



# BATTLESTAR GALACTICA: COLONIAL MARINE CORPS

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HIGH CONCEPT

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**HIGH CONCEPT STATEMENT**

Become one of humanities last survivors and play through all the tense and exciting moments as your favourite characters aboard the Battlestar Galactica as it searches for a new home. Help Galactica and the fleet stay safe as you move through the universe.

**VISION**

An action shooter title at its core, with melee and weapon use, Encompassing key battles from the reimagined Battlestar Galactica series. There will be some small puzzles, and also some vehicle simulation missions. With the chance to play as 2 lead characters from the show, players will lead a squad of Marines through various missions and combat situations against the Cylons. Missions will be on the Galactica itself, as well as on discovered planets and Cylon Base Stars.

## FEATURES

- Play as Starbuck (Captain Cara Thrace) or Apollo (Captain Lee Adama) And hand pick your own squad of Marines with various strengths and abilities.
- Experience firsthand the battles and trials faced by all aboard the Galactica.
- Experience key moments in the journey to Earth and have a role in key decisions for the fleet.
- Hand to Hand combat with Cylon Centurions and Skin jobs.
- Plan and carry out missions using a variety of weapons and tools.
- Some Vehicle simulation flying a Viper ship.
- Varied settings for missions, including planets, and of course the Battlestar Galactica itself.



## BACKGROUND

The game is based on the reimagined series of Battlestar Galactica.

Humanity created machines to make their life easier. These machines or Cylons as they were known performed any and every task set to them by their owners. But soon the Cylons grew tired of being slaves and rebelled against their masters. A great war was fought that lasted 12 long years, and in the end a truce was made.

For 40 years humanity lived in peace. Little did they know that on the other side of the galaxy the Cylons were evolving and creating new models that were indistinguishable from humans.

The Cylons constructed a plan to destroy their human masters once and for all, and so used the humans own defences to destroy them all. They caused every nuclear device within the 12 colonies to detonate killing billions of the population immediately. Only 49,998 humans survive the attack and escape the colonies on various vessels.

Based upon the popular Battlestar Galactica TV series. Encompassing the key elements and tense moments from all four seasons. Players will have the opportunity to play alongside Commander Adama, and other lead roles from the show.



## PLAYER MOTIVATION

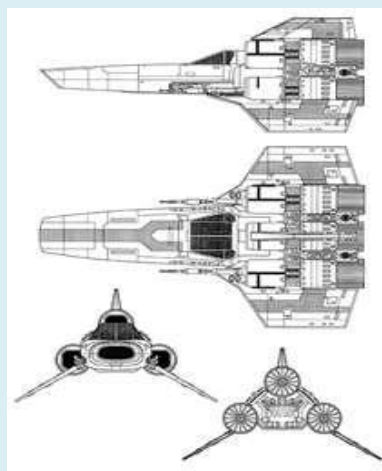
Players will be able to play as either as Apollo or Starbuck depending on the mission, and then have to take on a series of missions based on actual missions from the TV show. These missions will be set across all four seasons of the show including the miniseries and feature length additions.

Players will construct their crew and kit from various available options and must find the best tactics to complete the task set to them. There will be several selectable NPC Marines all with different abilities and weapons. The player will have at their disposal commands that can be relayed to the marines to advance the mission, such as destroying enemies or objects.

Players must find the best combination of their own weapons and also the marines, to complete the mission set to them. These will vary from level to level, and the player may have to use trial and error to achieve the winning combinations and finish the mission.

There will be collectibles containing little known facts and behind the scenes knowledge to provide more of an insight into the Battlestar universe.

Weapons and items will be based on the ones used in the show, with some added tweaks and extras.



## GENRE

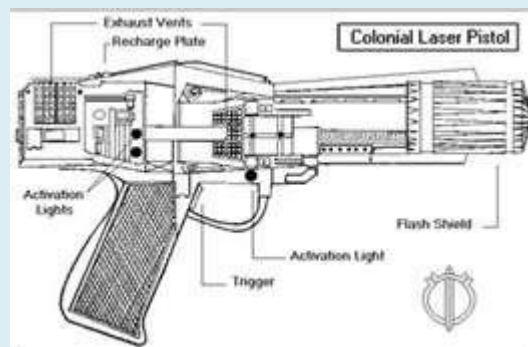
Action

## TARGET CUSTOMER

Fans of the Battlestar Gallactica show and also players of Action Games.

