Wing Commander Armageddon
Series Overview

Series: Simulator Training Missions

Series Objectives / Description

There will be 5-10 Rookie Missions. Mission Names S1-Sx
There will be 5-10 specific ship missions. Mission Names SS1-SSx
There will be 5-10 Multi-Player Scenarios for the players to choose from. Mission Names SM1-SMx.
There will be 5-10 Gauntlet-type missions. Mission Names SG1-SGx.

The objective of the simulator missions is to become intimately familiar with most flight, combat, and game elements seen in the regular missions throughout the "real" game, but with no enemy threat or plot-driven pressure.

The naming convention is as follows:

- The **Rookie missions** will teach the player how to operate the ship in stages of complexity. The first will teach enough to get through the first three or four missions without needing to learn anything new, the second will test him on his ability to do basics. The pattern continues from there, presenting progressively complex information and testing the player's skills to that point. And the final stages of training will be optional elements of the cockpit (e.g. power control).
- **Specific Ship missions** will train the player on the advantages and disadvantages of each particular ship as it becomes available.
- **Multi-Player scenarios** will put the player against varying degrees of enemy ships.
- **Gauntlet missions** will put the player against varying degrees of enemy ships. Only Kilrathi Gauntlet modes will be available at first, but around Series E the alien ships will become available.

All of the training commands will be delivered by a "trainer", who will provide voice-overs. They will deliver more than adequate amounts of information.

The actual narration will vary depending on the peripherals the player has installed (joystick, keyboard, rudder pedals, etc.). See the mission-specific descriptions for details.

If the player ever wants to repeat one of these missions, he can.

We will probably give the player a small trinket, such as a sub-campaign ribbon (Wing I style), for completing all of the simulator missions.

ROOKIE SIMULATOR MISSIONS

Mission S1 Objective

This will be the first of the **Rookie** missions.

Piranha

TOPICS:

1. Basic Maneuverability – how to fly up down
2. Basic Maneuverability – how to fly left right
3. Basic Throttle control – how to make it go, stop
4. Basic Afterburners – what effect this has on speed, turning, etc
5. Basic Autopilot – press "A" to Autopilot. Explain what it is.
6. Basic Radar – Player will identify the Midway on his radar.
7. Basic Radar – Player will see RED dots for enemy targets. Player will lock targets, and see how their blips change size.
8. Basic Radar – Player will discover he can't autopilot with enemies present.
9. Basic Landing on the Midway – Have autoland feature take over.
10. Basic Gunnery – how to fire your currently selected gun at an object.
11. Beginner Missiles – Firing dumbfires at targets.

Mission S2 Objective

Piranha again.

This mission will put the player through an obstacle course, testing his ability to maneuver the ship. Also he will have a few Autopilot in the middle which he'll have to activate promptly to reach the next Nav point in time. The player will be graded on speed and time. Bonus points will be awarded for shooting little stationary targets along the way.

TOPICS:

1. Intermediate Maneuverability – make use of your flying skill
2. Intermediate Throttle control – make use of your flying skill
3. Intermediate Afterburners – make use of your flying skill
4. Intermediate Autopilot – Player will be instructed how to change his Nav points.
5. Intermediate Radar – Player will lock targets, and see how their brackets change to boxes.
6. Intermediate Radar – Player will learn how to identify targets.
7. Intermediate Landing on the Midway – Tell player how to line up, where to aim the ship, correct speed, etc. This is for those that don't want autoland on. The player should be able to activate autoland if he wants.
8. Intermediate Gunnery – changing guns.
9. Intermediate Missiles – Firing locking missiles at targets.

Mission S3 Objective

Tigershark this time

This mission will incorporate lessons from the previous mission and build upon them: how to locate and identify a target on his radar, how to lock onto and shoot him, manipulate the guns and missiles in the weapons system, and shoot stationary and mobile targets using all of this knowledge.

TOPICS:

1. Advanced maneuverability – make use of your flying skill.
2. Advanced Throttle control – make use of your flying skill.
3. Advanced Turns – make use of your flying skill.
4. Advanced Afterburners – make use of your flying skill.
5. Advanced Autopilot – Player must change Nav points manually.
6. Advanced Radar – Player will use smart targeting, lock targets, and fire off missiles at his locked targets.
7. Advanced Landing on the Midway – make use of your flying skill.
8. Advanced Gunnery – locking on targets.
9. Basic Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Mission S4 Objective

Tigershark again.

This will be an evaluation of the player's knowledge up to this point. The player will be graded on his ability to shoot stationary and mobile targets within a certain amount of time, while maneuvering and manipulating his ship's systems efficiently and effectively.

TOPICS:

1. Test maneuverability – Player must fly through hoops in a timed environment.
2. Test Throttle control – Player must fly through hoops in a timed environment.
3. Test Turns – Player must fly through hoops in a timed environment.
4. Test Afterburners – Player must fly through hoops in a timed environment.
5. Test Autopilot – After above hoops, player must go to new Nav Point and shoot down targets.
6. Test Radar – Player must acquire, lock, and destroy targets with missiles
7. Test Landing on the Midway – Land on the Midway.
8. Test Gunnery – Shoot down Targets at Nav 2
9. Test Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Player gets his first simulator medal (of two).

Mission S5 Objective

Piranha

The first of the advanced missions will teach the player all about wingman communication and changing Nav points in-flight (all about the navigation system). Power hotkeys and damage will also be covered here.

