

5th Nemen Boomday

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- 12 G. J. M. N. S. G
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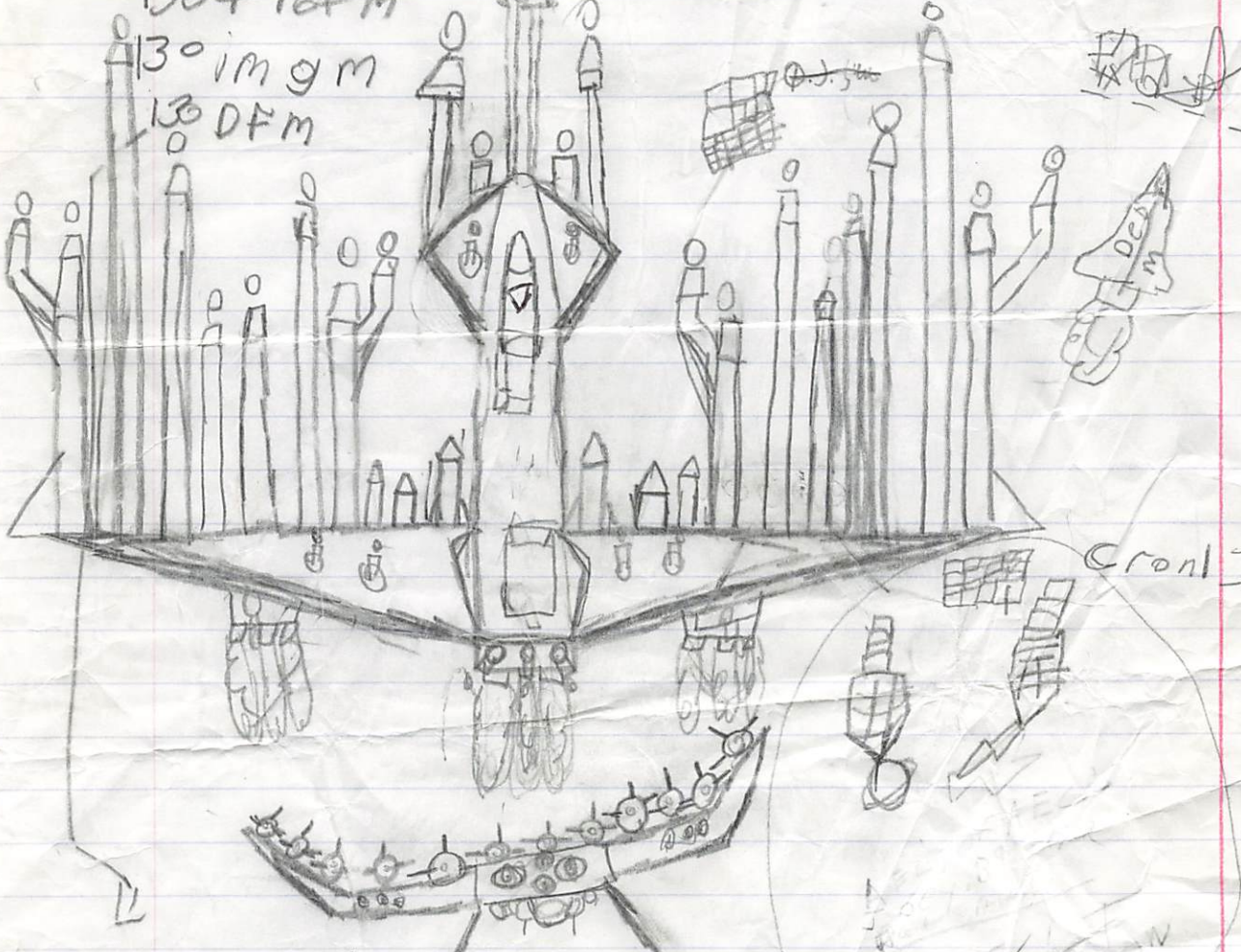
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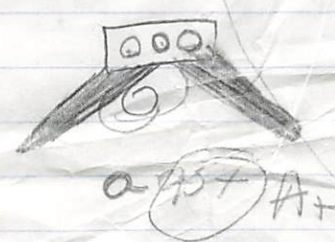
