

Wing Commander 5 Confed Weapon Statistics

Fighter Guns

Name	Damage	Range	Energy	Speed	Refire Delay/sec
Laser	18	5000	10	2000	0.25
Adj. Mass Drivers	35-55	2400-3600	15-35	1200-1800	0.25-0.35
Tachyon Gun	70	3200	40	1600	0.35
Ion Cannon	30	4500	30	1800	0.35
Plasma Cannon	20-200	3000	10 -100	1000	0
Anti-missile Turret	*special	2000	N/A	N/A	.50
EMP Gun					
(Anti-turret gun)	**special	15000	***special	1500	10.0
Cloak Gun	N/A	N/A	10	N/A	N/A

Fighter Missiles

Name	Damage	Size	Range	Speed	Accel.	Maneuv.	Lock Time
Mine	400	2	1800	1	1	1	0
Friend or Foe	250	2	6000	1200	800	80	0
Image Recognition	350	2	5000	1600	600	80	1.0
Anti-radiation	300	2	6000	2000	400	50	1.5
Heat Seeker	400	2	5000	2000	800	80	2.0
Light Torpedo	1000	4	12000	1200	300	30	8.0
Torpedo	2000	8	15000	1000	200	20	12.0
Dumb Fire Missile	800	1	9000	3000	1000	0	0
Rocket Pod	150 ea. miss.	1	8000	3000	1000	0	0
Swarmer Pod	150 ea. miss.	4	5000	2000	800	60	0
Tracker Missile	200 ea. miss.	4	15000*	3000**	1000	0/85***	0
Long Range ARM	300	4	12000	2000	800	50	2.0
Long Range IRM	350	4	10000	1600	1200	80	1.5
Enhanced LRARM	400	4	15000	2000	800	60	1.5
Enhanced LRIRM	600	4	13000	1600	1200	90	1.0
Enhanced L. Torpedo	1250	4	15000	1200	300	40	6.0
Enhanced Torpedo	2500	8	20000	1000	200	25	10.0

NOTES:

* Tracker missile's range is Dumbfire(9000) + Friend or Foe(6000)

**Tracker missile has an initial velocity of 3000, than each Friend or Foe missile has a speed of 1200

*** Tracker missile is an unguided Dumbfire rocket for its first 9000, and a Friend or Foe for its next 6000

Missiles in bold are enhanced through information gained about the enemy

Starship Guns

Name	Damage	Range	Energy	Speed	Refire Delay
Laser Turret	18	5000	10	2000	.50
Ion Turret	30	4500	30	1800	.85
Ion Cannon	120	6000	80	1000	3.0
Plasma Cannon	320	8000	230	800	8.0
Ship Killer Weapon	1000	12000	N/A	500	25.0

Starship Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Lock Time
Vertical Launch Cell	150	8000	2000	800	20	2.0
Anti-ship	400	6000	1500	500	60	4.0

Wing Commander 5 Alien Weapon Statistics

Fighter Guns

Name	Damage	Range	Energy	Speed	Duration	Refire Delay/sec.
Tongue of Death	10 ea. bolt	5000	25	N/A	0.5 Bolt/1.5 Burst	2.0
Quantum Disrupter (Gun)	35	3200	35	1600	2.0	.40
Proton Accelerator	45	4000	30	2000	2.0	.30
Light Plasma Cannon	60	3000	45	1500	2.0	.30
Plasma Cannon	100	3000	100	1000	3.0	3.0
Shield Killer Weapon	10*	4200	40	1400	3.0	.35
Cloak Gun	N/A	N/A	10	N/A	N/A	0
Disco Ball Sm.	75 ea. ray	3000	50	2000	1.5	6.0

* Dissolves shields and disrupts electrical system

Fighter Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Duration	Lock Time
Friend or Foe	280	8000	1200	800	85	21	0
Image Recognition Missile	470	6000	1600	600	85	17	1.0
Fighter Cluster Missile(Tracker)	250 ea. miss.	16000	3000/1600	1000/800	0/85	5/21	0
Quantum Disrupter Missile	600	5000	1800	500	70	12	1.5
Cluster Torpedo	2300	10000	800	300	25	18	8.0

Starship Guns

Name	Damage	Range	Energy	Speed	Duration	Refire Delay
Plasma Turret	30	3000	N/A	1500	2.0	.30
Flak Cannon	15	10000	N/A	N/A	N/A	.30
Ship Killer Weapon	1000	12000	N/A	800	15.0	25.0
Big Deadly Disco Ball (Alien beam weapon)	150 ea. ray	6000	N/A	N/A	0.5	15.0

Starship Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Duration	Lock Time
Anti-ship missile	2500	12000	2000	200	25	25	12.0
Anti-fighter missile	170	8500	1600	600	85	17	1.0

Multi-player Design

Multi-player for Wing Prophecy will consist of a small set of competitive and cooperative “challenge” type missions, a simple quick mission generator, and a set of missions from the single-player game which can be played with multiple human and/or computer wingmen.

General screen elements are shown in the accompanying Visio document.

Starting Multi-player:

When the player starts the game, the “multi-player game” option will be available from the startup menu. Choosing this option will bring up the standard multi-player frame, which will remain constant through all of the multi-player setup. This frame looks similar to the picture on page 1 of the Visio document.

Choosing a Connection:

On the first screen (Visio – page 2), there are five different options available to the player:

- cancel click on this button to go back to the main menu
- IPX click on this button to connect via IPX
- modem click on this button to connect via modem
- null modem click on this button to connect via direct serial cable
- call sign click on this box to change your call sign

The player’s call sign will be chosen from his single-player campaign or from previous multi-player games. If he has not previously chosen a call sign, then the multi-player screen will appear with a blinking cursor in the call sign window, and the player will be able to enter his call sign immediately.

Connecting Via Modem:

This part isn’t worked out visually yet, but we’ll essentially use the *action window* to select a phone number, with buttons along the side for adding and deleting phone numbers from your phone book. Once you hit OK, you’ll be asked whether you want to call or answer, and the caller will be switched to the *game selection screen*.

Connecting Via Null Modem:

Selecting a null modem connection will prompt for master or guest connection, and then switch (for the master) to the *game selection screen*.

Connecting Via IPX:

Selecting an IPX connection will switch you immediately to the *lobby* screen.

The Lobby:

A la C&C, those who elect to connect via IPX will appear in a non-game “holding area” when they first join. This area will be a meeting place for network players, with a display of all existing games on that network. (Visio – page 3)

Selecting one of the current games will give a visual/textual summary of that game, as well as a list of players in that game. (The screen defaults to the first game in the list being selected.) Once a game is selected (if it isn’t locked), then the JOIN button can be pressed to enter that game (or watch it being set up, if the game has not been started yet).

At the bottom of the lobby screen (and every other multi-player screen) is a chat box, with up to twelve lines of 10 point text displayed at any time, and scroll arrows to review previous text. Beneath that is a

single-line area for entering text to send. Any time the player hits a key, it will be typed in that box, and ENTER or the SEND button will send that text to all players in the lobby.

If the player wishes to start a new game, then he merely hits the NEW button, and he will be taken to the *game selection screen*.

The Game Selection Screen:

Once a player chooses to be master of a game (either starting a new game on IPX, acting as caller on modem, or choosing master on null modem), he is allowed to choose a game type from the game selection screen (Visio – page 4).

The player's choices are as follows:

- *Quick Mission:* set up a limited number of parameters to build a single scenario
- *Single Mission:* play individual missions from the campaign cooperatively with other players
- *Arena:* free-for-all (or team) death match with limited options
- *Fair Fight:* given a number of points, the captains of two teams choose fleets; each player can choose from his team's pool, and the first team to destroy all of the other team's fleet is the winner.
- *Warlords:* each player (or team) up to four is given a number of cargo boxes; the goal is to defend your cargo boxes and destroy everyone else's; bonus points are assigned for identifying cargo contents before you kill the boxes
- *Defender:* players combine to defend friendly transports against attacking aliens or Kilrathi
- *Gauntlet:* players combine to destroy increasingly difficult waves of enemy (alien or Kilrathi) fighters
- *Starship:* players combine to attack increasingly difficult alien starships

Selecting any of these buttons will publish the game in the lobby and send the player to one of the eight particular *game setup screens*.

