

Star Wars CD

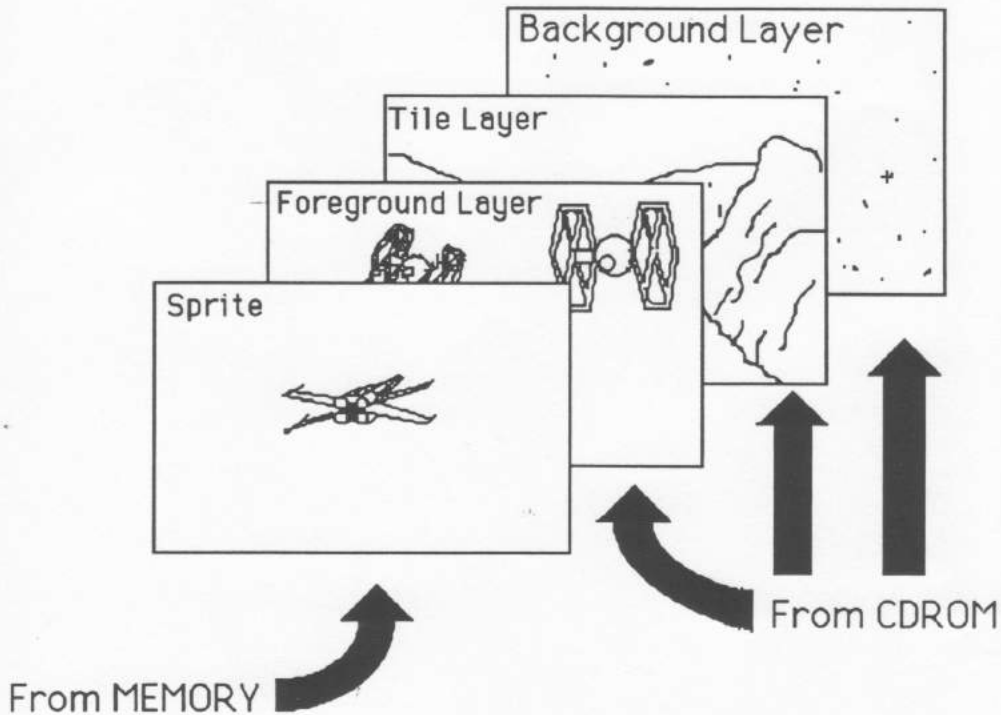
Proposed Design
Vince Lee 10-Apr-92

INTRODUCTION:

Star Wars CD is a visually-oriented flight/combat game for CDROM-based game platforms. Aspects of its design resemble both PC-based simulators (XWing) and cartridge-based arcade games (Super Star Wars). However, Star Wars CD is neither a true simulator nor a conventional arcade game. Instead, it exploits the massive storage capabilities of CDROM to provide interactive gameplay in a world of realistic imagery and animation. These graphics are 3D-modeled and pre-generated on computer, complete with cinematic cuts, camera angles, pans, and zooms. The emphasis of the game is on stunning imagery and animation and not strategy or complex game play.

Star Wars CD relies heavily on the use of computer-generated ships, planets, asteroids, starfields, and landscapes which are animated beforehand and stored on CDROM in compressed form. A multi-layered animation system, hereafter called the *streaming animation engine*, is used to play back and manipulate these pregenerated animated sequences.

STREAMING ENGINE



The streaming engine takes sequences of pre-generated moving images and plays them back in real time off of a CD ROM disk. Thus, it resembles a VCR in that it can playback selected pre-recorded sequences. To create more than just a passive viewing experience, however, we add interactivity with a few tricks:

1) Layer control

First, each object in the animation stream, be it an XWing, building, or background, is stored in its own image "layer," similar to the layers of cellophane in cartoon animation. These layers are composited during playback to create the final display. Under program control, any layer can, on a frame-by-frame basis, be marked transparent or "turned off" in the compositing process.

This feature is useful for erasing objects that have been destroyed. For instance, suppose we are playing a sequence where we are following a TIE fighter through space. If we shoot the TIE fighter, we can overlay an explosion image over the TIE fighter, and then turn off its layer to make it disappear.

Layer control also allows subtle changes to the play our outcome of a sequence. For instance, the before-mentioned Tie fighter can be made to appear from three different angles using layers. Each pass is simply rendered into its own layer, and at random, only one is chosen to be displayed.

2) Sprites

Next, memory-resident images, or sprites, can be added in front of, behind, or within the layers that make up the streamed animation. Since they reside in memory and are not part of the animation stream coming off the CD, they can be added, changed, or moved at any time. As an example, a sprite could be used to provide imagery for a player's ship during a flight sequence. The ship would be overlaid over terrain coming off the CD. Since the ship would not be part of the stream, it could bank and move under player control.

2) Stream Manipulation

Even if an image is part of the animation stream it can still be changed in response to user input. The streaming engine can perform simple graphic manipulations on the images when compositing them. For instance, the streaming engine can shear or scroll an incoming image, which can be used on terrain animation to simulate banking and panning of the horizon during a flight sequence.

3) Stream Branching

Lastly, the animation engine can stop playing an animation stream on disk and immediately start playing another animation altogether. If the animations are matched correctly, the transition can be seamless. For example, with stream branching, a player flying a T-Wing down a rocky canyon could choose which path to take when a fork appears in the ship's path. Choosing one arm of a fork would cause a branch to another animation, while choosing the other would continue the current one.

GAME PLAY

Star Wars CD has 15 game levels which play linearly from beginning to end. Each level will contain approximately 1 minute of animation. These are divided into four "acts": training (3 levels), Tatooine (3 levels), Hoth (4 levels), and Yavin (5 levels). Play can begin starting on any level using a passcode entry system. In addition, each act will also have gratuitous fancy cinematic lead-ins (following in ships from space, etc).

Scenario

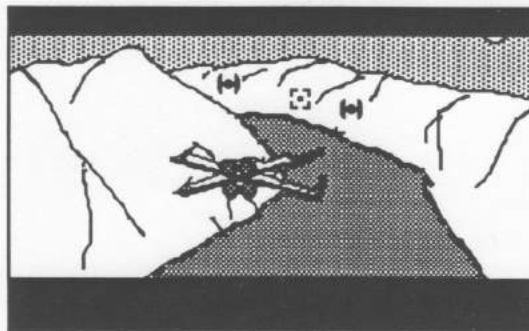
The game is based in the Star Wars universe but does not limit itself to elements mentioned in the motion pictures. In addition, although the game's story coincides somewhat with storyline of *Star Wars*, we see the action from another point of view, not that of Han, Luke, Chewy, or the Princess. Instead, the player is a rookie Rebel pilot, who gains rank and experience as he/she participates in both training and actual missions against Imperial forces, climaxing with an attack on the Deathstar station.

Game mechanics

The gameplay of each level consists of one or more segments following three basic models.

1) Constrained Flight

In constrained flight, the player navigates an air or space vehicle through pre-generated terrain or obstacles. Since the scenery in our flight sequences is calculated beforehand, so must be the craft's flight path. We can create some interactivity using branching and stream manipulation, but the player's control of his/her vehicle cannot be as unlimited as with a true flight simulator. Thus, in a constrained-flight sequence, there must be a rationale for the player's inability to freely navigate. In most levels, this will take the form of flight in a canyon or trench (where path deviation would cause the player to strike the canyon walls) or pursuit of another vehicle, where the direction of travel is obvious.

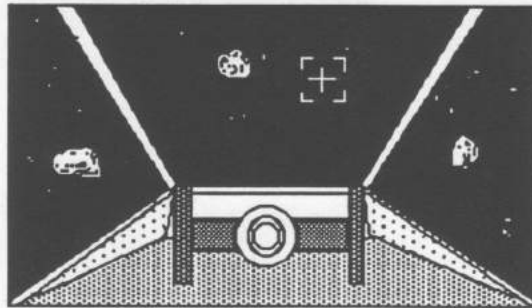


The player will fly his/her vehicle, viewing it from behind, superimposed over a moving background image. The vehicle can fall, climb, or bank left or right, but if it moves too far to the side, it will hit the side of the trench or canyon, causing an explosion and loss of a shield unit.

In some levels, there will be targets to shoot. When this is true, a targeting sight will appear in front of the player's craft.

2) Forward Shooting

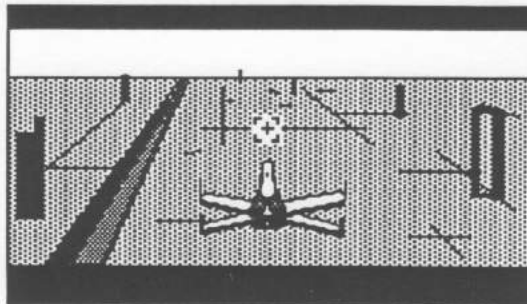
In forward shooting, the player's path is completely pre-determined. Thus, the player assumes the role of gunner only. However, since the flight path need not appear interactive, it can be made unusually complex and interesting.



The display is from a perspective inside the cockpit, not outside the craft. A target sight exists for aiming at objects to shoot.

3) Surface Bombing

In surface bombing, the vehicle attacks land targets passing below the player's vehicle.



The displayed perspective is from behind and above the player's craft, which is a series of sprite images in memory, overlaid over streaming animation. The vehicle is controlled the same as in constrained flight with a bombing sight for launching proton torpedoes at targets.

CONTROLS

Star Wars CD requires a joystick with two fire buttons, which will be used as follows:

Joystick up	Vehicle Descend (target sight down)
Joystick left	Vehicle Bank Left (target sight left)
Joystick right	Vehicle Bank right (target sight right)
Joystick down	Vehicle Climb (target sight up)

SCORING

Scoring in Star Wars CD is simple. Two totals are maintained during game play: score and shield level. The player's score is increased for every level completed and every target shot.

The player's shield level begins at 5 and is comparable to the "number of lives" in a typical arcade game. The shield level increases by one whenever the player completes a level or does particularly well in a segment (shoots all targets in a bombing run, for instance). It decreases, however, when the player is shot by an Imperial fighter, hits a canyon wall, etc... When decreased past zero, the player's game ends.

SYNOPSIS OF LEVELS

Act I - The Training

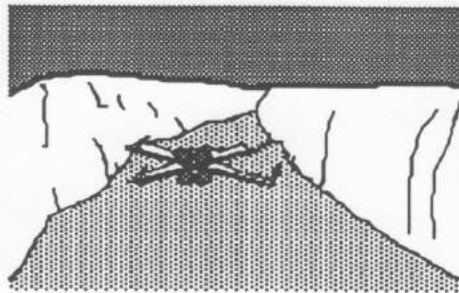
Opening:

Scenes explaining conflict between Empire and Rebels; rookie pilot in training on Tatooine.

LEVEL 1: Training on tatooine

Storyline:

A rookie Rebel pilot (the game player) flies a T-16 down Beggar's canyon on Tatooine as part of his training. Two instructors lead the way ahead.



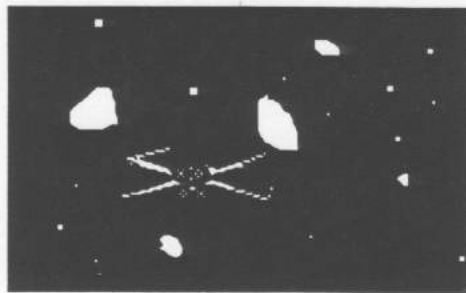
Gameplay:

- 1) Navigate few twists in the canyon. (Constrained flight)
- 2) A fork appears in the road. The instructors split off, each taking a path. The player may choose either one. Each branch has different twists. One is tougher (and gives bonus shield)
- 3) Both branches meet later in a straight, wider area where there will be three target drones to shoot. Each instructor will choose and shoot a target. Shoot the remaining one. (Surface bombing)

LEVEL 2: Asteroid field

Storyline:

The rookie pilot continues his training in space, where he must fly an A-Wing, dodging and shooting asteroids in an asteroid field.



Gameplay:

1) Shoot the smaller asteroids that approach the A-wing in a backdrop of large asteroids.(Forward shooting)

LEVEL 3: Crystal planet <unnamed>

Storyline:

As the final sequence in his training, the player must follow a lead craft through the jaggy terrain of a planetary base.



Gameplay:

1) Follow the instructor swings around channels, ducks under bridges, and slaloms around spires in a T-16. (Constrained flight)

ACT II - Tatooine

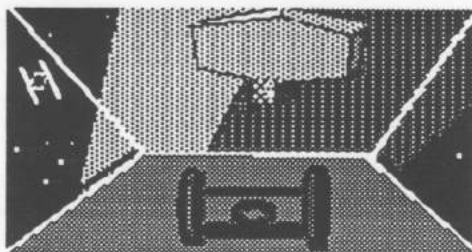
Opening:

Scenes showing space battle in space above Tatooine; Star Destroyer shooting poor little Rebel guys.

LEVEL 4: Attack on Star Destroyer

Storyline:

While still on training, the player receives a general distress call from Tatooine, requesting aid from any Rebel fighters. The Rebel base is under attack. The player and pilots an Y-Wing and he and the few other Rebels head for Tatooine to defend the base. En route, they encounter and strafe a Star Destroyer orbiting Tatooine.



Gameplay:

- 1) Shoot domes and various little explodable thingies on Star Destroyers (Forward shooting)
- 2) Shoot TIE fighters

LEVEL 5: Tatooine w/ TIE fighters

Storyline:

The fighters descend to Tatooine. Instead of a base, however, they encounter ruins, TIE fighters, and an Imperial stronghold.



