

Space Station X

Unreal Tournament 3

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Document Revisions Table

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Quick Summary

This is a multiplayer Deathmatch/Team Deathmatch level set on an orbiting space station in the midst of a meteor shower.

Players spawn on various levels of the space station. Players can use jump pads to access other levels of the space station. As the level plays out, players can see meteors falling in the background. Occasionally, a message pops up on screen and a siren sounds off to warn players of an impending meteor storm. During these moments, a player can take the jump pad up to the topmost platform and engage the shields, which prevent the meteors from reaching the play area. Alternately, a player can play as usual, risking death by meteor. This map's layout is based on the classic DM17 Quake map. This is a medium-large Unreal Tournament 3 level that supports two to sixteen players.

Gameplay Overview

General Game Flow

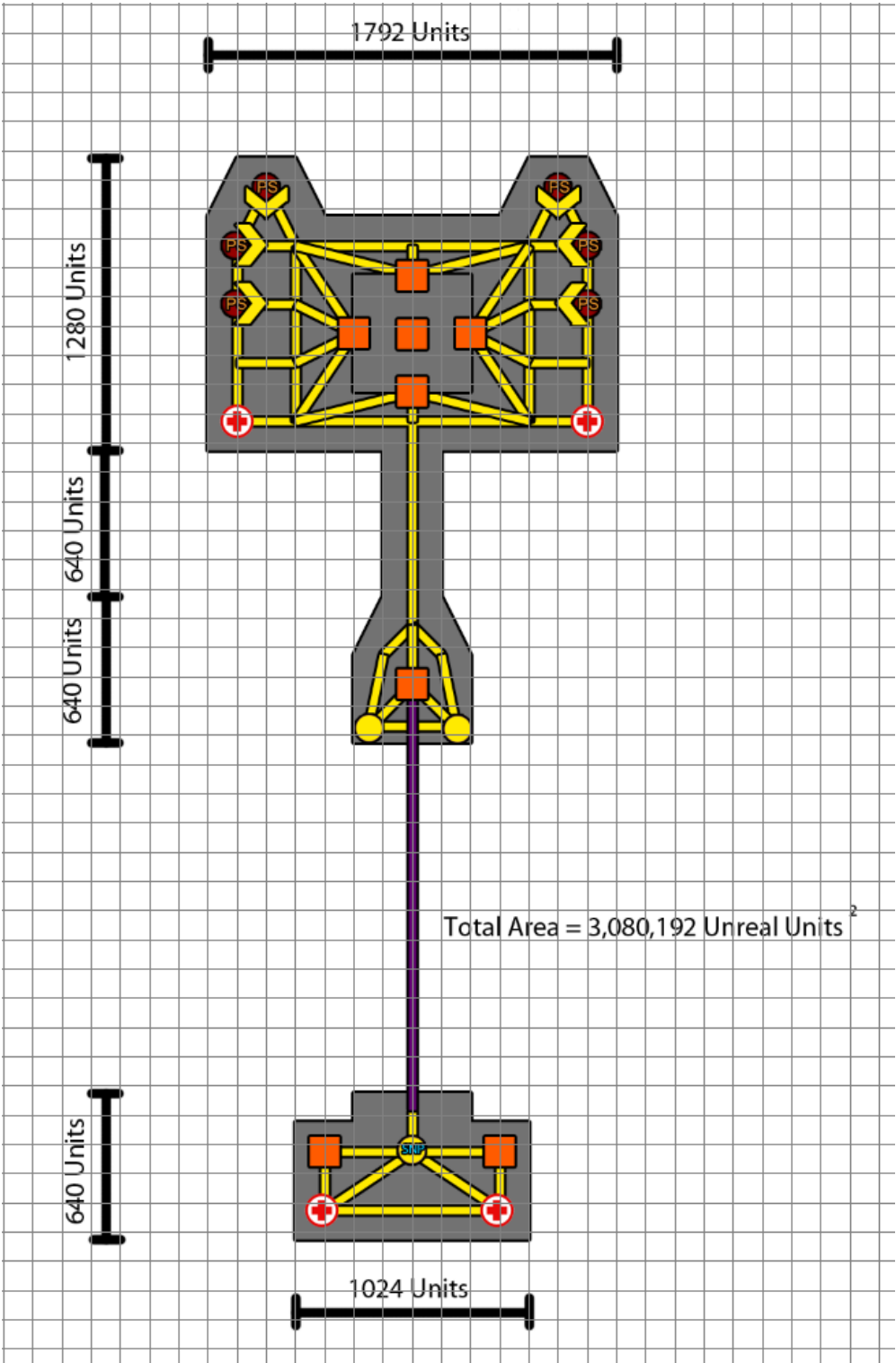


Figure 1: Game Flow Map - First Floor – Utility Area and Space Debris

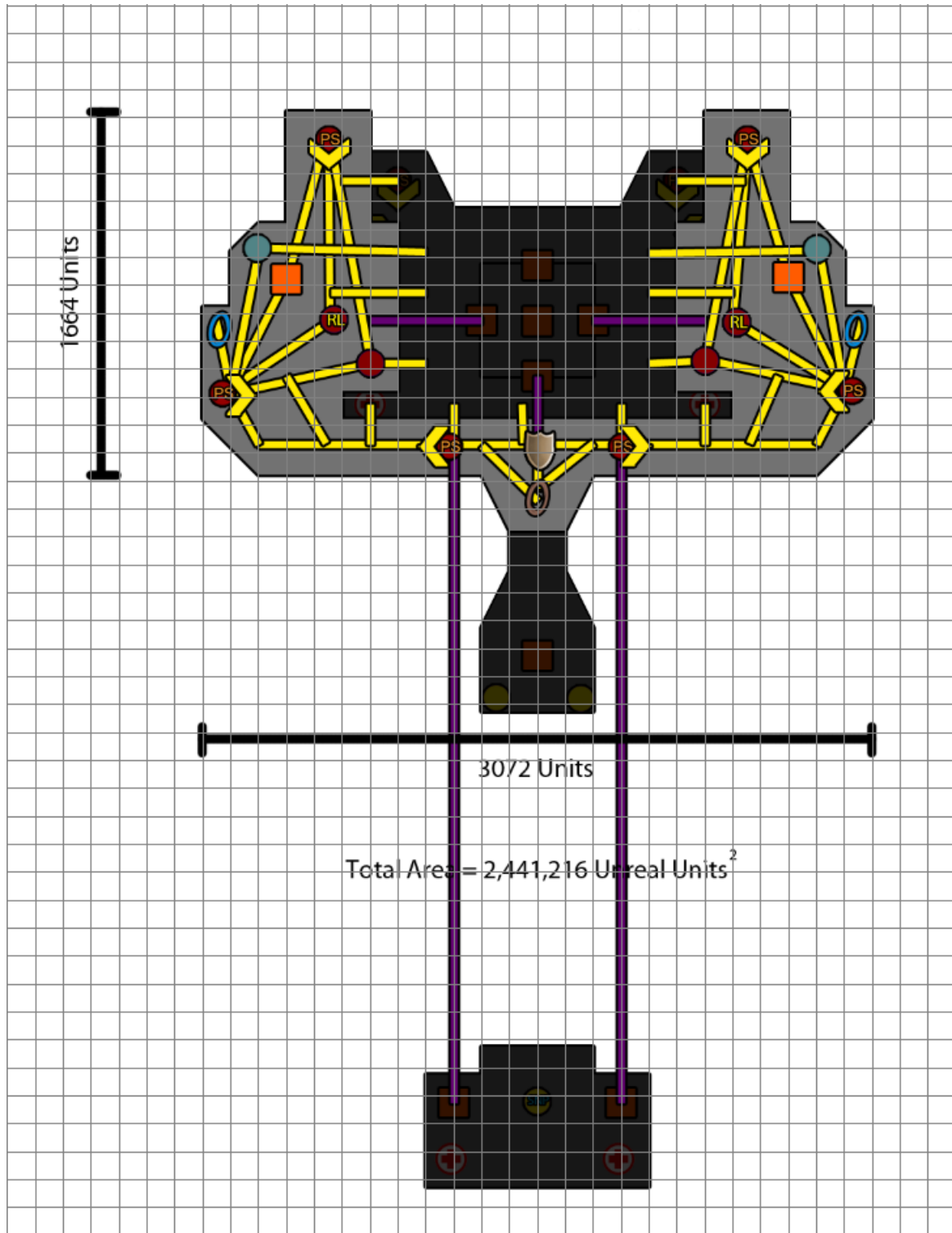


Figure 2: Game Flow Map - Second Floor – Space Station Hull

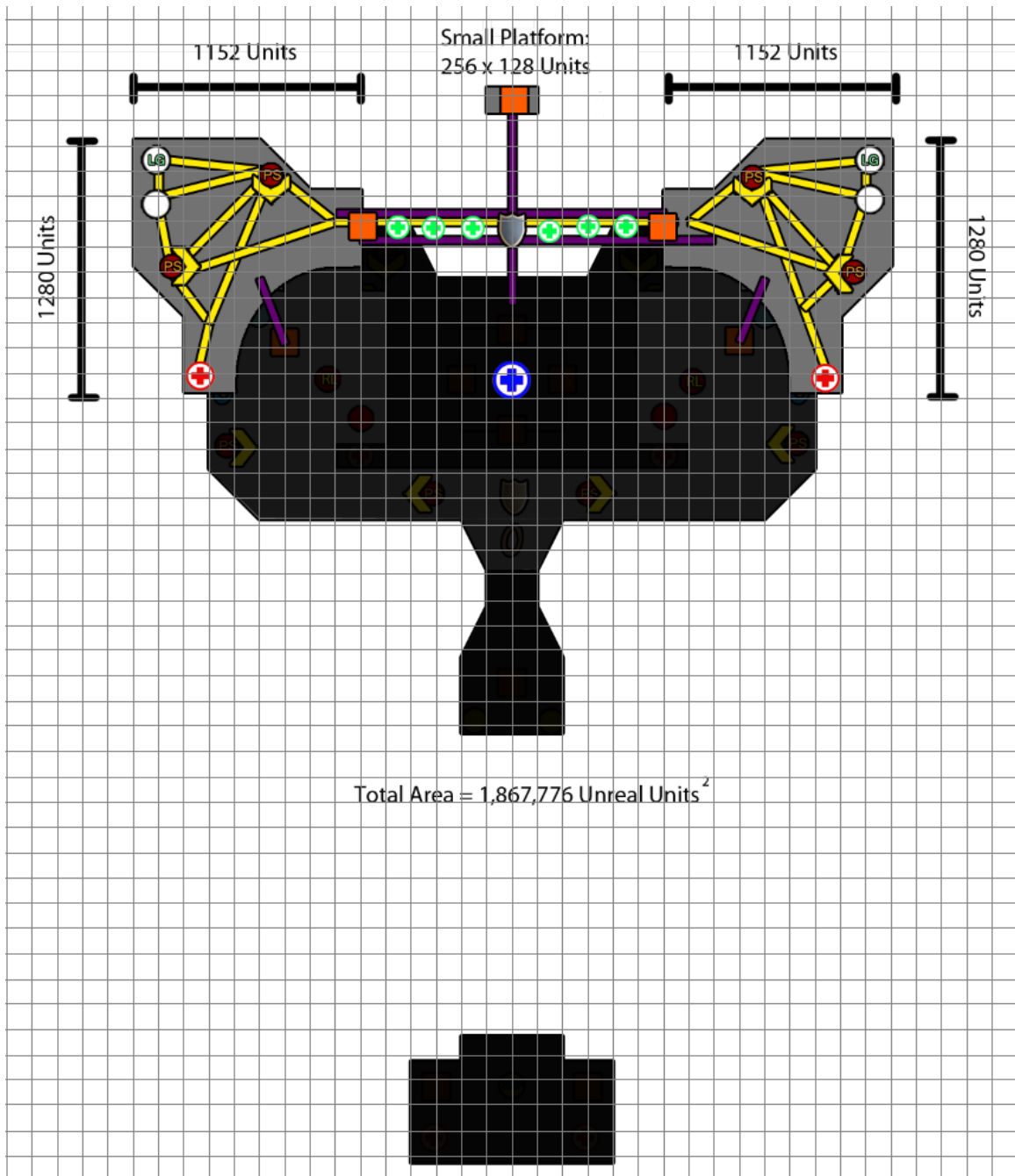


Figure 3: Game Flow Map - Third Floor – Atop the Observation Towers

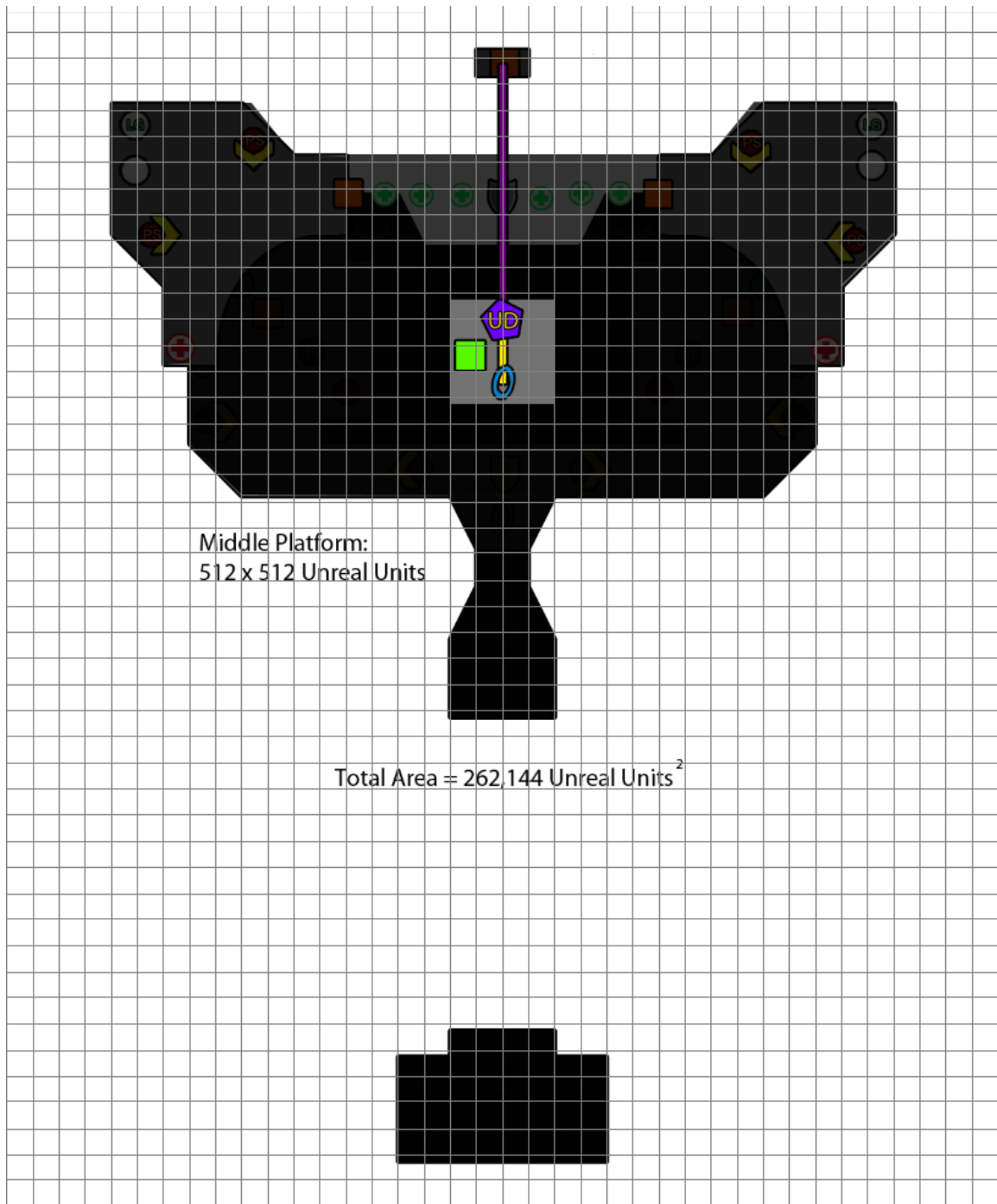


Figure 4: Game Flow Map - Topmost Floor – Portable Shield Generator Platform

Key

	1 grid square = 128 x 128 units		Jump Pad
	1/4 grid square = 32 x 32 units = Player		Jump Pad Path
	Walkable Level Area		Link Gun
	Level Area Below Current Floor		Link Gun Ammo
	Abyss and Death		Rocket Launcher
	Player Spawn and Facing		Rocket Launcher Ammo
	Armor Vest		Sniper Rifle
	Thigh Pads		Sniper Rifle Ammo
	Health Vial		Enforcer Ammo
	Health Pack		Portal Entrance
	Keg O' Health		Portal Exit
			U Damage Powerup
			Shield Console
			Level Pathing

Figure 5: Game Flow Map - Key

This map has multiple levels of gameplay areas, all connected by jump pads. Player spawn points are located in the first three floors. The first floor has a room that surrounds a platform with multiple jump pads on it. These jump pads lead to the second floor, the topmost floor (with the U Damage and Shield Console), and the Keg O' Health that is suspended in midair right below the topmost platform. There is another jump pad across a small bridge, which leads to an isolated area with a sniper Rifle. The second floor has two Rocket Launcher pickups, Thigh Pads, jump pads (that lead to the third floor), and portals (which lead to the Thigh Pads). The third floor splits into two halves, with jump pads leading between them. These jump pads lead to health vials and the armor vest. There are also two Link Gun pickups on this floor. The topmost floor is a single platform that is accessible via the jump pad on the first floor. There is a U Damage, the Shield Console (activate it to protect against the meteors), and a portal leading down to the Thigh Pads on the second floor.

Major Elements

- Hook: The energy shield players can activate to protect against the meteor storm.
- Wow Moments:
 - Seeing meteors fly around in the background
 - Seeing meteors smash against the energy shield or into other players
 - Seeing meteors smash into the energy shield or other players
- Major Visual Elements: Futuristic Space Station
- Gameplay Elements: Activate the shield generator when meteor storm begins

