"WING COMMANDER V"

Outline

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WING COMMANDER V -- SYNOPSIS

Nearly a decade has passed since the Border Worlds conflict. CHRISTOPHER BLAIR is now the chief architect of Confed's newest and most advanced attack carrier, THE MIDWAY. This one ship can provide all the offensive capabilities of an entire task force; sparing Confed the cost of a fleet of support vessels. Blair is determined to see this ship, his final contribution to the cause of peace, succeed. Because when the Midway is finished, so is Blair's career -- he'll be headed into a long-overdue and much deserved retirement.

As the Midway completes her final space trials, a corps of mostly rookie pilots are assigned to train with her. Most have never seen action; and none are prepared for what's in store for them when a giant wormhole appears near the shattered remains of Kilrah.

A huge alien fleet of unknown origin uses this swirling gateway to invade Confed space. And, despite Blair's misgivings, the Midway's "nugget" pilots are ordered to confront this seemingly invincible armada -- and stop it before it reaches Earth.

Our story centers on LIEUTENANT LANCE CASEY. The best of the new pilots, this brave young man will engage in a series of critical missions against a variety of opponents; enemy aces, capital ships, and, ultimately, a Dreadnought-class vessel.

Casey must fly recon, escort Space Marines to designated drop points, and battle alien fighters. With each mission, he helps Confed move closer to its primary goal of stopping the invasion. But the cost will be high -- blasted ships, dead civilians, and lost wingmen.

Casey will also confront a variety of personal obstacles. Friends are killed -- a beautiful young pilot is constantly (and aggressively) competing with him -- and he will blame himself when Blair is captured and tortured by the enemy.

Our hero perseveres through every challenge -- right up to the moment when he leads his wingmen against their final and most important objective: the alien-built Command Center which generates and maintains the wormhole portal.

During the battle to destroy that Command Center, Blair will be lost. But, thankfully, as the wormhole collapses, the invasion armada poised on the other side of it, is denied access to Confed space. Our hero manages to buy Earth some desperately needed time... at a tremendous cost. __

WING COMMANDER V

CHARACTER LIST

MAIN CHARACTERS:

A number of characters are being brought back from Wing IV, maintaining the continuity of the Wing Commander Universe. However, the focus of this series will be on new characters, specifically LIEUTENANT LANCE CASEY, the "player" to whom Blair will pass the baton -- and legacy -- of Wing Commander.

RETURNING CHARACTERS:

COLONEL CHRISTOPHER BLAIR
MAJOR TODD MARSHALL (CALLSIGN: MANIAC)
COLONEL DEKKER - COMMANDER OF MIDWAY'S MARINES more info

NEW CHARACTERS; Need some NON leathers

ROOKIE PILOTS:

2ND LIEUTENANT LANCE CASEY

Early twenties. Handsome, charismatic. And our new PLAYER. Casey is the son of a hero of the Tiger's Claw; Major Michael Casey. He's full of fight, enthusiasm and a deep desire to prove himself -- and to carry on where his father left off.

Casey is very bright; a quick, analytical thinker who can get right to the heart of the matter -- which is not to say he never shoots his mouth off or makes mistakes. This kid has an edge; a not inconsiderable streak of daring that often leads him into major trouble. Casey is prone to take big gambles from time to time; something which can bring an angry Blair down on him.

Indeed, it seems to Casey (and others) that Blair lives for the chance to land on him with both feet. There is clearly something going on between he and the Colonel, but Casey is damned if he can figure out what it is. Perhaps Blair is only attempting to make certain that Casey doesn't end up like his father -- a young corpse.

Despite their conflicts, the two will eventually develop a strong relationship rooted in deep, mutual respect. But their connection will be sorely tested when, as the two fly a crucial mission together, Blair is captured and tortured by the aliens. The older man will return to the Midway radically

changed -- and consumed with a desire for revenge.

While continuing to fly a series of hair-raising missions Casey must constantly wrestle with his own guilt over what happened to Blair. It will take everything he has, but Casey will survive and triumph.

2ND LIEUTENANT MAX TRACY (CALLSIGN: MAESTRO)

Wingman. Early twenties. Bright, winning, immediately likable. Casey's closest friend since their first day at the Academy.

Though not quite as capable as Casey, Maestro is a precise, calculating pilot -- hence his callsign. But first and foremost, Maestro is Casey's friend. Secondly, he's still one of the best pilots Confed has on its roster. And thirdly, Maestro is something of a ladies man. Or at least he thinks he is. Quick to flash holos of various ex-girlfriends, this kid sometimes comes off as a younger version of Maniac; a braggart and womanizer in training.

It's not surprising that Maniac abhors Maestro. Perhaps he reminds him too much of the worst side of himself -- or maybe he just can't stand the competition.

2ND LIEUTENANT JEAN TALVERT (CALLSIGN: STILETTO)

Wingman. Early twenties. Athletic. Strikingly attractive. Also ambitious, driven, and just a bit stubborn. Stiletto is a superb pilot and, though more by-the-book than Casey or Maestro, she's not above taking some serious chances.

Stiletto's feelings toward Casey are complex, to say the least. She thinks he is unnecessarily foolhardy; often a danger to himself and those around him. But she also knows he's the only pilot on the Midway who might give her a run for the title of "best." As a result, Stiletto is always competing with Casey; always on the lookout for a way to top him.

Additionally, though Stiletto would never admit it, she is more than a little attracted to Casey. When the two of them interact, sparks fly.

LIEUTENANT TODD "TUFF" O'HEARN (CALLSIGN: ZERO)

A young man who hails from one of ~~Earth's~~ most decayed industrial cities, Zero is a tough piece of work. A bundle of dynamite with a short fuse, this kid grew up hard, lives hard, and will die hard. He takes so many risks and blunders into so many bad situations that he makes Maniac nervous. Nobody will miss him when he's gone.

LIEUTENANT JASON "~~CHAPS~~" FARGO (CALLSIGN: DALLAS)

Born and raised in North Texas, Dallas knows the good life when he sees it; and the good life is not on the Midway. He joined a peacetime military not for the adventure, but for the pay, benefits, and pension. He greatest ambition is to retire after a quiet, non-violent career and grab a cushy job in military procurement. Dallas is astonished that he might actually be fired upon; maybe even killed. As soon as the shooting starts, he'll tender his resignation; but the CAG files it under "Postponed for the Duration."

This kid talks with a down home twang, loves to cook up a sweet side of short-ribs on a grill, and is basically a nice guy. We'll miss him if he gets tagged.

LIEUTENANT TARA TOMIKO (CALLSIGN: SWAN) DISOWNED

A young lady who hails from Osaka, Japan, Swan is determined to make her way through the ranks and snag Captain Drake's job. Ambitious is not the word for this girl; which is no surprise when one considers her background. Swan's parents expected their daughter to continue in the family business; politics. When Swan decided to become a pilot instead she was practically disowned for her rash act.

This has caused Swan her share of pain, and her method of overcoming it is to throw herself into her work. She's convinced that when she walks into her family's home in an Admiral's uniform, they'll change their minds about her career path.

Unfortunately, Swan's career, and her life, may be cut short long before that day comes around.

VETERAN PILOTS:

MAJOR RAY BERNARD (~~CALLSIGN: BANDIT~~) HAWK

Every family suffered their share of losses in the Kilrathi War. However Bandit not only lost his family; he lost his entire world. His home planet, a remote Terran colony, was destroyed in the last years of the great conflict. Virtually everyone he ever knew or loved was killed. Bandit's totally alone; only his all consuming hatred of the Kilrathi keeps him company.

Bandit has a lot to offer Casey. His twenty years of flight experience have bred some excellent battle instincts he can pass on to our hero. He's the perfect wingman for most missions -- but on one particular sortie he'll be a disaster. Bandit will

encourage Casey to blast the Kilrathi Renegades as they assist a Confed operation.

If Casey goes along with him, the consequences will be severe.

MAJOR KARL BOWEN (CALLSIGN: SPYDER)

Quiet, taciturn, and cold, Spyder gives new meaning to the term "loner." This guy is strictly business; on and off the flight line. If you approach him in the Wardroom, or anywhere else for that matter, you better have a strong, mission-related reason. Otherwise, he'll bite your head off.

A superb pilot, Spyder knows how to fly any ship in the Confed fleet; up to and including Victory Class. A master of air strategy and battle tactics, he can get a squadron in and out of even the worst firefight in one piece. To quote Kipling, this guy never loses his head -- while everyone around him is losing theirs.

Spyder and Blair both flew with the Iceman; Casey's father. But when Casey approaches Spyder and starts asking him questions about his Dad, the man will coldly rebuff him. His attitude is simple and direct -- Iceman is a dead issue. Literally. What's the point of talking about him?

OFFICERS:

COMMANDER PATRICIA NELSON - THE "CAG"

Mid-forties. Attractive. Commander Air Group. Nelson is tough, decisive, and totally dedicated to her ship. The Midway is her best friend, lover, and family all rolled into one. She is also possessed of a sly sense of humor; her pilots are often unaware they've just been drop kicked.

However, Commander Nelson is a superb strategist and a natural leader. No matter how dire the circumstances, this officer knows what to do and doesn't waste any time doing it. Every man and woman in the Wing respects her leadership, though some, notably the nuggets, will chafe at her inherent caution.

That notwithstanding, the pilots of the Midway adore her. They listen closely when Nelson gives them their pre-mission briefings (she will share these duties with Blair, Finley, and, very occasionally, Captain Drake.) What's more, she may even fly a mission or two in the last series.

1ST LIEUTENANT AURORA FINLEY

Science Officer. Mid-twenties. Vivacious. ~~Cute as a button.~~ Finley's duties, which she performs admirably, include providing scientific and strategic data to the CAG. Whatever is happening

out in space that matters to the Midway, Finley will analyze it, distill it, and present it in briefings as succinctly as possible. Finley possesses a keen mind -- and fun personality -- much appreciated by the rest of the crew. She is all business in the sciences, but lacks the hard, competitive edge of the women pilots and the CAG.

Finley is often present at briefings; often providing critical information to the Midway's pilots. Which is just fine with her; Finley's more than a little attracted to Casey. And she doesn't go to any great lengths to hide it.

CAPTAIN EUGENE DRAKE

Tall, quiet, and imposing; a man of limitless patience and strength. Think Charlton Heston at the height of his powers; a force to be reckoned with. But also respected and admired.

We won't see much of the Captain; he's a distant presence through most of the game. His rare appearances in the Briefing Room usually serve to underscore whatever dilemma the Midway is currently facing.

Captain Drake is exactly the kind of man you want in charge on the Midway's bridge. With tremendous affection and regard, his crew calls him the Old Man -- but not to his face. ✓

SUPPORT PERSONNEL:

CHIEF TECH THEODORE "HARDWARE" CHONG

Senior Support Officer. Mid-twenties. A B.D. Wong type. Hardware is responsible for the mechanical health of all of the Midway's fighter craft, and as such, is typically found on the Recovery Deck or in the Eagle's Nest. ✓

Possessing an incredible ability to repair or adapt anything from the biggest cap ship to the smallest fighter, Hardware will be vital in the many life or death situations the Midway encounters. What's more, as a member of the research team that will examine captured alien technology, he will provide crucial information in Confed's battle against the invaders.

Lean, young, and handsome, Hardware projects the aura of one with whom you should not trifle. He often gets preoccupied with the technology he works with, and while he cares about his pilots to be sure, his fighter craft are his pride and joy. They, and the Midway, are his first priority. He drives his team of techs to the limits of their endurance, making sure every Wasp, Tigershark, etc. is on the line and ready to go.

Hardware does have a professional, supportive relationship with Casey (who often gets on the Chief Tech's good side by asking him to discuss his latest project.) Hardware is also pleased that Casey is the one pilot most likely to bring his birds back in one piece.

THE BARTENDER -- MIKE MORAN Shotglass - Needs nickname

The man who runs the Rec Room. King of his domain, Moran is a master of scuttlebutt. No one ever calls him by his given name; although Blair, under extreme provocation, might refer to him as Moran.

Somehow, though Moran never seems to leave the Rec Room, he is always up to date on the latest events. Depending on the circumstances, he can be a good source of vital information.

COMM TECH - LIEUTENANT ANDERSON

English, mid-twenties; just a touch of attitude. He'll be useful in battle situations as he tensely reports the results of an off camera mission to Casey, or announces over the PAVO that the Midway is under attack. Anderson will also relay battle status data to Casey while flying missions.

We may see Anderson in a briefing now and then, but only in a utilitarian role.

Grass Dr 4

CGI = Cool

Red Shirt = Dispatch person you don't ~~see~~ talk to in a movie

Sliding Scene

"Push In" means transition to full screen Movie

WING COMMANDER V

SET LIST

THE MIDWAY:
BRIEFING ROOM
OBSERVATION DECK
EAGLE'S NEST (hybrid)
RECOVERY DECK (hybrid)
~~FLIGHT DECK (CGI only)~~
FINLEY'S LAB
~~CASEY'S QUARTERS~~
~~FINLEY'S QUARTERS~~
~~BLAIR'S QUARTERS~~
CORRIDORS

RELAY STATION:
CORRIDORS
(Redress; Midway Corridors)

WORMHOLE GATE COMMAND CENTER
CONTROL AREA
CORRIDORS

ALIEN NIGHTMARE TORTURE CHAMBER
(Redress; Wormhole Gate Command Center)

KILRATHI CAP SHIP
CORRIDORS
(Redress; Midway Corridors)

MONROE AND O'NEIL RESEARCH VESSEL (HYBRID)
(Practical dome and bulkhead mockup)

~~MARINES' LANDING CRAFT~~
(optional)

~~KILRATHI FIGHTER COCKPIT~~
~~(virtual)~~

~~ALIEN FIGHTER COCKPIT~~
~~(virtual)~~

CONFED COCKPITS
~~CASEY'S FIGHTER~~
~~MAESTRO'S FIGHTER~~
STILETTO'S FIGHTER
BLAIR'S FIGHTER
~~MANIAC'S INTERCEPTOR~~
~~(all virtual)~~

WING COMMANDER V

Beat Outline

10/28/96

PROLOGUE

1 EXT. SPACE - ASTEROID FIELD 1

Camera picks up and tracks with a tumbling ASTEROID which is suddenly bathed in the GLOW of a TRACTOR BEAM, freezing it in place. Then as a BRILLIANT LASER suddenly hacks into the asteroid, we REVEAL a LARGE RESEARCH VESSEL...

THE DEVERAUX (BEGIN CREDITS)

It cuts into the asteroid with an ore laser as several SMALLER SHIPS move in to pick at the tumbling rock with their grabber arms like eager crustaceans.

After several layers are exposed, the laser disengages and backs off, allowing...

THE SMALLER VESSELS

... to close in and examine the gash more closely. Another of these ships is deployed and after some twists and turns we follow it, REVEALING...

THE SHATTERED REMAINS OF KILRAH

The semi-exposed core of the planet still glows with internal radiation, while some of the magma remains flash frozen in the cold of space, creating a grotesque but fascinating sculpture of destruction, surrounded by slowly spinning asteroids.

CAPTION UP reads: Kilrah System.

BACK TO ASTEROID

A chunk of it breaks off, spinning away. As one of the smaller vessels goes after it, we GO TO:

2 INT. SMALL SHIP - PURSUING ASTEROID CHUNK 2

Packed with instrumentation; there is barely enough room for its two person (human) crew, a female MONROE and a balding O'NEIL. They communicate with the Deveraux as they approach the runaway asteroid chunk and latch onto it with an articulating claw

That's when their sensor panels suddenly light up like a Christmas tree. Scanners have detected an object of unknown origin -- close by. They head toward...

3 EXT. SPACE 3

... a tiny, strangely shaped object drifting in the void of space; seemingly inert. As the Small Ship closes in...

4 INT. SMALL SHIP - PURSUING ALIEN DEVICE 4

... Monroe and O'Neil speculate that the object is a probe of some kind. Maybe a spy eye launched by the Sivar Kilrathi Renegades operating in this sector. Which means they'd better treat it with kid gloves; what if it's booby-trapped?

Slowly and carefully, the scientists try to lock onto the probe with another articulating claw. The tension builds -- and then the device abruptly comes to life, zips up to their vessel and scans it with a flickering BEAM.

5 INT. SMALL SHIP - ON MONROE AND O'NEIL 5

As the Probe's Beam sweeps over them, emitting a shrill, alien SOUND, they scream in pain, grabbing their ears. Every console goes crazy; alarms sound and lights flash.

Then their vessel abruptly loses power, drifting dead in space.

The Beam passes on; the stunned scientists now illuminated only by the indirect sunlight pouring in through the craft's observation dome. They see the probe turn about, now pointed

toward empty space. Its tip begins to GLOW eerily... we hear another STRANGE SOUND... and then --

-- without warning, Monroe and O'Neil are suddenly and violently buffeted from side to side. As the strange turbulence subsides, they look out through the large dome and react to...

6 EXT. SPACE - NEAR SMALL SHIP 6

In a burst of light and color, A SWIRLING WORMHOLE opens to allow the emergence of two, distinctive ALIEN CAPITAL SHIPS (our SHIP KILLERS) and several other strange craft.

These vessels pass close to the asteroid and the small ship still attached to it.

7 INT. THE SMALL SHIP - ON MONROE AND O'NEIL 7

The two react with fear as the huge craft passes so close it threatens to crush them against the nearby asteroid.

Finally, one of the big Ship Killers passes on; and the small ship's emergency power comes on-line; providing limited illumination. The shocked scientists turn toward the observation dome, realizing they have a ringside seat as the huge alien craft heads toward...

THE DEVERAUX

Her CAPTAIN hails the oncoming alien ships. There is no response. Then, a large, distinctive deflector shield flares to life on the nose of the first Ship Killer. Its glow reaches an incandescent level, then emits a SWIRLING BALL OF ENERGY PLASMA. At its center is a tiny, glowing ENERGY EMITTER; the power source for the PLASMA BALL.

This streaks toward the Deveraux and strikes it amidships. BLUE ARCS of GLOWING ELECTRICITY crackle across the Deveraux, which glows red, then white hot, then EXPLODES.

Not only the Deveraux, but all her support vessels evaporate in a cloud of flaming debris; a mini-nova of amazing force.

Can Spaceflight handle this

PAN off this devastation to reveal Monroe and O'Neil's small ship still adrift -- and intact -- behind the Ship Killer.

8 INT. SMALL SHIP - ON MONROE AND O'NEIL 8

A shock wave knocks the craft loose from the asteroid and it spins off; out of control. The two scientists react with horror as they tumble towards...

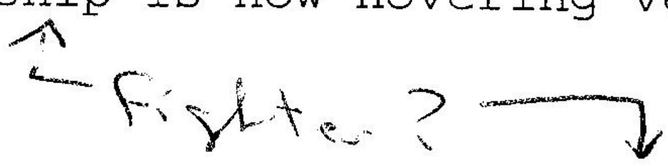
9 EXT. SPACE - A VERY DENSE ASTEROID FIELD 9

The rubble of Kilrah. O'Neil cries out in fear as Monroe grabs the controls, thrusting this way and that as the Camera follows them through a nightmarish maze of destruction.

They eventually emerge, miraculously intact, on the other side of the field -- and settle to a stop.

10 INT. SMALL SHIP - ON MONROE AND O'NEIL 10

The two breathe easy for a moment only to realize a large alien ship is now hovering very close to them.



11 EXT. SPACE - SCIENTISTS' VESSEL AND ALIEN SHIP 11

The nose of the alien ship SHIMMERS, becoming semi-translucent as it reveals the vague, inhuman shape of its pilot. Monroe and O'Neil follow its progress as the strange craft approaches an access hatch on the port side of their ship. A large umbilicus secures itself to this hatch...

12 INT. THE SMALL VESSEL 12

... and the scientists panic as the hatch's locking wheel begins to nudge forward. O'Neil tries to hold it, finally blocking the wheel with a large spanner. This works for a moment...

... until sparks fly from the hull as some kind of cutting torch begins to burn through the

steel. O'Neil quickly presses a series of buttons, releasing a JUMP CAPABLE DISTRESS BEACON.

The two scientists back away as the torch cuts through the hatch... it falls outward with a metallic clang. We cannot see much of anything in the alien ship beyond except a cold, glowing mist.

The two humans wait for a beat, watching. At first there are only shadows... and eerie sounds... primordial whispers...

Then we cut to an ALIEN POV rounding a bend in the other ship, charging through the glowing mist. It moves insanely fast toward the horrified scientists. As they scream...

13 EXT. SPACE - LONG SHOT ON SMALL VESSEL AND ALIEN SHIP 13

The screams slowly trail away; the small vessel lit by the alien glow within. Then it all stops. All light, all sound... gone.

No Blood?

We PAN to the Distress Beacon that O'Neil released, racing PAST the Wormhole... and the vast fleet of alien ships now pouring through it.

As the little Beacon JUMPS out of the system, RUN TITLE AND REMAINING CREDITS.

Then as we END THE PROLOGUE...

WIPE TO:

SERIES A: SUMMARY

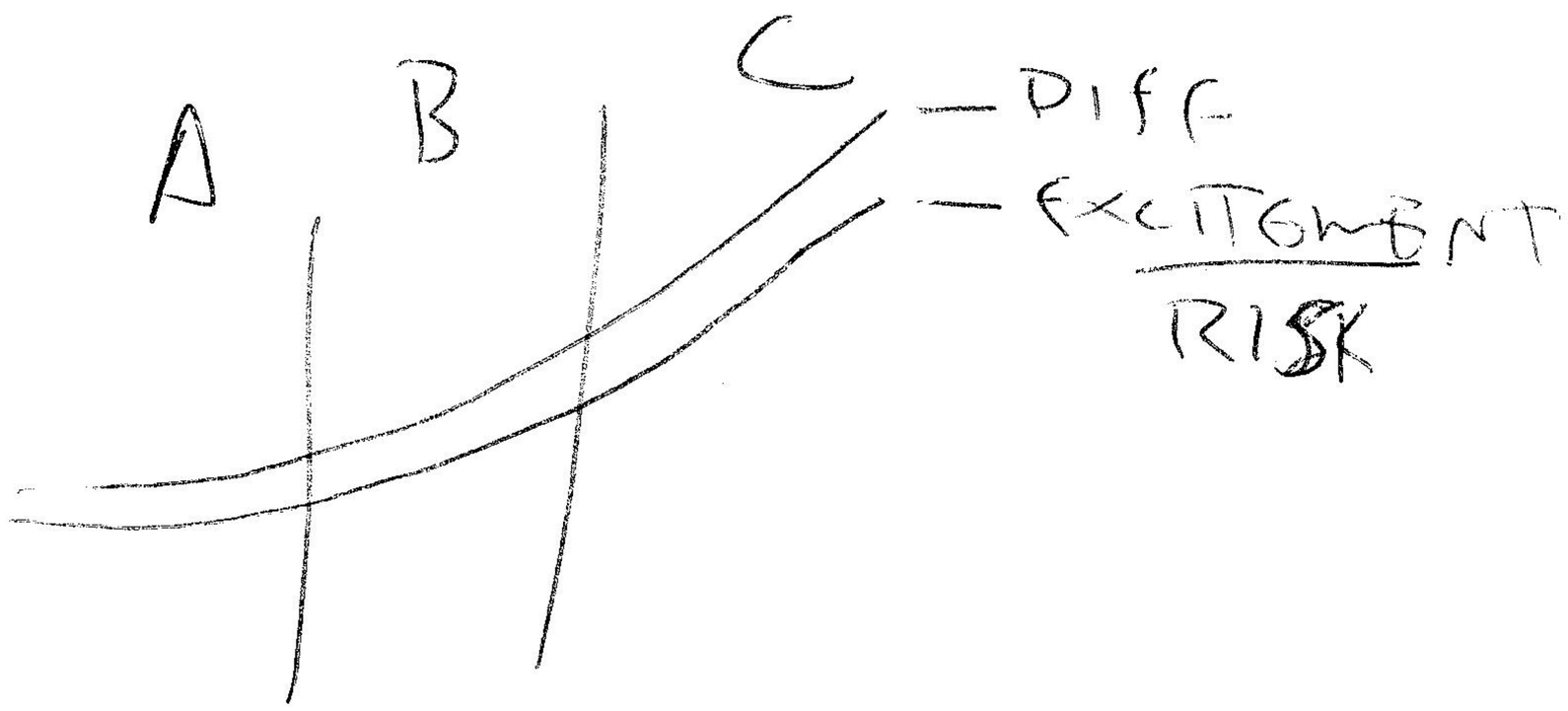
This first Series is designed to show off new technology without overwhelming new players with intensive, hard-core missions from the start. We will introduce all of our key characters -- Lance Casey and his fellow Nuggets; the CAG and other staff officers; and, of course, Blair and Maniac.

Special emphasis will be placed on Stiletto and Maestro, the rookie pilots who will have the biggest impact on Casey. The ship's Science Officer, Aurora Finley, and Hardware, our Chief Tech, will also be established.

The first series of Missions will involve the eradication of a small faction of Renegade Kilrathi who have occupied the remote Bluepoint Station (established in Wing IV.) The opposition will be automated vessels that look aged and somewhat beaten up -- nothing our heroes (and our player) can't easily handle.

The new protagonist Casey (a rookie by design) will fly a few warm-up missions which culminate with an encounter with an alien probe. The appearance of this probe, and its significance, will launch us into the next Series and the rest of the game.

This Series will also offer the player the false premise that this entire game might be a continuation of the historic Confed/Kilrathi conflict.



P.C (6)

TS (7)

W (5)

P (7)

S (4)

V (6)

D (4)

Series A - First Blood

14 EXT. SPACE - ANOTHER STAR SYSTEM (CGI) Hell's Kitchen 14

From END of PROLOGUE, we WIPE to ANOTHER STAR SYSTEM distinctly different from that of Kilrah. A SUBTITLE identifies it as the IPIROS SYSTEM.

Then as we hear them approach, TWO CONFED TIGERSHARKS swoop into view. One is piloted by LIEUTENANT LANCE CASEY (our Player and lead character;) the other by his best friend, MAESTRO.

We establish, via comm chatter, that these two are on their first assignment out of the Academy. They are ferrying Tigersharks to the Midway; Confed's newest and most advanced attack carrier. They comment on the ship's unique qualities and her mission; and provide some foreshadowing of Blair.

NOTE: We might have quick shots of both pilots in their respective cockpits; just no POV's looking forward (And avoid a bad match with later spaceflight visuals.)

As they approach her, dramatically establish THE MIDWAY; a massive vessel many city blocks long; her superstructure towering twenty stories high. She's HEADED STRAIGHT INTO CAMERA; the huge maw of her RECOVERY DECK filling frame.

Casey requests permission to land. Via VDU, the Midway's COMM TECH ANDERSON replies in the affirmative... and the Tigersharks make their approach.

Twin, blinking rows of landing lights on the Recovery Deck guide the fighters in. As they land the pilots immediately throttle back; tractor beams smoothly "trapping" the Tigersharks at the far end of the deck.

"Jumping to" Nephele

15 INT. MIDWAY - RECOVERY DECK 15

Casey and Maestro are walking away from their fighters when they hear the sharp tap of steel-toed boots on metal steps. They look up toward the stairway leading to the Eagle's Nest to see a handsome young woman headed their way.

This is STILETTO -- cool, tough, and sharp as knife. She introduces herself as Acting Commander of the Ridgeback Squadron; their initial assignment on the Midway. Maestro reacts with a shocked grimace; a shavetail Lieutenant is their boss? Stiletto comes down on him like a ton o' bricks. Stow the attitude, nugget. You're already in trouble; seems there was a little incident on Delta Five -- which the CAG can't wait to talk to you about.

Casey grins. It seems Maestro's reputation has preceded him.

Stiletto is quick to point out that Casey has his own rep -- for being needlessly foolhardy. "You may have gotten by on your old man's record in the past, Mister, but when you fly on my wing it's how you fly that counts!"

Rep of Iceman

She orders Casey to log some time in the flight simulator before his first mission. Ferrying a Tigershark is one thing -- combat quite another.

Suggestion

As the scene ends, Casey and Maestro exchange looks: Welcome to the Midway.

16 INT. MIDWAY - REC ROOM 16

A busy, exciting place. Unless we want to specifically limit interactivity, there will almost always be pilots here; bragging and laughing it up.

Casey ENTERS via the Aft Door. Forward Door is CLOSED. Ready Room door is OPEN. Flight Simulator has TIGERSHARK SIM available.

WOW!

More than

~~MORAN~~ Name is serving drinks; three older pilots (MANIAC, BANDIT, and SPYDER) are at a table. A fourth, younger pilot (ZERO) sits alone at another table.

Maniac is holding forth as a bored-looking Spyder and Bandit (two grizzled veterans with lots of seasoning) listen. IF Casey tries to INTERACT with them, THEN Maniac tells him to get lost: No "nuggets" allowed. This table is reserved for the big boys, members of the Devils Squadron to be exact.

But when Maniac turns back to his two "friends," he discovers Bandit and Spyder have slipped off.

Maniac glares at Casey; then EXITS himself. In a huff.

Zero comes up to Casey. Congratulations. You've just met, and pissed off, Maniac. A legend in his own mind. Zero then introduces himself as a fellow member of the Ridgeback Squadron and offers to escort Casey to his quarters. Casey agrees, and they go out through the Forward Door.

IF Casey first INTERACTS with either Zero or the bartender, THEN he will be told he was smart to steer clear of Maniac's table. Zero will introduce himself, give Casey an explanation of the Rec Room's hierarchy, and guide him to his quarters.

IF Casey first chooses to use the FLIGHT SIMULATOR, THEN, afterwards, he will find Moran and Zero still in the Rec Room; and still be able to interact with both. Again, IF Casey interacts, THEN he will be guided to his quarters.

IF Casey first chooses to go into the Ready Room, THEN he will be able to examine stats; learn who top pilots are, etc.

NOTE: IF Casey CHOOSES the Ready Room, THEN he will find the Briefing Room Door OPEN. Those players who so desire can jump right into the first mission. However, that will mean some future optional scenes may <u>not</u> be available to them as many are CONDITIONAL. For example, IF you don't strike up a friendship with Finley, THEN you won't be invited to join her subsequent investigations.

which ones specifically?

17 INT. MIDWAY - CORRIDOR (OPTIONAL) Maybe not optional 5/12/97 SCENE 17

Zero and Casey walk and talk. More backstory about the Midway and it's chief architect: Christopher Blair. We learn Blair designed the Midway to be a stand alone task force; a single, massive carrier system with no need for support vessels. This will save a cash-short Confed mucho operating costs while still providing an adequate defense.

We segue into a discussion of Blair's nickname; Blue Hair.

Which he got, Casey says, because, according to what he's heard, Blair is as stodgy as a little old, blue-haired lady.

And that's when they round a bend in the corridor and come face to face with BLAIR... who has clearly overheard Casey. He comments on how it's better to have survived long enough to be called a little old lady -- that to have perished young and foolish.

Awkwardness and red-faces. A terse Blair then comments on Casey's father, the Iceman. Who he knew very well... and it would seem his son has a long way to go if he ever hopes to fill his Dad's shoes.

As Blair stalks off, the young pilots exchange tense looks, then head on to their quarters.

18 INT. MIDWAY - CASEY'S QUARTERS (OPTIONAL) 18

Zero watches as Casey settles in. DALLAS, Another young pilot, and fellow member of the Ridgeback Squadron, pokes his head in the door. He wryly comments on how well Casey and his pal Maestro are fitting in with the rest of the ship's company: Everybody is talking about their first encounter with Stiletto on the Recovery Deck, Maestro already in trouble with the CAG, Casey antagonizing Maniac in the Rec Room -- and, most of all, Casey's foot-in-mouth experience with Blair.

Maestro comes in, waves off questions about his "conference" with the CAG. Big news is an upcoming briefing; and scuttlebutt about them going up against some Kilrathi renegades. (Also filling in details about the Midway we might have missed; why she was built, why no support ships, etc. OR any references to Casey's famous father; the Iceman, etc.)

Maestro, Zero, and Dallas EXIT. Casey finishes unpacking, then EXITS himself.

19 INT. MIDWAY - REC ROOM 19

Casey ENTERS. Forward Door CLOSES behind him. Ready Room Door OPEN.

Moran greets Casey; advises him Midway's staff officers are sticklers about pilots logging time in the Flight Simulator. Tells Casey that, if he wants, he has time to do so before briefing.

IF Casey chooses to use FLIGHT SIMULATOR and Wasp Sim, THEN, afterwards, a PAVO will summon him to briefing. Moran may also tell Casey he can get to Briefing via the Ready Room Door.

MISSION (A1): FIRST ENCOUNTER SWAP w/(A2)

20 INT. MIDWAY - BRIEFING ROOM 20

Casey ENTERS. Pilots are taking their seats. We establish hierarchical, amphitheater-like seating. Casey meets SWAN, another member of lowly Ridgeback Squadron, all of whom are seated in front row. Then as Blair and CAG ENTER, everyone snaps to attention. Blair makes introductory remarks.

CONDITIONAL: IF Casey chose <u>not</u> to interact with other characters earlier, THEN Blair will make introductory speech about Midway; filling player in with required information regarding her design and mission.

Weste ? film ?

Blair observes as CAG briefs pilots on first mission. During this, ESTABLISH a LARGE VIEWSCREEN behind CAG and smaller, INDIVIDUAL SCREENS on pilot's desks (Desk Padds.)

We also establish a distinctive chair which will be used by Captain when he (rarely) attends briefings.

CAG reveals how, since end of Border Wars, Confed military forces have assumed a policing role. The only enemy they encounter these days is occasional Kilrathi Renegade hoping to restore the Empire to its former glory. Though poorly armed and underfunded, these Renegades can present a real threat to Confed shipping

The Ridgebacks' latest mission involves neutralizing such a group who have occupied the remote Bluepoint Station. Said Renegades have programmed ROBOTIC DRONE FIGHTERS to harass Confed vessels. The Ridgebacks are to destroy these drones.

These particular Kilrathi are Cult of Sivar members. In the old days, they would be a formidable enemy, but -- thanks to the current state of Kilrathi hardware -- they're now strictly bush league. Watch your sixes, nonetheless.

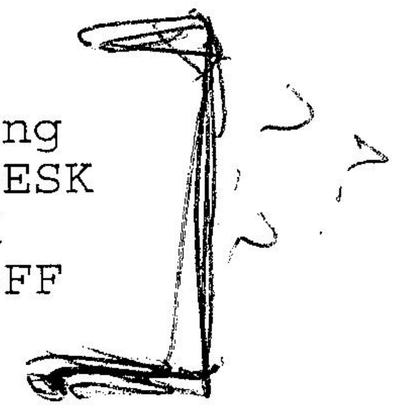
Blair finishes up briefing with final warning; this was supposed to be a shakedown cruise for the Midway; not a combat patrol. But she's being pressed into service before all her

systems have been fully tested and cleared. So be prepared, nuggets. If you get into trouble, don't count on the Midway to get you out of it.

Casey is assigned to be Stiletto's Wingman. He makes a comment about wanting his own wing. Stiletto sneers; that won't happen overnight, rookie. It took her weeks to get a wing.

Casey is instructed to refer to his DESK PADD for weapon/wingman loadout specs...

NOTE: It is still TBD how much of the following information will be conveyed graphically on DESK PADD; how much via a COMPUTER VOICE OVER; and how much directly in briefing, either ON or OFF CAMERA.



Great layout
Player = Wingleader

Squadron: Ridgeback
Fighter: Tigershark

Loadout: Standard Dogfight

Alpha Flight Leader - Stiletto
Wingman - Casey
Wingman - Maestro

Bravo Flight Leader - Dallas
Wingman - Swan
Wingman - Zero

Advisory: Alpha will fly point; Bravo tactical support.

