SERIES OVERVIEW in WING COMMANDER ARMAGEDDON

This file is 'Owned' by: Billy Cain

Mission Series Overview

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Prologue

Near the wreckage, dust, and debris of Kilrah (the former Kilrathi homeworld), a violent rift opens and a huge armada of other-worldly ships start pouring through. With devastating firepower the aggressive fleet shreds a nearby research base is in a matter of moments.

In Terran space, Admiral Blair finishes his address to the Academy's latest graduates. In the Front row stands the player (new protagonist) surrounded by his friends, classmates, and future wingmen. All look proud and eager for action.

Act I

While doing routine training exercises, the player's carrier uncovers an alien invasion in progress, and becomes Terran's last line of defense until they can get word back to *Confed Starbase*[1].

Series A - Training and Orientation

The Series is designed to show off new technology without overwhelming new players with intensive, hard-core missions from the start. The new protagonist (a rookie by design) will fly a few training missions that culminate with the appearance of an alien drone. The Training Scenario fiction involves the eradication of a small faction of Renegade Kilrathi that have occupied a remote Mining/Resource Facility in an effort to obtain supplies for their cause. Such abandoned facilities exist due to the Kilrathi's demise, and this is a great way for Confed to clean these areas up. This series could also give the player the false idea that this might just be another story about the Confed/Kilrathi conflict. The automated Kilrathi ships will look aged and somewhat beaten up since the Kilrathi have not been producing military hardware for quite some time.

Series B - Enemy Recon

Just before the player gets to land, he receives a comm from the *Midway*[2] that an unidentified craft has entered orbit around the wreckage of the base. A few interceptors blaze out of the area to check out the new arrival. As soon as they get close enough to make contact, the small craft erupts with a force roughly equivalent to Corvette blowing up, a scream is heard, and the UFO and the interceptor are no more.

Amid much speculation and worry about the source of the UFO, *Midway* receives a distress comm from a large faction of Kilrathi warships claiming to be under fire from an unknown force. Due to the increasing amount of Kilrathi Renegade actions taking place so far out here, it is highly likely that this is a ploy to lead Confed into an ambush. No matter what the case, the CO exclaims that this is NOT a training exercise.

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[1]The nearest Confed Starbase on the Terran border, one jump from Kilrathi space.
[2] A new line of Confederation Super-carriers housing multiple squadrons. *Midway* is the player's home.

This is to be considered a Red Alert situation and will be the first time the rookie pilots will get to test their mettle.

As the *Midway* enters the system, fighters are launched to recon the situation, and the sight they behold is unbelievable - numerous Kilrathi warships drift about the area - most of them still ablaze from recent battle. No radio communications can be established with the warships, so the decision is made to have the player escort a commando team to the wreckage the nearby Cap Ship. Through a live video link to the player's VDU, the player sees the absolute carnage that has taken place aboard the vessel. Cats are twisted and torn to pieces all over the place. The Marines are visibly disturbed by the horror portrayed before them.

Just as the boarding party is ready to be evacuated, some never before seen alien fighters quickly move in and proceed to kick some Confed butt. The player and his crew suffer some significant losses, but manage to fend them off. The shuttle is extracted and the player escorts the terrified Marines back to the *Midway*.

Once again, enemy fighters pour into the area(in more force this time), and the player scrambles again to protect the *Midway*. These ships are much more powerful however, and the player is recalled to the *Midway* - "We're getting the hell outta here boys!"

Series C - Battle

The players carrier group retreats to a neighboring star system to regroup and figure out how to send a distress comm to *Confed Starbase*. Soon after jumping into this system and discovering their communications link to the *Confed Starbase* has been cut, they find the alien cruiser group that destroyed the Kilrathi fleet lying in wait. The first mission is a scramble to defend *Midway* and it's escort against 3-4 wings of light fighters. Each wing attacks a separate object on *Midway*, one the engines, the other the radar dish, another the shield generator, etc. The next mission will depend upon the success of the player and his wingmen in the first mission and how much damage the carrier has taken. If the engines are taken out the player will then have to defend the carrier group against waves of fighter bombers. If only the radar is taken out the player will go on a search and destroy mission, probably only encountering enemy fighter scouts. If the player is totally successful and nothing is destroyed the next mission will be escorting the carrier group towards the enemy cruiser group, again defending the carrier against stiff resistance. The third and final mission will be the big clash between the two cap-ship groups, either with the enemy being the aggressor if the player has screwed the pooch, or the players carrier group taking it to the aliens after gaining the upper hand.