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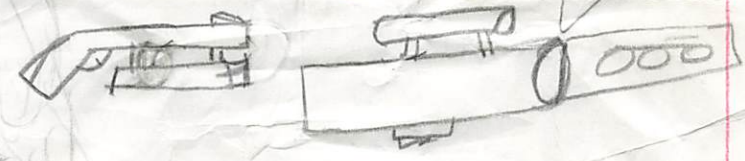
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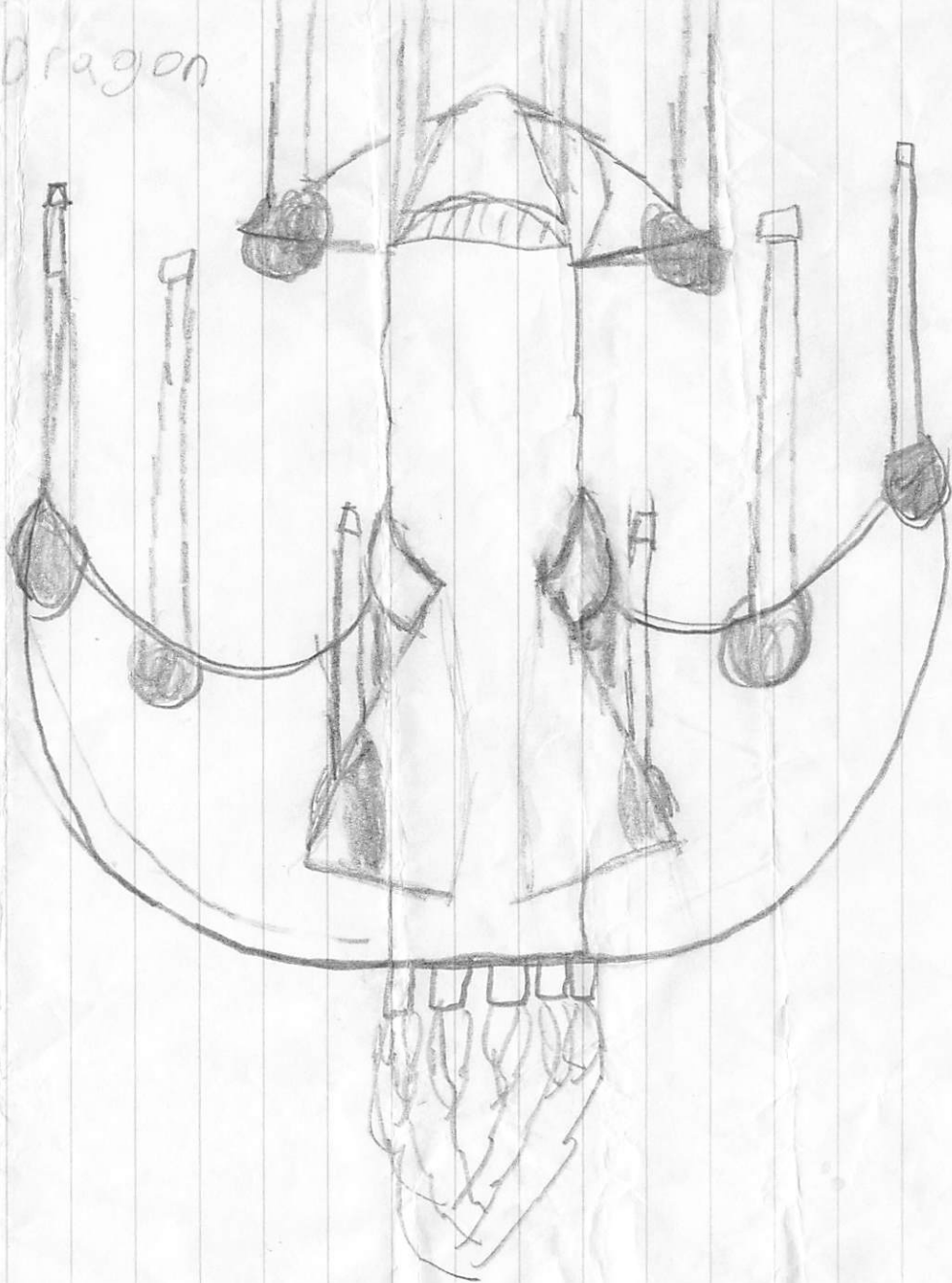
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Name: Dragon



