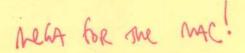## --DRAFT--

MegaTraveller 3

Unknown Worlds

Science-Fiction Adventure in the Far Future

Marc Miller
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Starship Stuff
World Generation Stuff
Worlds (and Terrain)
Objects:Add more objects to the list.
Linguist: Inplement language much like that in Space: 1889

MEGA for the MAC!

Executive Summary

MegaTraveller 3: Unknown Worlds is an improved, enhanced evolution of MT1 and MT2 with the following features:

Three scenarios. S1 is the default first story. Thereafter, play continues with S2 and S3. A post-publication (maybe three months) scenario disk plugs into MT3 and provides three more scenarios.

Upgrade of the existing driver. MT3 uses the existing MT2 driver, but with enhancements and improvements in the areas of PAL, space travel and combat, trade and commerce, and visual support.

Space Travel. MT3 emphasizes space travel rather than world travel. The thrust of the game is to travel into a vast unexplored territory, explore it, and enjoy the scenarios provided. In support of space travel, MT3 provides increased interaction in space ships, with more crew and more choices of ships.

Ease of Play. The continuing use and improvement of the PAL system makes MT3 easy to use. Non-player characters (PALs) interact with the player and help him make the right choices.

Cinematic Effects. The effort in MT3 is to transform the game system from a stock role-playing system to a game of heroic fantasy. The player concentrates on his single character, but he is supported by his companions (PALs) who can do things he cannot (with skills they have and he does not). In addition, they can die and be replaced, while the player continues to live and reach the end of the story.

True to the Traveller Game System. Although there are changes to and divergences from the Traveller game system, MT3 remains true to the traditional Traveller system, and will continue to draw in players who enjoy that system.

This is Traveller

Our MegaTraveller computer role-playing game system is based on GDW's Traveller, the most popular science fiction pencil and paper role-playing game of all time. Traveller, created by Marc Miller, was originally published in 1977, at the height of the Star Wars craze. Since then, it has consistently been the best-selling science-fiction role-playing game on the market. More than 300,000 copies of the basic rules set are in print.

As a role-playing game, Traveller is based on a set of rules that allow players to participate in common situations, vicariously acting out their actions in response to a situation presented by a referee; players assume the identities of adventurers or soldiers of fortune and then actively seek out some important goal like wealth, power or fame. Literally, Traveller, in the hands of a creative referee, can duplicate any science fiction you have ever read or even seen on movie screens.

In the first years of the role-playing game, Traveller established the pattern that other role-playing games routinely use in marketing today: publish a basic set, and follow it aggressively with modules, adventures, and new rules additions in order to capture and keep the player's interest. In 1986, the basic Traveller rules set was rewritten and called MegaTraveller. Paragon's computer adventures are based on the MegaTraveller rules set.

Traveller has been thoroughly supported throughout the lifetime of the series. Modules were commissioned from noted science-fiction authors like Andrew Keith, Lawrence Shick, Joe Fugate and John M. Ford. The slick Traveller's Digest appears bimonthly with background information about new adventures and feature stories about the future of MegaTraveller. Traveller has its own category in the games sections of GENIE and CompuServe. A dedicated support group, called the History of the Imperium Group (HIWG), has more than 150 members who are busy chronicling the fine details of the Traveller and MegaTraveller role-playing systems.

The MegaTraveller computer role-playing series has steadily evolved since the first MegaTraveller hit the shelves in May, 1990. Paragon's experience with the title has produced continued product improvement and feature enhancement.

MegaTraveller 1: The Zhodani Conspiracy (May 1990) was an excellent first effort and a faithful translation of the game system into a computer environment. At the same time, it showed elements of the paper game that did not work on computers, and taught valuable lessons about what a computer game should implement.

MegaTraveller 2: Quest for the Ancients (July 1991) brought Marc Miller in as an active scenario designer, and implemented a strong story in conjunction with improved features.

MegaTraveller 3: Unknown Worlds (to be released November 1992) continues the evolution of the game system with an expansion to three distinct (but connected) game scenarios plus a follow-up disk with an additional three scenarios operating from the same driver.

Product Summary

MegaTraveller 3: Unknown Worlds is being produced by the same development team that created MegaTraveller 2. With scenarios and game design elements outlined by Hall-of-Fame game designer Marc Miller, original creator of the Traveller universe, MegaTraveller 3 will set a new precedent for science-fiction computer role-playing adventures.

Three Scenarios. Unknown Worlds is unique in the realm of computer adventures because it offers the player three distinct main scenarios instead of the traditional single store. Each of the three scenarios has its own plot, its own puzzles and mysteries and its own unique non-player characters that you will have to meet and converse with. Each of the three scenarios has cinematic, exciting introductions, movie-like transition scenes to expand the plot and heroic finales in the tradition of the best science fiction films.

Three More Scenarios. A follow-on scenario disk with an additional three scenarios is being simultaneously developed, for release three months after initial game publication. The 3 More disk provides added game play at just the time that players are finishing up their first three scenarios, while keeping the game and game title in front of the buying public.

Vast Territories. Unknown Worlds takes place on the edge of the vast Imperium. Defined, previously encountered worlds are contained in the game data base, and players can travel and adventure through these existing worlds (which were contained in the previous Quest for the Ancients). But the majority of the game takes place in the vast unexplored frontier we call the Vargr Extents. These worlds, beyond the border and beyond Imperial laws, are truly unexplored. The computer creates these worlds uniquely for each player (a quick world generation sequence populates the territory when the game begins). Different players can create the same worlds on their own computer if they use the same random seed; or they can use different seeds to create distinct universes. The size of this frontier is player selectable... large, medium, or small, depending on the player's individual tastes.

Things To Do. Unknown Worlds concentrates on space exploration while driven by specific scenario goals. Thus, while a player is searching for the kidnappers of the space princess, he is also exploring the blank map, deciding what routes to take, and finding out what lies beyond the Imperial border. The activities primarily undertaken while exploring are

Exploration and Navigation. This involves starship travel to the worlds of the Vargr Extents. At the largest setting, the maps provided cover 9 sectors of 500 worlds each (for a total of 4500 worlds). The player will see worlds from a distance as he travels into the territory, and will call on perhaps one in ten. The starship computer memorizes the worlds he has seen, and later travels through the territory are easier because he now has a map. This becomes important. In each scenario (1 through 6) the territory becomes more and more familiar. A subordinate aspect is that of friend-making. Several specific worlds are keyed to provide friends to the players... and when they call on those places later, there are friends who can help them.

The game and its scenarios provide an automatic satisfaction to the player... the more he plays, the more he learns about the territory, the more efficient his explorations become, and the better he performs.

Trade and Commerce. Trade ties the worlds of space together, and any traveller has an opportunity to make money by buying low and selling high. Since interstellar travel is an expensive proposition, most players will try to make money as they go. Unknown Worlds implements an easy to understand trade system through the shipboard computer. The system analyzes available information and indicates the probable profits to be made buying and selling goods (exploration is important, because the computer cannot give recommendations for places it has no information for). At the same time, the trade computer only gives recommendations and predictions... the results of actual transactions will vary.

Space Travel and Space Combat. Unknown Worlds enhances and improves the spaced travel portion of MT2 by adding graphical starship navigation with PAL navigator and pilot support. The player determines the next destination by clicking on a map; PAL support evaluates the destination and responds with appropriate comments ("We won't be able to refuel

if we go there.") before confirming and executing the command. The system is constructed for ease of use.

At the same time, a Star Trek-like bridge allows the player to see projections of world maps, other ships, or data screen displays.