You'll have a wingman to boss around and send back to base.

This mission will teach the player whatever he hasn't learned yet. In this mission will be covered: shield allocation system, fine-tuning power allocation, light amplification in low-light situations, powering down, and camera views.

PLAYER HAS PASSED TEST ON THESE TOPICS:

- Maneuverability
- Throttle control
- Turns
- Afterburners
- Autopilot
- Radar
- Landing on the Midway
- Gunnery
- Missiles

TOPICS:

1. Basic Power Distribution
2. Basic Hotkeys
3. Basic Damage to player ship
4. Basic Comms – Player will be introduced to the white comm brackets.
5. Basic Powering down
6. Basic Camera Views
7. Basic Shield Allocation system
8. Basic Changing Guns
9. Basic Changing Missiles
10. Basic Going forward and backwards through the target list
11. Basic Identifying targets

Mission S6 Objective

This will be a gauntlet-style test of the player's abilities to this point in his training. It will involve a few simple ships coming at him, nothing too big. At the end there will be feedback from the instructor to the player. Hopefully we can do a text debriefing with all sorts of good and bad comments about how well the player did in a number of categories.

TOPICS:

1. Advanced Power Distribution
2. Advanced Hotkeys
3. Advanced Damage to player ship
4. Advanced Comms
5. Advanced Powering down
6. Advanced Camera Views
7. Advanced Shield Allocation system
8. Advanced Changing Guns
9. Advanced Changing Missiles
10. Advanced Going forward and backwards through the target list
11. Advanced Identifying targets

Mission S7 Objective

TOPICS:

1. Test Power Distribution
2. Test Hotkeys

3. Test Damage to player ship
4. Test Comms
5. Test Powering down
6. Test Camera Views
7. Test Shield Allocation system
8. Test Changing Guns
9. Test Changing Missiles
10. Test Going forward and backwards through the target list
11. Test Identifying targets

This will be the final test for the Rookie. Player now gets second simulator medal.

SPECIFIC SHIP SIMULATOR MISSIONS

Mission SS1 Objective

This mission will show the tactical advantages and disadvantages of the Piranha.

Mission SS2 Objective

This mission will show the tactical advantages and disadvantages of the Tigershark.

Mission SS3 Objective

This mission will show the tactical advantages and disadvantages of the Wasp.

Mission SS4 Objective

This mission will show the tactical advantages and disadvantages of the Panther.

Mission SS5 Objective

This mission will show the tactical advantages and disadvantages of the Vampire.

Mission SS6 Objective

This mission will show the tactical advantages and disadvantages of the Shrike.

Mission SS7 Objective

This mission will show the tactical advantages and disadvantages of the Devastator.

GAUNTLET SIMULATOR MISSIONS

Mission SG1 Objective

Gauntlet Mode 1 will pit the player against progressively difficult Kilrathi fighters, scoring him on how long he survives.

Mission SG2 Objective

King of the Hill. Gauntlet Mode 2 will tell the player to get within a certain area (a sphere, perhaps) and stay there defending himself for a particular amount of time.

Mission SG3 Objective

Capture the Flag. Gauntlet Mode 3 will have the player fly to a Nav point near his starting point, tractor in a small "flag", and bring it back to his carrier without being blown away. The fighters should be harder than hell to kill, but it should be possible.

Mission SG4 Objective

Gauntlet Mode 4 will not appear at first, but somewhere in the middle of the game, pitting the player against all known alien fighters to this point in the plot. The player will be scored on how long he survives.

MULTI-PLAYER SIMULATOR SCENARIOS

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S1 (Rookie Mission One)

Description / Choreography

This will be the first of the **Rookie** missions.

Piranha

TOPICS:

