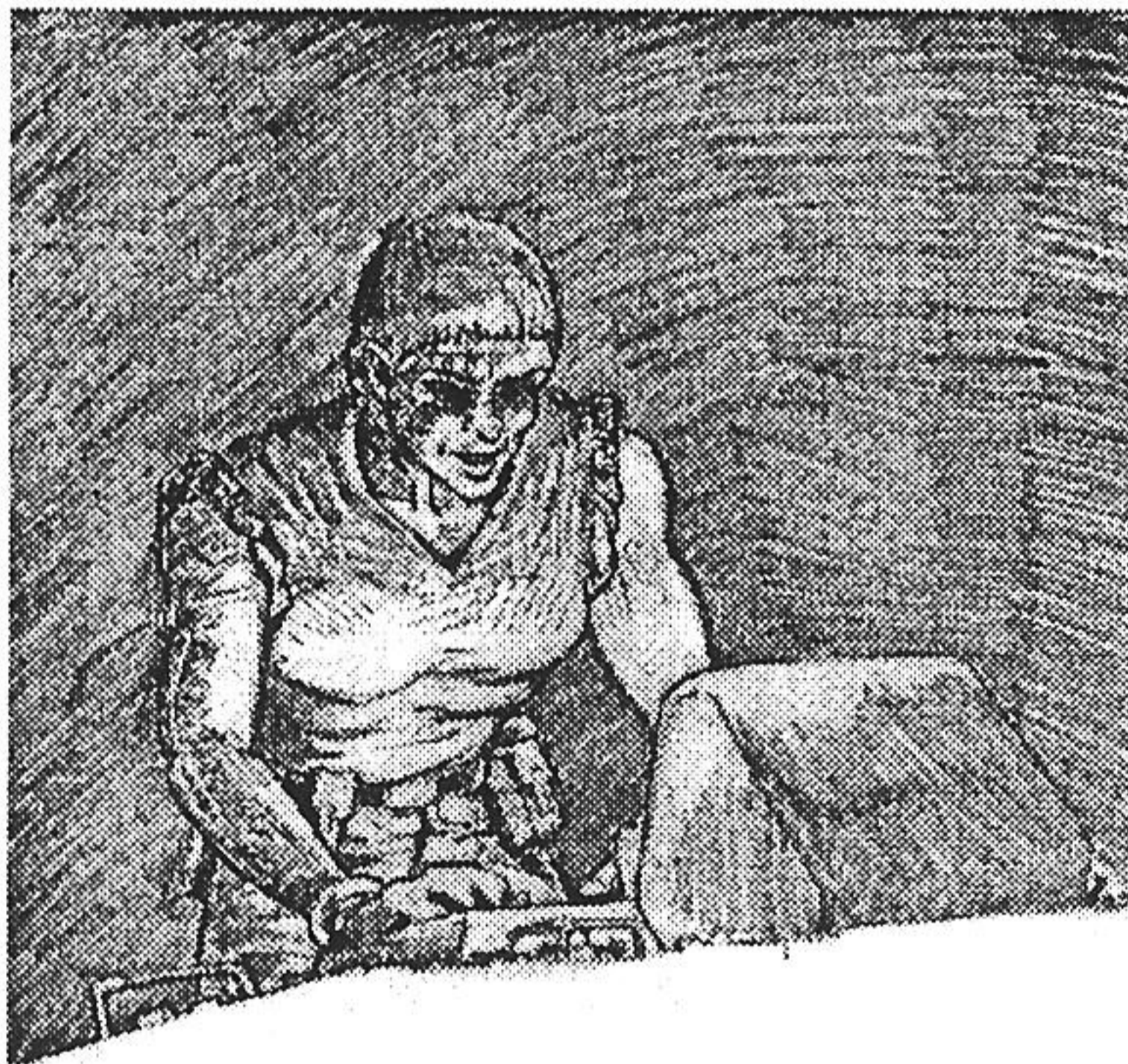
Special Skills: Expert in Kilrathi Martial arts and weapons. In combat, her bloodlust is source of her strength, which she keeps it in check with her training. Intelligent and Dangerous.



Codename: HARDWARE

Real Name: DELETED
Alias Used: Victor Koonze
Confed Intel ID: 6025
Designation: Sciences/Decryption/Communications and Covert Insertion

Special Skills: Hybridized Tech-enhanced

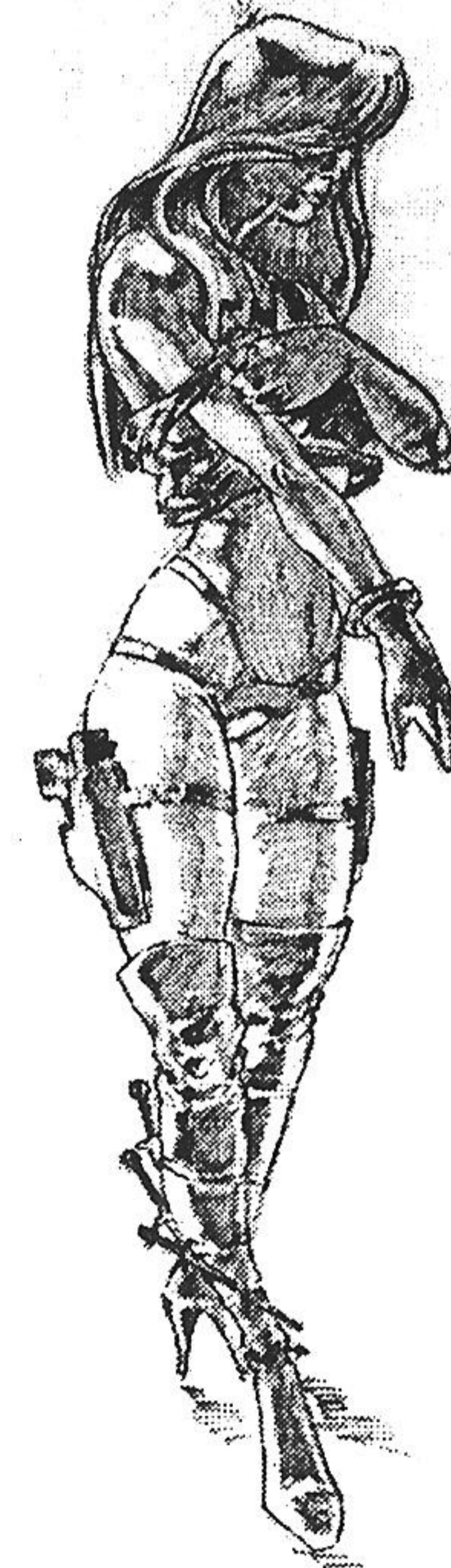


Human. His "natural" ability to infiltrate classified and military files on both sides of a war is a source of pride for him. He is brilliant, mercenary and since he had "limited choice" in joining Intel, has lots of attitude.

Codename: SLIVER

Real Name: Jana Lilith
Confed Intel ID: 7953
Designation: Stealth/Political Assassination

Special Skills: Clean, effective, silent. As Sleek and lithe as panther, she uses her sexuality as a weapon. She is an expert in covert assault weaponry. She favors bladed weapons and prides herself in her ability to "surprise" her prey in more ways than one.



Codename: PRIEST

Real Name: Winston Quaid

Confed Intel ID: 0902

Designation:

Mechanical/Philosophy/Archeology/Non-Human Technologies

Special Skills: Well educated and restrained, but ironically, an amazingly gifted fighter. Good at field stripping enemy machines and cannibalizing the parts.



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Introduction

Constructs and Synthesis

"The Design of a Top-Seller"

Core Fun

*What Is This Game All About?
Design Tenets Related To Changing Audience
The Wing Commander "Fantasy"*

What Is This Game All About?

Confed has been under new management for some time, now. With only a few scattered Pirates and virulent Kilrathi clans to shoo away, Confed has been able to concentrate quite heavily on the further development of ships and weapons. After the success of Midway, and the coincidental delivery of the TCS Assault Cruiser "Cerberus," Confed Intelligence turned their attentions toward the only remaining scientific frontier left to them.

Many years before the end of the Kilrathi conflict, Exploratory services retrieved an asteroid fragment the size of Neptune floating along the outer-rim of Port Headland system. The rock was identified as being part of the remote Valgard field... a system in Kilrathi space, several light-years away. From within the asteroid body, an ancient machine was recovered. A chassis, roughly as large as a Panther-fighter cockpit, broken into three areas, each area bearing four compartments a-piece.

After a great deal of time and effort, Intel arrived at the conclusion that the chassis would come to life after twelve unique crystal-machines had been introduced to it. Intel believed conclusively that the chassis represented an extremely advanced Steltek weapon that could be used to drive research and development to a brand new level. Intel science believes they *understand* the Steltek enough to work the machine. The next step could uplift human culture beyond the known limits.

You are a freelance operative hired by the CIS to provide tactical escort, navigation and combat support to Cerberus on her top-secret mission. Retrieve all crystal-machines and protect the Steltek chassis. Use any means necessary.

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In the furthest depths of space, something shares your resolve. Something ancient and powerful is committed to crippling your efforts. Something knows a lot more than you...

Design Tenets :

Wing Commander : Shadow Force has been crafted from the finest ingredients: design constructs gleaned into synthesis from the most popular and best-engineered titles on the PC and Console market. Weaving these design notions into the existing Prophecy gameplay should create the most formidable Wing Commander game to date.

FREE-ROAMING GAMEPLAY

"Shadow Force" will insist on keeping you un-fettered when it comes to major decisions¹. And, when we say 'major decisions,' we're talking about the actual *movement* of your home base (the Assault Cruiser : **Cerberus**)².

You are assigned as the 'navigations expert' for the contact team on this mission. This task will be terrifically simple and rewarding for you. As with all "Shadow Force" in-game menus, the NAV unit for Cerberus will be a full 3-D "Cinematic" interface. You will see your assault cruiser positioned in space at a cross-roads formed by a number of light-gates. Use the joystick or mouse and choose which gate to follow.

The use of these "light-gate" devices will eliminate the need for 'autopilot' in multi-player modes, and establish fictional support for missions that take place over much broader areas. This gives the design team a unique opportunity to create true 3-dimensional "maps" for you to explore.

EXPLORATION / DISCOVERY

The cycle of exploration and discovery is the most crucial constituent of the most important game titles of late.³ It is our intention to properly maintain a sense of 'place' for all that you do within "Shadow Force." Secrets are hidden in these places. Ways of changing the mission parameters by setting systems in motion... new levels of play.

¹ Foot-notes in this document indicate further discussion to the ends of clarification, in most cases. However, in this case (and several more to follow), this foot-note serves to indicate where we **stole** certain design constructs. In this case, I would like to reference the free-roaming "Adventure Mode" from 'Diddy Kong Racing' for the N64 and the updated 'Gex 3D' for the Sony Playstation.

² Since the first Wing Commander, it is the movement of the home-base ship that determines the progression of the tactical side of the story. Controlling the movement of the home base implies a much greater control over the story progression.

³ Games such as "Riven," "Tomb Raider," and "Diablo" contain strong exploratory elements and excellent rewards. The cycle implied by this model can be synthesized in abstract as an additive quality to "Wing Commander" by virtue of true 'environments.'

Primarily, this sense of 'place' provides a back-drop for the discovery of power-ups and special cap-ship additives which enhance your ability to shred your enemies.

BUILDING

To further enhance the fun-factor of the exploration and discovery cycle, Wing Commander : "Shadow Force" is going to make use of a light 'building' component which will further reward you in both single and multi-player modes. Assemble the constituents of the Steltek chassis in single play, or build a one of a variety of super Cap-Killer weapons aboard your assault cruiser in multi-play.

This level of investment with respect to the health and lethality of your home base represents an additive to the core fun of "Shadow Force⁴." It's hard not to be bothered when you're informed that Midway has lost a major component. But, having spent blood and sweat in the process of wrestling device fragments out of your enemy's hands, Cerberus and her Steltek cargo become considerably more valuable.

COMBINANT STRATEGY

I realize that 'combinant' is not a real word. However, I can't come up with another way to describe the process of combining free elements within the game (resources... in the case of "Shadow Force," we're speaking specifically about the device fragments in single-player and the weapons crystals in multi) which become greater than their sum.

The categories of combinant factors have not been decided as of this writing. This is mainly due to how much fun we're intending to have in the process of devising the ultimate category system for the fragments. To give an example, consider the classical 'elements' : earth, water, fire, and air. We could apply constituents to each category that will form many different weapon types. Many of these undocumented weapon types provide unique appearances, startling damage and specialized after-effects. The design team will be investigating the most fun and challenging methods of ensuring a good 'chemical balance' between the fragment powers.

All of the fragment powers will have their own special properties which you will experience (most likely) on your first few multi-player engagements or single-playthroughs. However, once you get the hang of

⁴ *The 'building' component, even in its extremely simplified form with in 'Shadow Force,' promises an arguably similar effect to a players investment in her "base" while playing a more complex strategy title such as "Command & Conquer."*

the logic behind the true 'combinant strategy,' you will be making your own fun⁵.

CONCLUSION

The Wing Commander action convention is being broadened. A greater sense of freedom, a clear connection to the story and the playscape through exploration and discovery, a deeper attachment to the home base that you are helping to build, and the promises of a combinant strategy element that awaits only your intentions...

"Shadow Force" is about continuing the success of Wing Commander : Prophecy, and further solidifying Origin's singular reign over all space-combat software on planet Earth.

The Wing Commander Fantasy :

Wing Commander has always delivered a singular concept... a fantasy. Simply put, Wing Commander is flying around in space with your buddies. Focused on a team objective, relying in one another for defense and able to combine ferocity and firepower into pure electric death. We are building "Shadow Force" to deliver this sensation in all possible forms.

Wing Commander : Prophecy excelled in realism by providing a rich field of AI communications as background to every mission. "Shadow Force" will expand upon this feature by drawing the communication events to a much more intimate space between AI characters. In single-play mode, you will run each of your missions with a small team of AI characters who do quite a bit more than order "Break and attack!" and "Status Check..." ; you'll be flying with people who are interested in one another individually.

By lowering the number of possible 'major' wingmates, we will increase the amount of comms diversity for each character. The absence of full-motion video sequences will provide even more space for branching of person-to-person wingmate transactions.

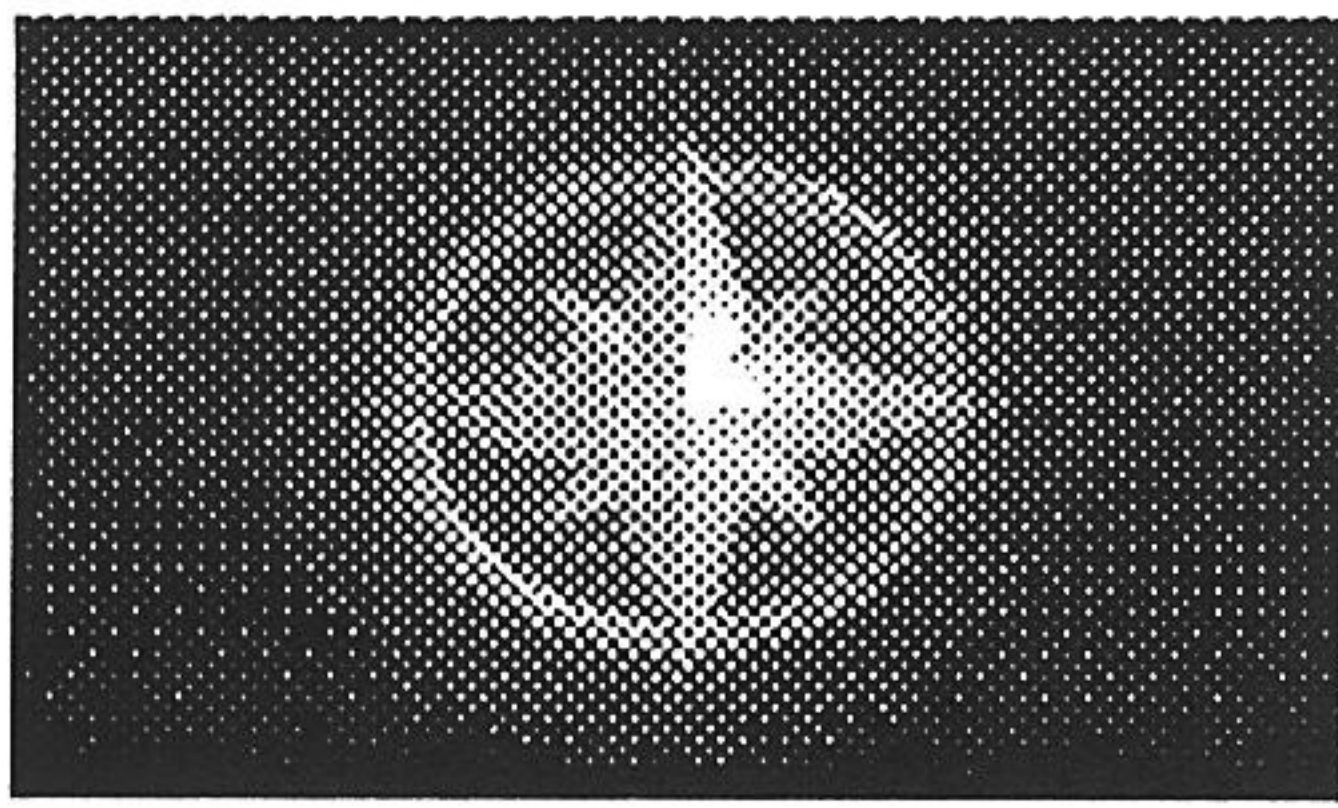
⁵ "Magic : The Gathering" and "Final Fantasy VII" represent the most pure iteration of 'combinant strategy' that I have ever encountered simply due to the fact that you always 'get something' when you combine the game's card / *materia* elements. Conventions such as "Warcraft" unit modifications and "Ultima" reagents are not the same animal ; they represent specific combinations solely. You cannot combine unrelated or 'wrong' constituents in those cases. In "Shadow Force," you can combine ANYTHING and still 'get something.'

Specific character-building instances make the most sense while you are in the cockpit. This is where "Shadow Force" comes to life. This is the most 'real' element of the game. This is the perfect place to allow the AI characters to develop their own relationships, and reveal their own agendas.

In effect, the AI characters will interact with not only the player, but each other in a contiguous story line which is developed based upon the player's choices (where the Cerberbus goes next, which enemy to engage, etc.). No matter what direction the player chooses he/she will reveal a small character intensive story that relies on the action at hand, rather than supplanting it in the case of traditional FMV. This empowers the player with a sense that they are driving a dynamic story with multiple outcomes by the decisions they make in the game. As opposed to the faux sense of character development provided by canned two-prong decision prompts of the past.