The PAL System. A major part of the game is the PAL system of helpful comrades. They relieve the player of many responsibilities while making sure that activities proceed realistically. Based on the PAL improvements in Spellbound, the PAL implementation in Unknown Worlds allows up to 10 companions who may be of any race or skill levels. In addition, the system will implement a "squad" PAL consisting of up to 7 (?) generic soldiers (who can fight and die for the cause).

Though many players will be very familiar with the role-playing system, MegaTraveller 3 will be something entirely new; even the most hard-core Traveller fans will be experiencing something fresh from the imagination of Marc Miller.

Heroic Adventure. This game and its scenarios represent a transformation of the MT system from standard role-playing into a system of heroic adventure. The player concentrates on his single character while using his comrades (PALs) to help move the story along with a minimum of hindrance. PALs are the ones who fight and die; they are the ones who do the drudgery and the routine efforts. The player is the leader who makes decisions, and to whom the PALs look for guidance. The result is movie-like... cinematic in theme and scope. Players are guided forward as PALs ask guiding questions, or give direction. But ultimately, the player is in control and ultimate responsibility rests on his shoulders.

The Scenarios

The three main scenarios of the basic game will focus on:

1. The desperate search for the Duke of Rhylanor's kidnapped daughter, the Princess.

2. The search for a magnificent lost city, where revolutionary artifacts could answer age-old mysteries.

3. The defeat of the terrorist robot cargo raiding ships and the discovery of the mastermind behind their construction.

Shortly after MegaTraveller 3 is released, a follow-up supplement, called MegaTraveller 3 MORE, will be sold. Three brand new adventures, complete with unique characters, plots and cinematic sequences will be installed into the player's current game system, thus keeping the adventure alive for months.

4. A rescue deep inside Zhodani territory.

5. A war scenario where your party is a mediator between two opposing sides. After certain facts are uncovered, you will be forced to choose a side and end the war.

6. Generation Ship.

Bonus. A bonus scenario is Marooned. The group is stranded on a single world and must travel across its barren expanses to reach a starport and retrieve a replacement part for their ship. Once they do so, they can continue on their journey. This bonus scenario can be imposed at ny time as an added adventure.

Bonus is imposed by the computer during Scenario 4 or 6.

The Star Map

Unknown Worlds takes place on the Coreward border of the Imperium, in a region known as the Vargr Extents (named because the canine Vargr inhabit many of the worlds in the region). Within the territory, we find several distinct sub-regions:

1. Imperial Worlds. These are worlds which are within the Imperium and are part of the empire. They have been previously defined in MT2. They are included because the players begin the game at Rhylanor and will continue to come back. At a minimum, the worlds of the four subsectors from MT2 will be included. Because the memory requirements of world data are relatively small, we will also include the worlds from the adjacent 4 subsectors of the Spinward Marches.

A. Outpost. The Imperium maintains a single world base deep within the Vargr territories. This single world is predefined and operates as a military and trade post.

B. Regina. Used in S5. The assignment to call on the Thoenigling Empire is made by the Duke of Regina. Seat of government of the Duke of Regina... the most powerful duke in the Spinward Marches.

C. Rhylanor. Used as a starting point for all scenarios (S1, S2, S3, S4, S5, and S6).

D. Shionthy. Used in S1. Site of an ancient site. The group visits this location and Trow Backett in order to acquire an "Ancient Ship Tracker."

E. Inthe. Used in S3 and S4. Allows upgrading of ship weaponry in anticipation of encountering the robot marauders or the Zhodani. Site of an Imperial naval base.

F. Junidy. Used in S2. The seat of power of the Duke of Aramis.

2. Vargr Worlds. Unless otherwise noted, the lower two-thirds of the map consists primarily of Vargr worlds. Each is populated by the Vargr race. Vargr are not wholly under one government, however, and so we see the following subdivisions:

A. The Thoengling Empire. An empire of about 30 worlds under a central Vargr emperor.

1) Knoerrgh. The capital of the Thoengling Empire.

2) Dhanz. The fleet depot of the Thoengling Empire.

B. Thaegh. A Vargr world on the very edge of the Thoengling Empire. Site of the first Generation Ship landings (Scenario 6).

3. Zhodani Worlds. Part of the territory on the map is generated using Zhodani world generation.

A. Izivr. A high population Zhodani world, the capital of Zhodani governm,ent in this region. Home of the Zhodani Gvurrdon fleet.

B. Bizinia. A deserted world being explored by Professor Fugate (Scenario 4).

4. Special Worlds. There are several individual worlds which we specify and which are always on the map, regardless of what is computer generated. These are:

A. Recruiting Worlds. These worlds are the locations on which the player can find quality, special skilled crew members. The player's ship, when it reaches one of these worlds, can recruit NPCs to add to their crew. Each of these worlds has a specialty skill set.

1) Uerze. This is the world from which we recruit the Broker NPC. The QuickGen character generator, when used on this world, is skewed to produce especially good NPCs with Broker skill. Such NPCs may be Vargr or Droyne.

2) Ankhir. This is the world from which we recruit the Engineer NPC. QuickGen produces especially good starship Engineers, Navigators, and Pilots. They may be Droyne or Imperial human.

3) Beathe. This is the world from which we recruit the Linguist. A Linguist is always Droyne Sport.

4) Saell. This is the world from which we recruit the Thief character. A Thief is always a Droyne Sport or Drone.

5) Spolarz. This is the world from which we recruit the Mercenaries. Mercenaries are always Droyne Warriors, and always begin as a group/squad of 5 persons. They never split up, but may be reduced in number by casualties.

B. Robot World. This is the world from which the robot raiders come.

C. Atreandee. This is the world on which the lost city is located. Atreandee is located within 8 hexes of Beacon (that's how you know where to find it).

D. Stronghold. This is the fortress world of Darth Vader.

E. Drakn (Beacon). This is a star system with an esprecially brilliant star. It serves as a landmark.

F. Maroon. This is the world on which the characters will be marooned.

Each of these worlds has an automatic place on the map, and is placed regardless of other results.

Print-Outs. Areas of unknown space that you have explored can be printed out so you can see where you've been. World maps can be printed based on what you see from orbit and how much of the planet you've explored. It will be essential to be able to print maps and show maps on the screen for players who don't have a printer.

Glenn indicates that we can produce a character-based generic map print out. A graphic based map print out could be output as a TFF file and the user could then print it through a drawing program.

Map Generation. Appendix XX shows a guide map with world densities, world types, and locations of specific worlds.

Initial Preparation and Game Start

The Game begins with the standard interface and a pop-up presenting available options.

New Game

Resume Game

Select Saved Game from Disk File List

New Game allows options for

1. Generate Personal character (detailed or quickgen).

Standard player character generation system is implemented.

2. Select companions (quickgen)

The player is provided with access to a disk file of existing companions (who may have been companions in previous game sessions). Some or all of these companions may be selected.

The player is also allowed to "recruit" other non-player characters using the quickgen system. The finished character is presented, complete with face portrait, and a standard list of characteristics, skills, and equipment. The player makes a yes/no decision on the character.

Skill bias generation. Player can check one or more of several check boxes and the quickgen procedure will create a character who meets the criteria. Check boxes include:

Many Skills (Older Character)

Young and Strong (Fewer Skills)

Pilot / Engineer / Navigator

Military Character

Rich

Human/Vargr/Droyne/Zhodani

3. Create playing map.

A. Select map size (1-4-9 sectors). Size 9 is the default.

B. Select password. Notice that the password generates a unique random seed... anyone creating a playing map using that password will get the identical map. That way, players on different machines can be sure they are exploring the same universe.

C. Save data (under the password filename).

4. Goto initial cinematic sequence.

Characters

The existing structure for character generation in MT2 will be retained, but modified consistent with the goals of "heroic adventure" rather than strict role-playing. Several design changes will be implemented to improve Paragon's current MegaTraveller role-playing engine.