Series D - Relay Station

Victorious, the player's carrier jumps to the neighboring system to investigate why the Communications Relay Station is not responding. The player's first mission is to check the condition of the station and to destroy the light enemy presence around the station, clearing the way for a marine/engineer landing. During the landing the player gets a distress call from *Midway* saying they're under heavy attack and must retreat. The player will be told to protect the station until they return. On cue he is attacked by more light fighters. After dispatching the last enemy he gets a radio call from the marine engineers in the station telling him they have found out why the station is off-line and he had better come take a look for himself. After landing he sees the visceral remains of the crew that had been manning the comm station. After getting the station on-line the engineers inform the player that they have bandits inbound. The player will now have to defend the station from attack without refueling, rearming, and with at least one less wingman. After landing the player is again told of more enemy inbound. This time heavy fighters escorting bombers. The situation should seem hopeless at this point to all on the station. The player grits his teeth and hops in his fighter fully expecting to die. As he encounters the first wave of fighters the gets a familiar comm from *Midway* as the cavalry comes riding to the rescue. He must now only hold off the attack for a minute or two while heavy fighters from the carrier launch and engage the enemy. The attack is thwarted and the player is once again reunited with his carrier.

Act II

Since the relay station was restored, Confed now knows about the Alien Invasion and has dispatched a hastily assembled armada to reinforce the *Midway*'s overwhelmed forces. Additionally, *Midway* received a distress comm from a neighboring system. A Kilrathi Starbase has been captured and a Kilrathi reservation planet is under heavy attack. If the invaders take the Kilrathi reservation planet, they will have the perfect foothold to stage the last assault against the Terrans, one jump away. *Midway* knows that it must do as much damage to the invaders as possible, and it must also survive long enough to link up with the Confed Cavalry when they arrive.

This stage marks the turning point of the war. The player and his carrier must help a Kilrathi Reservation Planet avoid destruction, then engage in guerrilla warfare to try to survive while waiting for backup. Once the backup arrives, together they must retake the Kilrathi Starbase. In doing so, Confed hopes to capture alien technology and vital information that will help win the war.

Series E - Strike

The *Midway* arrives in the system[3]. Nearby a Kilrathi civilian reservation is being terrorized by the alien menace. As few ragged Kilrathi squadrons are holding off the imminent destruction of their home.

The player's squadron has been chosen to make the first patrol of the infected system. As the player explores the nearby asteroid belt, he discovers a war-era Kilrathi military buoy converted by the aliens to use as a Communications (ELINT) transmitter. If the player successfully locates the transmitter, *Midway's* technicians will be able to decode the enemy transmissions giving valuable information about the alien forces' locations (and will be able to translate messages with future intelligence). Additionally, the player will have the help of AWAQ transmissions throughout the rest of the series.

Early intelligence reports indicate the alien force occupies the nearby Kilrathi Starbase. Somewhere between the Starbase and the planet, an huge invasion force is mounting. The player's squadron is tasked to catch the fleet by surprise and destroy as many ships as possible. A secondary offensive will launch to take out a nearby supply convoy and distract alien fighter cover. The player will coordinate his attack on the invasion force with a nearby Kilrathi squadron. This will be a huge blow to the unsuspecting alien army.

After destroying the invasion force, *Midway* is able to establish contact with the few planetside survivors. Here, the player learns about the extent of the attack on the Kilrathi populous. The Kilrathi have been virtually destroyed.

Series F - Retaliation

By destroying the invasion fleet and supply convoy, *Midway* has drawn away part of the alien fleet. This buys the Kilrathi time to defend themselves until Confed reinforcements arrive. The aliens, enraged, set about hunting down and destroying the *Midway*, which must now simply stay alive until the reinforcements arrive, employing guerrilla warfare tactics. The *Midway* does have an advantage in that they have begun to understand some of the information provided by the captured ELINT platform, from the previous series.

Immediately after landing from the previous patrol a distress signal is received from a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters. The *Midway* launches a wing to cover the Kilrathi fighters and destroy all enemy in the area.

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[3] This system includes an asteroid field, A Kilrathi Starbase that has been taken over by the alien army, and a Kilrathi reservation planet, the jump point you just came through leading to the Comm relay station, and a jump point leading to Confed Space/Confed Base, and a jump point leading deeper into Kilrathi Territory.