Multiplayer modes build further on the preservation of the Wing Commander fantasy in both the classic "Gauntlet" mode and the freshly designed "Wing" mode. The key to promoting this element is the full realization of team-based gaming.

As long as we provide an equitable level of communications depth between single and multi-player modes, the combined communicative power of "Shadow Force" will significantly raise the bar for interactive contextual experiences.



Control Depth vs. Choice Breadth

*Installation and Setup
Getting Started / Boot Camp Training
Campaign Interface Design
Storytelling Mechanics*

Installation and Setup :

As soon as your CD-ROM spins up with "Shadow Force" in the drive for the first time, the auto-run program will begin delivering the TCIS 'covert' context. The look and feel of the auto-run menu, installation program and help system create a thorough rendering of a TCIS administrative console.

The main installation program will appear to 'contact' a remote TCIS base station and make requests for your access to be reinstated. The TCIS administration front-end is a voice that emerges from a din of audio traffic in the background. Access codes and primitive commands appear as text on the TCIS admin terminal screen. The base front-end responds audibly.

It appears that there is some kind of problem with your access codes.

Something very important has changed.

The dialogue between the invisible player-character and the audible TCIS admin elements provides the back-drop to the installation program's runtime⁶. Once the tale has run its course, you find only that the air of mystery around your re-worked access numbers has thickened. Something very important has changed.

But, you have orders. It's time to be on your way.

The installation program continues being the "TCIS admin terminal" and offers you access to all of the main game components:

⁶ Picture this as a blend between "Command & Conquer" and "Interstate '76" in terms of the level of story-based immersion provided immediately by the install. This device serves to enhance the player's immediate sense of relation to the game environment.

START NEW GAME
CONTINUE CAMPAIGN
BOOT CAMP
MULTIPLAYER
PILOT RECORDS
QUIT

Getting Started / Boot Camp :

Before you can fully interact with the game, you will be required to create your pilot. Selecting any of the game 'start' options (New Game / Multiplayer Start / Boot Camp) will automatically launch the Pilot Creation interface to take care of this. If you have already been playing with a pilot, and can elect to "Continue Campaign," you will not be prompted to change pilots when going into any of these areas.

The Pilot Selection system is a 'quick-create' menu: Name, sex, callsign, and preferred vessel are chosen together. After you enter your name and callsign data, you will be presented with your personnel file summary. Fictionally, the TCIS base admin system does not have your picture, sex nor preferred vessel associated with your file. The Text message : "*Encryption Error ... Attempted 'copy without authorization' "* Followed by the voice message : "Someone has tried to access your file without authorization. The links to your personal data have been broken. Please input the correct data." You get to 'help out' by choosing and verifying the right data for each element within your record. Each new pilot record that you start will have a different 'default' picture, sex, and preferred ship (as the system rotates through the available data).

BOOT CAMP TRAINING

Selecting the Boot Camp option from the main menu will bring you to a full-screen 3D menu system which depicts your pilot's preferred vessel and two 'paths' to follow. All that you see is rendered in the game flight engine, and all objects are real 3D space polys. You are given an over-the-shoulder view with respect to your fighter, and will be able to see two draining worm-hole apparatus before you. Above the one to the left, you see "Weapons Training." To the right : "Maneuvering Training." At the bottom of the screen : "Back."

If you have never played the 'training' missions, you will be met by the "Sergeant" ... an invisible voice that represents your main source of feedback in the training missions. The Sergeant will mark your progress and offer new training regimens for you as your pilot skill progresses. You are able to leave and re-join your training path at any point. However, if you engage your pilot in either the main "Campaign" single-player game,

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or in multiplayer missions, your pilot training will change dramatically. The Sergeant takes notice of your multiplayer kill scores and solo-play pilot rating status and will provide you with both 'arena-mode' training (Large fire-fights with numerous waves of advanced fighters) on the one hand, or more complicated 'objective or time-based' missions to enhance your solo experience.

When you are ready to begin training in a specific category, select either wormhole with the help of a single cursor controlled by your mouse or joystick and watch a swift cinematic of your fighter vessel charging into the void.

Selecting "Weapons Training" will bring you to a new action sphere and shows your ship facing three 'light-cages' which are imprisoning one enemy craft a-piece. A Knathrak Ace-Fighter, a Kilrathi Vaktoth, and a Pirate Excalibur. Choose any of the three enemies by clicking on the light cage. A quick "chase" cinematic follows, showing your craft tearing after the now-escaped enemy fighter.

Selecting "Maneuvering Training" brings you to a separate action sphere which bears three ship-sized spheres depicting "Gravity Well Training," "Slip-Zones Training" and "Asteroid Slalom." As with the weapons regimen, select the training mode and watch a new engine cinematic.

The specific missions that you will be encountering in your selected training mode is ultimately up to the AI Sergeant. This is the 'game' you get from playing with the trainer system. Completing all of the missions correctly will earn your way through Boot Camp. However, some of the missions may contain secrets that can trip other 'special' missions outside of the main mission tree. This should serve to balance the features set enjoyed by players who do not play very many multi-player games.

Campaign Interface :

"Shadow Force" interface design is built around the simplification of the standard Wing Commander model. The majority of all game-related functions (such as moving the Cerberus craft, deploying Wingmates and SWACS, and communicating with your AI or Human buddies) will reach simplification in two chief ways. On the one hand, all of the movement and communication actions will be handled together on a single screen. This screen can be laid over the cockpit HUD, or over the primary ICIS screen. The second phase is to evolve the 'smart cursor' so that you can select any object on the screen and get an immediate read-out of communication and deployment options.

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We were impressed by the upgraded communication and deployment design of **Battlezone**⁷, but found the 'targeting under reticule' method (meaning that you must turn your craft to face the object you wish to manipulate) and text-based menu system to be unfortunate detractions. So, instead of using these interface types, we've opted to default to an 'over-lay' "smart-cursor"⁸ interface that provides an omniscient, immediate connection to all friends and enemies.

When not in free-flight, all functions aboard Cerberus will be handled by a new, more advanced version of the Combat Information System. With help from Confed covert operations developers, ICIS has become much more like a 90's version of Clarke's "HAL 9000" and acts as the primary delivery device for the over-arching plot of "Shadow Force."

But, before using the main ICIS system, you may wish to view from the bridge over Cerberus' bow. With a simple mouse / keyboard driven interface, you are able to move about 'areas' on the Cerberus bridge (including the forward windows). From this vantage, you can see Cerberus' immediate status... moving, still, perhaps under attack if you don't act quickly enough.

There is a launch access door on the bridge that you can access for 'free-flight' around Cerberus at any time you are not in immediate danger. With simple commands (exploited in Team "Wingleader" mode) you can have Cerberus follow you, evade, stay, cloak, de-cloak, and fire. You can't really "go" anywhere without selecting a mission, but you should be given every opportunity to fly around and enjoy the massive beauty of your Assault Cruiser.

The bridge also contains the Steltek Chassis. While aboard Cerberus during the campaign, you will be able to inspect the Chassis and operate any of the crystals you find. If you find enough to make a complete crystal formation, you will see a change in the manipulation interface. Certain combinations of active crystals will cause the Cerberus craft to do things you may not have intended... all non-lethal, and all delivered to you via engine cut-sequence.

⁷ The upgraded "Battlezone" game features one of the best and most highly acclaimed interfaces presently on the market. It offers increased unit control, communication options, and all of the building / strategy / deployment cycle under one roof. "Battlezone" does allow a cursor-controlled interface in addition to the 'under reticule' one mentioned, making it firmer grounds for inspiration.

⁸ The key to making the 'smart cursor' work in this context is to ensure that the logical separation of exclusive commands (such as "guard" for friendlies and "attack" for enemies) is in place. Differentiating between friends and enemies as well as fighter and capital-ship will be our primary goals in creating the right 'cursor intelligence.'

Storytelling Mechanics :

The Cerberus' ship computer (ICIS2 System) is the primary movement and mission selection interface for the game. In that light, we have decided to make it the chief contributor to the storytelling mechanic. Using a mixture of audio sources, the new ICIS system runs briefings a bit differently from what you have seen in Prophecy. Since ICIS is pulling her data from the entirety of the Intelligence Services network, her situational analyses involve a structure very much akin to radio news broadcasting. And, with the realization of the briefing information with advanced briefing animations and camera movements, ICIS2 should be considerably more entertaining and deep than any other story delivery device within Wing Commander fiction.

As soon as your character engages the ICIS system, you will see the main game menu appear as the border around the primary 3D cinematic display area. There is a single option at the top ("Next Mission"), and all remaining standard options at the bottom margin : Restart / Options / Bookmarks / Main Menu / Quit. Choosing to "Restart" will query certainty and then launch a new game. The Options menu will bring up all of the possible game configuration choices. Bookmarks relays you to the save / load and history menu. Main Menu option will take you back to the auto-run menu (where you can choose to start multiplayer).

The cinematic display area will never be idle. Each area begins with a brief movement animation of Cerberus coming 'on-screen' from one corner or another. This brief animation is followed by looping camera movement around the Cerberus. As soon as you choose to run the "Next Mission," the cinematic area changes to show the next mission's briefing animation. "Next Mission" changes to read "Fly."

If you select "Fly" you are sent immediately to the flight line and are jettisoned via the Cerberus launch catapult. However, if the "Fly" option is not available, it is because you must select an area for Cerberus to move into.

You are ultimately in control of where the assault cruiser goes. Each time you want to fly a new mission, you could be asked to choose a 'direction' for Cerberus to travel. This gives us an opportunity to let ICIS fill you in on the details. ICIS will indicate what choices you have and what the possible ramifications may be. It is up to you what happens next.

When you select the Cerberus' trajectory, you will see a brief movement animation via the ICIS cinematic viewer. As soon as this animation is finished, you will be given a briefing as to what lies

immediately ahead. Normally, you are going to be encroaching on enemy territory, so there will be plenty of emergencies and scramble missions to fly.

So, if "Next Mission" takes you to the ICIS 'Choose Navigation Path' for Cerberus, the next option will be "Fly." You can choose to listen to ICIS information, or grab your pants' seat and head to the flight line. As with Prophecy, "Shadow Force" will be enhancing all of the briefing information with in-cockpit audio from the Cerberus commander. Where ICIS gives you most of the back-story (intel) and projected outcomes, Cerberus command outlines the objectives for each mission in one or two sentences. This should keep confusion on the battlefield to a minimum even for Rookie pilots.

As mentioned at the beginning of this document, you will be hearing much different levels of communication between the characters on your wing. Their battery of responses will be enhanced to cover much more deep, character-related issues. The possibility that two or more characters may launch into a particular discussion with one another, or perhaps change the way that they taunt... or offer more specific information when asked about status and mission objectives, makes these characters much more important to creating the necessary 'environment' for Wing Commander.

In the past, the characters have served to echo their full-motion video personalities while in the cockpit. Considering the restrictions on space that comes along with full motion video, the level of communications diversity has always been quite limited. However, with the removal of these restrictions, we can allow ourselves to indulge in the structuring of mutable characters possessing a much greater level of realism through greater diversity of response. Any means that we can use to get closer to the true essence of the 'Wing Commander fantasy' should be undertaken, especially when related to the importance of the comms structure and believable in-flight character responses.

Your wingmates and Cerberus will be in constant communication with you across every point of your mission, and will update you with respect to objective status and ship quality. Once your objectives and your mission are completed, you will be given an extra one or two sentence de-brief by Cerberus when you land. ICIS will provide an additional 'opening statement' when you fire up the main console again. This voice info will lead into the next mission on your given path.

You will see numerical debriefings in your cockpit as you land on Cerberus. The numbers (kill score / pilot rating) are very important to your fellow pilots, and they will make known how they feel about your kill scores. Additionally, Cerberus' two-sentence debrief will be based on both the mission quality and your ship status. Winning and being very 'battered' at the end could elicit a completely different response from Cerberus than Winning with a clean ship.

ENGINE CINEMATICS

The majority of the game story is going to be told through an engine-cinematic interface. The majority of these sequences will be scripted using interpreted code and will show planets, ship-exterior, and a wide variety of deep movement on the part of AI ships. Without having to calculate collisions during these sequences, we will better be able to deliver pin-point reproductions of engine sequences (even on the slowest machines supported).

This decidedly 'exterior' mode for storytelling is a perfect vessel for the "Big Brother" mood threading throughout the "Intelligence Services" mystique. You hear a variety of dark and brooding voices over the scenes of ships and planets. Your destiny is being decided by distant shadows. Their impersonal, absent regard for you and your wingmates made perfectly clear in every frame.

By now, it should be no secret that the quality of our engine cinematics could really push us beyond the farthest reaches of our competition. With the rest of the world investing in other storytelling methods (and continuing to use FMV and CGI sequences) we can take hold of engine cinematics, provide our artists and designers with the proper cinematic creation tool, and erase our competitor's ties to the bleeding edge.

POLY PILOTS

Using one of the in-game pilot cameras (F7 would be perfect), you will be able to look 'back' at your pilot character's face during combat. A picture-in-picture (option) will allow you to also see what your pilot sees in the forward view while you get to watch the simple polygonal male or female model rendered from the waist up, juking and dodging weapon blasts as you fly.

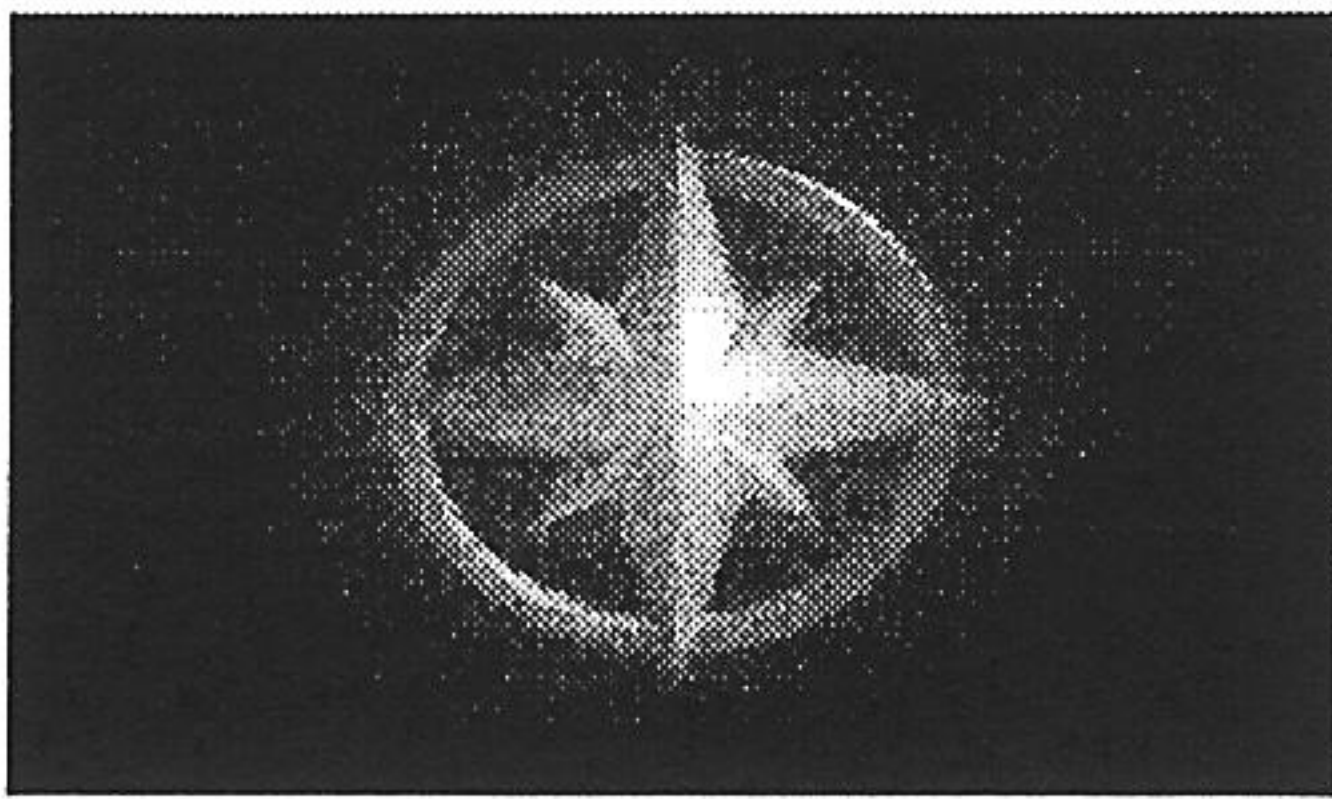
As mentioned, the models will be simple, but the textures should be plentiful. Being able to set your own character's appearance from a small set of possibilities is still excellent added value, the primary product

may ship with only four to six possible 'specific' appearances, and between two and four generic pilot bodies.

In addition to the engine sequences heavy with ships and planets, certain sequences may employ in-cockpit cameras. During non-combat moments, the engine could view the interior of the character's cockpit and garner much more personal character relationships as they develop in the theater of battle. Full motion video renderings of actors in flying spaceships can be very, very expensive. If we create the right level of character detail and enough unique textures, we will be able to use this valuable personality-building technique to enhance the in-cockpit story well beyond the boundaries of even the most expensive FMV effort.

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Single Player Mode Gameplay Enhancements *"Raising the Bar"*

Preservation and Expansion

*Introduction of the HUB System and MAPS
Introduction of "Secrets" and "Bosses"
Interfacing with the Steltek Chassis
Interaction with Wingmates and Cerberus
Combat Enhancements
AI Enhancements for Fighters and Capital Ships
Visual Enhancements and Special Effects
Audio System Enhancements and Audio Design*

Introduction of the HUB System :

When we offer a 'losing path' to players, we generally do a lot to signal that the player has made a mistake. This signaling generally leads to replaying of missions so that the player may keep from 'losing' the game. We have decided to remove the 'losing path' in favor of a much more user-friendly and replayable system of missions.

Basically, "Shadow Force" is broken down into mission 'cells' that are fit into branching trees within a central nexus or 'hub.' Although this greatly increases the number of missions that we will need to create in order to satisfy the expected length of a good playthrough, we feel that the availability of the missions and choices within the hub promises that players will re-play to visit missions they have not yet seen.