1. Only the player character generates his character in detail. Everyone else is generated using a quickgen system. Player can decide to use QuickGen as well.

2. The character generation system needs to support the following racial characters:

A. Imperial (as currently supported)
B. Zhodani
C. Vargr
D. Droyne

3. Automatic naming for characters of all races (Imperial [Vilani], Vargr, Zhodani, Droyne). Glenn says this is no problem in implementation.

4. Develop characters for either the computer adventure or the pencil-and-paper role-playing game. Characters for the computer game will only possess skills your characters need to solve the game (and this is the default system).

5. Select faces for your characters and even paint your own face.

6. Print-out of characters in a more readable form. This involves changing the standard character print-out to a format more like that in the MegaTraveller book.

7. New music.

8. New background picture and slight animation on the background picture.

9. Adapted character generation for recruitable NPC's. This system is especially important because it can only be called from the "recruiting worlds" and each such world has a bias to produce especially good characters of this special type. That recruiting world allows saving of sucha character when he returns to that world, and lets him be re-recruited when the group calls there again.

Automatic generation with a bias to specific skills.

Skill bias generation. Player can check one or more of several check boxes and the quickgen procedure will create a character who meets the criteria. Check boxes include:

Many Skills (Older Character)
Young and Strong (Fewer Skills)
Pilot / Engineer / Navigator
Military Character
Rich
Human/Vargr/Droyne/Zhodani

ENHANCED PAL SYSTEM:

An improved and enhanced character PAL system that lets your characters take on identities of their own. Watch your characters speak up during your adventure, offering advice, giving hints and volunteering for tasks that they are best suited to perform. Your characters will have a personality of their own based on their skills and their personal background. Some of your characters may be aggressive and over-confident while others will be pessimistic and dubious. Facial expressions will change based on the character's confidence level: confident, indifferent and doubtful.

There should be a counter on PAL volunteering so that a character without any useful skills will find himself useless and resign from the party. It would also be neat if characters that you dismiss from your party could show up later, randomly, and attack the party in a revenge plot. There should also be a true PAL turn-off so that people who want to put people in necessary tasks can do that. We must beef-up the help option so that players are always aware of what they should be doing next.

NON-PLAYER CHARACTERS:

As in MT 2, there will be hundreds of characters to meet and converse with. The characters will be color-coded once again so the player will know who they should speak to and who they can ignore. The color-coding will be enhanced in MT3. Characters will be coded based on their role in the game. Characters having to do with the main plot will be highlighted in one distinct color while merchants, characters in sub-plots and characters from future adventures will be coded in different colors. NPC's faces will be much larger and will be animated when they speak. Also, the plot will be driven with a narrative voice. For example, when you encounter a character, text will appear saying, "You approach the character and say, 'Hello, have you seen a rogue band of terrorists in a magnificent ship in this area?'" By driving the plot, I think we will convey the story much better. We are also considering character dialogue that can be printed or an in-game note taker where portions of text can be cut and pasted so people can manage information more successfully. Characters should also be able to repeat messages in some form for people who may accidentally click the mouse before he gets to read the text. In MT2, the characters turned immediately white after they said their message.

There will also be recruitable NPC's in the game who may or may not join your party based on your leadership, persuasion and interview skills. These characters will be local experts in brokering, linguistics, engineering, and fighting. Many of the NPC's will be speaking a foreign language and you'll need an expert local translator to give you the messages of the alien NPC's.

MINOR RACES:

The intelligent inhabitants of unknown worlds which are discovered and explored are minor races; they will be all sorts of types: water breathers, winged people, tentacled, and other exotic beings. We must create a system to generate these racial types for random alien NPC's. Create minor races based on UWP. We need a variety of characteristics and appearances.

RECRUITING AND TRAINING CHARACTERS:

When a character dies or is dismissed from your party, you will be able to recruit new characters. The characters you can recruit will be from the pool of characters you have saved from the character generator. Based on your interview and persuasion skills, the characters may or may not be available and may or may not join your group.

Training must be more natural and easy. We have to ease up on the rules for training characters. It should be very expensive and time consuming, but training as a method for increasing skills should be possible.

CHARACTER INFORMATION:

Character information will he handled exactly as it was in MT2. Character information blocks will appear t the top of the game play screen. These blocks will need to scroll left and right to accommodate recruitable NPC's. There will be a picture of the character as well as a health bar. The picture will be larger than in MT2, and it will only be of the character's face, not his/her upper torso. By clicking on the block you will access the character's sheet exactly as you did in MT2. However, the format of the sheet will change, showing a full-body shot of the character and the weapon/armor he/she is wearing as well as the inventory items and skills list. The type font for numbers should be equal width.

The character pictures will be animated when a character speaks up. If a character volunteer for a task, his facial expression should change to reflect confidence, indifference or doubt.

NPC CHARACTER EDITOR:

The most important thing I need for MT3 (and SPELLBOUND) is an all-purpose editor that will allow me to create characters for the games. Off the top of my head, I think the editor will need to let me:

A) Create the NPC's characteristics and any objects he/she/it may be carrying.
B) Name the NPC or use an automatic name generator.
C) Enter Tasks for the NPC.

D) Enter coordinates on a specific map where I want the character to be.

E) Write text for the character and edit the text at a later time.

F) Pick a face for the character or let the computer randomly generate one for me.

G) Do the branches of the character's tasks in an organized manner.

H) Lay loose objects on the map at specific locations.

I) Write fictional, descriptive narrative text between conversations and scenes.

Game Interface

The user-interface will remain icon-driven and will look very similar to the MT2 interface. However, character faces will be much more detailed and there will probably be more pointing and clicking as opposed to selecting options from overlay windows. Icon options will be highlighted only when they can be used, thus avoiding any confusion about what your characters can and cannot do at any given moment. For anyone who played MT2, they will have no problem getting right into the action of MT3. The interface will be very similar, yet enhanced and improved to make game play even easier. On the TAKE icon, we should have a point and click method of taking. We should not use little pictures of bags. We should draw object items individually and use the same graphic to represent them in the character's inventory list. This will also help objects in the game be more noticeable.

Various Points of View
The Bridge
Top Down in the City.
Top Down Outside on Worlds
The Trade Computer. The Trade Computer shows all worlds within 4 hexes
The Navigation Computer. The Navigation Computer allows the player to look at where he is on the big star map and to plot where he wants to go. Although the master map knows where every star system is, the Navigation Computer map shows only worlds that the player has visited or that are visible from the current location (star systems are visible up to 4 hexes away; you can tell if a system has a gas giant up to 2 hexes away).

It is possible to save the star map to a TIFF file to print out or edit and print out. But the computer only prints out the known worlds, not the full knowledge base.

The Navigation Computer also works within a star system. It allows you to point and click to any major location in the system... the Mainworld (in orbit around it, to the starport, or to any hex on the world), the Gas Giant, the Jump Point, or to any ship in the system.

The Trade Computer is a subset or variation of the Navigation Computer. It shows worlds which have been visited or which are visible. If the world has been visited, the computer knows its trade statistics and can determine probable prices for goods on that world. Otherwise, the world/system is shown on the map and (when clicked) responds with "no information."

The Trade Computer provides access to the list of trade goods on board the current ship (as well as the trade good available from the current world). By point and click, the player can determine approximately how much goods will cost or sell for at each world. The TC also maintains the current trade and commerce fund balance, showing how much the ship has made or lost in trading activity.

The ship's Broker (the NPC with the best Broker skill) if any, can chime in on the PAL system with advice about buying or selling (by internally accessing the TCs logic).