More information is acquired (from the ELINT or some other source) that a human is being held at a secret alien outpost, where he is apparently the subject of research. Confed launches a commando raid to rescue him. The raid could possibly be shown as a midgame, with the player's mission being to cover the retreating marines after the rescue, and then destroy the outpost.

The aliens are really pissed now, and they have cornered the *Midway* near an asteroid field, so they pull a significant portion of their attack force from the Kilrathi planet to attack the *Midway*. This is a no-win situation, so the player must defend it for several minutes until help arrives. After several minutes, the Confed reinforcements arrive and blow the hell out of the alien fleet, setting up the taking of the Kilrathi Starbase in the next series. The effect of the Confed reinforcements showing up just as you think the *Midway* is done, could be very good if done right. NOTE: If the *Midway* suffers 50% damage before the Confed reinforcements arrive, and the player successfully defended the Kilrathi pilots, then the Kilrathi wing comes to the aid of the *Midway*.

Series G - Success

The player's squadron will attempt to lead the main wing of the alien's force into an ambush; thus, presenting the opportunity to slow down the invasion force until Confed backup arrives. Recapturing the Starbase will result in a major strategic victory for Confed: a buffer between Confed space and the alien invasion, and perhaps the chance to capture alien technology. This series should be considered the turning point of the war, and the Terrans will place themselves in solid **offensive** position if the outcome is successful.

Once the group is brought to its knees, the *Midway* comes about and leads the large Terran force directly toward the Starbase where the aliens have been staging their attack on the Kilrathi Homeworld. A massive fight ensues, and the Terrans manage to win the day with the element of surprise and a weakened Alien Task Force on their side.

Most of the remaining aliens flee the area, and the Terrans mop up the area. At last the Starbase is taken, and just as the first Marines start to board the station, an Alien Cap Ship(apparently dry docked for repairs to its shield system at the time of the assault) decides to make a break for it. The player leads a daring assault on the fleeing vessel and manages to take out her engines, leaving her a sitting duck in the water. The Marines board the ship and capture her along with two live aliens.

The player receives a promotion for his heroism.

After recapturing the Kilrathi Starbase, *Midway* is able to establish contact with the few planetside survivors. Through the reports from surviving Kilrathi and captured alien intelligence (downloaded from the alien's ship computer), Confed gathers valuable information about the enemy and the nature of it's attack. Specifically, the alien armada entered this sector through a wormhole gate near the rubble of Kilrah (the former Kilrathi homeworld). The blueprints to the wormhole were found on the alien ship which implies the wormhole gate was manufactured and can therefore be destroyed. If Confed can figure out a way to get to the wormhole gate and destroy it, they can win the war. It's a crazy plan, but it just might work...

Act III

Confederation makes a desperate attempt to win the war. They must adjust their weapons tech and hardware to blast through the enemies defenses and destroy the wormhole, or lose the war.

Series H - Preparations

The aliens have 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. The Confed reinforcement fleets

will move out to clear a path to the jump point leading to the *Wormhole gate.* Over the course of several missions, the *Midway* must make it through the jump point to Kilrah to close the *Wormhole gate.* Confed uses its newly gained weapons and technology (from the captured alien vessel) to destroy the increasing number of aliens they encounter.

The first few missions will not be extremely difficult and will serve as way for the player to test the recently acquired advantage gained from the end of Act Two. It is possible that one new advantage is presented and tested in each mission before the jump point battle. This could be as many as three or more missions where the gained advantages come in the form of new shields, missiles or guns. It could also be in the form of a fighter that has not been flown yet, but the addition of different and impressive looking new weapons usually has the most impact.

The last mission will give Confed the opportunity to test alien anti-ship technology. This will involve creating a makeshift offensive weapon which can be attached to the *Midway* to give it a fighting chance on its run to the *Wormhole gate.* The *Midway* would only use this weapon to fend of enemy starships that get too close. It will not seek to attack the enemy unless it would seem wise strategically.

As the *Midway* gets to the jump point it is met with the strongest force of the series which includes one or more enemy aces. The combat prowess of all named aces should be built up in some manner through conversations with other characters between and possibly during space flight. Taking out one of the aces could bring a medal and praise from other characters. These aces should be in jump capable heavy fighters or fast bombers. When the last battle before the jump starts to swing in Confed's favor, aces and a number of enemy star ships may make a retreat through the jump point and help strengthen the force that waits on the other side.