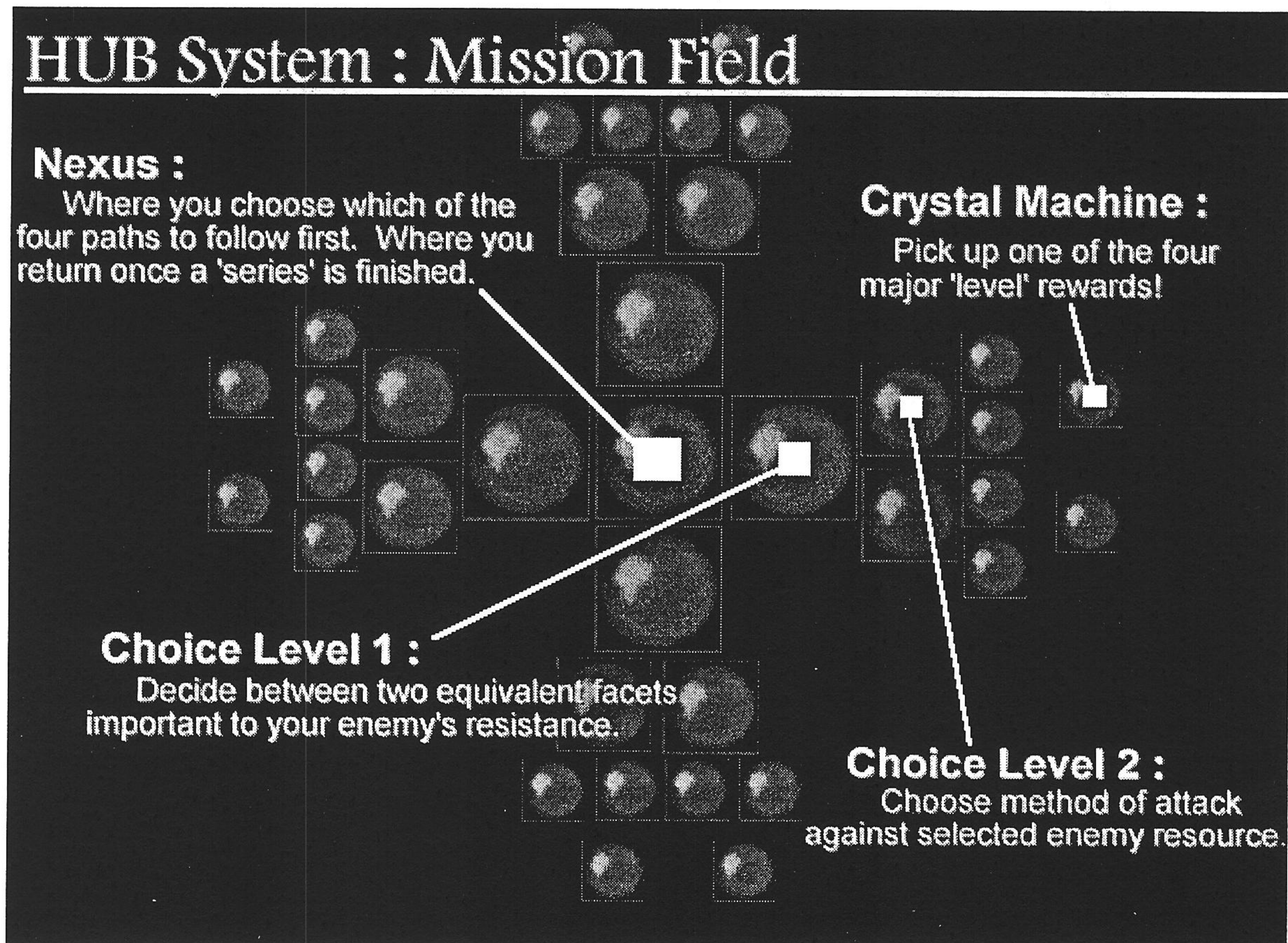
You first get to choose whether or not you go after crystal machines in Kilrathi space, or in Border Worlds territories. Once this choice is made, you will find yourself in the '00' or "Top Choice" mission for that hub. This is the nexus, or 'center' mission, that allows you to choose one of four possible paths. Each of the four cells branches into two-sub paths, which each have their own binary division before reaching a final mission that caps off the series.

When the game has begun, you are taken to the ICIS screen to make the Cerberus' first duty choice. This 3D menu shows the Cerberus craft and two possible trajectories: Kilrathi Space or Border Worlds. Make your selection with the mouse or joystick smart-cursor and watch a brief cinematic of the Cerberus' traveling.

Once you arrive at the "nexus" of the chosen HUB, ICIS will give you the 'situational analysis' with regard to enemy presence and possible crystal machine placement. Choose "more info" to get detailed Intel data on certain areas.

This 3D movement interface persists through the ICIS screen and you are given the choice of four paths within the HUB. In the foreground of the movement menu you will see the 3D Cerberus object in nebula-space surrounded by the area's unique environment. Use the cursor to select the Cerberus' next move and watch another cinematic.

If you have moved Cerberus into immediate danger, ICIS will "scramble" all Pilots and you will have to head out to the flight deck. If you have moved into a friendly area, you will be able to continue to explore ICIS information through the main interface.



The background of the 3D movement interface will bear the majority of the 'quick info' with regard to your immediate objectives. It will also display what of the HUB you have explored. Areas that you have not yet gone to will be "grayed-out." Those areas you cannot visit because you have completed an equivalent portion of the series will be "blackened-

out" and covered with a crystal-machine icon to indicate that you have earned your objective.

The key to the 'fun-factor' in this hub system is that you are guaranteed to end up on a path toward one of the necessary crystal machines. You get to choose between two unique, although geographically related areas to search in, and you're never going to be on the 'wrong' path.

Introduction of 'Secrets' and 'Bosses':

SECRETS

Each of the hub's individual missions is going to be made of several action spheres. In single-player mode, these action spheres will be related using the traditional "AUTOPILOT" feature. However, certain engagement areas will be populated with light-gates that allow you to travel to "secret" spheres very quickly. The AI will travel to these other spheres very quickly, too. This can make for 'chases' over action spheres... from gate to gate.

In multi-player modes, each of the individual mission areas represents (on average) an eight to sixteen-room mini-maze of light-gate relationships. These collections of gate-maps will form a 3D 'maze' providing each area a more distinct appearance.

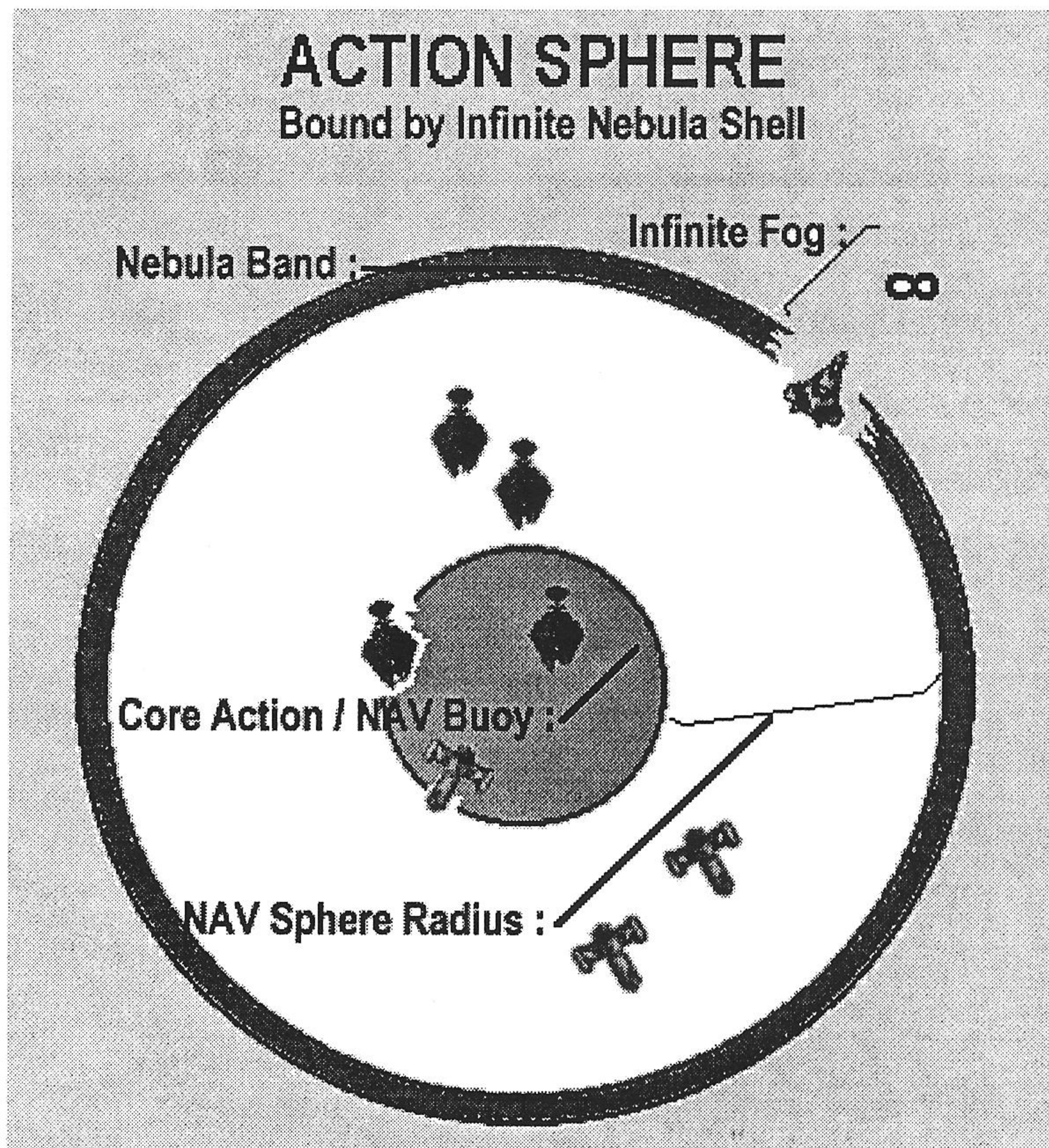
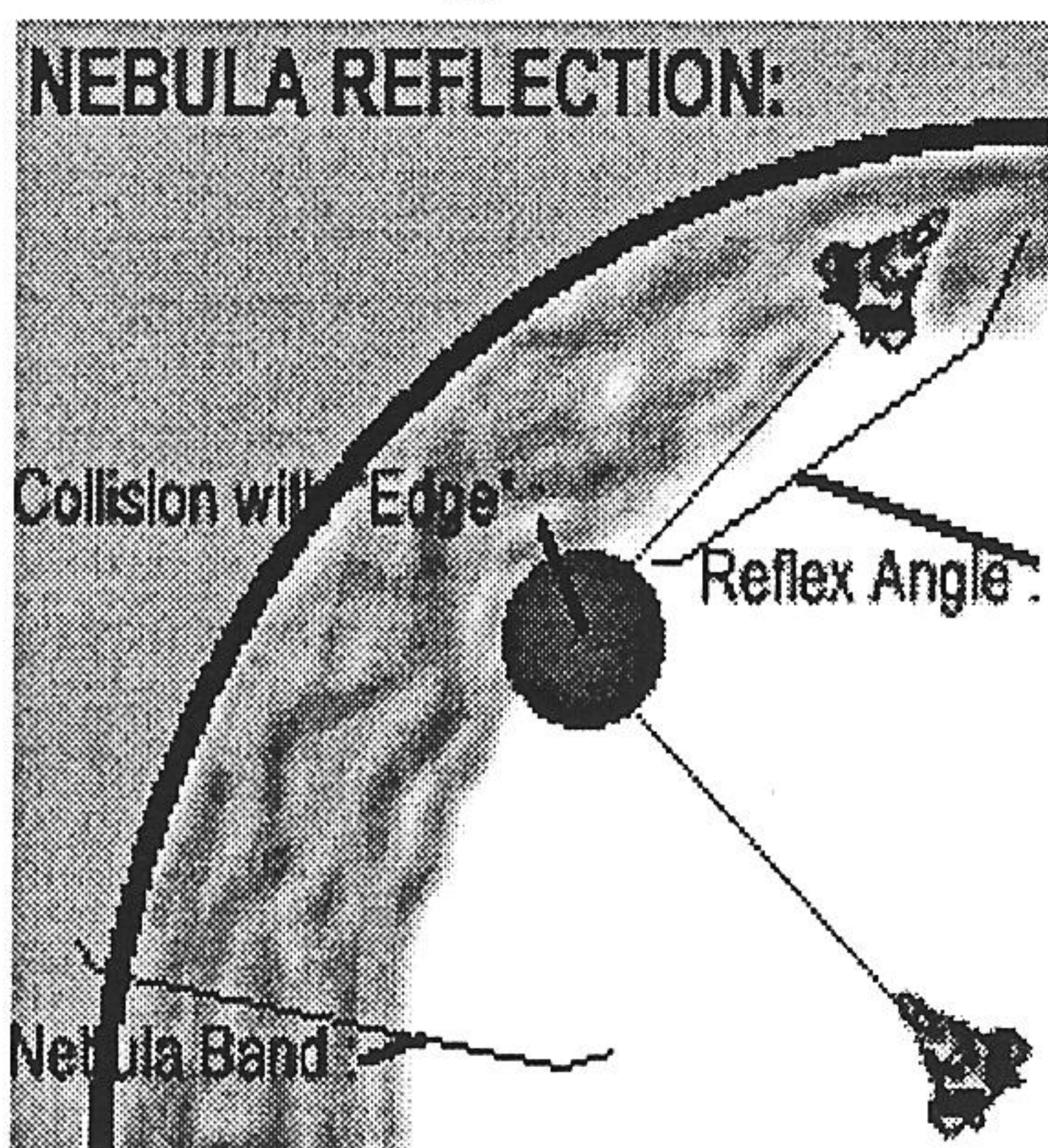
Certain light gates will be involved with asteroids, space stations, planetoids and other fixed space features. These specialized gates will provide you with a link to 'secret' areas of the mission map. You can benefit from these secret areas in significant ways. You may earn more story and new cinematic rewards, or you may be given additional weapons and ships.

It is quite possible to have secret gates hidden within features that you will have to destroy. Once destroyed, these features will reveal additional light-gates, too. This doesn't mean that you automatically get a powerup, it simply means that you have the option of going somewhere by yourself (taking a great risk) to see if you can earn more rewards.

To add to the light-gate maze solution for the delivery of 'secrets,' we will be adding a special functionality to our action spheres. Each NAV area will be bounded by a 'nebula.' The deeper you go into the nebula, the more "smoky" and (eventually) opaque your forward view becomes. Once completely within the nebula effect, your navigation info will

become fuzzy and unreliable. Only a single "Nav-buoy" ping message can penetrate the nebula (so you can find your way back).

The way that this works is quite simple, and translates what could be an annoying boundary for the player into a much more elegant 'illusion.' The player's ship object will eventually encounter the "edge" of the world. At this point, their forward velocity will be rectified to follow a 'bank' that leads deeper into the nebula ring.



Boundaries are going to exist, no matter what we do. Our job is to make certain that these boundaries do not manifest an annoyance to the player. At the most extreme level of success, we should be looking at a solution that provides considerably more tense and exciting 'challenge' mode games, as well as better control of the delivery of secrets for single player.

The actual "discovery" mechanic of this feature revolves around the use of a "SCAN" gun. Each Confed fighter is equipped with a 'scanner' gun which can be used in nebulae to search out powerup pieces and other secrets (including hidden light-gates). As it will be important to search for crystal machine pieces throughout the game, the "SCAN" gun will appear in both single and multi-player as an important tool.

Piloting a fighter to within a few clicks of a cargo box or enemy transport to 'identify' the object contents is a feature that brings the game action to a screeching halt. With a "SCAN" gun, we can allow players to

continue to fly while searching all kinds of objects. To aid in the player's understanding of what has been scanned and what objects are still awaiting scan, we will be changing the way that scanned objects appear on the player's forward view. When you scan an asteroid, for example, that asteroid will remain textured (opaque) until you have 100% scanner completion. Once the object is 'scanned' it will appear in wire-frame when viewed from the cockpit. Special powerups and other mission-related objectives will appear within the wire-framed parent objects.

BOSSSES

Each of the HUB levels is guarded by an end-level "Boss." All of the three primary HUBs has a unique "Boss," while the final HUB has (what can only be termed as) a "Super-Boss."

Continually lurking in the background of "Shadow Force" is the evil **Leviathan**. Human kind does not have the right to tamper with the Steltek "Synopticon" device. The **Leviathan** will make every effort to freeze your progress and block your path to the next objective. This adversary does not think you are much of a threat at first, and sends its smallest minion to erase you and steal the Steltek chassis. If you survive this encounter, your next objective will be answered by **Leviathan** with a more empowered BOSS... considerably larger and bearing much greater firepower.

In order to keep the Player comfortably aware of the over-arching plot, while not impeding the non-linear nature of the HUB stories, all of the BOSS elements will come into play as "level enders." This will provide for the player's path through the game to remain properly punctuated with a return to the "Leviathan / Steltek" plot and a juicy BOSS level full of dangerous and explosive gameplay.

Design of the level-ending bosses will continue along the lines of our exploration of 'alien' ship design for Prophecy: large capital or "BOSS" ships, moving parts, multiple components, and 'satellite' elements that break off of the main BOSS body to become autonomous adversaries. Ships like Prophecy's "Stingray" clusters and "Ray" fighter nodes are the right idea. We intend for better and more prevalent examples of these basics.

The "Super-Boss" that ends the game is an interesting departure from the level-ending design structure. The Final HUB is dedicated to preserving the Cerberus, the lives of your Confed friends and the destruction of the approaching **Leviathan** mother-ship. Your goal is to build the only weapon powerful enough to destroy this alien adversary using scattered pieces throughout the final HUB.

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Since the player is accustomed to the exploration and discovery cycle, the final HUB's use of continued searching and building should fit in quite nicely. At the **end** of the game (going into the final HUB), the "Synopticon" is complete and ready for testing. Everybody and their brother (from Pirates to Kilrathi to Bugs) is out to either take the device or your life!

Fighting off the myriad enemies and finding the pieces that will get the mother-ship off your back are the key fun-features of the last HUB. The "Super-Boss" that you face will involve a much greater level of integrated component pieces and 'autonomous fly-away' parts.

Interfacing with the Steltek Chassis :

Whether you decide to go after the secrets or not, you can always concentrate on gathering the necessary device pieces aboard Cerberus. At the end of every mission series, you qualify for a crystal machine. After beating all of the enemy odds against you, you will either 'take' a piece from your adversary, or be 'rewarded' with a piece by friendly elements that you are protecting. It is also quite possible that you will be looking for crystal machines in natural features and will get to enjoy blowing up big rocks in your search.

When possible, the responsibility of gathering the machine pieces will be given to the player in fun and explosive terms. However, many instances will require that we use game-engine cut-sequences to illustrate how a piece is turned over to the Cerberus commander by a protected friendly or pulled out of the clutches of a dead enemy.