Casey and other pilots stand and EXIT as we GO TO:

21 INT. MIDWAY - FLIGHT DECK (SF) 21

A spectacular sequence as each fighter is "dropped" out into space. As they roar OFF, GO TO:

22 INT. CASEY'S TIGERSHARK - SPACEFLIGHT (SF) 22

Bold comm chatter between nervous rookie pilots trying to hide how anxious they really are. Stiletto tells everyone to clam up and keep eyes peeled. Opportunity to show what kind of leader she is -- tough, capable, but fair.

SPECIAL NOTE: Here and through most succeeding missions Casey and his unit will be addressed by Midway collectively: "Alpha Flight, check in. Bravo Flight, assist Alpha," etc.

23 INT. CASEY'S TIGERSHARK - AT FIRST NAV POINT (A1-1) (SF) 23

When Casey and friends arrive at First Nav Point in asteroid field, a lone Kilrathi Corvette sits at other end of field. As Casey moves toward it, the craft begins to retreat -- slowly. Stiletto comms: "There's our target, Lieutenant -- hang back while I call in an AWAC to scout those asteroids."

Casey chooses between A - "I'll check out those rocks myself." or B - "Forget the rocks; let's hit that Corvette!"

Whichever path Casey picks, the Corvette comes about into an offensive posture. At the same time, a half dozen aged, automated Strakhas suddenly de-cloak nearby. Battle ensues.

Much Top Gun-like jeering and baiting over comm during this; further development of Maestro, Stiletto, and other nuggets. Win/Lose:

IF Casey's ship is damaged (these worn-out Kilrathi drones do not have the firepower to destroy or kill him) and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF Casey and friends destroy all enemy ships, THEN Maniac (via VDU at end of mission) will still dog Casey for falling for one of the oldest Kilrathi ambush tactics in the book. (A fact that Stiletto won't let Casey forget either.)

NOTE ON OPPOSITION: Specifically, a Kilrathi Commander, T'GARR, who is in command of the Bluepoint Station from which the drone ships are being launched. He'll feed insults via VDU to Casey throughout this series. (<u>T'Garr is not operating the drones</u>; their AI works independently. Think of T'Garr as more of a jeer-leader.)

24 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 24

Standard clearance/landing sequence.

25 INT. MIDWAY - RECOVERY DECK 25

Casey returns from first Mission. Meets HARDWARE, who DEBRIEFS him:

IF Casey did well, THEN Hardware invites him up to the EAGLE'S NEST for a quick tour (CUT SCENE.) THEN a PAVO calls Casey into Briefing Room for session with Blair.

IF Casey did poorly, THEN we establish shot-up ship on deck behind him, and Hardware is less than warm in his greeting. Does not invite Casey to Eagle's Nest.

IF Casey did really bad; forced to eject, THEN a SAR (in a CUT SCENE) brings him to the Recovery Deck to be greeted by a very unhappy Hardware.

NOTE: A SAR CUT SCENE consists of a CGI SHOT of Casey being tractored in by the craft; then he is shown wearily arriving on the Recovery Deck to be confronted by whomever is mission appropriate.

In either LOSING SCENARIO, Hardware will coldly inform Casey he's to report to Briefing Room; which he does via a CUT SCENE:

26 INT. MIDWAY - BRIEFING ROOM 26

Casey ENTERS an empty Briefing Room; the staff door OPENS and Blair ENTERS. He gives Casey a dressing down for falling for the old Kilrathi bait and switch; expresses doubts about Casey's suitability as a carrier pilot. A chastened Casey quickly EXITS.

27 INT. MIDWAY - REC ROOM 27

Casey ENTERS to join other nuggets. Forward Door OPEN. Ready Room Door OPEN. Perhaps a CUT SCENE here. Young pilots jubilant, charged up.

Could talk about fact that they have earned their first Flight Combat Ribbon. Everyone compares notes, has a drink, brags it up.

IF Casey kicked butt, THEN 'You done good, buddy.' IF Casey got his butt kicked, THEN 'Hey, that was rough out there, wasn't it?'

IF Casey did not interact with Maniac earlier, THEN he will have opportunity to do so here. (In a variation of earlier optional scene; perhaps CONDITIONAL off Casey's performance in first mission.)

Moran could also nudge Casey to log time on Wasp in Flight Simulator.

IF Casey chooses to use FLIGHT SIMULATOR, THEN, afterwards, he can EXIT Rec Room through FORWARD DOOR, or EXIT to Ready Room and next briefing.

IF Casey chooses, he can EXIT to Ready Room, for a Game Maintenance Opportunity, THEN either go directly to Briefing Room to begin next mission or return to Rec Room.

IF Casey decides to return to or stay in Rec Room, and EXITS via Forward Door, THEN a CUT SCENE will take him TO:

28 INT. MIDWAY - OBSERVATION DECK (OPTIONAL/SLIDING) 28

Casey encounters Swan. Discussion (CONDITIONAL) of Casey's mission performance. Also delve into Swan's personal background. We learn her family has ostracized her for joining Confed, but she is determined to make good, etc.

Encounter is a pleasant one for our hero; perhaps his first on the Midway.

That's when PAVO calls them into another briefing.

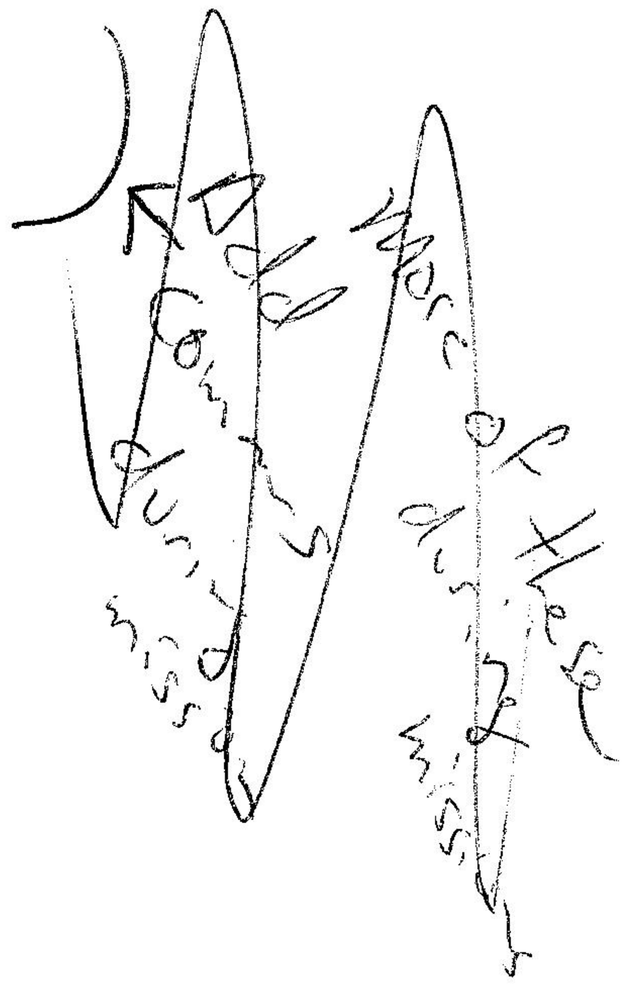
Casey is TRANSITIONED into Ready Room for Game Maintenance Opportunity. And then into:

A1

MISSION-~~(A2)~~: SECOND ENCOUNTER

29 INT. MIDWAY - BRIEFING ROOM 29

CAG and Stiletto brief Casey and other RIDGEBACKS on next mission. We also work SCIENCE OFFICER FINLEY into this briefing. She reveals Kilrathi robot drones are operating via a roaming frequency that cycles across a wide band in an unpredictable pattern. All attempts to jam frequency and shut down drones have failed; but she'll keep trying.



DESK PADD Loadout Specs...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept

Alpha Flight Leader - Stiletto
Wingman - Casey
Wingman - Maestro

Bravo Flight Leader - Dallas
Wingman - Swan
Wingman - Zero

Advisory: Bravo will operate independently of Alpha.

30 INT. MIDWAY - FLIGHT DECK (SF) 30

Standard launch. Midway/CAG VDU: "Remember to make those shots count; hit your targets sharp and fast!"

31 INT. CASEY'S WASP - SPACE FLIGHT (SF) 31

As they return to Nav 1 (only Nav in mission,) our heroes comm chatter. Unlike first mission, everyone is jazzed and ready for a fight. Stiletto reminds them they could still get hurt out here; robot ships or no robot ships.

32 INT. CASEY'S WASP - AT FIRST NAV POINT (A2-1) (SF) 32

One wing of four Dralthi enter action sphere and attack Confed Fighters/Priority One -- Midway/Secondary.

The Kilrathi AI running the drones is mediocre at best. The only time drones really get dangerous is if Casey takes too long, then next wave will arrive, throwing off one-to-one friendly/enemy ratio. Win/Lose:

IF Casey's ship is damaged and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF Casey fights off this wave, THEN he will be ready for next.

Stiletto and Dallas are very effective during this affair. Casey will be the one who can screw things up by taking too long to kill targets.

IF any wave gets through before previous one is destroyed, THEN Stiletto will give Casey hell about pulling his own weight in the cockpit.

During this, comm broadcasts ongoing macho/rivalry between Confed fighter wings -- interspersed with occasional VDU insults from T'Garr.

Wave Two enters sphere and attacks. As timing permits, Wave Three enters sphere and attacks. After a suitable pause, the final wave attacks. Win/Lose:

IF Casey's ship is damaged and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF all enemy craft are destroyed, THEN Midway's Comm Tech Anderson contacts us via VDU: "All Ridgebacks break contact and return to Midway."

BLAIR COMMENTARY END OF MISSION: Via VDU, Blair will point out, no matter how well mission is played, how bloody the fight would have been with a stronger, more adept enemy; i.e., real live Kilrathi.

33 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 33

Standard clearance/landing sequence.

34 INT. MIDWAY - RECOVERY DECK 34

Casey returns from first Mission. Meets HARDWARE, who DEBRIEFS him:

IF Casey did well and was <u>not</u> invited before, THEN Hardware now invites him up to EAGLE'S NEST for a quick tour (a variation of previous CUT SCENE.)

IF Casey did poorly, THEN we establish shot-up ship on deck behind him, and Hardware is less than warm in his greeting. Does not invite Casey to Eagle's Nest.

IF Casey did really bad; forced to eject, THEN a SAR (in a CUT SCENE) brings him to the Recovery Deck to be greeted by a <u>very</u> unhappy Hardware.

35 INT. MIDWAY - REC ROOM 35

Casey ENTERS with Maestro. Ready Room Door OPEN. IF Casey did <u>not</u> interact with Swan on Observation Deck earlier, THEN Forward Door is OPEN (allowing player access to previous SLIDING SCENE with Swan on Observation Deck.)

Finley approaches Casey and Maestro; offers to buy them drinks -- pretext being she wants to discuss those Kilrathi frequencies she's been trying to jam. Maestro pulls a Maniac Jr: "I love a lady with smarts and looks to match." Finley puts him down, but good. "It's a shame <u>you</u> don't have either."

Casey's subsequent VERBAL INTERACTION with Finley will determine course of future relationship. IF he wimps out, THEN she loses interest. IF he holds his own, THEN she warms up and buys him a drink.

Afterwards, IF Casey doesn't leave for SLIDING SCENE with Swan, THEN he can GO ON to next briefing.

MISSION (A3): RECON AROUND BLUEPOINT STATION

36 INT. MIDWAY - BRIEFING ROOM 36

CAG again points out if nuggets had been up against real Kilrathi insurgents, and not worn out automated ships, they would all be dead -- and Midway possibly in big trouble.

She then gives Casey and other Ridgebacks instructions for next mission. This time, they're making their move on the Bluepoint Station the Renegade Kilrathi have occupied.

Alpha and Bravo Flights will make a standard recon/patrol run and destroy all enemy craft encountered. This mission is designed to gain Confed superiority around Bluepoint Station before the Marines are shuttled in to finish the job.

As CAG finishes giving mission info, she tells Casey that, even taking into account his many mistakes, he is clearly an exceptional pilot. Despite her own misgivings, she's putting Casey in charge of Alpha Flight.

Stiletto, who was lording it over Casey earlier about how long it took to her become a Wing Commander, is steamed.

Casey just smiles and shrugs.

DESK PADD Loadout Specs...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

Advisory: Bravo will operate independently of Alpha.

37 INT. MIDWAY - FLIGHT DECK (SF) 37

Standard launch. Midway/CAG VDU: "Cleared to proceed to Nav 1 and eliminate all hostile craft encountered. Happy hunting."

38 INT. CASEY'S WASP - AT FIRST NAV POINT (A3-1) (SF) 38

All clear. Our guys move on to Nav 2.

39 INT. CASEY'S WASP - AT SECOND NAV POINT (A3-2) (SF) 39

One wing (four) of Vaktoths attack. Again, Kilrathi AI will be marginal at best, but Vaktoths take quite a beating before they go down.

Lots of excited comm chatter between our heroes. And let's not forget T'Garr's colorful commentary via VDU from his safe berth in Bluepoint Station. Win/Lose:

IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.

IF Casey dispatches enemy, THEN he proceeds to next Nav Point.

40 INT. CASEY'S WASP - AT THIRD NAV POINT (A3-3) (SF) 40

One wing of (four) Dralthi come into play.

More comm chatter; more T'Garr taunts, etc. Win/Lose paths SAME AS (A3-2).

41 INT. CASEY'S WASP - AT FOURTH NAV POINT (A3-4) (SF) 41

One wing (four) Vaktoth attack followed by one wing (four) Dralthi. The comm chatter, and the mission, reaches a climax. Win/Lose:

IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.

IF Casey dispatches enemy, THEN he is ordered to return to Midway. We END MISSION with Casey debriefed via VDU by CAG. She will give slight praise to Casey for doing well.

42 INT. MIDWAY - REC ROOM 42

Casey and Maestro ENTER with other nuggets. Aft Door CLOSES behind them. Ready Room Door OPEN. IF Casey did <u>not</u> interact with Swan on Observation Deck earlier, THEN Forward Door is OPEN.

Perhaps a CUT SCENE here. Young pilots are all jubilant and jazzed. Everyone compares notes, has a drink, brags it up.

CONDITIONAL: IF Casey kicked butt, THEN `You done good, buddy.' IF Casey <u>got</u> kicked, THEN `Hey, that <u>was</u> rough out there, wasn't it?'

Moran could suggest Casey log more time in Flight Simulator, checking out Wasp.

IF Casey chooses to use FLIGHT SIMULATOR, THEN, afterwards, a PAVO will summon him to next briefing.

IF Casey chooses, he can EXIT to Ready Room for Game Maintenance Opportunity, THEN either go directly to Briefing Room to begin next mission <u>or</u> return to Rec Room.

MISSION (A4): INCURSION OF BLUEPOINT STATION

43 INT. MIDWAY - BRIEFING ROOM 43

CAG tells pilots they've cleared a safe path to Bluepoint Station. It's time to put these Kilrathi out of business. Next mission will be to escort Marines in for assault on Station.

COLONEL DEKKER takes over briefing, telling pilots that Casey's Alpha Flight will escort two Marine Landing Craft to the station while Stiletto's Bravo Flight provides cover.

Casey's DESK PADD lays out these mission specifics...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept Plus Escort

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

Two Marine Landing Craft: Dekker; Two Squads of Marines

Advisory: Bravo will operate independently of Alpha.

44 INT. MIDWAY - FLIGHT DECK (SF) 44

Standard launch. VDU from Dekker on Marine Landing Craft prompting player to get in formation with them.

45 INT. CASEY'S WASP - AT FIRST NAV POINT (A4-1) (SF) 45

Four Dralthi attack, two with priority on the Landing Craft.

Battle appropriate comm chatter between pilots; T'Garr taunts, etc. Win/Lose:

IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.

IF Casey dispatches enemy, THEN he proceeds to next Nav Point.

46 INT. CASEY'S WASP - AT SECOND NAV POINT (A4-2) (SF) 46

Three Vaktoth attack, one with priority on Landing Crafts. Battle appropriate comm chatter between pilots; T'Garr taunts, etc. Win/Lose paths SAME AS (A4-1).

47 INT. CASEY'S WASP - AT THIRD NAV POINT (A4-3) (SF) 47

We finally approach the Kilrathi-occupied Bluepoint Station with its SIX HOVERING DEFENSE SATELLITES (gun-posts basically.) All satellites take priority on Landing Crafts.

Dekker comms from Landing Craft: they'll wait for Casey's go ahead before they move in. Casey must take out all sats or one of the Landing Craft will get nailed. Win/Lose:

IF Casey's ship is damaged and he bows out, THEN he will be reamed by Hardware back on Recovery Deck. He learns Stiletto led Squadron in to knock out satellites and take Bluepoint Station.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway. He learns Stiletto led Squadron in to knock out satellites and take Bluepoint Station.

IF Casey lets <u>one</u> of the Landing Craft get nailed, THEN Marines bail in escape pods and Dekker calls in Stiletto's Squadron. She knocks out satellites and takes Bluepoint Station. (While giving Casey a real bad time over comm; this blunder also sets him up for a reaming by Blair.)

IF Casey smacks the sats, he gives go ahead for Dekker and Marines to move in while he patrols area.

Opposition Note: Throughout mission, via VDU, T'Garr taunts, threatens, then loses it as Casey helps the Marines close in on Bluepoint Station. T'Garr will barely escape in a Dralthi just before Marines charge into his office. (All OFF CAMERA.)

Then a comm from Midway (VDU, Anderson) recalls Casey.

48 INT. CASEY'S TIGERSHARK - AT MIDWAY (SF) 48

As Casey approaches Midway, Anderson will tell him via VDU, to hurry it up; Recovery Deck needs to be cleared for emergency mission.

49 INT. MIDWAY - RECOVERY DECK 49

As Casey leaves his ship, he is debriefed by Hardware. Learns an unidentified craft has entered orbit around Bluepoint Station and is now approaching Midway. Devils Squadron is being scrambled to intercept same.
CONDITIONALS:

IF Hardware is pleased with Casey's mission performance, THEN he invites him (and perhaps Wingman; maybe Stiletto) to watch the action via viewscreen in Eagle's Nest.

IF Hardware isn't pleased, THEN Casey has to talk him into letting them watch action in Nest. Segue into this from first two losing paths in (A4-3).

NOTE: Another option would be to have Stiletto debrief Casey; and, no matter his performance, he convinces her to go to Eagle's Nest and check this out. She'll argue they'll find out what they need to know when they're supposed to. His argument; the faster we know it, the better.

50 INT. MIDWAY - EAGLE'S NEST 50

Casey, Hardware, Stiletto, perhaps other pilots, watch action on VIEWSCREEN. We immediately recognize the unidentified object is <u>identical to ALIEN PROBE seen in Prologue</u>.

PUSH IN on viewscreen and GO TO:

51 EXT. SPACE - THE MIDWAY (CGI) 51

Two WASPS blaze away from Midway to check out the new arrival. They are piloted by Bandit and Maniac.

As they make their recon pass, Maniac foolishly decides to close in -- and the ALIEN PROBE zips up to his Wasp, scanning it with that distinctive beam.

52 INT. MANIAC'S WASP 52

As the beam sweeps over the Wasp, emitting a shrill, alien SOUND, Maniac screams and grabs his ears. The Wasp's console goes nuts...

53 EXT. SPACE - PROBE AND MANIAC'S WASP (CGI) 53

... while probe finishes its scan. Still just bare feet away from the Wasp, its tip begins to glow...

... and just before his Wasp completely shuts down, Maniac frantically fires missiles and hits ejection button at same time.

As Confed's top pain-in-the-butt soars past CAMERA via an escape pod, screaming all the way, both Probe and Wasp vanish in a SPECTACULAR DOUBLE EXPLOSION.

End Series A

SERIES B: SUMMARY

Responding to what at first appears to be a bogus distress call, the Midway discovers an annihilated Kilrathi fleet; destroyed by whom or why a mystery.

Casey escorts Colonel Dekker and his Space Marines to the most intact Kilrathi vessel. While the boarding party recovers the ship's black box or downloads its data log, fighters of unknown origin attack.

In a series of exciting missions, Casey and his comrades take on this new enemy. They cover the Marines as they return to the Midway -- and give the aliens their first bloody nose.

But despite some measure of success, the appearance of an overwhelming alien fleet forces the Midway to jump to another star system at the end of this Series.

SERIES B - ENEMY RECON

54 INT. MIDWAY - REC ROOM 54

Casey ENTERS via the Aft Door. Forward Door is CLOSED. Ready Room door is OPEN.

Maniac and Bandit are holding court to assembled pilots. (Maniac is, of course, giving his own, highly-doctored, account of Alien Probe incident.)

Everyone is very interested in source of probe. Especially when Moran reveals Midway has just received a distress comm from a fleet of Kilrathi warships in the H'rekka system. They're claiming to be under fire from an unknown force.

Various theories are put forward. Bandit is certain this is some kind of Kilrathi trick, but Maniac is dubious. He fought Kilrathi for years; knows all their technology; all their tricks. And whatever that probe thing was, it sure wasn't Kilrathi.

Others suggest probe is something hatched by Cult of Sivar Renegades. Those radical Kats are committed to killing all Confed collaborators -- maybe they're the ones who attacked the Kilrathi warships.

Casey points out this is all useless speculation. He advises his fellow Ridgebacks to belay the scuttlebutt until analysis of probe is complete. (This could be CONDITIONAL; Casey/Player would have to make decision to say this.) CONDITIONALS:

IF Casey impressed Finley in Series A, THEN she asks if he wants to come with her and check out data on probe.

IF Casey says NO (or if he did not interact with Finley in Series A,) THEN Maestro will advise him they are due for a briefing. In a CUT SCENE Casey will follow Maestro into Ready Room where Briefing Room Door is OPEN. (IF Casey chooses to return to Rec Room, THEN he will find it empty and only opportunity for interactivity will be Flight Simulator.)

IF Casey says yes to Finley, THEN she will lead him out the Rec Room's Forward Door as we GO TO:

55 INT. MIDWAY - FINLEY'S LAB (OPTIONAL) Sliding 55

A 27th Century state of the art, sterile research facility with an adjoining viewing gallery; which is separated from the lab by a glass partition. The viewing gallery is actually some distance above the lab proper; looking down into it.

Casey watches over Finley's shoulder as she scans through data. But they learn no significant information was downloaded from Alien Probe because Midway's long-range sensor array was off-line for repairs. (Thanks to Hardware.)

Finley grumbles about Hardware -- and about Midway being on combat mission when she should still be on shakedown cruise. This ship is not ready for battle; won't be for weeks, etc.

That's when both are startled by Blair's voice filtered through an intercom. They turn to see him in the gallery looking down at them through viewing glass.

Blair tells Finley to complete analysis with what data she has. Hardware has his problems; the whole ship does. They all have to do the best they can with what they have.

That's when the CAG steps up to Blair in gallery area. She tells him Captain has decided to follow up on Kilrathi comm as if it were a real distress call. Their next stop is the H'rekka system.

Blair frowns at this news and tabs off intercom. Casey and Finley, in the lab, can no longer hear the two officers as they talk. But then Casey surreptitiously reaches out and tabs the intercom control, turning it back on. He and Finley pretend to turn their attention back to data on a monitor while actually eavesdropping on Blair and the CAG.

They hear that, while he's confident in the ship he has helped design, Blair has grave misgivings about its crew and pilots. Almost without exception, they are raw, green "nuggets."

That crazy kid Casey, for instance. He's hot to be a hero like his Dad -- with no idea of what he's headed into.

The CAG points out the Captain has no choice; there's no one else available to check out the Kilrathi distress call. In any case, this is what they designed the Midway for; to operate on its own without a flotilla of support vessels. She advises Blair to look on this as an opportunity to show what this ship, and her crew, are really capable of.

Besides, what they'll most likely encounter is just another small, disorganized group of diehard Kilrathi Renegades flying drones; no more dangerous than the ones they just destroyed.

End with Blair sighing: Maybe. But I've got a bad feeling about this.

And inside lab, Finley and Casey react. Finley is tense and concerned, but Casey is excited; talk about big adventures. (Though he was stung by Blair's "crazy kid" comment.)

TIME CUT TO:

56 EXT. SPACE - H'REKKA SYSTEM (CGI) 56

SUPER a TITLE: H'REKKA SYSTEM. Then, as the Midway JUMPS INTO the system, we see her launch an AWACS. OFF this GO TO:

57 INT. MIDWAY - READY ROOM 57

Where Casey has Game Maintenance Opportunity before going through open Briefing Room Door. (IF Casey chooses to go into Rec Room, THEN he will find it empty.)

MISSION (B1): FIRST CONTACT
-- formerly (B2) --

58 INT. MIDWAY - BRIEFING ROOM 58

Casey ENTERS to find other pilots taking seats. He hurries to his own as Blair and CAG ENTER and begin briefing. Among other things, CAG advises that, as Midway is now in Red Alert situation, all pilots should log time in Flight Simulator with WASP SIM.

CONDITIONAL: IF Casey chose not to interact with Finley earlier, THEN necessary exposition from preceding lab scene will be covered here.

That's when CAPTAIN DRAKE ENTERS with Colonel Dekker and Finley. Captain reveals there is a feed coming in from AWACS. And he feels pilots need to see it.

The Briefing Room's large viewscreen comes to life with an unbelievable sight -- numerous Kilrathi warships adrift; most still blazing from encounter with Alien Ship Killers (although our heroes are as yet unaware of these vessels and their awesome Plasma Weapons.) Many Vaktoth's, Paktahn's, Strakha's, etc. are all just so much space junk.

As no communications can be established with Kilrathi ships, decision is made to send Marines (again lead by Colonel Dekker) to wreckage of a FRALTHI CRUISER, which is somewhat removed from the rest of the destroyed fleet and still semi-intact.

The CAG assigns a section from Devils Squadron to provide primary escort, with part of the Ridgebacks Squadron as backup. All craft will make their approach while cloaked; the Marine Landing Craft will remain cloaked until it has docked with the Kilrathi ship.

Finley cautions pilots to stay at least 10,000 meters away from local asteroid field. Half the Midway's sensor array is down, and they're unable to scan those rocks. So steer clear.

As CAG makes flight/ship assignments, Casey refers to DESK PADD for loadout specs...

Squadron: Ridgebacks
Fighter: ~~Tigershark~~ Piranha

Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Squadron: Devils
Fighter: Panther

Bravo Flight Leader - Maniac
Wingman - Bandit
Wingman - ND Red Shirt

One Marine Landing Craft: Dekker; 1st Squad Marines

59 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF) 59

Combined launch; Ridgebacks, Devils, and Marines.

Comm Chatter: Excited rookie pilots realize this is their first real test. Perhaps resident alien probe experts, Bandit and Maniac, respectively caution and put down younger pilots. Sporadic transmissions from other patrols.

For a moment, before Auto Flight is available, Casey can SEE all those shattered ships. Appropriate comm chatter: shocked reactions; all except for Bandit. Who is pleased at sight.

60 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B1-1) (SF) 60

When Casey arrives at First Nav Point, he SEES wrecked Fralthi Cruiser; asteroid field visible in distance.

Comm chatter establishes Cruiser's condition; Maniac cautions all to stick close and avoid asteroids.

IF Casey ignores advice and gets closer than 10,000 meters to the field, THEN the Alien Fighters hidden there will attack. Our guys destroy them; THEN Maniac chews Casey for blunder.

ALSO, comm chatter as everyone reacts to alien ships; none have ever seen anything like them before. These are UAA; Unidentified Alien Aggressors, and a really, really big deal.

IF alien fighters get drop on Casey, THEN he gets rescued by Maniac; and chewed by same.

However well or badly Casey does, Maniac orders him to stay on station and wait for Marine Landing Craft to dock with Fralthi Cruiser.

Shortly thereafter, Dekker announces via VDU that docking is successful and Marines are going in.

CLOSE ON CASEY'S VDU - INSIDE FRALTHI CRUISER

Good ground 055.

Through live video link with Dekker, Casey sees A HANDHELD VIDEO POV, panning slowly, REVEALING the Cruiser's corridors are littered with bloody remains of dead Kats. The shaken Marines wade through this mess and approach a battered control alcove.

But just as Dekker reports they have downloaded ship's data-log or found black box, they are attacked by aliens hidden in wrecked ship. VDU goes crazy with bizarre, hand-held IMAGES as Marines fight back and bug out.

BACK TO SCENE (CASEY'S TIGERSHARK COCKPIT) (SF)

At same time, ALIEN FIGHTERS hidden in asteroids attack. Comm chatter from various Wingmen is fast and furious. (Said chatter to provide clue that cloaking doesn't work.)

Due to failure of cloaking, Casey and squadron suffer significant damage. Win/Lose:

IF Casey survives, THEN the LC is extracted and he escorts it back to Midway.

IF Casey gets his ship shot out from under him, THEN he can eject from fighter and be picked up by SAR. He will be debriefed by CAG back on board the Midway; where he learns Marines were successfully escorted back home by Maniac, et al.

— What if Maniac Gets?

61 INT. MIDWAY - RECOVERY DECK 61

Casey lands. Debriefed by Hardware, who speculates that cloaking technology is useless against alien menace. He tells Casey he has an idea; asks if Casey wants to try it out.

IF Casey says yes, THEN Hardware yanks cloaking device and routes extra power to Tigershark's shields and weapons.

IF Casey says no, THEN next mission will be harder for him until he manually dumps his cloaking device mid-flight and re-routes power himself.

WHAT??

62 INT. MIDWAY - REC ROOM 62

Casey ENTERS from Aft Door. Forward Door CLOSED. Ready Room Door OPEN. Perhaps a CUT SCENE here with fallout from mission: Who were we fighting out there? Sure as blazes wasn't Kilrathi. Any word on when they're gonna crack that Kat black box? So-and-so's still working on it, etc.

This scene gives us an opportunity to keep Zero, Dallas, and Swan alive. Maybe see more reflective, older pilot, Spyder perhaps, who is not so wired up.

CAG ENTERS, congratulates pilots, then tells all to return to quarters and get some rest. They're gonna track down aliens' homebase as soon as they can.

All begin filing out of Rec Room.

IF Casey chooses to log sim time (i.e., get sharp on WASP -- which CAG might mention above,) THEN when he EXITS simulator, SCRAMBLE ALARM SOUNDS.

IF Casey chooses to go to Ready Room, THEN SCRAMBLE ALARM SOUNDS. He will have Game Maintenance Opportunity before going to Briefing Room.

IF Casey chooses to leave Rec Room with others and return to quarters (no ALARM until next scene,) THEN GO TO:

63 INT. MIDWAY - CORRIDOR (OPTIONAL/SLIDING) 63

Casey walks and talks with Maestro and/or one of our Red Shirts: Zero, Dallas, or Swan. A moment of refection on how much their lives have changed in the last two days -- from flying milk runs against Kilrathi drones to facing an Unknown Alien Invasion.

Then SCRAMBLE ALARM SOUNDS. Casey and companion(s) turn and take off back down corridor as we GO TO:

64 INT. MIDWAY - READY ROOM 64

Casey has Game Maintenance Opportunity, then goes through Briefing Room Door into SCRAMBLE SEQUENCE.

MISSION (B2): SECOND CONTACT
-- formerly (B3) --

65 INT. CASEY'S TIGERSHARK - SCRAMBLE SEQUENCE (SF) 65

Casey is briefed via VDU by CAG while launching. He and Ridgeback squadron have been scrambled to provide escort/cover for fighters from Devils Squadron who are returning to Midway after getting pretty banged up on deep space patrol.

In an attempt to avoid a fight as much as possible, the return trip will detour through Nav Points that have had no previous alien presence.

Casey examines VDU for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

SPECIAL NOTE: IF Casey chose to modify his Tigershark after Mission B2, THEN he will be flying with no cloak -- but he will have increased gun and shield power.

66 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B2-1) (SF) 66

Our heroes proceed to Nav 1 to wait for a rendezvous with flight from Devils Squadron (six Panthers with moderate to heavy damage flown by Red Shirts; Maniac in command.)

Comm chatter: "Never thought I'd be glad to see a nugget, etc."

67 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B2-2) 67

Both squadrons proceed to Nav 2, where they are jumped by six Alien Multi Role Fighters. Suitable comm chatter. Win/Lose:

IF Casey said no to Hardware earlier re: removal of Tigershark's cloaking device, THEN mission will be harder until he manually dumps cloaking device and re-routes extra power to shields and weapons. Perhaps this is prompted by an emergency comm from Hardware himself. Or Stiletto or Maestro could advise him to do it.

IF Casey ejects, THEN SAR will pick him up. Casey won't get tractored by alien ship, but Maniac will give him a hard time on the Recovery Deck at end of mission: "Mighty Casey strikes out -- again."

IF Casey successfully vanquishes aliens, then he proceeds to next Nav Point.

68 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B2-3) (SF) 68

Casey is jumped by three waves of three Alien Multi-role Fighters. Win/Lose paths SAME AS (B2-2).

69 INT. MIDWAY - RECOVERY DECK 69

CAG greets Casey, Maniac, and other pilots. She takes Maniac and Casey aside for debriefing.

IF Casey managed to get three or more Panthers back aboard Midway, THEN CAG tells our hero he's earned Confed Flying Cross. Even Maniac serves up a begrudging compliment.

IF Casey didn't do well, THEN Maniac is furious. CAG orders Maniac to next briefing. Then tells Casey he'll have to do better; won't last long if he doesn't.

IF Casey ejected, THEN SAR brings him in to be reamed by Blair. CAG also present; both tell Casey to shape up, in forceful terms.

70 INT. MIDWAY - REC ROOM 70

Ready Room door OPEN. Forward Door CLOSED. No one present, save Moran, who tells Casey he should hurry on to Briefing. Casey can enter Ready Room for Game Maintenance Opportunity; then EXIT to Briefing Room.

IF Casey did well in (B2) THEN he goes to briefing for Mission (B3a).

IF Casey did badly in (B2) THEN he goes to briefing for Mission (B3b).

MISSION (B3a): FIGHTER SWEEP
-- formerly (B4a) --

71 INT. MIDWAY - BRIEFING ROOM 71

Blair, CAG, Finley, and Hardware present. All stand at attention as Captain Drake enters with major news. He has decided Midway should pull out of this system; now that they have a better idea of what they're dealing with, urgent priority is to communicate situation to Confed -- which they can do from next system.

The Ridgebacks and other squadrons are assigned to sweep ahead of Midway and clear path to jump point. Finley reports long range sensors have finally been brought on line, and a large alien force has been scanned at far side of this system.

Said force will be in striking distance within hours. It's imperative that Ridgebacks and company clear path to next jump point ASAP. Otherwise, Midway will literally be caught between a rock and a hard place.

Hardware reports that, since fighters' cloaking devices have apparently had no effect on alien targeting systems, he's ordered his people to yank cloaks and route additional power to shields/weapons systems.

Casey refers to DESK PADD for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark
Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

As the Captain wishes pilots God's speed, they EXIT.

72 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF) 72

Ridgebacks lead sweep to first Nav Point.

Cheerful banter with wingmen reflects Casey's success last mission.

However, Stiletto still keeps her distance; offering only faint praise.

73 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B3A-1) 73

Three Alien Multi-Role Fighters attack Ridgebacks. Comm chatter standard, battle-professional; again reflecting Casey's last mission. Win/Lose:

IF Casey does well, THEN he and flight proceed to next Nav Point.

IF Casey ejects, SAR will pull him in; he will be chewed out on Recovery Deck; THEN he will GO TO: SCRAMBLE for (B4b).