The Game Setup Screens:

These screens enable the player to set up specific options for his chosen game. These include number of players, whether the game is locked or not, ship selections, team selections, etc.

The Option Buttons:

The option buttons, which appear at the bottom of the action window, allow the player to toggle asteroids, friendly fire damage, missiles, power ups, and regeneration, as well as setting any time limits, regeneration delays, and options relevant to a particular type of mission. Some of these options will be unavailable for the quick mission and the single mission.

Ship Selection:

For the single missions, quick mission, and cooperative missions (defender, gauntlet, starship), the master will configure up to two wings of ships, and each player will be able to choose which wing to join (up to a maximum of 3 or 4 ships per wing). The master will have the option to add computer pilots to any leftover ships, up to the maximum number of ships allowed in the scenario.

For the arena mission, each player chooses his own ship.

For the fair fight mission, the captains for each team choose all of the ships available in the ship pool for their team, and players choose which team to join. Once the mission begins, each player is given a choice of ship from the pool. (in order of joining the team, would be my guess) A player who dies and regenerates will be allowed to choose a new ship from those remaining in the pool.

For warlords, the master will choose the ship for all players to fly. (or maybe not...)

In the Mission:

Once the game starts, the players will appear at random start spots for competitive missions and the edge of the important action sphere for cooperative missions (all players near each other – probably in formation). When players regenerate, they will reappear at one of the start spots. (perhaps marked by some sort of start marker – buoy or the like)

Regeneration in cooperative missions is allowed for all ships. When you regenerate, you can pick to regenerate one of the two available ships types. If a new player is added into a cooperative mission, he is assigned to replace an AI pilot if there is one available. Otherwise, he is added in a ship of his choice (from the two available). No player over the maximum number we have allowed can ever be added to the game.

Cooperative missions are designed for a specific number of ships, and play-balanced for that (maximum) number.

Multilevel cooperative missions won't remember where you were.

When you die and you had power-ups, you drop all of them all over the place – shooting out with an initial velocity (and inertial dampening).

Power-ups are limited in number.

If you pick up a power-up that you already had, it does nothing except keep somebody else from getting it.

Cooperative missions which have no power-ups will have a refueling ship at the center of the action sphere which will repair, refuel, and rearm a player (slowly) if he lands. The refueling ship is invulnerable. The parked players are not.

Selecting power-ups automatically switches all of the available ships to “arcade” mode. Each of these ships has the same shields, armor, energy levels, and dynamics as its “real” counterpart, but it has only one pair of lasers to start with. NO TURRETS. Power-ups can add any type of gun to your ship. Your bolts, regardless of the gun type, will be your team's color. (or is that an option?)

Missile power-ups give you one set of a type of missile. You can have a maximum of four of any type of missile at any time. (Adding more power-ups will bring you up to, but not above, four)

On multi-level cooperative missions, power-ups will only appear when an enemy is destroyed or when the jump gate opens to the next “level”.

When the jump gate opens to go to the next level, it will initiate the countdown timer and will close again after a certain time limit. Players who don't make the gate will start over at the next “level” with a new ship (no power-ups on board).

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)

CANCEL

THIS
BUTTON IS
USED TO GO
BACKWARDS

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

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

OK

THIS
BUTTON IS
USED TO GO
FORWARD

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

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



TYPE TEXT HERE

SEND

CALL SIGN:
HAROLD_

CANCEL

MODEM

NULL
MODEM

IPX

**SELECT
CONNECTION
TYPE**

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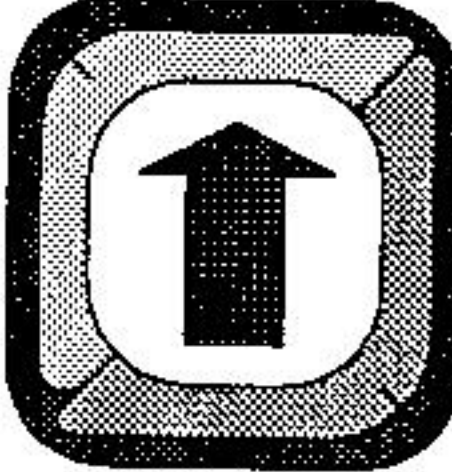
TYPE TEXT HERE

SEND

CALL SIGN:
HAROLD_

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

CANCEL



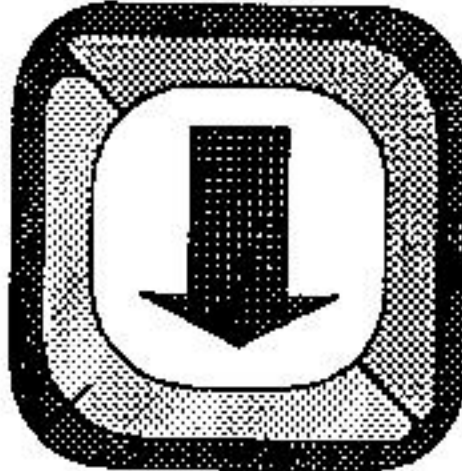
FIRST GAME IN LIST

SECOND GAME IN LIST

THIRD GAME IN LIST

FOURTH GAME IN LIST

FIFTH GAME IN LIST



PLAYER
LIST

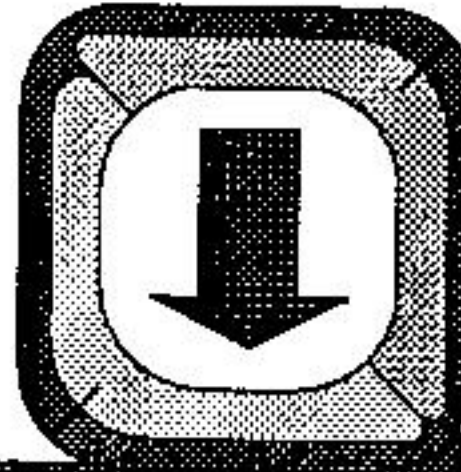
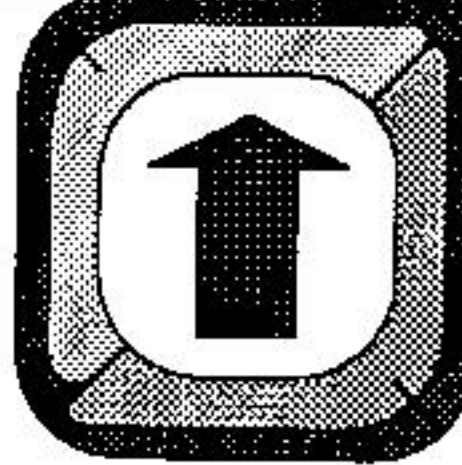
SHIPS / STATS / KILLS

NEW

JOIN

GAME STATS
SETTINGS
WHATEVER

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TYPE TEXT HERE

SEND

CALL SIGN:
HAROLD_

CANCEL

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

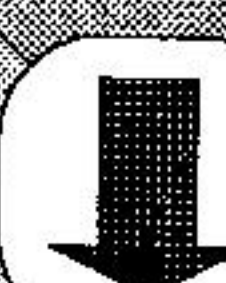
WALORDS

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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TYPE TEXT HERE

SEND

CALL SIGN:
VAMPIRE

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

CANCEL

VAMPIRE

BOBO

???