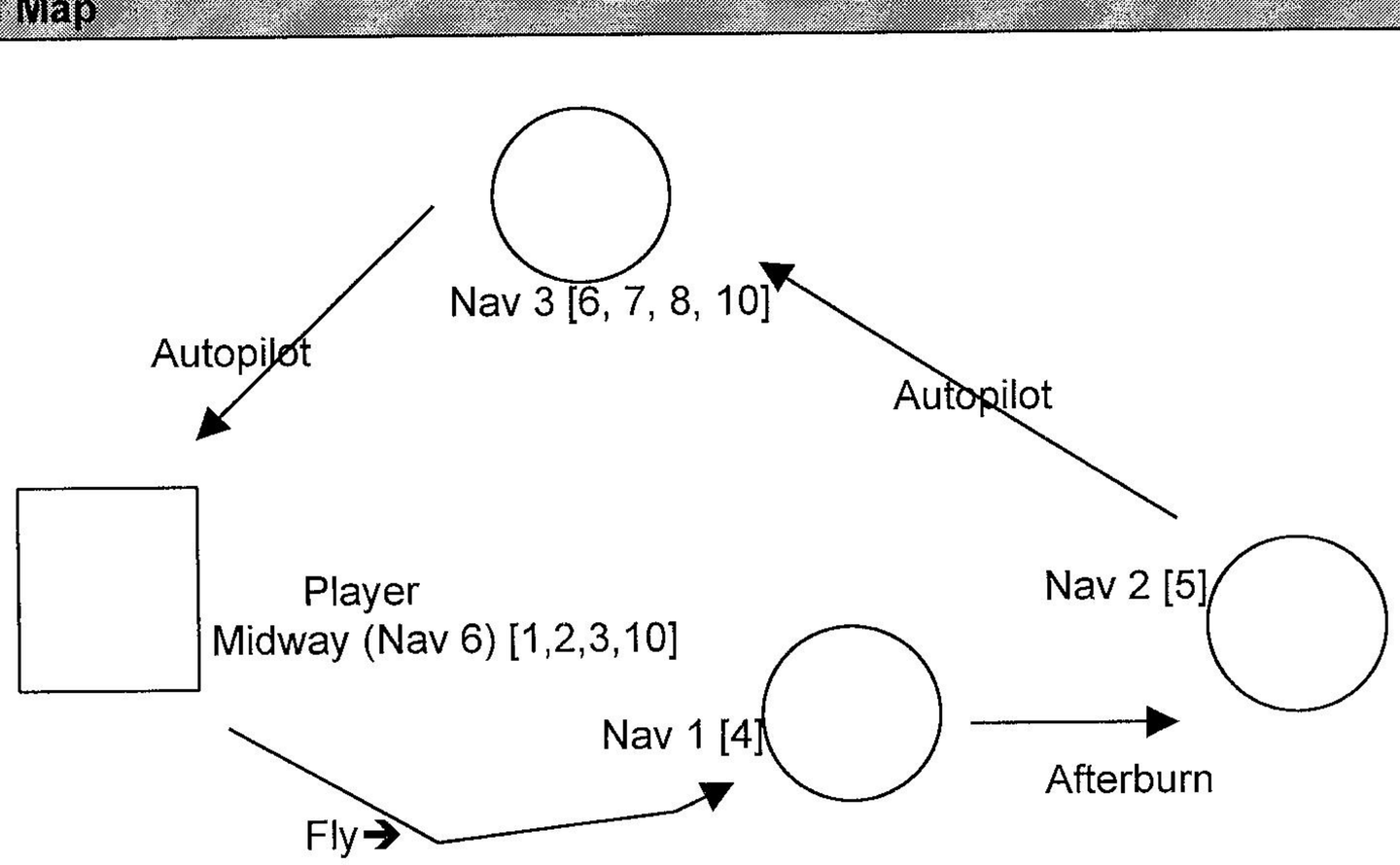
1. Basic Maneuverability – how to fly up down
2. Basic Maneuverability – how to fly left right
3. Basic Throttle control – how to make it go, stop
4. Basic Afterburners – what effect this has on speed, turning, etc
5. Basic Autopilot – press "A" to Autopilot. Explain what it is.
6. Basic Radar – Player will identify the Midway on his radar.
7. Basic Radar – Player will see RED dots for enemy targets. Player will lock targets, and see how their blips change size.
8. Basic Radar – Player will discover he can't autopilot with enemies present.
9. Basic Landing on the Midway – Have autoland feature take over.
10. Basic Gunnery – how to fire your currently selected gun at an object.
11. Beginner Missiles – Firing dumbfires at targets.

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Piranha
Loadout: Dumbfire Missiles

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Map



Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor tells the player to look up/down/left/right. Center the Nav Point Marker in the center of your reticle.
3. The instructor tells the player that he is to travel to **Nav Point 1** by pressing the [plus key] <throttle control forward>, and to set the throttle to 0 when he arrives at **Nav 1**.
4. The player will be told to turn the ship using the joystick/keyboard/mouse/rudder pedals to **Nav 2**, which will be represented by a crosshair on his radar.
5. From **Nav 1**, the player will be told to go to **Nav 2**, and since it is a little farther away, he can use the afterburn by pressing [tab] <whatever button on throttle control> to give him a little boost of speed.
6. The player will proceed to **Nav 2**, a little bit farther than **Nav 1** was from the starting position, and cut throttle to 0.
7. The player will then be told to face **Nav 3**, and is then told about the autopilot feature of every Confederation ship, how to use it, under what conditions he can use this feature, and finally to do it.
8. At **Nav 3,** the player will confront a series of enemy targets. Cargo Boxes and a turret.
9. Player will be told that he cannot autopilot with the turret active.
10. Player must destroy the turret and may optionally destroy the cargo boxes.
11. When the turret is destroyed, the player will be instructed to press autopilot and travel back to the Midway.
12. When the player returns to the Midway, the instructor will tell him how to land, and complete the training exercise.

Nav Points

All Nav Points:
1 Confederation Panther

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard.