IN SPACE:

MT3 features all-new, redesigned space sequences. Your characters must now man seven stations aboard the ship: navigation, pilot, medical, cargo bay, engineer, gun 1 and gun 2. Each one of these stations must be viewed in wide-view animated screens. Navigation sequences show an interplanetary display with a long range view (8 hexes) or a short range (4 hexes) of the surrounding area. From the navigation screen you will be able to select gas giant and jump point destinations and make jumps by pinpointing hexes on the interplanetary map.

Space combat will be viewed in cinematic sequences that cut from your gunners firing to outside views of your ship and enemy ships fighting. Combat success depends on the power of your ship and the skill of your gunners. An all-new navigation system shows you the surrounding area of space. It's up to you to plot your courses and monitor the status of your ship. Space ships will also carry small craft that can be sent to the surface of the planet in remote locations so you can avoid cities and customs checkpoints. You can only use small craft if one of your characters

has appropriate skill in flying them. There will be a small craft navigation screen which allows the player to pinpoint a hex on the world to land the small craft on. Depending on his skill, he may or may not land on that spot.

There needs to be an on-board computer on the ship that makes evaluations and provides possible hints. The computer can have a personality of its own and can become like a friend. PAL support from the characters should alert you to fuel reminders and danger situations.

Starships

There are several starships available to your party.
They include:

A) Ancient ship. As previously described. Capable of jump-4.
B) Imperial Light Cruiser w/cutter. Provided by the Duke of Rhylanor. Capable of Jump-4.
C) Far Trader w/launch. Capable of Jump-2.
D) Scout Courier w/air raft. Capable of Jump-2.
E) Bulk Carrier w/cutter. Capable of Jump-3.
F) Close Escort.

There are eight types of enemy starships.
They are:

A) Vargr Battle ship.
B) Vargr Heavy cruiser
C) Vargr Commerce raider (Pirate)
D) Zhodani Battleship
E) Zhodani Heavy Cruiser.
F). Zhodani Light Cruiser
G) Picket
H) Ancient ship - when enemy has it in his possession
I) Robot raider ship - especially in the third scenario. The first two scenarios, the robot ships will be weak and easy to defeat. The third scenario is when the robot ships are powerful and dangerous.

Small Craft

The small craft space ships are used to travel from orbit to any place on a world surface. Virtually every starship carries one or more small craft. Each small craft carries a subset of the navigation computer which allows it to travel within a star system, but not to jump. Choices available on the navigation computer include Gas Giant, Main World, Starport, and any hex on the Main World. In addition, a small craft can goto any other ship in the system and dock and board.

Commercial Passage

Commercial passage is only available in the Spinward Marches. When you enter the unknown worlds, you will have to charter a flight if you lose your ship. As in MT2, you can have your ship towed in the unknown worlds, but it is costly.

The Bridge

The new bridge scene must be patterned on Star Trek. Truly cinematic space combat sequences that cut from your gunners firing to outside views of your ship and enemy ships fighting. Combat success depends on the power of your ship and the skill of your gunners.

STAR MAP AND WORLD MAP PRINT OUTS:

Areas of unknown space that you have explored can be printed out so you can see where you've been. World maps can be printed based on what you see from orbit and how much of the planet you've explored.

GROUND EXPLORATION AND COMBAT:

* Planet and cities will all be very distinct. Every one of the 13 tech levels of planets will have their own distinct look. Cities will all have a different look to them. And each city is packed with dozens of buildings, characters and the hustle and bustle of a metropolis.

* Dozens of locations to visit in cities such as: banks, hospitals, police stations, hypermarkets, taverns, offices, private homes, warehouses, libraries, vehicle rental outlets, city-to-city travel agencies, taverns, hotels, palaces, caves, mines, tunnels, banks, Scout bases (only in the Imperium), Naval bases (only in the Imperium), starports, shipyards, trade and commerce centers, churches, universities, Traveller's Aid Society centers, government offices, plazas, heliports, casinos, recruiting and training centers and more.

Trade and Commerce

MT3 features an enhanced trade and commerce system that is essential to the game. The trade and commerce system will be based on the Merchant Prince adventure, one of the more famous supplements from TRAVELLER's illustrious past. Trading and buying will be an integral part of completing scenarios. New and exotic cargo items will be added based on the mystery of the unknown worlds. An economic system will be created and brokers will have to be consulted until you learn about the various economies that you encounter.

The bank must be accessed in trade and commerce centers so all transactions can be made. Depending on the territory, different monies will be used. The currencies will be: Cr - Credits, Kr - Kronor, Gr - Gigrets, and Zr - Zreds.

Trade and commerce is the way that players make money while exploring the Unknown Worlds. It adds an incentive to pay attention to the worlds they find. The trade and commerce system includes the following components

A. The Trade Computer. The computer, accessed while on the brdige of the ship, maintains and presents the information about available trade goods available to buy or in the hold available to sell. It also shows current account balances, and gives advice on what to buy or sell.

B. The Trade System.

C. Trade Goods.

The Trade Computer. When the computer is accessed, it shows what trade goods are available on the current world and what price they are available for. It also shows the current inventory of goods in the ship's hold.

The Trade Computer can show a star map of worlds within 8 (?) hexes of the ship's current position. The player can select any trade good in the hold (or a trade good from the current world) and click on any world on the map to see what the goods would sell for. The player uses this information to help decide on what to buy and where to travel to.

Trade Goods. The trade system defines trade goods internally based on the detailed system which identifies the goods by world UWP and trade classifications.

The Trade System. See trade appendix.

Text Tasks

Manual Outline
Technical Supplement

Art Tasks
  Face Paint for Characters
  Star Maps
  Ship Interiors
  Character Generation Art Background (Animated)
  Interface Art and Game Icons
  Overhead Sprites for PCs, NPCs, etc
  Character Sheet
  Stores and Shops
  Other Sprites
  Animated Introductions
  Cinematic Sequences
  Manual Line Art

Programming Tasks
    Interface
    Data Display
    Characters
    Character Generation
    Character Sheets
    Structure
    Space Operations
        Navigation
        Travel
        Combat
    In-System Operations
        Arrival
        Gas Giant Refuelling
        Orbital Base
    World Operations
        Starport
        StarTown
        Ground Travel
        Established Travel
        Airlines
        Railroads
    Cinematic Events
    Animated Introductions
    Animated Rewards

TECHNICAL:
  * Supports 256 color MCGA, VGA, High -Res EGA, and EGA.
  * Hard Disk only.
  * Does not support Tandy.
  * Supports Ad Lib, Covox, Sound Blaster and Roland.
  * Supports keyboard, joystick and mouse.

Appendix 1

ADVENTURE 1 - THE RESCUE OF PRINCESS

MegaTraveller 3 picks up shortly after the ending of MegaTraveller 2. It has been exactly one year since you and your party saved the planet Rhylanor from the poisonous slime that flowed from the Ancient site. There is a celebration parade in the streets of Rhylanor's capital city. You and your party are hailed as heroes, and the day when you are to receive your reward from the Duke has finally arrived. You are on the reviewing stand, along with the Duke and the royal family. The Ancient ship that you discovered on the quest for the Ancients is being rolled through the streets on a float. The crowds are ecstatic and its a lovely day. The Duke stands at the podium and prepares to introduce you to the crowd. Suddenly shots ring out and the Duke is struck by an assassin's bullet. Explosions rock the area and a thick cloud of smoke envelopes the streets.