MANIAC

UNUSED

UNUSED

UNUSED

UNUSED

VAMPIRE

WASP

WASP

VAMPIRE

HUMAN PLAYERS

4

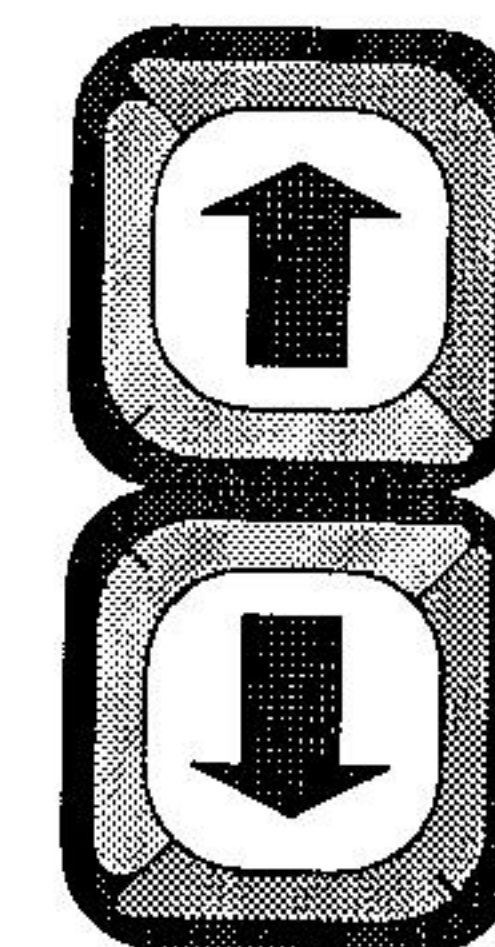
COMPUTER PLAYERS

0

TEAMS

2

SHIP PICTURE
AND STATS



TIME LIMIT

NONE

POWER UPS

YES

FRIENDLY FIRE

YES

MAX LIVES

20

MAX KILLS

25

ASTEROIDS

NO

MISSILES

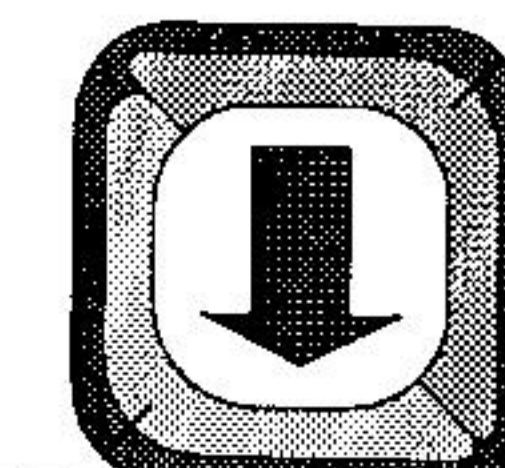
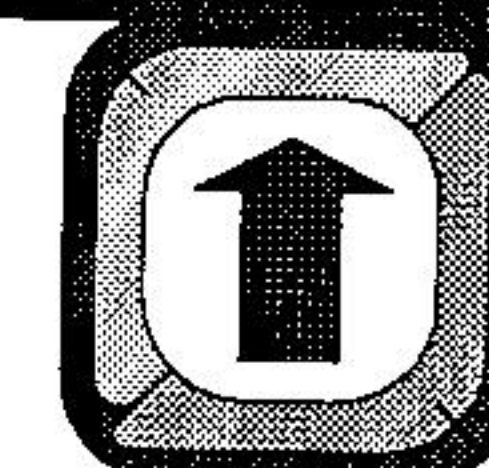
YES

REGEN DELAY

0

OK

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TYPE TEXT HERE

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

VAMPIRE

BOBO

???

???

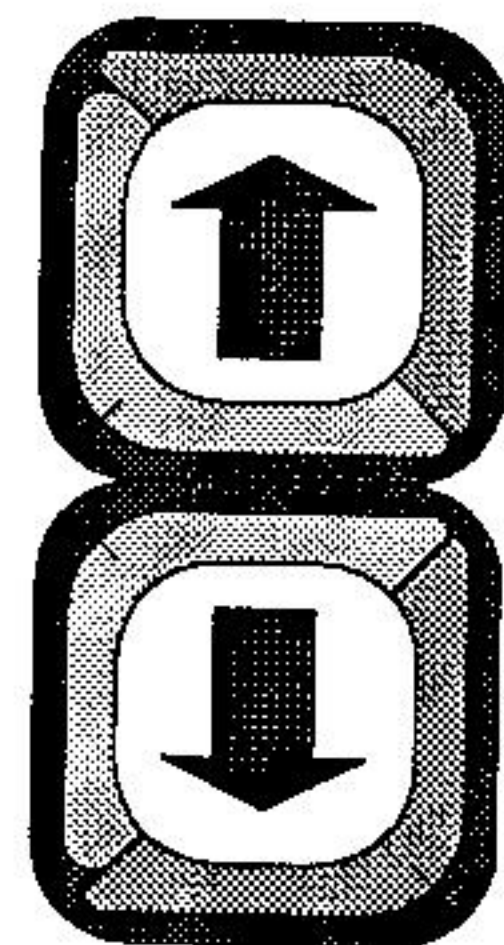
BRAVO TEAM

DRIFTER

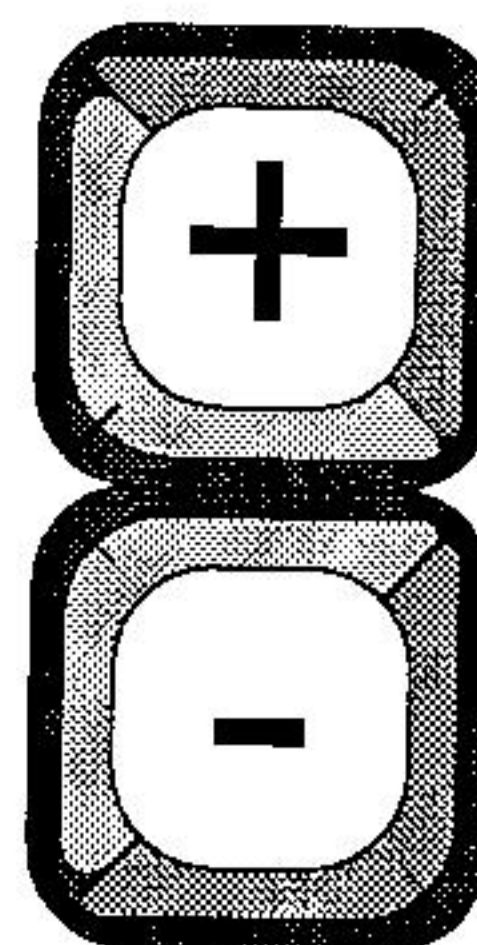
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???

???



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

4

COMPUTER PLAYERS

0

TEAMS

2

LOAD
FLEET

SAVE
FLEET

CLEAR
ALL

TIME LIMIT

NONE

POWER UPS

YES

FRIENDLY FIRE

YES

MAX LIVES

20

FLEET POINTS

150

ASTEROIDS

NO

MISSILES

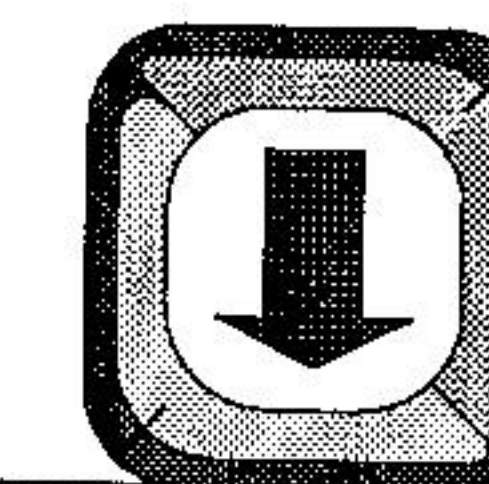
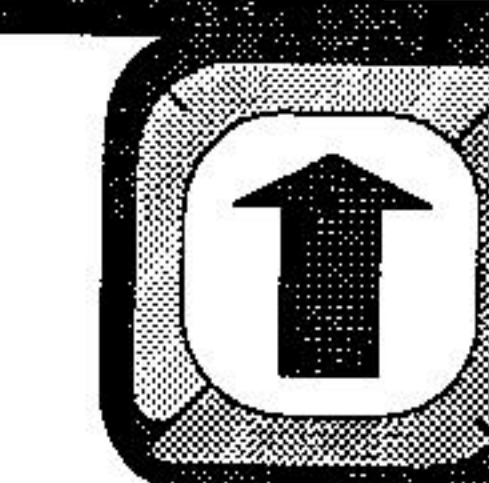
YES