- Comments in [ ] brackets are for joystick/keyboard users.
- Comments in < > brackets are suggestions for what to say to people with a joystick-rudder pedal-throttle control combination.
- We will be able to make combinations of any and all of these as needed.
- Mouse directions will be added later.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Welcome to your pilot training, Lt. Dane. My name is Squawker. My job is to make sure you do exactly what you are told without hesitation. Demonstrate that to me and you will pass these tests. "
2. "In this mission you will learn how to fly. You will learn how to operate your throttle, [turn] <make coordinated turns>, afterburn, and Navigate between set waypoints."
3. "Now, on my mark, [press] <push> the [plus key] <throttle control forward> until your throttle reaches 280, which is 50% of your total thrusting power. Travel to Navigation Point 1. When you reach it, it will disappear and you will hear a light beep. At that point, [press] <push> the [minus key] <throttle control back> until your throttle reaches 0 and wait for further instructions. I'll be right behind you. Go"
4. "Now, take note of the small white cross that appears on your radar. That is your next waypoint. While you are motionless, become familiar with the turning capabilities of your Wasp by [moving the joystick right, left, up, and down] <moving the joystick and pressing the rudder pedals right and left>. Responsive, eh? Now turn your Wasp until the Navigation cross appears under the crosshairs of your cockpit. At that point it should be in the direct center of your radar."
5. "Good. Proceed to the next Navigation Point, **Nav 2**, using what you just learned about the throttle controls. Go to about 75% throttle (420), and cut it back to 0 when you arrive."
6. "You're beginning to make me think I'm, going too easy on you. Now you will proceed through the **Nav points 3 and 4** remaining points in the nav sequence. Point your Wasp towards **Nav 3** and increase your throttle to 100%. You're almost there. When you reach **Nav 3**, without slowing down, go to **Nav 4**. When you reach **Nav 4**, cut throttle to 0, [this time do it instantly by pressing Backspace,] and I'll be back with you."
7. "Good job, Dane. Now, since **Nav 5** is so far from **Nav 4**, you will want to afterburn to save time. First, point to **Nav 5** and increase your throttle to 75% (420). Now, press [joystick button 2/tab key] <whatever button on the throttle control> to activate your afterburners. There is only so much afterburn fuel each ship carries, and each ship is different, so keep a constant watch on how much you have left. Now let off on it. Notice how you are still at 75% throttle (420)? The afterburner is independent from the conventional nuclear engines, and will preserve whatever throttle setting you had prior to activating it. Now punch the afterburner until you reach **Nav 5**. When you reach **Nav 5** cut your throttle to 0."
8. "Now point your nose to **Nav 2**. Notice the small light in the top right-hand corner of your cockpit which says "Auto". This indicates that the next Nav point is far enough away for you to engage the autopilot feature of your craft. This feature just flies the ship in the right direction until you get within [***x***] meters of the next Nav point without you having to control and make fine adjustments until it gets there. It's very convenient. It becomes available when you are far enough away from the next Nav point, or when there are no enemies in the immediate area. Now in order to use this feature, you simply hit the ['A' key] <whatever throttle control button>. Do it now."
9. "Good. Keep going until you get within [***x***} meters of **Nav 2**, at which time the autopilot light will come on again. At that point, the computer will automatically change your nav point destination to the ***Placebo***. When this happens, reduce your throttle to 0. Good. From now on the missions in the simulator will assume that you have learned elementary maneuverability and elementary navigation. The next lesson will be a short hop through an obstacle course."

Special Art / Objects

Alien Cargo Containers
Alien Turret.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S2

Rookie Mission Two

Description / Choreography

Piranha again.

This mission will put the player through an obstacle course, testing his ability to maneuver the ship. Also he will have a few Autopilot in the middle which he'll have to activate promptly to reach the next Nav point in time. The player will be graded on speed and time. Bonus points will be awarded for shooting little stationary targets along the way.

TOPICS:

1. Intermediate Maneuverability – make use of your flying skill
2. Intermediate Throttle control – make use of your flying skill
3. Intermediate Afterburners – make use of your flying skill
4. Intermediate Autopilot – Player will be instructed how to change his Nav points.
5. Intermediate Radar – Player will lock targets, and see how their brackets change to boxes.
6. Intermediate Radar – Player will learn how to identify targets.
7. Intermediate Landing on the Midway – Tell player how to line up, where to aim the ship, correct speed, etc. This is for those that don't want autoland on. The player should be able to activate autoland if he wants.
8. Intermediate Gunnery – changing guns.
9. Intermediate Missiles – Firing locking missiles at targets.

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Pirahna
Loadout: Image Rec missiles (require lock)

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Map

Need map for this mission.

Need Nav one and the midway.

Should also do landing in this mission.

Mission Outline

1. The player starts in space at 0 throttle, facing **Nav 1** from about 300k.

2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is about to be evaluated on his ability to maneuver a ship using both throttle and directional control, and that he will be graded on both accuracy and time. He will be told to go through the nav sequence, going through each hoop in order. He will not be allowed to miss more than a very few hoops before failure is declared, but he should be able to perform adequately at this point (it will not be very difficult). For bonus points he can shoot the small stationary drones at irregular intervals.
4. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF3**) immediately, or to exit the simulator.

Success / Failure notes

Success - The player goes through 70% of the hoops along the obstacle course.
Bonus - The player shoots 100% of the stationary drones.

Failure - The player can't seem to get through the course without missing more than 30% of the hoops. The instructor gets frustrated and tells the player to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in previous simulator missions (outlined in description of Mission SF1), and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 2."
2. In this lesson you will be evaluated on your ability to maneuver your ship through a basic obstacle course. It will not be particularly difficult to get through, and if you find it boring, I suggest you spice it up by shooting the stationary drones spread out along the course. You have a small laser on the nose of your ship, and by squeezing the trigger, you will fire a burst lethal enough to blow up a drone, but not much else. The drones will not figure into the success or failure of the mission, but I'd like to see you try to hit a few of them. Go to **Nav 1** using what you learned in the previous lesson. It isn't far away, so you shouldn't have to use the afterburner."
3. "Now, follow the nav point sequence through the obstacle course, starting on my mark. 5, 4, 3, 2, 1, Mark."
4. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned how to use the autopilot, the navigation computer, and the autoslide. The next lesson will teach you how to locate and identify a target on your radar, how to lock onto and shoot him, manipulate the guns in the weapons system, and shoot stationary and mobile targets using all of this knowledge."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S3

Rookie Mission Three

Description / Choreography

Tigershark this time

This mission will incorporate lessons from the previous mission and build upon them: how to locate and identify a target on his radar, how to lock onto and shoot him, manipulate the guns and missiles in the weapons system, and shoot stationary and mobile targets using all of this knowledge.