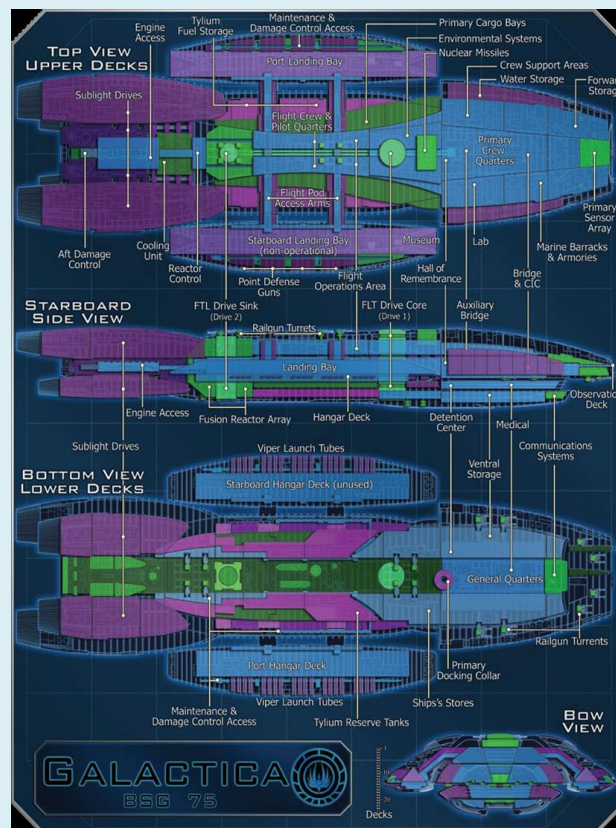
## COMPETITION

There is a paper RPG book of this title, an MMO space shooter, a PS2 space shooter, and also a freeware space shooter in development. There has been nothing on next generation console or handheld based on the show.



## UNIQUE SELLING POINTS

- Play through some of the biggest missions from the show, such as taking down a resurrection ship or freeing survivors from New Caprica.
- Multiple side missions set between the episodes.
- Foil Cylon plans and take out hundreds of them in New Caprica missions.
- 2 playable characters, both with different views, skills and abilities.
- Upgradable weapons and Armour systems.
- Meet and converse with other lead roles from the show while you explore the Galactica.





## TARGET HARDWARE

Nintendo DS/DSi

## DESIGN GOALS

**Simple Learning Curve:** This game will ease you into the different combat styles and weapons used and make them easily accessible for players new to games.

**Action Puzzles:** Players will utilize the DS touch screen in many different ways, from puzzles to cockpit views within a viper.

**Immense Space Battles:** As a Viper Pilot the player will go head to head with raiders and base stars.

**Key Plot Points:** All the key moments of the series will be included as playable levels.

**True to the IP:** The game will act as a companion to the series.



## **CHARACTERS**

Kara Thrace (Starbuck): A headstrong girl with a gift for flying vipers. She has no respect for authority and as such is usually on some kind of punishment. Kara had been serving on board the Galactica for 2 years prior to the fall of the colonies.

Captain Lee Adama: A natural and gifted pilot he is Gallactica`s CAG (Commander of the Air Group). He is responsible for all of Gallactica`s pilots, and relays their orders for each day. He is the son of the Commander of Galactica.

## **NON PLAYABLE**

Commander William Adama: The Head of the crew of the Galactica, he sees every member of his crew as one of his family and takes care of them as such. The only thing he loves more than his crew is his ship. A strong leader who takes advice from his closest friends and always tries to do the right thing.

Gaylon Tyrol (Chief): Chief is responsible for the maintenance aboard Gallactica and for all its Vipers and Raptors (Ships).

Saul Tigh: The executive officer (XO) aboard the Gallactica. A tough but troubled man, he is the go to guy for Commander Adama.

President Laura Roslin: At the time of the fall of the 12 colonies Laura Roslin was the Secretary of Education, but being the last government official believed to be alive, she is sworn in as President of the Colonies. Suffering from cancer she begins to have visions, and she believes they will lead the fleet to earth.

Doctor Gaius Baltar: A Brilliant Scientist, but an increasingly selfish man at heart. Baltar was saved by a Galactica crew member just after the first explosion on the colonies. Once on board the Galactica he starts work on a Cylon detector to hunt out any impostors hiding within the remaining survivors.

Karl Agathon (Helo): After the attack on the colonies Helo becomes stranded on Caprica. After a few days he meets up with Sharon, a fellow Galactica crew member and they look for a way to get home.