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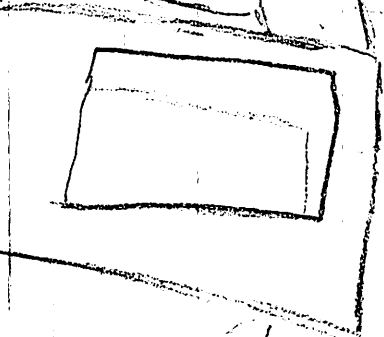
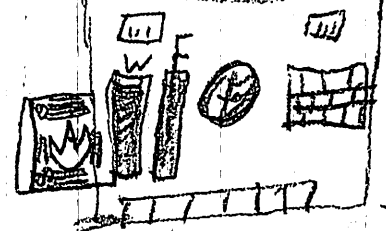
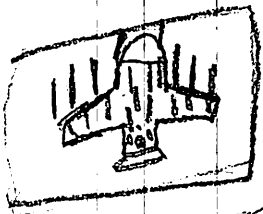
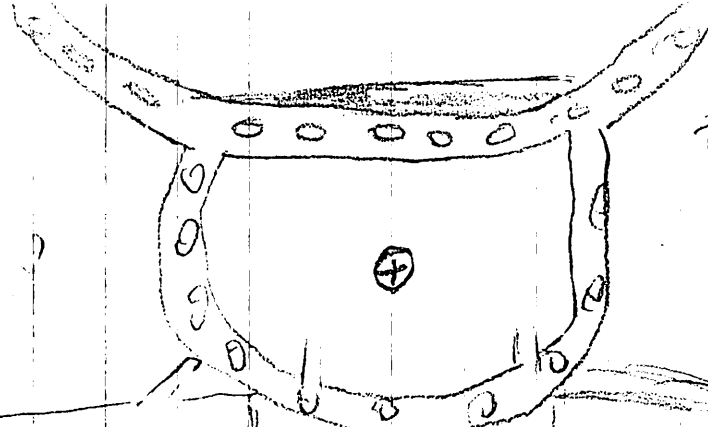
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KCP = 800