TOPICS:

1. Advanced maneuverability – make use of your flying skill.
2. Advanced Throttle control – make use of your flying skill.
3. Advanced Turns – make use of your flying skill.
4. Advanced Afterburners – make use of your flying skill.
5. Advanced Autopilot – Player must change Nav points manually.
6. Advanced Radar – Player will use smart targeting, lock targets, and fire off missiles at his locked targets.
7. Advanced Landing on the Midway – make use of your flying skill.
8. Advanced Gunnery – locking on targets.
9. Basic Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Tigershark

Mission Map

Need map for this mission.

Navs one through three, and the Midway. No landings from now on.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 20000k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to Basics.

4. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it, as well as about the zoom mode of the targeting VDU.
5. At **Nav 2**, the player will be told to squeeze the trigger. After the drone explodes, the player will be told how to change guns, and to shoot the remaining targets in the area using whatever gun configuration he chooses. If the player uses missiles before he is told, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
6. Manipulating missiles will come next, at **Nav 3**, including the missile view in the VDU.
7. He will then move on to the next nav point, where he will shoot another, bigger drone with missiles.
8. The player will be congratulated and invited to go to the next mission.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome to your next phase of training, Lt. Dane.
2. "Now we begin your Combat Training. In this mission I will teach you how to locate an object on your radar, identify it as enemy or friendly, and how to destroy it using your lasers. You won't learn about the weapons systems just yet, that'll come later."
3. "Now, Just so I know that you have some idea of what you're doing, go to **Nav Point 1** by using what you learned in the last mission."
4. "Okay, now that we're here, I'll teach you about your radar. Notice the small circle in the center of your radar. That circle represents your field of view. If it's in front of you and you can see it, it will appear within that circle. The four lines coming out of the circle to join the larger circle around the outside divide the area in between into four quadrants. For example, anything that appears in-between the two lines extending to the right is happening to the right of your ship. The closer something is to the inner circle, the closer it is to the front of your ship, and vice versa. Also, the closer something is to the top of this area, the more above your ship it is, and vice-versa. Anything outside the outer circle is behind you. Currently I appear as a blue blip on the in the right-middle of your radar, and there is a small drone a short hop away which appears as a red blip. Bring your ship to a halt and turn in all directions for a moment to see how the blip moves compared to how the drone and I move relative to your ship. Generally, anything that appears red on your radar is registered in Confederation ships as an enemy ship and anything blue is Confederation-friendly."
5. "Now, put the drone in your cross-hairs. Fly until you are about 3000 meters from it, and squeeze the trigger on your joystick. {wait} Each ship you will fly will have multiple guns and multiple missiles. When you fire your guns, energy is temporarily drained from the power allocated to weapons. It recharges rather slowly, so it's important to be precise with your shots and to choose the correct number of guns to fire at once. You have two Tachyon Cannons and two Mass Driver Cannons on your Wasp. Both of these are good guns, the Mass Driver having a shorter range than the Tachyon, but doing more damage. Right now

you are set to fire the Tachyon Cannon. Squeeze the trigger to see what it looks like. Now, to change to the Mass Driver, [press] <push> the ['G' key] <whatever throttle button>. Squeeze the trigger again. Notice the gray spheres the Mass Driver spits out, and how they dissipate a bit sooner than the Tachyon bolts. Hit ['G'] <whatever throttle button> again, and you will have Full Guns selected. Squeeze the trigger again, and you will see both guns firing simultaneously. Learn to do this quickly and appropriately and you will be a step ahead of many Confed pilots out there. You want to learn about missiles? That's next."

6. Manipulating missiles will come next, at **Nav 3**, including the missile view in the VDU.
7. "At the next point there will be another, slightly larger drone. You will destroy this one with missiles. {To be finished later (MM)}"
8. "Congratulations. You blew up something cheap and motionless. I'm impressed. Now try the next mission, where things get a bit more dicey."

NEED TO ADD MOVING TARGETS TO THIS MISSION. bjc

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted.

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S4

Rookie Mission Four

Description / Choreography

Tigershark again.

This will be an evaluation of the player's knowledge up to this point. The player will be graded on his ability to shoot stationary and mobile targets within a certain amount of time, while maneuvering and manipulating his ship's systems efficiently and effectively.

TOPICS:

1. Test maneuverability -- Player must fly through hoops in a timed environment.
2. Test Throttle control – Player must fly through hoops in a timed environment.
3. Test Turns – Player must fly through hoops in a timed environment.
4. Test Afterburners – Player must fly through hoops in a timed environment.
5. Test Autopilot – After above hoops, player must go to new Nav Point and shoot down targets.
6. Test Radar – Player must acquire, lock, and destroy targets with missiles
7. Test Landing on the Midway – Land on the Midway.
8. Test Gunnery – Shoot down Targets at Nav 2
9. Test Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Player gets his first simulator medal (of two).