IF Casey <u>really</u> blows it and aliens blast him, THEN we GO TO: SERIES B - LOSING END GAME #1.

74 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B3A-2) (SF) 74

Three more Alien Multi-role Fighters jump our guys. Battle appropriate comm chatter. Win/Lose paths same as (B3a-1).

75 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B3A-3) (SF) 75

Casey and chums next face six Alien Multi-role Fighters. Battle appropriate comm chatter. Win/Lose paths same as (B3a-1).

76 INT. CASEY'S TIGERSHARK - RETURNING TO MIDWAY (SF) 76

Standard landing. Since Casey has done well, he'll get an atta boy from CAG via VDU and have opportunity for OPTIONAL SCENE with Hardware.

77 INT. MIDWAY - RECOVERY DECK (OPTIONAL/CONDITIONAL) 77

Hardware greets him in a friendly manner: "Not bad, kid, not bad at all." Then a ND TECH comes up and tells Hardware "We're ready to crack black box."

Casey has CHOICE as to whether or not to ask to tag along:

IF he doesn't, THEN he gets required black box info in next briefing.

IF Casey tags along with Hardware to Eagle's Nest, THEN he gets to see data downloaded from Fralthi's black box. Via viewscreen, he sees silhouette or grainy outline of Alien Ship Killers accompanied by distinctive sounds (which we associate with aliens in Prologue.) We see PLASMA BALL rush toward Kilrathi fleet; then destruction of same.

This will later tie into discovery of location of Alien Ship Killer based on same sounds and image. This is also the beginning of an investigative track which will run through rest of game.

Finley could also be in this scene; assisting Hardware or merely observing. Perhaps she will compliment Casey on his recent good performance.

78 INT. MIDWAY - REC ROOM 78

Casey ENTERS into a brief CUT SCENE; an interlude with his shipmates. Who are all just catching their breath -- when the SCRAMBLE ALARM SOUNDS.

79 INT. MIDWAY - READY ROOM 79

Casey ENTERS, has Game Maintenance Opportunity; then EXITS through Briefing Room door into SCRAMBLE for Mission (B4a). (SCRAMBLE ALARM plays over scene.)

MISSION (B3b): FIGHTER SWEEP
-- formerly (B4b) --

80 INT. MIDWAY - BRIEFING ROOM 80

SAME AS briefing for MISSION (B3a).
Interactions, if any, will be slanted to reflect Casey's lackluster performance in (B2).

Casey refers to DESK PADD for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas

As Captain wishes pilots God's speed, they EXIT.

81 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF) 81

Casey and wingman lead sweep to first Nav Point.
Comm chatter reflects poor performance in (B2).
Dallas tries to buck him up.

82 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B3B-1) (SF) 82

Three Alien Multi-Role Fighters attack Ridgebacks. Comm chatter is battle oriented; Dallas continues to offer encouragement.
Win/Lose:

IF Casey does well, THEN he and flight proceed to next Nav Point.

IF Casey ejects, SAR will pull him in; and he will be chewed out on Recovery Deck. THEN he will GO TO: briefing for (B4b).

IF Casey really blows it and aliens blast him, THEN we GO TO: SERIES B - LOSING END GAME #1.

83 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B3B-2) (SF) 83

Four Alien Multi-role Fighters jump our guys.
Battle/character appropriate comm chatter.
Win/Lose paths same as (B3b-1).

84 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B3B-3) (SF) 84

Casey next faces six Alien Multi-role Fighters. Battle/character appropriate comm chatter. Win/Lose paths same as (B3a-1).

85 INT. MIDWAY - RECOVERY DECK 85

Hardware will debrief Casey; may comment on his turning things around since (B2).

However, he will not allow Casey to come up to Eagle's Nest and view Kilrathi black box footage. Casey will receive necessary data in later briefing.

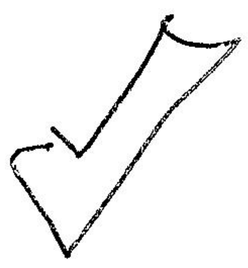
86 INT. MIDWAY - REC ROOM 86

Casey ENTERS into a brief CUT SCENE with shipmates. Their reactions are CONDITIONAL, based on Casey's performance in (B3b).

All conversation ends when SCRAMBLE ALARM SOUNDS.

87 INT. MIDWAY - READY ROOM 87

Casey ENTERS, has Game Maintenance Opportunity; then EXITS through Briefing Room door into SCRAMBLE for Mission (B4b). (SCRAMBLE ALARM plays over scene.)



MISSION (B4a): REAR GUARD/WINNING PATH
-- formerly (B5a) --

88 INT. CASEY'S WASP - SCRAMBLE SEQUENCE (SF) 88

Casey is briefed via VDU while launching. Ridgeback squadron (and others) have been scrambled to face enemy fighters pouring into area.

Loadout specs via VDU...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasp

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Swan
Wingman - Zero

89 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 89

During big battle, comm chatter reflects fact that Casey did well in (B3a). Our guys are more up; still scared, but know they have a chance. Casey exchanges cheerful banter with his Wingmen.

ALSO, since Casey did well last mission, their opposition will be less intense than in LOSING PATH.

He'll face 3 Alien Multi-role Fighters, 3 Alien Plasma Cannon Clusters, 3 Alien Fighter Clusters, and 3 Multi-role Clusters.

During battle, MIDWAY comms that it is moving toward jump point. After XX amount of time elapses, Casey will get another comm, telling him to return to carrier. Win/Lose:

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES B - LOSING END GAME #2.

IF Casey really blows it and aliens blast him before he can return to Midway, THEN we GO TO: SERIES B - LOSING END GAME #3.

IF Casey doesn't return to Midway within XY amount of time, THEN he will be left behind; GO TO: SERIES B - LOSING END GAME #3.

IF Casey returns to Midway in time, THEN GO TO:

90 INT. MIDWAY - RECOVERY DECK 90

A worried Blair is on hand to greet returning pilots; comments on Casey's performance.

91 EXT. SPACE - THE MIDWAY 91

As the Midway, still under fire, jumps out of the H'rekka System, GO TO: SERIES C.

MISSION (B4b): REAR GUARD/LOSING PATH
-- formerly (B5b) --

92 INT. CASEY'S WASP - SCRAMBLE SEQUENCE (SF) 92

Casey is briefed via VDU while launching. Ridgeback squadron (and others) have been scrambled to face enemy fighters pouring into area.

Loadout specs via VDU...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasp

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Swan
Wingman - Zero

SPECIAL NOTE: From this point on all Confed fighters will lose cloaking ability but have increased shielding and weapons power. This should be noted in load out specs.

Goes to 2/ then ends like this!

93 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 93

During big battle, comm chatter is CONDITIONAL upon nature of Casey's performance in previous mission; either (B3a) or (B3b).

IF Casey did well in (B3b), THEN he and his wingmen are more up; still scared, but know they have a chance.

IF Casey did badly in either (B3a) or (B3b), THEN he and Wingmen are all down in the mouth; feel they're headed into a suicide mission.

ALSO, Casey's opposition in this mission will be more intense, regardless of performance in either (B3a) or (B3b).

He'll face 4 Alien Multi-role Fighters, 4 Alien Plasma Cannon Clusters, 4 Alien Fighter Clusters, 4 Multi-role Clusters.

During battle, MIDWAY comms that it is moving toward jump point. After XX amount of time elapses, Casey will get another comm, telling him to return to carrier. Win/Lose paths SAME AS (B4a).

End Series B

SERIES B - LOSING END GAMES

Series B - Losing End Game #1:

94 INT. MIDWAY - REC ROOM 94

Maestro, Stiletto, Zero, Swan, and Dallas are seated at lowly Ridgeback table. One chair conspicuously empty. They each come up with a brief remembrance of recently departed Casey. Blair arrives on the scene. Shares a drink with the nuggets. Then a PAVO summons them to a briefing.

Blair sighs. "All right, pilots. We have a war to fight." They finish their drinks and EXIT.

Series B - Losing End Game #2:

95 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 95

Tumbling end over end through the empty cosmos.

96 INT. CASEY'S ESCAPE POD 96

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

97 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 97

One of those ALIEN PROBES zips up to the escape pod; starts scanning it with that distinctive beam.

98 INT.. CASEY'S ESCAPE POD 98

As the beam sweeps over the pod, emitting a shrill, alien SOUND, Casey screams and grabs his ears.

99 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 99

The Probe continues to scan it and Casey continues to scream... drifting off into space as we...

FADE TO BLACK.

Series B - Losing End Game #3:

100 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 100

PUSH IN on VDU: Casey gets a final comm -- this time it's from Captain Drake himself. "Sorry, son. We can't wait any longer. Goodbye... and good luck."

Casey's agonized plea carries over as we GO TO:

101 EXT. SPACE - THE MIDWAY (CGI) 101

The Midway, still under fire, jumps out of the H'rekka System. As Casey's echoing cry dies out, GO TO:

102 INT. MIDWAY - OBSERVATION DECK - SOME TIME LATER 102

Swan finds Blair on Observation Deck. After an awkward moment, both reveal they have come up here to think about departed Casey. Swan is very sad; sorry she and Casey never got to be... closer.

Blair keeps a stiff upper lip but... is that a tear glistening in his eye?

End Series B Losing End Games

SERIES C: SUMMARY

The Midway retreats to the Athos star system to regroup and send a distress comm to a Confed Starbase. However, our heroes quickly learn their communications link in the nearby Icarus System, a Confed Relay Station, has been cut -- and the alien cruiser group that destroyed the Kilrathi fleet is lying in wait in this system.

Casey's initial mission has two parts. First, he must aid a distant supply convoy; save a refueling ship in particular. Second, he must defend the Midway against several wings of light fighters. Each wing attacks a separate object on the Midway; one the engines, the other the radar dish, another the shield generator, etc.

The difficulty level of the next mission will depend upon Casey and his Wingmen's success in the first mission and how much damage the carrier has taken. Casey will launch a search and destroy mission against a pair of Destroyers.

If Casey is totally successful, the final mission(s) of the Series will be an attack on an enemy cruiser group. This will lead to a big clash with the alien cap ship group; either with the enemy being the aggressor if Casey has screwed the pooch, or the Midway taking the fight to the aliens after gaining the upper hand.

On the character front, Casey will be given the choice of interacting with three Red Shirt candidates at the beginning of this Series. Depending on which Red Shirt he chooses, Casey will attend this individual's funeral at the end of the Series. The remaining Red Shirts will survive, but be reassigned out of Casey's squadron for the rest of the game.

SERIES C - BATTLE

103 EXT. SPACE - ~~ATHOS~~ STAR SYSTEM (CGI) 6 Wrish 103

SUPER A TITLE: ~~ATHOS~~ SYSTEM. Then as the Midway arrives, GO TO:

104 INT. MIDWAY - REC ROOM 104

Casey ENTERS via Aft Door. Forward Door is OPEN. Ready Room Door is OPEN. Dallas at Ridgebacks' table; Swan talking to Moran at bar.

NOTE: No matter with whom Casey interacts, they all mention that Panther training is now available in Flight Sim. And, word is, they should all get qualified on it.

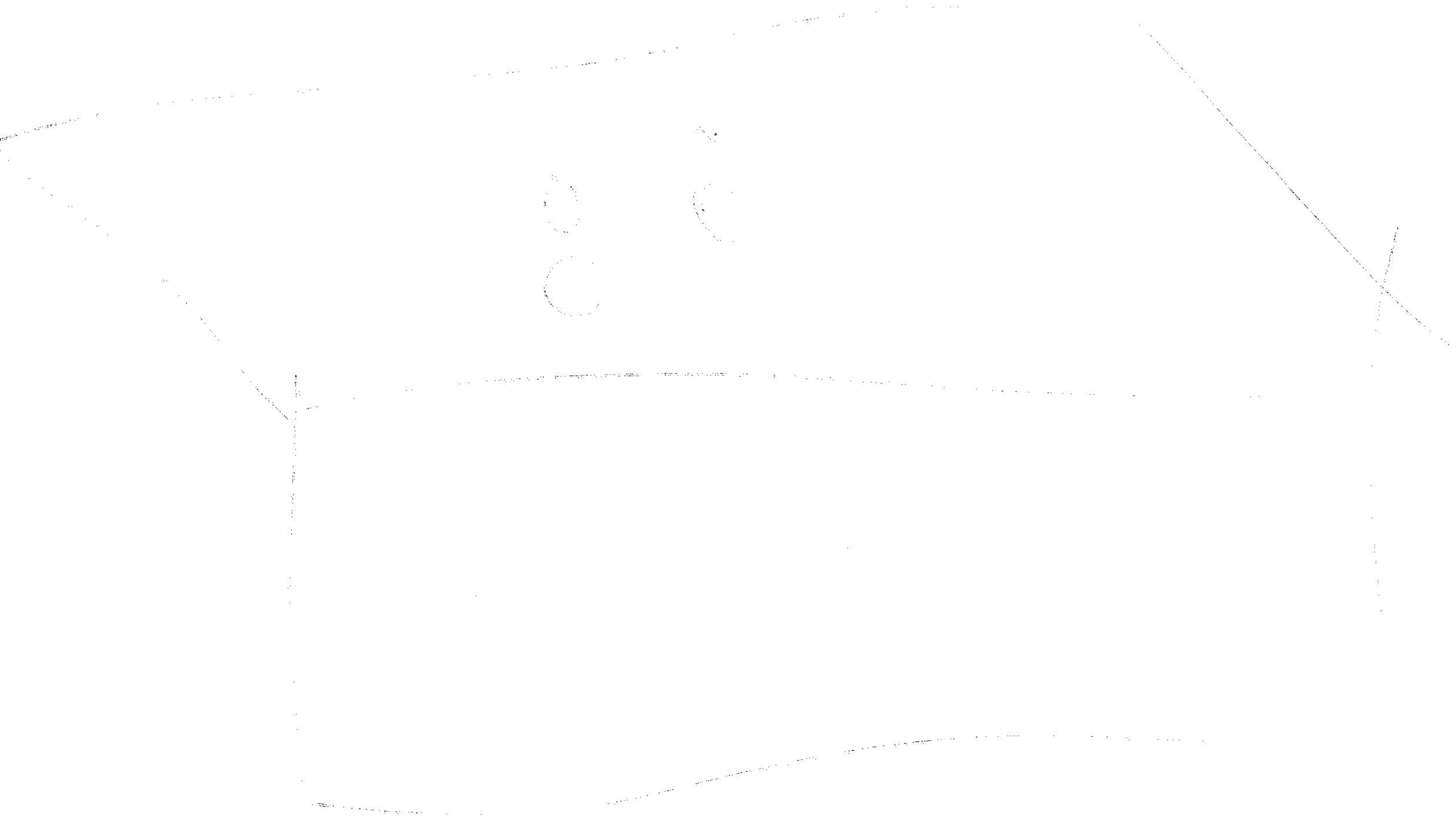
IF Casey chooses to go to Ready Room without interacting, THEN he will find Briefing Room Door OPEN. Wingman in next mission will be Zero.

IF Casey chooses to use Flight Simulator without interacting, THEN he will emerge to find the Rec Room Empty, Forward and Aft Doors CLOSED. A PAVO will summon him to a briefing and his choice of Wingman in next mission will be Zero.

IF Casey chooses to INTERACT with Dallas first, THEN we learn a good bit more about him: Dallas is somewhat shaken; he never really thought he would be going to war. With the Kilrathi vanquished and Border World disputes settled, Dallas thought he could put in an easy twenty years and get out young with a good pension. But now... they may be facing the nightmare of all wars.

Above CUT SCENE will end when a PAVO summons Casey to a briefing. Forward Door will be CLOSED and Casey will <u>not</u> be able to INTERACT with Swan or Moran at this point.

IF Casey chooses to INTERACT with Swan first, THEN she will ask if he wants to accompany her to Observation Deck. Casey says yes, and a CUT SCENE will take him TO:

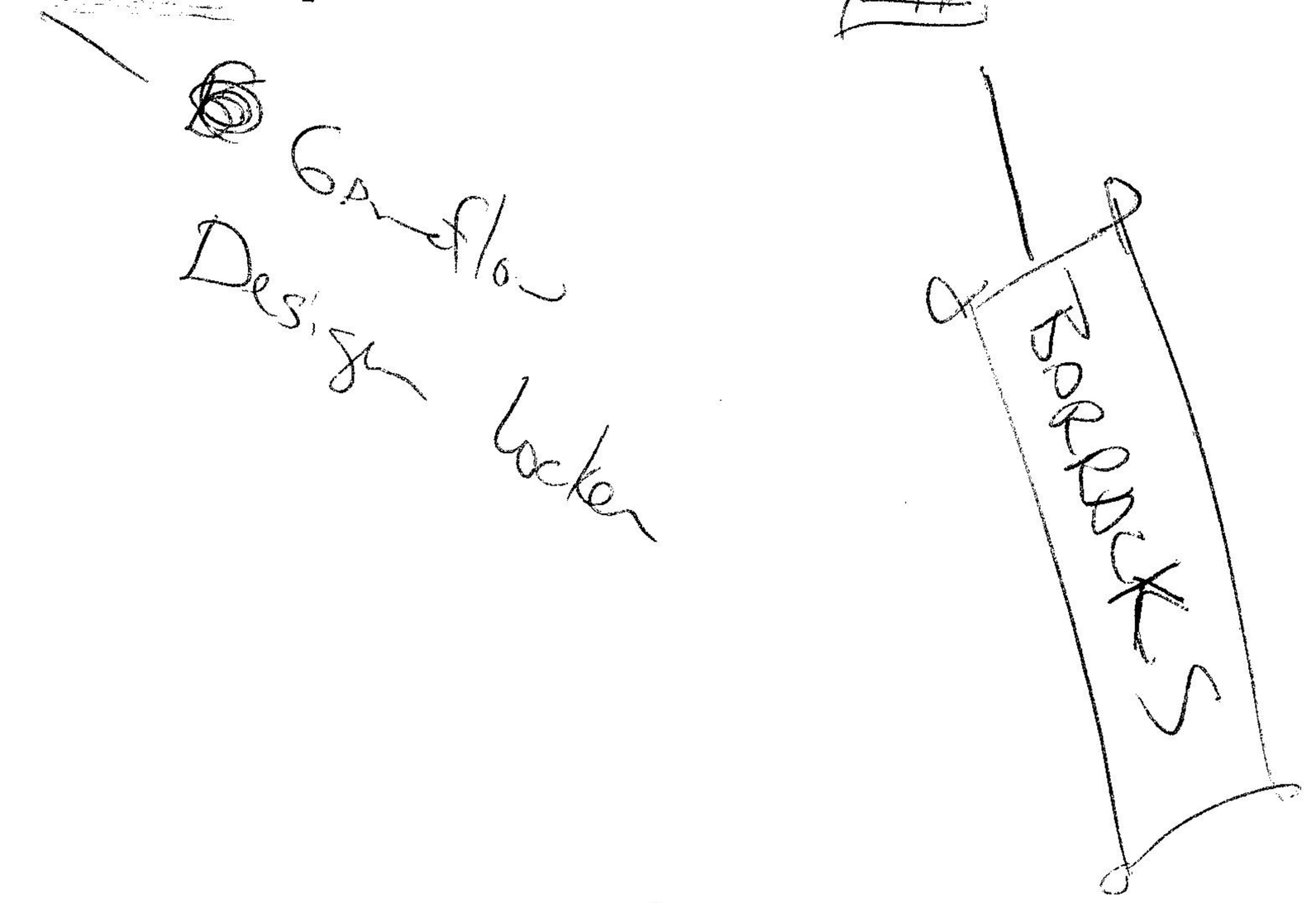


105 INT. MIDWAY - OBSERVATION DECK (OPTIONAL) 105

Swan reveals she has been hoping for a chance to talk to Casey one on one. It's clear Swan has her own concerns about the danger they're all facing; it's equally clear she has romantic feelings toward Casey. But before things can progress any further, PAVO summons Casey to briefing.

106 INT. MIDWAY - READY ROOM 106

Casey has Game Maintenance Opportunity before going through Briefing Room Door. Can also see his own stats; maybe learn he has been recommended for medal or promotion.



MISSION (C1): SAVE THE REFUELING SHIP

107 INT. MIDWAY - BRIEFING ROOM 107

CAG conducts briefing; tells us that after running from alien fleet in H'rekka System, Midway is cut off from her normal supply routes. They're on their own; but situation isn't bleak. Midway was designed for such contingencies.

However, there is a CONFED CONVOY enroute to a deep space colony some distance away. Their REFUELING SHIPS could give Midway's fighters an edge. Said convoy has been diverted to a rendezvous point at far edge of the Athos System.

Cut 4 PT

Bad news is that aliens know about convoy as well; long range sensors report they're closing in on it fast. There is little chance Midway pilots can reach convoy in time, but they've got to try.

A Ridgeback Alpha Flight, Casey, Maestro and one other Wingman, are assigned to intercept the convoy before aliens. Bravo Flight, Stiletto and two Wingmen will be held in reserve.

SPECIAL NOTE: Depending upon which one Casey chose to interact with in previous Rec Room scene, his Wingman will be either Swan or Dallas. All subsequent comm chatter and interactions will be slanted to build relationship.

IF he didn't interact with either of them, THEN Zero will be his wingman.

Cool!

Loadout specs are as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Tigershark

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Zero, Swan or Dallas (CONDITIONAL)

HELD IN RESERVE:

Bravo Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

SPECIAL ADVISORY: Docking instructions with refueling ship.

108 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C1) (SF) 108

Standard launch. Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available. We also get comm from Anderson: He reaffirms there is no chance of getting to the convoy in time to save all the ships. Just do what you can.

109 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C1-1) (SF) 109

There is a random chance (10%-20%) of no enemy at each Nav point (1-3 and 5-7.) IF there are enemy fighters, THEN our heroes will encounter 2 to 8 light to heavy fighters.

Comm chatter battle/character specific.
Win/Lose:

IF Casey ejects, THEN he'll be picked up by a SAR. Stiletto's Bravo Flight (launched after Casey's as a backup,) will bring in refueling ship.

IF enemy attacks and Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF enemy attacks and Casey survives, THEN we proceed on to next Nav Point.

IF no enemy show up, THEN Maestro communicates 'All clear' via VDU and they proceed to next Nav Point.

110 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C1-2) (SF) 110

AGAIN, Casey and Wingmen may encounter a random enemy of light to heavy fighters. Win/Lose paths SAME AS (C1-1).

111 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (C1-3) (SF) 111

AGAIN, variable opposition is heavy-light alien fighters. Win/Lose:

IF enemy attacks and Casey survives, THEN flight proceeds to next Nav Point.

IF Casey ejects, THEN GO TO: SERIES C - LOSING END GAME #2.

IF enemy attacks and Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF no enemy fighters show up, THEN Maestro communicates 'All clear' via VDU and they proceed to next Nav Point.

112 INT. CASEY'S TIGERSHARK - AT CONVOY AREA (C1-4) (SF) 112

When Casey arrives at Convoy, he sees swarms of light fighters finishing off last Confed transport; there is only a single REFUELING SHIP to defend.

Comm chatter: Lots of good stuff. Battle cries of Wingmen. Death cries of the poor slobs on the transports. And, if Casey wins, docking instructions from the refueling ship. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Refueler is destroyed, and Casey survives, THEN he and Wingmen are recalled by Midway. Debriefing via VDU from CAG: "Too bad, Alpha Flight. We could've used that ship."

IF Casey wins, THEN Refueler's SKIPPER will instruct him via VDU how to lock onto auto mode and then dock and rearm/refuel; a 'hands off' experience much like landing on Midway.

After docking sequence, Casey and Wingmen escort Refueler to next Nav Point, headed back to Midway.

But before Auto Flight is available, Casey gets comm from the Midway: The carrier is under attack.

Pilot

Engine cut scene (Elaborate on Des's side

Cut back to refuel over DVDs

113 INT. CASEY'S TIGERSHARK - 5TH NAV POINT (C1-5) (SF) 113

Casey, Wingmen and Refueler may encounter random number and type of enemy. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN GO TO: SERIES C - LOSING END GAME #2.

IF enemy attacks and Casey survives -- but Refueler is destroyed, THEN they proceed to next Nav Point. Perhaps comm from CAG: "Too bad, Alpha Flight. We could've used that Refueler."

IF enemy attacks and both Casey and Refueler survive, THEN they proceed to next Nav Point.

IF no enemy shows up, THEN wingman and/or Refueler communicates 'All clear' via VDU and they proceed on to next Nav Point.

Possible comm from Anderson via VDU: "What's keeping you, Alpha Flight?"

114 INT. CASEY'S TIGERSHARK - 6TH NAV POINT (C1-6) (SF) 114

AGAIN, Casey and Wingmen may encounter random number and type of enemy. Win/Lose paths SAME AS (C1-5).

Possible comm call from Anderson via VDU: "Don't tarry, Alpha Flight. The Midway needs you."

115 INT. CASEY'S TIGERSHARK - 7TH NAV POINT (C1-7) (SF) 115

AGAIN, Casey and Wingmen may encounter a random number and type of enemy. Win/Lose:

IF enemy attacks and both Casey and Refueler remain intact, THEN they proceed to Midway.

IF enemy attacks and Refueler is destroyed, THEN flight proceeds to Midway. Perhaps comm from CAG: "Too bad, Alpha Flight. We could've used that ship."

IF Casey ejects and Refueler survives, THEN he'll be picked up by SAR. Stiletto's Bravo Flight will bring in Refueler. (Just reaching this final Nav Point offers reward for Casey; if

he gets this far, he can't die. However, his next mission will be a much more difficult (C2c.)

IF Casey ejects -- but Refueler is destroyed, THEN he'll be picked up by SAR. Next mission: (C2c).

IF no enemy shows up, THEN wingman and/or Refueler communicates 'All clear' via VDU and they proceed on to Midway.

116 INT. CASEY'S TIGERSHARK - RETURN TO MIDWAY (C1-8) (SF) 116

As Casey arrives back at Midway, he sees she is under attack by waves of alien fighters.

Via VDU, CAG tells Casey that Flight Deck has been damaged (maybe by Vampire destroyed on launch) and cannot release any more fighters. They are instructed to support remaining ~~Vampires~~; led by Maniac and Bandit. (Plus three ND Red Shirts.)

Casey's flight will be ordered to defend various vital areas of the carrier as mission progresses.

ALSO, when Refueler's Captain contacts him via VDU, Casey instructs him to hang back until crisis is over.

IF Bravo Flight did not need to save Casey at previous Nav Point, THEN it will join Casey here (Bravo Flight was launched before Midway's Flight Deck was damaged.)

Big battle begins. PRIMARY TARGETS on Midway are her engines; SECONDARY TARGETS, her radar and shield generator. Destruction of engines is a big problem; shield generator less so; radar more of a nuisance.

IF carrier is taking damage to one of these targets, THEN Anderson will alert Casey with a specific "Help needed" comm for that area. Anderson: "Alpha Flight, the port shield generator is under attack. Please assist."

~~TERTIARY~~ TARGET could be Refueler Casey told to ~~hang~~ back. At some point after Midway is saved/damaged, we might have to defend said ship.

IF Refueler gets destroyed, THEN her like will not be available again until Confed reinforcements arrive in Series G.

At any time, enemy fighters can harass Casey and try to lure him away. VDU from Stiletto or Anderson will remind us to stick close to Midway. Win/Lose:

IF Casey is successful and Midway is unscathed, THEN he will next fly Mission (C2a).

IF only Midway radar is taken out, THEN he will next fly Mission (C2b).

IF Midway's engines or shield generators are taken out, THEN he will next fly Mission (C2c.)

117 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 117

Standard clearance/landing sequence. IF Casey did badly, he gets a VDU debriefing from the CAG: "Let's hope you do better next time, Alpha Flight... if there is a next time."

118 INT. MIDWAY - RECOVERY DECK 118

More possible performance dependent debriefings:

IF Casey did just okay; THEN Hardware greets him.

IF Casey did very well, THEN Blair congratulates him (this may be first amicable moment between them.)

119 INT. MIDWAY - REC ROOM 119

Casey ENTERS via Aft Door. IF Casey did <u>not</u> interact with either Dallas or Swan earlier, THEN Forward Door is OPEN. Ready Room Door is OPEN. FLIGHT SIMULATOR will have Panther sim available.

IF Casey did <u>not</u> interact with either Dallas or Swan earlier, THEN Zero will now be at Ridgebacks' table; Moran at bar.

IF Casey chooses to INTERACT with Zero first, THEN we learn a good bit more about him:

Turns out he is a guy who's had to fight hard to get where he is. Has some resentment towards Casey. "Your Dad's a war hero; you're like family. Me, I had to work my up through the ranks. I couldn't even get into the Academy; every step of the way has been a struggle."

Their interchange ends as Finley and/or Anderson sit at the table. We learn Midway has tried to send distress comm to nearest CONFED STARBASE. But link through jump space (a COMMUNICATIONS RELAY STATION) has been cut/closed down in Icarus System.

Plan now is for Midway to jump to Icarus System and Relay Station; repair same, then warn nearest Confed Starbase. They have to get word out about these invaders.

CUT SCENE will end when a PAVO summons Casey to a briefing. Forward Door will be CLOSED and Casey will not be able to INTERACT with Moran at this point.

IF Casey chooses to INTERACT with Moran first, ~~and~~ if he did not INTERACT with Swan earlier, THEN he will learn she was looking for him. Moran's not sure, but he thinks she may be up on the Observation Deck. During CUT SCENE, Zero EXITS and Casey will no longer be able to INTERACT with him.

While Casey is talking to Moran, Finley and/or Anderson, join him at bar. Casey will learn about plan to jump to Relay Station.

When CUT SCENE ENDS, Forward Door will still be OPEN.

IF Casey chooses to go out open Forward Door either before or after interacting with Moran, THEN a CUT SCENE will take him to the Observation Deck.

IF Casey interacted with either Dallas or Swan earlier, THEN when he ENTERS Rec Room, we will run a CUT SCENE with previously selected pilot (Dallas or Swan.)

During SCENE Finley and/or Anderson will relay plan to jump to Relay Station. SCENE will end when a PAVO summons Casey to a briefing.

120 INT. MIDWAY - OBSERVATION DECK (OPTIONAL) 120

Swan is pleased to see Casey when he steps up to her; she was hoping he would track her down. It's clear Swan has her own concerns about the danger they're all facing; it's equally clear she has romantic feelings toward Casey. But before things can progress, PAVO summons Casey to briefing.

121 INT. MIDWAY - REC ROOM 121

Ready Room door OPEN. Forward Door CLOSED. No one present, save Moran, who tells Casey he should hurry on to Briefing. Casey ENTERS Ready Room for Game Maintenance Opportunity; then EXITS to Briefing.

IF Casey ejected in (C1-7) THEN he goes to briefing for Mission (C2c).

IF Casey was totally successful at end of (C1) and Midway was unscathed, THEN he goes to briefing for Mission (C2a).

IF only Midway radar was taken out, THEN Casey goes to briefing for Mission (C2b).

IF Midway's engines or shield generators were taken out, THEN he goes to briefing for Mission (C2c).

ALSO: IF Casey ejected in (C1-7) THEN he goes to briefing for Mission (C2c).

MISSION (C2a): DESTROY THE DESTROYERS(S)

122 INT. MIDWAY - BRIEFING ROOM 122

CAG reveals they have neared jump point, and that newly repaired long range sensors have detected alien cruiser group lying in wait -- part of same group that destroyed Kilrathi fleet. (NOTE: The two Alien Ship Killers are <u>not</u> part of this group.)

Casey and his wingmen (Alpha Flight) are ordered to clear the way for an all out assault. Between the two cap-ship groups are 1-2, depending on player's skill setting, enemy destroyers with fighter cover that must be taken out. (NOTE: At script we may have a (C2a1) briefing for one destroyer option and a (C2a2) briefing for two destroyer option.)

No #s on names
Good idea
Will check on (No idea) briefing

Casey has only a limited amount of time to take out the fighter cover before the Midway will have to call retreat. Once fighter cover is destroyed, two Confed bombers (Bravo Flight) will proceed to torpedo the destroyer(s). Casey must then standby to defend them in case more alien fighters appear to thwart the bombers.

DESK PADD Loadout Specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighters: Tigershark

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - CONDITIONAL: Whomever Casey first chose to interact with in previous Rec Room/Observation Deck scenes; i.e., either Zero, Swan or Dallas. IF Casey did not choose to interact with any of them, THEN default will be Zero.

Squadron: Ridgebacks
Fighters: Shrike

Bravo Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL; see above.)

123 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2A) (SF) 123

Standard launch. Cleared for takeoff. Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight kicks in; said chatter to reflect their confidence in situation (off Casey's performance in previous mission.)

124 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2A-1) (SF) 124

Our heroes encounter stiff alien fighter cover (6-12 Fleet Defenders) around the Destroyer(s).

Battle comm chatter; situation and character specific. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Bravo Flight. Stiletto: "We're on our way. Cover us while we kill the Destroyers)."

125 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 125

Standard clearance/landing sequence; performance dependent debriefings:

IF Casey did badly, THEN he gets VDU debriefing from CAG.

IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.

126 INT. MIDWAY - REC ROOM 126

Casey ENTERS via Aft Door. IF Casey did <u>not</u> interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)

IF Casey has interacted with either Dallas, Zero

or Swan earlier, THEN we could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2a).

Then PAVO calls him into next briefing.

127 INT. MIDWAY - READY ROOM 127

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

IF Casey was successful in (C2a), THEN he will go to briefing for (C3a).

IF Casey did badly (either failed or ejected) in (C2a), THEN he will go to briefing for (C3b).

MISSION (C2b): DESTROY THE DESTROYER(S)

128 INT. MIDWAY - BRIEFING ROOM 128

Basically same lead in as briefing for MISSION (C2a); main variation being that TWO DESTROYERS are located at <u>two separate Nav Points</u>. More emphasis on time factor.

Interactions, if any, will be slanted to reflect loss of radar in (C1).

129 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2B) (SF) 129

Standard launch. Cleared for takeoff.

Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available; perhaps slanted to reflect more serious situation they face.

130 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2B-1) (SF) 130

Our heroes encounter stiff alien fighter cover (6-12 Fleet Defenders) around FIRST DESTROYER.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "We're on our way. Cover us while we torpedo that damn Destroyer."

After First Destroyer's destruction, our heroes move on to Nav 2.

131 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C2B-2) (SF) 131

Our heroes encounter 6-12 Fleet Defenders around

SECOND DESTROYER at Nav 2.

Battle comm chatter; situation and character specific; greater emphasis on time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "Keep our backs clear while we torpedo Destroyer Number Two."

After Second Destroyer's destruction, our heroes head back to Midway.

132 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 132

Standard clearance/landing sequence; performance dependent debriefings:

IF Casey did badly, THEN he gets VDU debriefing from CAG.

IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.

133 INT. MIDWAY - REC ROOM 133

Casey ENTERS via Aft Door. IF Casey did <u>not</u> interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)

IF Casey has interacted with either Dallas, Zero or Swan earlier, THEN could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2b).

Then PAVO calls him into next briefing.

134 INT. MIDWAY - READY ROOM 134

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

IF Casey was successful in (C2b), THEN he will go to briefing for (C3a).

IF Casey did badly (either failed or ejected) in (C2b), THEN he will go to briefing for (C3b).

MISSION (C2c): FINISH THE DESTROYER(S)

135 INT. MIDWAY - BRIEFING ROOM 135

Same, though grimmer in tone, lead in to briefing as for Missions (C2a) and (C2b).

In this scenario, CAG reveals Midway is heavily damaged and can no longer run from alien fleet.

Casey and his Alpha Flight must intercept two alien destroyers that are in front of the rest of the alien fleet before they corner Midway.

