

CONFIDENTIAL

A Game Proposal
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THE SECRET PROJECT

comic book

Or the Game which currently has no Name

BASIC PREMISE

First and foremost we want to make a fun game. A game which is high on action, fighting, cool high-tech gadgets, variety of puzzle types and unique environments. The game also will have a story that moves along quickly and allows for a variety of endings, and a user interface that allows the player to get a real hands-on feel when manipulating objects within the game.

The story is (for lack of a better description) Mission Impossible, or the A-Team in outer space, with a heavy pulp, science fiction serial feel to it, with no shortage of action and daring escapes.

The player controls a group of characters who are members of a special mission group. The setting is an outer space future, with a variety of worlds to have adventures on if sequel games are desired. Like most good action serials of the 30's and 40's and Mission Impossible for that fact, the story involves numerous plot twists and seemingly insurmountable problems for the players to tackle. Yet at all times the most desirable path for the player to pursue will be stated. In addition Members of this special group have a set of Bylaws which they generally obey. (A copy of these Bylaws would be included in the game.) As the game story unfolds and the team discovers that their original goal is invalid, a new goal must be pursued, the Bylaws will act as a guide line to reinforce the correct courses of action in the game. Thus the story will have a well controlled and clearly stated twisty plot.

USER INTERFACE

The interface for the game would allow for a limited selection of verbs. USE, WHAT IS, PICK UP, GIVE, DROP, TALK, FIGHT, SWITCH, and WALK TO. In addition numerous control panels and devices will be displayed on the game screen or below it allowing the players to actually touch and control a variety of the high-tech gadgets in the game. This will create in some cases essentially another game within a game, and give the player more of a hands on experience. Some of the fancier interactions will involve operating a x-ray lock pick, allowing the player to see the different bolts of the lock move as he picks it. Scanning and repairing damaged microcircuitry with a special scanner, and actually opening disassembling a piece of equipment and then making something new out of the parts.

Members of the elite TASK agency are assigned to recover a lost research vessel, but are tricked into becoming the pawns for two corporations battling for control over the technological remains of an ancient alien civilization. However, the aliens are not as dead as supposed, and the TASK team must prevent the greed of the two corporations from destroying mans chance to peacefully meet this newly discovered life form.

SPACE

In the later half of the 22 century man has colonized the stars. Big business has taken to the stars in search of new resources and wealth, though in some cases this search has gone from space exploration to space exploitation. Competition is fierce, for profitable finds are few and far between. Pirates, xenophobes, and mankind itself are a few of the dangers that exist, and hazardous environments abound on planets between the stars. The military and corporate security forces handle some of the problems, but space is just too big. Occasionally corporations need private agencies to overcome the impossible odds. The TASK agency is such a group.

TASK AGENCY

A private owned and run business, TASK has personnel who are ready to tackle any problem a customer may have. Following a strict set of government guidelines and equipped with the latest technology the TASK agency is ready for anything from supporting a Military offensive to escorting the Admiral's daughter to a dance. No job is too small and no payment is too big.

TASK TEAM MEMBERS

SCOTT CHAPAREL: Hot shot pilot, bar room brawler and very handy with a gun. Scott is the pilot and Zero G expert and has the best chance of handling ship repairs and space walks.

LAYLA THOMAS: Navigator, Martial Arts expert and acrobat. She is the best person for handling any gravity based climbing or acrobatic activities she is also the smallest member of the team.

DUTCH THURMON: Heavy weapons expert and engineer. A skilled heavy weight boxer Dutch has been known to put his fist through hard wood door. He can lift just about anything and only he can operate the portable laser cannon.

TACTICS: Biocircuitry Construct. Tactics has a human form to give him a less threatening appearance, but he is more comfortable interfacing with computer circuitry than with people.

THE SET UP

In a darkened conference room overlooking the space port, the team assembles as TASK agency coordinator "Doc" fills the team in on their mission. Holographic displays show the planet Arion.

A small, uninhabited planet in sector 7, (the oldest part of the Milky Way galaxy, containing numerous decaying stars and planets), Arion is unstable and will soon breakup. A research team from Dexxon Labs has been monitoring the breakup but has somehow crashed and the

research group seems to be marooned. Information from the planet is sketchy. Dexxon wants the TASK agency to get the group back, and your team has been chosen for the job.