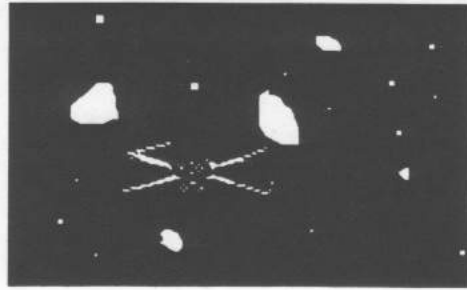
Gameplay:

- 1) Navigate beggar's canyon while shooting at attacking TIE fighters. Duck under land bridges and avoid obstacles. (Constrained flight with shooting)
- 2) Shoot new Imperial stronghold established at Mos Eisley. (Surface bombing)

LEVEL 6: Asteroid field

Storyline:

The rookie pilot escapes into space, but is pursued by TIEs. He flies his Y-Wing into the asteroid field to lose them.



Gameplay:

- 1) Shoot the smaller asteroids that approach the A-wing in a backdrop of large asteroids. (Forward shooting)
- 2) Shoot TIE fighters.

Act III - Hoth (or Hoth-like planet)

Opening:

Scenes showing ice-planet base where Rebel forces have retreated, Imperial droids being launched.

LEVEL 7: Evading Drones on Hoth-like planet

Storyline:

The Rebels retreat to their base on an ice planet. The player, now in a snowspeeder, encounters Imperial probe droids sent to find that Rebel stronghold. The player first chases drones through icy slopes, a series of canyons and then into an ice cave and its labyrinth on tunnels.



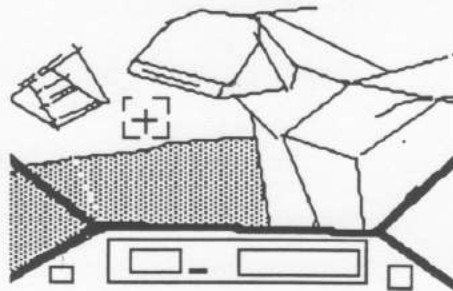
Gameplay:

- 1) Fly over rolling terrain, shooting droids that pop up. (Constrained flight with shooting)
- 2) Navigate the canyons in the snowspeeder, shooting droids. There are now neat jaggy protrusions and ice bridges to avoid.
- 3) Follow one into ice maze. Inside the mazer will be more droids to shoot. Shoot them and find the exit to the maze.

LEVEL 8: Shooting Imperial Walkers

Storyline:

The Empire learns of the base anyway, and begins a full scale attack on the Rebel station. The Rebel squadron attacks advancing Imperial Walkers to hinder the onslaught, hopefully giving their comrades time to escape. The player assumes a gunnery role, shooting at small Imperial attack craft and ports on the walkers.



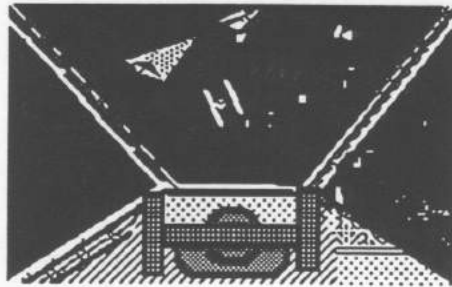
Gameplay:

- 1) Act as a gunner, torpedoing ports on walkers and other targets that appear on screen as snowspeeder cuts in and out of legs of walkers. (Forward shooting)

LEVEL 9: Protect fleet from TIE fighters

Storyline:

The Rebels evacuate the base and escape into space. As Rebel transports flee in the distance, the player must shoot TIE fighters both attacking the fleet and the player's Y-Wing.



Gameplay:

- 1) Shoot TIE fighters flying toward the transports (Forward shooting).
- 2) Shoot other TIE fighters attacking the player.

LEVEL 10: Lose TIE fighter in asteroid maze

Storyline:

The Rebel fleet escapes, but Imperial forces chase the player into an asteroid field which the player must navigate. Later, the player flies his/her Y-Wing into an opening in a large asteroid whose twisting tunnels and branches form yet another maze.



Gameplay:

- 1) Shoot small asteroids and TIE fighters coming toward the X-Wing. (Forward shooting)
- 2) Navigate and escape a maze in the large asteroid. (Constrained flight)

ACT IV - Deathstar

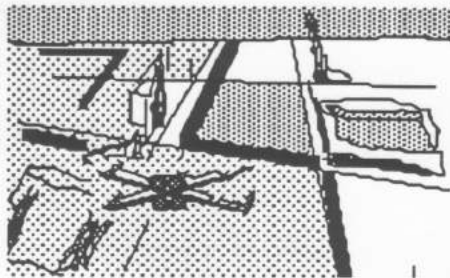
Opening:

Scenes introducing Deathstar, showing destruction of Alderan.

LEVEL 11: Moon of Yavin

Storyline:

The player flies to the Moon of Yavin, jungle planetoid and last Rebel stronghold. There, the player learns of the Deathstar, the Empire's new weapon. With the aid of smuggled blueprints, the Rebels plan an attack on the station. Before they can start, however, the Empire lands forces on the planet to slow the assault.



Gameplay:

- 1) Fly over jungles, ancient ruins shooting Imperial droids. (Forward Shooting)
- 2) Shoot TIEs.
- 3) Fly over lake; shoot attack droids popping up out of water
- 4) Circle and shoot HUGE underwater carrier.
- 5) Enter Carrier and shoot TIE hangars.

LEVEL 12: TIE Fighter Attack

Storyline:

Rebel fighters begin their attack. En route to the Deathstar, they engage waves of TIE fighter protecting the station.



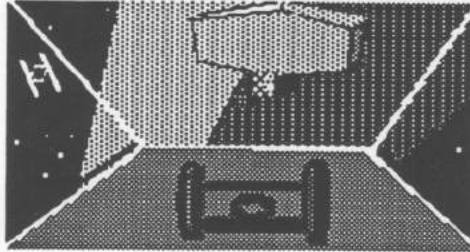
Gameplay:

- 1) Shoot at waves of TIE fighters flying toward the player. Don't shoot Rebel fighters. (Forward shooting)

LEVEL 13: Attack on Star Destroyer

Storyline:

The player prepares for the attack by strafing a Star Destroyer in between the fleet and Deathstar.



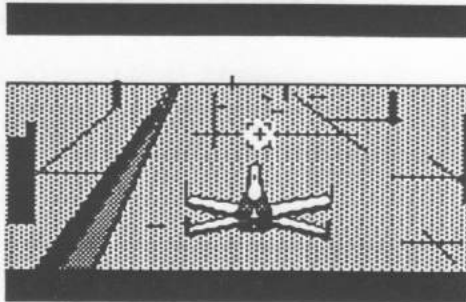
Gameplay:

- 1) Shoot domes and various little explodable things on Star Destroyers (Forward shooting)
- 2) Shoot TIE fighters

LEVEL 14: Deathstar Surface Attack

Storyline:

Clearing way for a trench assault on on the Deathstar, Rebel X-Wings shoot towers and structures on the Deathstar surface and bomb gun and antenna emplacements.



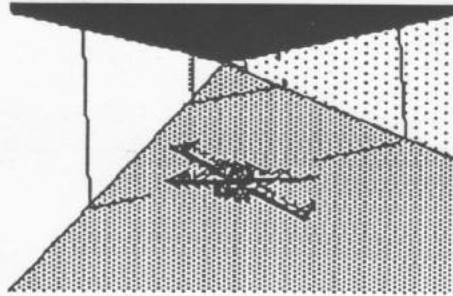
Gameplay:

- 1) Shoot towers and avoid their shots. (Surface Bombing)
- 2) Destroy turbo laser gun surrounded by TIE fighters (Forward shooting)

LEVEL 15: Deathstar Trench Attack

Storyline:

The player serves a support role in the primary trench attack on the station. He/she follows a lead X-Wing into the trench. The player's assignment is to shoot surface guns and any TIE fighters that descend into the trench behind the lead X-Wing. The lead pilot will, of course, miss, and the player will have to shoot the exhaust vent in his place. If successful, there will be a really neat explosion animation.



Gameplay:

- 1) Shoot gun ports on trench walls. Avoid protrusions from trench side and plasma bolts. (Constrained flight with shooting)
- 2) Shoot TIE fighters descending into the trench flying either towards the player or toward the lead craft.
- 3) Shoot the exhaust vent. (Bombing)

WARNING

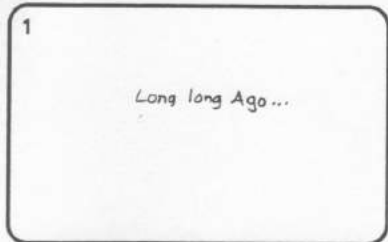
The following document contains

programmer art.

Please view at your own risk.

Star Wars CD

Level : OPENING CUT SCENE

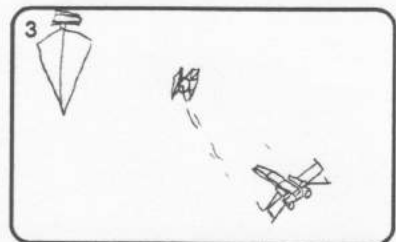


Long long Ago...

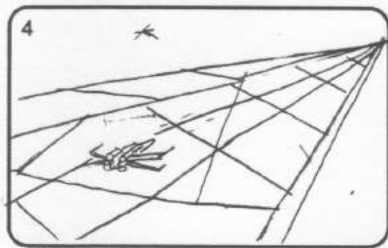
Long long ago in a galaxy
Far far away



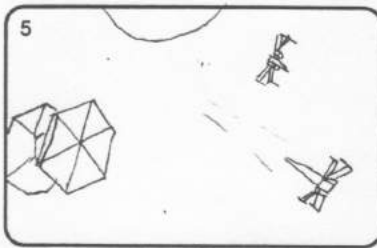
STAR WARS



It is a period of civil war



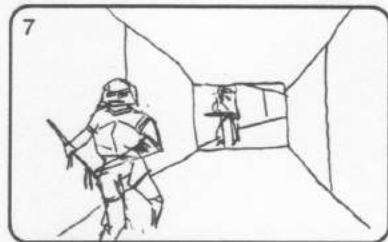
Rebel Space ships, striking
from a hidden base



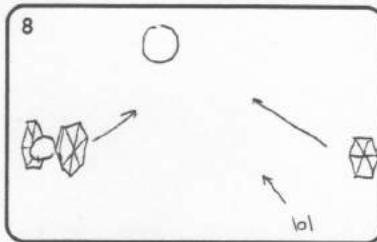
have won their first victory
against the evil Galactic
Empire...



who, under the control of the
dark lord Darth Vader...



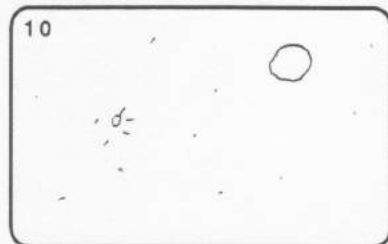
Rule the galaxy with
an iron fist.



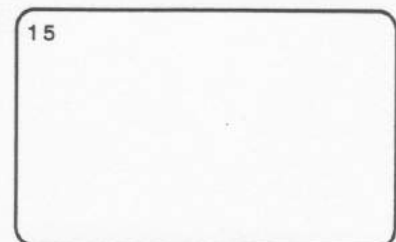
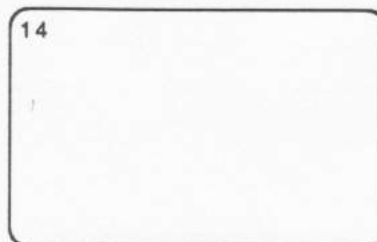
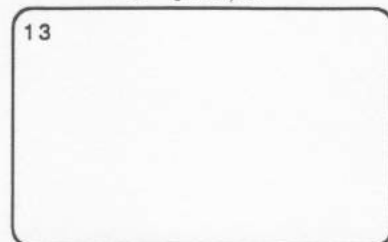
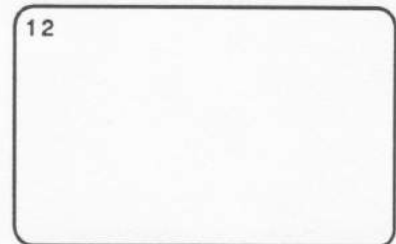
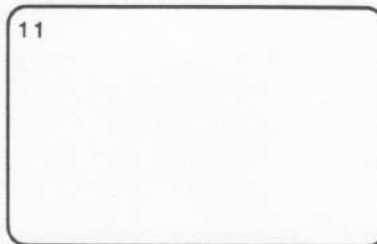
The Empire, however, is
far from defeated...



and many young, unknown pilots
from unknown worlds have
joined the Rebels

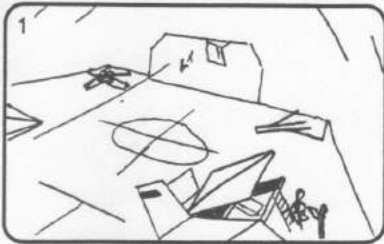


in the hope that they
can help restore freedom
to the galaxy...