Strongly emphasize he will have a limited time to cover all three possible intercept/Nav Points before Midway calls retreat.

Once their fighter cover is destroyed, two Confed bombers (Bravo Flight) will torpedo the destroyers. Casey will have to defend them as more alien fighters appear to thwart bombers.

Loadout specs SAME AS (C2a) and (C2b).

136 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2C) (SF) 136

Standard launch. Cleared for takeoff.

Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available; perhaps slanted to reflect very grim situation they face.

137 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2C-1) (SF) 137

Our heroes will <u>either</u> encounter stiff alien fighter cover (6-12 Fleet Defenders) around Destroyer at Nav 1 <u>or</u> they will encounter just alien fighters.

Redo?

FIGHTERS ONLY SCENARIO:

IF Casey encounters just alien fighters, THEN he must wipe them out before moving on to next Nav Point.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will proceed to Second Nav Point.

FIGHTERS AND DESTROYER SCENARIO:

Our guys must first wipe out fighter cover, THEN locate Destroyer and help Bravo Flight kill it.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "Cover us while we torpedo Destroyer."

After fighters and/or Destroyer's destruction, our heroes move on to Nav 2.

138 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C2C-2) (SF) 138

SAME AS (C2c-1); emphasize Casey now has even less time, depending on how long he took at Nav 1.

After fighters and/or Destroyer's destruction, our heroes move on to Nav 3.

139 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (C2C-3) (SF) 139

SAME AS (C2c-1); emphasize Casey has hardly any time, depending on how long he took at Nav 1 and 2.

After fighters and/or Destroyer's destruction, our heroes return to Midway.

140 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (C2C) (SF) 140

Standard clearance/landing sequence; performance dependent debriefings:

IF Casey did badly, THEN he gets VDU debriefing from CAG.

IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.

141 INT. MIDWAY - REC ROOM 141

Casey ENTERS via Aft Door. IF Casey did <u>not</u> interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)

IF Casey has interacted with either Dallas, Zero or Swan earlier, THEN could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2c).

Then PAVO calls him into next briefing.

142 INT. MIDWAY - READY ROOM 142

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

IF Casey was successful in (C2c), THEN he will go to briefing for (C3a).

IF Casey did badly (either failed or ejected) in (C2c), THEN he will go to briefing for (C3b).

MISSION (C3a): CATCH THAT CRUISER

143 INT. MIDWAY - BRIEFING ROOM 143

The Captain himself is on hand to inform Casey and other pilots that a big clash is brewing between the Midway and the enemy cruiser group.

Casey, Maestro, and rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy the incoming alien Cruiser.

Bandit's Charlie Flight will deal with the inbound alien fighter/bombers and provide close cover for the Midway.

After destroying the Cruiser, Alpha Flight will fall back to assist in Midway's defense if necessary.

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, will <u>not</u> be assigned as his wingman -- but will <u>have</u> a moment with him at end of briefing. Maybe to make plans for getting together later; maybe just to wish him luck.

Maybe Doige to Talon

Good!

Loadout specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasps

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

Squadron: Devils
Fighter: Shrikes

Bravo Flight Leader - Maniac
Wingmen - Red Shirt
Wingmen - Red Shirt
Wingmen - Red Shirt

Midway Defense Force
Squadron: Devils
Fighter: Vampires

Charlie Flight Leader - Bandit
Wingmen - Red Shirt

Wingmen - Red Shirt
Wingmen - Red Shirt

144 INT. CASEY'S WASP - LAUNCH SEQUENCE (C3A) (SF) 144

Standard launch. Comm chatter with Stiletto, Maestro, etc. before Auto Flight available.

They escort Bravo Flight to the alien ~~Cruiser~~ Carrier.

145 INT. CASEY'S WASP - AT ALIEN CRUISER (C3A-1) (SF) 145

Our heroes encounter stiff enemy resistance around cruiser.

Battle comm chatter; situation and character specific; mention of time factor. NOTE: Casey is in charge of when Bravo Flight should close and launch their torpedoes. (Not in command; he just gives them the go ahead -- prompted by impatient Maniac comms throughout.) Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Casey fails to destroy all enemy fighters in time, MIDWAY comms that it is heading out toward jump point. He is told to return to carrier.

IF Casey doesn't return to Midway in time, THEN he will be left behind; GO TO: SERIES C - LOSING END GAME #3.

IF Casey is successful, THEN he will comm Bravo Flight and tell them to launch their torpedoes.

After alien cruiser is destroyed, our heroes head back toward Midway; perhaps receive comm that they are needed to help with carrier's defense.

146 INT. CASEY'S WASP - AT MIDWAY (C3A-2) (SF) 146

Casey's Alpha Flight returns to defend Midway if necessary. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END

GAME #1.

IF Midway jumps without him, THEN GO TO: SERIES C; LOSING END GAME #3.

IF Casey and his Wingmen complete this secondary objective, knocking out attacking alien fighters, THEN they are ordered to land.

Standard clearance/landing sequence; note performance dependent debriefings:

<u>IF Casey did well in (C3a) THEN:</u>

147 INT. MIDWAY - RECOVERY DECK 147

Blair (?) is on hand to greet him with bad news; whichever Red Shirt (Zero, Dallas, or Swan) Casey choose to interact with earlier, died in last action. Casey is stunned.

148 EXT. SPACE - THE MIDWAY 148

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES D - (D1).

<u>IF Casey did badly in (C3a) THEN</u>:

149 INT. MIDWAY - RECOVERY DECK 149

Hardware (?) is on hand to greet returning pilots; comments on Casey's weak performance. (Red Shirt remains alive until after (DL1) and (DL2).

150 EXT. SPACE - THE MIDWAY 150

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES DL.

MISSION (C3b): DESTROY CRUISER AND DESTROYERS

151 INT. MIDWAY - BRIEFING ROOM (C3B) 151

The Captain himself is on hand to inform Casey and other pilots that a big clash is brewing between the Midway and the enemy cruiser group -- aided by the Destroyer(s) Casey failed to knock out earlier.

Casey, Maestro, and the rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy both the incoming alien Cruiser and those Destroyers.

The Captain ominously warns that if all enemy CAP ships are not taken out in time, they could well destroy the Midway.

Casey, Maestro, and rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy the incoming alien Cruiser and Destroyers.

Bandit's Charlie Flight will deal with the inbound alien fighter/bombers and provide close cover for the Midway.

After destroying both Cruiser and Destroyers, Alpha Flight will fall back to assist in Midway's defense if necessary..

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, will <u>not</u> be assigned as his wingman -- but will <u>have</u> a moment with him at end of briefing. Maybe to make plans for getting together later; maybe just to wish him luck.

Loadout specs SAME AS (C3a).

152 INT. CASEY'S WASP - LAUNCH SEQUENCE (C3B) (SF) 152

Standard launch. Comm chatter with Stiletto, Maestro, etc. before Auto Flight available.

They escort Bravo Flight to the first of the three cap ships; one of the alien Destroyers.

153 INT. CASEY'S WASP - ALIEN CAP SHIPS (C3B-1) (SF) 153

Our heroes encounter stiff enemy resistance.

Battle comm chatter; situation and character specific; mention of dire time factor. NOTE: Casey is in charge of which cap ships to attack and when Bravo Flight should launch their torpedoes. (Not in command; he just gives them the go ahead -- prompted by impatient Maniac comms throughout.) Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Casey fails to take out alien destroyers in time, MIDWAY is destroyed, THEN GO TO: SERIES C - LOSING END GAME #4.

IF Casey fails to destroy alien cruiser in time, MIDWAY comms that it is heading out toward jump point. He is told to return to carrier.

IF Casey doesn't return to Midway in time, THEN he will be left behind; GO TO: SERIES C - LOSING END GAME #3.

IF Casey is successful, THEN he will comm Bravo Flight and tell them to launch their torpedoes, taking out destroyers first, then cruiser.

After cap ships are destroyed, our heroes head back toward Midway; perhaps receive comm that they are needed to help with carrier's defense.

154 INT. CASEY'S WASP - AT MIDWAY (C3B-2) (SF) 154

Casey's Alpha Flight returns to defend Midway if necessary. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Midway jumps without him, THEN GO TO: SERIES C - LOSING END GAME #3.

IF Casey and his Wingmen complete this secondary objective, knocking out attacking alien fighters, THEN they are ordered to land.

Standard clearance/landing sequence; perhaps performance debriefing via VDU.

155 INT. MIDWAY - RECOVERY DECK 155

Blair (?) is on hand to greet Casey with bad news; whichever Red Shirt (Zero, Dallas, or Swan) Casey choose to interact with earlier, died in last action. Casey is stunned.

156 EXT. SPACE - THE MIDWAY 156

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES D

End Series C

SERIES C - LOSING END GAMES

Series C - Losing End Game #1:

157 INT. BRIEFING ROOM 157

Blair enters to meet with the CAG. She shows him a casualty report. Blair looks up; shocked. Casey didn't make it? The CAG slowly nods; then asks Blair if he's ready for the next briefing. Blair sighs and nods; let's get to it.

The pilots file in; a teary eyed Stiletto and Maestro leading the pack. And as Blair begins the briefing, we PULL BACK into a wide shot of the entire room. The war goes on as we

FADE TO BLACK.

Series C - Losing End Game #2:

158 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 158

Tumbling end over end through space.

159 INT. CASEY'S ESCAPE POD 159

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

160 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 160

An Alien Fighter zips toward the escape pod.

161 INT. CASEY'S ESCAPE POD 161

PUSH IN on the young man's face as it registers the fighter's approach.

162 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 162

The alien craft closes in on the pod... and blasts it into flaming fragments... which drift off into space as we

FADE TO BLACK.

<u>Series C - Losing End Game #3:</u>

163 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 163

PUSH IN on VDU: Casey gets a final comm -- this time it's from the CAG. "Sorry, Casey. We're out of time. Good luck."

Casey's agonized plea carries over as we GO TO:

164 EXT. SPACE - THE MIDWAY (CGI) 164

The Midway, still under fire, jumps out of harm's way. As Casey's echoing cry dies out, GO TO:

165 INT. MIDWAY - REC ROOM - SOME TIME LATER 165

Maniac finds Blair alone at a table in the Rec Room. Blair admits that Casey's death has hit him hard. Maniac reminds him that Casey isn't the first and won't be the last. Something tells him this is going to be a long war. So get used to funerals.

Blair keeps a stiff upper lip but... is that a tear glistening in his eye?

<u>Series C - Losing End Game #4:</u>

166 EXT. SPACE - THE MIDWAY 166

As she starts to break up, in her death throes.

167 INT. CASEY'S WASP (CUT SCENE?) 167

PUSH IN on VDU: Casey gets a final comm -- from Blair. "Goodbye, kid... and good luck."

The transmission breaks up as we GO TO:

168 EXT. SPACE - THE MIDWAY (CGI) 168

The Midway blows apart. PAN to Casey's Wasp as a dozen alien fighters close in on it.

169 INT. CASEY'S WASP (CUT SCENE) 169

PUSH in on his resigned face as we

FADE TO BLACK.

End Series C Losing End Games

SERIES D: SUMMARY

The Midway jumps to the neighboring Icarus system to investigate why the Communications Relay Station has ceased operation. Casey's first mission is to check on the condition of the station and destroy the light enemy presence around it; clearing the way for a Marine landing (under the command of Colonel Dekker.) Blair will join the young pilot in this mission.

During the landing, they receive a distress call from the Midway -- she's under heavy attack and must retreat. Casey and Blair will be told to protect the station until they return. On cue, they are attacked by more alien fighters.

After dispatching the last enemy, they get a comm call from Dekker in the Relay Station -- he has learned why the facility is off-line. Blair decides to land and take a look. They discover the station is a charnel house; the remains of its crew littering the control room and corridors.

As Casey assists the Marines in repairing the station, Blair is kidnapped by an alien pilot and spirited away. Despite his best efforts, Casey cannot save him.

After getting the facility back on-line, the Marines inform Casey that bandits are inbound. Casey will now have to defend the station alone. This time he faces heavy fighters escorting bombers. The situation should seem hopeless at this point to all on the station. Casey grits his teeth and hops in his fighter, fully expecting to die.

As he encounters the first wave of fighters he gets a comm from the Midway -- the cavalry is riding to the rescue. Casey must now hold off the attack until heavy fighters from the carrier can launch and engage the enemy. The attack is thwarted and Casey is once again united with the Midway.

FIRST ACT

Though Casey is rewarded for all his good work up to this point and promoted to Maniac's Devil Squadron, he is haunted by the disappearance of Christopher Blair.

SERIES DL - CONFRONT THE CRUISER

NOTE: If Casey failed in (C3a) -- he must fly two additional missions, (DL1) and (DL2), before starting Series D proper.

However, no matter how well he does in the rest of Series D, he is on a LOSING PATH, and will GO TO: Series L.

170 EXT. SPACE - ~~ICARUS~~ SYSTEM (CGI) 170

As the Midway jumps into the system, we SUPER a TITLE; ICARUS SYSTEM. Then as we HEAR a PAVO summoning Casey to a briefing, GO TO:

171 INT. MIDWAY - READY ROOM 171

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

MISSION (DL1): DESTROY ALL FIGHTERS

172 INT. MIDWAY - BRIEFING ROOM 172

CAG informs Casey and other pilots that the Midway is still in retreat after failing to destroy the alien Cruiser. Said Cruiser has followed them through the jump point. Before the Midway can investigate the off-line communications relay station, she must come about and kill the Cruiser.

Casey and Maestro's Alpha Flight will destroy inbound fighter bombers from the alien Cruiser.

Stiletto's Bravo Flight will provide close cover for the Midway.

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, could now again be assigned as his wingman and have a moment with him at end of briefing; perhaps off last scene together: "We never seem to have any luck getting together -- except on missions."

Loadout specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Panther

Alpha Flight Leader - Casey
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

173 INT. CASEY'S PANTHER - LAUNCH SEQUENCE (DL1) (SF) 173

Standard clearance/launch. Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available. Midway/CAG VDU: "Proceed to Nav 1 and eliminate all hostile craft encountered."

174 INT. CASEY'S PANTHER - 1ST NAV POINT (DL1-1) (SF) 174

Casey and his buddies may encounter alien medium fighters and bombers. Battle comm chatter; situation and character specific. Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES D - LOSING END GAME #2.

IF Casey returns to the Midway without visiting every NAV point -- or without destroying all the enemy -- THEN he'll be reprimanded and told others (probably Stiletto) had to destroy inbound aliens.

IF enemy attacks and Casey destroys them and/or survives, THEN we proceed to next Nav Point.

IF no enemy show up, THEN Maestro communicates 'All clear' via VDU and they proceed to next Nav Point.

175 INT. CASEY'S PANTHER - 2ND NAV POINT (DL1-2) (SF) 175

Action and Win/Lose paths SAME AS (DL1-1).

176 INT. CASEY'S PANTHER - 3RD NAV POINT (DL1-3) (SF) 176

Action and Win/Lose paths SAME AS (DL1-1).

177 INT. CASEY'S PANTHER - 4TH NAV POINT (DL1-4) (SF) 177

Action and Win/Lose paths SAME AS (DL1-1).

We END MISSION with Casey being debriefed via VDU by CAG and ordered to return to Midway. She praises Casey if he does well. But she'll chew the hell out of our hero if he doesn't hit a Nav Point or runs from the enemy.

178 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 178

Standard clearance/landing sequence.

179 INT. MIDWAY - REC ROOM 179

Casey ENTERS via Aft Door. Forward Door is CLOSED. Ready Room Door is OPEN. Perhaps a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (D1).

End with PAVO to go to next briefing.

180 INT. MIDWAY - READY ROOM 180

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

MISSION (DL2): KILL THAT CRUISER

181 INT. MIDWAY - BRIEFING ROOM (DL2) 181

The Captain informs Casey and the other pilots that their next mission is to destroy the Alien Cruiser.

Casey and Maestro will provide cover for Maniac's Bravo Flight as it leads the attack.

Stiletto's Charlie Flight will provide close cover for the Midway.

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, will <u>not</u> be assigned as his wingman -- but will <u>have</u> a moment with him at end of briefing. Said (doomed) Red Shirt will likely be assigned to Charlie Flight.

Loadout specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Panther

Alpha Flight Leader - Casey
Wingman - Maestro

Squadron: Devils
Fighter: Shrike

Bravo Flight Leader - Maniac
Wingman - Red Shirt

Squadron: Ridgebacks
Fighter: Panther

Charlie Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

182 INT. CASEY'S PANTHER - LAUNCH SEQUENCE (DL2) (SF) 182

Standard launch. Comm chatter with Maestro, etc. before Auto Flight available. Midway/CAG VDU: "Proceed to Cruiser Nav Point and attack objective."

183 INT. CASEY'S PANTHER - 1ST NAV POINT (DL2-1) (SF) 183

Casey and his buddies may encounter alien medium fighters. Battle comm chatter; situation and character specific. Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES D - LOSING END GAME #2.

IF enemy attacks and Casey destroys them and/or survives, THEN we proceed to next Nav Point.

IF no enemy show up, THEN Maestro communicates 'All clear' via VDU and they proceed to next Nav Point.

184 INT. CASEY'S PANTHER - 2ND NAV POINT (DL2-2) (SF) 184

Casey and his Alpha Flight may encounter alien medium fighters along with the cruiser. Battle comm chatter; situation and character specific.

NOTE: Casey is in charge of when Bravo Flight should close and launch their torpedoes. (Not in command; he just gives them the go ahead -- prompted by impatient Maniac comms.) Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES D - LOSING END GAME #2.

IF Casey is successful, THEN he will comm Bravo Flight and tell them to launch their torpedoes, taking out cruiser -- during which he will defend their Shrikes.

Then he'll have a limited amount of time, to destroy the remaining enemy fighters before the Midway tells him to return.

We END MISSION with Casey being debriefed via VDU by CAG, who praises Casey if he does well. But she'll reprimand our hero if he didn't clear the way for Bravo Flight's torpedo attack; telling Casey that Stiletto's Charlie Flight had to step in and destroy the Cruiser.

185 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 185

Standard clearance/landing sequence.

186 INT. MIDWAY - RECOVERY DECK 186

Blair is on hand to greet Casey with bad news; whichever Red Shirt (Zero, Dallas, or Swan) Casey choose to interact with earlier, died in last action. Off Casey's stunned expression, go to SERIES D - OBSERVATION DECK SCENE.

SERIES D - RELAY STATION

187 EXT. SPACE - ~~ICARUS~~ SYSTEM (CGI) 187

As the Midway jumps into the system, we SUPER a TITLE; ICARUS SYSTEM. (NOTE: SAME AS opening shot of Series DL.)

188 INT. MIDWAY - OBSERVATION DECK 188

Where Casey ENTERS to discover a downcast Stiletto. INTERCUT with:

189 INT. MIDWAY - RECOVERY DECK 189

Aftermath of battle: A mass funeral being conducted by the Captain -- for all pilots who perished in last battle; including Red Shirt selected by Casey; deceased being the one with whom he was most interested in interacting.

INSERTS on two surviving Red Shirts (who will both be reassigned off-camera to other squadrons after this.)

190 INT. MIDWAY - OBSERVATION DECK 190

Back on OBSERVATION DECK, Casey and Stiletto watch as dozens of caskets are launched from the Recovery Deck and out into space; visible through the Observation Deck's windows as they float away.

Stiletto reveals her own past relationship with deceased Red Shirt (CONDITIONAL, depending on which Red Shirt was chosen.)

Through mutual grief, we see a new friendship being forged between Casey and Stiletto.

191 INT. MIDWAY - REC ROOM 191

Casey ENTERS via the Forward Door, which remains OPEN. Aft Door is CLOSED. Ready Room Door is OPEN.

Blair is at one table, Finley and Anderson at another, and Moran at the bar.

IF Casey first INTERACTS with Blair, THEN they will talk about Casey's recent performance (CONDITIONAL;) the upcoming mission to the relay station; the reassignment of the two surviving Red Shirts. And Casey's current emotional state after loss of friend/red shirt.

The conversation ends when Maniac ENTERS. And behaves like a jerk; perhaps making untoward comments about recently deceased. This leads to confrontation between he and Casey.

Casey storms out Forward Door. Blair follows.

IF Casey first INTERACTS with Finley and Anderson, THEN the gist of their conversation will be much the same as that with Blair. Finley and Anderson might also pass on scuttlebutt about ENEMY ACE encountered by squadron OFF CAMERA.

Again, a confrontation with Maniac ends with Casey storming out Forward Door; Blair following.

IF Casey first INTERACTS with Moran, THEN conversation will focus more on Casey and other pilots' emotional state re: loss of so many friends.

Conversation ends when Maniac ENTERS and Casey storms out; Blair follows.

IF Casey chooses to go out Forward Door without interacting with anyone, THEN a CUT SCENE will take us to his quarters, where he finds Maestro.

IF Casey first CHOOSES to use FLIGHT SIMULATOR (Panther sim,) THEN, afterwards, he will find Rec Room empty; Forward Door OPEN; Ready Room Door OPEN.

IF Casey first chooses to go into Ready Room, THEN he will find Briefing Room Door OPEN. IF he returns to Rec Room, THEN he will find it empty and Forward Door OPEN.

192 INT. MIDWAY - CORRIDOR (OPTIONAL) 192

Blair catches up with Casey in corridor. He tells the young man he may have lost a friend today, but Blair lost a lot more. He talks about all the pilots under his command who have

died in this 'incident.' He has to live with this; just like Casey has to live with the loss of his friend. That's the nature of war; it's a very hot kitchen.

Blair then invites Casey to his quarters for a drink. IF Casey says 'Yes,' THEN go to BLAIR'S QUARTERS. IF Casey says 'No,' THEN go to CASEY AND MAESTRO'S QUARTERS.

193 INT. MIDWAY - BLAIR'S QUARTERS (OPTIONAL) Sliding 193

Blair talks about Casey's father; turns out Casey really never knew him.

Blair also reveals how frustrated he is playing staff officer throughout this ordeal. He wants to get back on the flight line where he belongs. Captain won't allow it; says Blair's time as a pilot is behind him.

And Blair admits the Captain may be right -- maybe he has flown too many missions in too many wars.

Play up 'How much war can one man take?' side of Blair's character. But also emphasize that Blair still feels his rightful place is fighting beside the other pilots.

194 INT. MIDWAY - CASEY AND MAESTRO'S QUARTERS (OPTIONAL) 194

Casey ENTERS to find a subdued Maestro. They discuss suddenness of Red Shirt's demise. And they write goodbye letters; each promising to mail the other's if worst happens.

IF Casey had the conversation in the corridor with Blair, THEN his dialogue here with Maestro should echo it.

Sequence ends as Casey is summoned to a briefing.

195 INT. MIDWAY - READY ROOM 195

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

MISSION (D1): FIRST BATTLE OF RELAY STATION

196 INT. MIDWAY - BRIEFING ROOM 196

~~Blair tells Casey he's been given a quick field~~ promotion to the Devils ~~Squadron~~. His first mission as a Devil: Fly as Blair's Wingman while they escort a Marine Landing Craft to the nearby Communications Relay Station that is off-line.

Their job is to destroy the light enemy presence which has been detected around it. (Other Flights are busy dealing with heavier enemy activity in other sectors; Relay Station seems unguarded.)

Dekker and CAG are also in attendance; and since this is a special mission, it won't be a standard briefing. Neither the CAG nor Dekker is happy that Blair is going; but they can't hold him back.

NOTE: IF we haven't heard about Enemy Ace from Finley and Anderson, THEN we learn about him here.

Also, IF Refueler was saved in Series C, THEN it will be available as support on this mission.

Loadout specs as follows...

Weapons Loadout: ?

Squadron: Devils
Fighter: Panther

Flight Leader - Blair
Wingman - Casey

One Marine Landing Craft: Dekker; 1st Squad of Marines

Special Support: Refueling ship (CONDITIONAL)

197 INT. CASEY'S PANTHER - FLIGHT DECK (SF) 197

Standard launch. Midway/CAG VDU: "Cleared to proceed to NAV 1... heads up, you guys."

198 INT. CASEY'S PANTHER - SPACE FLIGHT (SF) 198

As they head to the Relay Station, comm chatter between Blair, Casey and Dekker on Marine Landing Craft; Dekker orders Casey to close formation, etc.

199 INT. CASEY'S PANTHER - AT NAV POINT ONE (D1-1) (SF) 199

Establish asteroid field and Relay Station in distance. Enemy fighters may appear from concealment behind asteroids. Comm chatter battle/character specific. Win/Lose:

IF enemy attacks and Casey dies, THEN GO TO: SERIES D - LOSING END GAME #3.

IF enemy attacks and Casey survives, THEN we proceed on to next Nav Point.

IF no enemy show up, THEN Blair communicates 'All clear' via VDU and they proceed to Relay Station.

200 INT. CASEY'S PANTHER - AT RELAY STATION (D1-2) (SF) 200

Our guys approach Relay Station. Alien light and medium fighters, appear from concealment behind asteroids and launch attack. Comm chatter battle/character specific. Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #3.

IF Casey succeeds, THEN Dekker, via VDU, announces Marines are landing on Relay Station.

Just as Marines touch down, Casey and Blair are jumped by more fighters. Comm chatter is battle/character specific as they dispatch second wave of alien fighters. Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #3.

IF Casey wins <u>and</u> IF Refueler is available, THEN Casey and Blair can refuel and rearm. Suitable comm chatter from Refueler's Captain.

After they finish off bad guys, Casey and Blair get a distress call via VDU:

Midway is under heavy attack and must retreat.

Blair: "Looks like we're on our own, kid."

Then, when area seems clear of enemy presence, GO TO:

CLOSE ON CASEY'S VDU

Dekker calls from Relay Station. Advises Blair he should come on down; check out situation first hand. Blair then comms Casey: "Let's go down."

201 EXT. SPACE - THE RELAY STATION (CGI) 201

Casey and Blair's Panthers swoop down toward station.

202 INT. RELAY STATION - CORRIDOR 202

After landing, Blair and Casey see why station is off-line; specifically the bloody remains of the crew that had been manning it. (Note: In corridor is alcove with console and MONITOR where Casey can ACCESS FLIGHT LOG and SAVE GAMES.)

They become separated and Blair is walking down a dark, spooky corridor -- and suddenly the barely glimpsed ALIEN WARLORD reaches down from crawl space and grabs him. Blair is dramatically transported off the Station in the Warlord's distinctive ship as Casey and Marines vainly race down a corridor to his aid.

After getting station's receiver on-line, Dekker informs the distraught Casey they have more bandits inbound.

Casey heads for his Panther and takes off to meet the enemy.

Move Next J.
TOSSER
BOTH HOSTAGES BLAIR

Blair being stolen
Bites big ass!!

MISSION (D2): SECOND BATTLE OF RELAY STATION

203 INT. CASEY'S PANTHER - AT RELAY STATION (D2) (SF) 203

Casey must face another wave of fighters, which will ~~not~~ try to destroy the station but concentrate their attack on our hero.

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #3.

IF Casey wins and IF Refueler is available and he did not refuel earlier, THEN he can refuel and rearm here. Suitable comm chatter from Refueler's Captain.

Once last enemy is destroyed, Casey will get a comm from Dekker, telling him the coast is clear, and to land and take a breather.

204 INT. RELAY STATION - CORRIDOR 204

Dekker greets Casey with bad news. More enemy are inbound; and the Midway is still unable to help.

What's more, the Confed transmitter hasn't been repaired; they haven't gotten the word out. The situation seems hopeless to all on station.

Casey grits his teeth and hops back in his Panther, fully expecting to die.

NOTE: An alternative would be to eliminate this second trip back to the Relay Station; basically missions (D2) and (D3) would be played back to back, making this more of a challenge for the player.

MISSION (D3): THIRD BATTLE OF RELAY STATION

205 INT. CASEY'S PANTHER - AT RELAY STATION (D3) (SF) 205

This time Casey's opposition is alien heavy fighters escorting heavy bombers.

As he encounters the first wave of fighters, Casey gets comm from the Midway (VDU, CAG) as she rides to the rescue. But Casey must hold off alien attack for a minute or two while heavy fighters from the carrier launch and engage the enemy.

Keep Eleventh Hour drama alive via comm chatter: Dekker and his Marines on Relay Station, mysterious disappearance of Blair, Casey hopelessly outnumbered, time running out for all. Win/Lose:

IF Casey dies, THEN GO TO: SERIES D - LOSING END GAME #3.

IF Casey survives -- but lets station get destroyed, THEN GO to Series L.

IF Casey survives and doesn't let the station get destroyed, THEN GO on to Series E.

At last possible moment, a squadron of jump capable fighter bombers under Maniac's command come swooping in and blast the attacking aliens.

End Series D

SERIES D - LOSING END GAMES

Series D - Losing End Game #1:

205A INT. MIDWAY - RECOVERY DECK 205A

Aftermath of battle: A funeral being conducted by the Captain -- only this time it is for Casey.

205B INT. MIDWAY - OBSERVATION DECK 205B

Finley and Stiletto watch as Casey's casket is are launched from the Recovery Deck and out into space; visible through the Observation Deck's windows as they float away.

A moment of mutual grief, during which Stiletto reveals a secret admiration for Casey. Then it's back to war.

Series D - Losing End Game #2:

205C SAME AS Series C - Losing End Game #2 - (Sc. 158) 205C

Series D - Losing End Game #3:

205D EXT. SPACE - FAVOR CASEY'S PANTHER (CGI) 205D

As dozens of alien fighters close in on it; weapons blazing.

205E INT. CASEY'S PANTHER (CUT SCENE) 205E

PUSH in on his resigned face -- which contorts with pain as the Panther begins to come apart around him. Off his agonized death scream...

BUILD

FADE TO BLACK.

End Series D Losing End Games

SERIES E: SUMMARY

With the help of Science Officer Finley, our heroes learn the aliens have launched an attack against a nearby Kilrathi Reservation Planet. If the aggressors conquer this objective, they will have gained the perfect foothold to stage an assault against the Terrans, one jump away.

The Midway must do as much damage to the invaders as possible -- and survive long enough to link up with Confed reinforcements when (and if) they arrive.

When our heroes arrive in the system, they discover a few, ragged Kilrathi squadrons are holding off the imminent destruction of their Reservation Planet. Casey's first mission is to explore/recon a ~~nearby~~ asteroid belt and, if possible, locate an alien broadcast source; ~~i.e. a device~~ which is jamming Confed spy eyes.

A Kilrathi Colony

Once the device is retrieved and brought back aboard the Midway, our heroes are able to analyze it. They learn the aliens have occupied the Kilrathi Reservation Planet and that a huge invasion force is gathering in the area.

In a series of missions, Casey and his comrades destroy the bulk of the invasion force.

SERIES E - STRIKE

206 INT. MIDWAY - RECOVERY DECK 206

Casey is debriefed by the CAG. Though he is rewarded for all his good work up to this point (special commendations for defense of Marines and Relay Station, etc.,) Casey is still extremely upset over the disappearance of Colonel Blair.

The CAG gently reminds Casey that he and Blair accomplished the most critical mission to date. They fought off the enemy until that transmitter was repaired and a warning could be sent to Earth. Now head down to the Rec Room and try to relax.

207 INT. MIDWAY - REC ROOM 207

Aft Door is CLOSED. Forward Door is CLOSED. FLIGHT SIMULATOR with Shrike Sim. Ready Room Door is OPEN.

Begin with Casey at a table; he partakes of scuttlebutt: Since the Communications Relay Station was restored, Confed now knows about the Alien Invasion and has dispatched a hastily assembled armada to reinforce the isolated Midway.

Key question is, where are alien invaders now, and what are they up to? Orbiting Confed spy eyes and robotic probes have been unable to detect them.

That's when Maniac ENTERS. Talks about his promotion; now Squadron Commander of Devils. Tells Casey he's now under his command and he should log some time in the Flight Simulator learning the Shrike. Blows a lotto BS: Blair got nabbed by the aliens because, for once, he, Maniac, wasn't around to save his butt. But not to worry. Blair's like a bad penny. He always turns up. NOT IN SCRIPT

Stiletto starts to lose it -- and Casey calms things in same way -- maybe with same words -- Blair earlier calmed him. Subtle emphasis of passing of baton.

IF Casey has befriended Finley earlier, THEN she

asks if Casey wants to come along while she runs a diagnostic on those spy eyes. IF Casey says 'Yes,' THEN he will follow Finley out the now OPEN Forward Door, and into a CUT SCENE in her lab.

IF Casey says 'No,' THEN he has the choice of either using the Flight Simulator (Shrike) or going through the Ready Room Door and from there, after Game Maintenance, into next briefing.

IF Casey uses the Flight Simulator, THEN, afterwards, he will find the Rec Room empty; only Moran at the bar. IF he INTERACTS with Moran, THEN Casey will learn that everyone has gone to Bandit's quarters to celebrate his birthday.

Casey can then CHOOSE to go out the now OPEN Forward Door to a CUT SCENE of Bandit's birthday party as detailed below. OR he can go through the Ready Room Door, do Game Maintenance, and from there, into next briefing and Mission (E1.)

208 INT. MIDWAY - FINLEY'S LAB (OPTIONAL) 208

Casey and Finley discover anomaly in broadcast from Confed spy eye orbiting nearby Kilrathi Reservation Planet. Casey notices spy eye indicates space ships taking off at regular intervals from planet's southern hemisphere when local weather conditions would preclude this. Conclusion: The signal has been electronically "doctored" to hide a massive alien attack on the planet.

They realize they must get this info to the CAG right away.

209 INT. MIDWAY - BRIEFING ROOM - LATER (OPTIONAL) 209

The CAG tells Casey and Finley that Anderson has followed up on their investigation and confirmed their findings: The Reservation Planet is indeed under heavy attack. If alien invaders take the planet, they will have perfect foothold to stage an assault against the Terrans, one jump away.

CAG then points out their course of action: The Midway must hurt the invaders as badly as

possible and she must survive to link up with the Confed Cavalry when they arrive.

IF Casey has chosen <u>not</u> to interact with Finley, THEN required information will be imparted in next briefing.

210 INT. MIDWAY - BANDIT'S QUARTERS (SLIDING) 210

A crowded room; full of people. Episodic moments: CAG pokes her head in door; best wishes from Captain. Maybe at some point Moran brings Bandit a cake Ala Hardware's orders. Maniac gives Bandit a bottle of expensive booze -- then chugs it himself. Later, Maniac and Maestro, back to back, simultaneously hit on and get slapped by two different women. And Bandit has a painful moment about birthday's; he really hasn't celebrated one since he was a youngster. He won't say why.

Bandit sucks

Lots of talk about the alien aces and so forth. Maybe Stiletto is the source of a lot of this scuttlebutt. She may now not even be in same squadron as Casey; Ridgebacks lost so many people it's been dissolved and surviving pilots reassigned.

Maybe end with a toast; everyone having to describe Blair in five words or less. What we're going for here is a wake for Blair; although this is mostly subtextual.

At end of scene, Casey EXITS and we GO TO:

211 INT. MIDWAY - REC ROOM 211

The Forward Door CLOSES behind Casey. FLIGHT SIMULATOR with Shrike sim still available. The Ready Room Door is OPEN. ENTER it for Game Maintenance and next Briefing.

MISSION (E1): RECON OF SYSTEM

212 INT. MIDWAY - BRIEFING ROOM (E1) 212

Finley is present as CAG reveals a few ragged Kilrathi squadrons are holding off the imminent destruction of the Kilrathi Reservation Planet. A moment for Maniac; this will be the first time he attends a mission as a squadron commander. This is a Maniac we've never seen before; suddenly uncomfortable wearing the mantle of leadership.