KCP = 600

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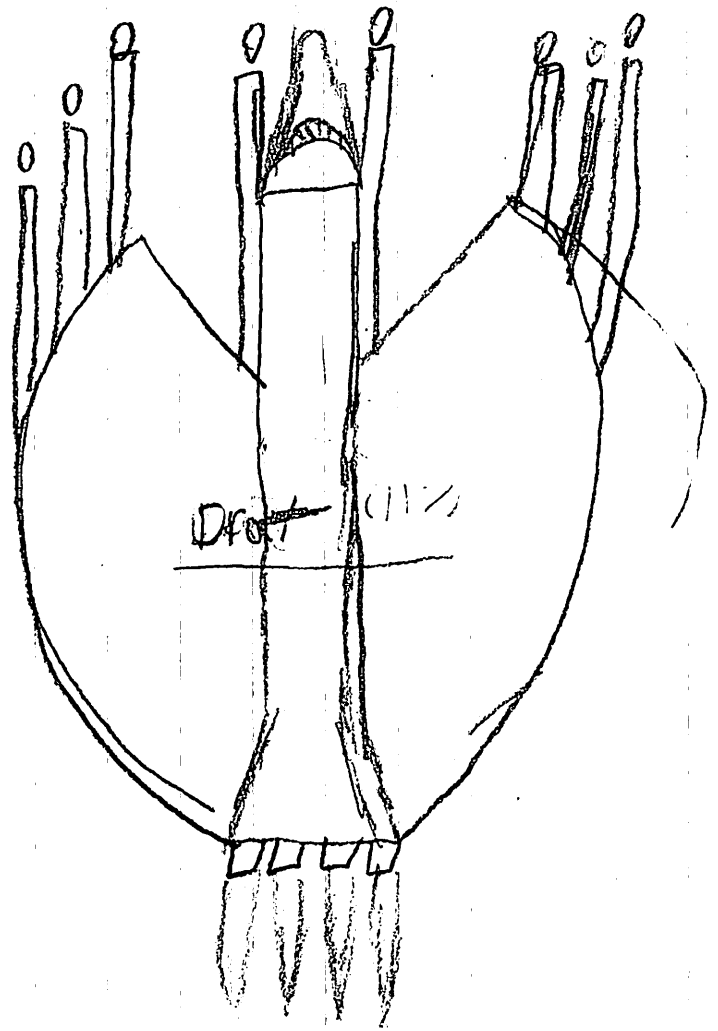
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5000
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Need
7/25/95
WC3 comments



Dear Origin:

I recently finished playing Wing Commander III and I want to send you my impressions of the game, in the hope that consumer feedback is useful to you.

I am a historian and work as a teacher; it's an occupational habit with me, therefore, to grade things. If I were assigning an overall grade to WC3, it would get only a C-. Let me tell you why.

The game can be divided into components: the movie, the flight simulator, and the plot or story.

The movie rates an A. It's very good. The actors are fine. The screen looks great (although the people appear somewhat "cloudy" at times, I suppose due to superimposing them over the computer graphic backgrounds). You deserve all the praise you have received for this first true interactive movie. I was also pleased to see that, despite the reviews which warned of very long mission loading times and choppy play, the game played perfectly on my machine (Pentium-90 with 16 MB RAM and a quad-speed CD-ROM drive); loading missions took about 15 seconds and there were no freezes during missions except, for some reason, occasional delays due to explosions or during Kilrathi dialogues on the 4th disk.

The missions--well, maybe a B. Graphically they are excellent: no pixellation at even very close ranges, good cockpit designs, lots of excitement. The action is a little too fast--I'm judging by what for me is the "perfect" space combat game, your own Privateer. The many features you have provided for a pilot do not, I expect, often get used due to the frantic pace of combat: setting power and weapons levels after takeoff, for example, is too risky because it takes a player's attention away from the screen for too long, so one only does it between battles or in dire need. My main gripe, though, is the lack of variety in most missions coupled with the excessive difficulty of many. (I played most of the game on "hard" but had to do parts of some missions on "veteran.") It seems that in designing missions you often could think of nothing better than to throw in more and more waves of ships. Folks, it gets *tiring* after a while. And realistic? Send out two pilots to deal with 20, 30, 50 (in Alcor-1) enemies? Col. Blair gives briefings to a room full of pilots who then get up, file out, and vanish. What are all these people doing? In TIE Fighter, WC3's rival, one sees battles with 20 or more ships *per side*, and a player feels part of a team--a real "wing commander" instead of the Lone Ranger doing everything by himself.

My main disappointment with the game, though, is in the plot. This gets a D-. Has it occurred to anyone at Origin that a "happy ending" might be a pleasant and enjoyable thing? By the end of the game, pretty much regardless of what the player does, virtually everyone is dead. Angel is dead; Hobbes, Blair's best friend, has to be killed by Blair himself; Cobra is murdered; Vaquero is dead if Blair chases Hobbes; three other wingmen are *guaranteed* to die during the last mission (unless you send them back and do it all yourself, which is idiotic.) Also dead is the entire population of Kilrah. And Blair and Rachel are now supposed to be "happy?" (Picking Flint just makes possible more unhappiness if she is killed.)