Suddenly the area is invaded by a rogue army led by a Vargr warlord that you've never seen before. He announces to the crowd that he is Admiral Ly Toall from beyond the great barrier. His purpose is to attack the Imperium, and by striking Rhylanor on a day when the eyes of the Imperium are turned toward the celebration on the world, he can make his statement. But a political statement is not all the warlord wants. His army surrounds the Ancient ship and boards it; word of the magnificent Ancient ship has even spread beyond the known barriers of the Imperium. Your instincts are not to protect your ship. You must protect the Duke before the warlord finishes him off.

Before the warlord leaves, someone else captures his attention: the beautiful Princess, daughter of the Duke. Within the blink of an eye, the warlord activates his grav belt, sweeps toward her in a flash and carries her away. The Ancient ship blasts off and the terrorists escape before anyone can retaliate.

The Duke is seriously wounded but still alive. He pleads with you to go after them. He promises you the best ship in the Imperium. Though you want to save the princess, you also want your Ancient ship back. Since your last adventure, the ship has been your pride and joy.

After outfitting your party you set out on the adventure, but immediately you run into problems. Beyond the Imperium your money is no good, so as well as tracking the villains, you must become a local trader to earn foreign monies. As well, you will have to recruit special local characters for your party: characters who know local customs and who know the immediate star system. Some of these characters will include Brokers, Linguists, Expert Engineers, and Soldiers. During the course of the adventure the player will be treated to cinematic scenes showing the Princess and the Warlord. After solving plots and puzzles and overcoming perilous challenges, you must gain the trust of the Space Battle Fleet and attack the armored fortress of the warlord; from there you must save the Princess and retrieve the Ancient ship. After returning your special recruits to their home worlds, you can return the Princess to Rhylanor, enjoy your rewards and prepare for your second adventure. When the Princess insists on joining your party permanently, you have a new, tough, resourceful ally. The personality and background of the Princess must be developed fully; she should be a witty, tough, lovable character.

Structure:
1. Receive mission. Acquire ship.
2. Travel to Shionthy. Get Ancient Ship Tracker from Trow Backett.
3. Travel to Recruiting Worlds. and acquire skilled crew members. Engineer, Broker, Linguist, Merc Squads.
4. Begin tracking mission. The Ancient Ship Tracker clearly indicate whether the Ancient Ship has been in present system. This is the central puzzle for the players.
5. Robot Attacks. Random robot raider ships attacks may take place in certain regions of the tracking process.

6. Thoenling Empire Fleet Encounter. The players ship encounters elements of the Thoengling Fleet, has the opportunity to make friends, and visit the fleet depot. Appropriate NPC PAL dialog is required to produce the required results.

7. Discover of the Stronghold. The pirates' world is discovered. Orbital recon locates the fortress. PALs suggest they will need help.

8. Return to Thoengling Depot and enlist help of that fleet.

9. Return to Stronghold and schedule the massive bombing campaign to destroy the Fort.

10. Land on Stronghold. Sneak into the Fort.

11. Explore the Fort. Find the Space Princess. Leave. (All before the deadline).

12. Reach the Ancient Ship. Steal it back from the Pirates. Reach orbit.

13. Witness major bombing sequence (cinematic).

14. Return with fleet to Thoengling Depot.

15. Return to Recruiting Worlds. Repatriate special crew.

16. Return to Rhylanor. Receive Rewards. Recruit Space Princess into Party.
End Scenario.

Appendix 2-

ADVENTURE 2 - THE SEARCH FOR THE LOST CITY

After your triumphant return to Rhylanor, you are contacted by an archaeologist who is intrigued by your journey to the unknown worlds. He meets you and tells you about an old legend of a lost "Atlantis-like" city. While he is telling the story, we could show the legend being acted out on a futuristic CDI-like hologram entertainment device. Perhaps the city was buried in an earthquake or a plague, flood, etc. He says that a magnificent secret artifact is supposedly hidden in the city.

He asks you to retrieve the magnificent object (to be determined) for a reward or something very valuable and useful. It's up to you to embark on a mystery, Indiana Jones-like adventure to find the long hidden ancient city. When you follow the clues and find the location, you and your party will face many dangers and unlock surprising secrets. You will also have to rescue one of your party members from the terrible beasts that inhabit this long-lost buried city. This adventure will be in the tradition of SPACE 1889, with lots of exploration, puzzle-solving and fact finding.

Structure.

1. Duke of Rhylanor provides initial mission by directing player to the Duke of Aramis.

2. Travel to Junidy. Visit Duke of Aramis in his palace.

3. View presentation showing Holo-Disk of Atreandee and its fabulous city. Background shows a pulsing animated star easily identified as Drakn. It provides a clue as to location. That location is inserted into ship navigation computer.

4. Travel to Recruiting Worlds and recruit new crew members.

5. Begin expedition. Much travel can be along previously explored territory (or can be into unexplored territory). Travel toward the known location of Drakn.

6. Possible Robot Raider attacks.

7. Arrive at Drakn system. Begin search for a star system that meets the requirements of the Atreandee system.

8. Find Atreandee system.

9. Search for lost city. Frustration. Finally locate it in a secluded mountain valley.

10. Descend to world surface. Travel to the lost city.

11. Enter city. Explore the surface regions of the city.

12. Locate central temple. Enter master portal. Seach through underground mazes.

13. Encounter monsters...

    A. Multi-legged predators.

    B. Worm-like slugs which advance in a mass.

14. Reach the central chamber. Loot it of neat stuff.

15. Exit. Leave world.

16. Return to Rhylanor.

Appendix 3-

ADVENTURE 3 - THE ROBOT RAIDERS

     Throughout the first two adventures, you will encounter pesty robot raiding ships that are totally unmanned. These ships attack unsuspecting vessels and pirate its cargo before killing entire crews. Sophisticated robots carry out these tasks. During your first two missions, you will easily defeat the robot ships if you are prepared and skilled; however, during the third adventure the ships will evolve into extremely powerful, deadly ships.

     The introduction can show you travelling through space in the Ancient ship. You receive a transmission from your old friend Trow Backett, who is just returning from the Grand opening of the Ancient site tourist site (that you discovered) on the planet Victoria. You see Trow on the monitor and he reminisces about the Ancient crisis. Suddenly, the Ancient Collector's Society is attacked by a robot raider ship...inside the Imperium! After watching sophisticated robots raid the ship, you watch in horror as Trow and his vessel are blown into oblivion.

     It's up to you to avenge Trow's death and set out to discover what these ships are and who is behind their construction. It will be a dangerous mission and you will need to discover the secret cloaking device on the Ancient ship to journey to the secret location where the ships and robots are constructed. Only then can you find out who is behind these terrorist attacks and why.

Structure

     1. Cinematic introduction showing death of Trow Backett at the hands of the Robot Raiders.

     2. Communication from Imperial Admiral at Inthe asking for help. Invitation to come to Inthe for weaponry upgrade.

     3. Travel to Inthe.

     4. Upgrade ship weaponry. Interact with Naval intelligence about probable source of robots.

     5. Navy provides referral to Outpost.

     6. Visit Recruiting Worlds.

     7. Travel to Outpost. Visit local naval base. Naval authorities provide map showing *known raids and probable raider sources.*

     8. Begin search for raiders.

     9. Space battle (s). Opportunity to board robot ships.

     10. Discover Robot Raider Sourceworld.

          A. Random search, or

          B. Board ship and find world location in robot ship computer, or

          C.