REGEN DELAY

0

OK

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TYPE TEXT HERE

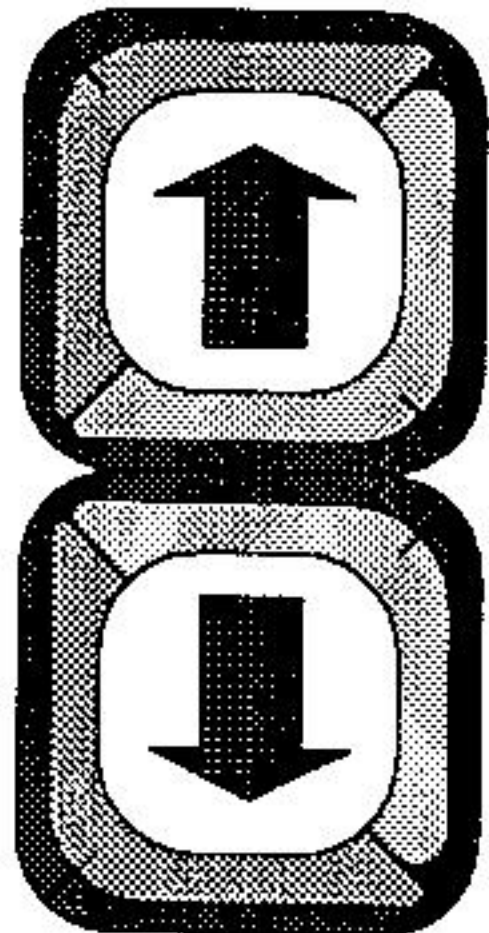
SEND

CALL SIGN:
VAMPIRE

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

CANCEL

HUMAN PLAYERS	8	+	-
COMPUTER PLAYERS	0		
TEAMS	4	+	-



SHIP PICTURE
AND STATS

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

TIME LIMIT	NONE	POWER UPS	YES	FRIENDLY FIRE	YES	MAX LIVES	20
CARGO BOXES	3	ASTEROIDS	NO	MISSILES	YES	REGEN DELAY	0

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TYPE TEXT HERE

SEND

OK

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

1
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TYPE TEXT HERE

SEND

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

???

???

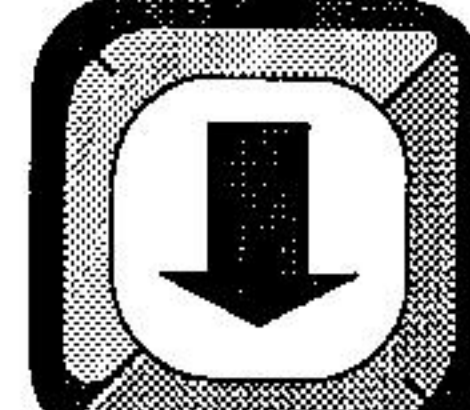
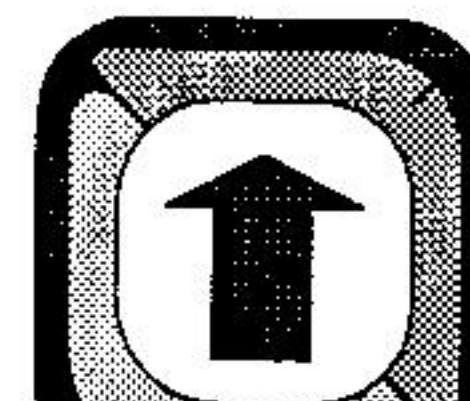
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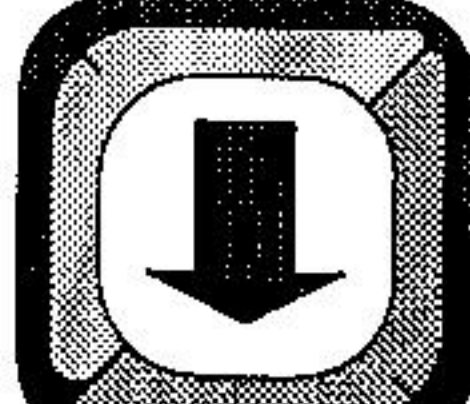
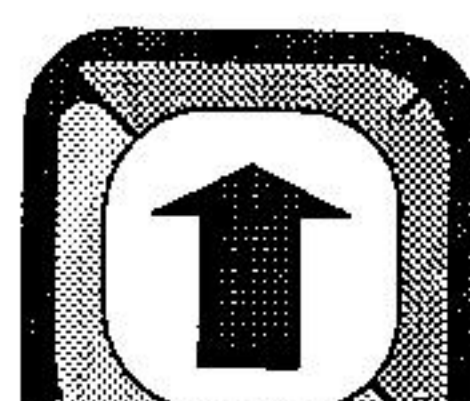
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SHIP PICTURE
AND STATS



SHIP PICTURE
AND STATS



BRAVO WING

DRIFTER

DUDE

???

???

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???

???

HUMAN PILOTS

4

COMPUTER PILOTS

2

REGENERATION

ON

POWER UPS

YES

FRIENDLY FIRE

YES

MAX LIVES

20

ENEMY

Kilrathi

ASTEROIDS

NO

MISSILES

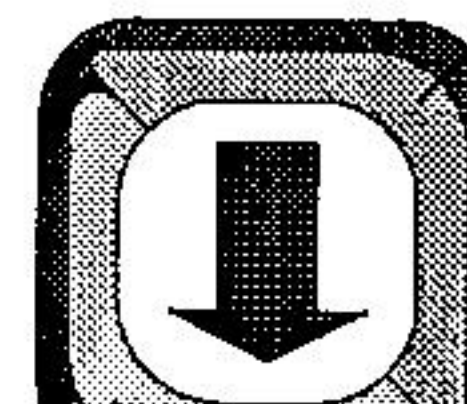
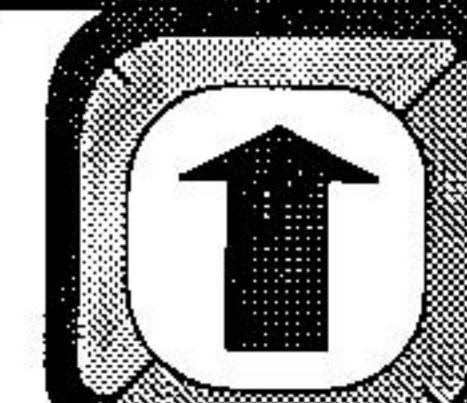
YES

REGEN DELAY

0

OK

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TYPE TEXT HERE

SEND

CALL SIGN:
VAMPIRE

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

CANCEL

ALPHA WING

VAMPIRE

BOBO

VANILLA

???

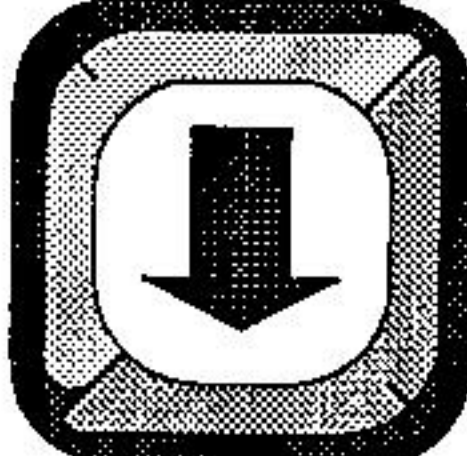
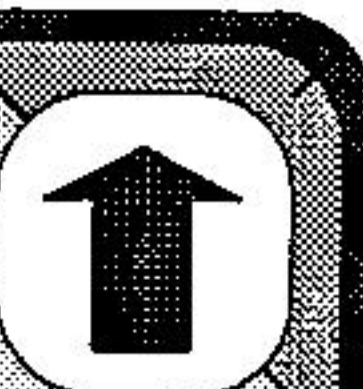
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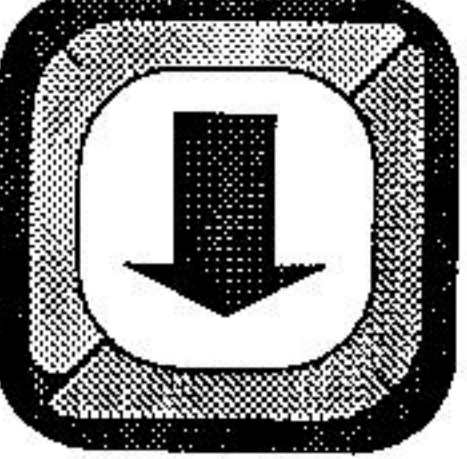
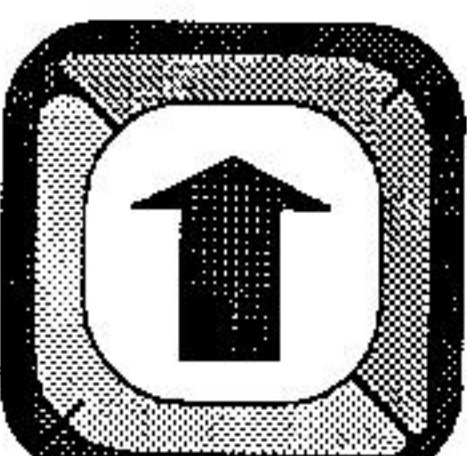
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???