Further, the plot shows real lack of imagination and ingenuity. For example, why is Hobbes the traitor? Why not a human? Or, perhaps, Hobbes' defection could have been revealed as a secret mission for Covert Ops, with him returning to Blair's side in the final missions. Cobra could have been wounded and could have recovered. Indeed, did it occur to anyone that the *Victory* has a sickbay on it, and that pilots, instead of always dying, could be wounded, be unavailable for several missions, and recover--like soldiers in X-COM? Did it occur to anyone that the plot could have involved a rescue of Angel--which might succeed or fail? No wingmen *had* to be slated for elimination--this should have been left to chance. An interactive movie should have as *few* pre-set events as possible. Naturally some would die, it's war, but I think most players' attitudes towards casualties would mirror that of R.E. Lee in the movie Gettysburg, "We are prepared for the occasional empty chair...a salute to fallen comrades...we are prepared to lose some of us, but we are never prepared to lose all of us."

And that's the problem--for me, the game has little replay value. It may come off my hard drive and be sold. Why would I ever want to go through this lamentable, depressing story again??

You could have given it some replay value if, as in X-Wing and TIE Fighter, it were possible to access the missions separately from the game. But one cannot do that. You could also have made the simulator worthwhile. You instead made it almost useless. Why not a provision for picking a ship and its loadout? That way the "simulator" would actually enable a pilot to simulate something, to test various weapons and tactics. The Dumbfire missile would be great if, in the simulator, I could get enough practice time to hit something with it. What does the Leech missile do? I tried it in a couple of missions and it seems useful, but will it stop small capital ships? How often does it work? The Victory Streak says that the Leech was developed "to capture Kilrathi fighters intact." It should not have required much imagination to think of including some missions requiring one to do just that. Maybe, to revert to a point I made above, there could have been a mission to stop a Kilrathi POW ship with a Leech in order to rescue the prisoners--one of whom could have been Angel. Maybe that could have been Thrakath's fate. It would certainly give most players much more satisfaction to capture that homicidal feline and bring him aboard the *Victory* than to have to engage in a B-movie mortal showdown at high noon with the bad guy in his super-duper Bloodfang. (Geez, it's a wonder he doesn't wear a black hat, too.)

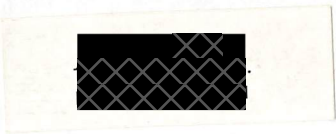
Any special reason why ejecting is equivalent to dying? Did you ever play X-Wing? Did it ever occur to you that if Blair ejects he might be rescued? (Everyone else who ejects seems to be.)

I hope that for any future Wing Commander games you get someone to write them who has more imagination and can come up with a more sophisticated and intriguing plot. (I am available for a small fee. ☺) Finally, remember that people play games for enjoyment, not to be depressed.

Sincerely,

A handwritten signature in blue ink, appearing to read "Brian A. L.", is written over a black rectangular redaction box.

Brian A. L.



ORIGIN

P.O. BOX 161750

AUSTIN, TX 78716

78716-1750



12/03/95

To Whom It May Concern:

I recently purchased your 3DO video game "WING COMMANDER III" and was very impressed with it. I have one complaint about the game that I hope you can help me with.

I originally purchased the game at Electronics Boutique in the Schuylkill Mall in Frackville, Pa. on 11/17 but in playing it I found what I thought to be a "glitch" on the third disc, so I returned the game for exchange on 11/27. The salesperson was very understanding and even offered to exchange your game for another title but I explained to her that I really liked your game and wanted the same one.

Upon playing the second WING" the same "glitch" happened. My problem is I really don't want to return the game again until I find out if the problem is with the game or me. Am I doing something wrong? Is it possible that you had a bad run of the third disc?

The problem happens in the mission immediately after "Series 12, Mission 3" on the third disc.. If the player destroys all the enemy fighters the game goes to the credits. If the player bypasses the fighters (either all or one, it doesn't matter) and goes to the planets surface the scenario runs its length and then goes to the credits. The same exact thing happened on both copies of the game which leads me to believe that maybe you had a bad run and the store got a bunch of defects.