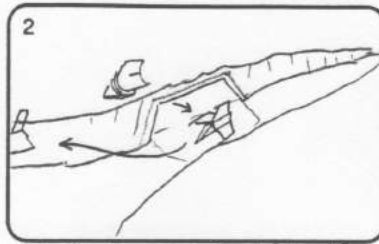
Star Wars CD

Level 1 : Training on Tatooine

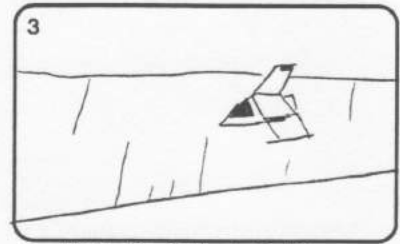


1
Inside hangar, rookie pilot gets in T-16, other T-16 lift-off outside

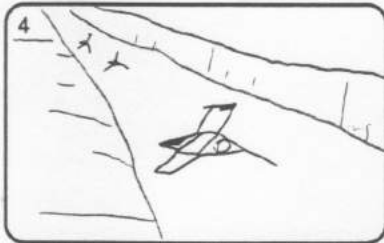
CUT



2
T-16 taxis out, lifts off, follows other T-16

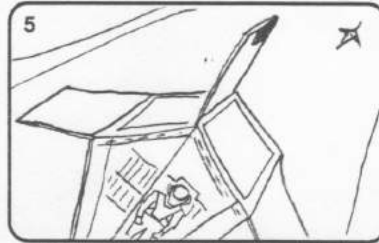


3
PAN to follow T-16

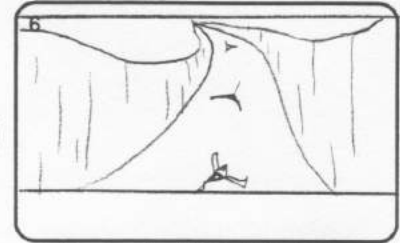


4
Follow two (instructor) T-16s

CUT

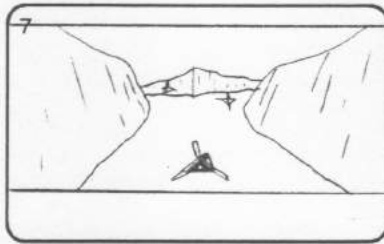


5
Instructor gives directions

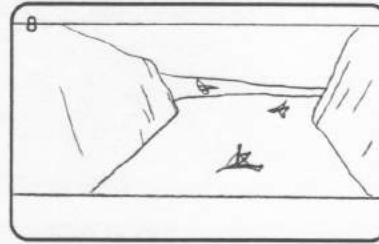


6
Fly T-16 thru twists & curves

CUT



7
Reach fork in canyon. Each instructor takes different branch. More twists & curves...



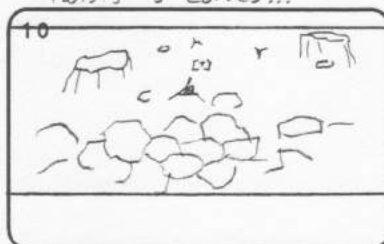
8
Paths meet again...

CUT



9
Instructor directs player to arm proton torpedoes

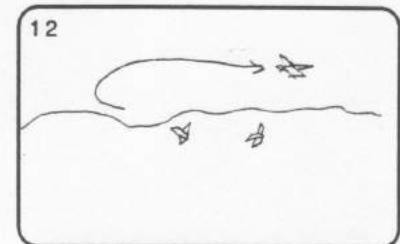
CUT



10
Leave canyon, reach flat, cracked land w/ plateaus.

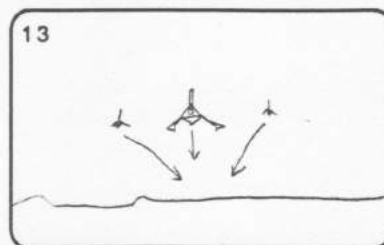


11
Bomb target drones. There are three. Each instructor gets one. Player must shoot remaining one.

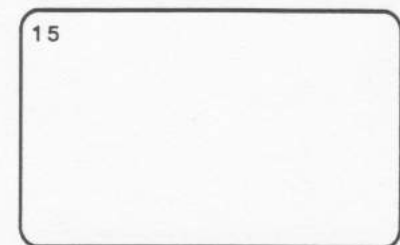


12
Instructor comments, leads way back to base.

CUT

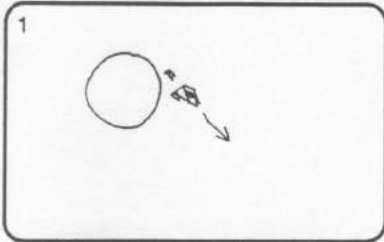


13
Pan to follow; ships head home

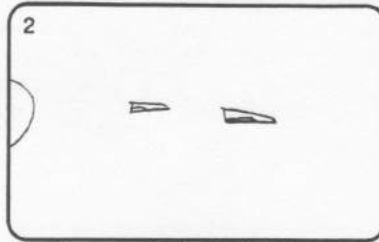


Star Wars CD

Level 2 : Asteroid Field



1
Fade up, 2 A-Wings



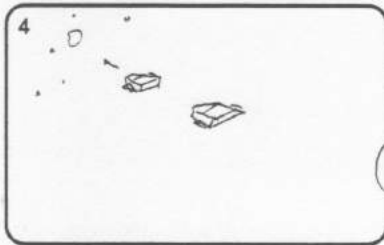
2
Pan to follow A-Wings



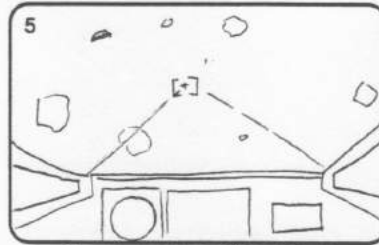
CUT

CUT

3
Instructor: "Ward is that you did well on the ground. Let's see how you do in space"



4
Enter Asteroid Field



CUT

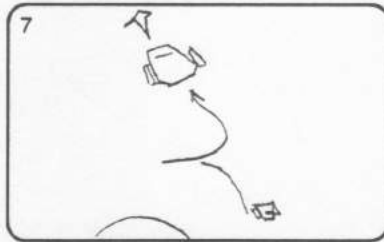
CUT

5
Shoot small asteroids in front of field of large asteroids. (moving)

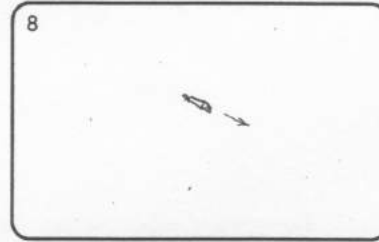


CUT

6
"Good job..."; "Report to ..."



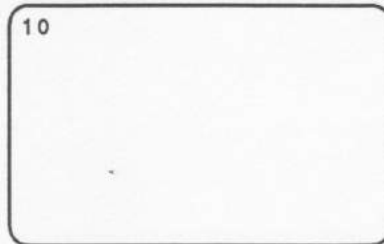
7
Ships separate.



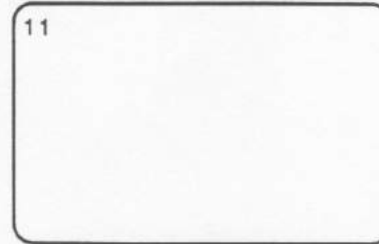
8
Pan to follow player



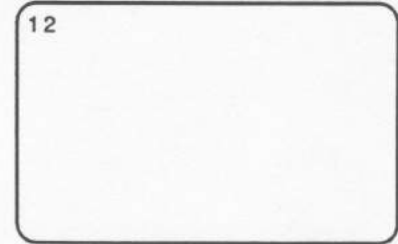
9



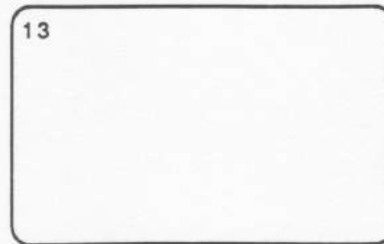
10



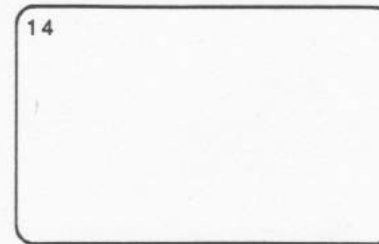
11



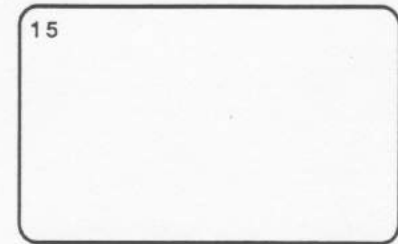
12



13



14



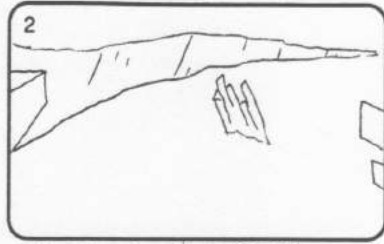
15

Star Wars CD

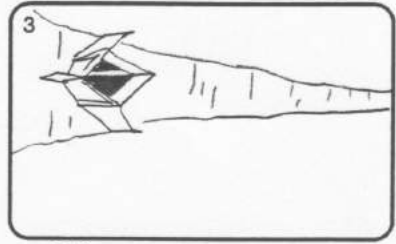
Level 3 : Crystal Planet



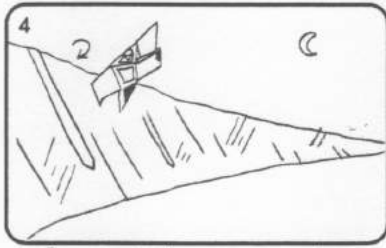
1
Fade in. Crystal spires cover open area



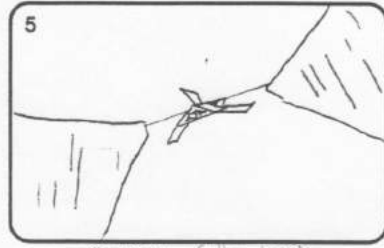
2
Zoom in thru spires



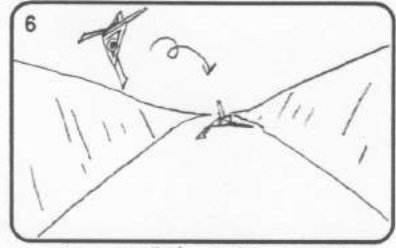
3
T-16 appears



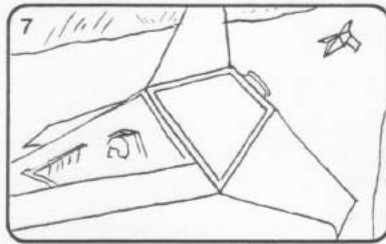
4
Pan to follow as it rolls into place



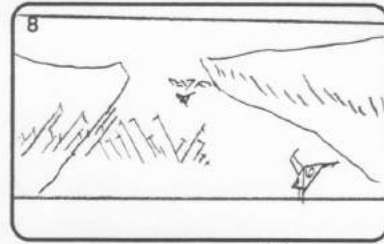
5
Camera falls back



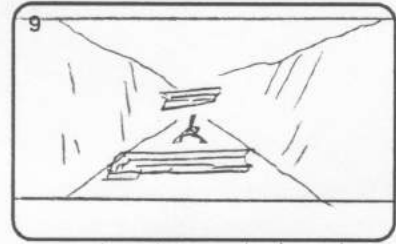
6
Second T-16 rolls in behind



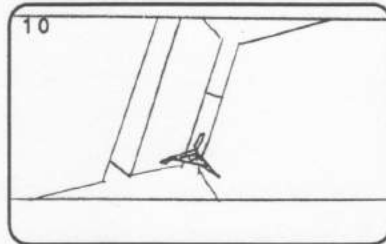
7
"Follow me, bla bla..."



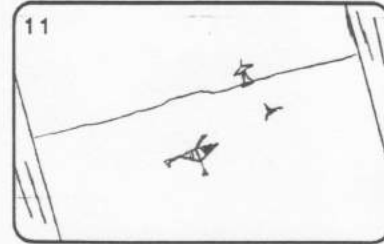
8
Slalom thru crystal protrusions



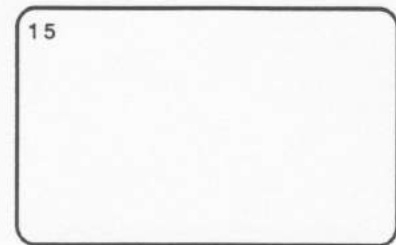
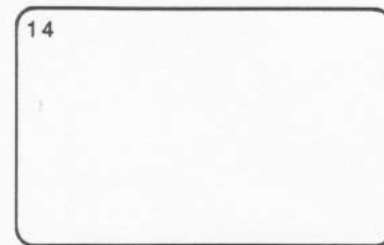
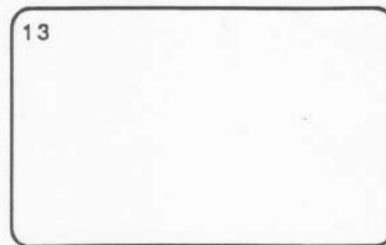
9
Duck and leap land bridges in narrow channel



10
Walls narrow, trench gets tall.

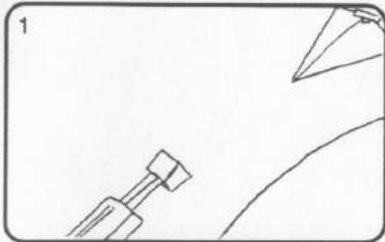


11
Exit canyon, head toward base.

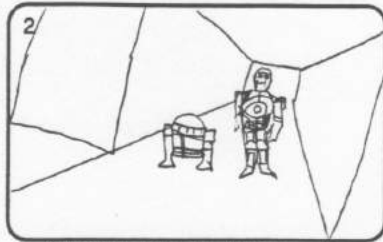


Star Wars CD

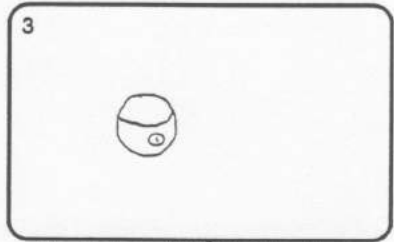
Level - : TATOOINE CUT SCENE



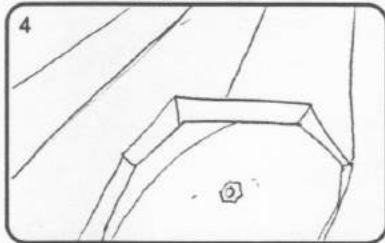
1
Meanwhile, in another part of the galaxy, Princess Leia races home aboard her starship.



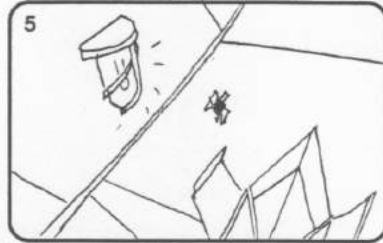
2
Pursued by the Empire, she entrusts two droids, C3PO & R2D2, with stolen plans to the...