Major Objectives

The winning player is the first player to reach twenty points (or whatever score/time limit the player has set). Players earn points for killing an opponent, and players lose points for self-kills.

Environmental Hazards

Players take falling damage at various places in the level. Players die if they fall out of the play area. Players take damage if meteors hit too closely to them.

Technical Overview

Mission Location

- Setting: A space station in the midst of a meteor storm, in the futuristic setting of the Unreal Tournament 3 universe
- Time of Day: Night
- Season: Meteor storm season
- Weather: Meteor showers

Gametype(s)

- Deathmatch
 - Min Players: 2
 - Ideal Players: 8
 - Max Players: 16
- Team Deathmatch
 - Min Players: 2
 - Ideal Players: 8
 - Max Players: 16

Items/Powerups

- Weapon Pickups
 - Link Gun (2)
 - Rocket Launcher (2)
 - Sniper Rifle (1)
- Ammo Pickups
 - Link Gun Ammo (2 packs)
 - Rocket Launcher Ammo (2 packs)
 - Sniper Rifle Ammo (2 packs)
 - Enforcer Ammo (2 packs)
- Powerups
 - Health Vials (6)
 - Health Packs (6)
 - Keg O' Health (1)
 - Armor Vest (1)
 - Thigh Pads (1)
 - U Damage (1)
- Interactive Elements
 - Shield Control Console (1)

Difficulty (1[very easy]-5[very hard])

Difficulty: 3, moderately challenging

This level is somewhat large, but is mostly open so players should not get lost. Players must use jump pads to go between the various levels. Players must also use jump pads to reach certain areas that are inaccessible by any other means. Players must recognize the warnings and activate the shield generator when the meteor storm occurs.

Mission Metrics

- Play Time: approximately 5-15 minutes per round at default (players can set victory conditions)
- Physical Length:
 - First Floor: 2560 Unreal Units long by 1792 Unreal Units wide
 - Second Floor: 1664 Unreal Units long by 3072 Unreal Units wide
 - Third Floor: 1280 Unreal Units long by 3840 Unreal Units wide
 - Topmost Floor: 512 Unreal Units long by 512 Unreal Units wide
- Physical Area:
 - First Floor: 3,080,192 Unreal Units²
 - Second Floor: 2,441,216 Unreal Units²
 - Third Floor: 1,867,776 Unreal Units²
 - Topmost Floor: 262,144 Unreal Units²
 - Combined Area: 7,651,328 Unreal Units²
- Visual Themes: Futuristic Space Station

Level Details

Theme/Mood

This level is set on a malfunctioning space station in the deep reaches of space. Meteors fly by in the background of the playable area, making players feel a sense of danger. Flickering lights give the area dim light, and remind the player that the space station is in a state of disrepair. A portable shield generator platform deploys above the space station, but due to a lack of reliable energy, it can only remain active for minutes at a time. Console text and warning sirens signal the players when the meteor storm is approaching. At this time, a player may make way to the shield generator and activate the energy shields, protecting players from the meteor storm. Failure to activate the shields allows meteors rain down upon the stage, causing damage to players. This unique situation causes experienced players to think about their actions. Some ignore the warning signs and continue as normal, and some race to activate the shields to prevent damage from the meteors. Some players may temporarily stop attacking others and allow a player to activate the shields, while other players may purposely guard the shield generator and prevent other players from activating them.