CAG tells assembled pilots that the jump to the Kilrathi system is imminent. Upon their arrival, Casey and his squadron will make the first patrol of the system. Their mission is to explore/recon an asteroid belt and, if possible, locate the alien broadcast source; i.e. the device which is jamming the Confed spy eyes and feeding them false images. Finley could warn us this source will be hard to track: she can't decipher its scrambled frequencies.

Other squadrons (not Casey's Devil Squadron) will be detailed to fight or defend against the alien forces that are attacking the Kilrathi Reservation Planet.

CONDITIONAL: IF Casey chose to participate in investigation with Finley THEN he will receive recognition for his contribution. IF he didn't, THEN he learns about attack on Kilrathi Reservation planet in this briefing.

Loadout specifics via Casey's DESK PADD...

Squadron: Devils
Fighter: Panther

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Stiletto

Bravo Flight leader - Red Shirt1
Wingman - Red Shirt2

ADVISORY: Alpha Flight will patrol through Nav One, Two, and Three sequentially; Bravo Flight will patrol in opposite direction from Nav Three to One (This information may be relayed in

loadout or in the briefing itself. TBD.)

213 EXT. SPACE - KILRATHI RESERVATION SYSTEM (CGI) 213

As the Midway arrives in the system, we GO TO:

214 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 214

Standard launch.

215 INT. CASEY'S PANTHER - 1ST NAV POINT (E1-1) (SF) 215

When Alpha Flight arrives at First Nav Point in the asteroid field, they encounter five or more Alien Plasma Cannon Clusters. Battle comm chatter as our guys dispatch same. Win/Lose:

IF Casey ejects, THEN the SAR brings him to the Recovery Deck to Hardware for a "You know how much Panthers cost?" lecture. And the news that Stiletto found the buoy. THEN we GO TO (E3b).

IF Casey is killed, THEN GO TO: SERIES E - LOSING END GAME #1.

ALIEN ACES: Casey listens to comm chatter of shipmates in another squadron trying to defend the Kilrathi Reservation Planet; hears that seemingly invincible ALIEN ACES are whipping their butts. Comms with aliens remains SAME AS Series A through D: Noises (grunts) with distorted VDU.

At same time, Bravo Flight encounters light enemy presence at Nav 3. They comm situation under control. Both flights proceed to Nav 2.

216 INT. CASEY'S PANTHER - 2ND NAV POINT (E1-2) (SF) 216

A variety of asteroids here. Alpha Flight and Bravo Flight pass each other. Comm from Bravo; they had an anomalous reading back at Nav 3. Couldn't pin it down. Can Alpha Flight check it out? (TECH: Scanners cannot positively identify alien objects at this point.)

Alpha Flight acknowledges, then proceeds to Nav 3 while Bravo moves on to Nav 1.

217 INT. CASEY'S PANTHER - 3RD NAV POINT (E1-3) (SF) 217

Deep in the asteroid field. Comm from Bravo Flight: We're engaging enemy forces at Nav 1. At same time, at least three Alien Fighter Clusters attack.

SECOND MENTION OF ALIEN ACES: Alien Aces are attacking Bravo Flight; giving them a hard time.

There are at least ten anomalous readings in field; some are mines, some metallic asteroids, one is the Alien-modified Confed Buoy. Casey must weed through these readings, avoid mines, and find the Buoy while still fighting Fighter Clusters.

Casey must close to 500 meters, then target each specific object. This will be difficult; the buoy's been modified with alien technology and it's hard to scan.

Same goes for the alien mines; most will have shifting ID's. Only the buoy bears a solid ID. Perhaps this a giveaway for Casey; by process of elimination, he picks the ID object as the buoy. IF he does, THEN he marks it for pickup by SAR, THEN returns to the carrier. Win/Lose:

IF Casey locates the buoy, THEN GO TO (E2).

IF Casey ejects, THEN the SAR brings him to the Recovery Deck to Hardware for a "You know how much Panthers cost?" lecture. And the news that Stiletto found the buoy. THEN we GO TO (E3b).

IF Casey is killed, THEN GO TO: SERIES E - LOSING END GAME #1.

218 INT. MIDWAY - REC ROOM 218

Forward Door OPEN. As Casey ENTERS via the Aft Door, he has moment with Moran; who points at a squadron table where the pilots look downcast. Bravo Flight got cut up pretty good by those new, Alien Aces. No one knows how to fight them.

Maniac approaches. He reports the buoy is being poked and prodded by the Science Division.

CONDITIONAL: IF Casey failed to locate the buoy, Maniac gives the kid a lecture.

IF Casey found the buoy, THEN a much friendlier Maniac tells him about a Bravo Flight Red Shirt who has ejected from his damaged fighter. Word's out the aliens are making a big effort to scoop up pilots who have ejected. Casey volunteers to save the guy.

Cycle Casey into Ready Room for Game Maintenance Opportunity, THEN GO TO:

MISSION (E2): FIND THE RED SHIRT

219 INT. MIDWAY - FLIGHT DECK (SF) 219

Standard launch. Via VDU, the CAG orders Casey to escort a SAR to Nav 1 and Bravo Flight. There, he will try to help rescue a Red Shirt who has ejected from his damaged fighter.

Loadout specifics via VDU...

Squadron: Devils
Fighter: Panther
Weapons Loadout: ?

Pilot: Casey

220 INT. CASEY'S PANTHER - SPACEFLIGHT (SF) 220

As Casey heads out, he links up with SAR, and we have comm chatter between Casey and SAR PILOT. No enemy so far.

221 INT. CASEY'S PANTHER - 1ST NAV POINT (E2-1) (SF) 221

We enter the asteroid field where we encounter Bravo Flight (Bravo1 has ejected; Bravo2 still in his fighter), and at least two Alien Plasma Cannon Clusters. Along with Bravo2, Casey (hopefully) destroys the alien fighters while protecting the SAR as it approaches the ejected pilot.

This will be the first time our hero encounters Alien Aces and their distinctive ships. A great battle here; these baddies are hard to knock out. Win/Lose:

IF SAR is destroyed an alien ship will tractor the hapless Red Shirt1 away and THEN we GO TO: SERIES E - LOSING END GAME #3.

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey successful, THEN combat chatter from Bravo2, a big thanks from Bravo1 (if he is

saved); and comms from the SAR.

IF Casey not successful, THEN death comms from SAR and Bravo2; screams for help from Bravo1 (if captured by aliens.) No comms with aliens available.

222 INT. MIDWAY - RECOVERY DECK 222

Determination of who debriefs Casey at this point could be CONDITIONAL. IF Casey hasn't interacted with Finley earlier, THEN Hardware will debrief, make invite. Which means we will need variations on subsequent scene.

Finley or Hardware debrief Casey, who asks about buoy; specifically the analysis of same.

IF Casey did well in (E2), THEN Finley/Hardware invites him up to Eagle's Nest to see for himself.

IF Casey failed in Mission (E2), THEN Finley/Hardware will say that analysis is ongoing; results will be reported to him -- and all other pilots -- when complete. A chastened Casey will then proceed to Rec Room.

IF Casey accepts Finley/Hardware invitation, THEN he goes up to Eagle's Nest.

IF Casey declines Finley/Hardware invitation, THEN he goes to Rec Room.

223 INT. MIDWAY - EAGLE'S NEST (OPTIONAL) 223

Opening of scene is CONDITIONAL:

IF Finley ushers Casey in to meet with Hardware, THEN scene will begin with some good-natured jurisdictional bantering (Science Division vs Engineering) between herself and Hardware.

IF Hardware ushers Casey in, THEN they will find Finley already on the scene. After some good-natured jurisdictional bantering between herself and Hardware, they will get down to work.

Hardware and Finley reveal they haven't been able to establish communication with the Reservation Planet, but they have downloaded information from the buoy. News is not good.

In addition to attacking the Reservation Planet, the aliens have occupied a nearby Kilrathi Starbase. What's more, somewhere between the Starbase and the Planet, a huge invasion force is mounting.

Additionally, analysis of alien technology grafted onto the buoy gives us our first big break: We are now able to intercept alien transmissions. For first time, they run clear VDU of alien pilot speaking in alien language.

Problem is; they can't translate them -- yet.

224 INT. MIDWAY - REC ROOM 224

Aft Door CLOSED; Forward Door OPEN. Ready Room Door OPEN. (Also, probably, Moran is still available to tell Casey about Bandit's SLIDING surprise party.)

Anderson could also be available for an OPTIONAL scene; their discussion CONDITIONAL on Casey's performance. Anderson: "Hey, know that buoy you found?" or "Hey, did you hear about that buoy Stiletto found?" Anderson could convey exposition, assuming Casey hasn't attended previous scenes.

We could CHOOSE a scene with Maestro and Stiletto; all talking about those deadly Alien Aces. Only Casey will have shot down an Ace; and is the center of attention. Stiletto is steamed -- she can't wait to score an Alien Ace herself.

SLIDING SCENE

IF Moran doesn't tell you about the birthday party, THEN you can still go through Forward Door to OPTIONAL/SLIDING SCENES.

NO DOOR

225 INT. MIDWAY - CORRIDOR (OPTIONAL) 225

Never be able

Casey is walking down a corridor when he SEES the door to Blair's quarters are open. He can CHOOSE to ignore the open door and head on (to birthday party) OR he can ENTER it for the following CUT SCENE:

226 INT. MIDWAY - BLAIR'S QUARTERS (OPTIONAL) 226

Casey finds the CAG sitting on Blair's bunk;

looking at a holo of her and Blair. She tells him she'll miss Blair; they were good friends (subtext; they were a lot more than friends.) Casey says he feels responsible for the loss of Blair; he was his Wingman, after all. But CAG says there was nothing he could have done; fortunes of war.

As SCENE ENDS, Casey GOES ON to Bandit's birthday party IF he hasn't already been there, OR he RETURNS to Rec Room.

227 INT. MIDWAY - REC ROOM 227

The Forward Door CLOSES behind Casey. FLIGHT SIMULATOR with Shrike sim is still available. The Ready Room Door is OPEN. ENTER it for Game Maintenance next Briefing.

MISSION (E3): SYSTEM PATROL/RESCUE AWACS

228 INT. MIDWAY - BRIEFING ROOM 228

The CAG assigns Casey and his Wingman to conduct a standard patrol with orders to engage and destroy any enemy ships encountered. We are alerted an AWACS flight has been released to provide strategic information on alien activity in area. CAG could also comment on how Midway is running low on men and weapons. Really need Confed reinforcements, etc.

IF Casey did not interact with Finley and/or Hardware earlier, THEN Anderson reports that alien VDU is now available, but not translatable.

Loadout specifics via Casey's DESK PADD...

Squadron: Devils
Fighter: Panther

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt

229 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 229

Standard launch.

230 INT. CASEY'S PANTHER - 1ST NAV POINT (E3-1) (SF) 230

When our heroes arrive at First Nav Point, they encounter Alien Multi-Role Fighters. Battle comm chatter as our guys dispatch same. ALSO clear alien VDU. Win/Lose:

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey wins the battle, THEN he receives comm from Midway re: VDU, Anderson: "Abort your present mission and proceed to (new) NAV2. Locate and defend lost AWACS flight at all cost.

Escort AWACS back to the MIDWAY."

231 INT. CASEY'S PANTHER - 2ND NAV POINT (E3-2) (SF) 231

Casey and friends encounter 3 Alien Plasma Cannon Clusters and Alien Multi-Role Fighters. Combat chatter from AWACS (if saved) -- OR DEATH COMMS if destroyed by aliens. Win/Lose:

IF Casey wins THEN he escorts AWACS back to Midway, where the CAG thanks him on the Recovery Deck, THEN we GO TO Mission (E4a).

IF he allows AWACS to be destroyed, THEN Casey returns to Midway's Recovery Deck to be chewed out by Maniac, THEN GO TO Mission (E4b).

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

232 INT. CASEY'S PANTHER - 3RD NAV POINT (E3-3) (SF) 232

On way home, with or without AWACS, our guys encounter alien Fighter Clusters and Multi-Role Fighters.

Suitable comm chatter. Win/Lose paths SAME AS (E3-2).

233 INT. MIDWAY/CASEY'S PANTHER - LANDING DECK 233

Standard landing.

234 INT. MIDWAY - RECOVERY DECK 234

MANIAC debriefs Casey. IF Casey lost AWACS, THEN Maniac gives him hell. Half-assed okay IF he saves them.

235 INT. MIDWAY - REC ROOM 235

Depending on choices made earlier, OPTIONAL/SLIDING SCENES could still be available and Forward Door still OPEN. Aft Door is CLOSED; Ready Room Door OPEN. Next briefing available.

MISSION (E3b): SYSTEM PATROL/DESTROY ALL FIGHTERS

236 INT. MIDWAY - BRIEFING ROOM 236

The CAG assigns Casey and his Wingman to conduct a standard patrol with orders to engage and destroy any enemy ships encountered.

Loadout specifics via Casey's DESK PADD...

Squadron: Devils
Fighter: Panther

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt

237 INT. CASEY'S PANTHER - 1ST NAV POINT (E3B-1) (SF) 237

When our heroes arrive at Nav 1, they encounter a heavy force of Multi-Role Fighters and Clusters. Battle comm chatter as our guys dispatch same. ALSO alien VDU transmissions. Win/Lose:

IF Casey wins THEN he receives comm from Midway re: VDU, Anderson: "Midway is under heavy attack. All fighters return to base immediately."

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

238 INT. CASEY'S PANTHER - AT MIDWAY (E3B-2) (SF) 238

Casey and Wingmen encounter a large alien force near the Midway. He's assisted by Tigersharks, Panthers, Wasps, and ~~Vampires. Stiletto,~~ Maniac; all principal pilots involved. Enemy consists of three WAVES of fighters; multi-roles, and plasma cannon clusters. Win/Lose:

CUT VAMPIRE

IF Casey wins THEN he receives an attaboy via VDU from CAG, and we GO TO Mission (4b). Anderson: "Midway under heavy attack. All fighters return immediately."

IF Casey loses, THEN the Midway jumps into another system and we GO TO Series L.

IF we have already played Series L, THEN GO TO (E5).

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

239 INT. MIDWAY - REC ROOM 239

Depending on choices made earlier, this series' SLIDING OPTIONAL SCENES could still be available and Forward Door still OPEN. Shrike sim on Flight Simulator. Aft Door is OPEN; Briefing Room Door in Ready Room OPEN. Next briefing is available.

MISSION (E4a): JOINT OPERATION

240 INT. MIDWAY - ~~BRIEFING~~ ROOM 240

Captain Drake conducts briefing with CAG. We learn that, thanks to the information gained from the AWACS, after Mission E3, we know an alien fleet is massing nearby.

Undoubtedly, their prime target is the Midway.

Casey's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron.

A SECONDARY OFFENSIVE, to be flown by other squadrons, will launch to take out a nearby supply convoy and distract alien fighter cover.

Strong, angry reactions here from many pilots; the Kilrathi squadron is made up of Cult of Sivar Renegades; the very same folk the Midway was out here to battle before appearance of aliens.

And Casey is not happy to learn his "old friend" T'Garr will command one of the Kilrathi units.

Loadout specifics via Casey's DESK PADD...

Squadron: Devil
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Red Shirt

Bravo Flight Leader - Stiletto
Wingman - Red Shirt

Charlie Flight Leader - Maestro
Wingman - Red Shirt

Squadron - ~~Hammers~~
Fighter - Shrike Bomber

Delta Flight Leader - Maniac
Wingman - Red Shirt
Wingman - Red Shirt

Kilrathi Squadron - Blood Claw

Fighter - Vaktoth

Echo Flight Leader - T'Garr
Wingcat1 - Kilrathi Red Shirt
Wingcat2 - Kilrathi Red Shirt
Wingcat3 - Kilrathi Red Shirt

Kilrathi Squadron - Emperor's Pride
Fighter - Paktahn Bomber

Foxtrot Flight Leader - H'Lon
Wingcat1 - Kilrathi Red Shirt
Wingcat2 - Kilrathi Red Shirt
Wingcat3 - Kilrathi Red Shirt

241 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 241

Standard launch.

242 INT. CASEY'S PANTHER - 1ST NAV POINT (E4A-1) (SF) 242

Our heroes rendezvous with Kilrathi at First Nav Point. Comm chatter with T'Garr: "Greetings, human. It is a good day to die." Proceed to Nav Two.

243 INT. CASEY'S PANTHER - 2ND NAV POINT (E4A-2) (SF) 243

Casey fends off light alien fighter presence. Comm chatter; everyone astonished Kats and humans are working together.

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey wins, THEN we get a congratulatory VDU from T'Garr and we move on to Nav 3.

244 INT. CASEY'S PANTHER - 3RD NAV POINT (E4A-3) (SF) 244

Combined strike force must destroy Alien Carrier and Cruiser; or Midway will be attacked. Huge battle; comm chatter. Win/Lose paths SAME AS (E4a-2).

Casey listens to comm chatter of shipmates in another squadron attacking the alien supply

convoy; hears about another squadron of seemingly invincible ALIEN ACES (the next level of Ace.)

245 INT. CASEY'S PANTHER - 4TH NAV POINT (E4A-4) (SF) 245

Survivors haul ass to Nav 4 to fend off light enemy presence; then part ways with Kitty Kats.

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey accomplishes his mission and survives, THEN path to Series F.

IF Casey fails his mission but still survives, THEN GO TO E5.

246 INT. MIDWAY - REC ROOM 246

Forward Door Open. Finley Debriefs Casey.

CONDITIONAL off performance, Finley invites Casey to her Lab to see important transmission from Kilrathi survivors on their Reservation Planet. IF Casey agrees, he EXITS with Finley.

247 INT. MIDWAY - FINLEY'S LAB (OPTIONAL) 247

Via viewscreen, Casey learns extent of attack on Kilrathi populous. They have been virtually destroyed; thanks in large part to those deadly ENEMY ACES. Kilrathi survivors transmit vital information on said Aces -- maybe this is first mention of Red Baron.

However, remaining Kilrathi consider themselves more fortunate than those who have been captured by aliens. Before they can elaborate further, the connection is broken -- leaving Casey and Finley a moment of somber reflection as they consider the fate of their own missing shipmates; especially Blair.

248 INT. ALIEN TORTURE CHAMBER 248

We glimpse ALIEN WARLORD overseeing experiments on captured pilots... including Blair. Action should parallel LEG #1 -- only it's Blair getting it here. As the man screams...

249 INT. MIDWAY - CASEY'S QUARTERS 249

... Casey wakes up in his quarters. It was just a nightmare -- or was it?

MISSION (E4b): CONVOY STRIKE AND FIGHTER DECOY

250 INT. MIDWAY - BRIEFING ROOM (E4B) 250

SAME AS briefing for MISSION (E4a.) Only variation: Casey's squadron is now assigned to the secondary offensive, designed to engage and destroy Alien supply convoy, as well as draw off and occupy enemy fighter cover from main fleet.

Loadout specifics via Casey's DESK PADD...

Squadron: Devil
Fighter: Panther
Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Red Shirt

Bravo Flight Leader - Maniac
Wingman - Red Shirt

Charlie Flight Leader - Maestro
Wingman - Red Shirt

Delta Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt

251 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 251

Standard launch.

252 INT. CASEY'S PANTHER - 1ST NAV POINT (E4B-1) (SF) 252

Our heroes travel through asteroid field. We fend off light alien fighter presence. Suitable comm chatter. Win/Lose:

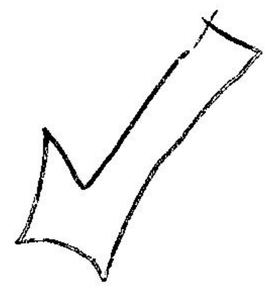
IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey wins, THEN we move on to Nav 2.

253 INT. CASEY'S PANTHER - 2ND NAV POINT (E4B-2) (SF) 253

Casey and company pounce on the Alien Convoy, which was never intended to be anywhere near combat and is totally unprepared for attack. This will be like shooting ducks in a frozen-over pond; lotsa gratifying transport-killing type stuff. Transports, shuttles, escort vessels; KABOOM!



Halfway through the attack on the convoy, A LOT of alien Interceptors will show up to attack the Confed force.

SPECIAL MENTION OF ALIEN ACES: Casey hears comm chatter of the Joint Operation Strike Force as it assembles and then attacks the Main Alien Fleet. Casey hears about seemingly invincible (next level of?) ALIEN ACES; via VDU from T'Garr.

Soon, the alien fighters will attempt to withdraw and head back to protect their fleet. Casey & company must destroy at least 60% of them before they can withdraw or else they will return home and hose the strike force; thus allowing the alien fleet to hose the MIDWAY later.

IF Casey is killed, THEN we GO TO: SERIES E - LOSING END GAME #1.

IF Casey ejects, he is captured by aliens, THEN we GO TO: SERIES E - LOSING END GAME #4.

IF Casey accomplishes his mission and survives, THEN we path to Series F.

IF Casey fails his mission but still survives, THEN he will hear comm chatter of Main Strike Force being wiped out, THEN we GO TO E5.

254 INT. CASEY'S PANTHER - 3RD NAV POINT (E4B-3) (SF) 254

Our heroes travel through an asteroid field. We again fend off light alien fighter presence. Suitable comm chatter. Win/Lose paths SAME AS (E4b-2).

255 INT. MIDWAY - REC ROOM 255

Forward Door Open. Shrike sim on Flight Simulator. Aft Door is OPEN; Briefing Room Door in Ready Room OPEN. Finley Debriefs Casey.

CONDITIONAL off performance, Finley can invite Casey to her Lab for OPTIONAL SCENE as outlined in (E4a.) Wether we do the Finley OPTIONAL or not, we eventually GO TO:

256 INT. ALIEN TORTURE CHAMBER/CASEY'S QUARTERS 256

SAME AS (E4a). Aliens torture Blair; he screams...

... and Casey wakes up in his quarters.

MISSION (E5): KISS THE MIDWAY GOODBYE

257 INT. MIDWAY - REC ROOM 257

Forward Door CLOSED. All key characters present. An exhausted moment of defeat; all our characters accepting inevitable. The scuttlebutt is aliens are gathering for a final, overwhelming attack. The Midway has lost too many fighters and pilots; she can't possibly win.

The Captain ENTERS with the CAG; gives everyone a stirring talk. People, this is our finest hour. Let's make the most of it and cost them dear. The more alien fighters we kill the more of a chance Confed has. Which is why every available pilot, including himself and the CAG, will be flying out to face the enemy.

And by the way, I've never served with a better bunch of pilots.

There's not a dry eye in the house. Then we have a SCRAMBLE ALERT. Everyone charges OUT through the Aft Door. Moran is left alone; he pulls out a bottle and takes a stiff drink.

Loadout specifics via VDU...

Squadron: Devil
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Red Shirt

Bravo Flight Leader - Maniac
Wingman - Red Shirt

Charlie Flight Leader - Maestro
Wingman - Red Shirt

Delta Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt

258 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 258

Standard launch.

259 INT. CASEY'S PANTHER - AT MIDWAY (SF) 259

Casey launches right into a buzz saw; wave after wave of alien craft of all kinds and descriptions. Alien aces, the Red Baron, you name it. Every Confed fighter in the registry goes against them; but it's useless. We're getting cut to ribbons.

Run VDU's of every major character being killed; Stiletto, Captain, CAG, Maestro, Maniac.

The fighters close in on the Midway; they take her apart, piece by piece, until she's nothing but a blazing wreck.

And then it's down to Casey; he's the last one left. And then the enemy closes in... and adios.

Cut to:

SERIES E - LOSING END GAMES

Series E - Losing End Game #1

260 INT. MIDWAY - RECOVERY DECK 260

Aftermath of battle: A funeral being conducted by the Captain -- only this time it's for Casey.

261 INT. MIDWAY - OBSERVATION DECK 261

Maestro and Stiletto watch as Casey's casket is launched from the Recovery Deck and out into space; visible through the Observation Deck's windows as it floats away.

Stiletto reveals her own past relationship with deceased Red Shirt (CONDITIONAL, depending on which Red Shirt was chosen.)

Through mutual grief, we see a new friendship being forged between Maestro and Stiletto.

FADE OUT.

Series E - Losing End Game #2

262 INT. MIDWAY - BRIEFING ROOM 262

The room shakes from heavy alien fire as the CAG ENTERS to confront Captain Drake. Casey is gone, most of the pilots dead with him. The Midway has run out of time.

The Captain reacts grimly. Then let's find a couple of Panthers and get into this. I'm not dying with a deck beneath my feet. The CAG manages a smile; then they both EXIT.

263 EXT. SPACE - CGI 263

Two Panthers launch from the burning Midway to join the remaining Confed fighters in battling a host of enemy.

264 INT. THE CAG'S PANTHER - CUT SCENE 264

The CAG comms the Captain as she launches. Let's get 'em. Via VDU, the Captain nods. On your six.

265 EXT. SPACE - CGI 265

The Captain and the CAG lunge into the fight, only to get blasted. Then the Midway is struck by dozens of missiles; until it becomes a huge, glowing ember.

FADE OUT.

Series E - Losing End Game #3

266 INT. ALIEN SHIP - TORTURE CHAMBER 266

Alien Guards shove Red Shirt1 into a dark room on a where an ALIEN WARLORD awaits him. As the Warlord bends over him with a bizarre instrument...

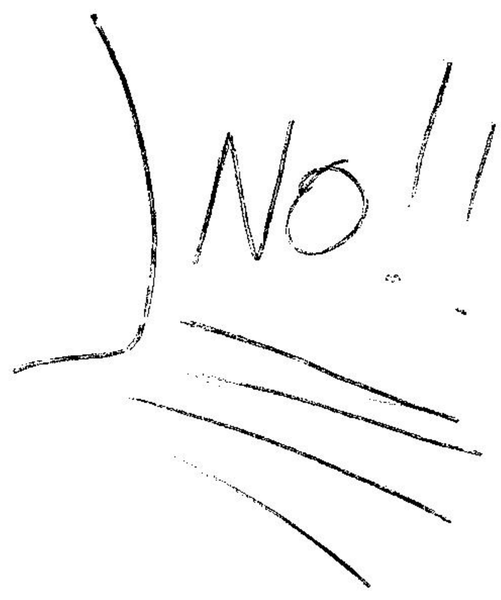
267 INT. ALIEN SHIP - CORRIDOR 267

We hear Red Shirt1's scream.

Series E - Losing End Game #4

268 INT. ALIEN SHIP - TORTURE CHAMBER 268

Alien Guards shove Casey into a dark room where an ALIEN WARLORD awaits him. As the Warlord bends over him with a bizarre instrument, Casey manages to grab the instrument and jab it into the Warlord's eye. A Guard blasts Casey down. As we PUSH IN on his lifeless face...



End Series E

SERIES F: SUMMARY

The Midway launches additional missions to defend the Kilrathi and wipe out the remaining aliens in the area. Thanks to the alien technology obtained in the previous Series, our heroes learn a captured human is being held in the ruins of a Kilrathi Starbase located in an asteroid.

Casey leads a mission to save this prisoner; who turns out to be a very changed Christopher Blair.

We climax the Series with a big alien assault against the isolated Midway. At the last possible moment, as Casey and his buddies fight seemingly to the death, a flock of Confed reinforcements arrive on the scene. The alien fleet is savaged, and the Midway is saved.

Blair

SERIES F - RETALIATION

269 EXT. SPACE (CGI) 269

And an ESTABLISHING SHOT of the Midway. PUSH IN...

270 INT. MIDWAY - OBSERVATION DECK 270

Casey stares out the big windows. Stiletto walks up and the two talk. Casey let's his hair down re: his guilt about Blair being captured on his watch; he's having nightmares about it. Stiletto reminds him they all have a job to do, and if Blair was here he'd kick Casey's butt for whining about it.

End as PAVO summons Casey to next mission.

271 INT. MIDWAY - REC ROOM 271

Casey ENTERS via the FORWARD DOOR, which CLOSES behind him. The Aft Door is CLOSED. The Ready Room Door is OPEN. Since there is no interactivity available, Casey CROSSES the room and ENTERS:

272 INT. MIDWAY - READY ROOM 272

Where he can perform Game Maintenance. IF Casey returns to Rec Room THEN he will find both Forward and Aft Doors CLOSED and no opportunity for interactivity.

Blair - 6 Template

MISSION (F1): DEFEND THE KILRATHI

273 INT. MIDWAY - BRIEFING ROOM (F1) 273

Casey and other Devils Squadron members are briefed on next mission by CAG and Maniac. Via a no longer jammed Confed spy eye, we've learned a wing of Kilrathi fighters has been ambushed not far from the Midway. Casey and Bandit are ordered to cover the Kilrathi fighters and jointly destroy all available enemy. Then they must escort the surviving Kilrathi to a rendezvous with a Kat Corvette.

Bandit comments: he didn't join this man's space force to save Kilrathi, etc.

Loadout specs...

Squadron: Devils
Fighter: ~~Panther~~ t/s

Weapons Loadout: (?)

Flight Leader - Casey
Wingman - Bandit

GAME ADVISORY: This mission will be moderately difficult.

274 INT. CASEY'S PANTHER - 1ST NAV POINT (F1-1) (SF) 274

Casey and Bandit link up with whittled-down Kilrathi squadron; who are being attacked by a strong force of Alien Multi-Role Fighters and perhaps one Enemy Ace.

NOTE: The actual number of fighters mentioned in the briefing should be more than the number present when Casey arrives, due to some being destroyed, etc.

The Kilrathi are led by our old friend T'Garr. Suitable battle comm chatter and VDU; emphasizing Bandit, T'Garr, and the Enemy Ace.
Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF Casey obliterates enemy and saves Kilrathi (number keyed to play balance) THEN he wins.

IF Casey bugs out because he's too damaged, THEN aliens win and Kats die.

IF (after aliens are wiped out) Bandit suggests they take out these Kilrathi bastards here and now -- and Casey opts to go along with him, THEN there will be CONSEQUENCES all the way to Series G.

IF Casey kills Kats, THEN he must hear comm of T'Garr dying.

275 INT. CASEY'S PANTHER - 2ND NAV POINT (F1-2) (SF) 275

Casey and Bandit rendezvous with Kilrathi Corvette. Win/Lose:

IF Casey and Bandit killed Kilrathi at Nav 1, THEN Bandit goes berserk and attacks Corvette. He'll be killed immediately.

Corvette CAPTAIN will VDU Casey that if he attacks he will die. IF he doesn't attack, THEN the Kilrathi still promise they will never assist the Midway; no matter the circumstances.

IF Casey attacks the Corvette, THEN GO TO SERIES F - LOSING END GAME #2.

IF Casey didn't kill Kilrathi, THEN T'Garr wishes a fond, if still racist, adieu to humans via VDU. Also via VDU, Bandit makes his feelings clear; this is one mission he wishes they'd failed.

276 INT. MIDWAY - RECOVERY DECK 276

The CAG debriefs:

IF Casey and Bandit didn't kill Kilrathi, but many died, THEN CAG will say better luck next time.

IF Casey and Bandit saved many Kilrathi, THEN CAG will give them a well done.

IF they killed Kilrathi, THEN Bandit is dead and Casey will lie about what happened. Casey will be welcomed like a hero; and feel like a shit.

277 INT. MIDWAY - REC ROOM 277

Forward door CLOSES behind Casey. Ready Room door is open. Moran reminds us Shrike sim is available on the SIMULATOR.

IF Casey and Bandit didn't kill Kilrathi, THEN we have moment between them in the Rec Room: "I kinda lost my head out there. Thanks for keeping me in line. And for not reporting it." We THEN cycle Bandit out of the game; reassigning him to another squadron.

Finley approaches Casey and informs him that, thanks to her continued analysis of captured buoy/scrambler, the Midway is now able to partially decipher alien transmissions.

Said transmissions indicate human prisoners are being held at an alien-held KILRATHI STARBASE, where they are apparently the subject of intense, and ugly, research. How ugly? Well, some transmissions involve data on vivisected humans. Ouch.

Casey can EXIT into Ready Room for Game Maintenance.

IF he returns to Rec Room THEN he will find both Forward and Aft Doors CLOSED and no opportunity for interactivity other than Flight Simulator. Casey can check out the Shrike sim, or go to next briefing.

MISSION (F2): ESCORT AWACS

278 INT. MIDWAY - BRIEFING ROOM 278

The CAG tells Casey and Maestro to escort an AWACS to within scanner range of the Kilrathi Starbase (which is located inside a large asteroid.) They must defend the AWACS until its course is run, then return to Midway.

Loadout specs...

Squadron: Devils
Fighter: Panther
Weapons Loadout: (?)

Flight Leader - Casey
Wingman - Maestro

AWACS Vessel
Captain - Red Shirt

279 INT. CASEY'S PANTHER - 1ST NAV POINT (F2-1) (SF) 279

Casey and Maestro fend off an alien Fighter Cluster without too much difficulty. Battle comm chatter. Win/Lose:

IF AWACS destroyed, THEN we PATH to Mission (F4b); a LOSING PATH which can still lead to a victory in Series F if all remaining missions are won.

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

280 INT. CASEY'S PANTHER - 2ND NAV POINT (F2-2) (SF) 280

While the AWACS begins its scanning pattern, Casey and Maestro must destroy a patrol of two alien, Multi-role clusters. Comm chatter from AWACS Captain: Updates every 30 seconds, on how long scan will take; frantic calls for protection from aliens, etc. Win/Lose: SAME AS (F2-1.)

281 INT. CASEY'S PANTHER - 3RD NAV POINT (F2-3) (SF) 281

This Nav Point is close by (in same action sphere.) The AWACS completes its scan. Win/Lose:

IF it took Casey too long to defeat the first alien patrol, THEN a second set of clusters will attack here. This time, one of the clusters targets the AWACS exclusively.

IF AWACS is destroyed, THEN we PATH to Mission (F4b).

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

282 INT. CASEY'S PANTHER - 4TH NAV POINT (F2-4) (SF) 282

The AWACS locates a group of alien fighters (presumably preparing to ambush the Midway) between our heroes and the carrier. As Casey and Maestro intercept the aliens, a multi-role cluster will avoid the Confed escort and go in straight for the AWACS. The alien objective should be clear; take out the AWACS before it can bring vital information back to the Midway.

NOTE: AWACS Captain can comm Casey on presence of hidden aliens waiting to ambush them as they arrive at Nav 4. Win/Lose:

IF AWACS is destroyed, THEN we PATH to Mission (F4b).

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF the AWACS retrieves necessary information and is escorted back to Midway, THEN GO TO:

283 INT. MIDWAY/CASEY'S PANTHER - RECOVERY DECK (SF) 283

Standard landing. During which, Casey gets a VDU from CAG: Report to Briefing Room.

Cycle Casey thru Ready Room and INTO:

284 INT. MIDWAY - BRIEFING ROOM 284

Casey meets with the CAG:

IF Casey was not successful, THEN the CAG alone meets with Casey, dresses him down for failure. Briefs him for (F4b).

IF Casey has been successful, THEN both the Captain and CAG debrief Casey. Tell him AWACS has provided tactical info they need to attack the starbase and rescue its prisoners. They brief Casey for (F3).

MISSION (F3): ESCORT AWACS

285 INT. MIDWAY - BRIEFING ROOM ((F3)) 285

The CAG (or the Captain) reports that alien-held Kilrathi Starbase is protected by a powerful, independently powered and mobile scanning array.

Casey and his Wingman are ordered to penetrate the alien defenses with Shrike Bombers and remove the array. They will have a fighter escort to the outer perimeter of the base, where the smaller fighters will, hopefully, keep the regular, alien patrols occupied.

