

CALL SIGN:
HAROLD_

CALL SIGN
IS ALWAYS
AN ACTIVE
BUTTON

THIS IS THE INFORMATION WINDOW:
INFORMATION HERE HAS PREVIOUSLY BEEN SELECTED OR ENTERED
BY THE PLAYER
(although the call sign may change)

THIS IS THE ACTION WINDOW:
THE PLAYER CHOOSES HIS OPTIONS FOR THE
CURRENT GAME IN THIS SPACE

THIS IS THE CHAT WINDOW:
(WE ALLOW FOR UP TO 12 LINES OF
SCROLLING TEXT IN THIS SPACE)

1
2
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12

ANYTHING THE
PLAYER TYPES
APPEARS HERE,
UNTIL HE HITS
ENTER OR THE
SEND BUTTON.

TYPE TEXT HERE

CANCEL

↑
THIS
BUTTON IS
USED TO GO
BACKWARD
S

BUTTONS GO
HERE FOR
ANYTHING
THAT THE
PLAYER
CHOOSES
THAT IS NOT
INTERNAL TO
HIS GAME

OK

↑
THIS
BUTTON IS
USED TO GO
FORWARD

SEND



CALL SIGN:
HAROLD_

CANCEL

MODEM

NULL
MODEM

IPX

SELECT
CONNECTION
TYPE

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TYPE TEXT HERE

SEND

CALL SIGN:
HAROLD_

GAME TYPE:
FREE-FOR-ALL (COMPETITIVE)
IN PROGRESS
GAME IS LOCKED

CANCEL



FIRST GAME IN LIST

PLAYER
LIST

SHIPS / STATS / KILLS

SECOND GAME IN LIST

NEW

THIRD GAME IN LIST

FOURTH GAME IN LIST

JOIN

FIFTH GAME IN LIST

GAME STATS
SETTINGS
WHATEVER



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TYPE TEXT HERE

SEND

CANCEL

CALL SIGN:
HAROLD_

QUICK MISSION

Build your own multi-player encounter.

Refly some of Prophecy's campaign missions with multiple players.

SINGLE MISSION

ARENA

It's a free-for-all in space. Pick your ship and try to kill them before they kill you.

Team up to defend a friendly vessel from alien or Kilrathi bombers.

DEFENDER

FAIR FIGHT

Build a fleet with a set number of points. The other team builds one too. Then we fight.

Wave after wave of enemy ships (Kilrathi or alien) swarm through a jump point. Each wave is harder than the next.

GAUNTLET

WALORDS

I'm not feeling clever enough to finish this, but you get the idea. Dammit.

A team attack on an alien starship. If you beat the first challenge, harder targets await.

STARSHIP

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







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SEND

CALL SIGN:
VAMPIRE



ARENA:
It's a free-for-all in space. The player or team with the most kills wins.

CANCEL



VAMPIRE		VAMPIRE
BOBO		WASP
???		WASP
MANIAC		VAMPIRE
UNUSED		
UNUSED		
UNUSED		
UNUSED		

HUMAN PLAYERS  

COMPUTER PLAYERS

TEAMS  

SHIP PICTURE AND STATS



TIME LIMIT	<input type="text" value="NONE"/>	POWER UPS	<input type="text" value="YES"/>	FRIENDLY FIRE	<input type="text" value="YES"/>	MAX LIVES	<input type="text" value="20"/>
MAX KILLS	<input type="text" value="25"/>	ASTEROIDS	<input type="text" value="NO"/>	MISSILES	<input type="text" value="YES"/>	REGEN DELAY	<input type="text" value="0"/>

OK

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SEND

CALL SIGN:
VAMPIRE

FAIR FIGHT:
Given a maximum number of points, build a fleet to challenge your opponents, while they build their own. The game ends when all ships of one side are destroyed.
Recommended for two to four players.

CANCEL

ALPHA TEAM

BRAVO TEAM

- VAMPIRE
- BOBO
- ???
- ???

- DRIFTER
- ???
- ???
- ???