Special Character/Vehicle Needs

This map uses the standard multiplayer characters. This map does not contain any vehicles.

Key Assets and Exact Amounts

- Weapon Pickups
 - Link Gun (2)
 - Rocket Launcher (2)
 - Sniper Rifle (1)
- Ammo Pickups
 - Link Gun Ammo (2 packs)
 - Rocket Launcher Ammo (2 packs)
 - Sniper Rifle Ammo (2 packs)
 - Enforcer Ammo (2 packs)
- Powerups
 - Health Vials (6)
 - Health Packs (6)
 - Keg O' Health (1)
 - Armor Vest (1)
 - Thigh Pads (1)
 - U Damage (1)
- Interactive Elements
 - Shield Control Console (1)

User Interface

- Pre-Game Information
 - Team structure (if applicable)
- In-Game Information
 - At the start of the game, a message displays in the console warning the players about the asteroid hazards.
 - As the game progresses, another message displays in the console warning of increase asteroid activity, and that players should activate the shields. This message is accompanied by a loud siren to haptically indicate to players that something is about to happen.
 - Current score
 - Health
 - Ammo
- Post Game Information
 - Final Scores
 - Game Stats

Gameplay Mechanics

- Prerequisite Skills: movement, jumping, shooting, aiming
- Skills Learned: movement precision, shooting precision, dash jumping, jumping precision, jump pads, activating the shields, avoiding asteroids

Backstory/History

In the deep reaches of space lies the forgotten Zeta Sector. It was once a prosperous region full of trade and commerce. However, after a nearby supernova decimated the area, the region became uninhabitable. An unending meteor storm torments the region. Survivors fled the area, leaving the ruined planets and space stations behind.

It has been ages since anyone has dared travel into the Zeta Sector. Recent scans suggest that the meteor showers are beginning to let up, enough to send in a scouting party. Corporations are beginning to send in scavengers to investigate Space Station X, formerly the central trade point in Zeta Sector. Their goal is to bring back anything of value left behind all those years ago. These scavengers live on commission, and are not willing to share the spoils with others. A battle breaks out to determine who brings it all back.

Visual References

Dark, dull metals (shades of black and grey) comprise the outer hull of Space Station X. There are flickering yellow and orange lights throughout the outer portions of the level. The inner portions of the level have flickering white lights. Outer space is black with white stars in the background. The meteors are brown, but have a red/orange particle trail surrounding them.

Area 1: Space Station X

Space Station X was formerly a prosperous hub of commerce, but is now abandoned. Meteors have ravaged its hull, smashing it open in various places. The remaining hull is worn and dented metal. The emergency lighting barely works, and it flickers throughout the map. Some heavily damaged areas have bits of exposed wire sticking out, which occasionally emit sparks. The space around Space Station X is dark and expansive. It is full of meteors that fly by in the background. Occasionally, alarms sound throughout the level, signaling the start of a meteor storm.

Terrain/Vegetation



Figure 6: A meteor traveling through the stars

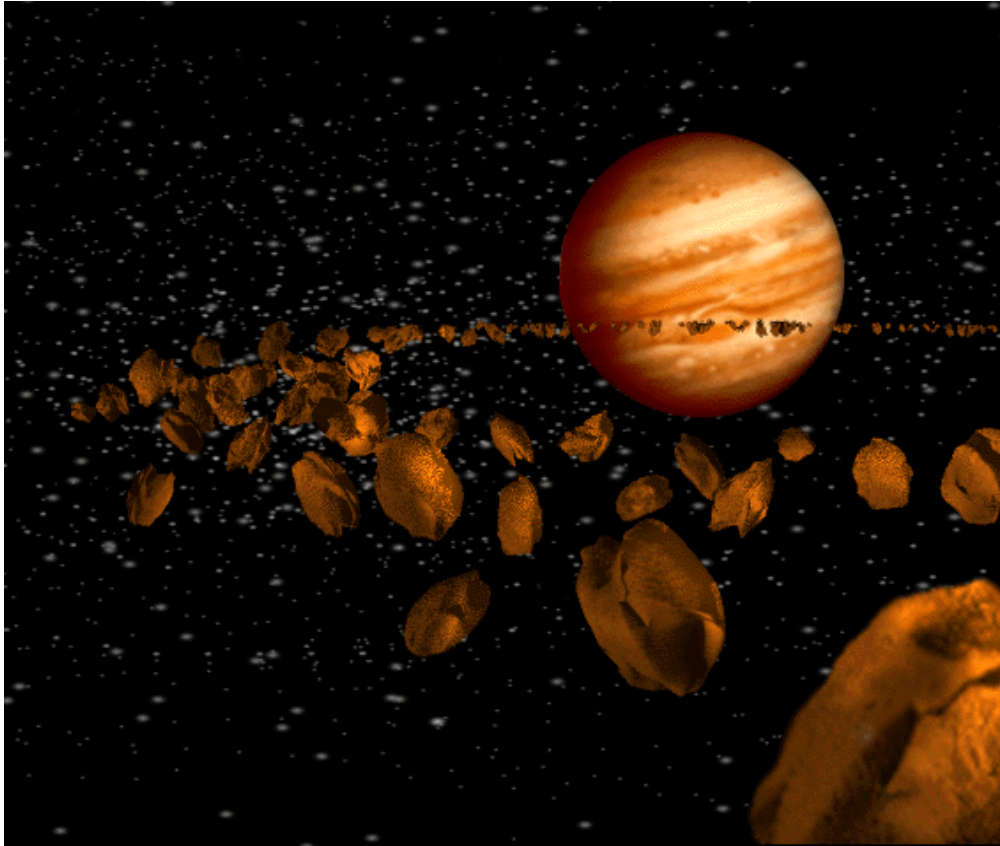


Figure 7: Asteroids in the Asteroid Belt, with Jupiter in the background

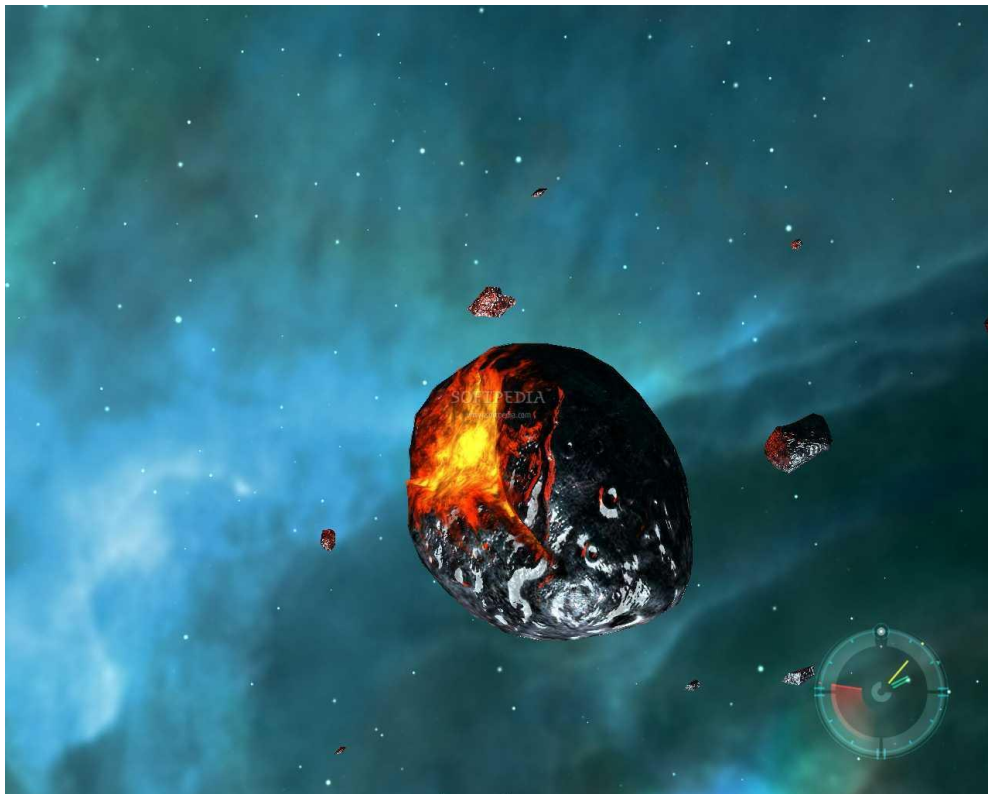


Figure 8: This meteor has damage, revealing a molten core



Figure 9: Some cool visual effects like this one would be a nice touch to contrast the darkness of space