The Kilrathi Starbase is protected by an independently powered, mobile scanning array. Casey is ordered to penetrate the alien defenses with a wing of Shrike Bombers and remove the array.

The attack force will need to adjust their incursion for the timing of various alien patrols in the area so that the Shrikes can breach the perimeter during a window.

Loadout specs...

Squadron: Devils
Fighter: Shrike

Weapons Loadout: (?)

Flight Leader - Casey
Wingman - Maestro

Squadron - Hammers
Fighter - Panthers

Flight Leader - Stiletto
Wingman - Red Shirt

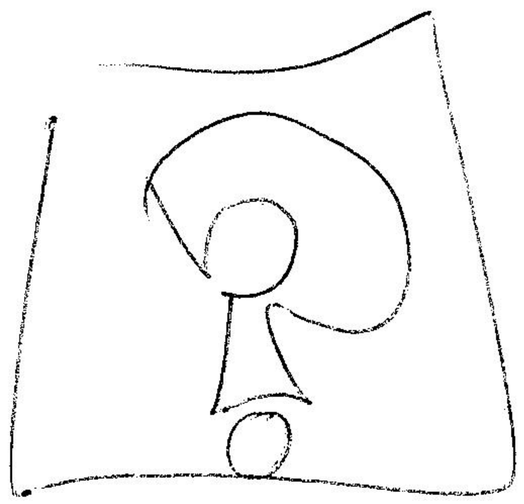
286 INT. MIDWAY/CASEY'S SHRIKE - FLIGHT DECK (SF) 286

Standard launch.

287 INT. CASEY'S SHRIKE - 1ST NAV POINT (F2-1) (SF) 287

Our heroes arrives at edge of heavily patrolled alien perimeter. Using short range scanners, they discover patrols' timed pattern.

Then they breach perimeter through a narrow window between patrols.



Stiletto gives Casey the signal; then he and Maestro charge in to blow up the scanner array. The array is a big, clunky vessel covered with radar dishes. Its rear-mounted engines will continually attempt to rotate it out of the firing angle of the Shrikes. One or two turrets on the array may take potshots at our heroes; but do little damage.

At this point, all hell breaks loose, and Casey must get out before too many fighters come in to kill him. Win/Lose:

IF the array is not destroyed, THEN CAG debriefs Casey via VDU as he lands on the Midway. THEN he is sent to Mission (F4b).

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

288 INT. MIDWAY/CASEY'S SHRIKE - RECOVERY DECK (SF) 288

Standard landing.

289 INT. MIDWAY - REC ROOM 289

Casey ENTERS via AFT DOOR. The Forward Door is OPEN. The Ready Room Door is OPEN.

IF Casey was successful, THEN Spyder, Maestro and Moran all greet him enthusiastically. Maniac manages a thin smile and a weak compliment.

IF Casey failed, THEN greetings are more muted and Maniac gives Casey a royal chewing out.

In any case, Casey can walk out through the Forward Door for following OPTIONAL/SLIDING SCENE.

290 INT. MIDWAY - OBSERVATION DECK (OPTIONAL/SLIDING) 290

And Stiletto staring out its ports. Now it's Casey's turn to approach her.

They exchange thoughts about the big push against the Starbase that lies ahead.

If there are human prisoners there, this may be only chance they have. They can't let them down, etc.

Perhaps they discuss how lucky they've been so far; how unlucky many of their friends have been. Subtext is; how much longer can their luck hold out?

END SCENE as PAVO summons Casey to next mission.

291 INT. MIDWAY - REC ROOM 291

Casey ENTERS via the FORWARD DOOR, which CLOSES behind him. The Aft Door is CLOSED. The Ready Room Door is OPEN. Since there is no interactivity available here at this time, Casey CROSSES room and ENTERS:

292 INT. MIDWAY - READY ROOM 292

Where he can perform Game Maintenance. Indicate that IF Casey returns to Rec Room THEN he will find both Forward and Aft Doors CLOSED and no opportunity for interactivity.

MISSION (F4): DESTROY ALL PATROLS

293 INT. MIDWAY - BRIEFING ROOM (F4) 293

The CAG (or Finley) reports that, with Starbase's comm array knocked out, Midway can now mount a surprise attack.

Four wings will take control of specific intercept regions; destroying the alien fighters around the base.

This is a high kill mission. Objective is to clear the way for a Marine Landing Craft in the next mission; (F5).

Loadout specs...

Squadron: Devils
Fighter: Panther

Alpha Flight Leader - Casey
Wingman - Maestro

Bravo Flight Leader - Red Shirt
Wingman - Red Shirt

Charlie Flight Leader - Stiletto
Wingman - Red Shirt

Squadron: Hammers
Fighter: Shrike Bomber

Delta Flight Leader - Bandit
Wingman - Red Shirt
Wingman - Red Shirt

ADVISORY: Alpha Flight is assigned to Nav 1; Bravo, Charlie and Delta to undesignated Nav Points (this info may be provided in the briefing itself as opposed to loadout map.)

294 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 294

Standard launch.

295 INT. CASEY'S PANTHER - 1ST NAV POINT (F4-1) (SF) 295

Casey and his Wingman arrive here to wait for passing patrols. The aliens attack in three groups of three Conventional Space Superiority

Fighters; either at timed intervals or when previous group is dead. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

After mission is completed, Casey will receive an SOS via VDU from Bravo Flight, which is under heavy attack nearby at a PREVIOUSLY HIDDEN NAV POINT 2 that APPEARS on Casey's board. He must utilize the nav map to learn how to change nav points on the fly; or Bravo Flight dies.

296 INT. CASEY'S PANTHER - 2ND NAV POINT (F4-2) (SF) 296

Casey and Wingman fly to Nav2 and to aid of Bravo Flight. Their opposition will be slightly more difficult multi-role clusters; probably two groups of two. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF Casey destroys both his assigned fighters and successfully assists Bravo Flight, THEN GO to F5.

IF Bravo Flight is destroyed, OR IF Casey didn't destroy his own allotment of bad guys, THEN he must try again in Mission F4b.

297 INT. MIDWAY/CASEY'S PANTHER - RECOVERY DECK (SF) 297

Standard landing.

298 EXT. MIDWAY - RECOVERY DECK (F4) 298

Casey lands, then meets with CAG and Captain. Win/Lose:

IF Red Shirt that commanded Bravo Flight was saved, THEN they steps up and thanks Casey.

IF Casey failed to save Red Shirt, THEN CAG and Captain are understanding; but it's a tough moment.

IF Bandit wasn't killed in Series E, THEN we learn he died on this last mission. Casey has strong reaction.

299 INT. MIDWAY - REC ROOM 299

Casey ENTERS via Aft Door, which CLOSES behind him. IF Bandit died in (F4) THEN Forward Door is OPEN. Ready Room Door is OPEN.

OPTIONAL/SLIDING SCENE on Observation Deck with Stiletto is still available.

OR we can click on Dekker; who tells Casey a cool story about Blair (perhaps something out of Wing IV.)

Dekker also discusses upcoming mission against the Starbase, but what he's really talking about is Blair; and how much he wants to find him.

OR we could interact with Finley; who reminds us she is still working on the Ship Killer line, the alien transmissions, and/or any technobabble trail we need to keep alive.

Could be a nice, human moment in the sense that Finley is overwhelmed by all she has to do -- she just wants this nightmare to end so she can get a good night's sleep.

Casey could tell her to hang in; this thing has to end sometime, etc.

IF Bandit died in (F4) and Casey chooses to go out Forward Door, THEN a CUT SCENE will take him to:

300 INT. MIDWAY - BANDIT'S QUARTERS (CONDITIONAL/OPTIONAL) 300

Where Casey discovers Spyder packing Bandit's belongings. A moment between the two of them; Bandit's death effecting Casey profoundly.

Especially when Spyder tells him something about Bandit's past he never knew -- that he was raised on a colony world the Kilrathi destroyed.

Not only did he lose his family; but everything and everyone he knew as a child. It's amazing that he kept going.

NOTE: This scene is available <u>only</u> IF Casey talked Bandit out of killing Kilrathi. It will have great poignancy here; Casey will understand what really motivated the guy.

Cycle Casey through Ready Room and into:

MISSION (F4b): DESTROY MORE PATROLS

301 INT. MIDWAY - BRIEFING ROOM 301

The CAG reports that they need to further weaken the alien defenses around the Starbase by removing the remaining scout patrols. Four wings will take control of specific intercept regions; destroying the alien fighters still remaining around the base.

Loadout specs...

Squadron: Devils
Fighter: Panthers

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Stiletto

Bravo Flight Leader - Red Shirt
Wingman - Red Shirt

Charlie Flight Leader - Maestro
Wingman - Red Shirt

Squadron: Hammers
Fighter: Shrike Bomber

Delta Flight Leader - Bandit
Wingman - Red Shirt
Wingman - Red Shirt

NOTE: Alpha Flight is assigned to Nav 1; Bravo, Charlie and Delta to (NOT DESIGNATED) Nav Points (all or part of this info may be in briefing itself as opposed to loadout map.)

302 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 302

Standard launch.

303 INT. CASEY'S PANTHER - 1ST NAV POINT (F4b-1) (SF) 303

Casey and Stiletto arrive here to wait for passing patrols. They attack in five groups of five Conventional Space Superiority Fighters one after another; either at timed intervals or when previous group is dead. Win/Lose:

IF we are pathing from ((F3)), then Casey will receive an SOS via VDU from Bravo Flight, which is under heavy attack nearby at a PREVIOUSLY HIDDEN NAV POINT 2 that APPEARS on Casey's board. He must utilize the nav map to learn how to change nav points on the fly; or Bravo Flight dies.

IF we are pathing from (F4a), Bravo Flight has already died in (F4).

304 INT. CASEY'S PANTHER - 2ND NAV POINT (F4b-2) (SF) 304

Opposition will be slightly more difficult multi-role clusters; two groups of three each. Win/Lose:

If we are pathing from (F3), THEN Casey and Wingman come to aid of Bravo Flight.

IF the alien scanning array was not destroyed in (F3), THEN Casey can take another shot at it here.

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

305 INT. CASEY'S PANTHER - AT MIDWAY (F4b-3) (SF) 305

Casey, Stiletto, and the survivors of their wing must destroy 3-4 heavy fighter clusters as they attack Midway. Win/Lose:

IF Bravo Flight has been destroyed, OR IF Casey didn't destroy his own allotment of bad guys, THEN this will lead to ((F6b)).

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: ((F6b)).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

306 EXT. MIDWAY - RECOVERY DECK (F4b) 306

Casey lands, then meets with CAG and Captain.

IF we are pathing from ((F3)) and IF Red Shirt that commanded Bravo Flight was saved, THEN he steps up and thanks Casey.

IF Casey failed to save Red Shirt, CAG and Captain are understanding; but it's a tough moment.

IF Bandit wasn't killed in Series E, and IF we are PATHING to (F4b) from ((F3)), THEN we learn he died on this last mission.

307 INT. MIDWAY - REC ROOM 307

Casey ENTERS via Aft Door, which CLOSES behind him. Forward Door is OPEN. Ready Room Door is OPEN.

OPTIONAL/SLIDING SCENES on Observation Deck with Stiletto or here in Rec Room with Dekker are still available. OR we could interact with Finley; who reminds us she is still working on Ship Killer line, etc. OR we can go out through Forward Door for CONDITIONAL/OPTIONAL/SLIDING SCENE with Spyder in Bandit's quarters (IF we PATHED here from (F3).)



END SCENE and cycle through Ready Room into next briefing.

MISSION (F5): ESCORT LANDING CRAFT

308 INT. MIDWAY - BRIEFING ROOM (F5) 308

The CAG and Finley tell Casey his Alpha Flight will cover Stiletto's Bravo Flight as it escorts a Marine Landing Craft into alien-held Starbase. The Marines' mission is to gather vital, first-hand information on alien menace. They also want to retrieve any human prisoners (this should get a big reaction from pilots; especially Casey and Stiletto; their usual rivalry momentarily forgotten.)

Finley reports scanners indicate starbase's reactor is overloading. It's on a self-destruct sequence set to explode within the hour. If Casey doesn't get the Landing Craft on target on time... it's all over.

Build the tension; the stakes are high and the dangers extreme. Appropriate attitudes on the part of Casey et al.

Loadout specs...

Squadron: Devils
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Bandit

Bravo Flight Leader - Stiletto
Wingman - Maestro

Marine Landing Craft; Dekker; 1st Squad of Marines

309 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 309

Standard launch.

310 INT. CASEY'S PANTHER - 1ST NAV POINT (F5-1) (SF) 310

The two flights and the Landing Craft encounter alien stragglers from previous battles in (F4a) and/or (F4b). Casey flies cover with his Alpha Flight as Stiletto's Bravo Flight escorts the Landing Craft on to Nav 2. Win/Lose:

IF Casey takes too long to wipe out aliens, THEN Marines will not have enough time to disable the self-destruct on base. Base blows up before we can reach it, GO TO ((F6b)).

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

311 INT. CASEY'S PANTHER - 2ND NAV POINT (F5-2) (SF) 311

While Casey flies cover, Stiletto escorts Landing Craft to starbase. Casey must hold off small defensive drones while Stiletto clears larger defenses (AA turrets) on the base itself.

Marines land and then disable the self destruct on the base.

This is intense; Casey is never without a target.

Via VDU, Dekker reports to Casey they've picked up life signs of human prisoner. Re-establish time clock as they race to prisoner location -- while the base's reactor core melts down.

Via VDU, we SEE the Marines running down corridors with their rescued prisoner (we don't see the man's face) as time clicks down; aliens firing at them from OFF CAMERA. Win/Lose:

IF Casey ejects, THEN he is rescued by SAR, THEN Landing Craft is destroyed in explosion of star base and we GO TO: (F6b).

IF Casey is killed, THEN Landing Craft is destroyed in explosion of base and GO TO; SERIES F - LOSING END GAME #2.

IF Casey destroys enough drones, the Landing Craft launches in the nick of time; and the starbase EXPLODES spectacularly.

312 INT. CASEY'S PANTHER - NEAR MIDWAY (F5-3) (SF) 312

There will be a small band of medium or heavy alien fighters waiting between the starbase and the Midway. While Bravo Flight handles one pair

of aggressors, Casey deals with another. With great difficulty, he maneuvers between the attackers and the LC, blowing the aliens away with missiles. Win/Lose:

IF Casey ejects, he is rescued by SAR, THEN Landing Craft is destroyed by fighters.

IF Casey is killed, THEN Landing Craft is destroyed by fighters; GO TO: SERIES F - LOSING END GAME #2.

313 INT. MIDWAY - FLIGHT DECK 313

Casey is debriefed by the Captain.

If Casey failed in bringing back the Landing Craft, THEN Dekker and Blair are out of the game and we go to Ready Room, then (F6b) briefing.

IF we are on WINNING PATH, Captain says he's recommended Casey for the Confed Silver Star. THEN he reports the rescued human prisoner is Blair. Casey rushes off to the Rec Room...

314 INT. MIDWAY - REC ROOM (CONDITIONAL) 314

Casey ENTERS via Aft Door. Forward Door is OPEN. Ready Room Door is OPEN. We can have OPTIONAL with Maniac, who confronts him: No wonder you're Blair's protege. You're just like him. No matter how badly you screw up, you still manage to come out of it looking like a hero. Stiletto steps in, takes Maniac to task for this (a surprise for Casey; her defending him like this.)

Others can chime in with info about Blair's condition; possible OPTIONAL INTERACTIONS. CAG could tell us about how bad off Blair is. She wants to remove him from active staff duty, but she can't, they're really shorthanded. We could also SLIDE the previous OPTIONAL scene where Finley talks about her continuing investigation; her exhaustion, etc.

IF Casey EXITS through the Forward Door, THEN GO TO:

315 INT. MIDWAY - CASEY'S QUARTERS (OPTIONAL) 315

Casey paces the floor; thoughts and impressions from the entire campaign flooding his mind. All the people he's lost; Blair; Red Shirts, etc. This ends with Casey slamming his fist into a bulkhead; the war is clearly getting to him.

He looks up to see Blair has just entered. The man is clearly in pretty bad shape; barely holding it together, but his inner strength and calm are still obvious. When a stricken Casey begs him for forgiveness for allowing him to be captured, Blair reassures him: Look, it's not your fault what happened to me. In fact, I should thank you for getting me out of there... I don't know how much more I could have taken.

Then Blair tells us a little bit about what the aliens put him through. How they dredged up all his worst, tortured memories: of his father, Telamon, Tolwyn, Ice Man... the day he learned of Angel's death... every moment just as fresh and painful as if it were yesterday. Emotional hell.

He tells Casey that whoever these aliens are, they must be stopped. They are pure evil. If they get anywhere near Terra -- well, they must make certain that never happens.

Casey assures him he's in this fight for the duration, no matter what. Blair manages a smile; so am I, kid. So am I.

PAVO then calls Casey to next briefing.

MISSION (F6): THE MIDWAY THREATENED

316 INT. MIDWAY - BRIEFING ROOM 316

Casey reports to the briefing where he learns enemy has cornered the Midway near a nebula. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes.

Good news is Confed reinforcements are enroute. Bad news is Casey and other pilots must defend the Midway for several minutes until help arrives.

Finley reports that the launch bays of the main enemy carrier have been damaged by the Midway's Combat Air Patrol. The aliens can launch fighters only two at a time at long intervals. This is a big advantage for our guys who can deploy several fighter wings to intercept the enemy as they approach the Midway.

The CAG will also mention that the Kilrathi can be contacted for help if needed.

IF Casey helped kill those Kilrathi in (F1), THEN he will have a strong, guilty reaction here.

IF Casey didn't kill Kilrathi in (F1), THEN he will simply comment: "Never thought I'd be thankful for Kilrathi help."

This is a high kill mission. Objective is to protect the Midway until help arrives.

Loadout specs...

Squadron: Devils
Fighter: ~~Panther~~ Wasp

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt

Bravo Flight Leader - Stiletto
Wingman - Red Shirt

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt

Squadron: ~~Hammers~~ Nova
Fighter: Shrike Bomber

Delta Flight Leader - Maniac
Wingman - Spyder
Wingman - Red Shirt

Advisories: Alpha Flight is assigned to Nav 1; Bravo to Nav 2; Charlie and Delta to Nav 3 & 4, respectively (this info restricted to loadout map?)

317 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 317

Standard launch.

318 INT. CASEY'S PANTHER - NEAR MIDWAY (SF) 318

As soon as Casey and Wingmen hit space, Anderson VDU's that there's an alien probe (similar to the probe introduced in Prologue) in the immediate area. Casey has 20 seconds to take out this spy eye, which will be difficult and annoying. It whips around quickly, but will fly according to a pattern, and a sharp pilot will be able to pick up on this pattern and kill it.
Win/Lose:

Please

IF Casey fails, THEN Anderson will VDU him to go on with the mission anyway.

IF he lingers, THEN aliens will form more formidable formations at Nav 1. IF he destroys it, THEN he goes to Nav 1 and the aliens begin attacking the Midway via a direct, frontal assault (much more difficult for them.)

IF he can't destroy it, THEN Casey may take out a good number of the aliens, but when they finally make it to the Midway they'll attack vulnerable areas first; probably making entire mission more difficult. But this probe will not figure into the success/failure of the mission proper.

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

319 INT. CASEY'S PANTHER - 1ST NAV POINT (F6-1) (SF) 319

Casey and Wingmen wait in a solid formation to pick off the eight alien light-to-medium fighters as they come into the area; two by two. This works for the first two or three pairs of fighters that come along, but then another set (of probably 3 heavy fighters) will attack our heroes' left flank and throw them off. After that, chaos.

All the ships in Casey's formation target the same alien fighter and fire at the same time. This way, they should be able to blow up both ships in each group before the next one arrives. Win/Lose:

IF most attackers are destroyed, THEN Stiletto will VDU Casey: Bravo Flight has been overwhelmed at Nav 2 and requires assistance. Casey can either run straight there after telling other flights to join his formation, or he can kill the remaining fighters at Nav 1.

Only difference this makes is how many of the aliens from Nav 2 will make it to the Midway and start causing damage before Casey can return to her. From Nav 2, the alien attackers head straight to the Midway and launch an attack (depending on status of probe Casey encountered on launch.)

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

320 INT. CASEY'S PANTHER - 2ND NAV POINT (F6-2) (SF) 320

Casey and Wingmen come to aid of Bravo Flight. Their opposition will be a multitude of medium and heavy fighters. Our heroes whip butt, then head back to the Midway to help defend her; calling Kilrathi for help on the way. Win/Lose:

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #4.

IF Casey allowed (or participated in) the slaughter of the Kilrathi in (F1), THEN leader of Kilrathi will tell him to go to hell.

IF Casey didn't kill Kats in (F1), THEN they come running and help kick alien butt.

Would Kats attack Ryan?

321 INT. CASEY'S PANTHER - AT MIDWAY (F6-3) (SF) 321

On his way back to the Midway's Flight Deck, Casey will encounter (5-6) Conventional Space Superiority Fighters. Win/Lose:

IF Casey ejects, THEN he is rescued by SAR, THEN GO TO: (F6b).

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #4.

IF Casey destroys fighters; Confed reinforcements arrive, their COMMANDER VDU's Casey for advice on who to hit first. Kilrathi reinforcements are CONDITIONAL as outlined in (F6-2).

IF Midway takes less than 50% damage, THEN aliens all die, arriving Confed reinforcements have little to do.

IF Midway takes 50% damage or more; and Kilrathi wing shows up to assist, we win.

IF Midway takes 50% damage or more, and Casey killed Kilrathi in (F1), GO TO ((F6b)).

322 INT. MIDWAY - RECOVERY DECK (F6) 322

Casey lands to be met for debriefing by CAG.

Great / TRUTH SCENES

IF the Kats didn't show up to help the Midway, THEN the CAG will ask Casey what's this all about? Casey must tell CAG the truth, get reamed for it.

IF Casey shot down those Kilrathi in (F1), THEN the CAG's attitude is critical and angry; no matter Casey's degree of success.

IF Casey was successful and IF he didn't kill Kilrathi in (F1), the CAG is a happy camper.

IF we are on LOSING PATH, we head to Rec Room scenes; then to ((F6b)) briefing. IF we are on WINNING PATH, proceed to Rec Room, then Series G.

323 INT. MIDWAY - REC ROOM 323

Casey ENTERS via Aft Door. Forward Door is OPEN. Ready Room Door is OPEN. CONDITIONAL/REQUIRED scene with Blair, Finley, Maestro, Stiletto as follows:

IF Casey was successful and IF he didn't kill Kilrathi in F1, THEN everyone congratulates him.

IF Casey failed, wether or not Kilrathi were involved, THEN everyone is suitably down in the mouth. The Midway is running out of time.

IF Casey failed and IF he killed Kilrathi, THEN no one will talk to him. He is completely shunned. Only Blair will even look his way; expressing heartfelt, bitter disappointment in his protege.

IF Casey succeeded, but IF he killed Kilrathi, THEN no one will talk to him. Only Blair will express heartfelt, bitter disappointment, etc.

In any case, IF we're WINNING, we end with a sad Casey alone at a table OR he is having a party with his friends. PULL BACK and GO to next series.

IF we are LOSING, we end with a sad, pensive Casey alone at a table OR he with his friends; all of them miserable. PULL BACK and GO to (F6b).

MISSION (F6b): ADIOS

324 INT. MIDWAY - BRIEFING ROOM 324

Casey reports to the briefing where he learns enemy aliens have cornered the Midway near an asteroid field ~~or nebula~~. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes.

The Confed reinforcements are unable to assist. Casey and the other pilots must defend the Midway for as long as they can.

IF we are on LOSING PATH from (F4) or (F5), this briefing will be adjusted accordingly. Main difference, IF you PATH from F6 the CAG will not mention possible Kilrathi help.

IF we are PATHING from (F6) and, depending on wether or not Casey killed the Kilrathi, THEN everyone's attitude toward him will be vastly different; cold as ice or warm and friendly.

IF we are on any PATH from any mission and, depending on wether or not Casey killed Kats, THEN everyone's attitude toward him can still vary; cold as ice or warm and friendly.

All squadrons and pilots will be deployed for this mission; but that will not be enough to save them!

Loadout specs...

Squadron: Devils
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Red Shirt

Charlie Flight Leader - Maestro
Wingman - Red Shirt

Squadron - Hammers
Fighter - Shrike Bomber

Delta Flight Leader - Maniac
Wingman - Spyder
Wingman - Red Shirt

Eagle Flight Leader - Blair
Wingman - CAG

325 INT. MIDWAY/CASEY'S - FLIGHT DECK (SF) 325

Standard launch. As soon as Casey and Wingmen hit space, Anderson VDU's that there's three small alien probes positioned all around the Midway which allow the enemy to track specific damage to the carrier. With these things alive, the Alien Command back at their main attack force can target specific fighters onto specific areas of the Midway.

Casey must destroy them, even though he has a very limited time and they whip around quickly. But they fly according to a pattern, and a sharp pilot will be able to pick up on this and kill them. Win/Lose:

You can't win. There's no way to destroy an infinite number of aliens and probes coming from all directions!

IF Casey destroys all three probes, THEN the aliens begin attacking the Midway via a direct frontal assault. IF he cannot destroy the probes and goes on to attack the fighters, THEN Casey may be able to take out many of the aliens, but they will attack the Midway's vulnerable areas first, making the mission considerably more difficult.

IF Casey didn't shoot at them in Mission F1, the Kilrathi may come by to help, but they also die. Appropriate VDU from Kilrathi.

IF the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, THEN they will assist the aliens in destroying the Midway. Appropriate VDU from Kats: die Earth apes, etc.

As the Midway is blown apart, piece by piece, in a colorful way we have not seen in previous END GAMES, we see VDU's of every major character being killed.

And then it's down to Casey; he's the last one left. And the enemy closes in... and adios.

<u>End Series F</u>

SERIES F - LOSING END GAMES

Series F - Losing End Game #1:

326 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 326

Tumbling end over end through space.

327 INT. CASEY'S ESCAPE POD 327

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

328 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 328

The escape pod drifts toward a collection of burning alien ships; debris from the last battle.

329 INT. CASEY'S ESCAPE POD 329

PUSH IN on Casey's face as it registers terror.

330 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 330

The pod drifts toward a burning alien ship and they collide in a spectacular explosion as we:

FADE TO BLACK.

Series C - Losing End Game #2:

331 INT. MIDWAY - EAGLE'S NEST 331

Hardware is at work when Finley ENTERS; tears in her eyes. Casey didn't make it. Hardware checks his emotions; asks her if she's got that data together on the latest alien battle positions yet? Finley nods numbly; I'll have it for you by 0800.

She EXITS. Hardware stops what he's doing, looks out the window at the busy Launch Deck as we

FADE TO BLACK.

End Series F Losing End Games

SERIES G: SUMMARY

Casey and his squadron lead the remaining alien forces into a trap. After this objective is accomplished, Casey encounters an Alien Ship Killer; a war vessel bearing a powerful PLASMA WEAPON capable of destroying entire fleets.

In the spectacular fight that follows, the Ship Killer is knocked out of action and boarded. Its crew fights to the death, but an alien corpse (and the Plasma Weapon's technology) are brought back to the Midway. Casey receives a promotion -- and an assignment to the most elite unit on the Midway: Phoenix Squadron.

Through the reports from surviving Kilrathi in the area and captured alien intelligence, Confed learns a lot more about the enemy forces and the nature of their attack. The recovery of the distress beacon launched by the doomed Monroe and O'Neil in the Prologue adds further to our heroes' knowledge.

To sum up, the Midway knows about the artificial Wormhole Gate the aliens have opened near the rubble of Kilrah. The next objective is clear -- close the gate and shut out the aliens before they can envelop Confed.

SERIES G - COUNTERATTACK

332 EXT. SPACE - GMAR SYSTEM 332

As Midway jumps into system, SUPER a TITLE: GMAR SYSTEM.

333 INT. MIDWAY - REC ROOM 333

Casey ENTERS via Forward Door, which CLOSES behind him. Aft Door is CLOSED. Ready Room Door is OPEN.

Casey, Maestro, and Stiletto deal with aftermath of last series; their fears/anticipation of future battles. They all realize that with Confed reinforcements they are possibly approaching a major turning point in the war.

Things could get better... or a lot worse.

Maniac (still in charge of Devils) gets a set of three to four green nuggets. He's lording it over them; holding court. This is Maniac's dream come true; a squadron of young pilots who are totally in awe of him because he tells them to be.

End with PAVO, which summons Casey to a briefing, by way of the Ready Room.

MISSION (G1): AMBUSH

334 INT. MIDWAY - BRIEFING ROOM 334

CAG opens briefing. She tells us that, with newly arrived Confed re-enforcements backing them up, it's time for the Midway to go on the offensive. Reactions from pilots: Yes! Now, at last, they're taking it to the enemy.

As pilots settle down, Finley explains Midway's long range sensors have spotted a huge Alien support base here in the Gmar star system, which is one jump away from Kilrah. From here, the Aliens have been supplying their assault on the Kilrathi homeworld, and Confed must take this space in order to stage it's attack on the invading fleet.

The Midway's job will be to lure bulk of Gmar system forces into an ambush by feigning an attack on a major, alien communications facility. Her pilots will harass until the Aliens mount a serious counterattack, then they'll run like hell back to the Midway. As soon as the Aliens reach the carrier, a Confed strike force will pour thru the jump-point and ambush the very surprised Aliens.

IF we are PATHING from (F6) and, depending on wether or not Casey killed the Kilrathi in (F1), THEN everyone's attitude toward our hero will be slightly different; a bit more tense and angry IF he killed the big kitties.

IF Casey killed the Kats in (F1), THEN they will not be available for the coming campaign. IF he didn't kill Kats, they can be brought into fight.

The CAG will tell us other squadrons will be running flank attacks for Casey and retreating as well.

Loadout specs...

Squadron: Devils
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro

Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Hammers
Fighter: Shrike Bomber

Charlie Flight Leader - Stiletto
Wingman - Spyder
Wingman - Red Shirt
Wingman - Red Shirt

Combat Air Patrol: 4 Vampires

Patrol Leader - Maniac
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

335 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 335

Standard launch. Casey quickly links with Shrike Wing. Inflight comms indicate other squadrons making flanking attacks.

336 INT. CASEY'S PANTHER - 1ST NAV POINT (G1-1) (SF) 336

Our heroes close in on the Alien Comm Site; which is protected by two Shield Killers, two Fighter Clusters, six Multi-Role Fighters, and numerous AA turrets. Casey must protect the bombers while they attack the base's comm equipment. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF base's comm equipment is not destroyed, THEN an alien Destroyer will show up to defend facility.

At end of mission, Anderson VDU's from the Midway; recalling Casey and his formation back to home base.

337 INT. CASEY'S PANTHER - ON WAY HOME (G1-2) (SF) 337

Space Superiority Fighters attack our fleeing heroes. Comm chatter; Inflight comms from

other retreating squadrons. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

338 INT. CASEY'S PANTHER - AT MIDWAY (G1-3) (SF) 338

Casey returns to Midway. As Combat Air Patrol joins Casey in battling the pursuing aliens, (4) more Panthers will jump in... timed as frame rate and playability allows.

The fight escalates; multiple Waves of Alien Fighters attacking. VDU from Midway; keep those jerks off our backs until Confed shows.

Confed Destroyer(s) and waves of fighters arrive on scene and slaughter the aliens. Lots of cool battle comm chatter. Win/Lose:

IF Casey didn't shoot Kilrathi in (F1), THEN they can be part of the Confed strike force here. T'Garr comms Casey: How goes it, ape?

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF Casey fails THEN GO TO; SERIES F - LOSING END GAME #3.

339 INT. MIDWAY - RECOVERY DECK (CUT SCENE) 339

Casey lands to be debriefed by the CAG. He observes as Maniac reacts to word that two of his protege pilots were taken out before they could get home. Strong reaction from Maniac: Why didn't his perfect luck protect his proteges? He'll feel, if not guilt, a sense of terrific confusion, loss, and angst about the way the universe works.

340 INT. MIDWAY - READY ROOM 340

Only OPTION is to go into Briefing Room. Thus we have the (G1) debriefing back to back with the (G2) briefing.

MISSION (G2): MOPPING UP

341 INT. MIDWAY - BRIEFING ROOM 341

Finley and the CAG again run briefing. CAG tells Casey it is imperative that all remnants of the alien attack force be eliminated at once. Finley has found way to jam the comms of the remaining alien fighters in the area; they can't warn the supply base. But the fleeing alien craft may make it back to the base in time to warn them of the Confed Force on the way. All aliens must die -- dead aliens tell no tales!

CAG explains that Nebula in area emits interference which can effect both human and alien transmissions. But Finley says she has boosted power of their frequencies to handle problem -- hopefully aliens aren't so capable or lucky.

Loadout specs...

Squadron: Devils
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

342 INT. MIDWAY/CASEY'S PANTHER - FLIGHT DECK (SF) 342

Standard launch.

343 INT. CASEY'S PANTHER - 1ST NAV POINT (G2-1) (SF) 343

Random patrol. Light opposition possible. Nebula visible in background. Casey comms all clear to his Wingmen, and they move on.
Win/Lose:

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

344 INT. CASEY'S PANTHER - 2ND NAV POINT (G2-2) (SF) 344

Random patrol. Light opposition possible. Nebula visible. Casey comms all clear to his Wingmen, and they move on. Win/Lose: SAME AS (G2-1).

345 INT. CASEY'S PANTHER - 3RD NAV POINT (G2-3) (SF) 345

Our guys arrive at radar/comm base damaged in (G1). Three Alien Aces arrive and attack.

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

IF Casey is killed, THEN GO TO; SERIES F - LOSING END GAME #2.

IF 2 out of 3 Aces are killed, THEN last one will make a break for it and head off for help, and THEN Alien Destroyer and two Aces will show up (even if the comm array was knocked out in G1) to aid the Ship Killer's escape in G4.

346 INT. CASEY'S PANTHER - 4TH NAV POINT (G2-4) (SF) 346

Light opposition possible. Then Casey comms all clear to his Wingmen, and they move on. Win/Lose: SAME AS (G2-1.)

347 INT. MIDWAY - RECOVERY DECK 347

Casey lands and is debriefed by the CAG, who tells Casey she's recommended him for the Space Cross. Casey is shocked, but CAG tells him he shouldn't be. He's earned it.

348 INT. MIDWAY - REC ROOM 348

Casey ENTERS. Forward Door will be OPEN. Ready Room Door is OPEN. Moran reminds us the Vampire Sim is available on Flight Simulator. Casey has CUT SCENE with Maniac, who is experiencing more anxiety over nuggets. He's lost another pilot; only two left. He tries to reassure the poor, scared kids; not hiding his own anxiety. Nice moment for Maniac.

IF Casey EXITS through Forward Door, THEN GO TO:

349 INT. MIDWAY - CASEY'S QUARTERS (OPTIONAL) 349

A pensive Casey is sitting at his desk, writing a letter, when a very tense Finley ENTERS. She tells him she finally translated the alien transmissions, and what she's learned is very, very scary.

She slips a data disk into Casey's desk computer, and we SEE an IMAGE on its viewscreen; the Red Baron in his cockpit. We hear a hissing, filtered voice threaten the most horrible death to any human alive.

Finley tells Casey there's no chance they could never make peace with these guys. This war won't end until one side wipes the other out.

Casey tries to comfort and reassure Finley, but both of them are clearly rattled. A PAVO to the next briefing ends this.

MISSION (G3) & (G4): CATCH THE SHIP KILLER

350 INT. MIDWAY - BRIEFING ROOM 350

The Captain and Finley tell us that a Confed spy eye has been able to close in on the alien supply base. And this is what it sees...