Series I - Climax

The *Midway* makes it through the jump point to find the first part of the aliens main battle fleet laying in wait as well as any forces that made a successful retreat from the previous battle. The *Wormhole gate* is visible in the far distance (a few missions away). The main battle fleet will contain new, previously unseen enemy ships that should provide the biggest challenge for the player in Wing 5.

After destroying the enemy starship group, that jumped ahead from the previous system. The player will have to fend off an assault from the *Wormhole gate*'s last stand fleet which includes a dreadnought and supporting starships. The dreadnought will launch its long range anti-ship missiles which will be closely followed by a supporting carriers fighters and bombers. The bombers and their fighter escort will split into multiple groups and wait for *Midway* to send most of its defense in the direction of the missiles at which point they will attack the *Midway* from the flanks and possibly the rear. The player and defense wing must first destroy most of the anti ship missiles and bombers.

The next mission will involve a counter-attack on the dreadnought supporting ships from *Midways* interceptors and bombers. Destruction of key enemy starships will be critical for success in the next mission.

Before closing the *Wormhole gate,* the player must remove the threat of the enemy dreadnoughts defenses. This will involve the destruction of at least its anti-fighter turrets. Greater success will involve the destruction of another component like the bridge or the engines. Failure to remove the anti-fighter turrets will result in a failure in the last mission because the enemy dreadnought will easily hose down the shuttle on its way to the *Wormhole gate.*

In the final battle of the game, the player must destroy the *Wormhole gate.* The *Wormhole gate* itself is made up of heavily shielded stabilizing towers which hold the space-time rift open. By destroying the towers the wormhole can be made to collapse. The plan is for a squadron of Vampires (the player, Blair, Pilot X, and several other pilots) to escort a Marine shuttle to the *Wormhole gate.* The Marines will enter

the command center of the *gate*, deactivating the shields so that the Player's squadron can destroy the towers. *Midway* will retreat to a safe distance.

During the mission not everything goes as planned. Once the Marines board the *gate's* command center, they face stiffer resistance than expected. While all the aliens within are killed, only one Marine survives, badly injured, and the shields are not dropped. Blair and Pilot X land at the station to complete the job.

Within the control center Blair and Pilot X see that massive alien armada is transiting the wormhole. There is little time. The *gate* must be closed before they arrive. They quickly drop the shields, leaving it up to the player sets to destroy the stabilizer towers.