Models/Architecture



Figure 10: A rendition of the original DM17 Quake map



Figure 11: This space station has the moon and Earth in its background



Figure 12: A cool looking space station model



Figure 13: A meteor model

Textures/Lighting



Figure 14: A broken light fixture



Figure 15: A spark effect

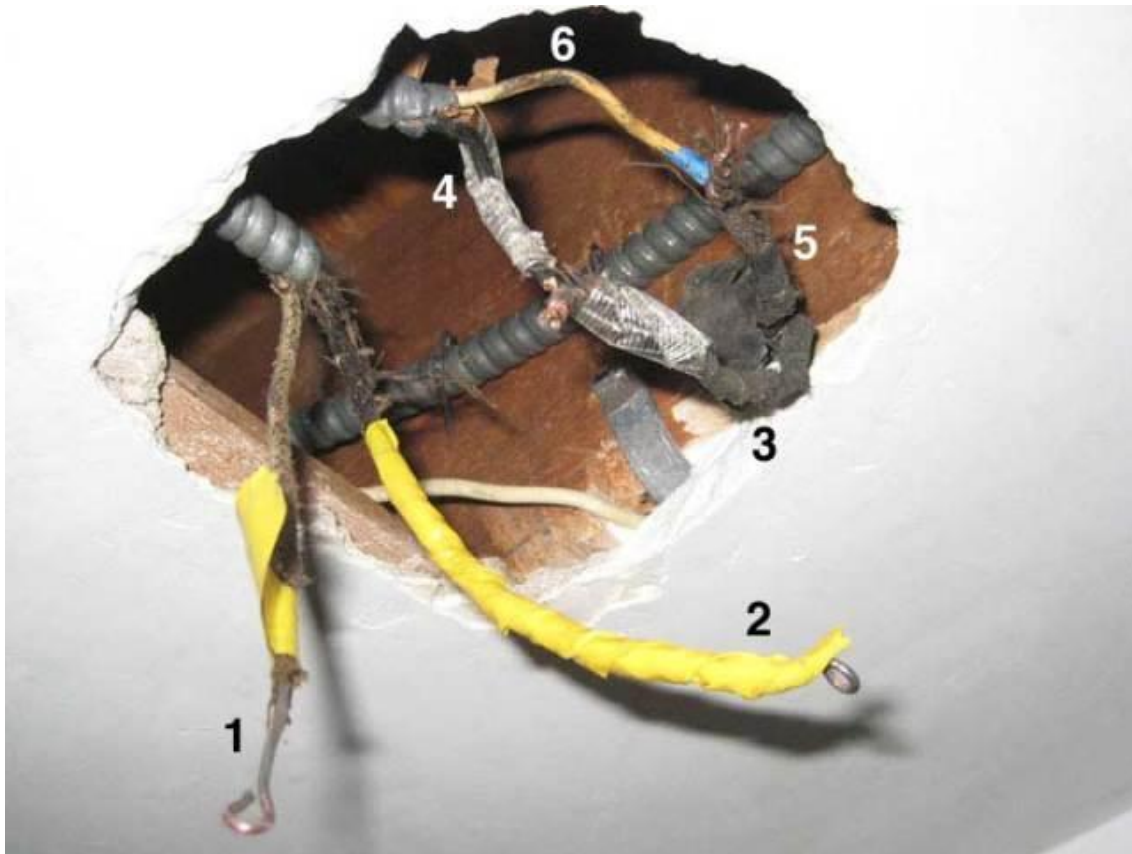


Figure 16: Poor wiring leads to flickering/sparking lights



Figure 17: Cool impact effect



Figure 18: A hallway in Space Station X (pre-abandoned)



Figure 19: A utility area within Space Station X looks something like this, except with more obvious damage

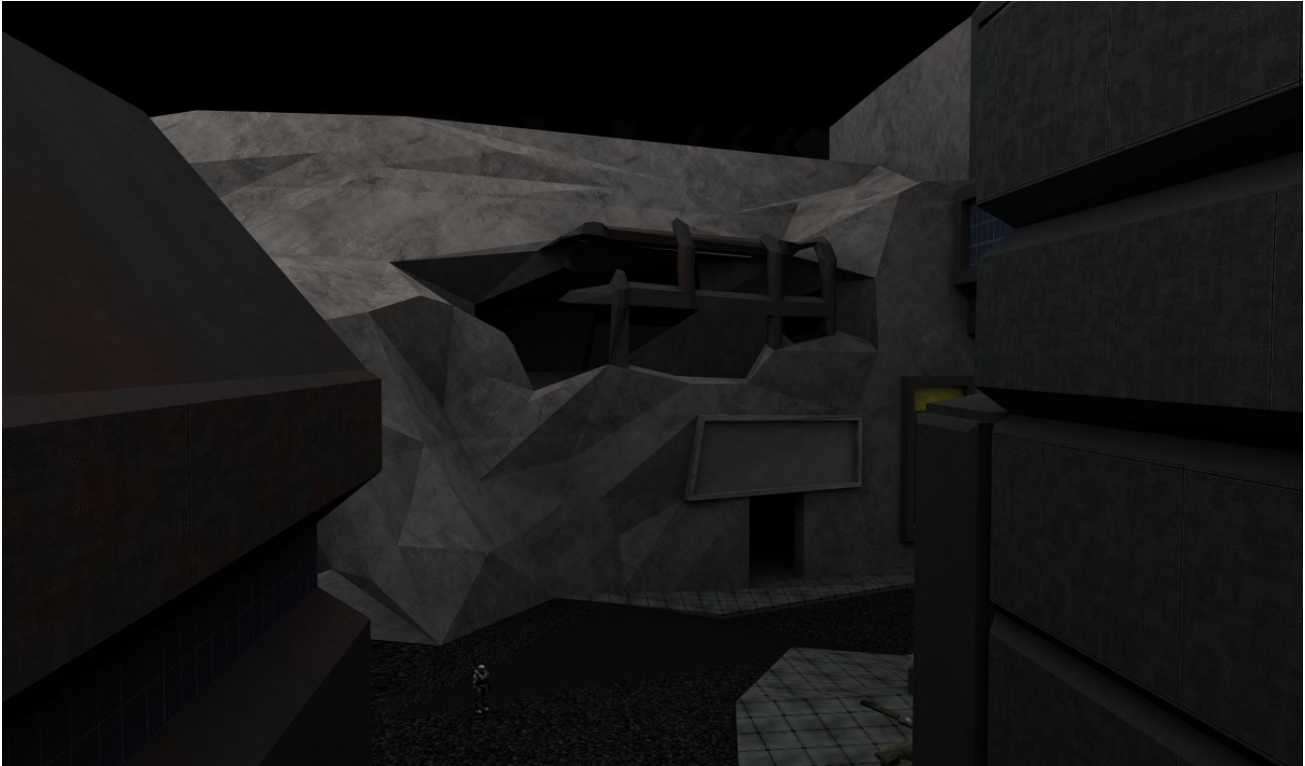


Figure 20: A dented portion of a space station exterior, with interior structural elements sticking out