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Tigershark

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Map

Need map for this mission.

Navs one through two, and the Midway. No landings from now on.

Mission Outline

1. The player starts in space at 0 throttle, facing **Nav 1** from about 300k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is about to be evaluated on his ability to maneuver a ship through another obstacle course while shooting at stationary and mobile targets. This will be a bit more difficult than the last mission. There will be a small (invulnerable) drone the player

will have to follow through the course, and he'll have to keep up with it from within a minimum range while shooting to pass.

4. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF3**) immediately, or to exit the simulator.

Success / Failure notes

Success - The player goes through 70% of the hoops along the obstacle course, and hits 70% of the target drones. The first three-quarters of the course will be stationary, the last quarter mobile. The feedback the player gets will be variable depending on how many hoops and targets the player handled properly.

Failure - The player can't seem to get through the course without missing more than 30% of either the hoops or targets. The instructor gets frustrated and tells the player to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in previous simulator missions (outlined in description of Mission SF1), and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 2."
2. In this lesson you will be evaluated on your ability to maneuver your ship through an intermediate obstacle course while shooting at both stationary and mobile targets. It will be a slight challenge to get through. You have a full load of guns and missiles on your Wasp, and by using what you learned in the previous mission, you will be able to get past this course with relatively little difficulty. Go to **Nav 1** and wait for my signal."
3. "Now, follow the nav point sequence through the obstacle course, starting on my mark. 5, 4, 3, 2, 1, Mark."
4. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned how to use the radar and targeting systems, and the weapons systems. The next lesson will teach you how to locate and identify a target on your radar, how to lock onto and shoot him, manipulate the guns in the weapons system, and shoot stationary and mobile targets using all of this knowledge."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted.

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S5

Rookie Mission Five

Description / Choreography

Piranha

The first of the advanced missions will teach the player all about wingman communication and changing nav points in-flight (all about the navigation system). Power hotkeys and damage will also be covered here.

You'll have a wingman to boss around and send back to base.

This mission will teach the player whatever he hasn't learned yet. In this mission will be covered: shield allocation system, fine-tuning power allocation, light amplification in low-light situations, powering down, and camera views.

PLAYER HAS PASSED TEST ON THESE TOPICS:

- Maneuverability
- Throttle control
- Turns
- Afterburners
- Autopilot
- Radar
- Landing on the Midway
- Gunnery
- Missiles

TOPICS:

1. Basic Power Distribution
2. Basic Hotkeys
3. Basic Damage to player ship
4. Basic Comms – Player will be introduced to the white comm brackets.
5. Basic Powering down
6. Basic Camera Views
7. Basic Shield Allocation system
8. Basic Changing Guns
9. Basic Changing Missiles
10. Basic Going forward and backwards through the target list
11. Basic Identifying targets

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Pirahna

The player will have an AI wingman in this mission who is absolutely obedient. His name will be YessMan. His only job is to do exactly what he is told, and he won't be fighting.

Mission Map

Need map for this mission.

Navs one through three, and the Midway. No landings from now on.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the ***Placebo***), at 0 throttle, facing **Nav 1** from about 300k. The instructor introduces the player to the concepts of the mission, and after launch, the instructor tells the player to travel to **Nav 1** for **communications training**.
2. Upon meeting his wingman, he is told about the communications system. He then must give the order to join formation and a few more maneuvering orders just to become familiar with the system.
3. At **Nav 2** he is taught all about the **Navigation system**.
4. At **Nav 3** he is taught about power hotkeys and damage.
5. The player orders wingman to return to base, and he goes back to the ***Placebo*** himself. He is then invited to go on to the next lesson, the Flight Basics Evaluation.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 3. In this mission you will learn how to use the communication system and the navigation system. Now, go to **Nav 1**. There you will meet your SimWingman, YessMan, for communications training."
2. "Good. Now, let me introduce you to your wingbuddy: YessMan was programmed to do only what he is told. Press 'C' on your console keyboard. That brings up your Communications VDU. Select from a list of receivers by using the numbers across the top of your keyboard. YessMan is listed as receiver #1, and any other receivers will appear as numbers 2, 3, 4, and so on. Press the number '1' to select YessMan. After the receiver is selected, the list of message options available is displayed. Use the number of the message listed to send it. Now send YessMan the message to form on your wing. Good. Now fly around for a minute or so and watch how he always stays on your wing. {as the player flies around, the instructor will keep talking about the system} In a battle situation, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Now go to Nav 3 for Nav Map Training."

3. "The nav map is mainly used for clarification of the mission briefing, but it can be used when something non-mission-related comes up mid-flight that you want to check out. If there is no enemy in the immediate area, your next navigation way point shows up in your Targeting VDU by default, and you can press 'N' to bring up the nav map. Whenever there is an enemy hogging the Targeting VDU, press 'N' to bring up the necessary information on your next nav point, and press 'N' again to bring up the nav map. Once you get to the nav map, press the on-screen help key and follow the directions given to change the next nav point to **Nav 3**. When you exit the Nav map I'll be back with you."
4. At **Nav 3** he is taught about power hotkeys and damage.
5. "Now that you've had fun learning to order YessMan around, order him to return to base. {after the message is sent} Now go back yourself. The next lesson will test your knowledge."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted.