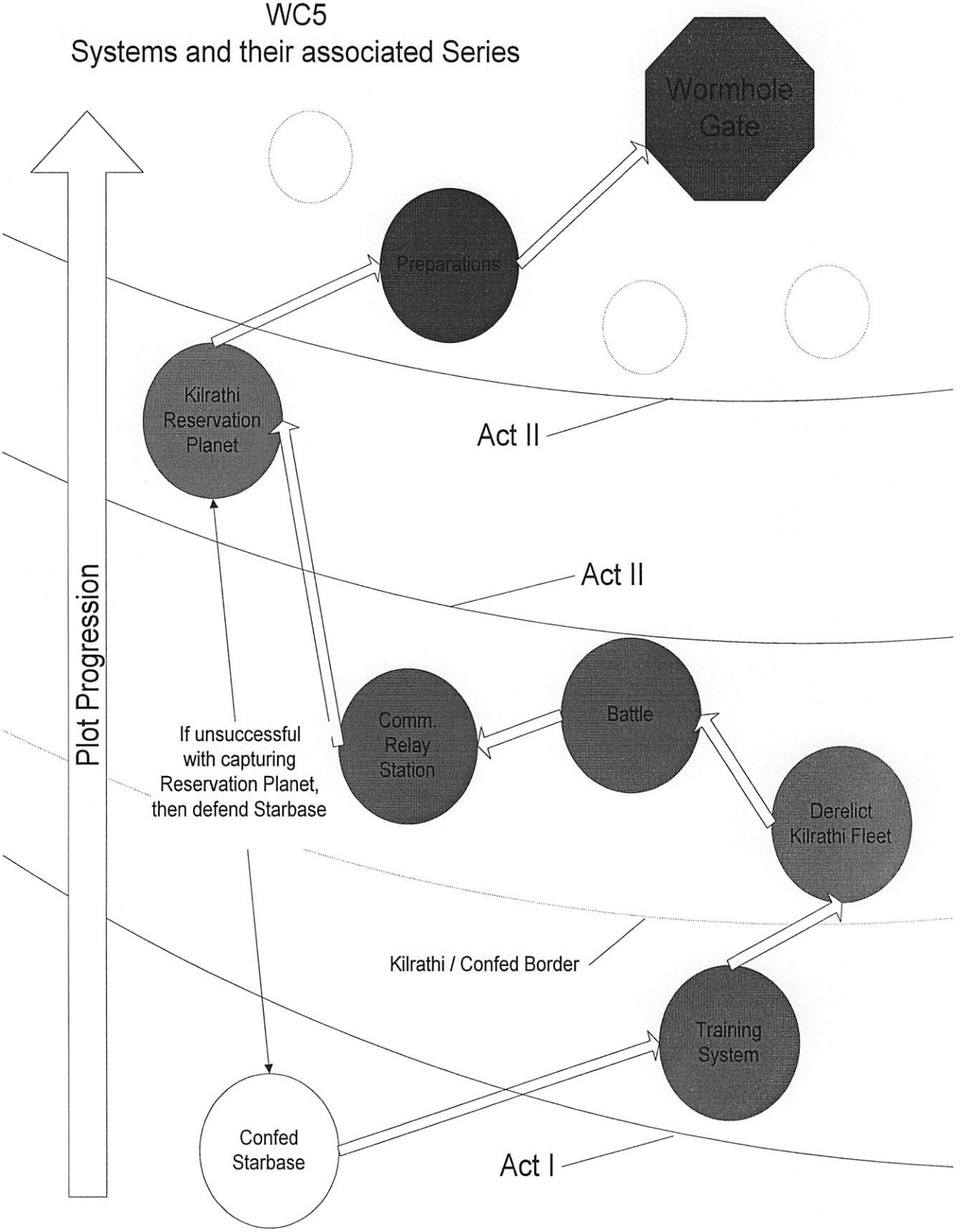
The player's task is made difficult by the appearance of a squadron of alien aces, who interfere greatly in the player's efforts.

Within the control center, Blair and Pilot X are on the verge of boarding their fighters when there is a flash of light and a peculiar sound (perhaps they have been delayed by a gunfight with a surviving alien, and Blair is injured?). They find themselves confronted by an alien Warlord, the same which previously abducted Pilot X. It lunges for them, but the end of the encounter is not seen ...