Figure 21: A concept for the shield console

Characters/Vehicles



Figure 22: Sample female character



Figure 23: Sample male characters



Figure 24: Sample male character

Detailed Maps

Overview Map

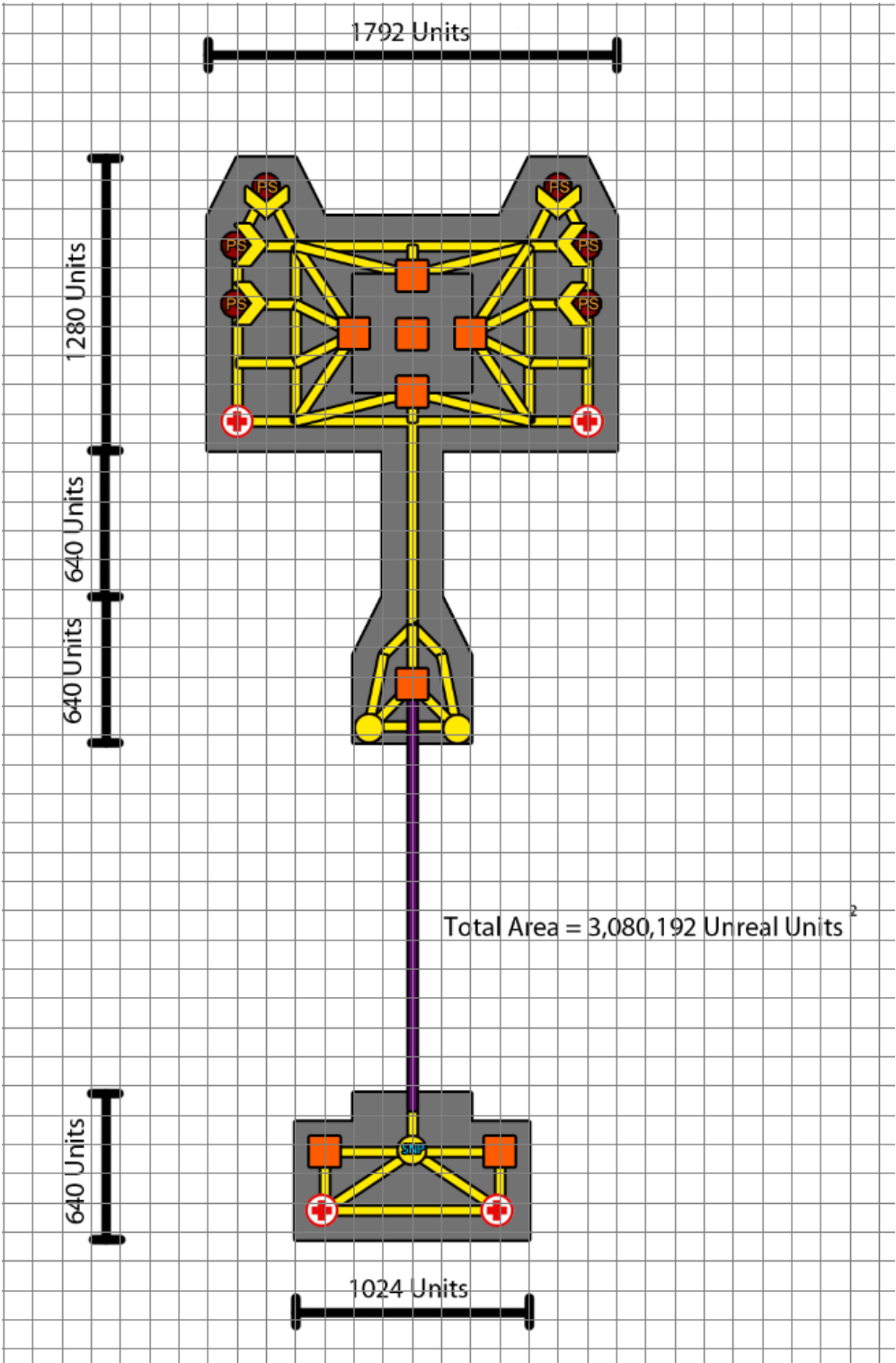


Figure 25: Overview Map - First Floor – Utility Area and Space Debris

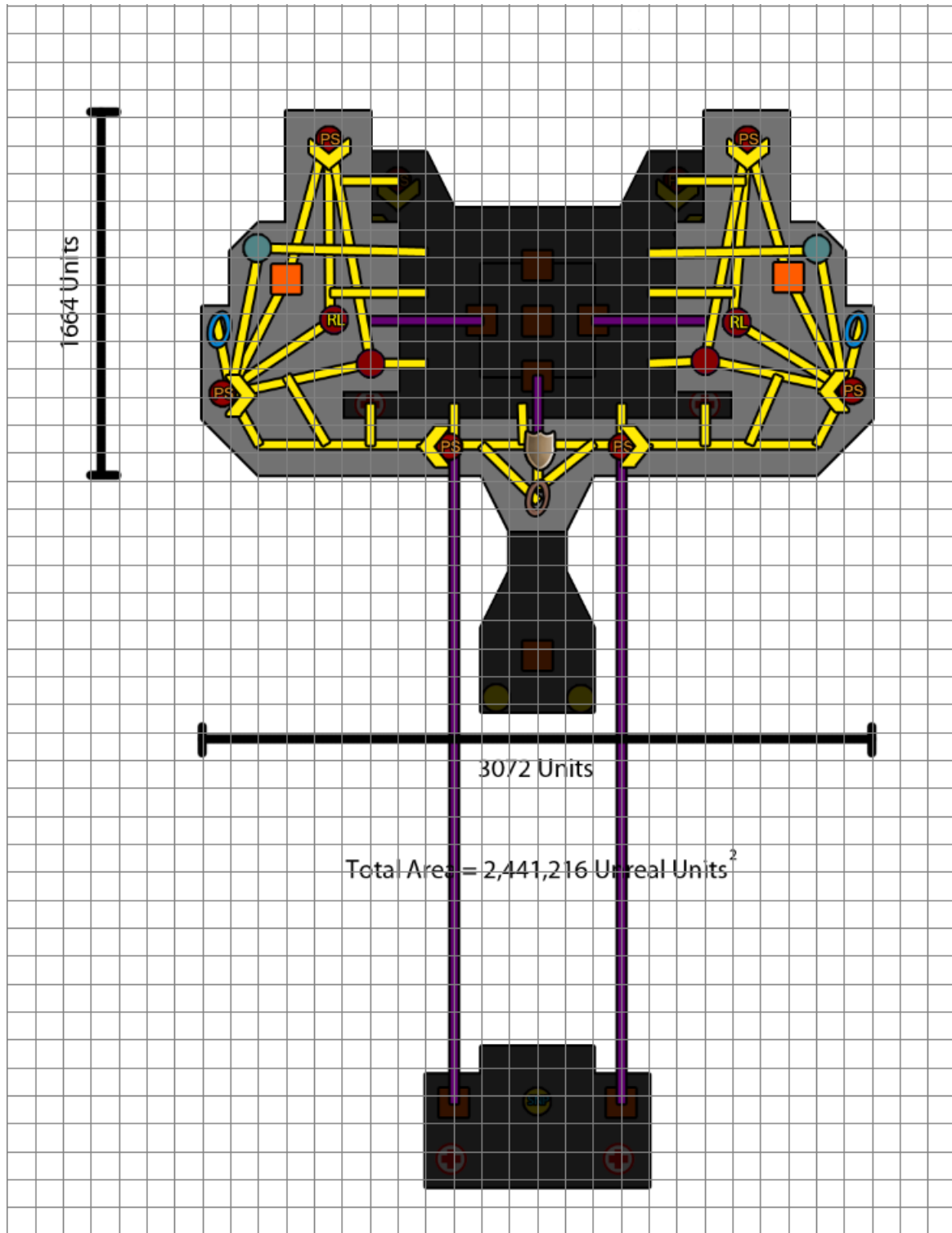


Figure 26: Overview Map - Second Floor – Space Station Hull

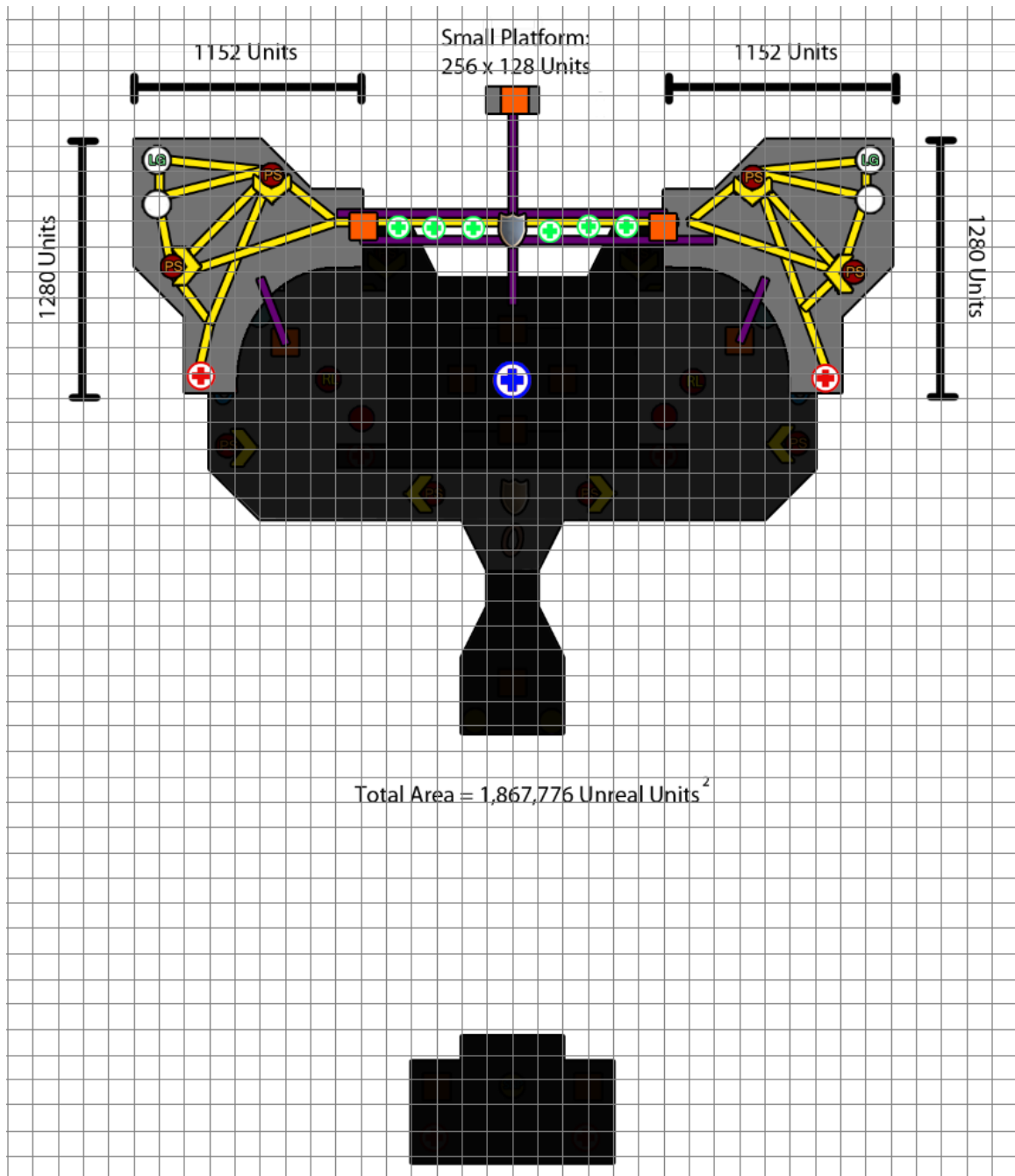


Figure 27: Overview Map - Third Floor – Atop the Observation Towers

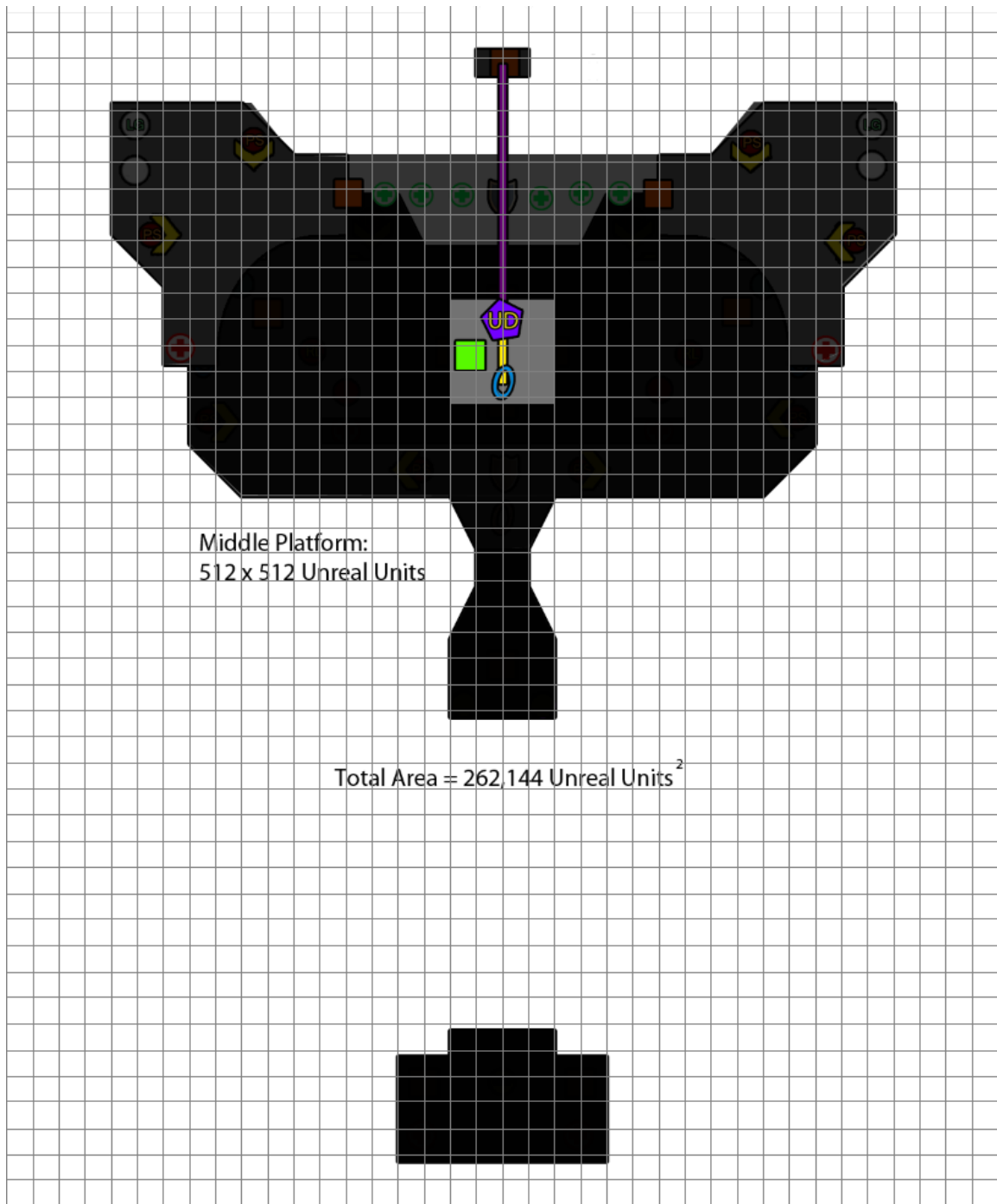


Figure 28: Overview Map - Topmost Floor – Portable Shield Generator Platform

Key

	1 grid square = 128 x 128 units		Jump Pad
	1/4 grid square = 32 x 32 units = Player		Jump Pad Path
	Walkable Level Area		Link Gun
	Level Area Below Current Floor		Link Gun Ammo
	Abyss and Death		Rocket Launcher
	Player Spawn and Facing		Rocket Launcher Ammo
	Armor Vest		Sniper Rifle
	Thigh Pads		Sniper Rifle Ammo
	Health Vial		Enforcer Ammo
	Health Pack		Portal Entrance
	Keg O' Health		Portal Exit
			U Damage Powerup
			Shield Console
			Level Pathing