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

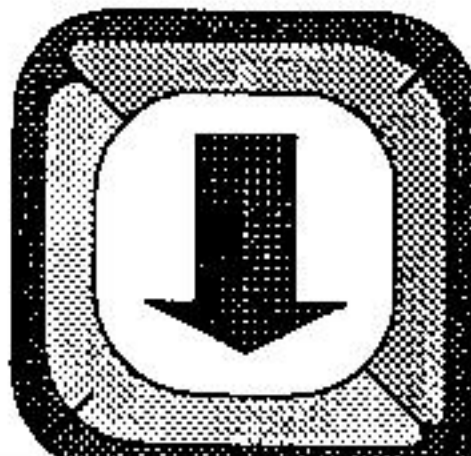
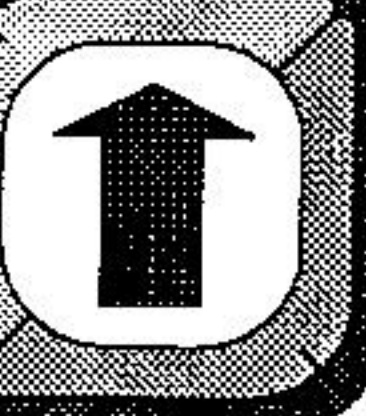
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Power-ups in WING COMMANDER

This file is 'Owned' by: Billy Cain

Wing Commander Multi-Player - Philosophy of Design

Introduction

It is our intention to produce two games in Wing Commander Prophecy (Single-Player and Multi-Player). We need to tailor each game to the likes, dislikes, and expectations of each audience. Simply put, it is an issue of breadth vs. depth. The Single-Player Wing Commander experience should rely heavily on simulation and strategy. The missions should have a complexity of depth, providing a tactical challenge. The Multi-Player game should rely heavily on fast-paced arcade action. The missions should have a complexity of breadth, providing a skillful challenge.

Game Experience

- Intro is fast, more action oriented
- Game has attract mode
- Game has splash screen with Single Player, Multi-Player, Options
- WOW factor
 - ♦ deluge of audio/visual effects
 - ♦ push pixels / use much of the screen
 - ♦ surround sound
 - ♦ examples : weapon and explosion effects to take advantage of hardware
- Entertainment factor
 - ♦ something is always moving on the screen
 - ♦ automation of required actions (auto-pilot, landing)
 - ♦ Power Ups (see below)
- Simplicity
 - ♦ intuitive interface
 - ♦ simple weapons interface (2 fire buttons; pre-determined, static loadout)
 - ♦ easy to read HUD displays

CLOAKING

Power Ups

On the Multi-Player game, there will be powerups available. Each ship has been designed with this in mind. Each gun and missile type will be upgradeable during the mission by finding power ups. To progress through the level easily, you will need to find the best power ups. There will also be power ups that can change your gun and add more missiles.

Think DESCENT in space. Bad guys go for powerups, too and carry them. Blow them up and get the prizes!! There will be refinements, to be sure, but that's the gist.

Rationale

In Privateer, there was no problem with our customers flying through cargo that the 'enemy' ships dropped, and having that automatically stored onboard their ships. It was a natural game element. We are bringing it back. Shield power icons will look like blue shield power, fizzing away in space; armor icons will look like armor plating in space. The look will be as 'real' as possible, keeping with the Wing Commander mindset (Space War, military style, etc.), but fun should be the real deciding factor.

Where You Find Powerups

When you kill a bad guy, or asteroid, cargo carrier, etc. they could have an object (or objects) inside them. All power-ups can be placed by designers, in an effort to balance the mission perfectly. Think Jungle Strike on the *Genesis*. If you don't grab the powerups, it'll be tougher (or impossible - because you won't have the firepower) to finish the mission. Powerups give us better control over what happens in the game from a pure design standpoint.

We can set guidelines for placing the Powerups: Enemy Ships can carry shield, gun and missile powerups; cargo crates can carry invulnerable, smart bombs, etc.; radar buoys may have a mix; asteroids a mix; etc. We can even have Confed ships carrying them as well, and when they get destroyed, they can drop their payload.

How to Easily identify Powerups

The idea is to keep the system simple. So, each icon should look like the thing it modifies. If it is the simplest powerup, it should appear Plain Jane. If it is a super powerup, it should have Saturn rings around it. If it is a Mimic (a reverse powerup) it will flash with red electricity as soon as it is spawned, and then every two seconds afterwards. (Example: **Shield ICON** - Blue ball of energy; Extra Shield Top strength ICON - Blue ball of energy with Saturn rings; **Shield Mimic ICON**: Blue ball of energy with Saturn rings, flashes with red energy 1 time/ 2 seconds (that's the indicator this is BAD))

How they function

Fly through them. Your ship will assimilate the attributes immediately and automatically.

Guns

Each type of gun will have four levels of power ups, and there will be special power ups that max. out your guns (go directly to level 4). An example of a gun power up would be the Laser. Laser Level 1 would be the weakest laser. Laser Level 2 would be 25% more powerful. Level 3 would be 25% again more powerful, and Level 4, 25% more. If you grab an extra gun power up after 4, you would go into Special Mode (Level 5) and the Laser would be super-powerful for 30 seconds, then returning to Level 4.

There will also be powerups to recharge your guns, and some to increase the max. power levels.

If you pick up a different type of gun, it resets your gun level back to one, with that type of gun.

Example: Player flying with Level 3 Laser runs through Mass Driver icon. The player's gun now changes to Level one Mass Driver. This will have to be play-balanced by the designers, as to how many of each type to leave in the missions.

Missiles

Each type of missile will have four levels of power ups, and there will be special power ups that max. out your missiles (go directly to level 4). An example of a missile power up would be Swarmer missiles. Swarmer Level 1 would be two missiles that seek the enemy ship. Swarmer Level 2 would have four missiles that seek the enemy, Level 3 would have six, and Level 4, eight. If you grab an extra missile power up after 4, you would go into Special Mode (Level 5) and the missiles would be super-powerful for 30 seconds, then returning to Level 4.

There will also be powerups to give you unlimited missiles for brief spans of time.

Shields

Shields will function as they have normally, i.e. slowly recharge from your power pool. If you pick up a shield power up, you will max. out your shield strength, or increase your shield's maximum strength. We can even lower the shield recharge rate overall, so the shield Powerup actually means more to the player. If it's fun, we may remove the shield recharge altogether, to make the Powerup the ONLY way to recharge the shields. All in the name of fun.

There will also be Invulnerable powerups (rationale: they give you special shield power) that will repel all damage.

