

## **Cain, Billy**

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**From:** Young, Neil  
**Sent:** Thursday, December 04, 1997 11:04 AM  
**To:** Roan, Frank; Cain, Billy  
**Cc:** Downing, Dave  
**Subject:** FW: WCP demo rec  
**Importance:** High

FYI. Additions

-----Original Message-----

**From:** Plummer, Chris  
**Sent:** Thursday, December 04, 1997 10:44 AM  
**To:** Young, Neil  
**Cc:** Carloss, Alex; Bradshaw, Patrick  
**Subject:** RE: WCP demo rec  
**Importance:** High

I forgot to say **"Install/Setup program with full-game video card support as well"**

Thanks

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**From:** Plummer, Chris  
**Sent:** Thursday, December 04, 1997 10:39 AM  
**To:** Young, Neil  
**Cc:** Carloss, Alex; Bradshaw, Patrick; Plummer, Chris  
**Subject:** WCP demo rec  
**Importance:** High

...with a couple tweaks. Based on the concept of taking existing missions, I don't advise including a training mission. We can address the learning curve via progressively more difficult missions (and by re-naming the "Simulator" as "Training Simulator" even though it's not useable).

-Chris

### **Marketing Recommendations Wing Commander: Prophecy Interactive Demo**

#### **Positioning**

If WCP were only 3 missions long, had to be downloadable, and couldn't completely spoil Prophecy's current plot, this is what it would be. (both downloadable and magazine CD version recommendations are made here, see below)

#### **Execution**

- Pull three missions from the game which are related to each other, to give the player a sense of progression and accomplishment.
  - The first mission should be easy, the last mission should be really tough.
- Demonstrate the variety of atmosphere, ships and mission types in the full game
- If possible, alter these three missions (slightly) in ways to make them seem slightly different from the missions in the game without losing their basic appeal.
- English and German versions please (French if possible)

#### **Other Functionality**

- Demo consists of intro (or title splash screens), 3 progressively difficult missions, scoring system and full options menu functionality.
- Game Intro and/or splash pages are displayed first, then auto-gameplay demo if no keys are pressed.
  - Splash pages should say "Demo" clearly and give some basic gameplay instructions.
- Once a key is pressed, the game begins just like the full version - Enter your call-

- sign and appear in the rec room.
- From the rec room, all hotspots will say, "Training Simulator only available in the full version" (where the underlined words represent the hotspot name) - with the exception of "Ready Room" and "Kill board"
- The Kill board functions and records kills throughout the demo, as does the pilot record in the ready room
- The ready room is fully-functional with save and load game features working.
- Self-running gameplay demo that plays like a screen-saver when the game is not in use (not applicable when in spaceflight). After 30 seconds, intro (or splash pages) plays again, then repeat.

### **Suggested Demo Mission Content**

Make the content of the demo as fully featured as you can. Don't limit what the player encounters/experiences. The goal here is to provide the ultimate WCP experience, but in a limited venue. This leaves them thirsting for more...and they can only get it by purchasing the full product. Specific "coolness factors" to consider including:

- Asteroid fields
- Assaults on the Midway
- Missions around Alien Cap Ships (they look cooler when you battle around them than when you're actually taking out their turrets, etc - maybe fly a fighter screen for bombers)
- Introduce a new alien and new Confed ship each mission
- Jump from one system to another, so we can show off more than one nebula effect
- Include at least one "multi-ship maneuver", like the stingray.
- Any in-mission, scripted animations are cool
- Full-blown Isis briefings

### **Downloadable vs. CD version**

These should be identical except for the following additions to the CD version:

- All relevant movies are played, including the intro and transition flicks. (but don't include optional gameflow conversations)
- CD version is basically the download version + a movie.tre file. this means we can put the movie file up on the net as well (like Dark Forces demo), so fast-connection users can get the full experience.

### **Other:**

- Try to keep the Download version under 30Megs.
- Let's make sure the game doesn't pause every time a com loads up.

# Pilots

- Midway
- Caseng / Plagen
- Alien x 2
- Kilrathi
- Death cam for Cruise?