Figure 29: Overview Map - Key

This map has multiple levels of gameplay areas, all connected by jump pads. Player spawn points are located in the first three floors. The first floor has a room that surrounds a platform with multiple jump pads on it. These jump pads lead to the second floor, the topmost floor (with the U Damage and Shield Console), and the Keg O' Health that is suspended in midair right below the topmost platform. There is another jump pad across a small bridge, which leads to an isolated area with a sniper Rifle. The second floor has two Rocket Launcher pickups, Thigh Pads, jump pads (that lead to the third floor), and portals (which lead to the Thigh Pads). The third floor splits into two halves, with jump pads leading between them. These jump pads lead to health vials and the armor vest. There are also two Link Gun pickups on this floor. The topmost floor is a single platform that is accessible via the jump pad on the first floor. There is a U Damage, the Shield Console (activate it to protect against the meteors), and a portal leading down to the Thigh Pads on the second floor.

Walkthrough/Detailed Map Description

Area 1

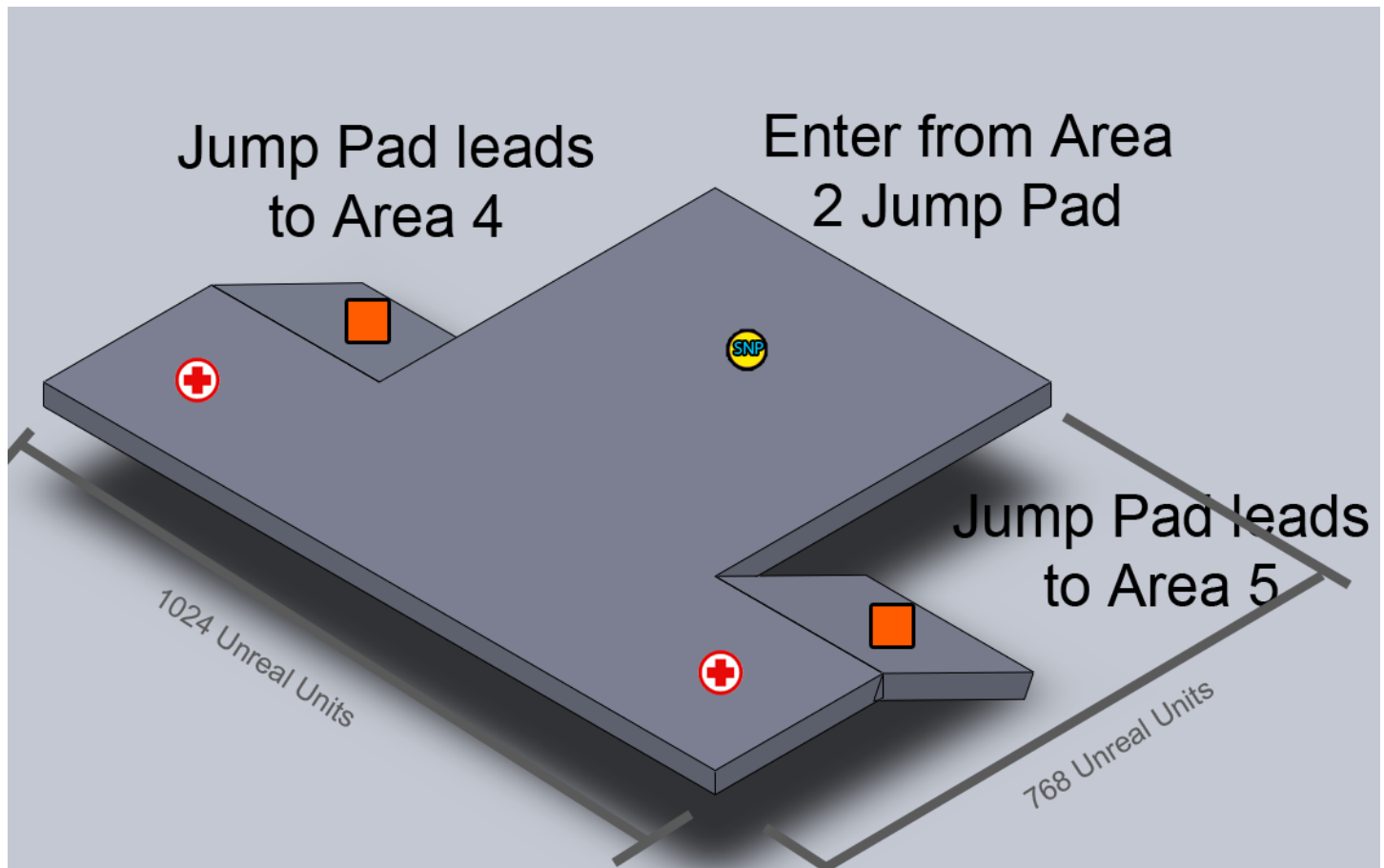


Figure 30: Detail Map - Area 1

Key

-  Health Pack
-  Jump Pad
-  Sniper Rifle

Figure 31: Detail Map - Area 1 Key

Area 1 is the “Sniper Platform” section of the map. The player accesses via the Jump Pad from Area 2. It has a good view of the rest of the level, which is perfect for sniping. However, it is also small and open, with no cover to hide behind. This platform is composed of a section of hull that ripped off Space Station X and is now floating nearby.

Area 2

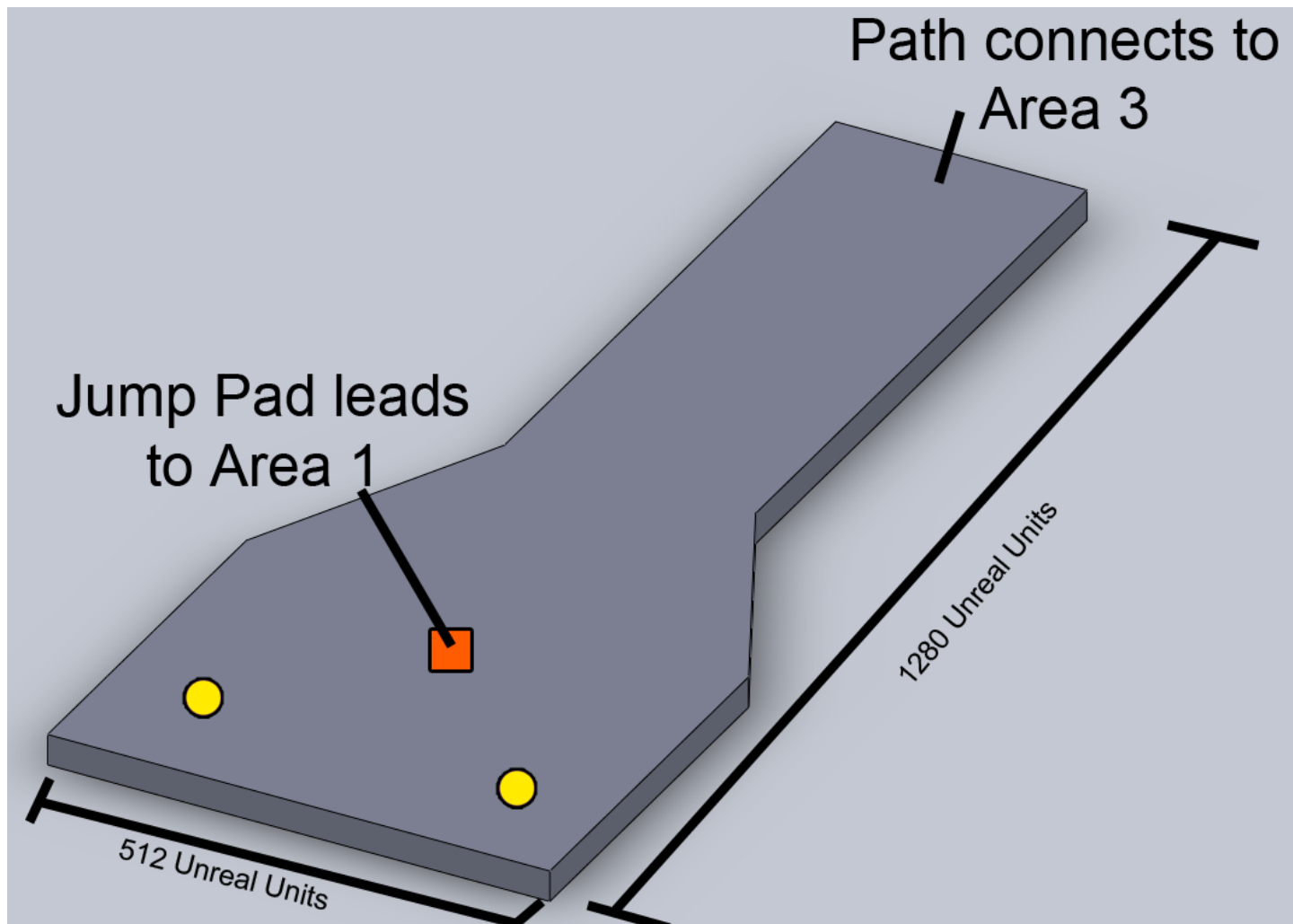


Figure 32: Detail Map - Area 2

Key

-  Sniper Ammo
-  Jump Pad

Figure 33: Detail Map - Area 2 Key

Area 2 is a connecting bridge-like area that leads the open section of Area 3 into Area 1. It is composed of debris from Space Station X. The Jump Pad in this area is the only way to access Area 1's sniper platform.