SHIP PICTURE AND STATS

↑

+

↓

-

TOTAL POINTS		150	
PIRANHA	2	x10	20
TIGERSHARK	2	x13	26
WASP	0	x14	0
PANTHER	0	x17	0
SHRIKE	0	x18	0
VAMPIRE	2	x21	42
DEVASTATOR	2	x24	48
POINTS REMAINING		14	

HUMAN PLAYERS

COMPUTER PLAYERS

TEAMS

LOAD FLEET

SAVE FLEET

CLEAR ALL

TIME LIMIT POWER UPS FRIENDLY FIRE MAX LIVES

FLEET POINTS ASTEROIDS MISSILES REGEN DELAY

OK

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







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CALL SIGN:
VAMPIRE



WARLORDS:
Destroy all enemy cargo boxes while defending your own.

CANCEL



VAMPIRE		VAMPIRE
BOBO		VAMPIRE
???		VAMPIRE
???		VAMPIRE
WANKER		
???		
???		
???		

HUMAN PLAYERS  

COMPUTER PLAYERS

TEAMS  

SHIP PICTURE AND STATS

TIME LIMIT	<input type="text" value="NONE"/>	POWER UPS	<input type="text" value="YES"/>	FRIENDLY FIRE	<input type="text" value="YES"/>	MAX LIVES	<input type="text" value="20"/>
CARGO BOXES	<input type="text" value="3"/>	ASTEROIDS	<input type="text" value="NO"/>	MISSILES	<input type="text" value="YES"/>	REGEN DELAY	<input type="text" value="0"/>

OK

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CALL SIGN:
VAMPIRE

DEFENDER:
Defend friendly transports against waves of enemy attackers.

CANCEL

ALPHA WING

VAMPIRE
BOBO
???
???
???
???
???
???

SHIP PICTURE
AND STATS



SHIP PICTURE
AND STATS



BRAVO WING

DRIFTER
DUDE
???
???
???
???
???
???

HUMAN PILOTS

4

COMPUTER PILOTS

2

REGENERATION

ON

POWER UPS

YES

FRIENDLY FIRE

YES

MAX LIVES

20

ENEMY

Kilrathi

ASTEROIDS

NO

MISSILES

YES

REGEN DELAY

0

OK

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CALL SIGN:
VAMPIRE

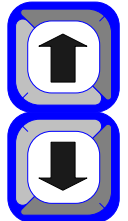
GAUNTLET:
Face multiple waves of enemy fighters, each more difficult than the previous one.
Recommended for two to four players.

CANCEL

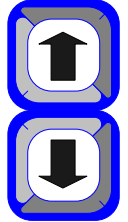
ALPHA WING

VAMPIRE
BOBO
???
???
???
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???
???

SHIP PICTURE
AND STATS



SHIP PICTURE
AND STATS



BRAVO WING

DRIFTER
DUDE
???
???
???
???
???
???

HUMAN PILOTS

4

COMPUTER PILOTS

2

REGENERATION

ON

POWER UPS

YES

FRIENDLY FIRE

YES

MAX LIVES

20

ENEMY

Kilrathi

ASTEROIDS

NO

MISSILES

YES

REGEN DELAY

0

OK

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CALL SIGN:
VAMPIRE

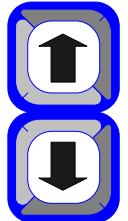
STARSHIP:
Attack enemy starships, with each target being more difficult and better defended.

CANCEL

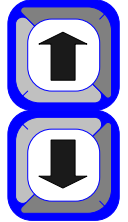
ALPHA WING

VAMPIRE
BOBO
VANILLA
???
???
???
???
???
???

SHIP PICTURE
AND STATS



SHIP PICTURE
AND STATS



BRAVO WING

DRIFTER
DUDE
???
???
???
???
???
???

HUMAN PILOTS

4

COMPUTER PILOTS

4

REGENERATION ON

POWER UPS YES

FRIENDLY FIRE YES

MAX LIVES 20

ENEMY Kilrathi

ASTEROIDS NO

MISSILES YES

REGEN DELAY 0

OK

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