Power Up List

DEFENSIVE

REPAIR/ARMOR

Full repair

Betty says: "Armor"

- ICON: Chunk of armor with blue energy spinning around it
- 100% shields
- 100% armor
- Repairs all down systems
- If you are at Max, then you run through it

Armor Power up

Betty says: "Armor"

- ICON: Chunk of armor
- adds 25% of total armor strength
- Up to 100% maximum
- If you are at Max, then you run through it

Full Armor

Betty says: "Armor"

- ICON: Chunk of Armor with Saturn rings around it
- Completely replenishes your armor
- If you are at Max, then you run through it

SHIELD/INVISIBLE

Shield power

Betty says: "Shield"

- ICON: Blue ball of energy
- adds 25% of total shield strength, up to 100% maximum
- Also restores full power to shields. If shields are destroyed, this will repair them immediately
- If you are at Max, then you run through it

Extra Shields

Betty says: "Shield"

- ICON: Blue ball of energy with Saturn rings
- adds 10% to your total shield strength maximum
- Also restores full power to shields
- If shields are destroyed, this will repair them immediately
- Maximum shield extension is 150% - If you are at Max (and shields are recharged), then you run through it

Invulnerable

Betty says: "Invulnerable"

- ICON: Gold ball of energy with Saturn rings
- Makes shields function at 1000%
- Temporary (30 seconds)
- Also restores full power to shields
- If shields are destroyed, this will repair them immediately
- If you are already invulnerable, this resets the counter

Invisible

Betty says: "Invisible"

- ICON: White ball of energy with Saturn rings
- Enemies cannot see you
- Enemy missiles will not track
- Enemies can still hit you
- If you are already invisible, this resets the counter

OTHER

Extra Decoys

Betty says: "Decoys"

- ICON: Unlit Chaff pod, large
- Adds 5 Decoys (Chaff)
- If you have max decoys, you run through it

OFFENSIVE

WEAPONS - LASER (GUNS)/MISSILES

Gun Power

Betty says: "Gun Recharge"

- ICON: Battery
- Fully powers your guns
- Resets power meter at 100%
- If you are fully powered, then you run through it

Extra Power

Betty says: "Gun Charge Increased"

- ICON: Battery with X written on it
- Adds 10% to your max power level
- Resets power meter at 100%
- If you are fully powered, then you run through it

Super Power

Betty says: "Unlimited Gun Power"

- ICON: Battery with XXX written on it
- Temporarily (30 seconds) adds full power to your guns
- Resets power level 100%
- If you are fully powered, then you run through it

Gun Power up

Betty says: "Gun Powerup"

- ICON: A floating gun of the type on your ship (laser, mass driver, etc.)
- Raises your gun damage level by one, to a maximum of 4
- Resets power meter at 100%
- If you are at 4, then you go to Super Gun for Temporary time (30 seconds)
- If you are at Super Gun, it resets the counter

Gun doubler

Betty says: "Guns Doubled"

- ICON: A red floating gun of the type on your ship (laser, mass driver, etc.)
- Fires twice the number of shots!!
- Temporary (30 seconds)
- Resets power meter at 100%
- If you already have Gun double, then this resets the counter

Carnage

Betty says: "Carnage"

- ICON: Smiley face
- Temporarily (30 seconds) maxes out your lasers (Level 5) and gives unlimited missiles (Level 5)
- Unlimited coolant during berserk
- Resets power meter at 100%.
- If you are already Berserk, this resets the counter
- At end of berserk, lasers and missiles return to levels from before the Berserk

Nuke

Betty says: "Nuke"

- ICON: Big Bomb with radiation symbol on it
- Blows up all enemies (within small radius) on screen when hit!
- Very rare

Max Weapons

Betty says: "Max Weapons"

- ICON: Crate with XXX on the side
- Maxes out your Lasers and Missiles, to Level 4

- Resets power meter at 100%
- If you are already Maxxed out, you run through it

Extra Missiles

Betty says: "Missiles"

- ICON: 5 floating missiles, connected
- adds 5 missiles to your payload

Missile power up

Betty says: "Missile Powerup"

- ICON: 1 floating missile, with Saturn rings
- Raises your missile damage level by one, to a maximum of 4
- If you are at 4, this goes to level 5 for 30 seconds
- If you are at 5, this resets the timer

Smart missiles

Betty says: "Smart Missiles"

- ICON: 1 gold floating missile,
- All player missiles ignore enemy chaff. Temporarily

MISC

BAD THINGS

Armor Mimic

Betty says: "Impact!"

- ICON: Chunk of Armor, big, flashes with red energy 1 time/ 2 seconds (that's the indicator this is BAD)
- This looks like other powerups, but actually functions as a mine
- Does mine damage

Shield Mimic

Betty says: "Shields disrupted!"

- ICON: Blue ball of energy with Saturn rings, flashes with red energy 1 time/ 2 seconds (that's the indicator this is BAD)
- This looks like other powerups, but actually functions as a shield disabler
- Shields are disabled on player ship for 30 seconds
- If your shields are disabled, then you run through it

Gun Mimic

Betty says: "Guns Disabled"

- ICON: A floating gun of the type on your ship (laser, mass driver, etc.), flashes with red energy 1 time/ 2 seconds (that's the indicator this is BAD)
- This looks like other powerups, but actually functions as a gun disabler
- It drains all power from your guns
- Lowers your gun level by one, unless you're at Level 1 - then it just drains your guns

Anti-burner

Betty says: "Afterburner Disabled"

- ICON: Engine with afterburn fire coming out, flashes with red energy 1 time/ 2 seconds (that's the indicator this is BAD)
- Disables afterburner for 15 seconds
- If you hit another while disabled, it resets the counter

GOOD THINGS

Radar Rider

Betty says: "Radar Powerup"

- ICON: Radar dish, with a red Saturn ring around it.
- Allows your radar to ignore asteroids, so other players can't hide.

Super Radar

Betty says: "Radar Powerup"

- ICON: Radar dish, with Saturn rings around it
- Makes your radar 25% more powerful. That's the top
- If radar is 125%, then you fly through it.
- Should only be one per mission, to avoid above note
- If radar is destroyed, this additionally repairs it (and it goes to 125%)

Radar Repair

Betty says: "Radar Repaired"

- ICON: Radar dish
- If radar is destroyed, this immediately repairs it 100%
- If radar is working, you fly through it

Afterburner fuel

Betty says: "Afterburner Fuel"

- ICON: Engine with afterburn fire coming out
- Maxes out your afterburner fuel
- If full, then you fly through it

Superburner

Betty says: "Afterburner Powerup"

- ICON: Engine with afterburn fire coming out, with Saturn rings around it
- Raises top afterburner speed by 25%
- If already 125%, then you fly through it
- Should only be one per mission, to avoid above note

-

Bitchin' Betty Lines for Powerups

-

"Armor"

"Shield"

"Invulnerable"

"Invisible"

"Decoys"

"Gun Recharge"

"Gun Charge Increased"

"Unlimited Gun Power"

"Gun Powerup"

"Guns Doubled"

"Carnage"

"Nuke"

"Max Weapons"

"Missiles"

"Missile Powerup"

"Smart Missiles"

"Impact!"

"Shields disrupted!"

"Guns Disabled"

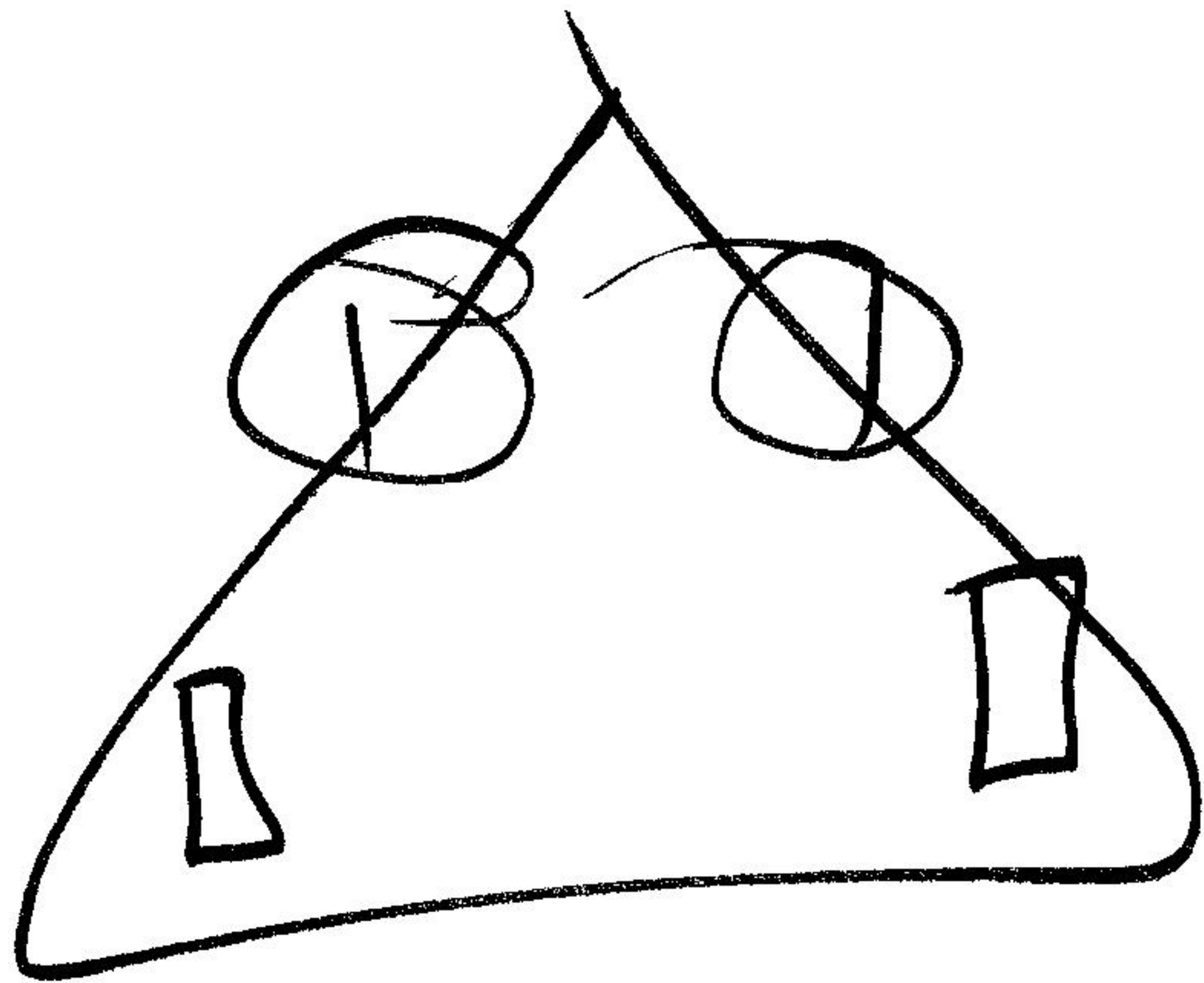
"Afterburner Disabled"