Area 3

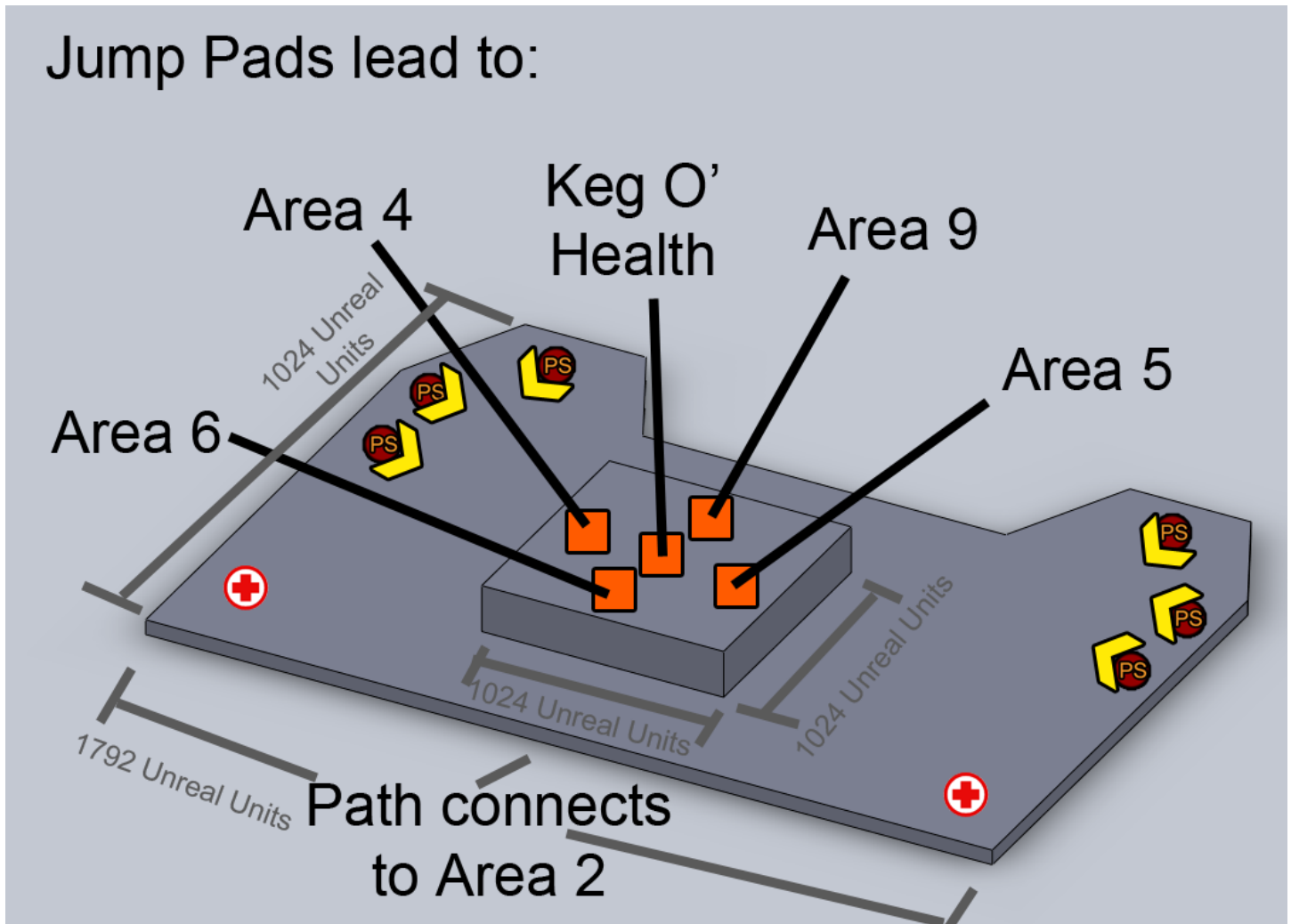


Figure 34: Detail Map - Area 3 (With Walls Hidden)



Figure 35: Detail Map - Area 3 Key

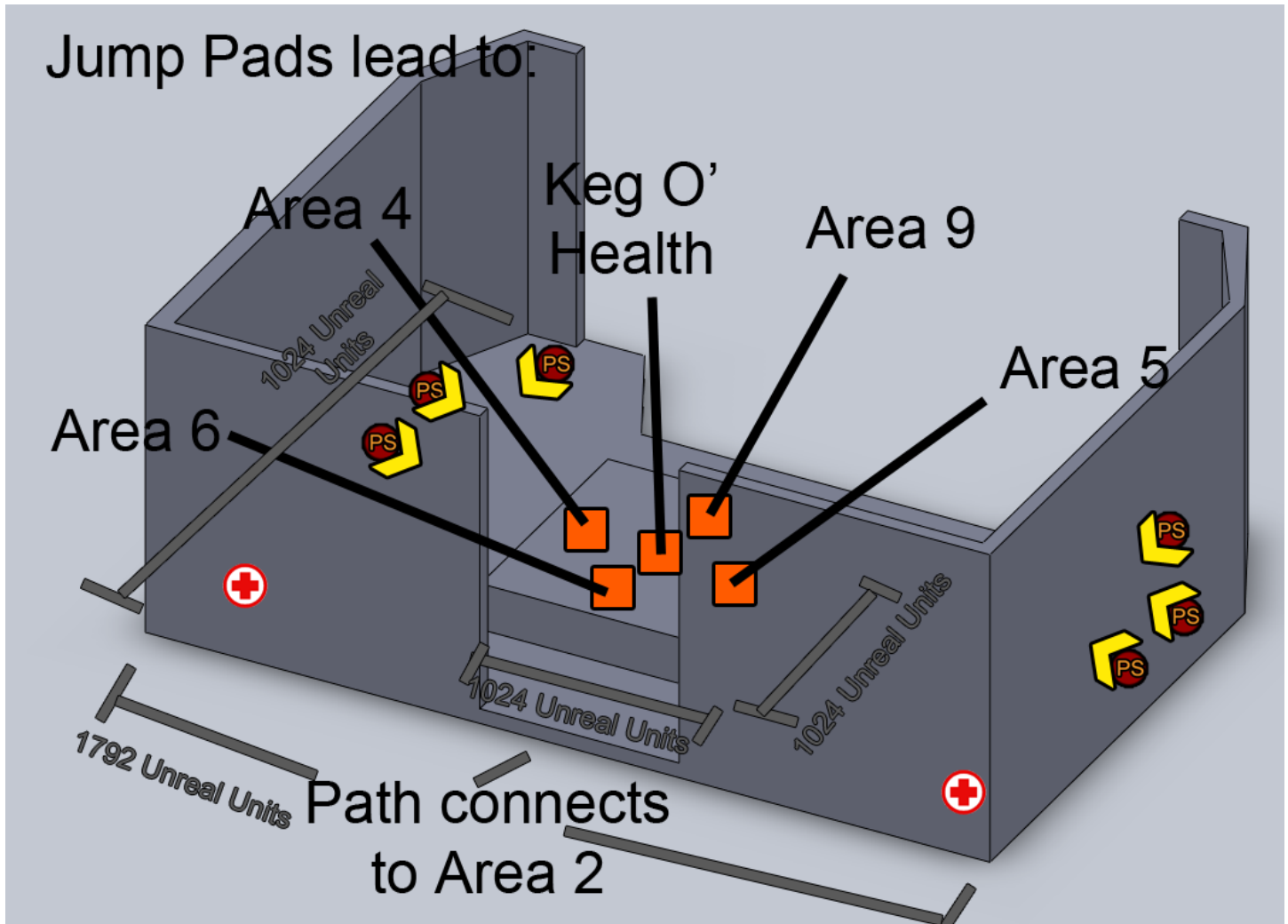


Figure 36: Detail Map - Area 3 (With Walls Showing)



Figure 37: Detail Map - Area 3

Area 3 was once a Utility area within Space Station X. Its ceiling and walls ripped open from meteors in areas, giving access to the outer surface of the space station. This area serves as the central hub for the level, and has a platform with five Jump Pads in the middle. These Jump Pads lead to various places, including the Shield Console and the Keg O' Health.