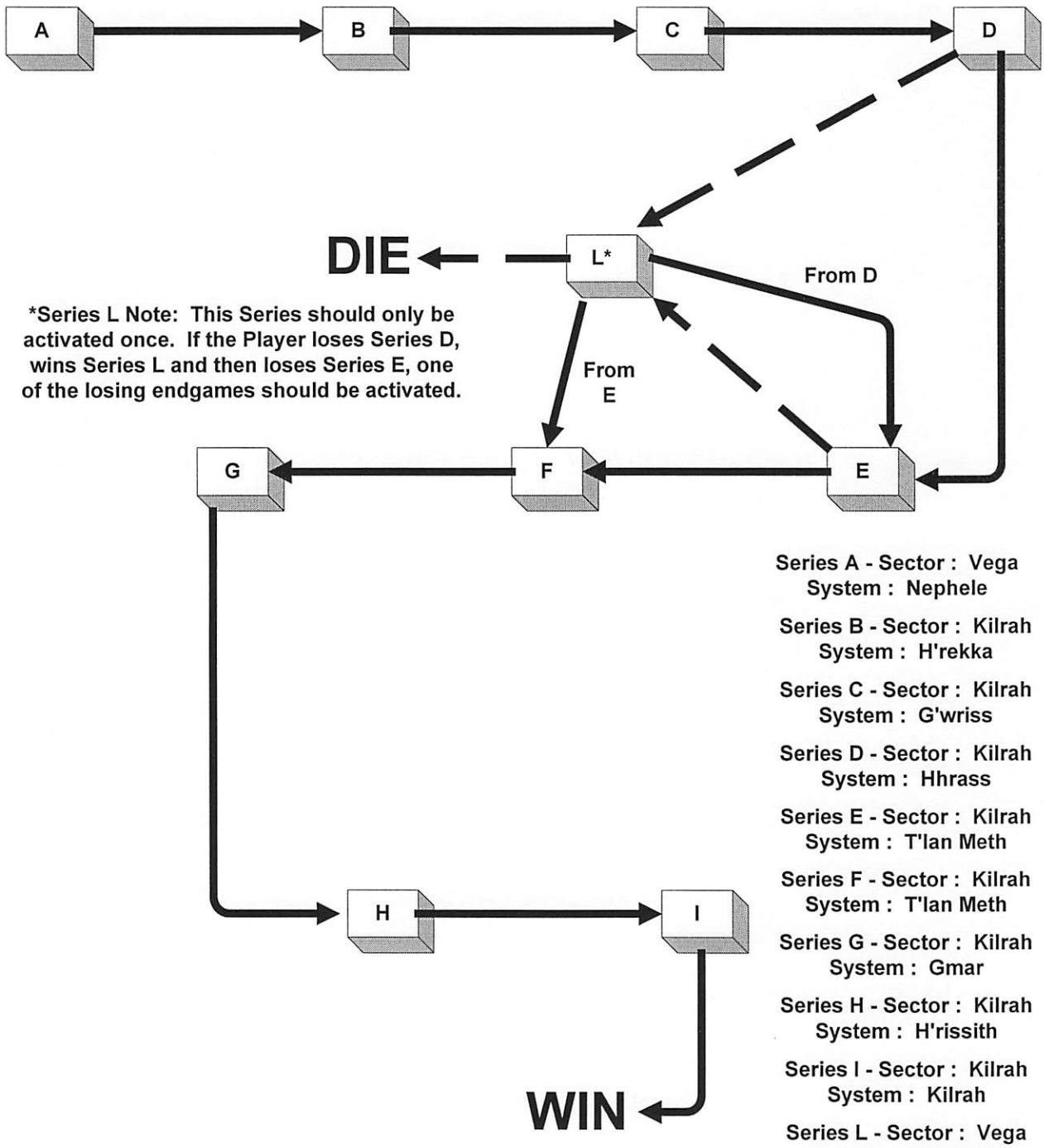
As the player destroys the last tower, he will have to afterburn out of the tunnel to avoid being caught in the explosion and if successful, we run a movie showing the *Wormhole tunnel* imploding and exploding, spewing star ship debris and destroying the remaining alien forces that were positioned outside the *Wormhole gate*. The destruction of the dreadnought will be shown in a glorious fireball explosion.

The player return to a hero's welcome aboard the *Midway*. The player learns that no trace of Blair or Pilot X can be found. They are presumed dead.

THE END


WC5
Systems and their associated Series
Wormhole Gate
Preparations
Kilrathi Reservation Planet
Act II
Act II
Plot Progression
If unsuccessful with capturing Reservation Planet, then defend Starbase
Comm. Relay Station
Battle
Derelict Kilrathi Fleet
Kilrathi / Confed Border
Training System
Confed Starbase
Act I

WING COMMANDER V
SERIES FLOW-CHART



*Series L Note: This Series should only be activated once. If the Player loses Series D, wins Series L and then loses Series E, one of the losing endgames should be activated.

Series A - Sector : Vega
System : Nephele

Series B - Sector : Kilrah
System : H'rekka

Series C - Sector : Kilrah
System : G'wriss

Series D - Sector : Kilrah
System : Hhrass

Series E - Sector : Kilrah
System : T'lan Meth

Series F - Sector : Kilrah
System : T'lan Meth

Series G - Sector : Kilrah
System : Gmar

Series H - Sector : Kilrah
System : H'rissith

Series I - Sector : Kilrah
System : Kilrah

Series L - Sector : Vega
System : Hellespont

Cain, Billy

To: potter ben;guent
Cc: sommers
Subject: MCP

Please let me know if you see anything out of the ordinary, or if there are extra ways to get to Series L that I've missed. Please be **specific.**

If there are missions that are cut, let me know.

If there are variables we should be tracking globally (that I've missed), let me know.

I am aware that there is a LOT of cleanup this code could have, but I wrote it this way to be simple to understand.

Series L is at the bottom. All I need to do is link it in whenever it's possible to activate it.