An image appears on the main viewscreen. We SEE the ALIEN SHIP KILLER in a DRY DOCK adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. The even bigger ~~ALIEN~~ ~~SUPPLY BASE~~ is visible in close background.

Finley says she's run an analysis of this vessel. She's sure it's one of two, identical vessels that attacked the Kilrathi Fleet (the Kats must have damaged this one before they were wiped out.)

She then displays a computer recreation of the Ship Killer's weapons being used against the Kilrathi fleet. As everyone reacts with horrified awe, the Captain states their next objective -- capture this ship and learn the secret of its Plasma Weapon before it can be used against the Midway.

IF Casey didn't have OPTIONAL scene with Finley before briefing, THEN Finley shows translated Red Baron clip to everyone. Suitable reactions all around.

The Captain tells Casey his Alpha Flight will escort Dekker and his Marines to the Dry Dock and provide cover until the Ship Killer is secured. Maniac's Bravo Flight will provide close cover. Opposition will be heavy; not only alien fighters but heavy armament from the alien supply base.

Loadout specs...

Squadron: Devils
Fighter: Panther

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Hammers
Fighter: Vampire

Bravo Flight Leader - Maniac
Wingman - Spyder
Wingman - Red Shirt
Wingman - Red Shirt

Two Marine Landing Craft: Dekker; Two Squads of Marines

ADVISORY: Translated Alien VDU is now available. We can now actually converse with bad guys in battles. (Note: This could make for some humor. Maybe weird insults get to these aliens; sends them into uncontrollable wild rage.)

Figure out what makes them tick

351 INT. CASEY'S PANTHER - 1ST NAV POINT (G3-1) (SF) 351

Random patrol. Light opposition possible. Then Casey comms all clear to his Wingmen, and they move on. Win/Lose: SAME AS (G2-1.)

352 INT. CASEY'S PANTHER - 2ND NAV POINT (G3-2) (SF) 352

Casey must suppress the AA defenses around the dry dock and from the supply base -- turrets, missile launchers, etc. Battle comms/VDU from Maniac, who is pursuing fleeing alien fighters, comms from aliens, etc. Win/Lose:

If Casey screwed the pooch on (G1) or (G2), THEN the Alien Destroyer will arrive with two Alien Aces and jump on him.

IF any Alien Aces escape here, more will reappear in (G4) to save the fleeing Ship Killer.

IF Casey fails or is killed, THEN GO TO; SERIES F - LOSING END GAME #4.

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

353 EXT. SPACE - THE SHIP KILLER (SF) 353

In a spectacular sequence, the Ship Killer breaks loose from its Dry Dock and heads off into space.

354 INT. CASEY'S PANTHER - AT SHIP KILLER (G3-3) (SF) 354

The CAG VDU's Casey there's no time to return and re-arm -- he must attack and disable the Ship Killer at all costs.

NOTE: We are making (G3) and (G4) one long mission without a return to Midway.

As Casey closes in on the fleeing Ship Killer, the CAG orders Casey to take out the vessel's main engines before she can power up her Plasma Weapon.

Casey then leads daring assault and takes out the fleeing Ship Killer's engines, stopping her dead.

IF Casey fails or is killed, THEN GO TO; SERIES F - LOSING END GAME #4.

IF Casey ejects, THEN GO TO: SERIES F - LOSING END GAME #1.

355 EXT. THE SHIP KILLER (SF) 355

INTERCUT SCENES of the aliens powering up their Plasma Weapon in an elaborate, warming-up sequence.

356 INT. CASEY'S PANTHER - AT SHIP KILLER (G3-3) (SF) 356

Via VDU Finley warns us that the Midway's sensors indicate the vessel's awesome Plasma Weapon is being warmed up and prepared for use. Get a move on and blast the Killer's main power plant. Go, go, go!

Casey must evade the Ship Killer's defenses, penetrate its shields, and destroy its power plant or the Midway gets fried.

IF an Ace got away in (G3), here come (2) Bad Ass Aces in Superiority Fighters to protect the Ship Killer and make things really hard for Casey.

IF Casey fails or is killed, THEN GO TO; SERIES F - LOSING END GAME #4.

Finley opens the alien's helmet. We catch a glimpse of the creature. Lights suddenly flash on its exosuit. We hear strange sounds as other parts of the suit opens; a noxious gas bursts into the room. The Marines run for it. Casey pulls Finley to safety out through a door just as the suit EXPLODES. The observation window/viewing glass is blown out, making a shocked CAG and Blair both duck.

Off everyone's stunned reactions, we GO TO:

362 INT. MIDWAY - REC ROOM 362

As Casey ENTERS, Forward Door closes behind him. Moran could remind us Devastator Sim is now available on FLIGHT SIMULATOR. Casey observes the "deteriorating" Maniac. He's lost his next to last nugget, and he's upset. He never cared before... but then he was never in command before. Blair could ENTER and be a part of this scene. Blair: now you finally know what war is really all about, Maniac. Death and dying. Period.

Casey can take an OPTIONAL with Maestro and Stiletto; who comment about the exploding aliens. When will this nightmare ever end? And we could have some foreshadowing that Casey and Stiletto will soon be flying together again.

Then Maestro, Casey, and Stiletto are summoned to the Briefing Room.

363 INT. MIDWAY - BRIEFING ROOM 363

In a special ceremony, Casey receives the Space Cross -- and an assignment to the most elite unit on the Midway: PHOENIX SQUADRON. Stiletto and Maestro are both promoted with him.

Commander of said squadron is none other than Spyder; who warmly welcomes Casey to his new unit. Devils Squadron is also disbanded here; and Maniac is no longer squadron commander. He's now part of another squadron, the Hammers - and very glad he doesn't have to shepherd nuggets who persist in getting themselves killed.

Subtext is loss and angst Maniac's suffered, but outwardly he's happy to be his usual old self.

364 INT. REC ROOM 364

Forward Door is OPEN. Panther Sim is available on FLIGHT SIMULATOR. Casey ENTERS via the Ready Room Door. Joins Maestro and Stiletto at a table. Spyder ENTERS and tells them that, now that they've wiped out the aliens in the area, the Midway has been able to re-establish contact with the survivors on the Kilrathi Reservation Planet.

Through reports from these Kilrathi, and captured alien intelligence (downloaded from the Alien Ship Killer's computer,) Confed now knows a lot more about enemy forces and the nature of their attack.

Spyder also reveals the Kilrathi recovered a Confed distress beacon, but it was so badly damaged they were not able to download its data. A courier has delivered this device to the Midway for analysis.

Casey then has CHOICE. He can stay in the Rec Room for a celebratory drink with Maestro and Stiletto (they just got promoted after all) OR he can suggest to Spyder that they get together with Finley (who he knows is feeling kind of low since the alien blew up in her face.)

Casey reminds Spyder how Finley helped discover the spy eye scrambler earlier. Spyder agrees and they head off to...

365 INT. EAGLE'S NEST (OPTIONAL) 365

Spyder and Casey meet with Finley and Hardware; who helps them access the burned and blasted beacon. They download dramatic images of the doomed O'Neil and Monroe; said images also include appearance of Wormhole and the two Ship Killers.

Finley makes connection between Wormhole and certain heretofore undecipherable data downloaded from the Ship Killer's computer. Casey says this is big news; the CAG and the Captain need to know about it.

366 INT. MIDWAY - BRIEFING ROOM (OPTIONAL) 366

Casey, Finley, and Spyder tell Blair and the CAG they have discovered a Wormhole -- which is located near the rubble of Kilrah -- and is the access point of the alien invasion.

Finley further reveals blueprints to the Wormhole were downloaded from the Alien Ship Killer -- which implies it is an artificial "gate." The CAG quickly sees the point: ~~there~~ if it was manufactured... it can be destroyed.

Casey points out that if the Midway can find a way to reach the Wormhole Gate and smash it, they can win the war. Spyder concurs; it's a crazy plan, but it just might work. The question is; how are they going to do it?

No problem, Blair says. We use our new superweapon. Then he taps a console, and that image we saw in the (G3) briefing of the Ship Killer Plasma Weapon in operation comes up. Finley frowns; I'm not sure we can recreate that thing. Blair frowns back; be sure. It's the only chance we've got.

367 EXT. THE MIDWAY - CGI 367

As the big carrier moves off into the furthest reaches of deep space...

<u>End Series G</u>

SERIES G - LOSING END GAMES

Series G - Losing End Game #1:

368 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 368

Tumbling end over end through space.

369 INT. CASEY'S ESCAPE POD 369

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

370 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 370

The escape pod drifts off into the vast nebula and fades from sight.

FADE TO BLACK.

Series G - Losing End Game #2:

371 INT. MIDWAY - RECOVERY DECK 371

Large number of pilots assembled. Blair reads a eulogy over several coffins; one of which is Casey's. The coffins are launched into space.

372 EXT. SPACE - (CGI) 372

The coffins fanning out into the vastness of space.

FADE TO BLACK

Series G - Losing End Game #3:

373 EXT. MIDWAY - (CGI) 373

Wave after wave of fighters hit the Midway; until she literally breaks in two from a major, internal explosion.

374 INT. CASEY'S PANTHER 374

PUSH in on Casey's face as he realizes it's all over.

375 EXT. SPACE - (CGI) 375

The alien fighters close in on Casey and blast him!

FADE TO BLACK

<u>Series G - Losing End Game #4:</u>

376 EXT. SHIP KILLER - CGI 376

The huge vessel FIRES its plasma weapon. The BALL of ENERGY streaks toward Casey's Vampire.

377 EXT. SPACE/INT. CASEY'S VAMPIRE (CUT SCENE) 377

In a dramatic sequence, his ship is battered, tossed, and burned. Panels short out, systems shut down -- and then a FLAMING EXPLOSION FILLS FRAME.

378 EXT. CASEY'S VAMPIRE - CGI 378

Spectacularly destroyed.

379 EXT. MIDWAY - CGI 379

She's struck by the BALL of ENERGY. Starts to come apart; then EXPLODES!

380 INT. THE MIDWAY - VARIOUS LOCATIONS - MONTAGE 380

We see Moran in the Rec Room, the CAG and the Captain in the Briefing Room with many pilots, Anderson in a corridor, Hardware and Finley in the Eagle's Nest... all of them allowed a split second of reaction before a FLAMING FIREBALL obscures their faces.

381 EXT. SPACE - CGI 381

And the flaming remains of the Midway.

DISSOLVE TO:

382 EXT. THE GREAT ASSEMBLY HALL ON TERRA 382

As a huge shadow covers it. PAN up into the sky and the vast enemy fleet that looms over the Hall.

FADE TO BLACK

End Series G Losing End Games

SERIES H: SUMMARY

The alien armada has occupied and fortified all systems less than two direct jumps from Kilrah in an attempt to keep Confed away from the Wormhole Gate and their main battle fleet.

Over the course of several missions, the Midway must make it through the jump point to Kilrah to close the Gate. Confed uses its newly gained weapons and technology to destroy the increasing number of aliens they encounter.

One new, technical advantage will be presented and tested in each mission before the jump point battle. Said advantages will come in the form of new shields, missiles, guns, and perhaps a new fighter.

The last mission will give Confed the opportunity to test anti-ship technology (Confed's version of the Alien Ship Killer's Plasma Weapon.) A makeshift version of this device will be attached to the Midway to give it a fighting chance on its final run to the Wormhole Gate.

As the Midway gets to the jump point she will be met with the strongest force of the Series, including one or more alien aces. The Midway will fire her new Plasma Weapon and destroy the alien fleet. After that, a few aces and a number of enemy star ships will make a retreat through the jump point to help strengthen the force that waits on the other side.

SERIES H - PREPARATIONS

383 EXT. SPACE - AN EMPTY STARFIELD (CGI) 383

Hold for a BEAT. Then the Midway drifts into view. We SEE a makeshift gantry under construction on the bow; a partially completed Ship Killing Plasma Weapon mounted at its point. OFF this amazing image, GO TO:

KEY BRIEFING: MISSIONS (H1Y) AND (H1Z)

384 INT. MIDWAY - BRIEFING ROOM 384

All of our pilots in attendance; the CAG, Hardware, and Finley head the briefing.

IF Casey chose <u>not</u> to interact with Finley at the end of the last series, THEN the CAG will begin with a discussion of the recovery of the Confed distress beacon and the analysis of its data.

IF Casey chose to interact with Finley earlier, THEN we come into this mid-scene as THE CAG reveals that the intelligence gathered from the captured alien Ship Killer, information passed on by Kilrathi, <u>plus</u> what they've learned from the distress beacon, has painted a dark picture.

The alien armada has occupied and fortified all systems less than two direct jumps from Kilrah in an attempt to keep Confed away from the Wormhole Gate and their main battle fleet.

Their plan is simple. The Confed reinforcement fleets will move out to clear a path to a jump point leading to the Wormhole. Then the Midway will make it through the jump point to Kilrah. And to close the Wormhole Gate.

When this draws strong reactions from assembled pilots (how do we close the Wormhole?) Finley and Hardware report that, thanks to what they've discovered about this "gate," they now know how to destroy it.

Additionally, Confed will have use of newly gained weapons and technology (from the captured Alien Ship Killer.) Its Plasma Weapon should give them a big advantage in dealing with the

many aliens they will likely encounter. But its modified missiles and shields will come in handy as well.

Again, pilots react, eager, tired of sitting around while the Midway is being modified: How long before <u>they</u> get their hands on this fancy new, modified weaponry?

CAG: Don't worry. You'll have plenty to do until said weaponry is fully tested and operational. She then lays out the general parameters of Missions (H1Y) and (H1Z).

Casey is assigned to take out an enemy carrier full of bombers. His job is to remove any threat to the bombers; starship defenses taking priority. This enemy carrier does not pose an immediate threat to the Midway -- but does threaten a Confed reinforcement group that is headed in its direction.

Casey is <u>given a choice</u> of flying a Vampire with Wild Weasel loadout or a Devastator in a bomber role.

IF Casey chooses to fly the Vampire, THEN GO TO MISSION (H1Y).

IF Casey chooses to fly the Devastator, THEN GO TO MISSION (H1Z).

MISSION (H1Y): SOFTEN UP THE CARRIER

385 INT. MIDWAY - BRIEFING ROOM (CONDITIONAL/CONTINUOUS) 385

The CAG tells Casey his group must travel to the designated nav points, then return to the Midway. The Alien carrier is located at Nav 2. Casey's wing will move in before the bombers with half of the fighter support. After rendering the alien carrier's defenses harmless, Casey's wing will assist the Panthers from Devils squadron in removing the carrier's remaining enemy fighter cover. Then Spyder's Devastators will make their torpedo run and take her out.

Loadout specifics...

Squadron: Phoenix
Fighter: Vampires with "standard" Wild Weasel load out

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Stiletto
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with Torpedo load out

Bravo Flight Leader - Spyder
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Fighter Escort
Squadron: Devils
Fighter: Panthers

Charlie Flight Leader - Maniac
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

386 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 386

Standard launch.

387 INT. CASEY'S VAMPIRE - 1ST NAV POINT (H1Y-1) (SF) 387

Clear. Casey comms his force to continue on to Nav 2. On the way, they may encounter a random

Correct

enemy patrol. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose:

IF Casey ejects, THEN he is saved by SAR and brought back to the Recovery Deck for a bad moment with Hardware.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

388 INT. CASEY'S VAMPIRE - 2ND NAV POINT (H1Y-2) (SF) 388

Casey and his Vampire wing soften up the carrier's defenses (the opposition consists of alien Interceptors, Shield Killers, and Fighter Clusters.) Casey eliminates all or most of the carrier's defenses, then assists Maniac's Panthers in eliminating the remaining fighter cover. Then Spyder's wing makes their torpedo run against the big ship's remaining defenses (AA turrets, anti-fighter missiles, etc.) Suitable comm chatter between humans and aliens. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES H - LOSING END GAME #2.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF the carrier is destroyed, THEN Casey will be allowed to choose ships again his next mission.

IF the carrier survives, THEN Casey will be forced to fly "the other ship" next mission.

389 INT. CASEY'S VAMPIRE - 3RD NAV POINT (H1Y-3) (SF) 389

Clear. Casey comms his force to continue on to the Midway. On the way, they may encounter another random enemy patrol. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose: SAME AS (H1Y-1.)

390 EXT. MIDWAY - FLIGHT DECK 390

Standard landing. Hardware debriefs via VDU. IF Casey destroyed the carrier, THEN a cheerful Hardware says: "Nice work, sir. That new ship

must fit you like a glove." IF Casey failed, THEN Hardware's tone is solemn: "Tough luck, sir. Those Confed reinforcements are taking heavy losses from that flat top's bombers."

MISSION (H1Z): SOFTEN UP THE CARRIER

391 INT. MIDWAY - BRIEFING ROOM (CONDITIONAL/CONTINUOUS) 391

The CAG tells Casey his group must travel to the designated nav points and return to the Midway. The Alien carrier is located at Nav 2. Casey's wing will move in for their Torpedo run after getting the signal from the Vampire wing.

Loadout specifics via Casey's desk PADD...

Squadron: Phoenix
Fighter: Devastators with Torpedo load out

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Stiletto
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with "standard" Wild Weasel load out

Bravo Flight Leader - Spyder
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Fighter Escort
Squadron: Devils
Fighter: Panthers

Charlie Flight Leader - Maniac
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

392 INT. CASEY'S DEVASTATOR - 1ST NAV POINT (H1Z-1) (SF) 392

Clear. Casey comms his force to continue on to Nav 2. On the way, they may encounter a random enemy patrol. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose: SAME AS (H1Y-1.)

393 INT. CASEY'S DEVASTATOR - 2ND NAV POINT (H1Z-2) (SF) 393

Maniac and Spyder's wing soften up the carrier's defenses (the opposition consists of

Interceptors, Shield Killers, and Fighter Clusters.) Then Casey's wing launch torpedoes against the ship's remaining defenses (AA turrets, missiles, etc.) Comm chatter between humans and aliens as needed. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES H - LOSING END GAME #2.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

394 INT. CASEY'S DEVASTATOR - 3RD NAV POINT (H1Z-3) (SF) 394

Clear. Casey comms his force to continue on to the Midway. On the way, they may encounter another random enemy patrol. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose: SAME AS (H1Y-1.)

395 EXT. MIDWAY - RECOVERY DECK 395

Standard landing. Hardware debriefs via VDU; SAME AS H1Y, CONDITIONAL upon performance.

396 INT. MIDWAY - REC ROOM 396

Casey ENTERS via the Aft Door and sits down at the Phoenix table. Forward Door is CLOSED. Ready Room Door is OPEN. Moran can remind us Flight Simulator has Devastator sim.

Sole surviving Maniac nugget from last Series is at a Phoenix table. Casey has CHOICE: Can either pull a Maniac and tell nugget he hasn't earned right to sit at Phoenix table -- or he can sense the pilot's emotional turmoil, and graciously tell him to keep his seat.

IF Casey tells him to stay, THEN the Nugget reveals he is basically suffering survivor's guilt: Why am I still alive? After just five missions, practically everybody I went to the Academy with is dead or missing. How much war can one boy take? And how many missions have you flown, Casey?

Casey has to stop and think about that. His reply echoes earlier dialogue with CAG.

We climax an arc that establishes Casey as a now seasoned veteran.

IF Casey pulls a Maniac and tells the Nugget he hasn't earned right to sit at Phoenix table, THEN Maniac overhears and compliments him. Way to go, kid; everybody has his place, etc. Casey realizes he acted like a Maniac-style shit, and looks guilty. He's learned a tough lesson.

IF Casey hits the Flight Simulator, THEN he will find room empty and no options for interactivity. Ready Room door OPEN. Briefing Room Door OPEN.

Casey can ENTER Ready Room for Game Maintenance or to check his stats, THEN go on to next briefing. IF he returns to Rec Room, THEN he will find it empty and no options for interactivity.

KEY BRIEFING: MISSIONS (H2Y) AND (H2Z)

397 INT. MIDWAY - BRIEFING ROOM 397

IF Casey was successful in whichever Mission he choose, either (H1Y) or (H1Z), THEN he can choose both ship and loadout in the next mission. Which means that the CAG will give a general, overview briefing for both missions, and Casey will, again, be given a choice.

IF Casey chooses to fly the Vampire, THEN GO TO: MISSION (H2Y).

IF Casey chooses to fly the Devastator, THEN GO TO: MISSION (H2Z).

MISSION (H2Y): MULCH THE MINE LAYERS

398 INT. MIDWAY - BRIEFING ROOM (CONDITIONAL) 398

CONDITIONAL LEAD IN: IF Casey failed in (H1Z), THEN he will be told he must fly the Vampire. The CAG then gives Casey his (H2Y) marching orders; he must disrupt an alien mine laying operation in the Midway's path.

Loadout specifics...

Squadron: Phoenix
Fighter: Vampires
Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Wasps

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

399 INT. CASEY'S VAMPIRE - 1ST NAV POINT (H2Y-1) (SF) 399

Some distance ahead of the Midway, Casey arrives to see at least ten ALIEN MINE LAYERS at work. Casey must deal ~~with~~ enemy fighter cover while destroying mine layers and mines. Win/Lose:

IF Casey ejects, THEN he will be saved by SAR and brought back to the Recovery Deck for a bad moment with Hardware.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF the mine layers and mines are wiped out, THEN the Midway is safe from them in next mission.

IF some layers and mines survive, THEN the Midway may take some damage in the next mission.

400 EXT. MIDWAY - FLIGHT DECK 400

Standard landing. The CAG debriefs via VDU: compliments Casey if he cleared the Midway's path; expresses disappointment if Casey didn't.

MISSION (H2Z); CRUSH ENEMY CRUISER GROUP

401 INT. MIDWAY - BRIEFING ROOM (CONDITIONAL) 401

CONDITIONAL LEAD IN: IF Casey failed in (H1Y), THEN he will be told he must fly the Devastator. CAG then gives Casey his (H2Z) marching orders. His assignment is to assist in the destruction of an enemy cruiser group at Nav 2 which poses a threat to weak Confed reinforcements in that area.

Casey will fly a Devastator with fighter cover in the form of Tigersharks from the Phoenix squadron. Casey's group will meet a Wild Weasel formation (with its own fighter cover) from the Paladin Carrier Group. They will meet at Nav 1 and then proceed to directly to the alien cruiser group at Nav 2. When finished, both groups will return to their respective carriers via instructed nav routes.

Loadout specifics...

Squadron: Phoenix
Fighter: Devastator

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Tigersharks

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Paladin Carrier Wild Weasel Group
Squadron: Lorain
Fighter: Vampires

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Lorain

Fighter: Wasps

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Special Advisory: Asteroids in mission area.

402 INT. CASEY'S DEVASTATOR - 1ST NAV POINT (H2Z-1) (SF) 402

Casey's group makes their rendezvous with the Wild Weasel group from the Paladin Carrier. Their LEADER comms Casey: "Let's hit it." The combined force continues on to Nav 2.

On the way, they may encounter a random enemy patrol launched by an alien carrier hidden in nearby asteroids. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose: SAME AS (H1Y-1).

403 INT. CASEY'S DEVASTATOR - 2ND NAV POINT (H2Z-2) (SF) 403

The combined strike force reaches the cruisers. Then the Wild Weasel group makes their torpedo run and signals Casey's group when they think it's safe. During Casey's Torpedo runs on the cruisers, Stiletto will be lured into the nearby asteroids and discover the hidden carrier. Casey will be alerted and can CHOOSE to take out the carrier as well as the cruisers. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES H - LOSING END GAME #2.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF both cruisers are destroyed; THEN Casey has won. But greater success is obtained if Casey destroys the carrier hiding in the asteroids.

IF Casey fails to destroy cruisers, THEN this will cost Confed reinforcements in the area.

IF he fails to kill carrier, THEN (H3) will be more difficult due to the carrier's fighters attacking the Midway.

When the job is done, the Wild Weasel group will split off and head home to the Paladin Carrier while Casey's bunch returns to the Midway.

404 INT. CASEY'S DEVASTATOR - 3RD NAV POINT (H2Z-3) (SF) 404

Clear. Casey comms his force to continue on to the Midway. On the way, they may encounter another random enemy patrol. IF so, THEN Auto Flight will automatically shut down to allow GAME PLAY and suitable battle comm chatter. Win/Lose: SAME AS (H1Y-1.)

405 INT. MIDWAY/CASEY'S DEVASTATOR - FLIGHT DECK 405

Standard landing. The CAG debriefs via VDU. IF Casey destroyed cruisers, THEN she compliments Casey. IF our hero failed, THEN she tells him the Confed reinforcements in the strike area are taking heavy casualties.

406 INT. MIDWAY - REC ROOM 406

Casey ENTERS via the Aft Door. Forward Door is OPEN. Ready Room Door is OPEN. IF Casey chooses to go into the Ready Room, THEN he will find Briefing Room Door OPEN. IF Casey goes out Forward Door, THEN a CUT SCENE will take him to:

407 INT. MIDWAY - FINLEY'S LAB (OPTIONAL/SLIDING) 407

Casey discovers Finley still picking up the pieces; maybe revealing that, due to the damage to her lab, she will be working out of the Eagle's Nest from here on. She tells him she's making progress on modifying the alien technology; part of which should be available for Casey's next mission. It'll be less than reliable; but every little bit helps.

She also reveals to Casey she is a married woman. Her husband is a staff officer on the Paladin; and they've been in communication since the carrier arrived in the area. Upshot; they've had their problems, but they've decided to try and work them out.

Casey sincerely wishes Finley good luck, and says he wants to maintain a strong relationship/friendship with her.

Scene ends with PAVO summoning Casey to briefing.

MISSION (H3): CLEARING THE WAY

408 INT. MIDWAY - BRIEFING ROOM 408

The CAG and Finley conduct the briefing. CAG orders Casey to lead a wing of Vampires on patrol in front of the Midway's flight path. They will fly to three Nav Points, destroy as many enemy as possible, then return to Midway.

Finley warns Casey: This mission will serve as the first chance to use missiles modified with alien technology. These missiles track better and do more damage but still have some glitches. When they work right they work fine; when they don't... watch out.

Loadout specifics...

Squadron: Phoenix
Fighter: Devastator

Weapons Loadout: Alien tech-modified missiles

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

409 INT. MIDWAY/CASEY'S DEVASTATOR - FLIGHT DECK (SF) 409

Standard launch. Win/Lose:

410 INT. CASEY'S DEVASTATOR - AT MIDWAY (SF) 410

IF Casey flew H2Z and did not take out the carrier in the asteroids, THEN his mission will be altered as soon as he launches. Anderson will comm him to deal with incoming fighters from the asteroids at Intercept 1; a chart point between Nav Points One and Two.

IF Casey ejects, THEN he will be saved by SAR and brought back to the Recovery Deck for a bad moment with Hardware.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF Casey did not fly H2Z at all, THEN it is

assumed that someone else took out the carrier, and there will be no fighters coming in. Casey will THEN fly on to Nav One unhindered.

411 INT. CASEY'S VAMPIRE - 1ST NAV POINT (H3-1) (SF) 411

Clear. Casey's group will fly on to Intercept 1 OR Nav Two. Win/Lose:

IF Casey flew (H2Z) and did not take out the carrier in the asteroids, THEN he will deal with incoming fighters at Intercept 1.

IF Casey did not fly (H2Z), THEN he goes on to Nav Two.

IF Casey ejects, THEN GO TO: SERIES H - LOSING END GAME #2.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

412 INT. CASEY'S VAMPIRE - 2ND NAV POINT (H3-2) (SF) 412

Clear. Casey's group will fly on to Intercept 2 where they will encounter two Enemy Aces running cover for a massive Ship Killer (one of the two such vessels introduced in the Prologue) and its supporting ships as they pull out in the direction of the Kilrah jump point.

Casey's Vampires will confront the two Aces, two Shield Killers, and two Armor Killers. Our heroes will only engage the Aces and fighter cover; the Ship Killer and support ships will go their merry way. Win/Lose:

IF Casey ejects, THEN GO TO: SERIES H - LOSING END GAME #2.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF Casey hits all nav points in order, removing as many enemy as possible, gaining targeting confirmation of any enemy Starships, and returning to the Midway in one piece; THEN he's won.

IF Casey does not hit intercept 2 and gain target confirmation on the Ship Killer and its

group, then he's failed.

413 INT. CASEY'S VAMPIRE - 3RD NAV POINT (H3-3) (SF) 413

Clear. Casey's group will fly on to Intercept 2 where they will encounter four more Enemy Aces. In the fight that follows, at least two of them will escape into the asteroids to fight another day. Win/Lose:

IF Casey ejects, THEN he will be saved by SAR and brought back to the Recovery Deck for a bad moment with Hardware.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

414 INT. MIDWAY/CASEY'S VAMPIRE - RECOVERY DECK (SF) 414

Standard landing. Hardware debriefs via VDU if Casey failed; better luck against those Aces next time. IF our hero succeeded; THEN Hardware is pleased to download Casey's data on the Ship Killer's location.

415 INT. MIDWAY - REC ROOM 415

Casey ENTERS via the Aft Door. IF Casey did <u>not</u> interact with Finley earlier, THEN Forward Door is OPEN. Ready Room Door is also OPEN. IF Casey chooses to go into the Ready Room, THEN he will find Briefing Room Door OPEN. Moran (or Maniac) can remind us Flight Simulator has Devastator sim.

Maestro and Stiletto are at their Phoenix table. IF Casey did <u>not</u> interact with Finley earlier and goes out Forward Door, THEN we GO TO Finley's Lab for previous SLIDING SCENE.

IF Casey CHOOSES to interact with Maestro and Stiletto, THEN they all share a drink together. And realize how amazing it is they're still alive when so many have died. They make a loose pact; to stick together throughout this campaign. Maybe they'll bring each other luck. Maybe they'll all live to see Terra again. Who knows?

IF Casey hasn't done the Finley scene, THEN the

moment with Maestro and Stiletto will be available in the Rec Room. IF Casey has already seen Finley, THEN the Forward Door will still be OPEN, and we can play the scene between the three nuggets on the Observation Deck. Which would make <u>both</u> scenes SLIDING; though not at the same time, of course.

MISSION (H4): KILL THE SHIP KILLER

416 INT. MIDWAY - BRIEFING ROOM 416

The CAG and Finley conduct the briefing. IF Casey is flying this mission, THEN he must have hit Intercept 2 in the previous mission and reported his sighting of the Ship Killer. Now, he must destroy the Killer and as much of its support group as possible. A wing of Vampires with Wild Weasel loadout will provide support for Casey's flight.

Finley advises him this will be the first test of new shields gained from information about the aliens. The CAG reports that a wing of Vampires are being held in reserve on the Paladin Carrier; available if necessary.

Loadout specs...

Squadron: Phoenix
Fighter: Devastator

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with "standard" Wild Weasel load out

Bravo Flight Leader - Spyder
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Paladin Carrier Reserves
Squadron: Lorain
Fighter: Vampires

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

417 INT. CASEY'S DEVASTATOR - NAV POINT (H2Z-1) (SF) 417

Casey's wing and escort will proceed directly to the position of the Ship Killer's group and remove it and as many of its support ships as possible. Suitable comm chatter between humans and aliens as needed. Win/Lose:

IF Casey ejects, THEN he will be saved by SAR and brought back to the Recovery Deck for a bad moment with Hardware.

IF Casey is killed, THEN GO TO; SERIES H - LOSING END GAME #1.

IF too many of Casey's fighter cover are destroyed, THEN the Vampires from the Paladin will arrive to assist near the end of the mission. These pilots will return to the Midway where they will stay on to serve in future missions.

IF Casey fails to destroy the Ship Killer, THEN GO TO; SERIES H - LOSING END GAME #3.

Regardless of the outcome, any remaining enemy ships will be a problem in the upcoming Mission (H6).

418 INT. MIDWAY - RECOVERY DECK 418

Casey lands for performance dependent briefing with Hardware. IF Casey took out the Ship Killer; THEN the Captain is also present and gives Casey a special atta boy.

419 INT. MIDWAY - REC ROOM 419

Casey ENTERS via Aft Door. Ready Room Door is OPEN. IF Casey did <u>not</u> interact with EITHER Finley or Maestro and Stiletto earlier, THEN Forward Door is OPEN.

IF Casey interacted with Finley earlier but <u>not</u> Maestro and Stiletto, THEN Forward Door is OPEN.

IF Casey has interacted with <u>both</u> Finley and Maestro and Stiletto earlier, THEN Forward Door is CLOSED.

MISSION (H5): THE BIG PUSH

420 INT. MIDWAY - BRIEFING ROOM 420

This should be a dramatic, tense briefing. The CAG, Finley, and the Captain are all present. Casey learns that, as the Midway nears jump point, it will be met by the strongest force of series -- which includes one or more ENEMY ACES.

They've been lethal before, but now they're even stronger; flying jump capable heavy fighters or fast bombers. They will try to take out Finley's version of the Ship Killer plasma weapon which is being installed on the Midway's bow.

Fortunately, Casey will have a new piece of alien technology to battle the Aces; something which gives him an edge over ace attributes and/or tactics. Right now, this is planned to be modified missiles that work without glitches.

In a defensive formation around the Midway; Casey and Stiletto's wing will consist of four Vampires each. A Two Point Defense group of eight Wasps will back them up.

Loadout specs as follows...

Squadron: Phoenix
Fighter: Vampires

Weapons Loadout: (?)

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Hammers
Fighter: Wasps

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

421 INT. CASEY'S VAMPIRE - CLOSE TO MIDWAY (SF) 421



As soon as our heroes launch, they'll be in the thick of it: mixing it up with an assortment of alien aces and craft. Suitable comm chatter between humans and aliens. Win/Lose:

IF Casey ejects, is killed, or fails to protect the Midway's new plasma weapon, THEN GO TO; SERIES H - LOSING END GAME #3.

422 INT. MIDWAY - FLIGHT DECK 422

Hardware debriefs via VDU. Success debriefing: "You saved our ass. You are cleared to land." Failure debriefing; we see Hardware in a burning Eagle's Nest: "Flight Deck is blocked, the Midway is dying. You're on your own."

423 INT. MIDWAY - REC ROOM 423

Casey ENTERS via Aft Door. Ready Room Door is OPEN. Devastator sim on Flight Simulator.

IF Casey did <u>not</u> interact with EITHER Finley or Maestro and Stiletto earlier, THEN Forward Door is OPEN.

IF Casey interacted with Finley earlier but <u>not</u> Maestro and Stiletto, THEN Forward Door is OPEN.

IF Casey has interacted with <u>both</u> Finley and Maestro and Stiletto earlier, THEN Forward Door is CLOSED.

MISSION (H6): RUN FOR THE WORMHOLE

424 INT. MIDWAY - BRIEFING ROOM 424

The Captain and the CAG will conduct this briefing. Casey learns that, thanks to his success in the previous mission, the Midway can now use the Ship Killer's plasma weapon to give her a fighting chance on her run to the Wormhole.

Two Wasp flights and one flight each of Vampires and Devastators will escort the Midway to the jump point. Casey's objective will be to fight his way into the heart of the enemy task force arrayed before the jump point and plant a targeting disc on the largest carrier (said disk will be mounted inside a specially modified Devastator torpedo.) The Midway will then be able to effectively focus her awesome new plasma weapon on the entire enemy force.

Once the mission is complete, the surviving pilots will land; then the Midway will go through the jump point.

Loadout specs as follows...

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Hammers
Fighter: Wasps

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

425 INT. CASEY'S DEVASTATOR - CLOSE TO MIDWAY (SF) 425

Again, as soon as our heroes launch, they'll be in the thick of it: mixing it up with an assortment of alien aces and craft. All remaining enemy ships from H4 will be involved. Suitable comm chatter between humans and aliens as needed.