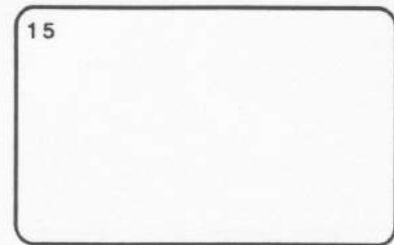
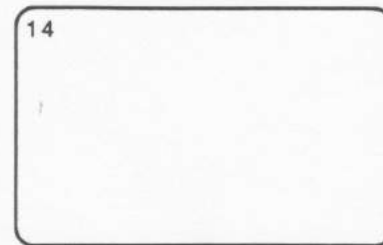
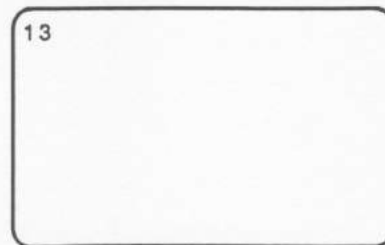
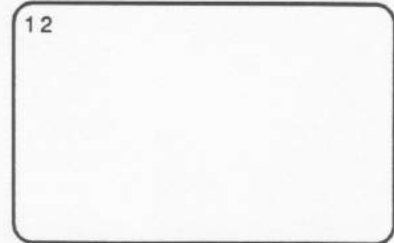
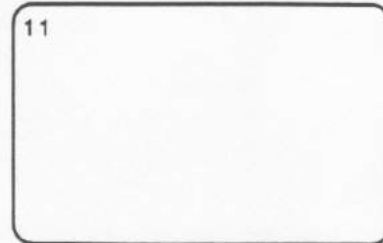
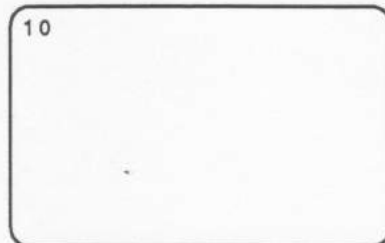
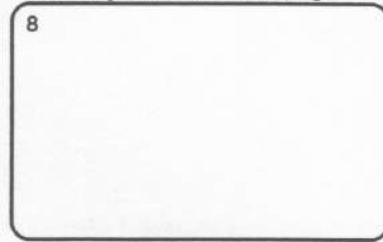
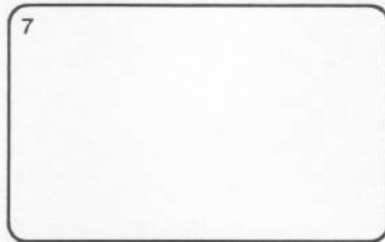
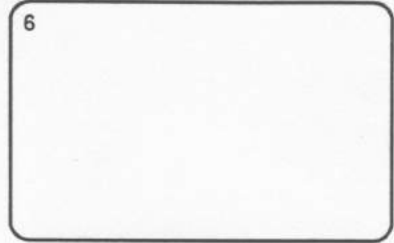
3
Deathstar, the Empire's ultimate weapon.



4
The droids escape to Tatooine, with the Empire close behind them.



5
The Rebellion, learning of the attack on Tatooine, immediately calls on all Rebel pilots for aid regardless of training.

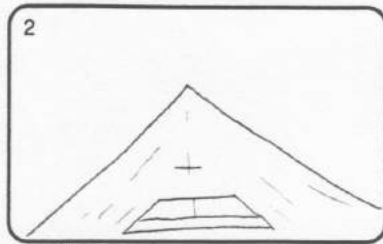


Star Wars CD

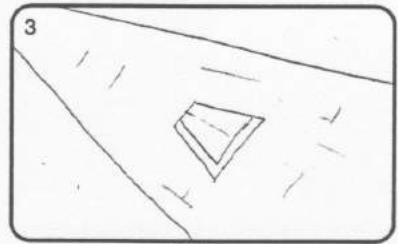
Level 4 : Attack on Star Destroyer



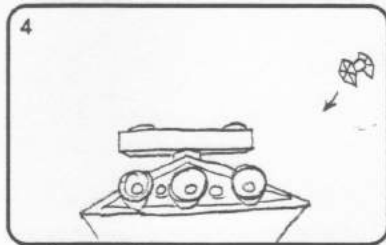
1
Fade In. Planet in space.
TATOOINE



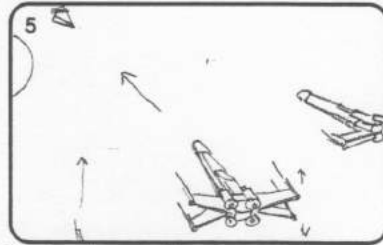
2
Star Destroyer passes
over.



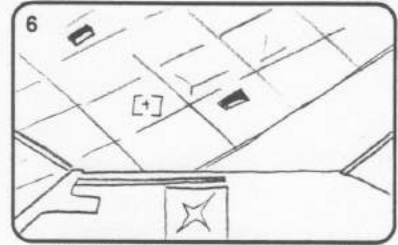
3
Camera spins



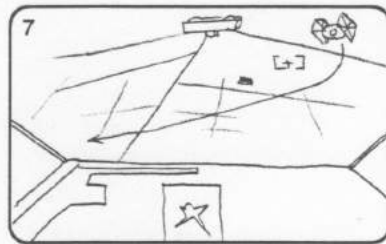
4
show rear view



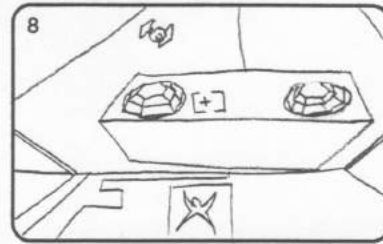
5
Show Squadron. Xwing opens its
wings. Then they increase
speed towards S.D.



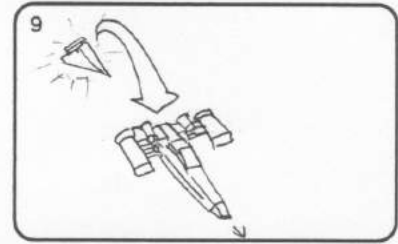
6
Strafe Destroyer. Shoot Ports
(Player is in Y-Wing)



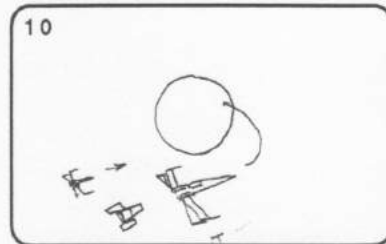
7
TIEs attack too



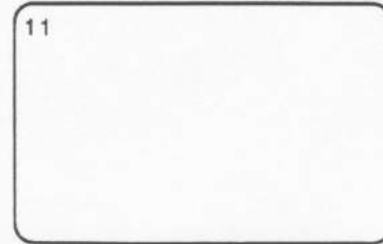
8
Go under superstructure,
come up other side to
shoot domes on top.



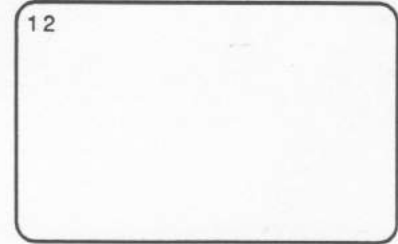
9
Zoom up from star
Destroyer. SD explodes



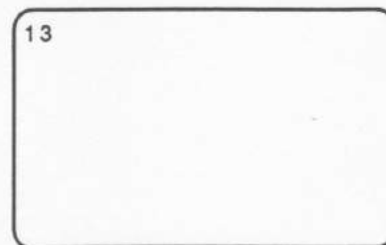
10
Xwings descend to Tatooine



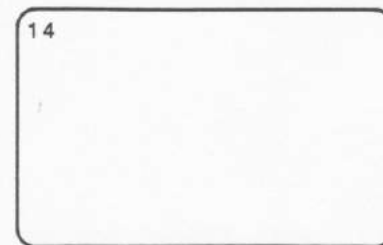
11



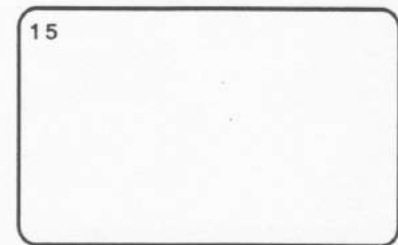
12



13



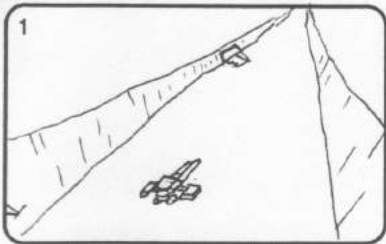
14



15

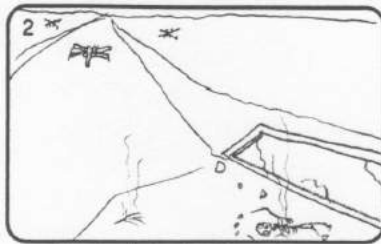
Star Wars CD

Level 5 : Tatooine w/ TIEs



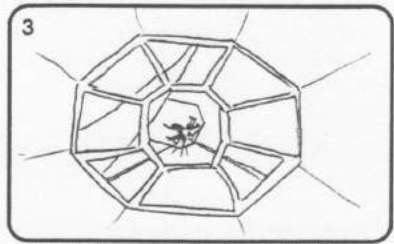
Approach base slowly

CUT



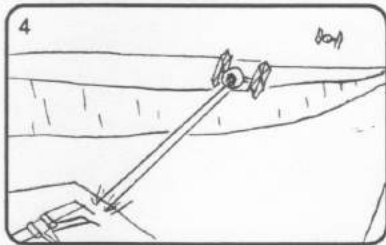
Show bunned-out base. X, Y wings slow down, start to land

CUT

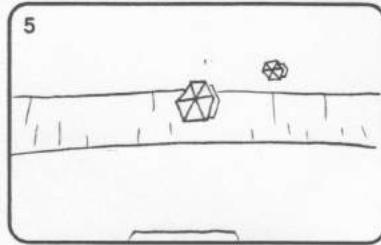


Cut to TIE Fighter interior, swooping down firing on Ywings

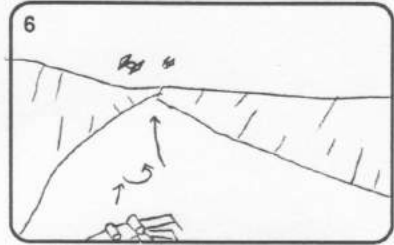
CUT



show external

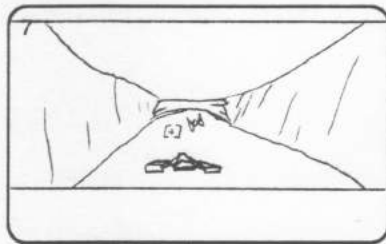


Pan to follow TIEs



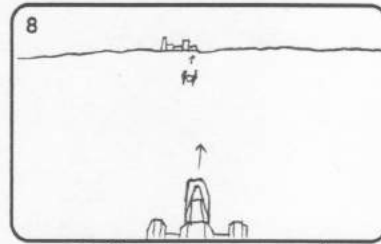
Y, Xwings rise & give chase

CUT



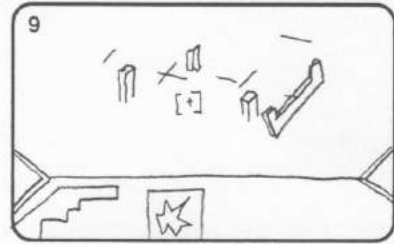
Chase Ties thru Canyon, under bridges. Other TIEs will fly TOWARD player. One TIE escapes

CUT



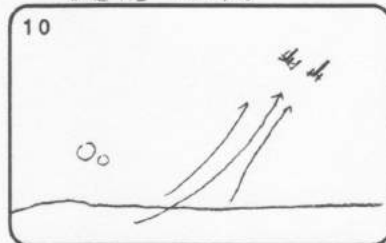
TIE flies to new Imperial stronghold at MOS EISLEY

CUT

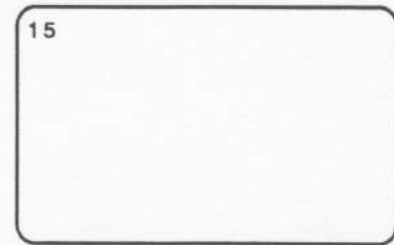
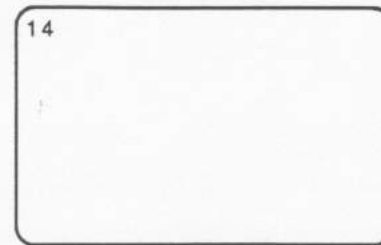
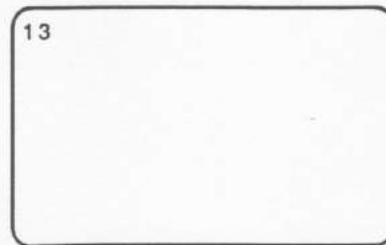
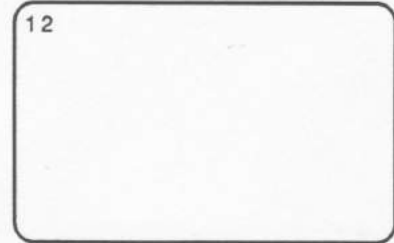
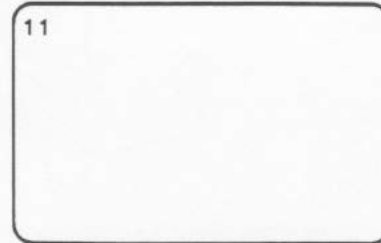


Circle an shoot city, then fly away

CUT



Then show ships zooming into space.

