

Wing Commander 5 Mission Specification

Mission : MISSI6

Description / Choreography

SHORT DESCRIPTION

INT. MIDWAY - BRIEFING ROOM - MISSION (I6a)

BEGIN on main screen and a CUTAWAY DIAGRAM of the WORMHOLE GATE. Its TOWERS are HIGHLIGHTED as we hear...

FINLEY (OS)

The Wormhole Gate is generated by four heavily shielded stabilizing towers which hold the space-time rift open.

PULL BACK to INCLUDE the CAG, Finley, and a roomful of attentive pilots. Colonel Dekker is also in attendance.

FINLEY (CONT)

By destroying all four Towers, the Wormhole can be made to collapse...

She breaks off as Blair ENTERS with the Captain.

CAPTAIN

I have an announcement to make. After much discussion in certain quarters...

(a look at the CAG)

... and due to the fact we are so short of veteran pilots, I've decided to return Colonel Blair to full flight status.

The CAG is not happy about this, but everyone else gives Blair a standing ovation. He waves off the applause.

BLAIR

Enough, enough. We have a war to fight, you know.

The CAG controls her feelings; continues the briefing.

CAG

The Midway will retreat to a safe distance, drawing the enemy's attention while two Vampires escort a Marine LC to the Gate's Command Center...

She taps her remote: the Gate's Command Center (a space station located behind its four towers) is HIGHLIGHTED.

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MISSISSIPPI

[Redacted header area]

REPORT

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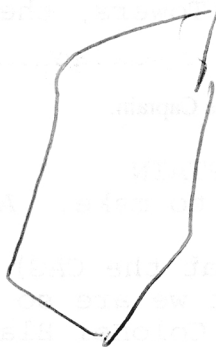
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CAG (CONT)

.. where Dekker's squad will deactivate the Tower shields.

DEKKER

So that the Vampires can destroy them. The Wormhole will close...

FINLEY

And the aliens will be sealed off on their side of the galaxy.

CAPTAIN

The only question is, who will fly the Vampires...

Before he can even ask for volunteers, every pilot in the room steps forward; including Blair and even Maniac. The Captain smiles; proud of his people. Makes his choices.

CAPTAIN

Casey, Maestro, Stiletto, Spyder. Be prepared to lift off at 0500.

Blair exchanges a long look with the CAG. It's clear she's relieved; and he's disappointed.

INT. MIDWAY - EAGLE'S NEST (REQUIRED SCENE)

"Dawn." Casey is alone here; looking at the many fighters arrayed on the Launch Deck.

RACHEL (OS)

No, you will survive, and yes, you won't screw up.

Casey turns to face Rachel.

CASEY

I didn't know you could read minds.

RACHEL

Just one of my many talents. Observe.

She closes her eyes; places her hand on her forehead.