In the end, a mission series will complete with your insertion of the new crystal machine into the Steltek Chassis aboard Cerberus. It is at this point that you might want to play with completed crystal formations and see if there are any visible effects on the Cerberus. (Cerberus' scientific systems are connected to the Steltek device through the ship's main data path. The device's status is monitored by CIS at every moment.

If you put four pieces together, you will have one completed crystal formation. Once you have a completed form, you can see the form aboard the Cerberus bridge by clicking on the device chassis. If you manipulate the crystals (by clicking on them) in the right order, you can get the device to issue a unique response. If you are successful, the game cuts to an exterior shot of Cerberus and the device's partial activation can be seen.

Nothing bad happens when you do this, of course. But, depending upon which of the mission series you decided to go after in this playthrough, you can get different results from crystal machine combinations. The fragment you get from the Kiranka Stronghold in combination with any of the other three pieces gives you a different 'cinematic' than the fragment you get from the Kiranka Toxins Lab⁹.

Interaction with Wingmates and Cerberus :

The development of radar-jamming technology will significantly impact the level of terror we will exact from players. Since the missions' primary objective is consistently revolving around exploration and discovery, the possibility of getting "jumped" en route to positions deep in the black fog is a very real threat. This means that your wings are going to have to operate much more tightly. Formations will take on a much greater importance.

You will be able to order your wings to make maneuvers with respect to both targetable objects and empty space. Scout Object, Scout forward (1000 clicks towards the area underneath your reticule), Hold (at current position), Form Echelon, Form Line-Abreast, Form Pyramid, Escort Object, and Shut Down will be added to your individual pilot communication list. Use these commands whenever preparing for combat and traveling between action spheres to create your wing's tactical profile.

Cerberus' movement can be handled in much the same way, but it is not advisable. Cerberus Command is not interested in your monkeyshines.

Combat Enhancements :

New Weapons and abilities are key to keeping the traditional Wing Commander audience coming back. Honestly, this is the key to making the design, programming and art staff happy, too. However, new weapons and abilities alone are not going to bridge the gap that we perceive that exists between the harder-core Wing Commander gamers and the casual gamer constituent.

⁹ *We believe that allowing the player to build his or her own machine aboard Cerberus and get different rewards for different modes of collection ultimately serves to enhance the sense of value in the base ship.*

The combat in "Shadow Force" will need to be re-tooled in order to reach the more casual player. Additive features such as the "Chase cam" default, automatic gun-tracking, and 'smart' missile lock represent our first steps towards a more accessible Wing Commander.



The "F5" view in Wing Commander is the (mostly use-less) chase-camera view. It allows players to see their craft in action complete with moving pods, afterburn cones and point-lighting effects that really bring out the fun-factor of flying such cool craft.

Unfortunately, without the forward target reticule, radar display, the ITTS tracking diamond and missile lock animations, this view is pretty useless. But, even if we add these features to this view, we still have the problem of user-friendliness considering the fact that the player will still be required to line his nose up on the 'lead' position for his moving target. This is hard enough in the POV camera... worsened considerably by the change in perspective to the F5 view.

To get around this, we will be reintroducing the auto-tracking feature¹⁰. Pilots of any skill level will be able to turn on "auto gun tracking" in their options menu and subsequently benefit from AI gun tracking on every craft, in every single-player mission. A portion (roughly 30% of the forward screen) will be encircled with the auto-tracking reticule. As long as your targeted enemy is within that circle, auto-gun tracking will train your firepower with a high level of precision.

Continuing with combat enhancements in general (read: for real Wing Commanders), we have come to several important conclusions. Weapons advancement in the Mission Disk has shown us that rapid-fire, high damage weapons are a lot of fun to use. Big secret, right? We anticipate that "Shadow Force" will represent a much tighter grip on what 'bad-ass' weapons are all about. We're going to continue to search to develop the most explosive rapid-fire cannons possible. But, in the meantime, we'll be adding fully-realized electric discharge and 'stream'

¹⁰ EIDOS' landmark game "Tomb Raider" features an extensive auto-tracking interface which allows players to concentrate on the beauty of their surroundings and the realism of the game object they are manipulating. The 'behind Laura' view in this title forms the basis of our interest in exploring Wing Commander's F5 camera.

weapons that deal incredible amounts of damage and *track* a locked enemy as long as they are in range and as long as the weapons' massive power supplies have not been expended.

By 'discharge' weapons, we're talking about effects reminiscent of classic *phaser* guns where deadly strands of electricity appear to be attached between the objects. Stream weapons are similar, but involve the "spraying" of particles (acids, radio-active shrapnel, etc.) along a connected line between your craft and your 'locked' target.

The impact and dispersal of these particles would be the key effect. You would, essentially, be driving a high-pressure acid fire-hose through your enemy's armor. The additive factor of vector application is another nice touch. A high-pressure spray at close range can knock a small ship drastically off course!

The "Leech" missile and cannon are on their way back, but both in 'temporary' doses. The "Leech" will allow one player to temporarily immobilize her enemy. The victim can quickly re-distribute power to the engines and use TAB to 'pump' afterburners back to life. This can buy several seconds and maybe your life in multi-player Challenge mode.

Another older weapon is making a comeback. The "Tractor Beam" is essentially an electric tow-cable that a pilot can use to haul other objects around... even if they don't want to be hauled around. In Challenge mode, the Tractor Beam can be a deadly and humiliating quick-kill weapon for heavier fighters. The Shrike, for example, will have a very powerful 'tractor' capability and could snag you in a lighter fighter and swing you into an asteroid, causing you to blow up in a huge ball of burning fuel.

A specialized 'tractor vector' interface will appear from the gun-site on your forward view. Much like a radial golf-swing power indicator, the tractor-vector meter shows you just how much 'sling power' you're going to get. Release at just the right moment, and the tractored craft will fly directly in front of you, trained down the site of your gun reticule.

Support for Force-Feedback joysticks in both roles illustrated above could really make the difference in terms of jaw-dropping impact. Weapons such as discharge, stream, and tractor beam (with ships resisting your beam attack) can really 'define' the role of Force-Feedback in this genre. In addition to the afterburn and directional-impact effects, the special effects and Force-Feedback will combine into a show-stopping suite.

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Large salvo delivery systems (building on the 'Swarm' principle) will be added to heavy craft. Torpedo salvos for capital ship destruction as well as humongous packs of seeking rockets could clean out fighter cover very quickly.

Specialized long-range missiles interface with the pilot via POV. Hold down a single key in conjunction with joystick movements and direct the missile's trajectory. As soon as you fire these 'RC' missiles, a picture-in-picture display appears on your HUD. With very little adjustment, the player can 'pilot' the missile around planetoids, through Capital ship defenses and right into sensitive areas or key fighter targets.

Heavier intercept craft in "Shadow Force" may be upgraded to bear "ramming-spikes" and boosters (similar to the WASP). With a simple missile-lock interface, your selected ordnance (in this case "RAM BOOSTER") will ignite and 'shoot' your craft head-long into your foe. The effect is similar to the early *Star Trek* movies' "warp" sequences in that it will show your craft 'beaming' forward into your adversary right before you are zipped to your new position. Although this can do a severe amount of damage to the aggressor, the victim is generally crippled in the process... making the weapon an elegant 'sacrifice move' for desperate pilots.

Finally, Electronic Counter Measures will take on a new form: Pilots will be able to use the 'decoy' key to arc all of their shield defenses together at once. Simply put, we're making it so that the player can turn on a super-shield to fend off incoming missiles... and exact 'kamikaze' style damage on enemy ships. The new ECM will drain gun power considerably and will probably be hard to use in multi-player fire-fights, until the pilot gains an excess of battery power.

AI Enhancements for Fighters and Cap-Ships:

One of the chief enhancements that "Shadow Force" offers in terms of fighter AI deals with 'self-preservation.' Because of the inclusion of a more map-like environment for missions, the "losers" in any engagement will try to head away and escape (by getting more than one full action sphere away from the player).

As enemy fighters flee from you, they will cry out to other enemy craft to help them. With a much deeper battery of responses, the enemy will know *who* is tailing them, how badly damaged they are, and the likelihood that a friend of theirs will help out. AI will know when they are the 'last' of their side in a fight to the death.

Continued depth of communication on the part of your wingmates will indicate their relationship with their selected targets. Their taunts will change as they get closer and closer to victory. When they are on the 'last living' enemy, their taunts will change again. Communication between friendlies that are not directly engaged with the final enemy (or enemies) will begin considering their victory and may converse about ship status, objective status or related issues. Areas of the game will react dynamically to the changing battle. 'Bravo Wing' communication and secondary channel between Bravo Leader, Bravo 1, Alpha 2 and Cerberus provide this depth of context.

At the conclusion of the mission, Bravo Wing will evaluate themselves and have a brief exchange regarding their perspectives on the mission quality. This quality will change from mission to mission because it is directly related to the amount of damage taken and inflicted by the AI pilot during the sortie.

On the Enemy side, AI will do their very best to protect one-another. They won't make a habit out of running (although it will happen), and will often meet you with a great deal of courage and skill. You will be able to hear their battle tactics as the engagements proceed. And, although they will not be referring to your wing by proper names, they will have an idea of which ship they are attacking. This 'typing' dimension added to enemy comms should be minimal space impact, but should yield a much deeper connection between the enemy's *motives* and the player's objectives.

The idea that AI will audibly try to protect one-another on the enemy side also applies to Capital ships. In addition to ferociously defending one another, the fighter craft will orbit their capital vessels and strike only within a given distance.

However, the fighter escort is not always necessary for the capital ships' survival. "Shadow Force" will improve the capital ship pilot's ability to track and attack its counterparts. This means that the use of long-range beam weapons, torpedoes and faster evasive maneuvers will be pretty thick in "Shadow Force."

Capital ships will be able to work together in terms of defense and out-right brawling. Flanking and crossing maneuvers will be applied to twin ships operating against the player's home base. Combined enemy capital ship firepower can be quite devastating. Nothing we'd recommend to the leisure-minded pilot.

To aid in the design of this and subsequent games, the Design team will be given the added AI power of "*Capital Ships Complement*". Each of the capital ship vessels will have a complement of spacecraft that can be launched in any combination at any time. However, the AI is responsible for automatically spawning these ships to defend itself. Generally, the AI will be concerned with keeping you busy as it heads for a light-gate or jump point. This will mean that a single running cap-ship may not always launch all of its fighters. However, cap-ships working together may deliver a combination of fighter types to keep you very, VERY busy.

Visual Enhancements and Special Effects :

COMPONENT ENHANCEMENTS

A greater number of extremely large moving components on capital ships will be one of the first things that you notice in "Shadow Force." Most of the more interesting (and lethal) parts of large space installations and capital ships could end up in motion in many different ways. Since these structures will serve as the key components of 'environments' within action spheres, their motion could allow for an intense level of play-depth in, and around them.

DAMAGE MESHES

The destruction of these new moving pieces is going to be considerably more rewarding than it has been thus far. Component parts will support greater particle-system effects (such as spouts of flame and smoke). And, when the entire ship goes down, we will use a combination of smoke, fog and particle effects atop shockwave and shock 'sphere' (with textures) animations. When it all clears, both the component pieces and the main mesh body will have been replaced with fully realized damage appearances.

BEAM + "SPRAY" WEAPONS

On-the-fly mesh creation will allow for beam weapon effects (including 'tractor') to be combined with light 'particle' effects. As if material were boiling from the core of the beam weapon. Additive lighting will reflect on nearby ships and cockpit struts.

EXPLOSION ENHANCEMENTS

Explosions will be enhanced considerably. The moving shockwave will take on much more rich animation in addition to 'vector' impact on nearby vessels. Light will be added to the main effect, along with light 'shafts' appearing from the main explosion core.

SMOKE TRAILS

Damaged ships will trail much more than 'sparks' in "Shadow Force." When ships are damaged to the point that they are losing fuel, or burning oil, the engines will leave long trails of black and gray smoke.

Additionally, the smoke trails behind the missile objects will be enhanced using a combination of better sprite animations and particle system. Application of a particle fountain could make the missile smoke trails appear considerably more unique and realistic.

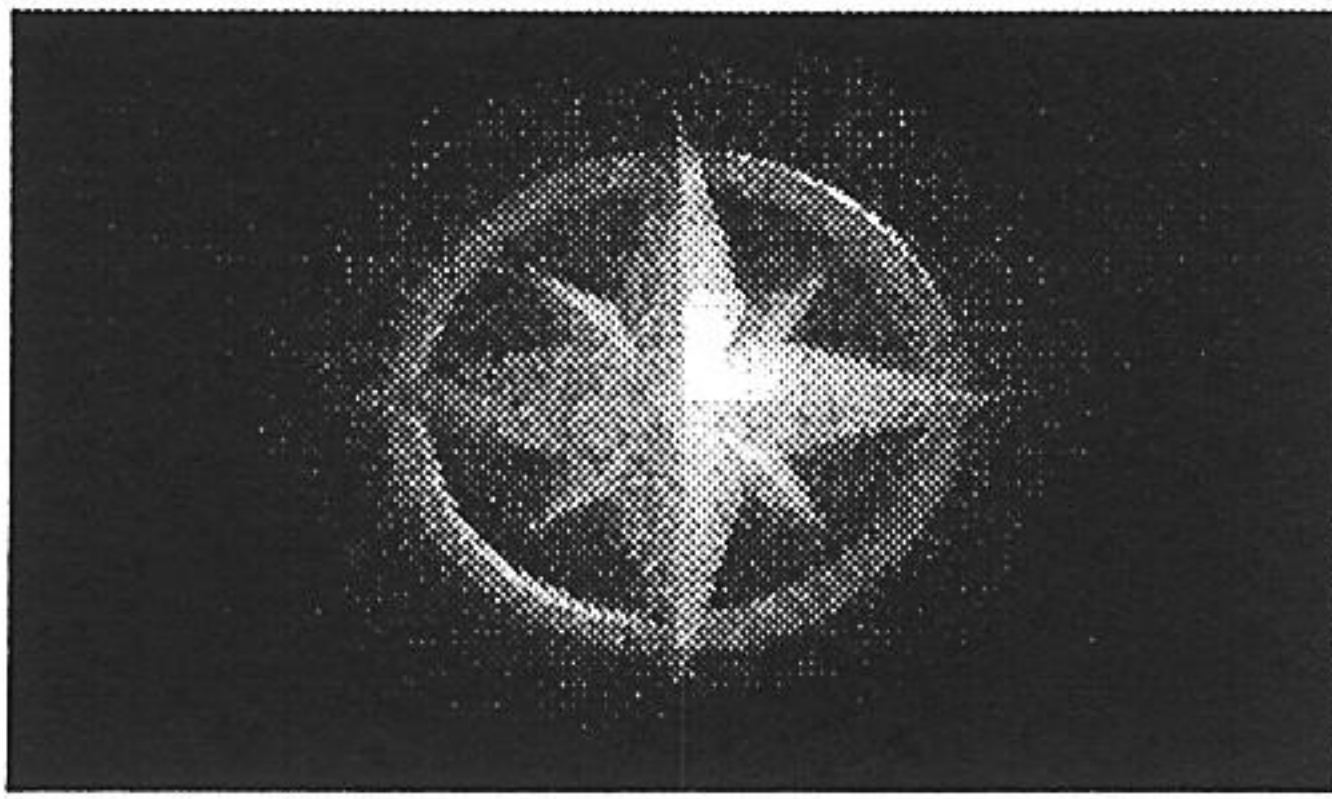
Sound Enhancements

Sound has been considered more of a functional necessity in the past. It was present, it relayed the information that needed to be delivered, but seemed to lack an internal atmosphere. Think of driving in your car, as you run over a speed bump the dash rattles, the knob on the radio clacks, the keys jingle. In much the same way the cockpit of your ship should have those immediate sonic cues which let you know what is inside your spacecraft and what is outside.

For the first time, true aural ship environments will be designed. When engines are on and combat is close the ship will respond with more than just the blazing sounds of burning plasma and streaming acid. You will also hear the body of the ship react to radical maneuvers and the sickly sputter of an engine burnout. Alternately, when the engines are off and you await the arrival of the enemy you'll hear the creaks of the hull, the pumping rush of the life support system, the electrical hum of systems on standby. You'll feel the claustrophobic environment of your ship's cockpit, and become intimately aware of how your ship is holding up. Not just by gauges, but (like any true pilot) by the way your ship "talks" to you.

With the exploration of the possibilities of the revamped Direct Sound3d API's in the latest rev of DirectX6 we should be able to deliver true 360° positional audio. On the fly doppler effects as a bogie screams past you should cause the player to instinctively move their head to one side as they try and dodge a possible collision. This is one of the dramatic possibilities that true 3d audio allows.

The enhanced comm system in combination with a true sense of aural space should serve to provide the player with a deeper Wing Commander experience.



Multi-Player Mode

Joining the Death Squad

"Team Storytelling"

Stealing From Ourselves

*Exploiting the Wing Commander Fantasy
Quick Setup / Host and Join / Pilots
Challenge! Mode
Gauntlet! Mode
Wing! Mode*

Exploring the Wing Commander Fantasy :

As mentioned at the outset of the document, the notions central to the success of the Wing Commander experience are built around successful realization of "teammates." Characters who come to life and impact the story context in very important ways. Since the Multi-player modes can offer the absolute maximum in character realism (since the participants are 'people'), we have decided to explore the extremes of the Wing Commander experience in our methods of building these playscapes.

All three modes have been constructed from a central focus on team mechanics. Challenge mode is geared for team competition but will support 'rogue' play where desired. Gauntlet is also team competition (2 teams), but excellent for two-players to compete in terms of kill score. The team focus is most obvious in the Wing mode of play, however, given that the two teams are faced with exploring, fighting, building and navigating through a maze of light-gates.

The multiplayer design of "Shadow Force" impresses on the player how important their team-mates are. Considering that the action will be consistently fast and deadly, being able to 'cover' your buddies can really impact your team rating and individual pilot stats. Since the majority of the powerup and 'crystal machine' objectives will be placed well within natural features of the maps, player teams will most likely develop 'action tactics' similar to sports plays to become more competitive on the Internet stage.

Quick Setup / Host + Join / Pilots :

Choose the "Multiplayer" option from the main menu and go immediately to the 'connection type' setup screen. "Shadow Force" will query to find out how you want to connect (via choice-menu), and then

whisk you to the games screen. At the 'games screen' you will see all of the published games available via your connection. Choose to 'join' any of the games by clicking on the game icon. Select 'Join' to submit your pilot to the game roster and wait for the other players.