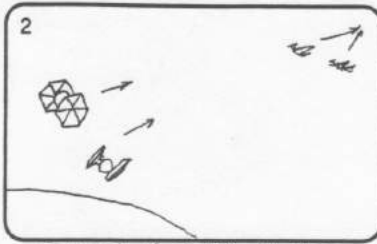


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Level 6: Asteroid Field



Squadron Zooms by.

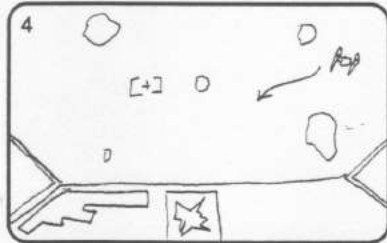


Followed, of course by the bad guys.

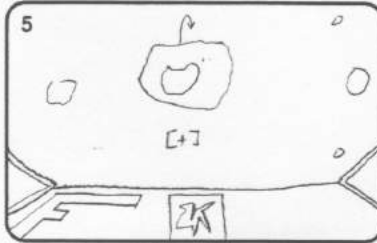


Swing behind TIEs, follow into asteroid field.

CUT

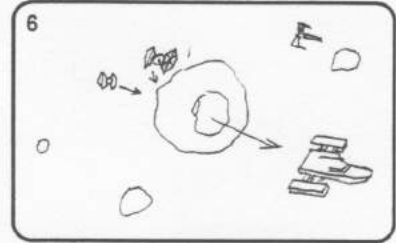


Shoot small asteroids, TIEs.

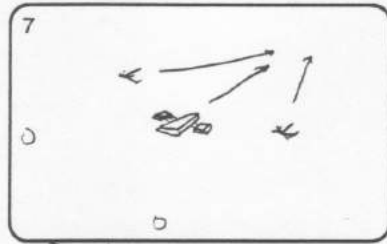


Pass thru hole in asteroid

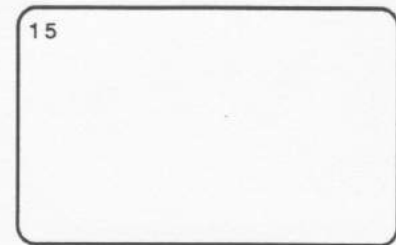
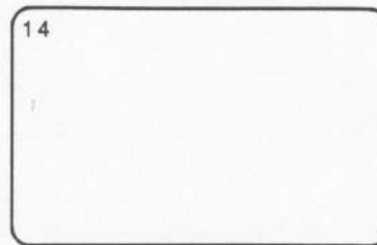
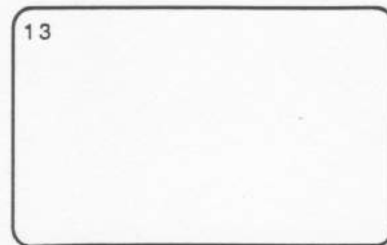
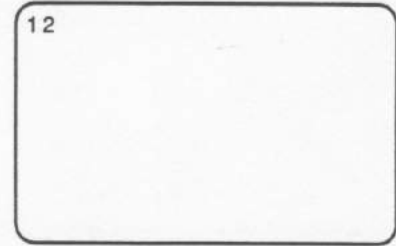
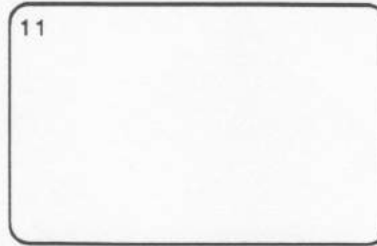
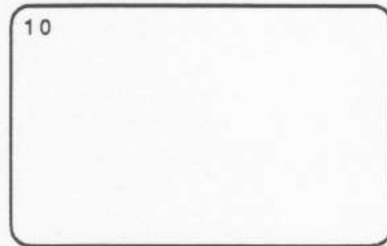
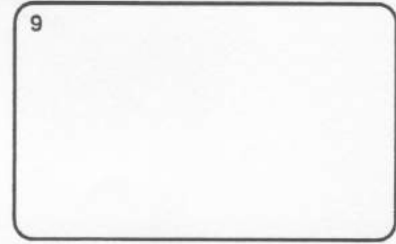
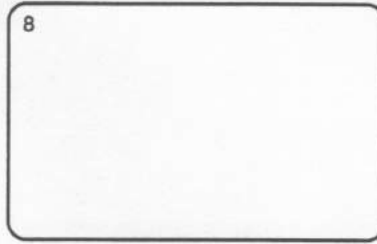
CUT



TIEs try to follow, blow up.

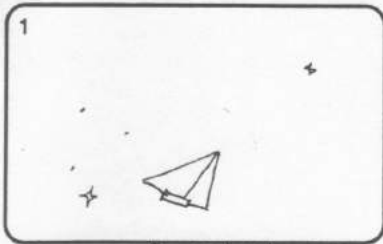


Pan to follow squadron away

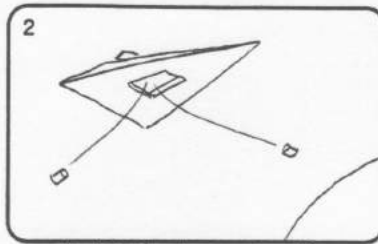


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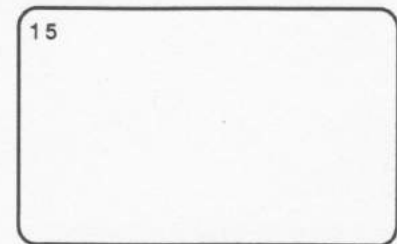
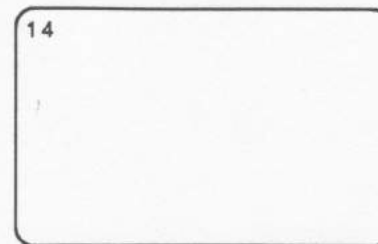
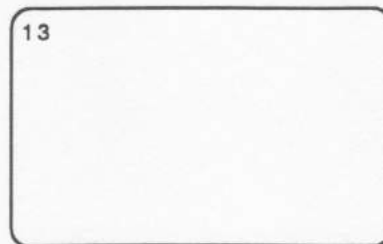
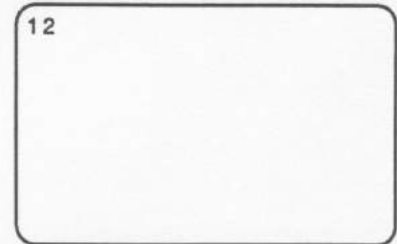
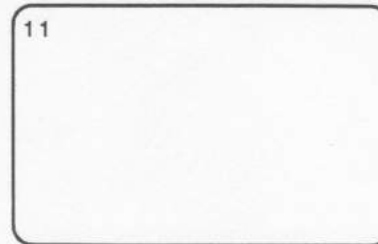
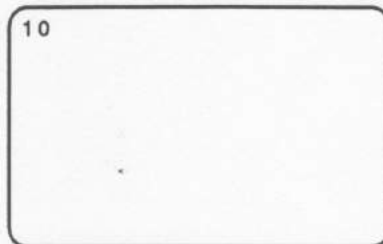
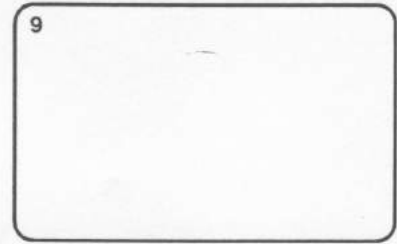
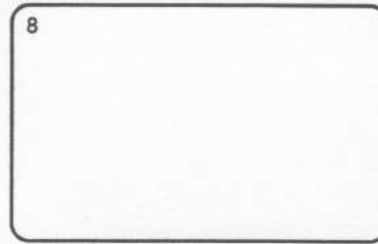
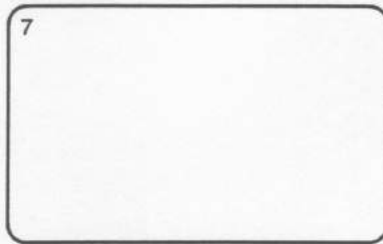
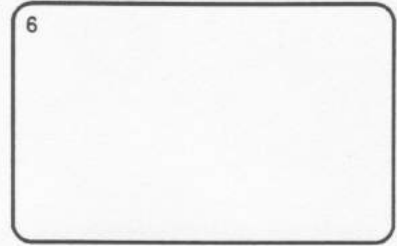
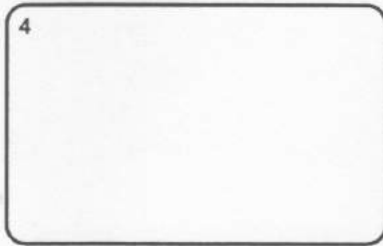
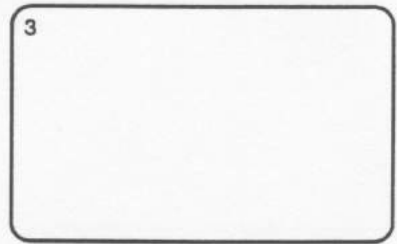
Level - : HOTH CUT SCENE



Imperial forces chase the Rebels across the galaxy...



and launch thousands of probe droids, searching for the location of the secret rebel base

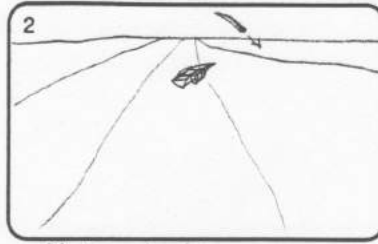


Star Wars CD

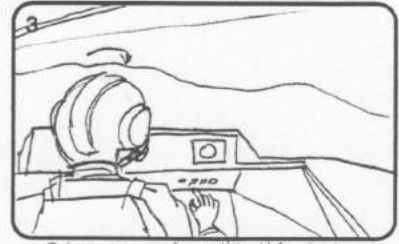
Level 7 : Drones on Hoth



show snow-speeder whizzing by.



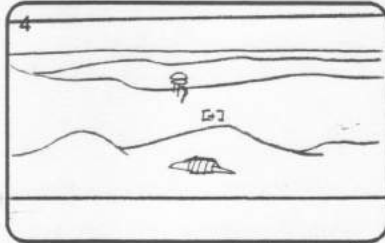
Meteor lands



CUT

CUT

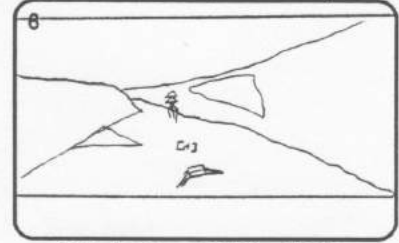
Pilot (Player) tells HQ has going to investigate a meteor, (turns his head to right)



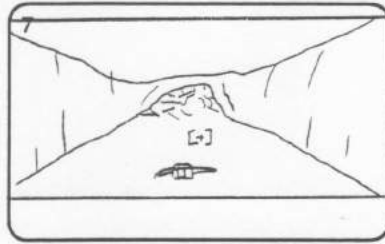
Fly over snowy hills. Scout droids will pop up and try to run away. Shoot them.



Follow droid down trench



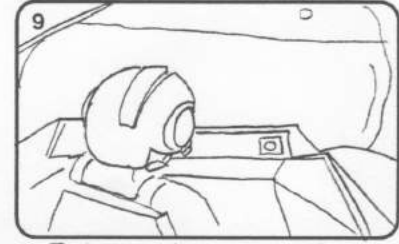
Fly down canyon, shoot lots of droids



Come to cave entrance, follow droid in.

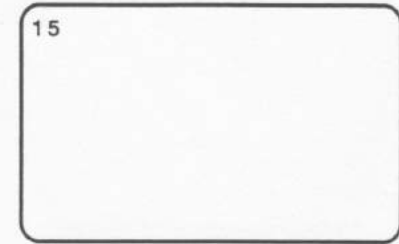
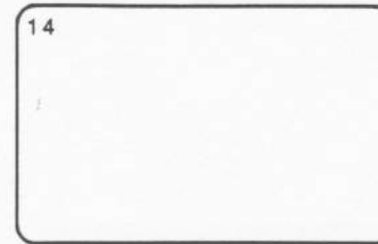
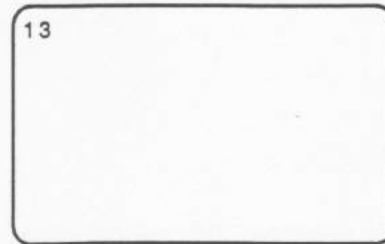
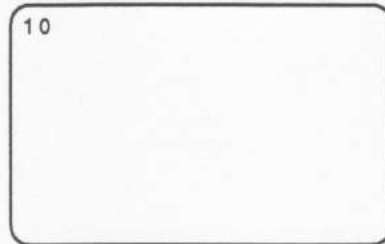


Navigate simple 2D Maze, shooting droids too.



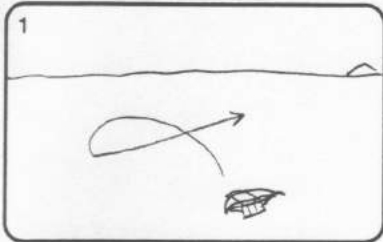
CUT

Find exit to maze, get distress call from base. Imperial Walkers!