Wing Commander
SIMULATOR Mission Specification

Mission : Mission S6

Rookie Mission Six

Description / Choreography

TOPICS:

1. Advanced Power Distribution
2. Advanced Hotkeys
3. Advanced Damage to player ship
4. Advanced Comms
5. Advanced Powering down
6. Advanced Camera Views
7. Advanced Shield Allocation system
8. Advanced Changing Guns
9. Advanced Changing Missiles
10. Advanced Going forward and backwards through the target list
11. Advanced Identifying targets

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will have an AI wingman in this mission who is absolutely obedient. His name will be YessMan. His only job is to do exactly what he is told, and he won't be fighting.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the ***Placebo***), at 0 throttle, facing **Nav 1** from about 300k. The instructor introduces the player to the concepts of the mission, and after launch, the instructor tells the player to travel to **Nav 1** and to keep throttle at 100% when he gets there.
2. The player is then introduced to the **power allocation system**, what it is, how it works inside the craft, and how to use it **effortlessly** (important to stress).
3. He is then told to go to **Nav 2** to meet his wingman for **communications training**.
4. Upon meeting his wingman, he is told about the communications system. He then must give the order to join formation and a few more maneuvering orders just to become familiar with the system.
5. At **Nav 3** he is taught all about the Navigation system.
6. The player orders wingman to return to base, and he goes back to the ***Placebo*** himself. He is then invited to go on to the next lesson, the Flight Basics Evaluation.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 3. In this mission you will learn how to use the power allocation system and the communication system. Now, go to **Nav 1**."
2. "Now you will learn about the power allocation. All Confederation spacecraft use the same system. It is intuitive and simple, and allows you to make fine adjustments within seconds. This system allows you to allocate a certain amount of surplus power to three particular systems. Press the ['P' key] <whatever throttle control button> to bring up the power VDU. At the bottom left of your Heads-Up Display you should see an equilateral triangle with the letters E, W, and S at each tip. These correspond to the Engines, Weapons, and Shield Generators. The small pip in the center means that surplus power is going to all three systems equally. If you move your joystick forward, the pip moves up, adding power to both your engines and shields, but subtracting from your weapons system. Similarly, if you pull the joystick back, the pip moves down, adding power to your Weapons but taking away from the other two systems. If you move all the power to the Weapons system, your guns will charge amazingly fast, but your engines will be halted and your shields will not recharge. Squeezing the trigger of your joystick will return you to flight. Pressing 'P' again will bring the power VDU back up, with the pip in the same place you left it. Try playing around with the power allocation for a little while."
3. "When you are ready to move on, autopilot to **Nav 2**. There you will meet your SimWingman, YessMan, for communications training."
4. "Good. Now, let me introduce you to your wingbuddy: YessMan, this is Lt. {Capt, etc.} Dane, Dane, this is YessMan. He is really more of a SimIdiot than a SimGenius, like me. YessMan was programmed to do only what he is told and nothing else. He cannot fight, and I'm not sure, but I think if you shoot him he'll just sit there and take it. But he's perfect for this next exercise. Press 'C' on your console keyboard. That brings up your Communications VDU. You select from a list of receivers by using the numbers across the top of your keyboard. YessMan is listed as receiver #1, and any other receivers (wingmen, cap ships, enemies, etc.) will appear as numbers 2, 3, 4, and so on. Press the number '1' to select YessMan. After the receiver is selected, the list of message options available is displayed. For all types of receivers you have a number of options that are available by default, and on some missions there will be custom-tailored options depending on the situation. Use the number of the message listed to send it. Now send YessMan the message to form on your wing. Good. Now fly around for a minute or so and watch how he always stays on your wing. {as the player flies around, the instructor will keep talking about the system} In a battle situation, as you will see in Combat Maneuvers, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Some wingman are not quit as obedient as YessMan, but overall humans are much better to work with, or so I'm told. Now you may go to Nav 3 for a little thing I call "Anything You Ever Wanted To Know About the Navigation System In a Confederation Fighter or Bomber." Or if you like, you may take a break and come back later. Remember, all you have to do is exit the simulator, select this training mission, Advanced Flight I, and head to **Nav 3**. Of course, you kinda need to know how to use the nav map to do that, so I suggest you go now."
5. "The nav map is mainly intended for use as a clarification of the mission briefing, but it can also be used when something non-mission-related comes up mid-flight that you want to check out or avoid checking out. If there is no enemy in the immediate area, your next navigation

way point shows up in your Targeting VDU by default, and you can press 'N' to bring up the nav map. Whenever there is an enemy hogging the Targeting VDU, press 'N' to bring up the necessary information on your next nav point, and press 'N' again to bring up the nav map. Once you get to the nav map, press the on-screen help key and follow the directions given to change the next nav point to **Nav 4**. When you exit the Nav map I'll be back with you.

6. "Now that you've had fun ordering YessMan around and learned about the nav map, order him to return to base. {after the message is sent} Look at him go. Now go back yourself. The next lesson will teach your knowledge of Basic Flight up to this point. After that you will be ready for Combat Maneuvers. You may continue now or take a break."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.

We should put in an easter egg that will allow the player to have weapons, and when he shoots YessMan, he'll get some sort of prize or cool visual effect... maybe the "secret credits".