Thanks!
bjc

```
void Function001 ()
{

//*****************************
//SERIES L is in Function002
//*****************************

//*****************************
//SERIES A has been cut
//*****************************

//*****************************
//SERIES B
//*****************************

      MCP_RunMission(MISSION_B1)

      MCP_RunMission(MISSION_B2)

//run b3a if b2 = won
//run b3b otherwise

      if ( g_B2_WON )
      {
            MCP_RunMission(MISSION_B3A)
      }

      else
      {
            MCP_RunMission(MISSION_B3B)
      }

//run b4a if won b3a or b3b
//run b4b otherwise

      if ( g_B3a_WON || g_B3b_WON )
      {
            MCP_RunMission(MISSION_B4A)
      }
```

~~g_B2_WON~~

g_B1_WON

```
        MCP_RunMission(MISSION_B4B)

    //run c1 if won B3a or B3b
    //end of game otherwise

    //*****************************
    //SERIES C
    //*****************************

        MCP_RunMission(MISSION_C1)

    //run c2a if completely successful
    //run c2b if bridge damaged
    //run c2c if engines damaged
    //end of game if engines and bridge damaged

        if ( g_C1_WONCOMPLETE )
        {
            MCP_RunMission(MISSION_C2A)
        }

        if ( g_C1_BRIDGE_DAMAGED )
        {
            MCP_RunMission(MISSION_C2B)
        }

        if ( g_C1_ENGINES_DAMAGED )
        {
            MCP_RunMission(MISSION_C2C)
        }

    //run c3a if won c2ab or c
    //run c3b if lost c3ab or c

        if ( g_C2_WON )
        {
            MCP_RunMission(MISSION_C3A)
        }

        else
        {
            MCP_RunMission(MISSION_C3B)
        }

    //*****************************
    //SERIES DL (losing path for D series)
    //*****************************

    //run dl1 if you lost c3a or b
    //goto d1 if you won c3a or b

        if ( g_C3_WON )
        {
            goto SERIESDSTART;
        }

        MCP_RunMission(MISSION_DL1)

    //run dl2 regardless
    //
    //dl2 should get tougher for the player if he lost dl1
    //but will not launch a different mission

        MCP_RunMission(MISSION_DL2)
```