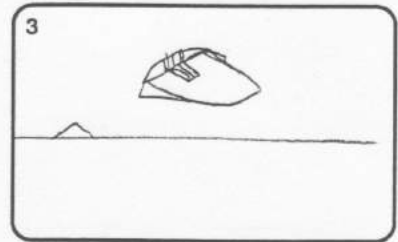
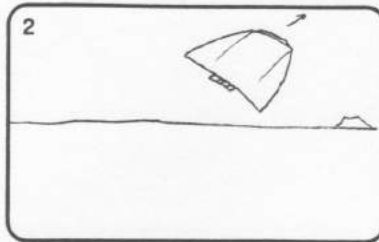


Star Wars CD

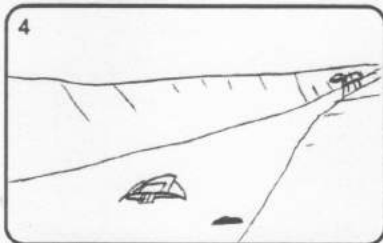
Level 8 : Imperial Walkers



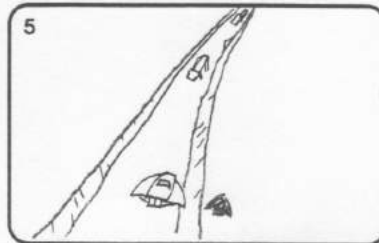
1
Snowspeeder whips around



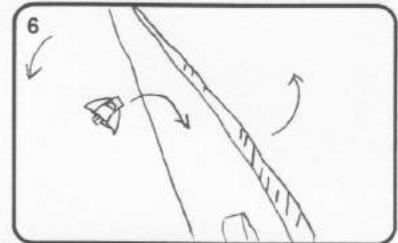
3
Pan to follow



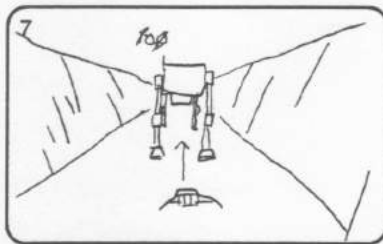
4
Pull back to show snowspeeder from above, walkers ahead in trench



5
Zip over walkers

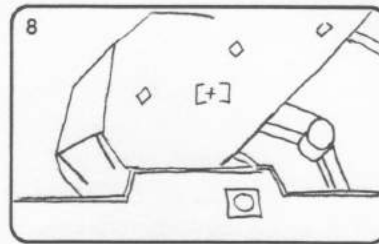


6
Snowspeeder whips around to attack

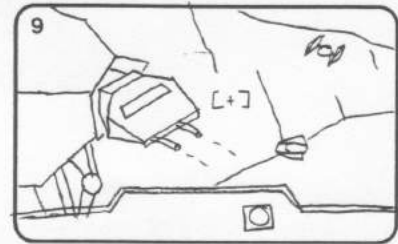


7
Snowspeeder approaches Walker.

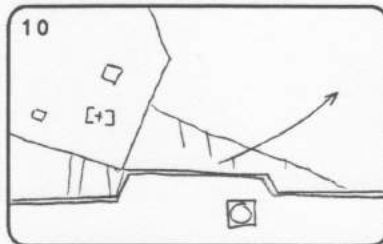
CUT



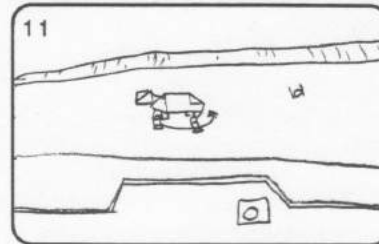
8
Run along side of Walker, shoot Ports



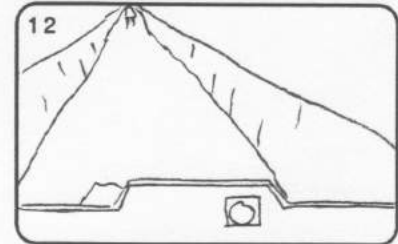
9
and head. Note other Snowspeeder going to use towrope.



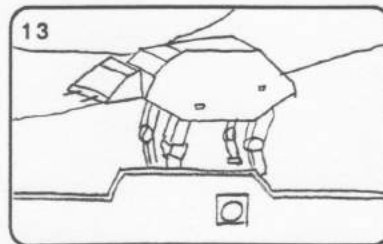
10
Swing out for another pass.



11
On way back, see snowspeeder disabling walker.

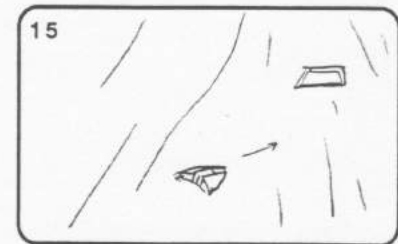
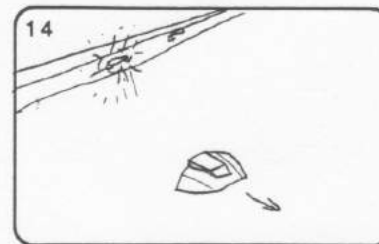


12
Swing to approach other walker.



13
Circle it, shooting parts on it till it blows up.

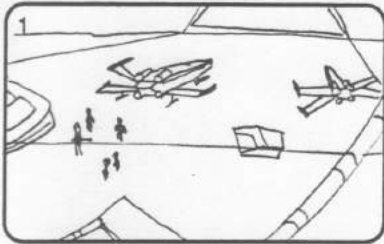
CUT



15
Fly back to rebel base (side of a mountain perhaps?)

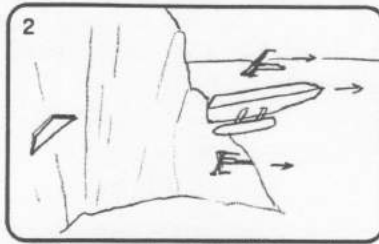
Star Wars CD

Level 9 : Protect Fleet

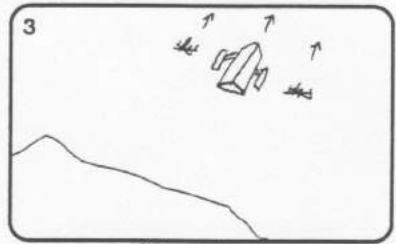


1
Leader instructs Pilots to escort Xports. Pilots scramble.

CUT

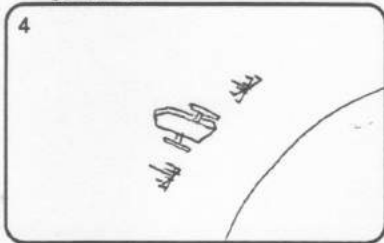


2
Transport launches with fighter escorts



3
Pan to follow them into sky

CUT



4
show rising from planet

CUT



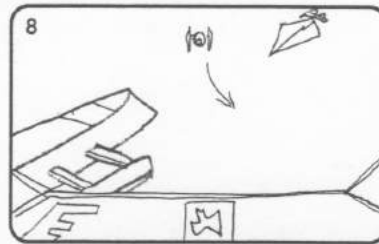
5
Show ION Cannon firing

CUT



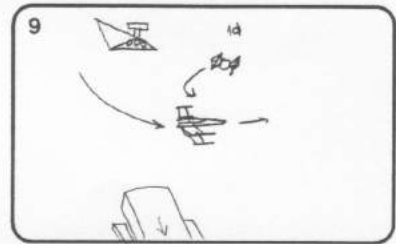
7
Pan to follow transport approaching Star Destroyer, ion cannot strike.

CUT

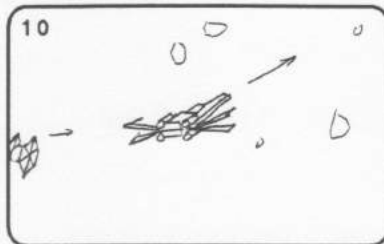


8
Protect transport from waves of TIEs; fly all around Xport, shooting TIEs.

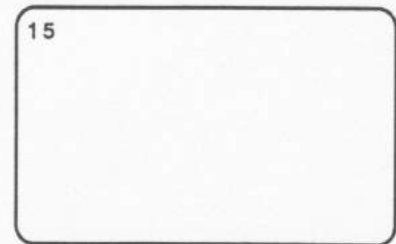
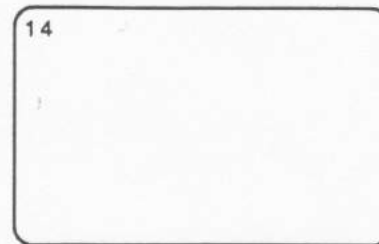
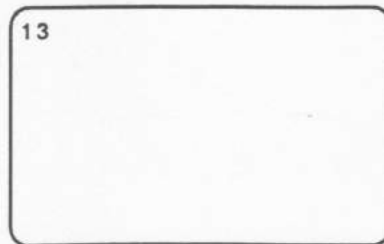
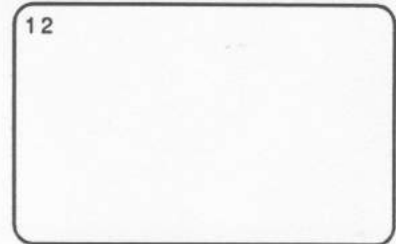
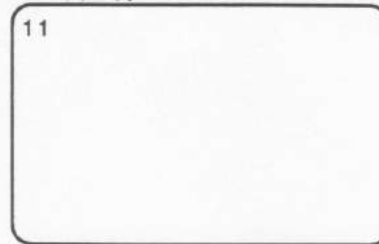
CUT



9
Xport escapes, Xwing leads TIEs away.

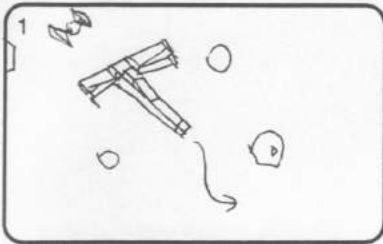


10
Pan to follow, Xwing enters asteroid field

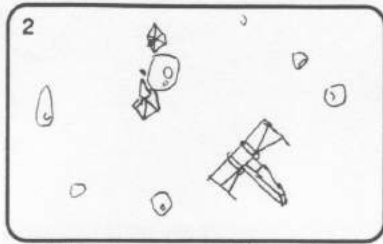


Star Wars CD

Level 10 : Asteroid Maze

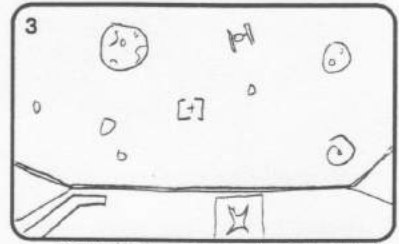


Xwing does fancy maneuvers to avoid asteroids

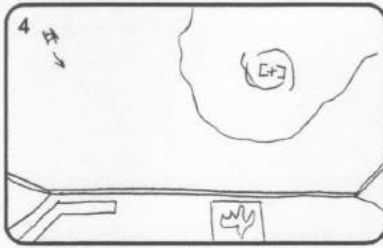


The Xwing isn't good enough to do the same.

CUT

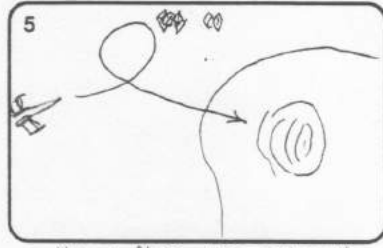


Standard asteroid-shooting level.



Fly into hole in large asteroid.

CUT

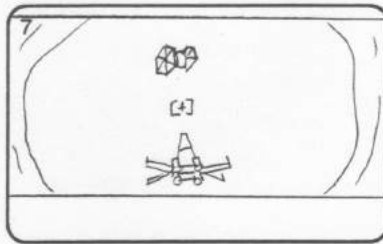


Xwing flies into asteroid.

CUT

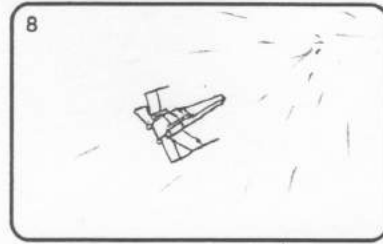


Xwing Navigates 3-D maze

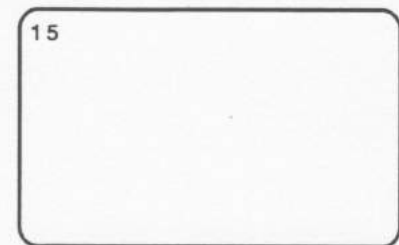
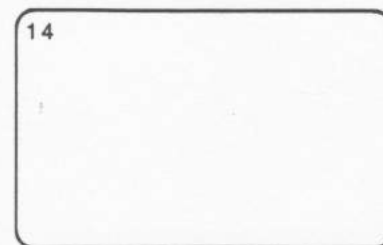
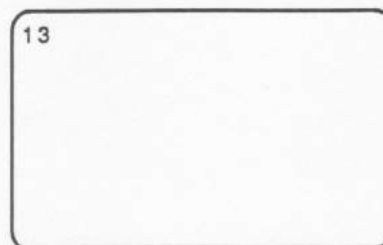
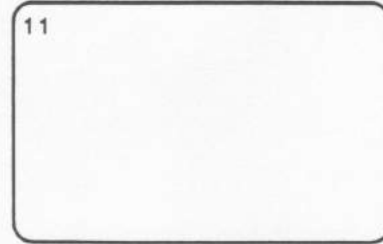
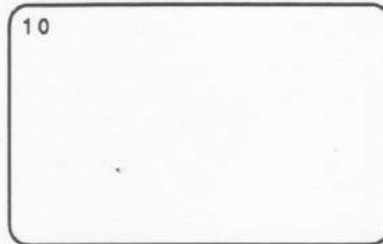


Exit maze, come up behind TIE. shoot it.

CUT

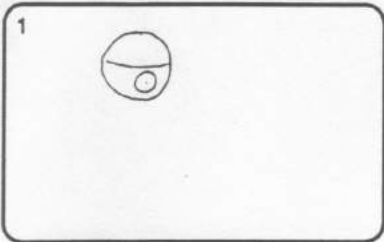


Xwing goes into hyperspace

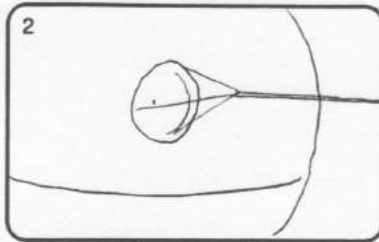


Star Wars CD

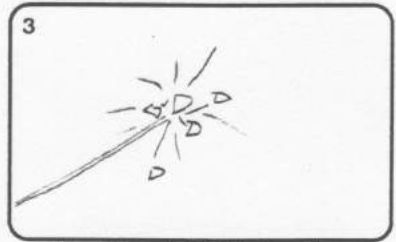
Level - : YAVIN CUT SCENE



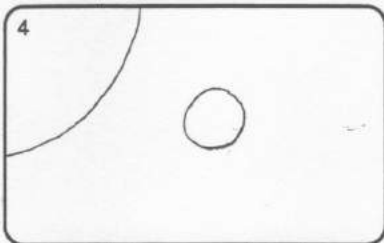
1
The Empire uses the awesome power of its Deathstar..