Wing Commander
Mission Specification

Mission : Mission S7

Rookie Mission Seven

Description / Choreography

This mission will teach the player whatever he hasn't learned yet. In this mission will be covered: shield allocation system, fine-tuning power allocation, light amplification in low-light situations, powering down, and camera views.

TOPICS:

1. Test Power Distribution
2. Test Hotkeys
3. Test Damage to player ship
4. Test Comms
5. Test Powering down
6. Test Camera Views
7. Test Shield Allocation system
8. Test Changing Guns
9. Test Changing Missiles
10. Test Going forward and backwards through the target list
11. Test Identifying targets

This will be the final test for the Rookie. Player now gets second simulator medal.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will have an AI wingman in this mission who is absolutely obedient. His name will be YessMan. His only job is to do exactly what he is told, and he won't be fighting.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the ***Placebo***), at 0 throttle, facing **Nav 1** from about 300k. The instructor introduces the player to the concepts of the mission, and after launch, the instructor tells the player to travel to **Nav 1** and to keep throttle at 100% when he gets there.
2. The player is then introduced to the **power allocation system**, what it is, how it works inside the craft, and how to use it **effortlessly** (important to stress).
3. He is then told to go to **Nav 2** to meet his wingman for **communications training**.
4. Upon meeting his wingman, he is told about the communications system. He then must give the order to join formation and a few more maneuvering orders just to become familiar with the system.
5. At **Nav 3** he is taught all about the Navigation system.
6. The player orders wingman to return to base, and he goes back to the ***Placebo*** himself. He is then invited to go on to the next lesson, the Flight Basics Evaluation.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 3. In this mission you will learn how to use the power allocation system and the communication system. Now, go to **Nav 1**."
2. "Now you will learn about the power allocation. All Confederation spacecraft use the same system. It is intuitive and simple, and allows you to make fine adjustments within seconds. This system allows you to allocate a certain amount of surplus power to three particular systems. Press the ['P' key] <whatever throttle control button> to bring up the power VDU. At the bottom left of your Heads-Up Display you should see an equilateral triangle with the letters E, W, and S at each tip. These correspond to the Engines, Weapons, and Shield Generators. The small pip in the center means that surplus power is going to all three systems equally. If you move your joystick forward, the pip moves up, adding power to both your engines and shields, but subtracting from your weapons system. Similarly, if you pull the joystick back, the pip moves down, adding power to your Weapons but taking away from the other two systems. If you move all the power to the Weapons system, your guns will charge amazingly fast, but your engines will be halted and your shields will not recharge. Squeezing the trigger of your joystick will return you to flight. Pressing 'P' again will bring the power VDU back up, with the pip in the same place you left it. Try playing around with the power allocation for a little while."
3. "When you are ready to move on, autopilot to **Nav 2**. There you will meet your SimWingman, YessMan, for communications training."
4. "Good. Now, let me introduce you to your wingbuddy: YessMan, this is Lt. {Capt, etc.} Dane, Dane, this is YessMan. He is really more of a SimIdiot than a SimGenius, like me. YessMan was programmed to do only what he is told and nothing else. He cannot fight, and I'm not sure, but I think if you shoot him he'll just sit there and take it. But he's perfect for this next exercise. Press 'C' on your console keyboard. That brings up your Communications VDU. You select from a list of receivers by using the numbers across the top of your keyboard. YessMan is listed as receiver #1, and any other receivers (wingmen, cap ships, enemies, etc.) will appear as numbers 2, 3, 4, and so on. Press the number '1' to select YessMan. After the receiver is selected, the list of message options available is displayed. For all types of receivers you have a number of options that are available by default, and on some missions there will be custom-tailored options depending on the situation. Use the number of the message listed to send it. Now send YessMan the message to form on your wing. Good. Now fly around for a minute or so and watch how he always stays on your wing. {as the player flies around, the instructor will keep talking about the system} In a battle situation, as you will see in Combat Maneuvers, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Some wingman are not quit as obedient as YessMan, but overall humans are much better to work with, or so I'm told. Now you may go to Nav 3 for a little thing I call "Anything You Ever Wanted To Know About the Navigation System In a Confederation Fighter or Bomber." Or if you like, you may take a break and come back later. Remember, all you have to do is exit the simulator, select

this training mission, Advanced Flight I, and head to **Nav 3**. Of course, you kinda need to know how to use the nav map to do that, so I suggest you go now."

5. "The nav map is mainly intended for use as a clarification of the mission briefing, but it can also be used when something non-mission-related comes up mid-flight that you want to check out or avoid checking out. If there is no enemy in the immediate area, your next navigation way point shows up in your Targeting VDU by default, and you can press 'N' to bring up the nav map. Whenever there is an enemy hogging the Targeting VDU, press 'N' to bring up the necessary information on your next nav point, and press 'N' again to bring up the nav map. Once you get to the nav map, press the on-screen help key and follow the directions given to change the next nav point to **Nav 4**. When you exit the Nav map I'll be back with you.
6. "Now that you've had fun ordering YessMan around and learned about the nav map, order him to return to base. {after the message is sent} Look at him go. Now go back yourself. The next lesson will teach your knowledge of Basic Flight up to this point. After that you will be ready for Combat Maneuvers. You may continue now or take a break."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.

We should put in an easter egg that will allow the player to have weapons, and when he shoots YessMan, he'll get some sort of prize or cool visual effect... maybe the "secret credits".