     11. Travel to Robot world system

     12. Enter system. Fight through robot defender ships in the system.

     13. Scan world. See and identify single major city as the factory that produces new robots.

     14. Land. Visit factory. Find a way to stop the robot raiders.

          A. Go get the Thoengling Fleet (same logic as in S1).

          B. Blow up central robot computer.

          C. Find central computer, look at files (which govern construction of new units) and delete plans for jump drives.

     15. Leave. Return to Outpost. Ask for Robot world to be quarantined. Its starport type changes to X.

     16. End mission. Return to Rhylanor.

Appendix 4--

Adventure 4--- THE RESCUE OF PROFESSOR FUGATE

Structure

      1. Same admiral from Robot World Scenario calls and asks for help. A professor from the University of Regina, working on a secret research project for the Imperial Navy, is missing deep in Zhodani territory. He must be located and rescued before the Zhodani capture him.

      2. Travel to Inthe for ship upgrade.

      3. Travel to Recruiting Worlds.

      4. Travel to Outpost. Check computer files about Fugate. Clues direct players to Bizinia.

      5. Travel to Bizinia.(Possible Zho attacks).

      6. Search world. Locate destroyed research base. Clues in wreckage direct attention to other locations.

            A. Alternate base in caverns.

            B. Alternate base in jungle.

            C. Asteroid ship hiding by gas giant.

      7. Travel to alternate bases. Locate professor. He joins your party. Return to wreckage of first base to recover papers.

      8. Leave system. Encounter with Zhodani fleet.

      9. Return to Outpost.

      10. Repatriate crew.

      11. Return to Rhylanor.

Appendix 5-

ADVENTURE 5-- THE FLEET MUTINY

Structure.

      1. Message from the Thoengling Admiral is delivered by a Vargr courier asking for help. Vargr courier joins the party as a PAL.

         2. Visit Regina (at Courier's request). Talk to Duke of Regina.

             A. Acquire equipment from Duke's intelligence corps.

         3. Travel to Recruiting worlds.

         4. Set out for Thoengling Fleet Depot.

         5. Optional Stop at Outpost.

         6. Reach Thoengling Depot. Talk to Vargr admiral.

Cine   7. Conflict is shown between Capital and Fleet.

         8. Travel to Capital. Begin negotiations with Leaders.

         9. Treachery. The Leaders capture and imprison the party.

         10. Escape from Prison. Flee to starport. Steal back the Ancient ship. Flee to Fleet Depot.

         11. Join forces with Thoengling Fleet. Travel to Capital for a major raid.

         12. Land. Invade Government Palace. Participate in battle replacing Leaders with Admirals.

         13. End mission.

         14. Repatriate crew.

         15. Return to Rhylanor.

Appendix 6-

ADVENTURE 6--- THE GENERATION SHIPS

Structure

1. Professor Fugate says that his latest research into the vast Generation ships launched by the Vargr from Lair thousands of years ago reflects a previously unknown data library that would provide new insights into Vargr history. In addition, Fugate's naval intelligence friends want the data for their files.

2. Visit Recruiting Worlds.

3. Travel to Thoengling Capital.

4. Travel to Thaegh. Visit Orbiting wreck of Generation Ship V01.
Learn general lay-out.

5. Triangulate using computer to show general course of the Generation Ship Fleet.
Computer plots should probable course and current probable location.

6. Search.

7. Locate ships. Board in space. Explore the ship. Locate the central computer. Fight off the mutated monsters. Download the data files.

8. Return to Rhylanor.

Bonus Adventure 7--

ADVENTURE 7--- THE VLEZPRIDLIASHAV CORE EXPEDITION

BONUS ADVENTURE 8

ADVENTURE 8--- MAROONED

BONUS ADVENTURE 8

ADVENTURE 8--- MAROONED

Appendix 7--- Key Characters
 Major Continuing Characters
  The Space Princess
  The Duke of Rhylanor
  The Duke of Regina
   The Duke's Seneschal Arrghlanroughl
  The Duke of Aramis
  Trow Backett
  The Port Master of Outpost
  Professor Joe Fugate
  Vlezpridliashav
  Thoengling Fleet Admiral Arrgh

Special Characters
 The Wolf
 Merc Captain Riksdotter
 The Robot Central Mind

NPCs
 Navigator
 Pilot
 Engineer
 Mercs

Appendix 8--- Language/Word Generation
    Words Required
    Personal Names
    Geographic Names
        Worlds
        Cities
    Starship Names
    Languages Supported
    Vilani (Imperial)
    Vargr
    Droyne
    Darth Vaderian
    Atran Dean

Appendix 9--- The Trade System

Appendix 10- Starships

Appendix 11- Weapons

Appendix 12- Vehicles

Appendix 13- Sector, Subsector, and World Generation

Appendix 14- World Mapping and Terrain

Appendix 15- City Mapping and Terrain
Sprites for Overhead Maps
Level 1
    Buildings
    Terrain
    Bases, City, Robots...

Appendix 16- Objects
        Guns
        Armor
        Enviornment Suits
        Vehicles
        Equipment
                Bombs
                Undergound Digger
                Tracker (Ancient Ship)

CINEMATIC SEQUENCES:
1. Three different animated introductions and conclusions complete with voice. support.
2. Cinematic endings depending on the result of the scenario.
3. Three distinct victory finale sequences.
4. Animated movie-like sequences for major milestones and highlights in the adventure.
5. Speech.
6. More realistic sound effects.
7. Compelling, mood-setting musical score.
8. Cinematic scene when a character dies. Something sad and moving. Perhaps ejecting the body into space.

SUB-PLOTS:
Most sub-plots will have to do with the main scenario that the player is involved in. These plots will occur on the worlds where the scenario is unfolding. Fifty percent of the random worlds will have a self-contained sub-plot that falls into one of 20 adventure categories (rescue, retrieve item, stop a tyrant, etc). Names will change, objects will change, villains will change, but the basic plots will remain the same. These plots are only designed to keep the player busy after all main scenarios have been completed. A scenario creator will be designed to automatically implement very minor scenarios. The scenario editor will pick from a pre-created list of adventure categories.

NPC's in these plots need to have randomly generated pictures so that you don't keep seeing the same face on every world. There has to be a way for the artists to draw facial components so that they can me mixed to create hundreds of different faces for randomly generated and named characters. The art editor would have to take into account: race (Human, Vargr, Droyne, Aslan, exotic), gender (male or female), hair style and color, strength, dexterity, endurance, eye color, nose style, intelligence, ear style, educational background, mouth type, social background, type of jewelry based on tech level, type of collar based on tech level, shape of face, and size of forehead. In some cases, the differences between features in the array will be minor and nearly indistinguishable. However, it will surely break up the tediousness of seeing the same faces time and time again. Of course, main characters will need to be specifically drawn.

USE OF SKILLS
Expanded use of skills. There will be 68 skills used. Generate characters for the computer adventure exclusively so your characters don't have skills from the pencil and paper role-playing game that they don't need to solve the computer adventure.

Skills That Will Be Used In MT3:

- ADMIN: Experience with beuratic agencies. Understanding of how to manage them. Also helps when buying and selling.

- ADVANCED COMBAT RIFLE: Use that weapon.

- ARTISAN: Can forge objects. Is an excellent bargainer. Knows if an object is authentic and knows its value.

- ASSAULT RIFLE: Can use that weapon.

- ATV: Can drive an ATV effectively. A good strategy for driving into areas that are hostile; your characters will be protected from fire in an ATV.

- AUTO RIFLE: Can use that weapon.

- BATTLE DRESS: Take less damage when hit while wearing Battle Dress.

- BODY PISTOL: Can use that weapon.

- BRAWLING: Can fight at close range. Very effective with hands and feet.

- BRIBERY: Can bribe effectively for less money than a character without skill. PAL message for actual bribes.

- BROKER: Understands buying and selling. Can spot a scheme. Knows when party is being ripped-off. Will speak up with a PAL message and get a better price.

- CAROUSING: Can get extra information out of NPC's in social situations. Will tell jokes in taverns through PAL messages. Generally, this character will be the life of the part y.