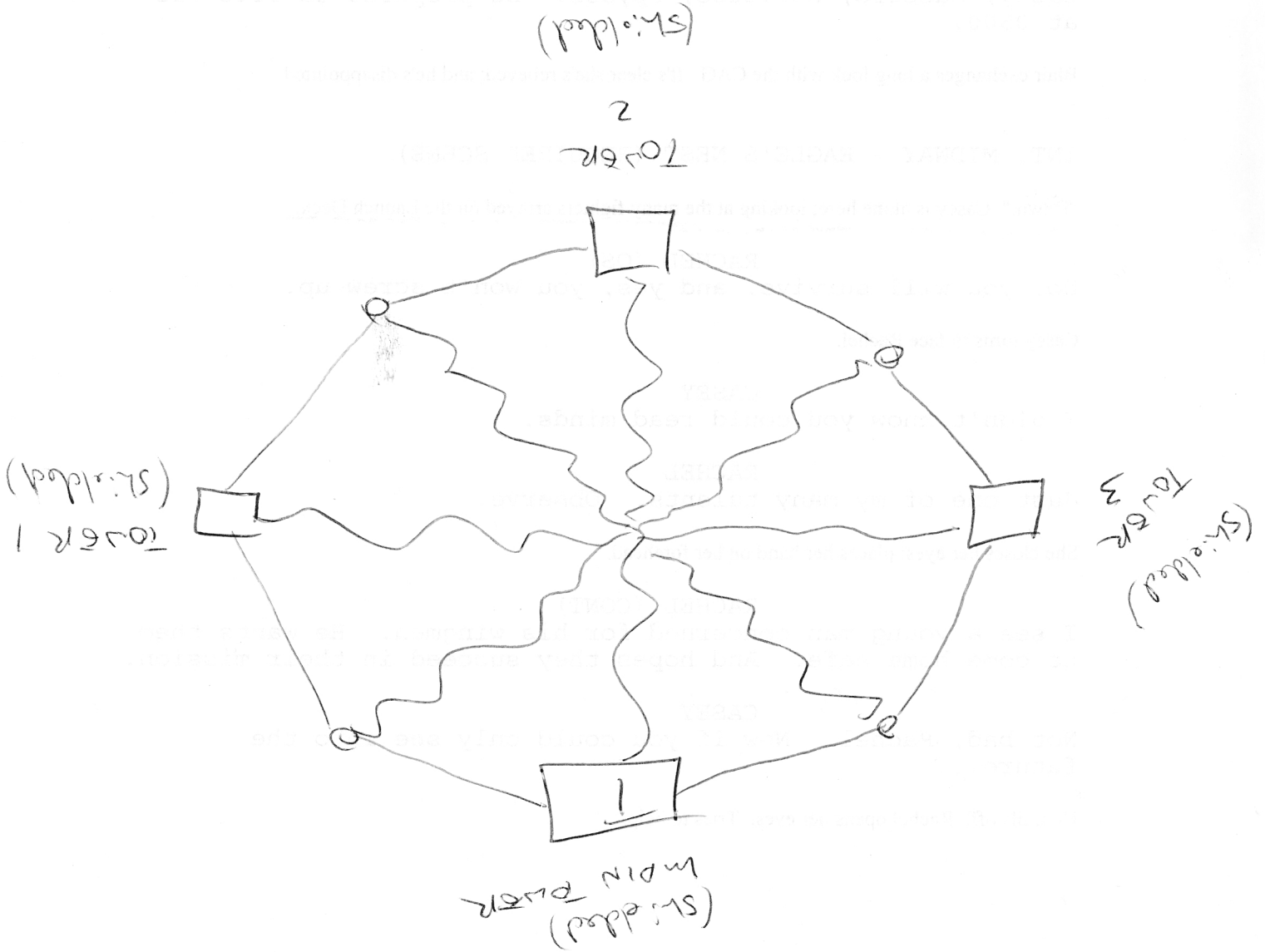
RACHEL (CONT)

I see a young man concerned for his wingmen. He wants them to come home safe. And hopes they succeed in their mission.

CASEY

Not bad, Rachel. Now if you could only see into the future...

He trails off. Rachel opens her eyes. Tries to help.





RACHEL

Casey... I've seen a lot of pilots come and go, but you're one of the best. Maybe even better than Blair. And if any pilot on this ship could pull this off -- it's you.

Relieved and thankful, Casey almost manages a smile. He looks back out onto the Launch Deck as we...

Mission Win / Lose Effects

Success occurs when the player has destroyed the last of the 4 stabilizing towers on the wormhole gate command center.

Failure will occur if the player does not manage to destroy the 4 stabilizing towers in enough time. Failure will also occur if the player allows the marine shuttles or Blair to be destroyed.