Once through the Space fold and in orbit around Arion your TASK team discovers several large areas of human activity on the planet, much more than is expected for an uninhabited planet which is about to break up.

RUDE AWAKENING

When entering the planet's atmosphere the TASK team is attacked by unknown fighters, which shoot the players ship down, stranding them on the planet. If the Team left anyone on board the orbiting ship the players may use the fighters to transport lone players to and from the ship but, the fighters have room only for the pilot, so someone will probably be stuck on the planet. After some quick exploration of Arion's surface the team discovers that a large corporation, Tyrell, has set up several large excavation sites on the planet's surface. The company is desperately trying to uncover and loot the ruins of a highly advanced alien civilization before the unstable planet breaks up. The company has adopted a policy of killing all intruders, as they wish to keep the operation secret and to themselves. Tyrell military forces begin searching for the team who is now unable to return to their orbiting ship. They also discover that the crashed research vessel is submerged in 2 km of water.

THE STORY DEVELOPES

At this point the team will meet a lone archaeologist from the Tyrell corporation who has left, the main dig and gone off to peacefully attempt to penetrate the alien city. From him the team will learn that Tyrell has little interest in the alien civilization other than the technology they may be able plunder from it. Thus no attempts have been made to understand the alien culture or society. The archeologist believes that the aliens may still be alive, and there may be danger in penetrating their domain in a hostile fashion. The archeologist also informs the player that the area he is in is honeycombed with alien tunnels and one may lead to the central alien city.

PROBLEMS AND MORE PROBLEMS

Things get worse for the team, after discovering the crashed vessel they find out that the TASK mothership in orbit has been sabotaged and is loosing orbit. And even worse a strange spherical vehicle has appeared on the planet and is killing both TASK team members and Tyrell personnel.

Additionally it is possible that a member of the TASK team has become seperated from the group by falling down a hole into the alien city, but being unable to exit because there is no way for them to climb out. With all these problems the Team will be forced to enter Tyrell's main excavation base.

INFILTRATION AND CAPTURE

Inside Tyrell's base the TASK team discovers that there is a fight going on for control of the alien ruins, between Tyrell and Dexxon a competiting company. They also learn that a mysterious spherical vehicle is harrassing the industrialists, and that it is suspected to be some automatic device left over from the alien civilization. If the team explores enough they will learn that someone within the TASK agency is working for the Tyrell corporation and apparently has

planted a tracking device on the team and also sabotaged the orbiting ship. The Tyrell officials express worry that word of their activities may escape to the outside, and that the TASK team may be here to gain information on them. If information from Tyrell's computers is gathered onto disc, it can be used as evidence to prove to authorities that illegal activities are occurring on Arion, and that military intervention should occur immediately. If the team can reach their orbiting ship they could put an end to Tyrell's actions with a quick space-fold transmission. If still carrying the tracking device the team will be captured when they try to leave the base. After a short stint in a cell and some questioning, the team will find an opportunity to escape when the base is attacked by the mysterious spherical vehical. The TEAM is suprised to discover that the vehical is apparently piloted by a blond haired girl.

JESSICA SCOTT

Jessica, sole survivor of the Dexxon military ship that is being dubbed a research vessel, discovered an entrance to the alien city and has become controlled by the alien intelligence. They are using her as a pilot for the Spherical device that now plagues the Tyrell corporation on Arion. Only the teams ability to locate some personal belongings of her's may free her from her alien control.

HARSH ENVIRONMENT

If the Team aquires a harsh environment suit from the Tyrell base, they can dive into the 2 Kilometer deep water and enter the crashed ship, which they will discover is a Dexxon military vessel. Parts from the vessel may be used to repair the orbiting TASK ship before it re-enters the atmosphere. Additionally photo's and information about Jessica Scott is found here including a picture of her father who is captain of a space battle cruiser. If the data on the crashed ship is crossed referenced with the orbiting ship's computer, the team can deduce that Jessica may come out of her trance if confronted by her father.

MORE PLAYERS

Near the Tyrell dig site a Dexxon commando group is secretly waiting for a chance to move against Tyrell and seize the alien ruins. Here the team will learn that they were intended to be a distraction so that the commando group could move into the alien ruins. The commando's also have a space ship that could be used to return to the TASK team's orbiting ship.