- COMBAT RIFLEMAN: Can use all rifles. Has some skill with any type of rifle.

- DAGGER: Can use a dagger effectively.

- DEMOLITIONS: Can use explosives with skill.

- DISGUISE: Can disguise the party effectively so they can sneak into places they aren't welcome in.

- ELECTRONICS: Considered a handy green-thumb with electronic devices. Can fix devices effectively.

- ENERGY WEAPONS: Can use energy weapons effectively.

- ENGINEERING: Maintains and fixes the starship.

- FORENSIC: Can discover clues at crime sites if the character has a forensic kit. Character can give PAL messages that are worthwhile clues to keep adventure going.

- FORGERY: Can fake documents, checks and letters.

- FORWARD OBSERVER: For bombing missions. The forward observer will also help while using the grenade launcher.

- FUSION GUN: Can use the fusion gun.

- GAMBLING: Has a lucky knack for gambling, except for slot machines.

- GAUSS RIFLE: Can use this weapon.

- GRAV BELT: Can use a grav belt effectively. Useful for some missions where you can fly over obstacles.

- GRENADE LAUNCHER: To use theat weapon.

- HANDGUN: Some skill at firing any type of handgun.

- HEAVY WEAPONS: Skill at firing the grenade launcher and the LAG.

- HELICOPTER: Allows you to fly a helicopter efficiently and land it safely.

- INTERROGATION: Better chance of interrogating someone who is holding out. PAL messages will appear with the threatening interrogation message.

- INTERVIEW: Allows you to recruit more characters at a recruiting center.

- INTRUSION: Allows you to pick locks, open doors, and pick pockets.

- JACK OF ALL TRADES: Increases levels of success in all areas slightly.

- JET PROPELLED AIRCRAFT: Allows you to fly a jet efficiently. Jets are a much faster method of personal travel.

- LARGE BLADE: Can use swords.

- LASER PISTOL: Can use that weapon.

- LASER RIFLE: Can use that weapon.

- LASER WEAPONS: Increases your effectiveness with a laser rifle or pistol.

- LEADER: Affects the way people join you - add on members to the party as well as new recruits. Without leader skill, you may have to pay people large sums to join you.

- LIGHT ASSAULT GUN: Can use that weapon.

- LINGUISTICS: Ability to understand foreign languages being spoken to you.

- MECHANICAL: Can fix engines and machinery that has broken down.

- MEDICAL: Can heal injured characters with a medical kit.

- NAVIGATION: Used in the starship. The navigator will take over his station on the starship. Less chance for a misjump. More comprehensive information on the areas of space.

- PERSUASION: Aids in the recruiting, bargaining and interrogating.

- PILOT: Station on ship. Must have a character with some pilot skill. Affects how well you maneuver during combat.

- PISTOL: Can use a pistol.

- PLASMA GUN: Can fire a plasma gun with skill.

- PROSPECTING: Better chance of striking gold, precious metals or minerals that are scarce and valuable.

- RECRUITING: Helps you get the best recruits from your pool in recruiting stations. Without recruiting skill, you may not be able to recruit anyone.

- REVOLVER: Can fire a revolver with ease and skill.

- RIFLE: Can fire any form of rifle with skill.

- RIFLEMAN: Has extra skill at firing a rifle of any kind.

- SHIP'S BOAT: Can pilot a ship's boat and land it on a dime.

- SHIP'S TACTICS: Increases the chances of hitting a target in space.

- SMALL BLADE: Increases proficiency of using a dagger in combat.

- SMALL WATERCRAFT: Can navigate a small boat and keep it on course.

- STEALTH: Can smuggle items through customs; can move about guarded areas in silence.

- STREETWISE: Party has less of a chance of being randomly attacked. Perhaps less opponents in random thug encounters.

- SUBMACHINE GUN: Can fire that weapon.

- SURVEY: Can perhaps speak up and give directions through PAL messages.

- SURVIVAL: Decreases health more slowly when in danger situations.

- SWORD: Can use a sword more effectively in combat.

- TRADER: Can get better prices when trading and purchasing. Can recognize rip-offs and speak up.

- TURRET WEAPONS: Can fire turret weapons on ship accurately.

- VACC SUIT: Offers slightly more protection in a danger situation if you are skilled with your vacc suit.

ENHANCED COMBAT:
        Choose from three different types of combat: quick combat, descriptive combat and interactive combat. Quick combat occurs automatically, based on your characters skills and the weapons they are carrying. Descriptive combat is again automatic, but you get round by round descriptions of the action along with comments by your characters.
        Interactive combat lets the player manage each of his characters' actions in combat. The player has full control of battle strategy in a classic role-playing setting. We need battle theme music, chatter between your characters, and we may possibly need a special battle screen where you can see all action taking place. Instead of a special screen we may be able to clear the game screen of the characters faces and icons so the entire screen is a view area of the combat.

AUTOMATIC WORLD UWP GENERATOR:
        We need a world generator that determines UWP, names the worlds and the cities on it, and retains the information for mapping purposes.

PLANETS AND CITIES:
        Planet and cities will all be very distinct. Every one of the 13 tech levels of planets will have their own distinct look. Cities will not be standardized in layout as they were in MT 2. There will be various types of cities and dozens of buildings in them. As in MT2, buildings with objects

and characters will be highlighted so you won't have to waste time searching through empty and locked buildings. Based on the population of the world, you may see traffic and crowds in the streets and air traffic overhead. City streets must be much wider and the cities themselves larger. The city streets must accommodate a party of up to ten characters. As in MT2, MT3 will have the zoom in-zoom out mode so you can see the city from three separate levels of detail. The major objective is to make cities look different so the player doesn't always see the same thing. Weather on a planet could also change the color pallet to reflect rain, snow, etc. There should be multiple exits to cities as well as a gradual dissipation of the city area to rural areas before you get to the multiple city exits. NPC's, animals and objects must be encountered on the outside map as well as buildings that would be situated in isolated areas outside of cities.

The planets must have geodesic wrap-around maps.

MORE STRATEGIC USE OF VEHICLES:

Players can now rent different vehicles including: air rafts, speeders, grav vehicles, ATV's, small water boats, fixed wing jets, and helicopters. Depending on your destination you may need the specific use of one of these vehicles. In MT3, you will also be able to buy your own vehicles and carry them to worlds with you. This saves money in the long run. Weather should effect the movement of vehicles on land, sea, and air.

USE OF MORE OBJECTS:

We need to use more objects in MT3. Explosives, tools, lanterns, grav belts, compasses, binoculars, infra-red, metal detectors, mining tools, medical kits, vacc suits, armor, underwater gear, ling analyzers (detects radiation, atmosphere quality, biohazard, and detects life at 1000 meters), and communicators (used to call people on a phone-net). We barely used objects in MT2.

Object List
Bombs (set a fuse or timer)
Guns and weapons
Space suits
Ancient Ship Tracker

LOCATIONS:

As in MT1 and MT2, planets and cities in MT3 will have many places to visit, such as: banks, hospitals, police stations, hypermarkets, taverns, offices, private homes, warehouses, libraries, vehicle rental outlets, city-to-city travel agencies, taverns, hotels, palaces, caves, mines, tunnels, banks, Scout bases (only in the Imperium), Naval bases (only in the Imperium), starports, shipyards, trade and commerce centers, churches, universities, Traveller's Aid Society centers, government offices, plazas, heliports, casinos, recruiting and training centers and more. Full screen, animated scenes for these locations will be displayed upon entering the buildings. Some of the buildings can be explored from overhead. There will be many inside building plans. For repairing, refueling, buying cargo, etc., we need to do animated sequences inside the location. No more close-ups of the person working in the shop. Full screen, wide-angle views of the location.