The speed of the connection between you and your hosts will appear on the icon you see on the published games screen. Green / Yellow / Red network icons are braced immediately by numeric values showing the speed of the given connection and should adequately indicate problems with lag time. A 'green' game will flow fastest on your system. A 'red' game will be the slowest (with respect to other games). The numeric value will give you a raw 'ping' score that you can use to judge against other multiplayer engagements over time. The green / yellow / red designations are done with respect to one another so that you might choose the 'fastest game available' and not necessarily the fastest game you've ever connected to.

The game setup screen will allow you to do several other things. You can, of course, host and publish a game (but we'll get to that in a second). You can view your pilot and team statistics, choose a new team name, team icon, team members and view team member pilot data.

A note on teams and team play : When you are attempting to 'join' a game involving players who are not on your pilot's designated "team," your pilot will still retain his or her team identity (shown on the in-games score board, setup screen and debriefing screen). The team stats (such as effectiveness rating and kills score) will not be enhanced by your 'solo' exploits. In order to advance your team rating, you will need to play with at least one other member of your designated team.

The pilot creation system will allow for the iconization, naming and populating of any new team. Location data will also be stored in these pilot files to help you find your teammates when you want to play. If supported with your net connection, you will be able to 'page' 'e-mail' or 'modem' your partners when the gauntlet is thrown.

When you're feeling particularly deadly (or have just gotten your team geared up for battle), you can choose to 'host' a game. Click the "Host" button and travel to the game setup screen. It is at this point that you will be able to choose the game type, the environment (where applicable), and all necessary options.

A "Host" can still modify pilot and team data using the 'Pilot' button (same as on previous screens). However, most of the interface is devoted to constructing the game parameters.

Choose to host a "Challenge!" mode game, a "Gauntlet!" or a "Wing" mode engagement. Each mode will have very similar options. All options will appear on this one screen, and options unavailable in one mode (such as "time limit") will be grayed out or the 'button' will animate to replace the text with an appropriate option.

Here are the possible options for all games:

<i>Game Option Name</i>	<i>Configuration Levels</i>	<i>Options Description and Effects</i>
POWERUPS	ON/OFF	When powerups are turned "off" the game will supply a refuel ship.
ASTEROIDS	ON/OFF	One asteroid belt in the sector will be activated. More than one belt may be too costly frame-wise.
MISSILES	ON/OFF	Without "missiles" the players have only their main guns with which to fight.
FRIENDLY FIRE	ON/OFF	Turn "off" friendly fire to keep bullets from doing damage to your teammates.
RADAR	Infinite / Long / Medium / Short / Off	Configure the radar to see only what you want. The shorter the radar, the more you'll depend on your vision to pick up new targets. Also, without Radar, missiles (except for dumbfires) will be useless.
REGEN	Off / 2 - 5 / 10 - 50 / Infinite	Set the number of times you want a given player to be able to return to life after being killed.
TIME LIMIT	Off / 30 sec - 60 min	Set the total time for your game. Without a time limit, without a Regen limit and without any other specific mission restriction, your multiplayer game can last for as long as your computer can stand it.

Challenge! Mode :

This can best be understood as an evolutionary step beyond the standard 'deathmatch' mode afforded by the majority of our competitor's titles. We are going to be able to add an element of team-oriented competition that will turn the flavor of "Shadow Force" multiplayer more toward the Diablo model in terms of the fun-factor. Players will be encouraged to 'enlist' with a team by the manner in which the "Shadow Force" multiplayer Challenge Mode is set up. Of course, single players can join competition against teams, but they will probably get dusted in a matter of seconds.

Choosing the 'Challenge!' mode will bring up the main play options including the host name, the name of the game (if different from the default "So-and-so's game"), and all of the currently selected options. The pilots appear on-screen along with their selected craft. An

abbreviated set of statistics is shown along-side each of the participant's icon as it is viewed on all connected players' screens.

As soon as the host is ready to start the game (even if there are no other players connected), all of the visible ship icons (again, as with all "Shadow Force" screens, the items and options are represented as 3D objects), flow quickly into a waiting wormhole (central to the screen design... a large ring that appears to enter the forward view by moving from 'behind' the main camera to deep into the menu).

Dependent upon the options selected, a "Challenge!" mode game can be played for kills, time, or powerups. Two to MAX number of players can compete for kills against one another individually or in teams (aided by the possibility of garnering powerful new weapons via 'power-ups'), compete for a 'single-kill' time-oriented goal (where one pilot tries to out-live the other), or try to score the highest number of power-up points.

Gauntlet! Mode :

Gauntlet! Is the most simplistic mode of play available in multi-player mode, and is the closest representation of the single-player Wing Commander experience we have all come to enjoy. Simply put, Gauntlet! Mode is you and your friends against a sea of troubles : aliens, Kilrathi or pirates in Confed ships.

Two teams can be chosen between four or more players that want to compete for kills against one another. The aliens are still the focus of the game score (no score awarded for killing humans in this mode), but the team with the most alien kills will gain victory in the end.

Powerups can make this an infinite gaming experience for the single team that wishes to see 'how far' they can get. In all cases, the Gauntlet! Mode represents a linear mission path with a very limited story. ICIS is present and gives details as to which "level" you have reached, and provides basic fiction for the continuation of the battle against the aliens.

The most significant statistic that a pilot can gain from playing Gauntlet! Mode games is the 'teamwork' stat. For assisting in kills, providing adequate 'cover,' and being an all-together good pilot, players can increase their value when trying to join with other teams on the 'net. Players with high kills scores may not be as attractive to a host putting together a "Gauntlet!" mode game when compared against pilots who have very high 'team' ratings. Good teamwork can mean a chance to

unlock one of the many secret goodies at the end of a given enemy series.

Simply put, the "Gauntlet!" mode is our answer to story-based campaign multiplayer. Since we will best be able to provide the Wing Commander experience in these more linear terms, the "Gauntlet!" stands as the best solution to getting WC pilots to work together in support of the major fantasy tenets that make our game so cool. Buddies... flying around together, depending on each other, building on a collective lethality.

Wing! Mode:

The height of Wing Commander "Shadow Force" multiplayer development is the "Wing!" mode involving two teams of humans (two to MAX players, total) pitted against one another on either side of a sea of powerups. As a vast expansion to the 'light-gate' maneuvering in single-player, the "Wing!" mode offers multiplayer teams an immense light-gate map that they must search within.

Current design has set the scope of the light-gate maps for "Wing!" mode at 16 total 'cells' (or rooms, for that matter), in addition to a four-NAV path of linear movement for each team's Assault Cruiser.

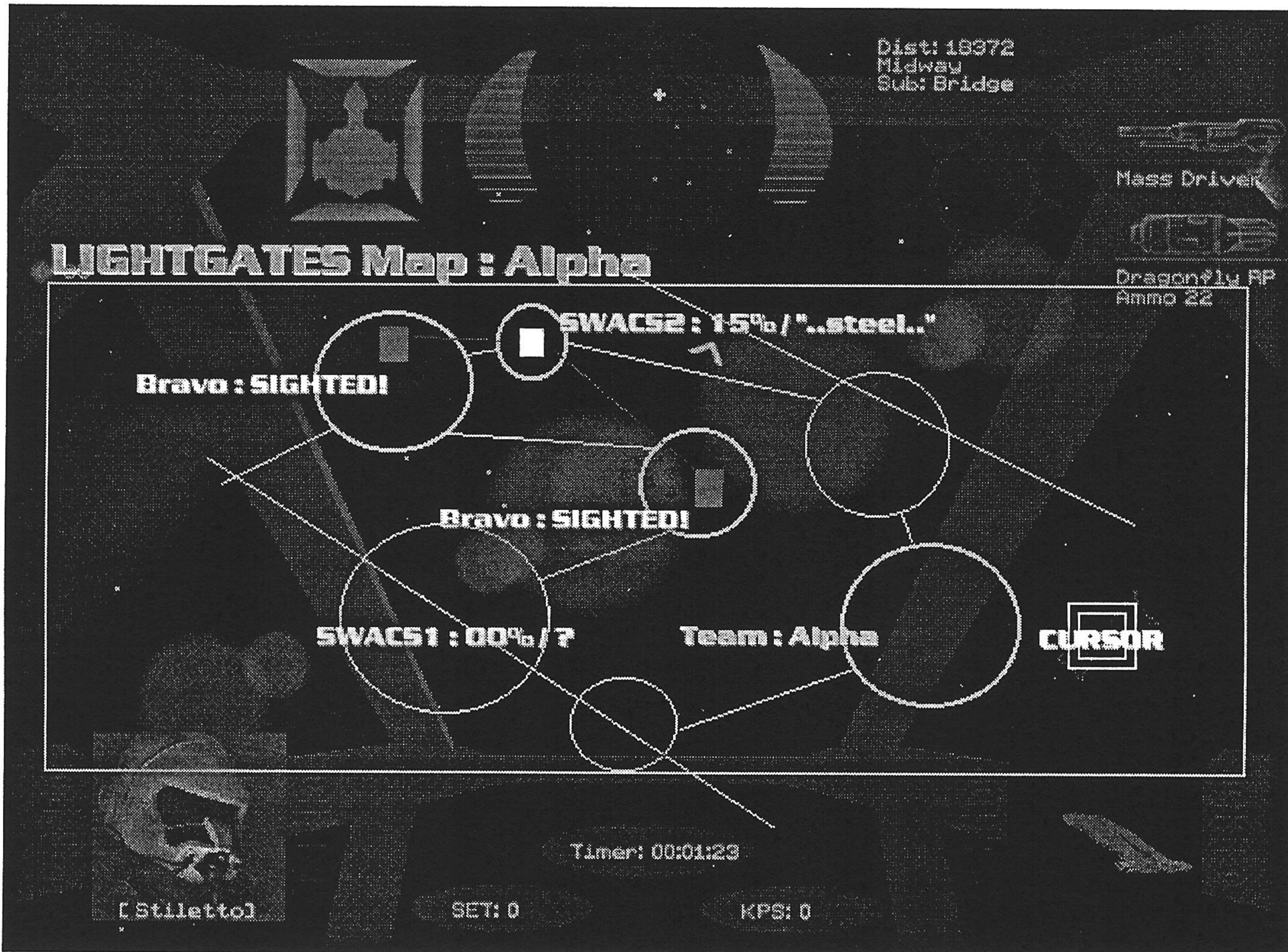
The purpose of "Wing!" mode is to gather as many offensive and defensive powerups as you can from the light-gate map, return them to your Assault Cruiser and then take your newly constructed cruiser into battle against your enemy's team. Players will each be assigned one SWACS craft that they can deploy to uncharted areas of the light-gate map. Over time, the SWACS will report (within a visible degree of certainty) which powerup type exists in a given action area, and whether or not the enemy team has been cited.

Players will use the SWACS information to their advantage... regarding their immediate building strategy (for powerups aboard the Assault cruiser) and with regard to the movement of the enemy team. Kills are still crucial to survival in this mode, but they involve a great deal more strategy and considerably more 'teamwork' when viewed in contrast to the "Challenge!" mode games.

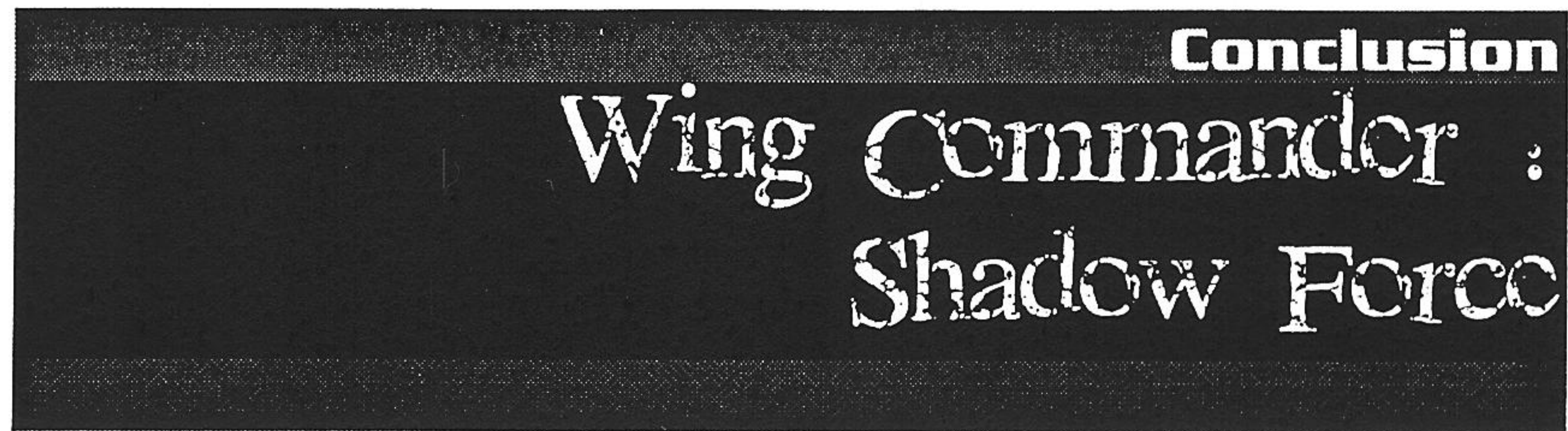
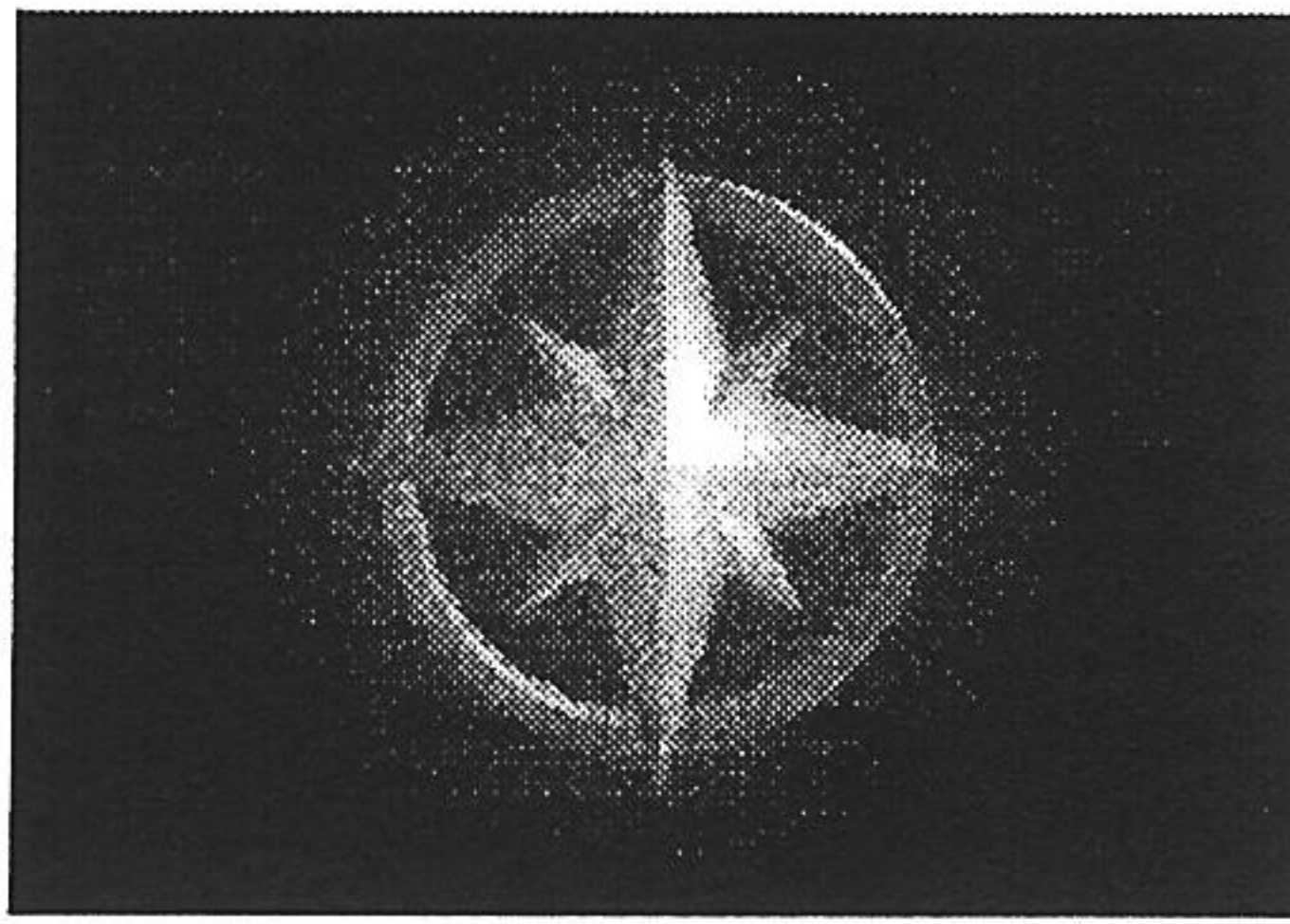
The issues of combinant strategy appear most prevalent in this mode. The combinations of powerups for defense and offense aboard your Assault Cruiser can be wildly different depending upon which devices your SWACS team discovers first. ALL POWERUPS ARE USEFUL! ALL

POWERUPS COMBINE! But, not all powerups combine to make the most devastating weapons.

Expert teams will learn the best methods of deploying SWACS and the quickest routes to the most powerful crystal machine combinations.



Above : Light-gates maneuvering interface for AI pilots. Point and Click interface to reveal 'comm' options with all friendlies... including SWACS.



Approaching Our Foundation

Our Plan Of Attack

Revealing the Wing Commander Experience:

By concentrating on the strengths of the existing Wing Commander gameplay, and enhancing the player's depth of interface with our new story should make a devastating impact on the space combat genre. The ease of use behind the cinematic menu interface should provide a consistent immersive playscape while free-roaming story-based missions promote the best traditions of Wing Commander.

Reintroducing the world's best space combat game is well within our means. Redefining the legendary fun-factor of Wing Commander is our ultimate goal.

We look forward to the construction of a large, non-linear, modular playscape. A 'toy' in the pure sense, nothing more.

A way for players to make their own fun from the world's greatest collection of space-action data. A visceral, cinematic experience.

Appendix A: Powerups

Draft Powerups Listing

Customizable Death

Present Powerups List :

Depending upon the fruits of our technology, a number of power up items could change. This is the present list that we are shooting for in terms of all multiplayer modes:

Category	Specific PU:	Action:	If Active:	In-World Period:	Active Period:	Icon Desc:
GUNS	Lasers	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Mass Drivers	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Tachyon Guns	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Plasma Gun	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Ion Cannon	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Grenade Gatling Gun	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Gatling Gun Ammo	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
GUNS	Particle Gun	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
MISSILES	Dumbfire	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Image Rec	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heat Seeker	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Friend or Foe	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Leech Missile	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Mine	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Rocket Pods	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.