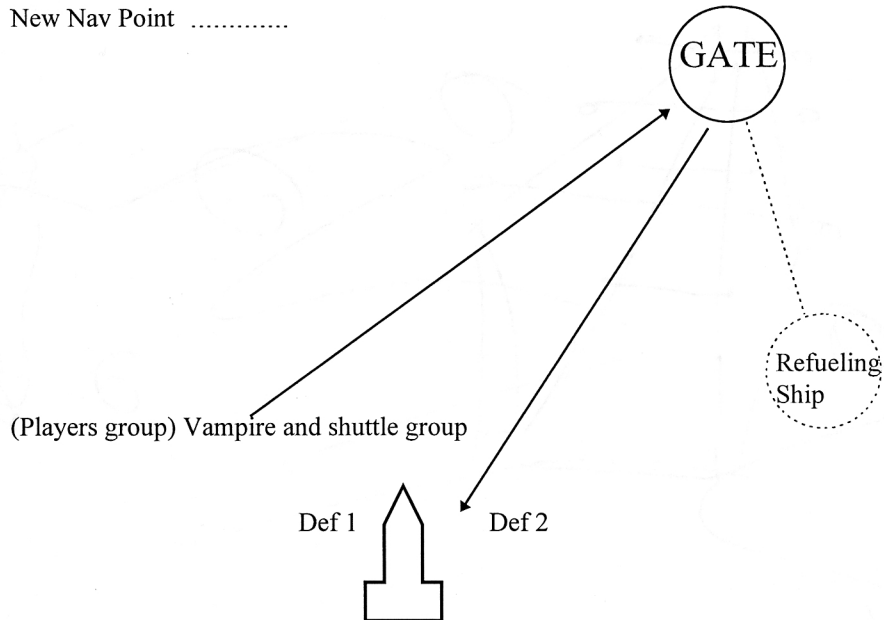
Wingman / Ship Selection Notes

Squadron: Phoenix
Fighter: Vampire with fighter load out