ALIEN ENCOUNTERS

The vast alien city will appear dead, numerous Spherical vehicles stand idle. Within huge crystal matrixs are sealed the half living remains of a few alien beings. Lacking any physical movement the aliens await to control any living being which touches the crystal matrix. If Jessica has been freed then she can relate the feelings of anger that the aliens have towards the industrialists. Communications with the aliens can only be safely done through Tactics interfacing with the Crystal Matrix.

TOO LATE

If Tactics interfaces with the aliens Crystal Matrix he can discover that the aliens feel all humans act alike, and thus if the industrialists are a threat to them, then all humans must be a threat. If forces where available the aliens would strike against the humans and drive them away from this

system. Before much else can be learned the industrialists blast their way into the complex, shattering the crystal matrix and enraging the aliens, who blame all of mankind for this action. Latching out with tendrils the alien posses both Dexton and Tyrell personnel who are in a violent fire fight within the complex. The possessed personnel begin to board the Spherical vehicles and start killing people trying to force the industrialists out of the alien city. Throughout this Tactics remains interfaced with the aliens to continue relaying information.

ENDINGS

One possible ending to this scenario is that the Planet finally begins to break up as the industrialists flee the planet. The aliens and the team must work together to save the aliens and themselves. Possibly using one of the spherical vehicles and the Space fold system from the Teams mother ship they may be able to stabilize the core of the planet. But time is limited and the team will have to work quickly, and all might not survive.

EPILOGUE

The player after the climax still has to deal with any remaining industrialists, still have to prove what industrialists were doing to rest of mankind. Plus they must deal with traitor in the TASK agency. These are all just minor actions for the team which will strengthen their scoring in the game.

PUZZLES

Types of puzzles vary greatly within the game. There are dialogue puzzles when talking to people. These are handled much the way they were in Indy, and are important for gathering information, and avoiding some fights.

Likewise as in Indy there are numerous get item and use somewhere puzzles, though most all items will be usable in several spots and most of the puzzles will involve multiple solutions. Some of the items used in these puzzles will be supplied to the player as some of their basic equipment. A micro scanner will allow the player to examine microcircuitry, and will be used by the player to repair sabotaged circuitry aboard the ship, or to examine the inner workings of a lock that the player will try to pick.

More unique to the game will be puzzles that require the player to perform an action at certain times to make events occur. For example the player can hide inside a locker to avoid approaching enemies, and overhear their conversations at the same time. These puzzles will not be essential to gaining story elements and solving the game, but will give the player a definite advantage when done.

The game contains numerous information gathering puzzles which help reveal the true nature of what is going on in the game. However at no time will the TASK team not have some sort of definite goal to pursue. Either someone will tell the team what is a good thing to be doing or it will be extremely obvious. Two of the more complex information gathering puzzles will be the discovery of the TASK organization traitor and collecting evidence as to the Tyrell corporations illegal actions. Both of these puzzles will be solved through several steps including getting a item such as: a computer disk, documents, and photographs, and then crossreferencing information contained on Tyrell computers with the TASK teams computers to reveal the solution.

Additional puzzles include multiplayer puzzles where one character must lift another character up to a ledge, or distract someone so the other character can act. This will be essential in maneuvering through parts of the alien city, since it contains many peculiar alien like doors

and passages that are much like a chinese puzzle box, requiring the movement of pieces in the right order to solve.