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MISSILES	Swarmer Pods	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Tracker	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Anti-Radiation missile	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Light Torpedo	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heavy Torpedo	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heavy Nuke	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
POWERPLANT	Shield Freeze 50%	While active, will not allow shield strength to drop below 50%	Player flies through appearance unaffected if "freeze" is still active.	Between 30 and 60 seconds (random)	:60 seconds	Special "shield" icon with 50 written on it.
POWERPLANT	Shield Freeze 100%	Will not allow shield strength to drop below 100%	Set to "run through" if player already has it active.	Between 10 and 30 seconds (random)	:30 seconds	Special "shield" icon with 100 written on it.
POWERPLANT	Gun Pool Freeze 100%	Will not allow gun strength to drop below 100%	Set to "run through" if already active.	Between 30 and 60 seconds.	:60 seconds	Special "gun" icon with Saturn Rings.
POWERPLANT	Afterburn Fuel	Returns afterburn fuel well to 100%	If afterburn at > 85%, player set to "run through" icon.	Between 60 and 120 seconds.	Immediate	Fuel tanks icon.
SPECIAL	FLAG	Adds the opponent's team "flag" to your ship	One flag per scoring turn	Infinite	Infinite	Special Confed logo variation with FLAG attachment
SPECIAL	Leech Gun	Adds special "leech" gun to player's gun list.	If already have, player 'runs through.'	Between :30 and :60	Infinite	Special "gun" icon with Saturn rings or "lightning bolt"
SPECIAL	Cloaking Gun	Adds special "cloaking" gun to player's gun list.	If already have, player 'runs through.'	Between :30 and :60	Infinite	Special "gun" icon with Dark Ring around it.
SPECIAL	Repair Shield	Raises shield strength to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
SPECIAL	Repair Armor	Raises armor level to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
SPECIAL	Repair All	Raises armor level to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
MORE SPECIAL	Persistent Missile	Increases the amount of time that a missile will search for a target. Best against	Player runs through if already active	Between :60 and :120	Infinite	Missile Icon with "watch" artwork added

		intelligent chaff or other spoof devices				
MORE SPECIAL	Phantom Salvo	Six (6) FOF missiles leave the player's wing immediately upon hitting this powerup.	Can't get another one of these while the first salvo is firing.	Between :30 and :60	Immediate	Missile Icon with "death" artwork added.
MORE SPECIAL	Rookie Bullets	All player's gunfire leans towards his target's ITTS circle.	Player runs through if active	Between :60 and :120	:60 seconds	Gun icon with crosshairs art added.
MORE SPECIAL	Double Fire	All of the player's bullets are doubled!	Runs through if active.	Between :30 and :60	:30 seconds	Gun icon with exclamation points!!!!
MORE SPECIAL	Max Power	Player's power distribution goes to 100% for all systems	Runs through if active	Between :60 and :120	:60 seconds	Battery with exclamation points!!!
MORE SPECIAL	ITTS Jammers	While active, other player's ITTS will be (very) incorrect when targeting you.	Runs through if active	Between :60 and :120	:60 seconds	Crosshairs with big red X on them.
MORE SPECIAL	Fuse Gun	When you score a hit with this gun active, all of the missiles on your victim's ship begin a countdown to exploding.	Runs through if active.	Between :30 and :60	Immediate / one shot	Gun Icon and Missile Icon merged.
MORE SPECIAL	Pool Zap	Each hit you score with this active will drain your opponent of gun power by 5% each shot.	Run through if active	Between :60 and :120	:30 seconds	Battery / Gun icons merged with red XX's
MORE SPECIAL	Eject Gun	Score an armor hit while this powerup is active and your victim will be forced to eject.	Run through if active.	Between :30 and :60	:30 seconds	Eject pod icon.
MORE SPECIAL	"Sucked Into Space" Gun	Score an armor hit while active and your victim is sucked into space without an eject pod.	Run through if active.	Between :30 and :60	:30 seconds	Eject pod with "death" icon added
MORE SPECIAL	Trade Damage Gun	Shoot while this is active and you "trade damage" (shield and armor levels) with your target.	Run through if active.	Between :60 and :120	:30 seconds	Special "gun" icon
MORE SPECIAL	Reflex Chaff	All chaff now sends spoofed missiles back to their original owners.	Run through if active.	Between :60 and :120	Infinite	Special "chaff" icon.
MORE SPECIAL	Sensor Feed-back missile	Sensor feedback screws up all systems. ITTS goes crazy, missile lock halts, horrible sounds of static and feedback... all for several sec.	Run through if active.	Between :60 and :120	One-shot item	Special "missile" icon.
MORE SPECIAL	Siphon Missile	Over 10 seconds, this missile removes 30% of	Run through if active.	Between :30 and :60	One-shot item	Special Missile and fuel icon.

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		your victim's fuel.				
MORE SPECIAL	Mirror Image	Hit this and a copy of your ship can be "fired" like a missile.	Run through if active.	Between :60 and :120	:60 seconds	Special ship icon.
MORE SPECIAL	Fake Lock	Anyone you lock with ITTS will hear the bitching betty "missile" warning.	Run through if active.	Between :60 and :120	:60 seconds	Special missile icon.
MORE SPECIAL	Detect Cloak	You can see anyone who is cloaked.	Run through if active.	Between :30 and :60	Infinite	Special "No Cloak" icon.

Appendix B: Missions

Mission Summaries for Design Team

HUB System Realization

Mission Summaries :

The Design Team will be developing the details of our story as the missions are built. Because of the aggressive Design schedule, we will be able to design and implement the majority of the playscape before we will need a finalized script. This should aid in the proper construction of content in the 'radio-play' with respect to the mission objectives.

ZONE 1 : Missions for "Kilrathi Conflict"

In this series, the player's carrier 'de-cloaks' atop a collection of starships in an attempt to get information about the device pieces. Unfortunately, the starships are not friendly Kilrathi, but hired-guns for the militant "Kiranka" clan. A civil war is raging in this system and you've just popped up in the middle of it.

(Choose in mission "kilrathiConflict_00")

Key Locations:

1. "Kiranka" Clan Stronghold
2. Secret "Kiranka" Toxins Lab
3. "Sihkag" Clan Stronghold
4. Secret "Sihkag" Weapons Testing Ground
5. Peaceful Human Colony
6. Human Ship Yard
7. Peaceful Kilrathi Colony
8. Sacred Kilrathi Burial Ground

kilrathiConflict_KirankaChoice

You see the large "Kiranka" Corvette fleet for a moment. Their fighter attendees take off after you and the Cerberus. An intense battle ensues and the Corvettes flee into light-speed. Follow them to either the "Stronghold" of the Kiranka clan in kilrathiConflict_KirankaStronghold_01 or assault their chemical weapons facility in kilrathiConflict_KirankaToxLab_01.

kilrathiConflict_KirankaChoice_Stronghold_01

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The Kiranka have a radar facility in this area. You are given the task of destroying it before they can send a clear transmission through the wane of a nearby nebula. Wait too long, and your enemies at the next stop will be much worse. In the end, you choose to attack either the fighter contingent of the pirate base in kilrathiConflict_KirankaChoice_Stronghold_02A or the transport and battle-cruiser forces in kilrathiConflict_KirankaChoice_Stronghold_02B.

(kilrathiConflict_KirankaChoice_Stronghold_02A)

(kilrathiConflict_KirankaChoice_Stronghold_02B)

Eliminate either the long-range fighters and bombers attached to the Kiranka base, or kill all associated support craft in the "B" variant. Either way, you have a final show-down with the Stronghold in the next mission:

kilrathiConflict_KirankaChoice_Stronghold_03

Depending upon whether or not you went after the heavy vessels in the last mission, you'll be facing a number of corvettes bearing torpedoes and anti-ship missiles along-side the already heavily defended Kiranka Clan Base. This is a very serious boss-based level where you must destroy upwards of ten (10) major component pieces before the fucker goes down.

Qualify for Piece : KILRAHTHI_A1

kilrathiConflict_KirankaChoice_ToXLab_01

A number of Kilrathi transports are here, on their way to a special "secret" laboratory. Your job is to destroy the engines on as many of the transports as possible. If you destroy too many of the transports, the Cerberus and her crew may be poisoned. You could lose most of your possible wingmates for the next mission to illness! Dependent upon your level of success, you can choose to go after the main supply route in ToXLab_02A, or try to root out and disable the shuttle carrying a superior Kilrathi scientist in ToXLab_02B.

(kilrathiConflict_KirankaChoice_ToXLab_02A)

(kilrathiConflict_KirankaChoice_ToXLab_02B)

Either you destroy the entire trades route in 02A, or you find the right shuttle and disable it (if you destroy any civilian shuttle, you'll lose the doctor in a fire-fight with the local police) via 02B. The result is a conflict above the immense ironworks of the secret Kiranka Toxins Laboratory.

kilrathiConflict_KirankaChoice_ToXLab_03

If you lose either 02A or 02B, you will have to face a barrage of new chemical weapons: huge liquid bolts capable of erasing the Cerberus and any fighter that gets in between. To win means destroying the

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ToxLab and finding another piece of the continuing puzzle aboard Cerberus.

Qualify for Piece : KILRAHTHI_A1

kilrathiConflict_SihkagChoice

You see a "Sihka" Dreadnought for a moment. fighter attendees take off after you and the Cerberus. An intense battle ensues and the ship flees into light-speed. Follow them to either the "Stronghold" of the Sihkag clan in SihkagChoice_Stronghold_01 or try to demolish the clan's weapons plant in TestingGround_01.

kilrathiConflict_SihkagChoice_Stronghold_01

You manage to follow the dreadnought quite closely. However, without bomber support, you cannot destroy the vessel. You can take down her shield emitters and turrets if you like. Beware of mines expelled from the approaching Vaktoth bombers. If you don't destroy the dreadnought's turrets, the last mission will be considerably harder, since the dreadnought's weapons will be working overtime in support of the Sihkag stronghold. In either event, the dreadnought takes off at light speed during the battle.

You can choose to go after the Sihkag heavy-weapons detachment with bombers in Stronghold_02A or attack a communications outpost with bombers in Stronghold_02B. Either way, you get to Stronghold_03.

(kilrathiConflict_SihkagChoice_Stronghold_02A)

(KilrathiConflict_SihkagChoice_Stronghold_02B)

If you go after the heavy weapons in 02A, you get a lot of fireworks... larger, slower craft that are just fit for balloon-busting. If you go after the comm station, you'll find very heavy fighter resistance and a much harder mission, overall.

If you fail to destroy any of the main objectives in either of these missions, you will see more enemies in 03.

kilrathiConflict_SihkagChoice_Stronghold_03

If you did not destroy the turrets aboard the dreadnought, you must face them again, here. Nothing but sadness in this mission. Both a dreadnought and a large "base" institution to fight. Many defensible child objects and lots of tough boss-fighting, here.

Qualify for Piece : KILRAHTHI_B1

kilrathiConflict_SihkagChoice_TestGround_01

No dreadnought, here. Just a bunch of highly advanced Kilrathi fighters set to kill you. When you are done defending the Cerberus, you can choose to attack the main Testing Ground "proper" in

TestingGround_02A, or try to intercept a battery of experimental fighters headed to terrorist elements in the Border worlds in TestingGround_02B.

In either event, the quicker you kill your enemies, the fewer you'll have to face in TestingGround_03. Enemies that manage to "escape" after a short period of time will be added to the complement of the main grounds facility.

(kilrathiConflict_SihkagChoice_TestGround_02A)

(KilrathiConflict_SihkagChoice_TestGround_02B)

Either you go after the fighters mano-a-mano in 02A, or you try to take down the shipment of fighters in 02B. 02B has the neat effect of having fighters "burst" from the cargo ships to do battle with you. 02A has a nifty in that you get to see a new fighter that you may qualify to fly in the "Pirate" missions.

kilrathiConflict_SihkagChoice_TestGround_03

The main testing facility is armed to the teeth. You have to disable a great number of parts IN ORDER! Once all of the pieces are blown off, you get to see the root of their new-found creativity:

Qualify for Piece : KILRAHTHI_B1

kilrathiConflict_HumansChoice

A clutch of ace fighters attacks the Cerberus at your first stop. You manage to kill two and the rest will flee at light speed. Unable to trace them, you are presented with a choice: Go to defend human colonists asking for help in HumansChoice_Colonists_01, or investigate problems in a heavily traveled area filled with cruise-liners in HumansChoice_Cruisers_01.

kilrathiConflict_HumansChoice_Colonists_01

Several faint colonial distress-call transmissions have been intercepted by Cerberus' advanced listening devices. You are tasked with rooting out the source of the problem. You can choose to go after a large detachment of fighters and corvettes in Colonists_02A, or go after a suspected "Slave Trading" wing of craft in Colonists_02B.

(KilrathiConflict_HumansChoice_Colonists_02A)

(KilrathiConflict_HumansChoice_Colonists_02B)

Search and destroy in either case. Get a nice goodie if you free the slaves. Get a nice goodie if you take down all of the fighters... maybe a relaxation of support craft in 03.

kilrathiConflict_HumansChoice_Colonists_03

This is the "last stand" for the colonists. They have been beaten back to the furthest reaches of the granted territory and have lost most of

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their defense forces. You are pitted against several carrier vessels and a large number of specialized fighters. If you killed the fighters in 02A, you get a much easier mission. If you took out the slaves in 02B, you get some reinforcements from Colonial police.

Preserve the colony and get a piece!

Qualify for Piece : KILRAHTHI_C1

kilrathiConflict_HumansChoice_Cruisers_01

Enter this area to find several cruise-liners under attack by Kilrathi raiders. Fend off the attack and get information about the problems ahead.

Choose to take out Sihkag cruiser force with bombers in Cruisers_02A, or go after fighters that are harassing a star-traffic control outpost in Cruisers_02B.

(KilrathiConflict_HumansChoice_Cruisers_02A)

(KilrathiConflict_HumansChoice_Cruisers_02B)

Exclusive missions, here. Each provides roots for 03. You can take out the heavy ships in 02A, or take out a couple of ACEs in 02B. Whether they show up in 03 is up to you.

kilrathiConflict_HumansChoice_Cruisers_03

A Kilrathi dreadnought is attacking the main transport lines. Support all friendly craft and eliminate the Sihkag raiders once and for all!

One of the surviving cruisers will turn over a piece when the captain learns of the Cerberus' heroic flight:

Qualify for Piece : KILRAHTHI_C1

kilrathiConflict_KilrathiChoice

The Kiranka have been trying to get the peaceful Confederate-friendly cats to fight with them for quite some time. The negotiations have degenerated into full-scale war by the time Cerberus arrives. You must defend the peaceful inhabitants against the Kiranka threat.

Choose to disrupt the Kiranka occupation of the friendly Sarikan in CatColony_01, or remove the Kiranka headquarters from sacred Sarikan burial ground in BurialGround_01.

kilrathiConflict_KilrathiChoice_CatColony_01

Defend the trade routes that are *barely* keeping the sarikan alive. Once you are done fending off the evil Cats, you can choose to provide cover for a Kilrathi infantry unit's assault on a stolen starbase in CatColony_02A, or strike Kiranka trade routes in CatColony_02B.

(KilrathiConflict_KilrathiChoice_CatColony_02A)

(KilrathiConflict_KilrathiChoice_CatColony_02B)

Search and destroy in any event. Defend in one case in effort to destroy or destroy out-right with bombers in 02B. Success in either case impacts 03!

kilrathiConflict_KilrathiChoice_CatColony_03

The Kilrathi colony is under final attack. If the Kiranka can get a hold on the Sarikan royal family, all bets are off. If you win, you get to negotiate for the next piece!

Qualify for Piece : KILRAHTHI_D1

kilrathiConflict_KilrathiChoice_BuryGnd_01

Kiranka forces immediately divide and lead you in twin directions. On one hand, heavy forces in route to reinforce the evil Cat's position in the sacred Sarikan burial ground. The other makes for the most ancient out-skirts of the graveyard in search of a special item (which can really benefit you in the long run!)

(KilrathiConflict_KilrathiChoice_BuryGnd_02A)

(KilrathiConflict_KilrathiChoice_BuryGnd_02B)

Search and destroy in either case. Take out the forces in the Graveyard and get the new device (weapon), or take out the heavy forces in route to the stronghold.

kilrathiConflict_KilrathiChoice_BuryGnd_03

Kiranka are dug in deep, here. Very difficult fight to get them out. Once you win, one of the mausoleums erupts and divulges its nifty piece:

Qualify for Piece : KILRAHTHI_D1

ZONE 2 : Missions for "Pirate Conflict"

In this segment, the player's team comes upon a group of human colonists in lightly armored vessels. Pirates have had their way with a number of the support craft, already. Act quickly and you may get a bonus in your first mission. Either way, you decide to go after the pirates for both the jewel pieces and *revenge!*

Key Locations:

1. Pleasure Planet "Machau Benoit"
2. Cruise-Liner / Passenger Liner Starport "New Acuna"
3. Commercial Zone "Grieg Marks IV"
4. Commercial Shipping Lanes
5. Peaceful Human Settlers and High-Value Real-estate
6. University Medical Research Facility
7. Pirate Warlord Stronghold
8. "King of the Hill" Arena-styled ace-Pirate battleground

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pirateConflict_LeisureChoice

You are in the Port Headland system : a commercial zone rife with criminal details. Upon first entering the "Headland" home-world zone, you are given word that a summit of Border Worlds governors may be in serious jeopardy. As well, you are told that pirate activity may soon threaten the "New Acuna" starport: crucial to Covert intelligence on Border Worlds government officials.

Choose to inspect the "Machau Benoit" health spa, and go on to LeisureChoice_Spa_01. Go to support the Starport and fly LeisureChoice_Starport_01.

pirateConflict_LeisureChoice_Spa_01

Nearby, a number of cruise liners have turned up missing. On the opposite side of the system, Confed has lost a shipment of weapons and fighter craft intended for deep-cover operatives in Port Headland.

Presented with a full assortment of corvettes, fighters and a fully-functional interstellar communications rig, the pirates are ready to do all sorts of high-caliber damage.

Go after the Cruise-Liners mystery and fly Spa_02A, or go for the military hijack in Spa_02B.

(pirateConflict_LeisureChoice_Spa_02A)

(pirateConflict_LeisureChoice_Spa_02B)

Eliminate the pirate stranglehold over the light-nav and jump nexus or recover the stolen munitions. Either way, you can lighten the load on 03.

If you get the stolen munitions, you can fly a new ship! If you take over the jump nexus, you can get a new experimental missile.

pirateConflict_LeisureChoice_Spa_03

The Governors are being escorted out of the facility as you arrive! You must fight through the defenses and preserve the Governors' life!