"Radar Powerup"

"Radar Repaired"

"Afterburner Fuel"

"Afterburner Powerup"



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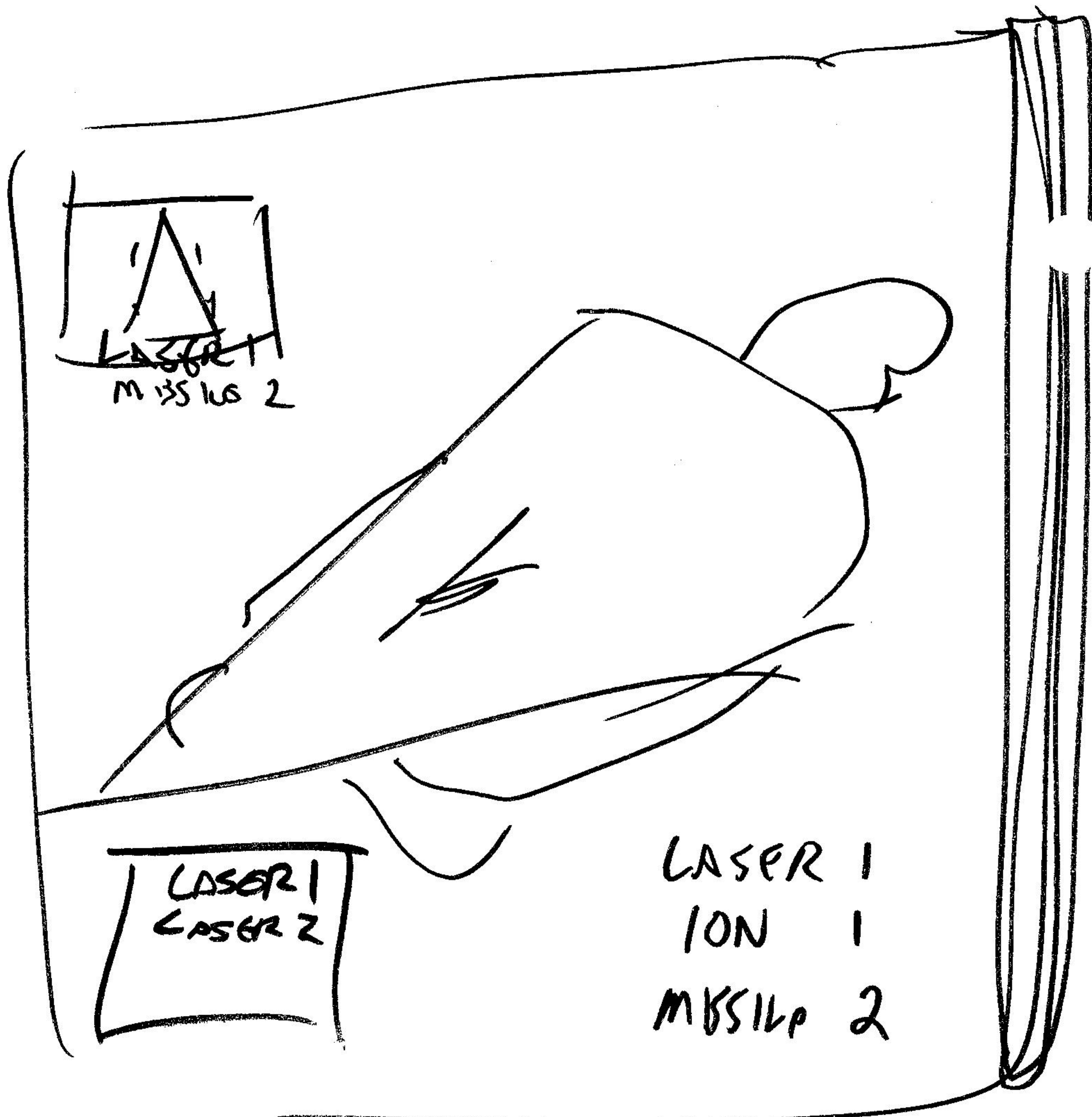
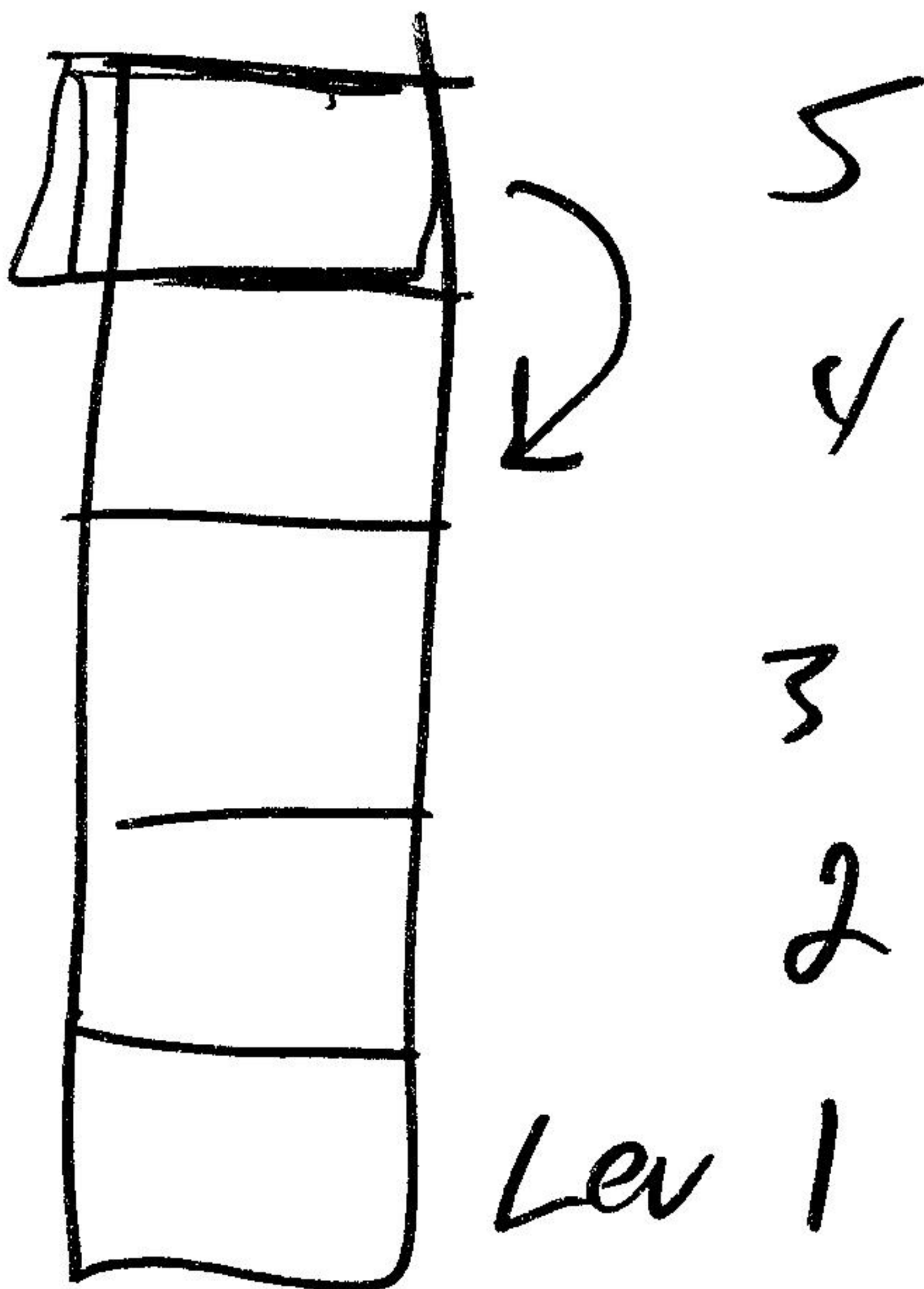
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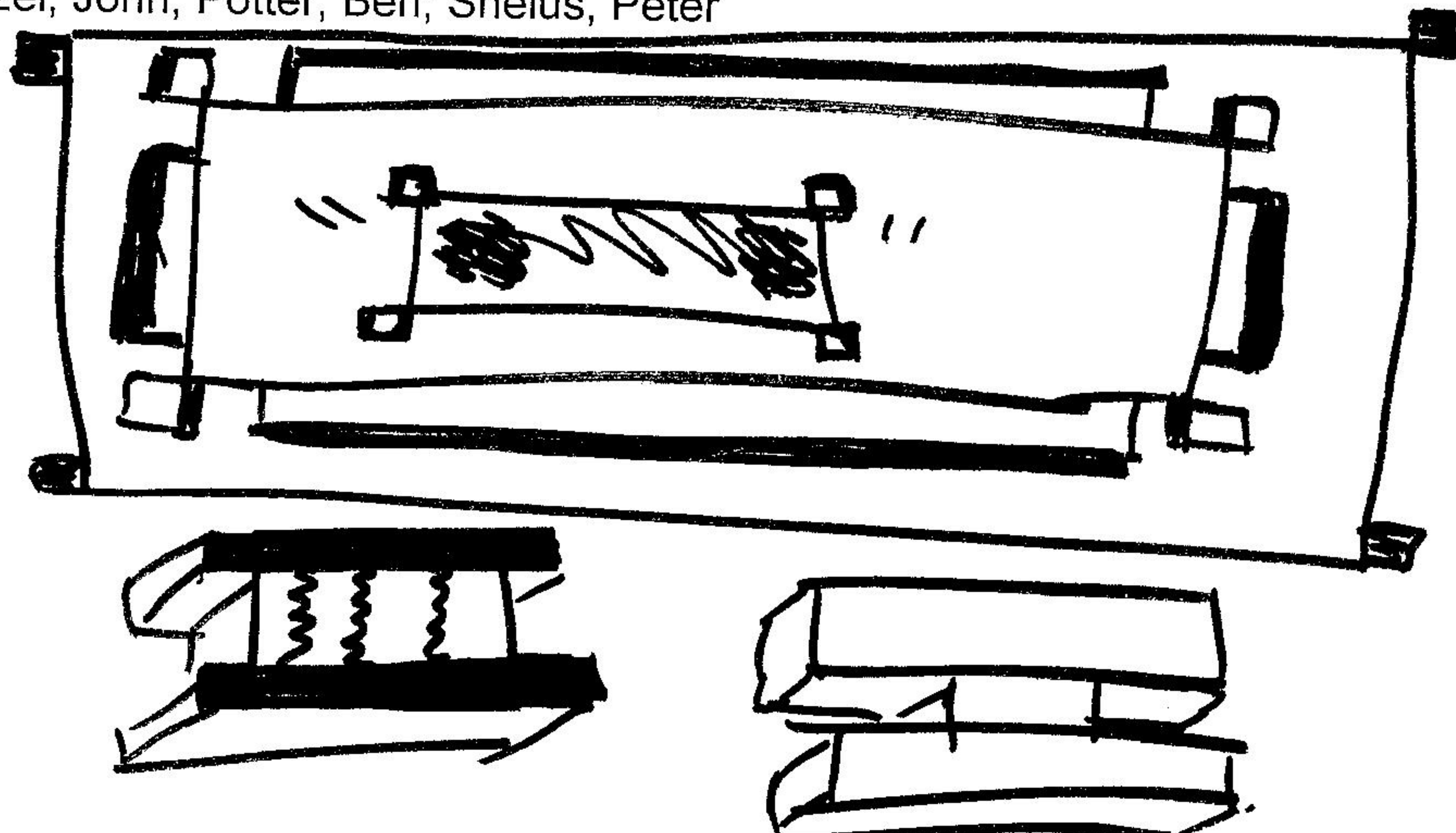


