

Wattenbarger, Phil

From: Wattenbarger, Phil
Sent: Tuesday, November 12, 1996 2:02 PM
To: Carroll, Larry
Cc: Day, Mark; Downing, Dave
Subject: FW: Endgames

Here's what endgames we ended up with. In general, we talked about making endgames a little more generic so they could be reused. As the game progresses, the consequences of dying will get more and more grave. Additionally, the characters will become more emotional at the player's funeral. The more time the player invests in the game, the cooler endgame they get.

One way to win, many unique ways to die.

Sliding Endgames

- **Funeral #1** - [Series B - D] -- Player dies in spaceflight -- Reaction shots of characters. 'What a shame, he seemed like a good kid. Oh well, we got a war to fight, let's go'.
- **Funeral #2** - [Series E - G] -- Player dies in spaceflight -- Reaction shots of characters around coffin (classic Wing). 'I can't believe it, I was just getting to know him'.
- **Funeral #3** - [Series H - I] -- Player dies in spaceflight -- Reaction shots of characters around coffin. 'Boo hoo. What a warrior, he will be sorely missed. I think I loved him'. You know, good emotional cheese.
- **Torture** - [Series D - G] -- Player ejects, and gets captured by aliens -- Think intro to *Bioforge*. Player gets the Dentist chair treatment from an alien. Mostly reaction shot from player. Youch!
- **Earth Death** - [Series G - I] -- Usually a result of Midway getting blown up -- Destruction scene of Confed HQ orbiting Jupiter, then a shot of earth in the distance as a huge alien fleet advances.
- **Player flies through Wormhole gate** - [Series I] -- If player flies into gate space -- Swirling jump effect, think end of 2001. Then we could throw the player back into spaceflight with no power and surrounded by a fleet of ships.
- **Midway Fires Plasma weapon** - [Series I] -- The second time the Midway fires the weapon, it glows and explodes --- Midway goes up in a ball of flame. The player is stranded.

Specific Endgames

- Relay Station Destruction - [Series D, Mission 2 - 3] -- Player chases Warlord instead of defending Relay Station -- Relay station explosion followed by reaction shot aboard Midway. 'Well I guess they didn't make it <sigh>'.
- Fleet pours through Wormhole gate - [Series I, Mission 6] -- Player runs out of time on final mission -- another Dreadnought ship pours through with fleet. Similar to Prologue. Could be followed by Midway destruction, and the Earth Death

Winning Engame

- Destruction of Wormhole gate - [Series I, Mission 6] -- Player wins -- A Dreadnought gets sliced in two as Wormhole gate crashes in on itself. Lots of celebration aboard Midway. Think Star wars end.

Note: Some of these can be pasted together with slight modifications. For example, at the end of the game if the *Fleet pours through Wormhole gate*, then *Midway Fires Plasma Weapon*, and finally we show *Earth Death*.

Comments, feedback?
-Phil