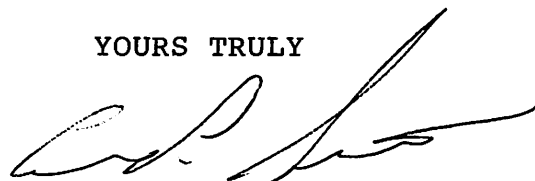
My machine plays other games fine so I don't think it's a problem there.

I feel rather foolish complaining about a computer game as I am fifty years old, but I am retired on disability and these games help pass the time.

Also; do you have a list of your other games? This letter by no means is an indication that I'll stop purchasing your products..

I hope you'll take the time to reply to this letter. I would really like your help and/or advice Just exchanging the game again would not help my curiosity any.

YOURS TRULY

A handwritten signature in black ink, appearing to be 'C.P. [unclear]', written in a cursive style.

S [REDACTED]

CUST. SERVICE

ORIGIN
12940 RESEARCH BLVD.
AUSTIN, TX. 78750

SHEPPTON PA
DEC
1005
18248



July 17, 1995

rec'd 7/25/95

Sounds Funny To Me-

WC 3
20100

I just bought a Panasonic 3DO from a friend who couldn't support his habit. With my purchase I got everything, from the box, subscriptions cards, manuals and even some games. Although I had very few games, I found a place that rented them. I came across the game Wing Commander 3, and just had to rent it.

I have a system that is wired for sound, stereo t.v., Sony audio equipment, the works. So naturally, the game sounded great and playing it was even better. At that point I knew that I needed to own this game. So, off I went and bought the game.

I got it home and loaded it then immediately noticed that something was wrong, missing, something. I could not hear the after burners, nor could I hear any pings when I went to different floors or when I saved or loaded the game. I thought okay there has to be a flaw, the slim chance that this massed produced CD was flawed in the making. So, I did what any person would, took it back.

Well, wouldn't you know it, the new one I exchanged it for did the same thing. I just couldn't figure out what the deal was. I looked through manuals (3DO, Wing Commander) to see if there was something that I missed. I checked all wires, switches, you name it. I even called the Origin support number and Panasonic.

I flipped out when I discovered certain sounds are not on the same channel as others. With my t.v. alone some sounds could not be heard. With my full stereo on, everything was fine. You could hear everything. I wished either Origin or Panasonic would have put this little bit of information in their manuals. Maybe in the future, huh?

Thank You

Make mine Origin Systems
and Panasonic 3DO

Cameron





Origin Systems
P.O. Box 161750
Austin, TEXAS 78716-1750

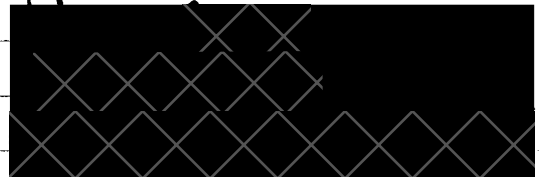


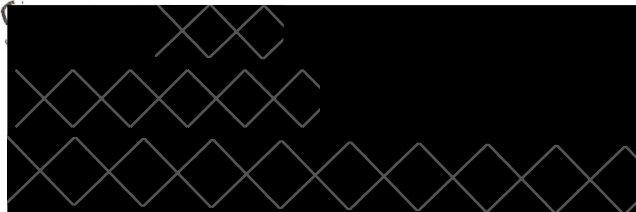
Need
1/25/95 WC III
300

To whom it concerns,

I recently purchased the ~~300~~ 300 game Wing Commander III. This game is really good but I have one complaint, this game is too easy. I bought it and two days later beat it, without using invulnerability. It's a great game but frankly I'm a little disappointed for the money that it's so easy. Also please make another Wing Commander game.

Please respond,





Origin
An Electronic Arts Company
12940 Research Blvd.
Austin, TX 78750

78730/3203