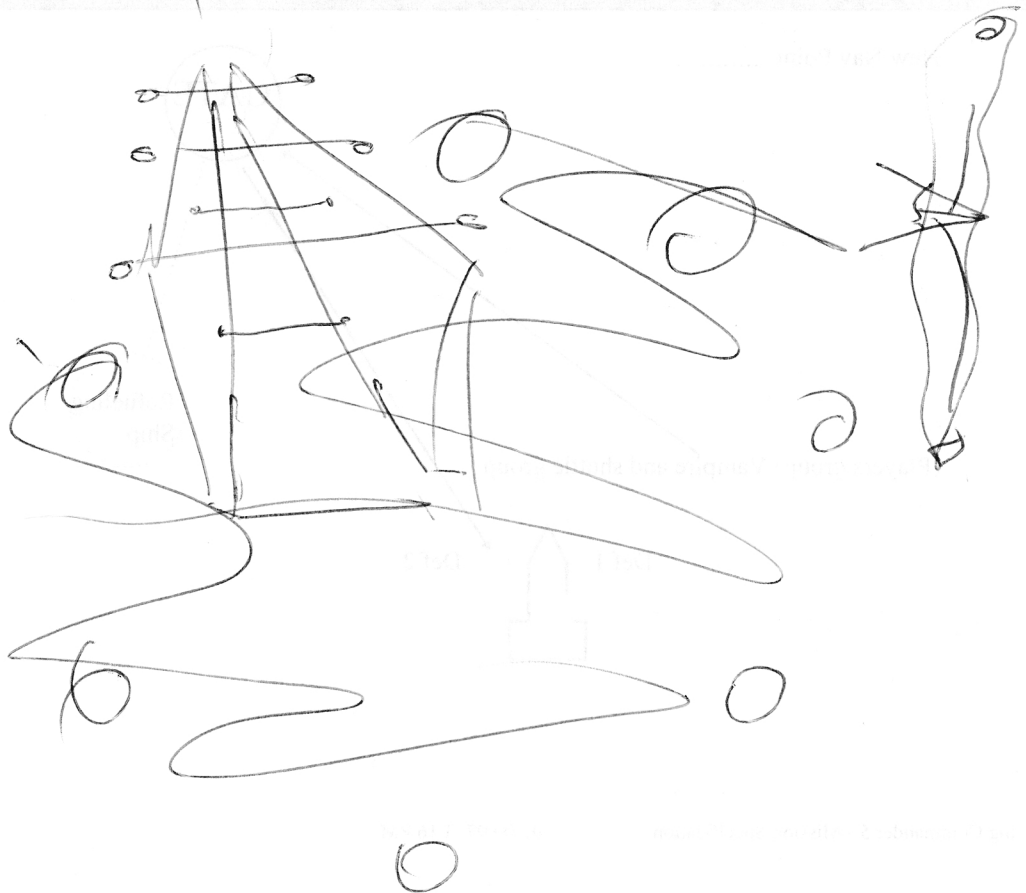
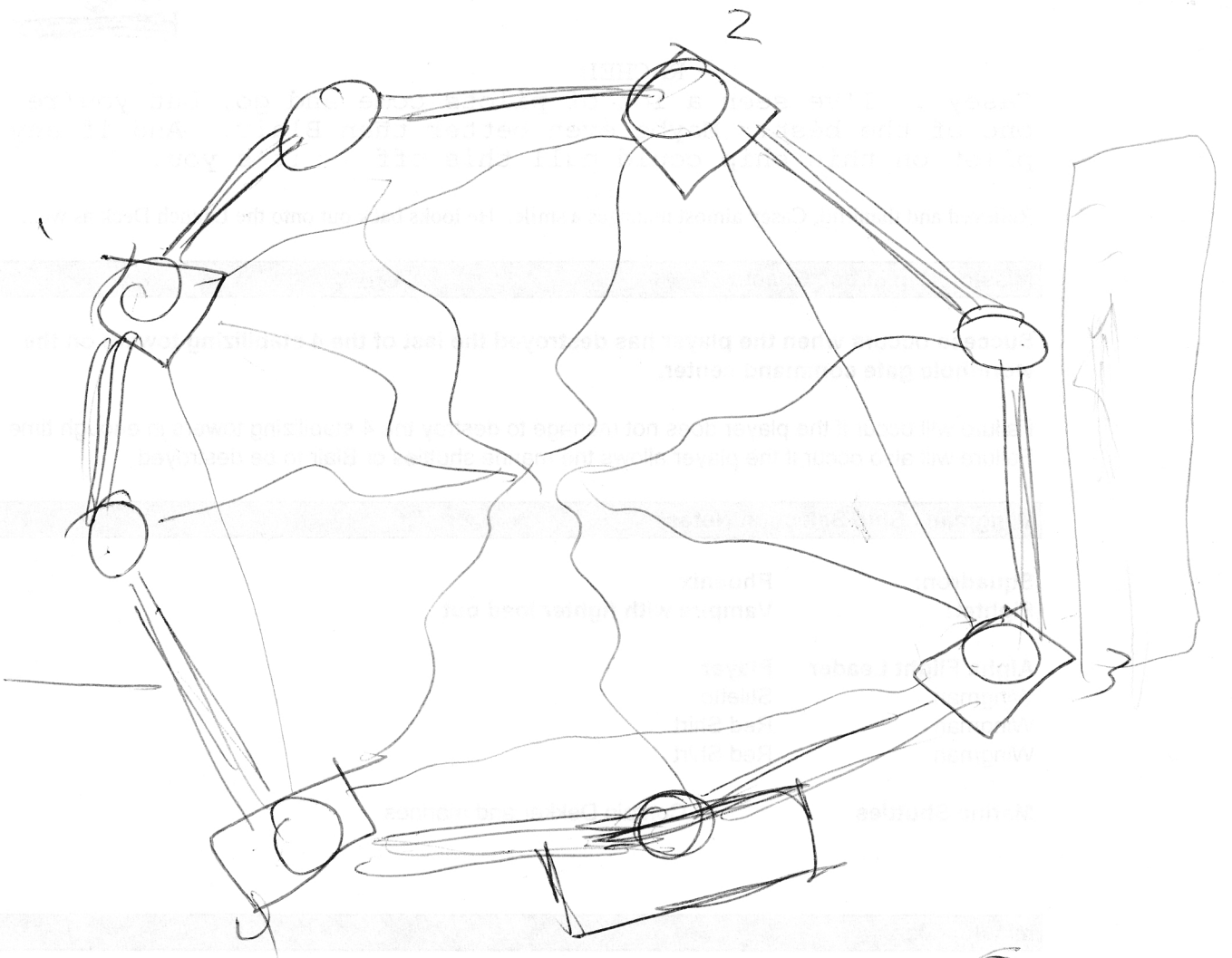
Alpha Flight Leader Player
Wingman Stiletto
Wingman Red Shirt
Wingman Red Shirt