Once you do this, you can get a piece of the puzzle from the Governor's contacts aboard the health spa.

Qualify for Piece : PIRATES_A1

pirateConflict_LeisureChoice_Starport_01

Long-range pirate fighters have been waiting for this sort of thing all of their lives. CIS alone and ready for a fight... Erase the fighters and examine the system for options.

You can go searching for a "staging" vessel (like a Carrier) in deserted space in Starport_02A, or search populated areas for hidden explosives and deadly toxins intended for use on the Starport in Starport_02B.

(pirateConflict_LeisureChoice_Starport_02A)

(pirateConflict_LeisureChoice_Starport_02B)

Find and destroy the large Pirate "Carrier" in deserted space, or eliminate a number of transports filled with toxins. You, of course, will have to make the transports move away from populated areas before erupting them.

pirateConflict_LeisureChoice_Starport_03

If you manage to take out the bio-weapons, you don't have to worry about any cap missiles on this round. If you took down the Carrier, you have to deal with very few fighters, although probably the same number of bombers.

Preserve the Starport and receive a new piece:

Qualify for Piece : PIRATES_A1

pirateConflict_CommercialChoice

Cerberus receives word that most of the commercial traffic in this system is being harassed by Pirates. Some very strong elements of the resident Pirate clan have set up operations in the main system commercial zone (called "Greig Marks IV"). From this staging area, they lead strikes on the transport system nearby.

You can choose to remove the pirates from the commercial zone in CommercialZone_01, or you can try to restore order to the shipping lanes in ShippingLanes_01.

pirateConflict_CommercialChoice_CommercialZone_01

Civilian transports along the out-skirts of Greig Marks IV are being pegged by Pirate fighters and scavengers. Additionally, the local law-enforcement is pinned by a large group of Pirate capital ships. Destroy the Pirate's immediate fighter patrols and bomber wings and then decide:

Move on to do a protective run on the harassing forces nearby in CommercialZone_02A, or strike the capital ships in 02B.

(pirateConflict_CommercialChoice_CommercialZone_02A)

(pirateConflict_CommercialChoice_CommercialZone_02B)

Either you choose to help the civilians, or you take down a couple of major bad-ass Pirate boats. Either way, you soften the resources the Pirates have against you in 03.

pirateConflict_CommercialChoice_CommercialZone_03

This is the final CommercialZone battle. All remaining pirate forces are "dug-in" to this area, defending one of the important pieces. (By this time, I really feel as if the Pirates should know what it is you're after. This will

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51

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make replays a bit more substantial when it comes to reading the limited CG and GE's we've got.)

Get fewer big ships by going through 02B, get fewer fighters by running 02A.

When it is all said and done, the main Pirate carrier explodes leaving one of the chief pieces:

Qualify for Piece : PIRATES_B1

pirateConflict_CommercialChoice_ShippingLanes_01

Hijacking slave-traders are operating out of a converted Confed destroyer nearby. Your job is to make sure that they can no longer cast their nets in safety.

Several local law-enforcement agencies may help out, but they can't help out too much (since they've had their butts whipped quite often by these Pirates).

Fight side-by-side with friendly Excalibur and Thunderbolt Police craft. Decide to help the 'insertion' effort being lead by local law enforcement in ShippingLanes_02A, or try to intercept a big batch of incoming Pirate fighters (en route to destroy the main Police headquarters) in ShippingLanes_02B.

(pirateConflict_CommercialChoice_ShippingLanes_02A)

(pirateConflict_CommercialChoice_ShippingLanes_02B)

It's either an all-out assault on the Pirate cruisers in A or a defend-the-starbase mission in 02B. Either way, you're en route to the final removal stage:

pirateConflict_CommercialChoice_ShippingLanes_03

All of the friendly transport, cruise liner and associated traffic can be found in this mission. Your job is to search and destroy all of the Pirate elements, while providing cover for the ships currently in movement to their respective light-launch areas.

When you get rid of all of the Pirates, the Chief of System Police hands over a piece of the puzzle:

Qualify for Piece : PIRATES_B1

pirateConflict_ColonialChoice

The high-dollar real-estate in this system has long been safe from Pirate attacks. However, the increased Police, TCN and CIS presence has beaten the piracy element deep into these residential zones.

Specifically, a Human colony nearby has reported several disappearances and a number of assaults by lightly armed Pirate vessels. It is possible that the Pirate element is in this area to "steal" the device piece you are presently looking for. Take the ResidentialZone_01 mission to start solving this mystery.

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Additionally, you may decide to go support the University Medical Research facility. It also has reported an unwanted level of pirate interference. This threatens to stall emergency operations and jeopardize a good amount of research dedicated to ancient Steltek artifacts. To help these folks, take MedicalResearch_01

pirateConflict_ColonialChoice_ResidentialZone_01

Pirates have formed a cap-ship blockade on both sides of this area. After waxing all of the fighters and bombers, you have to decide which part of the blockade you want to break through. If you go after the heavy-weapons you can get a much better gun in 02A. If you take 02B, you get nothing... except for a nice character-building experience.

pirateConflict_ColonialChoice_ResidentialZone_02A

pirateConflict_ColonialChoice_ResidentialZone_02B

Either you go after the cool new weapon (against a ton of fighters and bombers in 02A), or you try to take down the major capital ships with bombers in 02B. Either way, you get a positive effect on 03 if you do nicely.

pirateConflict_ColonialChoice_ResidentialZone_03

Once you break through the major barriers, you get help from a variety of friendly forces and take down the big "Pirate" boss at the end of this segment. You can get the new puzzle piece from an erupted sliver of debris.

Qualify for Piece : PIRATES_C1

pirateConflict_ColonialChoice_MedicalResearch_01

By the time you get to this choice, you find out that Pirates have already kidnapped several of the University's staff and graduate students via the hijacking of a commercial cruise liner. You are given a choice: Go after them and get them back, or head towards the Research facility to clear out the Pirate occupation.

If you want to save the humans, fly mission 02A. If you want to take out the lead Pirate elements, fly 02B.

(pirateConflict_ColonialChoice_MedicalResearch_02A)

(pirateConflict_ColonialChoice_MedicalResearch_02B)

Save the humans and get a nice audio reward for doing it! Go after the lead elements of the Pirate fleet and you might get a nice goodie (weapon / etc.) Either way, you get about the same level of resistance in 03.

pirateConflict_ColonialChoice_MedicalResearch_03

Face all of the remaining Pirate people. If you don't help the humans, you'll get no police assistance. In the end, the Research Facility presents you with your puzzle piece when they survive:

Qualify for Piece : PIRATES_C1

pirateConflict_WarLordChoice

A remote area of the system was infiltrated by the Pirates some time ago. This has provided ample breathing-room for the development of great robotic weapons (which are the heart of the Pirate resistance in this system).

You fight a number of these standard craft when you enter this series. However, you are given a choice at the outset as to whether or not you want to break up the Pirate's Stronghold, or diminish the Pirate's morale by whipping them old-school in a "King of the Hill" gauntlet.

pirateConflict_WarLordChoice_Stronghold_01

You jump in with both feet and go head-to-head with the worst elements the Pirate clan has to offer. Capital ships, fighters and bombers all operating in defense of the Stronghold.

Choose to attack the capital ship elements and the Pirates' main supply line in 02B or stick it out with the fighters in 02A.

(pirateConflict_WarLordChoice_Stronghold_02A)

(pirateConflict_WarLordChoice_Stronghold_02B)

Either you take down the supply routes or you try to best the fighter pilots. In any event, you are en route to the main Pirate stronghold.

pirateConflict_WarLordChoice_Stronghold_03

The Pirate Base is an immense "boss" all its own. Make sure that you take out all of the major component pieces in the right order so that you can get the "goodie" at the end of the level.

Very intense battle, here, but nothing tricky.

Qualify for Piece : PIRATES_D1

pirateConflict_WarLordChoice_AcePilots_01

At each level you are given more and more fighters to take out. The "Warlord" taunts you the whole time... egging you on to the final conflict with his best human 'aces.' Take out the first level of resistance and then choose:

Go after the main support vessels in 02B or go after more of the 'gauntlet' fighters in 02A.

(pirateConflict_WarLordChoice_AcePilots_02A)

(pirateConflict_WarLordChoice_AcePilots_02B)

Search and destroy all Pirate elements, no matter what. If you can beat the pilots in 02A, you can get a lessening of the pirate ace ship constituent in the final mission.

pirateConflict_WarLordChoice_AcePilots_03

In the final area, you are given a "one-on-one" test of your abilities. If you can manage to survive the encounter, you are taken to the next level... and then the next.

At the end, you beat the last Pirate and make him turn over the final 'jewel' piece.

Qualify for Piece : PIRATES_D1

ZONE 3 : Missions for the "Bug Conflict"

You get no resistance in the first choice mission. You instead get a partial distress signal from the commander of the Mistral Sea. She is lost somewhere... the fleet split and chased to the four corners by alien fighters and bombers. This has, unknown to Confed, become a new staging ground for the bugs.

The longer you stay in the 'choice' zone, the more of the long (I'd say around 2 minutes) of radio play regarding several 'lost ships' and 'doomed' vessels. Lots of really bad news in the radio chatter... all creepy.

Key Locations:

1. Gravity Well Phenomenon Playscape
2. Slip-Zone Phenomenon Playscape
3. Alien Turret Mines Trap
4. Alien Dreadnought Gauntlet
5. Unknown Alien Debris Field (maybe "Firekkan")
6. Exploratory Services vessels in hiding
7. Alien "Solar-Farm" panels
8. Alien "Asteroid-Slinger" capital ship gauntlet.

bugConflict_PhenomChoice

Partial transmissions from the Mistral Sea, the Coral Breech and the VanDeer Explorer can be heard in these parts. Cerberus is tasked with finding her. She could be in one of several places. Intel has sketchy information about the possibilities of both gravity well and gravity 'slip-zone' phenomena. It is possible that Mistral Sea is trapped somewhere behind this phenom, which could easily disrupt starship transmissions.

Choose to chase down the Mistral Sea in the gravity well in GravityWell_01 or hit the SlipZone_01.

bugConflict_PhenomChoice_GravityWell_01

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Attracted to your position, several long-range bug fighters have come upon Cerberus. Defend the carrier and gain entrance to an area of bug space. The Aliens are evidently interested in the 'gravity well' phenomenon, too.

Go after the alien fighters in SlipZone_02A, or find yourself in a much more advanced gravity playscape in 02B. Fend off a few lumbering alien transports and such, but otherwise, have fun...

(bugConflict_PhenomChoice_GravityWell_02A)

(bugConflict_PhenomChoice_GravityWell_02B)

Go after the bugs or go after the well. Either way, you are on your way to 03, and the Mistral Sea.

bugConflict_PhenomChoice_GravityWell_03

Uncover the Mistral Sea just as several alien bombers arrive. Keep the 'Sea alive and get another goodie. **From now on, the Mistral Sea has joined the Player's "HOME BASE."**

Qualify for Piece : BUGS_A1

bugConflict_PhenomChoice_SlipZone_01

"Escaping" transports, fighters and bombers. Defend the Cerberus and keep the Transports from making it out of the area. Do this and you'll have an easier time of it in the next two. Either way, you have to go on searching for the 'Sea.

Choose to go after a much more dense area of 'slip zones' in 02A or try to follow emissions waste and uncover a waiting alien fleet in 02B.

(bugConflict_PhenomChoice_SlipZone_02A)

(bugConflict_PhenomChoice_SlipZone_02B)

In the more dense Slip Zones, you get to watch several alien corvettes and transports get sucked down into sudden, harsh death.

In 02B, you have a bit of fancy shootin' fun with the alien shit. Some capital ships, but most of the big stuff is in 03...

bugConflict_PhenomChoice_SlipZone_03

In the final slip-zone, you encounter an imperiled Mistral Sea. Free her from the heavy alien menace and get a piece that the 'Sea recovered from a nearby area. **From now on, the Mistral Sea has joined the Player's "HOME BASE."**

Qualify for Piece : BUGS_A1

bugConflict_AliensChoice

A combination of trace emissions waste and minor gravetic disturbance seem to indicate that a large Alien Fleet is dug in quite

seriously in this system. You can choose to go after two possible areas of infestation while attempting to recover another portion of the Steltek puzzle.

Either go after the greatest amount of emissions waste in AliensChoice_TurretMines_01 or try to go after the gravetic readings in Dreadnought_01.

bugConflict_AliensChoice_TurretMines_01

Go after a battery of alien capital ships that 'lay' turret mines, or try to destroy the fighter contingent. Either way, you're setting up for the final battle over the turret-mines environment in 03.

(bugConflict_AliensChoice_TurretMines_02A)

(bugConflict_AliensChoice_TurretMines_02B)

Fight one or the other. Get less of the same in the last mission of the series.

bugConflict_AliensChoice_TurretMines_03

It's an environment-heavy mission. All about turret mines, lasers, plasma beams, and the like. Be very careful. This is a seriously advanced mission. In the end, you destroy a big alien "carrier" boss to get another piece of the Steltek puzzle.

The Coral Breech "transport / support" vessel is here, trapped among the mines. Free her and you're on your way! **From now on, the "Coral Breech" is a part of the Player's 'home base.'**

Qualify for Piece : BUGS_B1

bugConflict_AliensChoice_Dreadnought_01

You can try to search out an area of open space to fight any of the Dreadnoughts support craft. On the one hand, you have corvettes and transports. On the other side, you get carriers and cruisers.

(bugConflict_AliensChoice_Dreadnought_02A

(bugConflict_AliensChoice_Dreadnought_02B

Corvettes and Transports in the (much easier) 02A. Go after the carriers and cruisers in 02B and you can score a really nifty new device from the aliens! Perhaps a rapid-fire plasma cannon? Could be nice against those dreadnought pieces! (Maybe it would also be nice against those turret mines, too?!)

bugConflict_AliensChoice_Dreadnought_03

The killer Tiamat is bigger and faster than ever. A new dreadnought, this craft is set to fuck you up really firme, you dig? Take out the dreadnought and recover a nice piece of the puzzle!

Coral Breech is pinned by the Tiamat and her folks. Free her and she joins up! **From now on, the "Coral Breech" is a part of the Player's 'home base.'**

Qualify for Piece : BUGS_B1

bugConflict_ExploratoryChoice

An ancient debris field of unknown origin couples with a legendary "lost" ship from Exploratory services to put the mood-spin on this leaf. You get to go after one of two major areas: Either an unknown (perhaps 'Firekkan') ship graveyard in Debris_01, or try to search the last known position of the "Curative Tides" an Exploratory Services research vessel that disappeared five years ago in Vessel_01.

bugConflict_ExploratoryChoice_Debris_01

In the thin outskirts of the main debris field, you run across a number of heavy alien ships and transports. Evidently, the bugs are after something here, too.

Decide to follow their forces deeper into unknown territory in 02A, or try to explore more 'dangerous' areas in 02B.

(bugConflict_ExploratoryChoice_Debris_02A)

(bugConflict_ExploratoryChoice_Debris_02B)

02A is the "heavy" mission while 02B is the fighters / debris field mission. Either way, you're off to 03 in the shit!

bugConflict_ExploratoryChoice_Debris_03

At long last you are in the midst of the great Firekkan debris field. You fight all manner of heavy and light craft at this point. Anything you can't kill runs away and you are left with the next 'piece' of the Steltek object once all the action has subsided.

The "VanDeer Explorer" is here, trapped by the bugs. Free her to move on. **From now on, the "VanDeer Explorer" is a part of the Player's 'home base.'**

Qualify for Piece : BUGS_C1

bugConflict_ExploratoryChoice_Vessel_01

The Bugs in this mission are crowded around a single, antiquated distress beacon. You clear out the bugs and you can get information on the Curative Tide's last known position. Unfortunately, Cerberus' sensors indicate that a large alien presence is moving through the system at great speed... heading in the same direction as the Tide's recorded locale.

You can choose to go directly after the Tide's possible position in 02A (and deal with lots of fighters), or you can go after the Alien fleet position in 02B to see if you can stop them before they get to the goodies.

(bugConflict_ExploratoryChoice_Vessel_02A)

(bugConflict_ExploratoryChoice_Vessel_02B)

It's again fighters or bombers as your choice for strike, here. Make sure that you whack as many as possible. Everything bleeds over in to 03.

bugConflict_ExploratoryChoice_Vessel_03

The Bugs and the Cerberus find the Curative Tides simultaneously. You have to make sure that the Tides does not perish. Once you beat back the aliens, you get a new piece of the puzzle from the Tides... right before it disappears.

Does it make sense to have a ghost ship like this? Something rolling under waves of a temporal wake? Something that is surfing on matter and time because of some meddling they did several years ago... with Steltek shit?

Amid the other nice stuff, the "VanDeer" is trapped. Free her to move along. **From now on, the "VanDeer Explorer" is a part of the Player's 'home base.'**

Qualify for Piece : BUGS_C1

bugConflict_StrongholdChoice

There are two areas of strong bug infestation. There is a food production facility nearby that is churning out all of the bug supplies which you can take down in Farm_01. There is also a very strong capital ship presence which you can assault in CapShips_01.

bugConflict_StrongholdChoice_Farm_01

Going after the farm finds you facing a tiny bug farm and a small battery of alien fighter craft. You can choose to go after more of the 'farmers' in 02A, or you can choose to go after more of the fighters and capital ships in 02B.

(bugConflict_StrongholdChoice_Farm_02A)

(bugConflict_StrongholdChoice_Farm_02B)

Either you hit more farms (easy) in 02A, or you go after the heavier ship elements in 02B (harder). In any event, you are going after the big bug farm in 03.

bugConflict_StrongholdChoice_Farm_03

Big assed bug-farm shit happening here. You get an immense "plate-based" solar farm to fly around. The farm panels themselves are very 'hostile' to the player and can lob plasma bolts from advanced turrets.

You win by taking out the farm and the capital ship vessels.

Qualify for Piece : BUGS_D1

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59

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bugConflict_StrongholdChoice_CapShips_01

Fight light stuff at first. Transports and Corvettes and a ton of fighters. Choose then to go after the transport elements in 02A with a great deal of fighter support, or try to take on the main cruisers in 02B.

(bugConflict_StrongholdChoice_CapShips_02A)

(bugConflict_StrongholdChoice_CapShips_02B)

Either way you look at it, these are hard missions. Take your time and stay alive! Lots of capital ships to burst in each segment. Much tougher in 02B.

bugConflict_StrongholdChoice_CapShips_03

Final balloon-busting in this mission. Break apart all of the alien capital ship elements and get a new piece of the puzzle!

BEWARE! This level should also present you with the Asteroid-slinging alien capital ship!