(If you lose either of these) this will also effect end of D series

```
//*****************************
//SERIES D
//*****************************

SERIESDSTART:

//run d1 regardless

      MCP_RunMission(MISSION_D1)

//run d2 regardless

      MCP_RunMission(MISSION_D2)

//run d3 regardless

      MCP_RunMission(MISSION_D3)

//at this point, the player MAY get sidetracked to
//the L series (losing) and will have to return here
//at the completion of his jaunt
//
//otherwise the player begins the E series

      if ( g_D3_WON == 0 )
      {
            //this function will run the L series
            //and it will know if the player's been here before.
            Function002()
      }

//*****************************
//SERIES E
//*****************************

      MCP_RunMission(MISSION_E1)

//if player wins E1 goto E2
//if player loses E1, goto E3b

      if ( g_E1_WON )
      {
            MCP_RunMission(MISSION_E2)
      }

      else
      {
            goto E3B
      }

//if the player wins E2, goto E3a
//if the player loses E2, goto E3a

      {
            MCP_RunMission(MISSION_E3A)
      }

//if the player wins E3a, goto E4a
//otherwise, play E3b

      if ( g_E3a_WON )
      {
            goto E4A;
      }

E3B:
```

```
      MCP_RunMission(MISSION_E3B)

//if the player wins E3b, goto E4b
//otherwise he'll be dead

      if ( g_E3b_WON )
      {
            goto E4B;
      }

//    else
//    {
//          losing endgame
//    }


E4A:
      MCP_RunMission(MISSION_E4A)

//if the player wins E4a, goto Series F
//otherwise he'll be dead

      if ( g_E4a_WON )
      {
            goto SERIES_F;
      }

//    else
//    {
//          losing endgame
//    }


E4B:
      MCP_RunMission(MISSION_E4B)

//if the player wins E4b, goto Series F
//otherwise he'll be dead

//this could be written better, I know. bjc

      if ( g_E4b_WON )
      {
            goto SERIES_F;
      }

//    else
//    {
//          losing endgame
//    }

//*****************************
//SERIES F
//*****************************

SERIES_F:
      MCP_RunMission(MISSION_F1)

      MCP_RunMission(MISSION_F2)

//if the player wins F2, goto F3
//otherwise goto F4b

      if ( g_F2_WON )
      {
            goto F4B;
```

```
	}

	MCP_RunMission(MISSION_F3)

//if the player wins F3, goto F4(a)
//otherwise goto F4b

	if ( g_F3_WON )
	{
		goto F4;
	}

	else
	{
		goto F4B;
	}

F4:
	MCP_RunMission(MISSION_F4)

//if the player wins F4(a), goto F5
//otherwise goto F4b

	if ( g_F4_WON )
	{
		goto F5;
	}


F4B:
	MCP_RunMission(MISSION_F4B)

//if the player wins F4b, goto F5
//otherwise, goto F6b

	if ( g_F4b_WON )
	{
		goto F5;
	}

	else
	{
		goto F6b;
	}

F5:
	MCP_RunMission(MISSION_F5)

//if the player wins F5, goto F6(a)
//otherwise, goto F6b

	if ( g_F5_WON )
	{
		goto F6;
	}

	else
	{
		goto F6B;
	}


F6:
	MCP_RunMission(MISSION_F6)

//if the player wins F6, then goto Series G
```

```
	if ( g_F6_WON )
	{
		goto SERIES_G;
	}

//this mission has been cut! bjc
//
//F6B:
//
//		MCP_RunMission(MISSION_F6B)

//*****************************
//SERIES G
//*****************************

SERIES_G:

//run this mission regardless

	MCP_RunMission(MISSION_G1)

//run this mission regardless

	MCP_RunMission(MISSION_G2)

//run this mission regardless

	MCP_RunMission(MISSION_G3)

//run this mission regardless

	MCP_RunMission(MISSION_G4)

//at this point, the player MAY get sidetracked to
//the L series (losing) and will have to return here
//at the completion of his jaunt
//
//otherwise the player begins the H series

	if ( g_G4_WON == 0 )
	{
	//this function will run the L series
	//and it will know if the player's been here before.

		Function002()
	}

//*****************************
//SERIES H
//*****************************

	MCP_RunMission(MISSION_H1Y)

//if the player wins OR loses, he plays H2y

	goto H2Y;

	MCP_RunMission(MISSION_H1Z)

//if the player wins OR loses, he plays H2z

	goto H2Z;

H2Y:
//play H2y and then goto H3, regardless
```

```
      MCP_RunMission(MISSION_H2Y)
      goto H3;

H2Z:
//play H2z and then goto H3, regardless

      MCP_RunMission(MISSION_H2Z)

H3:
//play H3 regardless

      MCP_RunMission(MISSION_H3)

//if player wins H3, goto H4
//otherwise goto H5

      if ( g_H3_WON )
      {
            MCP_RunMission(MISSION_H4)

            //play regardless

            MCP_RunMission(MISSION_H5)
      }

      else
      {
            MCP_RunMission(MISSION_H5)
      }

      if ( g_H5_WON )
      {
            MCP_RunMission(MISSION_H6)
      }

//    else
//    {
//          losing endgame
//    }

//*****************************
//SERIES I
//*****************************

//run I1 regardless

      MCP_RunMission(MISSION_I1)

//run I2 regardless

      MCP_RunMission(MISSION_I2)

//run I3 regardless

      MCP_RunMission(MISSION_I3)

//if player wins I3, then play I4
//otherwise play I3b

      if ( g_I3_WON  )
      {
            goto I4;
      }

      else
```

```
	{
		MCP_RunMission(MISSION_I3B)
	}

	if ( g_I3b_WON )
	{
		goto I4;
	}

//	else
//	{
//		losing endgame
//	}

I4:
	MCP_RunMission(MISSION_I4)

	if ( g_I4_WON )
	{
		goto I5;
	}

//	else
//	{
//		losing endgame
//	}

I5:
	MCP_RunMission(MISSION_I5)

//play I6 regardless

	MCP_RunMission(MISSION_I6)


//	if ( g_I6_WON )
//	{
//		winning endgame
//	}
//
//	else
//	{
//		losing endgame
//	}

// THE END!! ;)

}


void Function002 ()
{

//SERIES L

//if the player's been here before
//then skip this block and return to
//where he came from.

	if ( PLAYER_DID_L_SERIES == 0 )
	{
		MCP_RunMission(MISSION_L1)
		MCP_RunMission(MISSION_L2)
		MCP_RunMission(MISSION_L3)
	}
```

```
//    else
//    {
//          player loses the game
//    }
//

PLAYER_DID_L_SERIES =1;

}
```