Most of the library entries in the game will have to be entirely fictional since these are unknown worlds. The starport will now be seen from overhead. The travel agency, shipyard, trade and commerce center, Naval base and Scout base will be separate buildings seen from overhead in the starport area.

BOUNTY HUNTING:

Since bounty hunting has been a popular feature in MT1 and MT2, we will keep it for MT3. Most of the criminals will be Vargr and they will be very tough.

DOCUMENTATION:
We need to clearly explain the skills and tell the player where they are used. We also need to explain what skills should be grouped together for maximum effectiveness. The manual must also be accurate. No more 20 page addendum or read me files. The manual should not be turned over to the printer until four weeks before the product's completion.

PRODUCT FEATURES

General:
* Main scenarios and game concepts by Marc Miller, award winning game designer, Adventure Gaming Hall-of-Famer, and original creator of the Traveller universe.
* A second generation PAL system where characters truly take on a personality of their own. Watch their expressions change as they volunteer for tasks with confidence, indifference or doubt. Your characters will become your friends, volunteering for duties that they know they are best suited for. Some characters will possess a sense of humor while others may be analytic or melancholic.
* MegaTraveller 3 features a beautiful graphic interface and emotional cinematic sequences. Unlike most games with a cinematic approach, MegaTraveller 3 will have an excellent, thought-provoking, in-depth game as well as the most stunning, unique graphics in the industry.
* An all-new trade and commerce system that reflects the mystery of being in the midst of totally unknown worlds. New and exotic cargo items and a true economic system that will challenge you to make fortunes in mysterious, inhospitable territories. Trade and commerce will be a game in itself.
* Recruitable characters can be added to your party. When you need highly specialized skills you must set out to find local NPC's who will join your group and give you the precise help you need to further your adventures. Have up to ten characters in your party at one time.
* An enhanced icon-driven interface highlights options only when you can use them. You'll know exactly what your options are at any given moment.
* Your party will appear as a detailed group on the ground, not an individual icon.
* Zoom-In/Zoom-Out lets you play the game from three perspectives. How you play the adventure is entirely up to you. Zoom out lets you view a much wider area; zoom in lets you examine an area in more detail.
* Hundreds of interesting characters to meet and converse with. Narrative text descriptions keep the story moving at an exciting pace.
* A wide range of scenarios that will appeal to a wide audience; for the heroic adventurers there's a pursuit and rescue; for the mystery fans there's a quest to find a hidden city that has been buried for thousands of years; for the hard-core science fiction fan there's a mysterious mission where you must stop deadly robotic ships that are out to destroy everything in their path. MegaTraveller 3 MORE will also feature varying scenarios with very different themes.
* The player can pick the size of the universe he wants to play in. Large Universe lets the characters explore nine sectors and over 1000 worlds; Medium Universe lets the player play in six sectors with over 500 worlds; Small Universe lets the player play in four sectors with over 200 worlds to explore.
* A useful help option will give you hints so that you are always aware of what you should be doing next in the adventure. Though the universe is infinite, you'll never be lost.
* Color coding of NPC's and characters so that you'll know exactly where you need to go and who you need to see. You won't have to waste time needlessly searching through empty buildings or trying to talk to every character.

CHARACTER GENERATION:

 * Advanced character generation that lets you create Human, Vargr, and even Droyne characters. Also generate characters from minor races who can be recruitable NPC's in the game.

 * More than 20 career types to choose from including mercenaries, Scouts, Naval officers and more.

 * Generate male or female characters.

 * Six basic attributes and over 65 skills used in the computer game.

 * A print character option for those who want to print characters for use in the pencil and paper role-playing version of MegaTraveller.

 * Generate characters specifically for the role-playing game and avoid having skills that your characters will not need for their adventure.

 * Carefully generate your characters or let the computer do it for you in a flash. The level of involvement is entirely up to you. You can customize the character generation system to match your own tastes.

 * Select faces for your character and watch them came alive when they speak to you.

CINEMATIC EXCITEMENT:

 * Cinematic animated introductions set the stage for the three main scenarios. Watch the action unfold before you and hear the dialogue of the main characters in outstanding speech synthesis.

 * Solve the main scenarios and watch triumphant victory sequences where you're sure to feel like the hero of the universe.

 * Animated transition sequences will further the plot and keep you motivated to reach your goal.

 * Realistic sound effects will have you on the edge of your seat. Hear the blasts from your laser rifle or the earth-shaking explosions from the firepower of the Ancient ship.

 * Compelling, mood-setting musical score will help establish the tone of the adventure.

ENHANCED COMBAT:

 * Choose from three different types of combat: quick combat, descriptive combat and interactive combat. Quick combat occurs automatically, based on your characters skills and the weapons they are carrying. Descriptive combat is again automatic, but you get round by round descriptions of the action along with comments by your characters.
Interactive combat lets the player manage each of his characters' actions in combat. The player has full control of battle strategy in a classic role-playing setting.

 * Use weapons and armor that span the tech levels of the worlds. Weapons can be as primitive as daggers and as advanced as plasma rifles. Armor can range from simple mesh to high tech TL13 Battle Dress.

MORE VEHICLES:

 * Now you can rent exciting vehicles including: air rafts, speeders, grav vehicles, ATV's, small water boats, fixed wing jets, and helicopters. Depending on your destination you may need the specific use of one of these vehicles. Buy your own vehicles and carry them to worlds with you. This saves money in the long run. Weather should effect the movement of vehicles on land, sea, and air.

MARKETING AND PROMOTION CONSIDERATIONS

PACKAGING:

* I think we should break away from the type of box we did for the first two games. I think we should abandon the standard design with the red and blue borders around the illustration. We need something fresh, new, and extremely eye-catching. The MegaTraveller name must appear in a color that jumps out more.

* I've had two ideas for a box illustration. One approach could be a movie-like painting showing elements of the three main scenarios, i.e. the Ancient ship, the Princess, a silhouetted city and a high tech robot ship. A collage painting could be effective if it was in the style of the original Star Wars movie poster. I'll collect examples of this style of illustration.

The other idea would be a bridge view illustration showing your characters on the ship looking out at an intimidating enemy ship. This could be a very attention-getting, unique picture if it was executed well. Both of these ideas are open for discussion, as are other ideas that readers may have.

Rough sketches for both of these ideas will be prepared for the marketing presentation at MicroProse.

* I think the box copy has to emphasize certain things such as:

A) There are three separate adventures complete with complex plots, fascinating characters, challenging puzzles and state-of-the-art cinematic sequences.

B) The new and improved features of the game.

C) A sense of role-playing like we've done on the first two packages.

D) Perhaps we could use review quotes from the first two games.

E) Stress that the game is designed for gamers who are entirely new to role-playing. Just because you haven't played MegaTraveller doesn't mean you won't be able to play this game or enjoy it.

* We need 8-10 screen shots which are captioned with features and highlights like we did in MT2. However, we need to time the package development better so that screen shots are accurate representations of what the game looks like.

* I would like to see an illustration that wraps around the box.

ADVERTISING:

* Stress that MT3 is based on the Traveller role-playing system, the most popular science-fiction role-playing game of all time.

* Stress that Paragon is using a cinematic approach that will take computer role-playing to new heights.

* Stress that there are three separate adventures for the price of one, and that a supplement disk will be released so you can keep the adventure alive for months. Each scenario has its own introduction and conclusion and unique plots, puzzles and characters.

* Show lots of beautiful screen shots which have informative captions.

* Discuss the new enhancements and features which have clearly improved the role-playing system.

* Game scenario by gaming legend Marc Miller, adventure gaming Hall-of-Famer and creator of the Traveller universe.