Qualify for Piece : BUGS_D1

ZONE 4 : Missions for "Sol"

Here is your chance to hone your skills for both single-player story mode and Challenge matches. Tons of nifty simulator scenarios as well as non-lethal speed and formation-flying bonuses.

Key Locations:

1. Dogfight Simulator Grounds (Alien / Kilrathi / Pirates / Confed)
2. Escort Simulator Grounds (Cargo / Midway / Cerberus)
3. Defend Installation Grounds (Space Stations / Midway / Cerberus)
4. Air-Show Formation Flying (NFZ)
5. Civilian Residential Area / Barge Town (NFZ)
6. Speedway Tracks / Targets Slalom Speedway (NFZ)
7. "MurderBall" Tag Game (Non-Lethal)
8. Key Operations Testing Facility (NFZ) / New Craft!

ZONE 5 : Missions for "Final Conflict"

You have been warned, you have been chased and abused... now, you get to settle the score. The Murk has grown very powerful during your scavenging. It has sent minions to impose cessation on Cerberus and her companions. It has failed. It is now posed to wage a final battle against you and all the other upstart humans.

When the CIS fleet enters this final battleground, new orders arrive from Intel. Explore the depths of this new space and recover a Steltek

missile chassis, and a Steltek missile warhead. All the while, continuing to battle Bugs, Kilrathi, and Pirates who are out to steal the Steltek machine aboard Cerberus (just like the Murk).

At the first 'choice' mission, all commanders agree to split-up and find the weapons pieces as quickly as possible. Make your choice and watch Mistral Sea, Coral Breech, and VanDeer Explorer go after the other leaves.

Immediately, then you see the other three craft being set upon by different Murk ships in separate areas of space. Again, it comes down to you...

Key Locations:

1. Kilrathi Infestation : Dreadnought
 2. Kilrathi Infestation : Corvettes and Fighters fleet
 3. Pirate Infestation : Cruisers / Destroyers
 4. Pirate Infestation : Corvettes / Transports / Fighters
 5. Bug Infestation : Dreadnought fleet
 6. Bug Infestation : Fighters / Transports / Corvettes
 7. Murk Infestation : Fighters and Bombers
 8. Murk Infestation : Repeat minor-bosses and Corvettes
 9. **Final** : Murk Super-boss + Fighters / Corvettes
- The two missile pieces can be (randomly) found in any two of the above zones. At the end of the mini-campaign you either get : "Hey! We found the XXXXX!" or you get : "We're in the wrong place, Commander. Nothing here." *

ALL OF THESE MISSIONS ARE **Search / Destroy** COUPLED WITH **Defend CV / Escort** AND REPRESENT THE FINEST TRADITIONS OF WING COMMANDER ACTION!!

THE RANDOM FACTOR INVOLVED WITH THE PIECE PLACEMENT MAY HAVE A SECONDARY "HINT" COMPONENT WHICH COULD ALLOW THE PLAYER TO KNOW WITH MORE CERTAINTY WHERE TO LOOK. HOWEVER, THIS DOES NOT MAKE FOR A BIG BLASTING ENDGAME.

In the 9th Zone : You are up against the huge big-ass Murk boss. This vessel is made of many, many layers of polygonal armor. Blast this armor off to reveal the "rolling-plasma" core. Lock the newly constructed Steltek Missile on the plasma core and fire!

When you get the right shot, you get to see all the remaining armor burst apart, volumetric lighting effects as rays billow from the plasma core, and the grandest explosion we've ever constructed.

Game is over!

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Credits : You get to see the big movie of everyone being 'saved' and/or returning to the Sol test facility on Neptune. In a few minutes, after a good round of congratulations, we begin to hear the CIS debriefing audio as Cerberus heads out to sea once more.

After the debriefing audio, the Player finds himself back in the Cockpit (with **FULL** motion and weapons control)during the "Credits" sequence of the game. Pilots congratulate one another and speak of their anticipation regarding the Steltek Device's first test. Nobody knows what it's going to do, but we're gonna point it away from all of the known living systems and open it up!

As the credits come to a close, we go to an external camera and take control away from the player. The device is activated. Something bright pours from the forward guns on Cerberus. Space shatters with an immense shaft of tearing light. The seam of light swells to a planet-sized node and then collapses... bringing you and everybody else down into it.

Black.

For a few seconds, silence. And then:

CERBERUS : *"Everybody okay out there?"*

PILOT X : *"Whiskey Leader, here, command... we're fine... where are we?"*

CERBERUS : *"I don't know..."*

finalConflict_KilrathiChoice

After seeing the abduction (hint at destruction) of your friends, Cerberus insists that you continue the mission, searching for pieces of the Steltek weapon. However, you are immediately set upon by Kilrathi forces. Mostly fighters and heavy bombers out to kill Cerberus.

Once you beat back the menace, you get a choice. Fixate on the main "Dreadnought" force or go after a battery of fighters and bombers located nearby.

finalConflict_KilrathiChoice_Dreadnought_01

You get to see the Dreadnought for a moment in this mission. It is around long enough to launch a bunch of fighters and bombers for you to deal with. The Dreadnought disappears quickly and awaits your arrival in 02B.

(finalConflict_KilrathiChoice_Dreadnought_02A)

(finalConflict_KilrathiChoice_Dreadnought_02B)

Choose to go after the Dreadnought's fighter patrols in 02A (much easier) or try to disarm the Dreadnought in 02B. In 02B, the Dreadnought leaves after only a few seconds, but tosses a number of fighters behind it for you to deal with.

finalConflict_KilrathiChoice_Dreadnought_03

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Final showdown with the Dreadnought. Beat it and find out if you get a piece of the Steltek Weapon. Regardless of whether you do or do not, you get a message from Mistral Sea:

Mistral Sea : "Cerberus Command, we have managed to escape the large Murk vessel and have retreated to a position in the. **static** did **crack** quadrant... please assist!"

finalConflict_KilrathiChoice_Corvettes_01

Constant fighting in this leaf. You have tons of torpedo-bearing Corvettes to deal with, here. Make sure that Cerberus survives and take as many of the Corvettes out as you can. Advance to 02A against Transports, or 02B against more Corvettes and fighters.

(finalConflict_KilrathiChoice_Corvettes_02A)

(finalConflict_KilrathiChoice_Corvettes_02B)

There are a great many transports in 02A that you can 'bust' like balloons. Or, you can have some guts and try your luck with the corvettes and fighters in 02B.

finalConflict_KilrathiChoice_Corvettes_03

Final showdown with the corvettes fleet. You get to take out as many as you can handle, plus a large number of fighters and bombers. In the end, you find out if there is a piece of the Steltek weapon here. However, you always get the message from Mistral Sea:

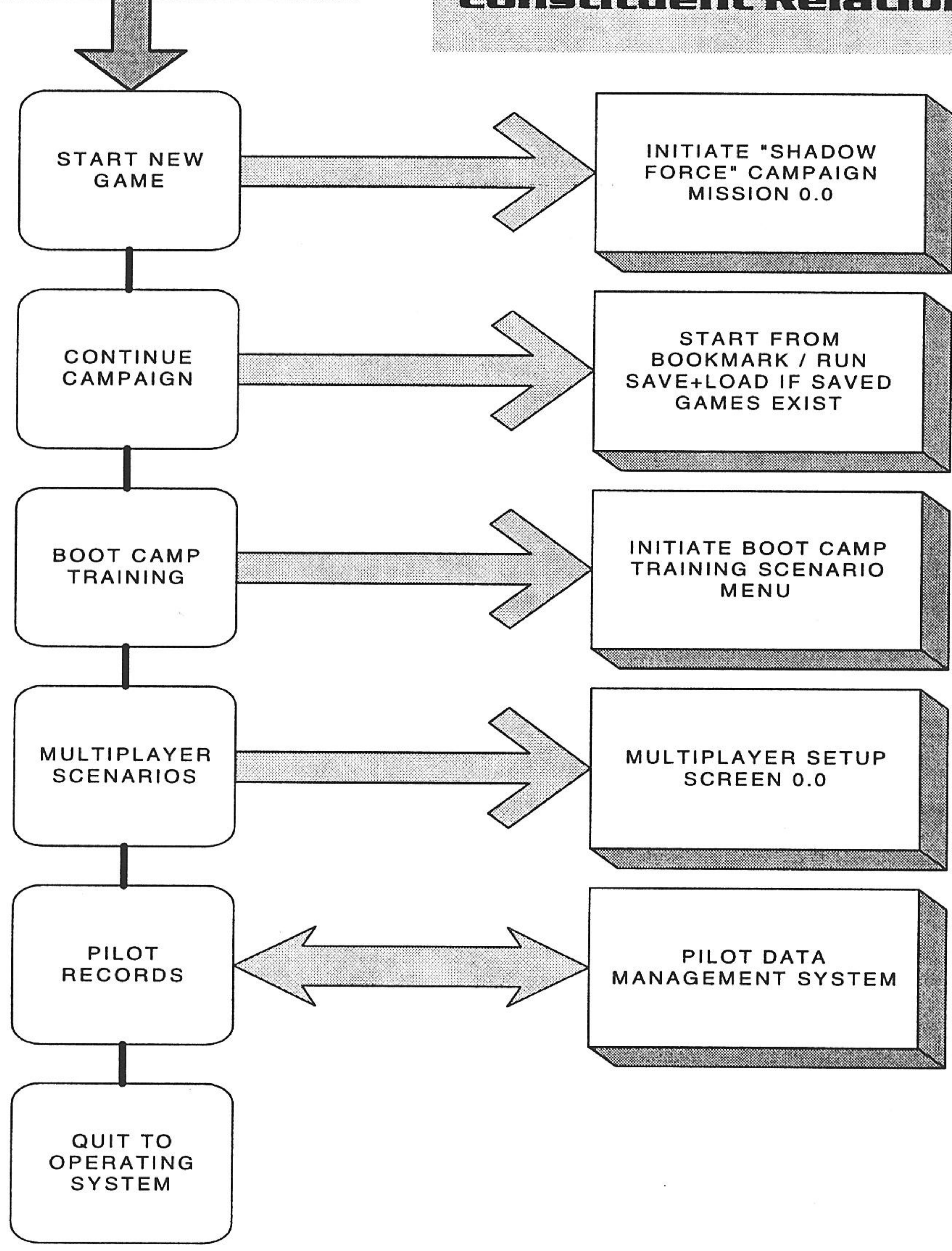
Mistral Sea : "Cerberus Command, we have managed to escape the large Murk vessel and have retreated to a position in the. **static** did **crack** quadrant... please assist!"

Pirate Conflict and Bug Conflict during the "Final" phase operate under the same format as the Kilrathi missions shown above. The specific mechanics will be left up to the designers.

Appendix C: Menu Flowcharts

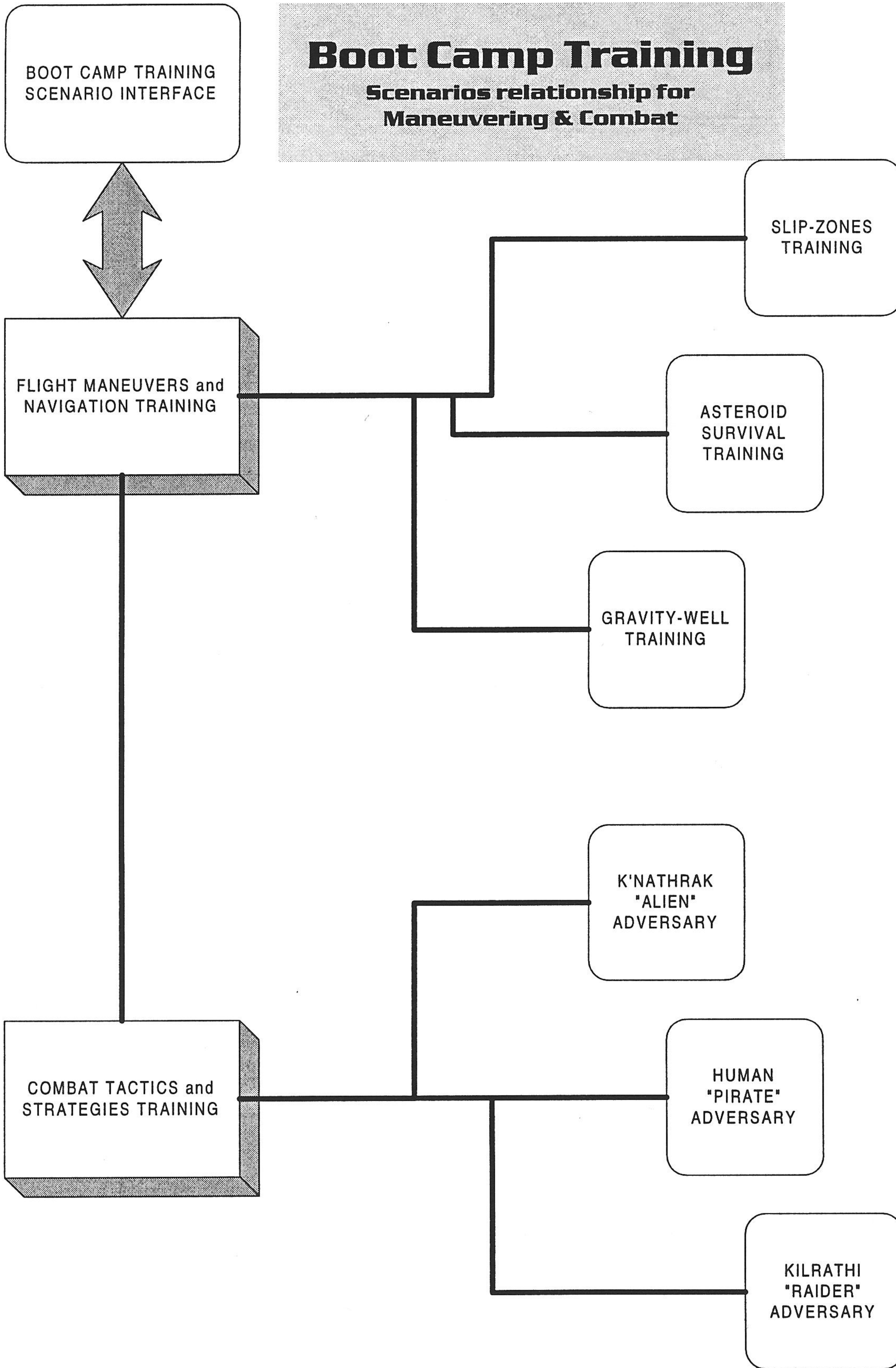
AUTO-RUN Menu
 (On Every CD-insertion) Main Menu Items
 appear in the auto-run as they do from the
 ESC menu in-game.

Auto-Run / Main Menu Relationship Main Menu Primary Constituent Relationships



Boot Camp Training

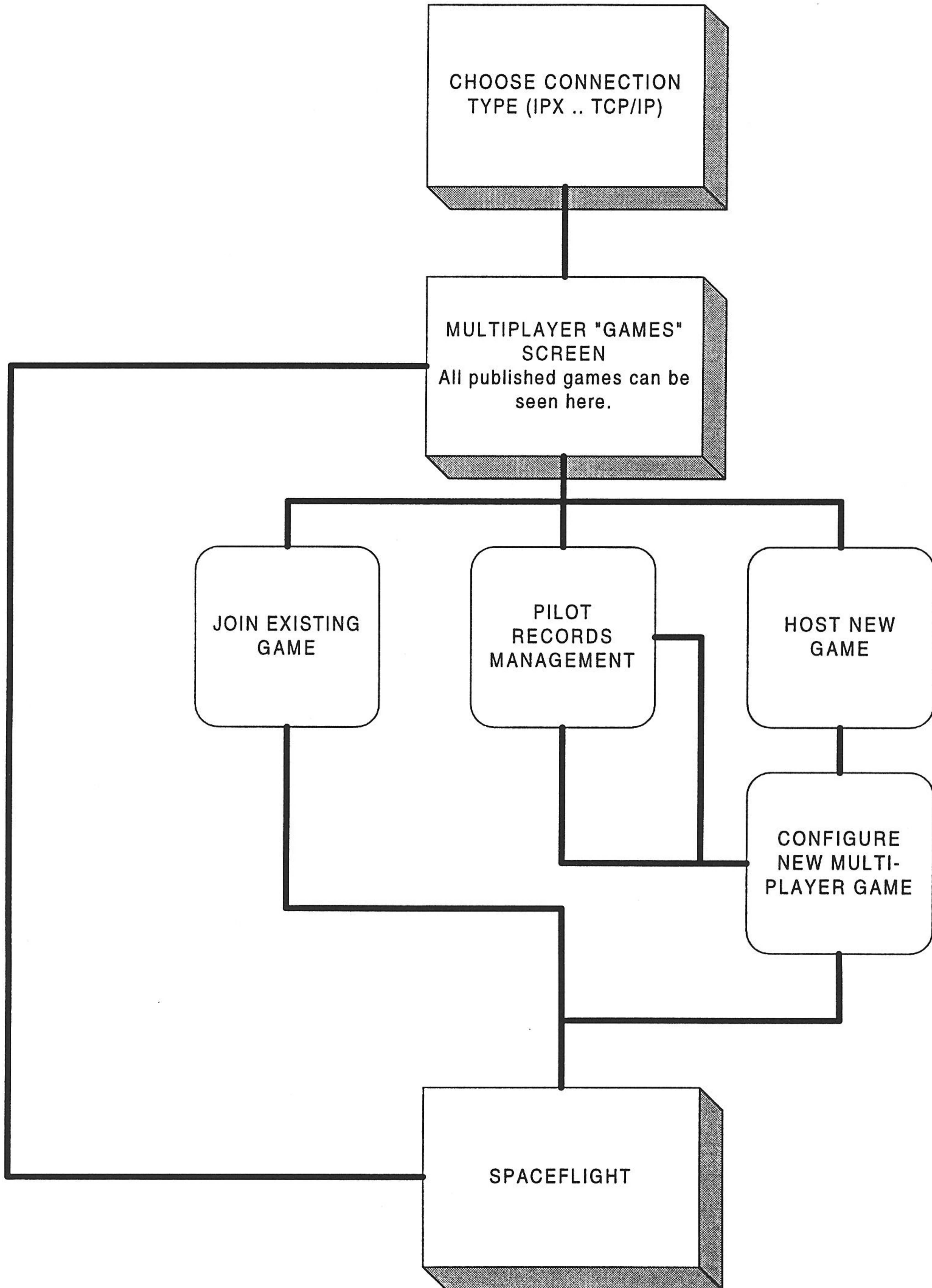
Scenarios relationship for
Maneuvering & Combat



MULTIPLAYER GAME
SELECTION / CREATION
AND PUBLISHING
INTERFACE

MULTIPLAYER

Options Relationships



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