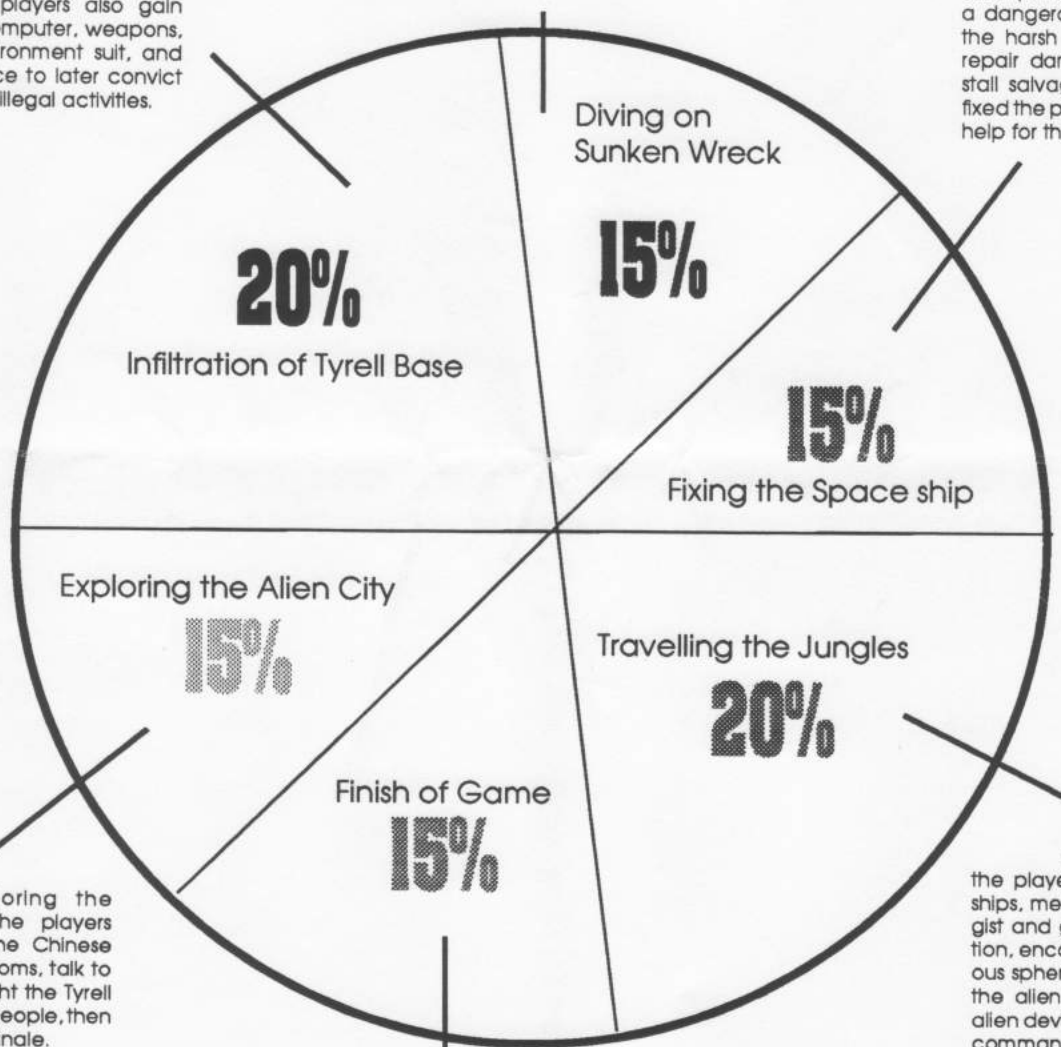
Last the combat in the game will require some puzzle like thinking. The players will have many advanced weapons, but there is a limited number of times these weapons can be used. Thus the player will have to decide when he wishes to use a gun and when he or she wishes to fist fight, talk or runaway.

GAME PLAY BREAKDOWN

Infiltrating the Tyrell base, the team gains information as to who these people are, what their actions are, and that they know they are acting illegally. The players also gain access to computer, weapons, a harsh environment suit, and gain evidence to later convict Tyrell of their illegal activities.

Using a harsh environment suit gained from infiltrating the Tyrell base, the players can dive down to the sunken space craft. Here gain new story info, salvage parts to repair their ship, access computers, and gain a item to stop the mysterious spherical devices.

To repair the players ship the team must make a dangerous space walk in the harsh environment suit, repair damaged circuit, install salvaged parts. Once fixed the player can radiop for help for the finale.



Exploring the alien City, the players must solve the Chinese puzzle box rooms, talk to the aliens, fight the Tyrell and Dexxon people, then head to the finale.

Lost in the Jungle the players will crash their ships, meet the archaeologist and gain plot information, encounter the mysterious spherical device, enter the alien ruins, fight weird alien device, talk to Dexxon commandos, and solve the mystery of the spherical device.

Using the Spherical device the players must enter The power core of the alien city and stabilize it.