IF Casey ejects, is killed, or fails to protect the Midway's new plasma weapon, THEN GO TO; SERIES H - LOSING END GAME #3.

IF Casey plants the disk on the huge enemy carrier, THEN he comms the Midway -- fire when ready, Finley. GO TO:

426 INT. MIDWAY - EAGLE'S NEST 426

Finley exchanges a tense look with Hardware and taps a console. We MONTAGE a dramatic, warming up sequence of the jerry-rigged plasma weapon (similar to the first time we saw it operate in the Prologue.) And then it FIRES!

427 EXT. MIDWAY - CGI 427

A deflector shield flares to life on the Midway's bow. Its glow reaches an incandescent level, then emits a SWIRLING BALL OF ENERGY PLASMA. At its center is a tiny, glowing ENERGY EMITTER; the power source for the PLASMA BALL.

This streaks toward the large carrier in the center if the alien fleet. The BALL EXPLODES and BLUE ARCS of GLOWING ELECTRICITY crackle across the big ship, which EXPLODES.

Both the big ship and many of her support vessels evaporate in a cloud of flaming debris; a mini-nova of amazing force.

428 EXT. SPACE/INT. CASEY'S DEVASTATOR (CUT SCENE) 428

The blast wave spreads out from wrecked alien fleet; endangering Casey. His ship is battered, tossed, and burned. Panels short out, systems shut down -- but Casey survives.

429 EXT. MIDWAY - CGI 429

The Midway is also badly shaken, but most of the enemy fleet is spectacularly destroyed.

430 INT. MIDWAY - RECOVERY DECK 430

Casey lands for a hero's welcome from Maestro, Stiletto, Hardware, Finley, the CAG, Blair, and the Captain. We have a big party, screams of jubilation, as Blair gives Casey a heartfelt well done. Then he smiles grimly: the back of the alien fleet is broken, and the survivors are running back to Kilrah. It's a beautiful sight.

431 EXT. MIDWAY - CGI 431

A dramatic image of the remaining alien aces and surviving (though damaged) enemy star ships as they beat a hasty retreat through the jump point to Kilrah. They leave behind the blazing ruins of their fleet as we GO TO SERIES I.

End Series H

SERIES G - LOSING END GAMES

Series G - Losing End Game #1:

432 INT. MIDWAY - CASEY'S QUARTERS 432

Where Maestro is packing away Casey's belongings preparatory to sending them home. Stiletto enters, and they have a moment. Perhaps Maestro hands Stiletto a momento of Casey's: "I know he'd want you to have this." And off this tenderness and loss

FADE TO BLACK

Series G - Losing End Game #2:

433 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 433

Tumbling end over end through space.

434 INT. CASEY'S ESCAPE POD 434

Casey tries to radio for help as he reacts to...

435 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 435

The pod drifts into an asteroid field and collides colorfully with a piece of space rock as we

FADE TO BLACK.

Series G - Losing End Game #3:

436 EXT. SPACE (CGI) 436

The Ship Killer FIRES its Plasma Weapon at...

437 EXT. MIDWAY - CGI 437

She starts to come apart; then EXPLODES!

438 INT. THE MIDWAY - VARIOUS LOCATIONS - MONTAGE 438

We see Moran in the Rec Room, the CAG and the Captain in the Briefing Room, Anderson in a corridor, Hardware and Finley in the Eagle's

Nest... all of them allowed a split second of reaction before a FLAMING FIREBALL obscures their faces.

439 EXT. SPACE - (CGI) 439

And the charred, burning remains of the Midway. We DISSOLVE TO:

440 EXT. THE GREAT ASSEMBLY HALL ON TERRA (CGI) 440

As a huge shadow covers it. PAN up into the sky and the vast enemy fleet that looms over the Hall.

A Ship Killer fires a Plasma Burst at the Hall; destroying it in a ball of fire as we FADE OUT!

End Series H - Losing End Games

Roll Credits

SERIES I: SUMMARY

The Midway makes it through the jump point to confront the first phalanx of the aliens' main battle fleet; along with those forces that made a successful retreat from the previous Series.

In a sequence of exciting missions, the Midway destroys the remnants of the enemy starship group that jumped ahead of the Midway. She also takes on the flagship of the alien fleet; a huge Dreadnought and additional enemy aces (principally our Alien Red Baron.)

The mission against the Dreadnought will consist of knocking out its anti-fighter turrets. This will allow a force of Marines under the command of Colonel Dekker to occupy the Command Center of the Wormhole Gate and close down its defensive systems; primarily the shields on its four Stabilizer Towers.

When the Marines get in serious trouble, Blair lands on the Commander Center to save them and help deactivate the Tower shields. As each Tower's shield goes down, Casey knocks them out.

All through this, a vast alien fleet is massing at the other end of the Wormhole. Just as the last Tower is knocked out, Blair is trapped in the Command Center and seemingly lost. But the Wormhole is closed; cutting the Dreadnought in half just as it tries to pass through it.

We end with a bittersweet ending as the Midway's Captain eulogizes Blair to the assembled officers and crew. Maestro, Casey, and Stiletto stand together on the observation deck -- fully prepared to face the next great adventure. They all know this is just the beginning.

SERIES I - CLIMAX

441 EXT. SPACE - CGI 441

Aftermath of the previous battle; a star field littered with the debris of alien ships... and the still-intact Midway.

442 INT. MIDWAY - OBSERVATION DECK 442

Excited reactions from all. Maestro, Stiletto, and Casey. Maestro: I gotta get me one of those. Stiletto: Yeah. We've dealt the enemy a crippling blow.

Blair approaches. Warns them that they're nowhere near the end of this war. Trust me. I've seen these guys up close and personal. They make the Kilrathi look like stray cats. They won't stop. Ever. Which means we've gotta destroy that wormhole. Buy ourselves some time.

But what about our new superweapon?

Blair: If we dare use the plasma weapon a second time, the massive drain on the Midway's power coils would cause a lethal overload. No more Midway. Period.

And off the three young pilots' looks, GO TO:

443 EXT. SPACE - MIDWAY - CGI 443

Midway passes through jump point to Kilrah...

444 EXT. SPACE - THE KILRAH SYSTEM 444

... as the Midway makes it through jump point, we SEE the huge Wormhole in the far distance; visibly larger, and more ominous, since its appearance in the Prologue.

445 INT. MIDWAY - READY ROOM 445

Where Casey can perform Game Maintenance. The Briefing Room door is OPEN. The Rec Room Door is OPEN.

IF Casey goes into the Rec Room, THEN he will find Blair and the CAG sitting at a table; in an intense conversation. Blair suddenly rises to his feet, throws his drink across the room, and storms out.

Casey will have the CHOICE of following Blair through the open Front Door OR sitting down with the CAG. IF he sits down with the CAG, THEN they will have this OPTIONAL SCENE:

The CAG tells Casey the argument was re: Blair returning to flight duty. She's against it, Blair is demanding it, and he went over her head to the Captain to get himself placed back on the roster. She thinks it's a mistake. Blair is not the same man he was before the aliens got to him. He needs to heal; not fight a war. But he won't listen to her. Subtext: I love Blair, and I'm afraid I'm going to lose him.

Whether or not Casey has this scene with the CAG; the Forward Door will be Open. He can return to the Ready Room for Game Maintenance and the next briefing or go through the Forward Door for this OPTIONAL SCENE...

446 INT. MIDWAY - BLAIR'S QUARTERS (OPTIONAL) 446

Casey will find Blair sitting at his desk; brooding. They talk; Blair bares his soul: All he can think about is what the aliens did to him... and how much he wants to make sure they don't do it to anyone else.

Which is why he's got to get back to work; he's got a job to do. A crusade actually. And nothing and no one will stop him from doing what needs to be done.

PAVO calls Casey to the next briefing as we CUT TO:

MISSION (I1): FIRST SKIRMISH

447 INT. MIDWAY - BRIEFING ROOM 447

Casey and other pilots listen attentively as CAG lays out situation: Recon has discovered the first part of aliens' MAIN BATTLE FLEET lying in wait for them (as well as those enemy forces that made a successful retreat from the previous battle.)

This is when Casey and his fellow pilots react, awe-struck, as a huge ALIEN DREADNOUGHT (closely attended by supporting carriers, fighters, and bombers) looms spectacularly into view on MAIN VIEWSCREEN.

What's more, sensors indicate the Wormhole Gate's last-stand fleet is gathering for a major counterattack. The Midway must knock them off balance before the enemy can mount an effective assault.

Casey's Alpha Flight will cover for a bomber group which will attack enemy ships on this side of jump point. This will be ATTACK FORCE ONE.

At the same time, an identical ATTACK FORCE TWO will take out the remnants of the fleet that retreated from the last battle.

And the Paladin Carrier pilots that came aboard the Midway recently will provide defensive support.

Loadout specs as follows...

Attack Force One
Squadron: Phoenix
Fighter: Vampires with fighter load out; alien tech modified missiles without glitches

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Attack Force Two
Squadron: Hammers
Fighter: Vampires with fighter load out; alien tech modified missiles without glitches

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Midway Defense Force
Paladin Carrier Group
Squadron: Lorain
Fighter: Wasps

Eagle Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Falcon Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

448 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 448

Standard launch.

449 INT. CASEY'S VAMPIRE - NEAR MIDWAY (SF) 449

As soon as our heroes launch, they'll be in the thick of it: mixing it up with an assortment of enemy craft. Fresh starships and all remaining enemy ships from the last battle will be involved. Suitable comm chatter between humans and aliens as needed. Win/Lose:

IF Attack Force Two gets in trouble, THEN Casey can come to their assistance.

IF Casey performs well in his fighter cover role, THEN the bombers will make a clean sweep of the fresh enemy starships and the remnants of the battle fleet.

IF Casey ejects, is killed, OR takes too long to finish off alien ships, THEN Dreadnought launches missiles. GO TO; SERIES I - LOSING END GAME #1.

450 INT. MIDWAY - REC ROOM 450

Casey, Maestro, and Stiletto could enter for a CONDITIONAL debriefing with CAG when a SCRAMBLE ALERT sounds. Casey moves through Ready Room for Game Maintenance. The Briefing Room door is OPEN. The Rec Room Door is OPEN.

IF Casey goes back into Rec Room, THEN he will find it empty, both Aft and Forward Doors CLOSED, with no opportunities for interactivity other than Flight Simulator. Ready Room Door remains OPEN.

IF Casey goes into the Briefing Room, THEN GO TO:

MISSION (I2); STOP THE MISSILES

451 EXT. MIDWAY - SCRAMBLE SEQUENCE (SF) 451

During scramble launch, Casey is briefed via VDU that the Dreadnought has launched flights of enemy bombers along with long range anti-ship missiles. Casey's primary job is to intercept the missiles. Then he must wipe out the bombers.

Loadout specs via VDU...

Squadron: Phoenix
Fighter: Wasps with alien tech modified missiles

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

452 INT. MIDWAY/CASEY'S WASP - FLIGHT DECK (SF) 452

Standard launch.

453 INT. CASEY'S WASP - NEAR MIDWAY (SF) 453

Again, almost as soon as our heroes launch, they'll head straight into battle. The alien bombers will fire their missiles, then the bombers and their fighter escorts will split into multiple groups.

They'll wait for the Midway to send most of its

defensive ships in the direction of the missiles -- at which point they will attack the Midway from both flanks and rear.

Casey must first destroy most of the incoming anti-ship missiles. He'll have a chance to get a big jump on the missiles if he wants, but it will leave the Midway vulnerable to the sneak attack that is in progress.

As the missiles draw near the Midway or are destroyed, Casey will be called (via VDU by the Captain) to help stop the bombers, which will attack from all directions but the front.
Win/Lose:

IF Casey ejects, is killed, OR takes too long to finish off the anti-ship missiles, THEN they or the bombers will destroy the Midway. GO TO; SERIES I - LOSING END GAME #2.

454 INT. MIDWAY - FLIGHT DECK (SF) 454

Standard landing; conditional debriefing with CAG via VDU.

455 INT. MIDWAY - READY ROOM 455

Forward Door CLOSED. The Briefing Room door is OPEN. The Rec Room Door is OPEN.

IF Casey goes back into Rec Room, THEN he will find it empty, both Aft and Forward Doors CLOSED, with no opportunities for interactivity other than Flight Simulator. Ready Room Door remains OPEN.

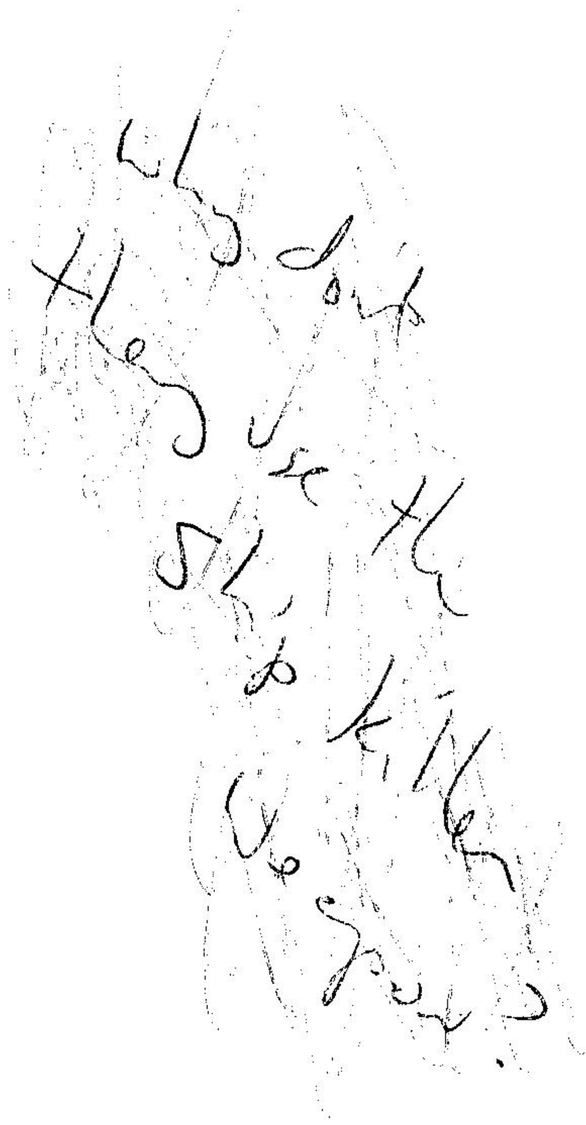
IF Casey goes into Briefing Room, THEN we CUT TO:

MISSION (I3): DESTROY KEY ENEMY STARSHIPS

456 INT. MIDWAY - BRIEFING ROOM 456

The CAG advises Casey that next mission will be a counterattack on Dreadnought's escort vessels by the Midway's interceptors and bombers. The destruction of these key enemy starships will be critical for the success of the next mission; the first attack on the Dreadnought itself.

Casey will lead a bomber group made up of Vampires and Devastators to Nav 1 to engage enemy cruiser(s). A second, identical group will attack a set of targets (at least a cruiser and carrier) at Nav 2.



Loadout specs...

Bomber Force One
Squadron: Phoenix
Fighter: Vampires with wild weasel load out

Alpha Flight Leader - Casey
Wingman - Maestro

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Stiletto
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Bomber Force Two
Squadron: Hammers
Fighter: Vampires with fighter load out

Alpha Flight Leader - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

457 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 457

Standard launch.

458 INT. CASEY'S VAMPIRE - 1ST NAV POINT (I3-1) (SF) 458

Casey's wing and escort will proceed directly to the position of the cruiser and remove it and at least one escort ship (along with a fair number of alien fighters and most of our remaining aces.) Suitable comm chatter between humans and aliens as needed.

At some point, Casey will receive a comm from the commander of Bomber Force Two: they have encountered strong resistance around enemy carrier and cruiser at Nav 2. Need help. Now. Casey will THEN move on to Nav 2 as soon as possible. Win/Lose:

IF Casey ejects or is killed, THEN GO TO; SERIES I - LOSING END GAME #3.

459 INT. CASEY'S VAMPIRE - 2ND NAV POINT (I3-2) (SF) 459

Casey's Bomber Force One will come to the assistance of Bomber Force Two and take on the carrier and the cruiser (Commander of Force Two comms a fervent thanks to Casey.)

IF Casey ejects or is killed, GO TO; SERIES I - LOSING END GAME #3.

IF Casey does not manage to destroy carrier, THEN nothing bad will happen. But IF he failed to destroy alien starships assigned to him at Nav 1, THEN Casey must fly Mission (I3B).

460 INT. MIDWAY - FLIGHT DECK (SF) 460

Standard landing. Hardware debriefs Casey via VDU.

461 INT. MIDWAY - READY ROOM 461

Cycle Casey through the Ready Room, for Game Maintenance.

IF Casey goes back into Rec Room, THEN he will find it empty, both Aft and Forward Doors CLOSED, with no opportunities for interactivity other than Flight Simulator. Ready Room Door remains OPEN.

SCRAMBLE ALARM. IF Casey goes into the Briefing Room, THEN CUT TO:

MISSION (I3b): CLEANUP

462 EXT. MIDWAY - SCRAMBLE SEQUENCE (SF) 462

During scramble launch, the CAG gives Casey briefing via VDU. Casey's Bomber Force One will finish off crippled carrier and cruiser at a new Nav 1. Bomber Force Two will attack another set of enemy starships at a "new" Nav 2 (these are the alien survivors of Casey's attack at the "old" Nav 1 in Mission I3.)

Loadout specs...

Bomber Force One
Squadron: Phoenix
Fighter: Vampires with wild weasel load out

Alpha Flight Leader - Casey
Wingman - Maestro

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Stiletto
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Bomber Force Two
Squadron: Hammers
Fighter: Vampires with fighter load out

Alpha Flight Leader - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

463 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 463

Standard launch.

464 INT. CASEY'S VAMPIRE - "NEW" NAV ONE (I3b-1) (SF) 464

Casey's group will proceed directly to the position of the damaged carrier and cruiser and remove them (along with a number of alien fighters.) Suitable comm chatter between humans and aliens as needed. Win/Lose:

IF Casey ejects or is killed, THEN GO TO; SERIES I - LOSING END GAME #3.

IF Casey does his job, THEN his group will move on to "New" Nav 2 to assist Bomber Force Two.

465 INT. CASEY'S VAMPIRE - "NEW" NAV TWO (I3b-2) (SF) 465

Casey's Bomber Force One will come to the assistance of Bomber Force Two and take on a variety of enemy starships and support vessels. Win/Lose:

IF Casey ejects or is killed, THEN GO TO; SERIES I - LOSING END GAME #3.

IF Casey does not destroy carrier, THEN consequences limited.

466 INT. MIDWAY/CASEY'S VAMPIRE - RECOVERY DECK (SF) 466

Standard landing. Captain debriefs Casey via VDU.

467 INT. MIDWAY - REC ROOM 467

Forward Door will be OPEN. The Briefing Room door is OPEN. The Rec Room Door is OPEN. Casey can go through Forward Door for CONDITIONAL SLIDING SCENE with Blair (if Casey did not have previous scene with Blair.) OR he can ENTER the Ready Room. IF Casey EXITS through Forward Door, we GO TO:

468 INT. CASEY'S QUARTERS - (OPTIONAL/CONDITIONAL) 468

Casey is alone when Blair ENTERS. The older man bares his soul. He tells Casey he wants to get back on flight duty; but the CAG denied his request. He'll have to go over her head to the Captain. All he can think about is what the aliens did to him... and how much he wants to make sure they don't do it to anyone else. He's got a job to do. A crusade actually. And no one will stop him from doing what needs to be done; not even the CAG.

Which is what he's trying to say to Casey -- be prepared, kid. This is going to be a long war. But it will end eventually, and the best chance of Casey has of still being around is to never give up until it does. You give up, you weaken, you lose heart; you die. It's that simple.

Casey is digesting this when a PAVO calls him to the next briefing. We CUT TO:

MISSION (I4): FIRST ATTACK ON DREADNOUGHT

469 INT. MIDWAY - BRIEFING ROOM 469

Casey arrives early for Briefing; the CAG the only one present. IF Casey CHOOSES to have a private moment with her, and IF he did not have previous OPTIONAL SCENE with her; THEN they will have a scene where she expresses concerns about Blair going back on full flight duty.

IF Casey CHOOSES not to have moment with CAG, other pilots ENTER and we go into the briefing...

... where the CAG reports that they now must remove the threat of the enemy Dreadnought's defenses.

This will involve the destruction of at least the huge ship's anti-fighter turrets. Greater success will involve destruction of another component like its bridge or engines.

Casey's wing will lead the attack; two Paladin Carrier flights will defend the Midway.

Loadout specs...

Squadron - Phoenix
Fighter - Vampires with wild weasel load out

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Midway Defense Force
Paladin Carrier Group
Squadron: Lorain
Fighter: Wasps

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Delta Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

470 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 470

Standard launch.

471 INT. CASEY'S VAMPIRE - 1ST NAV POINT (I3-1) (SF) 471

Casey's wing and escort will proceed directly to the position of the Dreadnought and remove all or most of its turrets. Anderson will remind us via VDU by that destroying the Dreadnought's bridge or engines is recommended. Casey will also encounter the last of the enemy aces (except for the Red Baron) and have a chance to wipe them out. Win/Lose:

IF Casey destroys all or most of the Dreadnought's turrets (plus other components) THEN Mission (I5) will be much easier.

IF Casey fails to remove the anti-fighter turrets, THEN the enemy Dreadnought will easily hose down the Marines' shuttle on its way to the Wormhole Gate in (I5). GO TO; SERIES I - LOSING END GAME #4.

IF Casey ejects or is killed; THEN GO TO; SERIES I - LOSING END GAME #3.

472 INT. MIDWAY - RECOVERY DECK 472

Casey, Maestro, and Stiletto meet with Captain and CAG for conditional debriefing. The CAG reports that Dreadnought must be made useless before they can make their run on the Wormhole Gate. Casey will lead one bomber group against her while a second group recons the Wormhole Gate.

An alert sounds. Scramble. A CUT SCENE will take Casey to the Ready Room, where he can

perform Game Maintenance. The Briefing Room door is OPEN. If Casey returns to the Rec Room, THEN he will find it empty, both Aft and Forward Doors CLOSED, with no opportunities for interactivity other than Flight Simulator. Ready Room Door remains OPEN.

IF Casey goes into the Briefing Room, THEN CUT TO:

MISSION (I5): FINAL ATTACK ON DREADNOUGHT

473 EXT. MIDWAY - SCRAMBLE SEQUENCE (SF) 473

During scramble launch, the CAG gives Casey more details via VDU. Casey's two bomber groups will attack the Dreadnought while a recon group checks out the wormhole gate. Two wings of Paladin Carrier Wasps will defend the Midway.

Loadout specs...

Bomber Force One
Squadron: Phoenix
Fighter: Vampires with fighter load out

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with fighter load out

Bravo Flight Leader - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Bomber Force Two
Squadron: Hammers
Fighter: Vampires with torpedo load out

Alpha Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Squadron: Phoenix
Fighter: Vampires with fighter load out

Bravo Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Wingman - Red Shirt

Squadron: Phoenix
Fighter: Devastators with torpedo load out

Charlie Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Paladin Carrier Group
Squadron: Lorain
Fighter: Wasps

Eagle Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Falcon Flight Leader - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt
Wingman - Red Shirt

Recon Group: TBD

474 INT. MIDWAY/CASEY'S VAMPIRE - FLIGHT DECK (SF) 474

Standard launch.

475 INT. CASEY'S VAMPIRE - 1ST NAV POINT (I5-1) (SF) 475

Both bomber groups will proceed to Nav 1 and hammer the Dreadnought and its support ships. They'll have to deal with some of the heaviest fighter cover to date. Suitable battle comm chatter between humans and aliens.

At the same time, the recon group will head to the Wormhole Gate via Recon Nav 1. When the mission is complete, all ships will return to the Midway. Win/Lose:

IF Casey's group knocks the Dreadnought out of commission, THEN it will not figure in coming battle.

IF Dreadnought is still on full status, THEN recon group will still return to Midway with vital information.

IF Casey ejects or is killed, THEN GO TO; SERIES I - LOSING END GAME #3.

476 INT. MIDWAY - FLIGHT DECK (SF) 476

Standard landing. Hardware debriefs Casey via VDU.

477 INT. MIDWAY - READY ROOM 477

A CUT SCENE will take Casey to the Ready Room, where he can perform Game Maintenance. The Briefing Room door is OPEN. The Rec Room Door is OPEN.

IF Casey goes back into Rec Room, THEN he will find it empty, both Aft and Forward Doors CLOSED, with no opportunities for interactivity other than Flight Simulator. Ready Room Door remains OPEN.

IF Casey goes into the Briefing Room, THEN CUT TO:

MISSION (I6a): GET THE GATE (1)

478 INT. MIDWAY - BRIEFING ROOM 478

The CAG and Finley begin the briefing. Then Blair enters with the Captain, who reports Colonel is back on flight duty. The CAG looks unhappy about this, but everyone else gives Blair a standing ovation. Welcome back.

The briefing continues. Finley reveals what they learned from last recon: The Wormhole Gate is generated by four heavily shielded STABILIZING TOWERS which hold the space-time rift open. By destroying these four Towers, the Wormhole can be made to collapse. And the aliens will be sealed off on their side of the galaxy.

Captain reveals plan is for the Midway to retreat to a safe distance, while two specially picked Vampires escort the Marine shuttle to the Wormhole.

Once there, the Marines will storm the COMMAND CENTER of the gate (a small space station located not far from the four, huge Towers,) take control of it, and deactivate the Towers' shields, one by one, so that those two Vampires can destroy them.

Then, hopefully, everyone will get out of there before portal collapses.

The Captain asks for volunteers. Every pilot in the room steps forward; including Blair. Casey, Maestro, Stiletto, and Spyder are picked. Be prepared to lift off at 0500.

Blair exchanges a long look with the CAG. She looks relieved; he looks disappointed.

479 INT. MIDWAY - EAGLE'S NEST (REQUIRED SCENE) 479

"Dawn." Casey goes to the Eagle's nest, looks at the many fighters arrayed on the Launch Deck. And then Blair joins Casey, tells him about the day his father, the Iceman, died in battle, and the part he had in his death. He couldn't save him, so many others, and it haunts him.

Casey assures the man he has nothing to feel guilty about. He knows Blair did his best then -- just like he, Casey, is doing his best now. Relieved and thankful, Blair almost manages a smile. Off this scene, we GO TO:

480 INT. MIDWAY - FLIGHT DECK (SF) 480

Standard launch. Anderson comms us to check our loadout specs and stay in formation.

Loadout specs via VDU...

Squadron: Phoenix
Fighter: Vampires with fighter load out

Alpha Flight Leader - Casey
Wingman - Stiletto
Wingman - Red Shirt
Wingman - Red Shirt

Two Marine Landing Craft: Dekker; Two Squads of Marines

481 INT. CASEY'S VAMPIRE - AT WORMHOLE GATE (SF) 481

Our forces approach entrance to wormhole and launch their attack, but not all goes as planned. A strong alien fighter force; including Red Baron and last of elite alien aces (CONDITIONAL to previous battles in Series I) attacks. Win/Lose:

IF Casey ejects or is killed, OR he fails, the Midway is forced to fire its plasma weapon. GO TO; SERIES I - LOSING END GAME #4.

IF Casey beats off the alien forces long enough, THEN the LC docks at the Wormhole Gate's COMMAND CENTER.

Via VDU, Dekker reports on intense firefight inside Center; also Marines' progress as they move from chamber to chamber, shutting down each tower's shields in turn.

As they do, Casey will blast each unshielded tower in turn, having to battle his way past enemy ace(s) and towers' automated, AA turrets. Win/Lose:

IF Casey ejects or is killed, OR he fails, the Midway is forced to fire its plasma weapon. GO TO; SERIES I - LOSING END GAME #4.

But then, as Casey takes out next to last tower, things go wrong. PUSH IN ON VDU, Dekker reporting from Wormhole Gate's Command Center, then CUT TO:

482 INT. WORMHOLE GATE - COMMAND CENTER - CORRIDOR 482

The aliens within counterattack before Marines can get to the last chamber and shut down the last tower's shields.

All aliens are killed; but so are all Marines.

Including Dekker.

Which means Casey is unable to take out the last tower -- leaving the Wormhole open and functioning.

MISSION (I6b): GET THE GATE (2)

483 INT. CASEY'S VAMPIRE - AT WORMHOLE GATE (SF) 483 (CONTINUOUS)

Casey is ordered to withdraw to nearby Refueler. And while refueling and rearming, he listens via VDU as we PUSH IN and CUT TO:

No mo INT

484 INT. MIDWAY - BRIEFING ROOM 484

Blair, CAG, Maestro, and other pilots react to grim situation... a situation that only grows grimmer when Finley reports scanners indicate a massive alien armada is now entering far end of Wormhole tunnel, headed from the aliens' universe into ours.

There is little time. The Gate must be closed.

Only hope is for someone to land and take over where Dekker and the Marines left off. (It can't be Casey and Stiletto; they are needed to stay in position to destroy the last tower.) To everyone's surprise, Blair insists he's going to be that "someone."

Justification for this is that Blair, having been an alien prisoner, knows more about how to get around inside one of their facilities than anyone else. (Dekker and his boys just having bought the big one.) Besides, this is an important opportunity for Blair to payback the aliens for their "hospitality" when he was their "prisoner."

The CAG is torn. But then relents. Blair can go.

That's when Maestro and Maniac insist on going with him. Blair's gonna need a couple of wingmen to make sure he can land without getting blasted by one of those pesky aliens.

Still in CUT SCENE, we see Maestro radio Casey from the Briefing Room: "We're coming to bail you out, buddy."

485 INT. CASEY'S VAMPIRE - AT WORMHOLE GATE (SF) 485

BEGIN CLOSE on CASEY'S VDU, then PULL BACK to normal spaceflight cockpit.

Via VDU Stiletto breaks into Maestro's transmission to report enemy fighters attacking. Casey and Stiletto then battle this latest wave of aces or whatevers. (IF Casey is inside the Refueler's bay, THEN he must launch from same before he returns to the battle.) Win/Lose:

IF Casey ejects or is killed, OR he fails, THEN the Midway is forced to fire its plasma weapon. GO TO; SERIES I - LOSING END GAME #4.

IF Casey emerges victorious, THEN Blair contacts him via VDU from his ship: Good work. We have arrived on scene and I will now go down to alien Command Center and drop shields on Tower Four. Maestro and Maniac will lend a hand in keeping the remaining alien fighters off your back.

Which is good, because the surviving alien aces, including the Red Baron, reappear to greatly interfere with our heroes' efforts. Via VDU, we see Maestro's ship get blasted out from under him. Is Maestro dead? We don't know...

After Casey destroys last, most difficult ace (Red Baron, with whom we have been trading insults,) Blair contacts Casey via VDU. PUSH IN on the VDU and CUT TO:

486 INT. WORMHOLE GATE - COMMAND CENTER 486

Blair tells Casey he has dropped the shields on the last tower and orders him to destroy it. And not to worry. I'll have plenty of time to get out of here before the Wormhole collapses. CUT BACK TO:

487 INT. CASEY'S VAMPIRE - AT WORMHOLE GATE (SF) 487

BEGIN CLOSE on VDU, then PULL BACK to spaceflight cockpit. Casey attacks the last tower. Win/Lose:

IF Casey ejects or is killed, OR he fails, the Midway is forced to fire its plasma weapon. GO TO; SERIES I - LOSING END GAME #4.

IF tower is destroyed, then Blair again contacts Casey via VDU. PUSH IN on VDU and CUT TO:

488 INT. WORMHOLE GATE - COMMAND CENTER 488

Blair tells Casey good job. Now afterburn outta here before you get caught in the big bang. I'm leaving right now --

-- and that's when Blair is confronted by the Alien Warlord, the same who previously "interrogated" him on the starbase. A screaming Blair charges the Warlord, shooting at him pointblank as the room starts to come down around them.

489 EXT. SPACE - THE WORMHOLE (CGI) 489

As per Blair's orders, Casey afterburns out of the swirling wormhole -- just as it spectacularly implodes, destroying the remaining alien forces positioned outside it in an ever-expanding cloud of starship debris. Among these remaining alien forces is the Dreadnought -- the destruction of which will be shown in a glorious FIREBALL EXPLOSION.

490 INT. MIDWAY - RECOVERY DECK 490

Casey returns to a hero's welcome aboard the Midway; Hardware, the Captain, Stiletto, Maniac, all of our principal characters are here to greet him -- including Maestro! Turns out an incredibly brave SAR picked him up.

But there's no trace of Blair; he's presumed dead.

491 INT. MIDWAY - OBSERVATION DECK 491

Bittersweet but upbeat ending as the Captain eulogizes Blair to assembled pilots and crew.

After service, Casey remains alone in the big room; looking out through the ports at the black vastness of space. He is joined by Stiletto, Finley, and Maestro. A new team has been forged, a new adventure begun. And we FADE OUT.

THE END

SERIES I - LOSING END GAMES

Series I - Losing End Game #1:

492 EXT. MIDWAY - (CGI) 492

The carrier is hit dead center by the anti-ship missiles and splits in two; both halves tumbling through space.

Series I - Losing End Game #2:

493 EXT. MIDWAY - (CGI) 493

The carrier is pounded by the bombers; starts to come apart. Then she is hit dead center by a pair of anti-ship missiles and splits in two; both halves tumbling through space.

Series I - Losing End Game #3:

494 INT. MIDWAY - CORRIDOR 494

The Captain, the CAG, and Blair are hurrying down the corridor as ALARM KLAXONS howl and crewmen scurry about them. Anderson rushes up to them; talks as they continue to push down the corridor. He gives them a casualty report; Casey's name finishing the list.

The three officers barely have time to react before ALARM KLAXONS howl. The Captain and his staff hurry toward a lift and the bridge. No time to mourn Casey; they've got a job to do.

Series I - Losing End Game #4:

495 EXT. SPACE - AT WORMHOLE - CGI 495

The alien fleet starts pouring through the Wormhole.

496 INT. MIDWAY - EAGLE'S NEST 496

A MATCHING SHOT of the huge, alien fleet on a viewscreen. PULL BACK to INCLUDE Hardware and Finley, who exchange hard looks. Finley: we have to fire up the Plasma Weapon again. Hardware: The Midway can't take it; she'll come apart. Finley: What choice do we have? This is our only chance.

She then taps a console. We MONTAGE a dramatic, warming up sequence of the jerry-rigged plasma weapon (Ala the first time we saw it operate in the Prologue.) And then it FIRES!

497 EXT. MIDWAY - CGI 497

A deflector shield flares to life on the nose of the Midway. Its glow reaches an incandescent level -- and then EXPLODES.

498 INT. THE MIDWAY - VARIOUS LOCATIONS - MONTAGE 498

We see Moran in the Rec Room, the CAG and the Captain in a corridor, Anderson in his quarters, Hardware and Finley in the Eagle's Nest... all of them allowed a split second of reaction before a FLAMING FIREBALL obscures their faces.

499 EXT. MIDWAY - CGI 499

The big ship evaporates in a cloud of flaming debris.

500 EXT. SPACE/INT. CASEY'S VAMPIRE (CUT SCENE) 500

The blast wave spreads out from the wrecked Midway; endangering Casey. His ship is battered and tossed -- and then a FLAMING EXPLOSION FILLS FRAME. DISSOLVE TO:

501 EXT. A 27TH CENTURY SAN FRANCISCO 501

As the enemy fleet looms in the sky, a Ship Killer fires at the Golden Gate; destroying it colorfully as we FADE OUT!

<u>End Series I - Losing End Games</u>