2
to destroy...



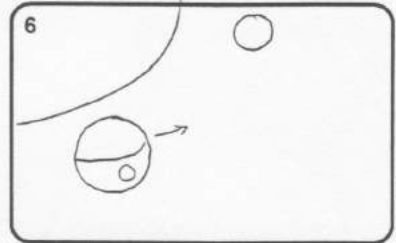
3
The peaceful planet of Alderaan, known Rebel sympathizer and home planet of Princess Leia.



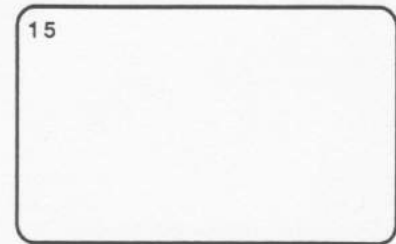
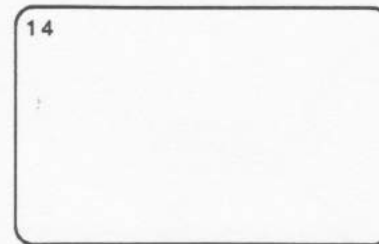
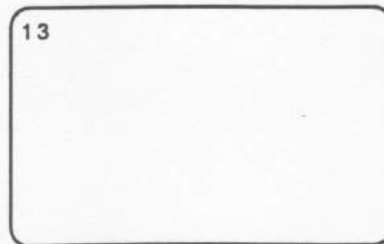
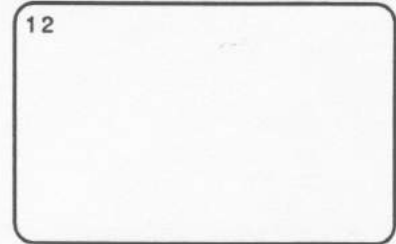
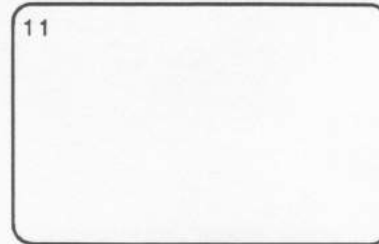
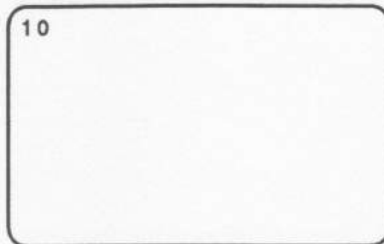
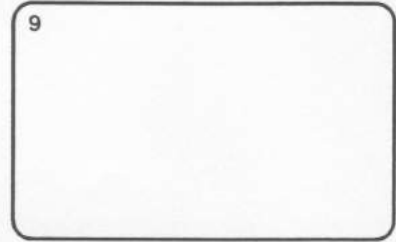
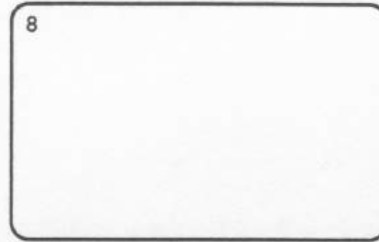
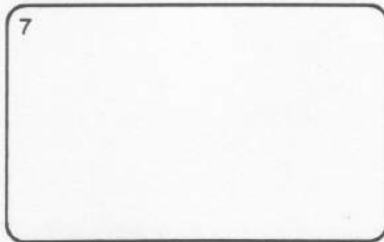
4
The Rebels, now based on a moon of the planet Yavin,...



5
Plan to destroy the Deathstar, with the help of the stolen plans.

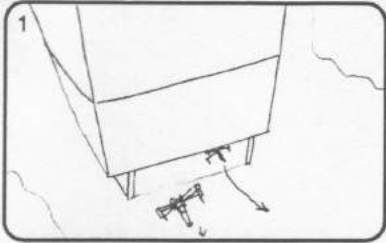


6
Unfortunately, the Empire learns the location of the Rebels, and deploys the Deathstar to Yavin

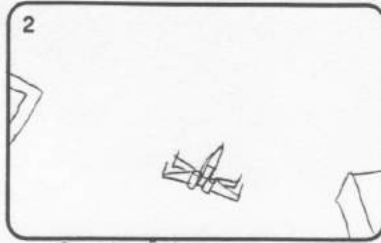


Star Wars CD

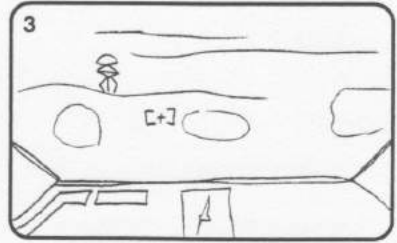
Level 11 : Moon of Yavin



Xwings launch

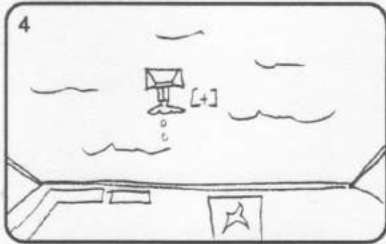


Pan to follow

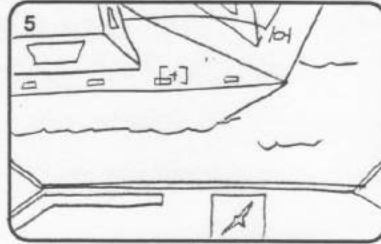


Fly over jungle, shooting probe droids, TIEs

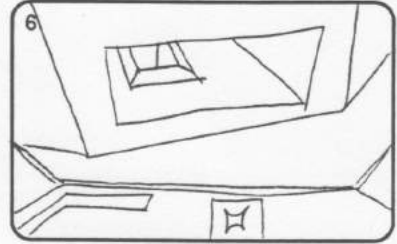
CUT



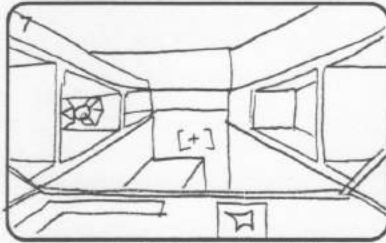
Shoot attack droids that pop out of water.



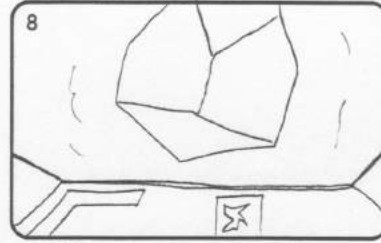
Shoot parts & TIEs coming out of HUGE underwater carrier



Go inside carrier to attack hangar bays



Shoot TIEs & Control centers inside!



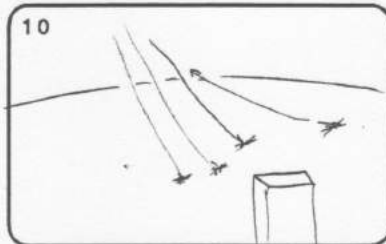
Fly out, spin around, and watch it blow up.



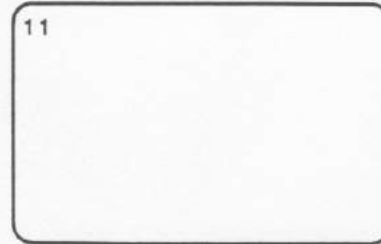
Cockpit view, receive orders to begin assault on Deathstar

CUT

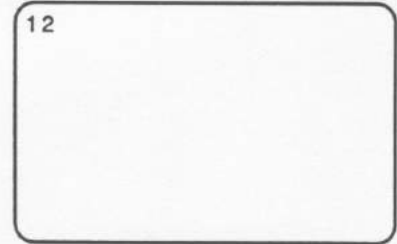
CUT



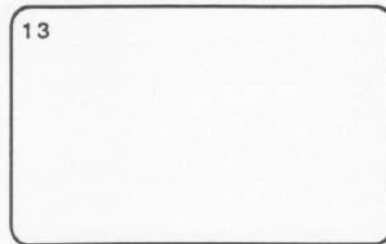
Xwing joins other fighters into space



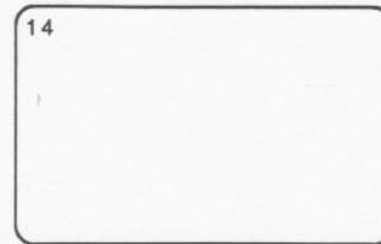
11



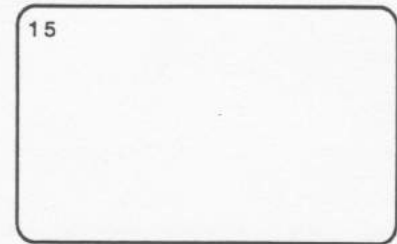
12



13



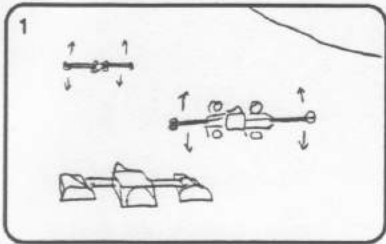
14



15

Star Wars CD

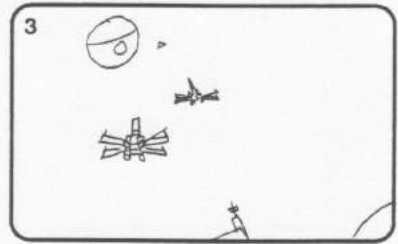
Level 12 : Tie Fighter Attack



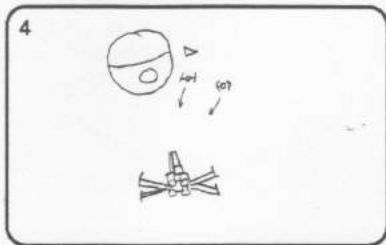
Xwings hover; open wings



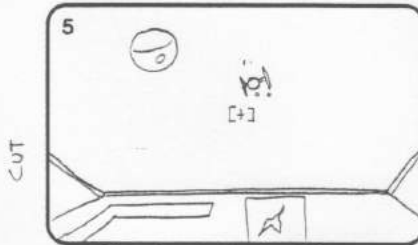
Leader gives orders



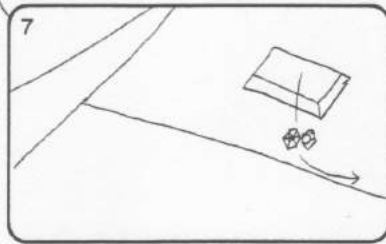
Follow Xwings in



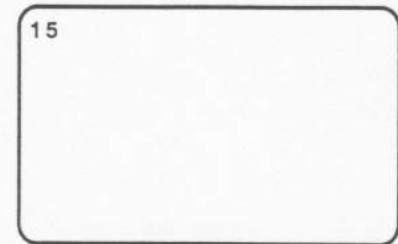
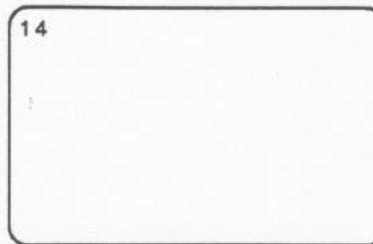
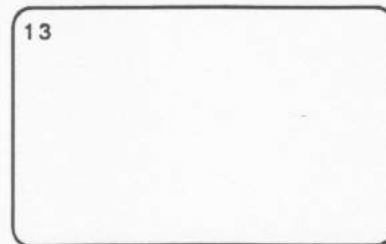
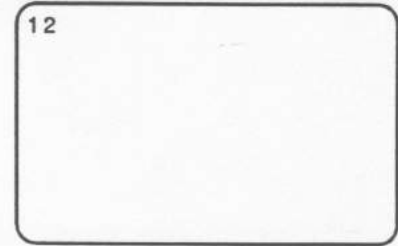
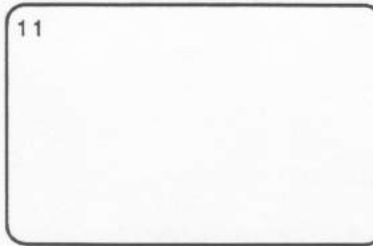
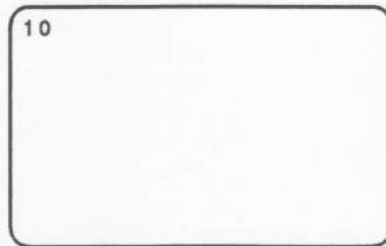
TIE fighters come to Xwings,
Ywings



Shoot attacking TIE
fighters before they
shoot back.

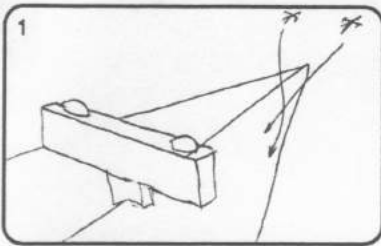


Show star destroyers,
then TIE fighters
coming out from below



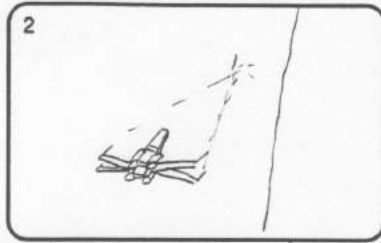
Star Wars CD

Level 13 : Star Destroyer Attack



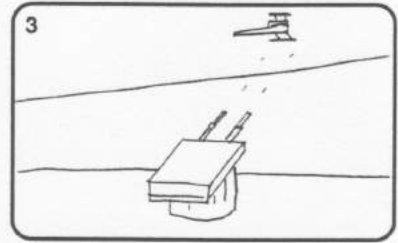
1 show X-wings approaching star destroyer.