Cain, Billy

From: Shelus, Peter
Sent: Friday, April 18, 1997 9:30 AM
To: Irving, Robert; Cain, Billy
Cc: Roan, Frank; Guentzel, John; Potter, Ben; Shelus, Peter
Subject: RE: E3

Temporary effects:
Invulnerable
Invisible
Unlimited Gun Power
Super Guns
Guns Doubled
Carnage
Super Missiles
Smart Missiles
Radar Powerup (?)

Shields Disrupted
Guns Disabled
Afterburner Disabled



This is too many temporary effects, in my opinion. I would prefer if we only had the following temporary power ups:

Invulnerability
Invisibility (Cloaking)
Level 5 Super Guns
Level 5 Super Missiles
Radar Powerup

Shields Disrupted
Guns Disabled



By keeping the number of temporary power ups small, makes it much easier for a player to remember which ones last forever, and which ones don't. Also, the power ups should be spaced such that it is difficult to pick up more than two temporary power ups, so that the player can enjoy (or hate) the fact that they just picked one up, and focus their efforts and making use of it (or run away).

I have also added some comments to the list of BBetty lines.

Pete

From: Cain, Billy
Sent: Thursday, April 17, 1997 7:25 PM
To: Irving, Robert
Cc: Roan, Frank; Shelus, Peter; Guentzel, John; Potter, Ben
Subject: E3

I noticed that there was a list of Betty lines that we hadn't considered for E3, as we're wanting to show off multi-player at E3.

If her voice doesn't make it to E3, then so be it. But in case there's time...

Here's my take as to what she would say after running through the powerups:

Bitchin' Betty Lines for Powerups

"Armor" -----> You can't increase this beyond 100%
"Shield" -----> Yet you can go to 150% shields. How will the player be able to tell they have more shields?
"Invulnerable"

"Invisible" -----> "Cloak Engaged" and the pair "Cloak Disengaged"
"Decoys"
"Gun Recharge" -----> This doesn't sound like a useful power up
"Gun Charge Increased" -----> Is this permanent?
"Unlimited Gun Power"
"Gun Powerup"
"Guns Doubled" -----> Gun system currently can't do this
"Carnage" -----> I don't know what "coolant" is
"Nuke" -----> This power up is too easy to damage people with no effort on
the player's part
"Max Weapons" -----> I don't like the voice over for this one
"Missiles"
"Missile Powerup"
"Smart Missiles"
"Impact!"
"Shields disrupted!"
"Guns Disabled"
"Afterburner Disabled"
"Radar Powerup" -----> What is a "25% more powerful" radar?
"Radar Repaired" -----> Is this the only system that can be repaired via power ups?
"Afterburner Fuel"
"Afterburner Powerup"

It's all in POWERUPS.DOC if you'd like to make any alterations.

Thanks!
 bjc