Marine Shuttles Contain Dekker and marines

Mission Map



50c/125



Mission Outline

PRIMARY OBJECTIVES:

The player will meet stiff resistance as he escorts the marine shuttles to the wormhole gate. **The player must insure that the shuttle lands safely.** Once the marines have landed, Dekker reports via VDU that they are being met with alien resistance (guards/soldiers). Soon after Dekker will manage to lower all but the last towers shield and will also report that a massive alien armada is on their way through the gate. **The player must destroy each tower soon after being instructed to do so.** We will cut to a movie showing Dekkers team getting all but annihilated as they finish off the aliens on board.

MID-FLIGHT OBJECTIVE:

The player will be instructed by the Midway to withdraw to a nearby refueling ship. Blair, Maniac and Maestro will rendezvous with the player at this nav point and then proceed to the Gate to finish it off. **The player must protect Blairs ship until it lands** at which point Blair will thank him via VDU and go to work on shutting down the last shield.

The player will receive a comm from Blair stating that the last towers shield is lowered and to destroy it immediately. **The player must destroy the last tower soon after being instructed to do so.** After Blair sends the comm about the last tower we cut to a movie showing Blair fighting the Warlord and the player just barely escaping the explosion of the wormhole gate. This is the start of the winning endgame.

SECONDARY OBJECTIVES:

None planned at this time.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire(includes player), 2X Marine shuttle

Objective: Escort Marines to the Wormhole gate.

GATE: Gate command center and 4X stabilizing towers, constant enemy harassment which include aces TBD

Objective: Destroy stabilizing towers when instructed.

In-flight Objective: Withdraw to refueling ship at new nav point.

REFUELING SHIP (new nav point): Refueling ship

In-flight Objective: Wait for backup and then proceed to Wormhole gate

GATE: Gate command center and 1 stabilizing tower, enemy harassment which include aces TBD

Objective: Destroy the last tower when instructed and return to the Midway

LANDING: Midway, 4X Vampire (CAP), 4X Vampire (CAP), Player and remainder of group

Communication Events

Launch:

Gate:

After Dekker has landed,

DEKKER: "I've got one of them lowered. Go get it, kid."

After 1st tower is destroyed,

DEKKER: "Two down, two to go."

After 2nd tower is destroyed,

DEKKER: "I've got the third one down. Hurry!"

After 3rd tower is destroyed,

DEKKER: "We're taking heavy losses... **CUT TO MOVIE** of all marines and aliens dying in battle

MIDWAY: "Withdraw to the refueling ship at the new nav point on your map.

NOTE: May want to force the player with the game engine.

Refueling ship area:

MIDWAY: Beginning of movie comes through VDU and then **CUTS TO MOVIE**

Gate:

After Blair has landed,

BLAIR: "Shields are down on the last tower. Destroy it now, I'll have plenty of time to get out."

After last tower is destroyed,

BLAIR: "Good job! Now afterburn out of here before you get caught in the big bang. I'm leaving right now..." **CUT TO MOVIE** where we see Blair deal with Warlord.

Landing:

No debriefings. Last mission in game. If you win or lose it cuts to respective endgames. Player landing is included in winning endgame.

Special Art / Objects

1. Wormhole
2. Command Center and Towers

Special Sound Effects

1. Shield tower being lowered