CUT



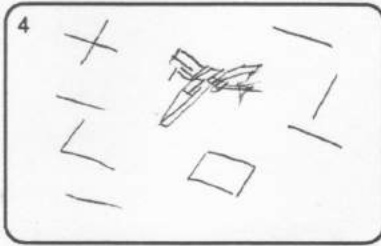
2 Xwings bomb surface

CUT



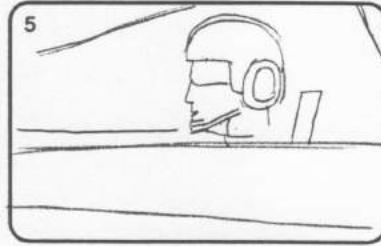
3 Star Destroyer gun pivots (and so does camera)

CUT



4 Xwing is hit

CUT



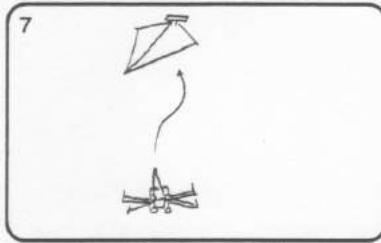
5 "I'm hit! I'm hit!"

CUT



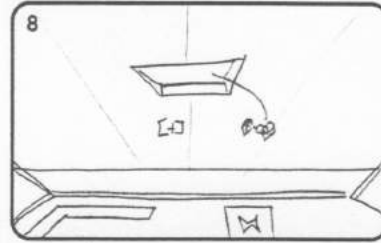
6 Crashes onto Star Destroyer surface (even without gravity)

CUT

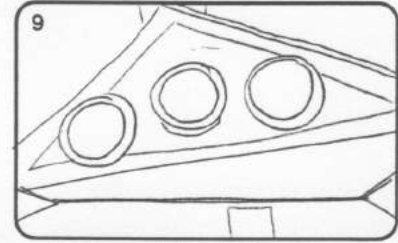


7 Xwing dives down for a bottom attack

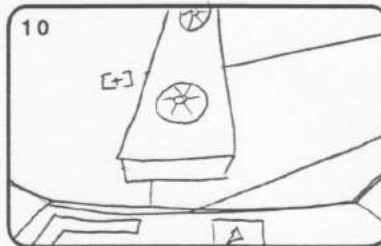
CUT



8 Shoot guns 3 TIES on bottom of STAR destroyer

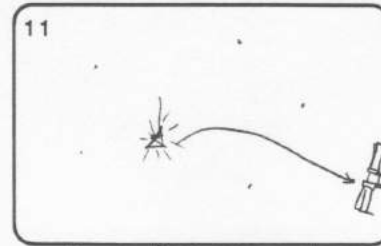


9 Spin around, rise up S.D.'s rear.

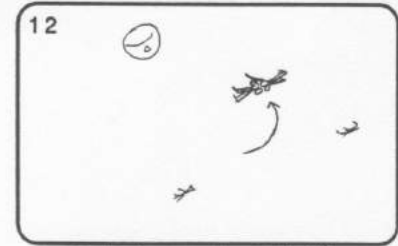


10 Circle tower, shooting domes & TIEs

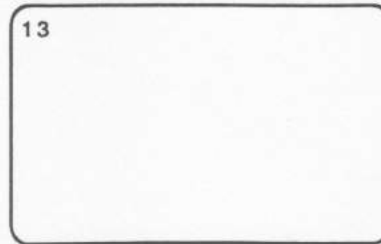
CUT



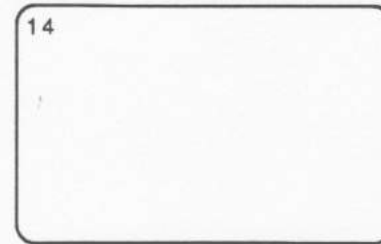
11 Xwing flies away; star destroyer blows up.



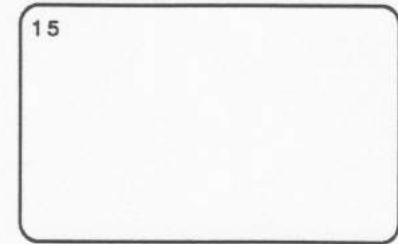
12 and Xwing & rest of Rebel fleet attacks the deathstar.



13



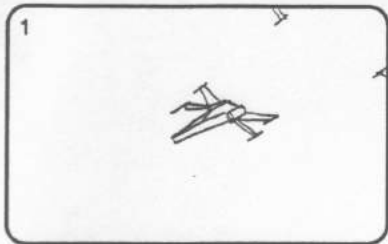
14



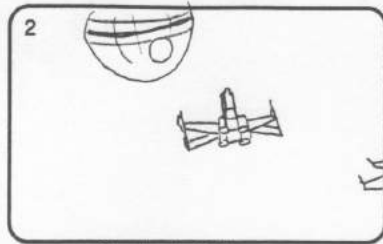
15

Star Wars CD

Level 14 : Deathstar Surface



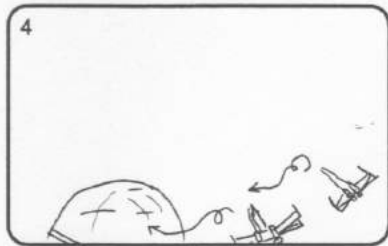
Show lead Xwing



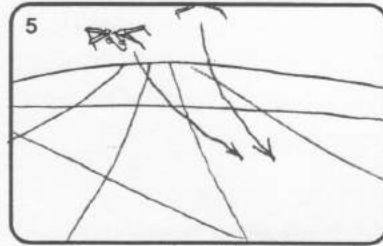
Pivot to follow



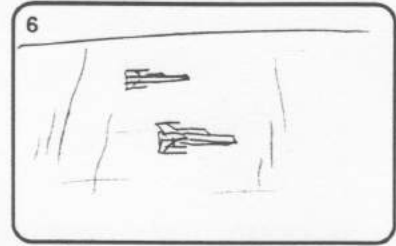
leader gives orders to attack



Fighters peel-off in pairs and descend to deathstar surface



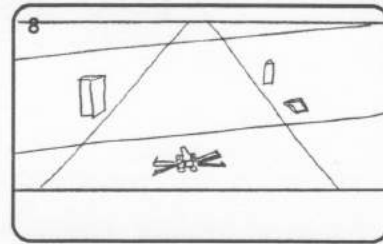
Camera pulls back showing descending X-wings, Y-wings



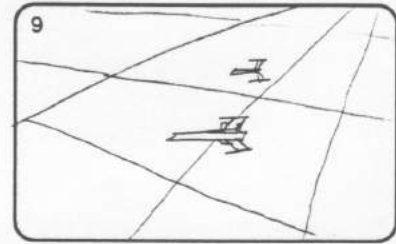
Follow fighters, showing terrain whizzing by



Xwing passes gun, gun pivots & fires, camera follows X wing



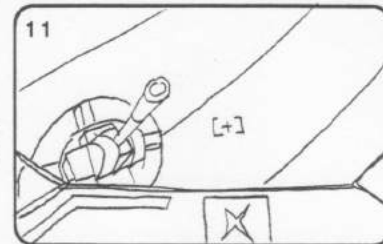
Shoot towers & power units.



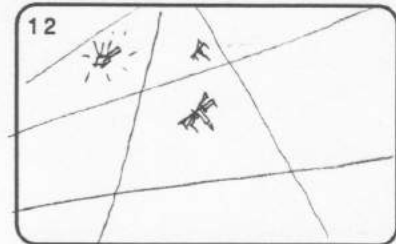
Cut to side; leader warps of laser cannon.



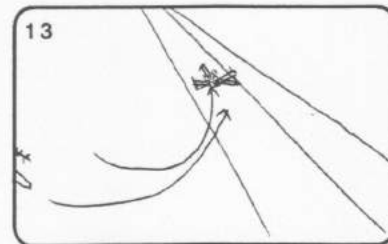
Pan to follow X wings. They circle cannon.



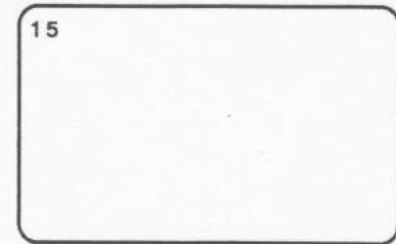
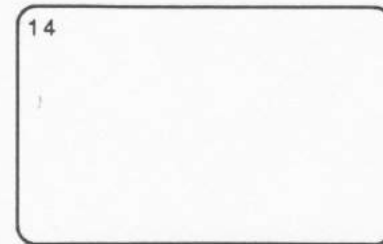
Circle cannon, shooting it until it blows up



Xwings leave gun

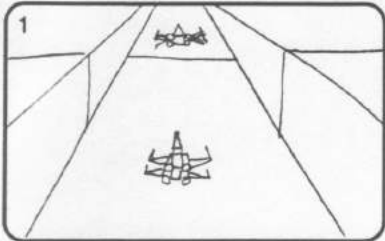


Pan to follow them into trench



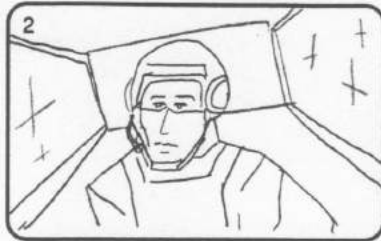
Star Wars CD

Level 15 : Deathstar Trench



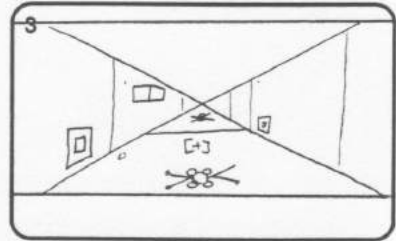
1
Follow Xwing into trench
and pan down behind

CUT

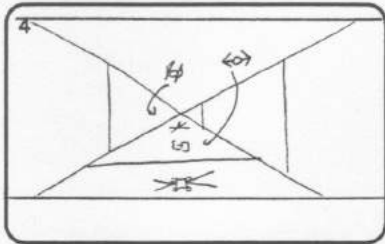


2
Cut to interior of lead
Xwing

CUT

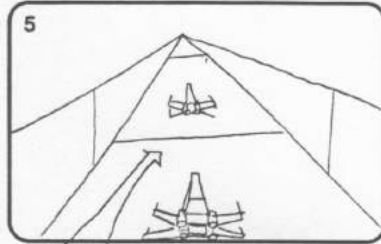


3
Avoid obstacles, bridges,
fireball shot from sides



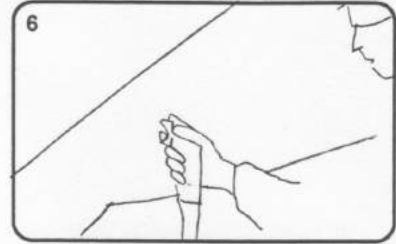
4
Tie fighters descend on
lead Xwing. Don't let
them shoot lead or attack will abort.

CUT



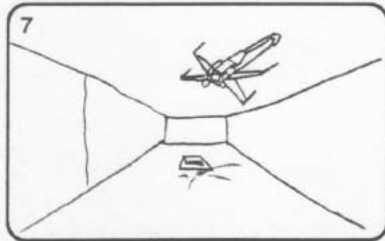
5
Zoom camera behind
lead Xwing, lead
approaches para

CUT



6
Pilot launches proton
torpedo

CUT



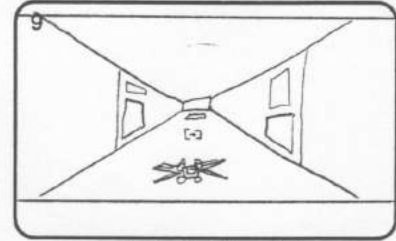
7
Shot misses

CUT



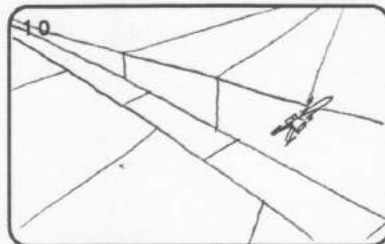
8
"did not go in..."
"up to you..."

CUT



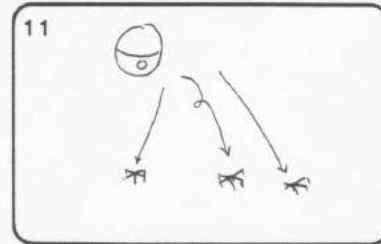
9
shoot vent (torpedo)

CUT



10
Pull up out of trench

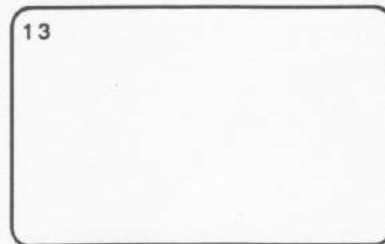
CUT



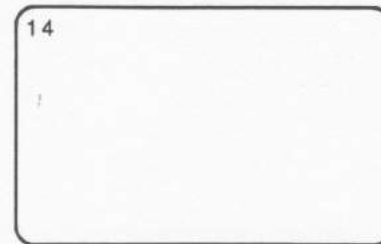
11
Fighter fly from d.S.



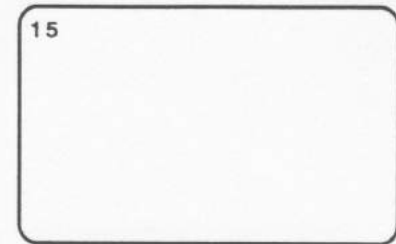
12
Deathstar blows up



13



14



15

Star Wars CD

Level : CLOSING CUT SCENE



"You have defeated me this time"



"The force is strong with you, young warrior"