Area 4

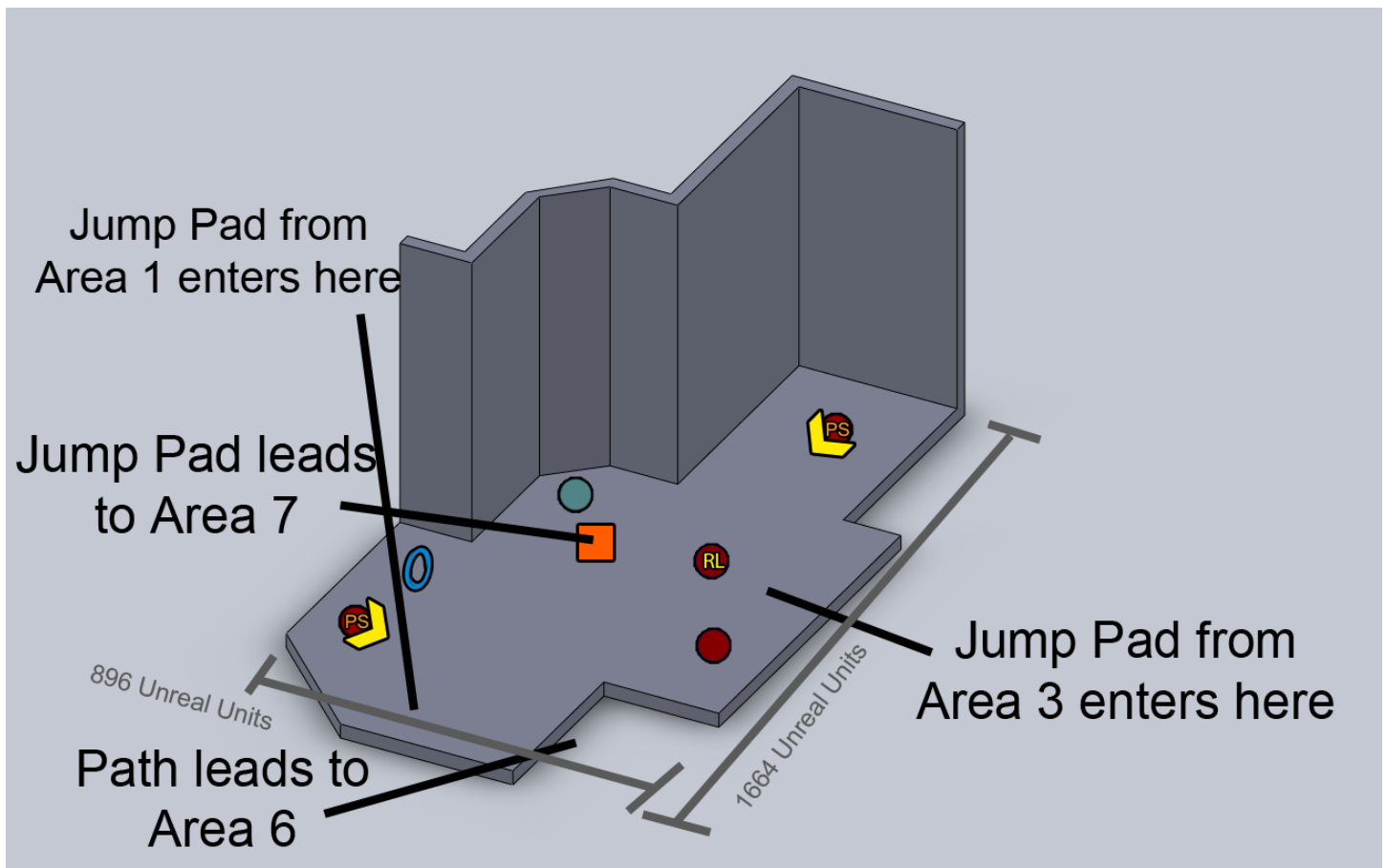


Figure 39: Detail Map - Area 4

Key

-  Jump Pad
-  Player Spawn and Facing
-  Rocket Launcher
-  Rocket Ammo
-  Enforcer Ammo
-  Portal Entrance

Figure 40: Detail Map - Area 4 Key

Area 4 is the left side of the remains of the hull above the utility room. It serves as a middle layer of the level, with areas above and below it to jump between. The portal entrance takes the player to the Thigh Pads, but leaves the player open to being sniped from the sniper platform.

Area 5

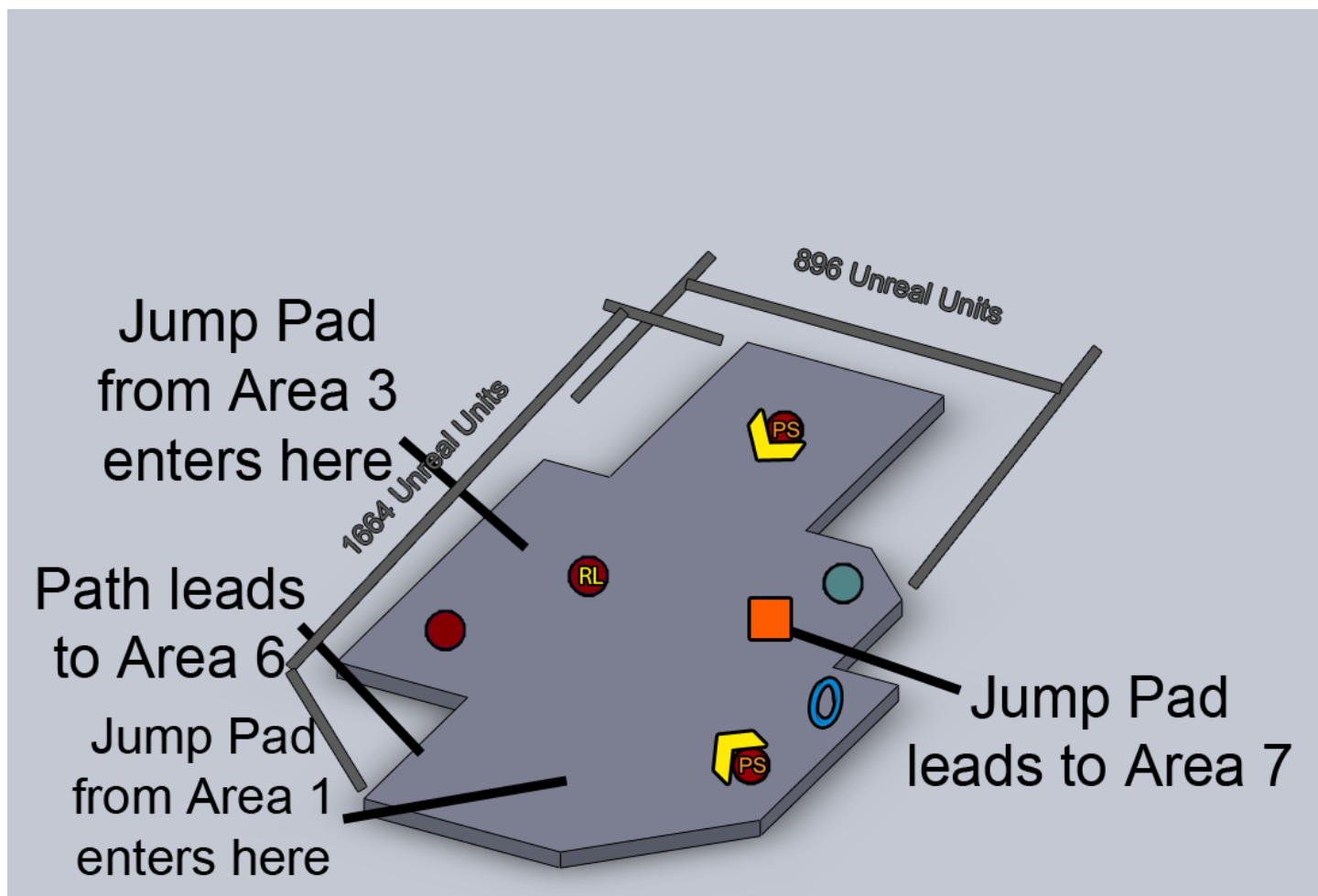


Figure 41: Detail Map - Area 5 (Walls Hidden)

Key

-  Jump Pad
-  Player Spawn and Facing
-  Rocket Launcher
-  Rocket Ammo
-  Enforcer Ammo
-  Portal Entrance

Figure 42: Detail Map - Area 5 Key

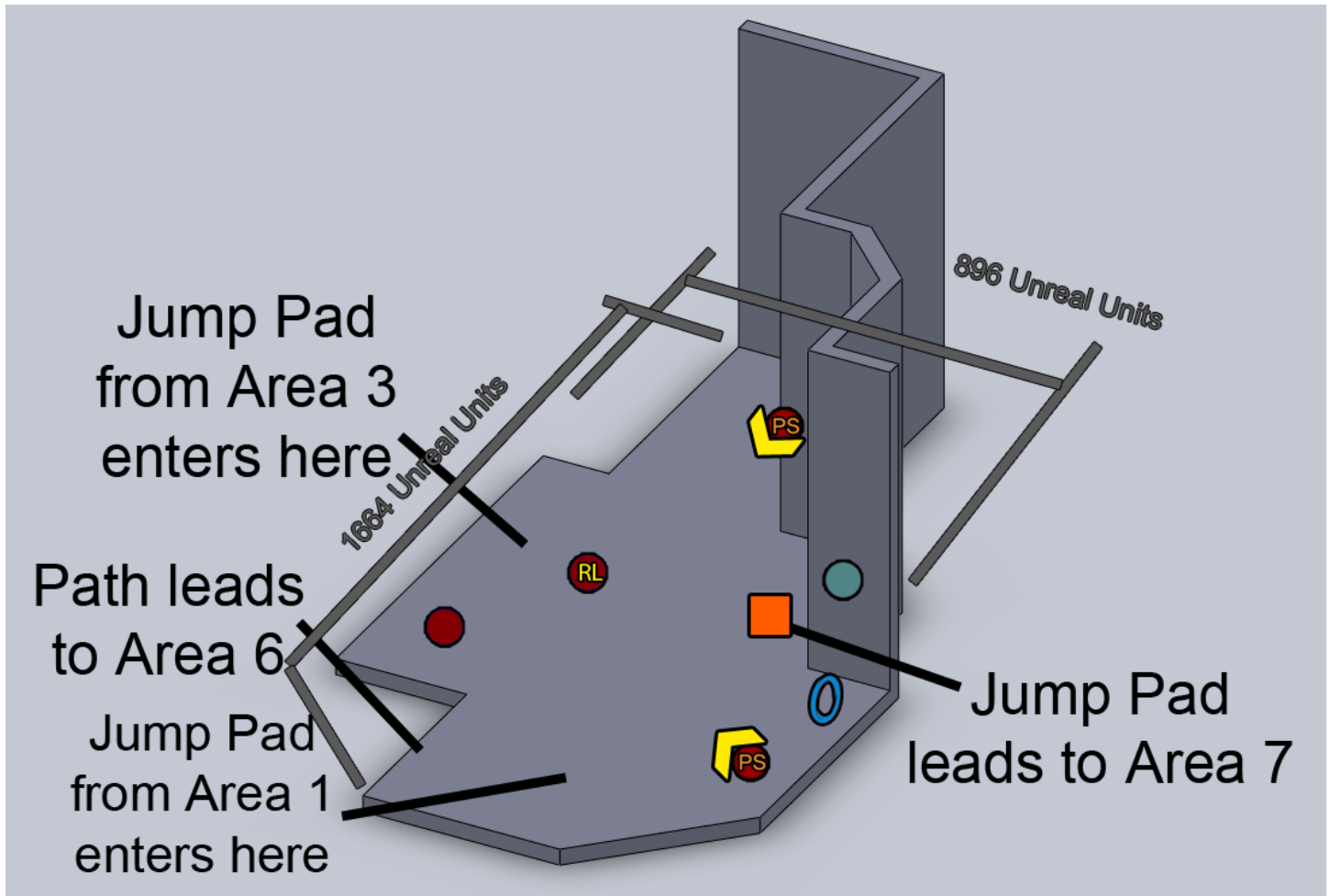


Figure 43: Detail Map - Area 5 (Walls Shown)

Key

-  Jump Pad
-  Player Spawn and Facing
-  Rocket Launcher
-  Rocket Ammo
-  Enforcer Ammo
-  Portal Entrance

Figure 44: Detail Map - Area 5 Key

Area 5 is the right side of the remains of the hull above the utility room. It serves as a middle layer of the level, with areas above and below it to jump between. The portal entrance takes the player to the Thigh Pads, but leaves the player open to being sniped from the sniper platform.

Area 6

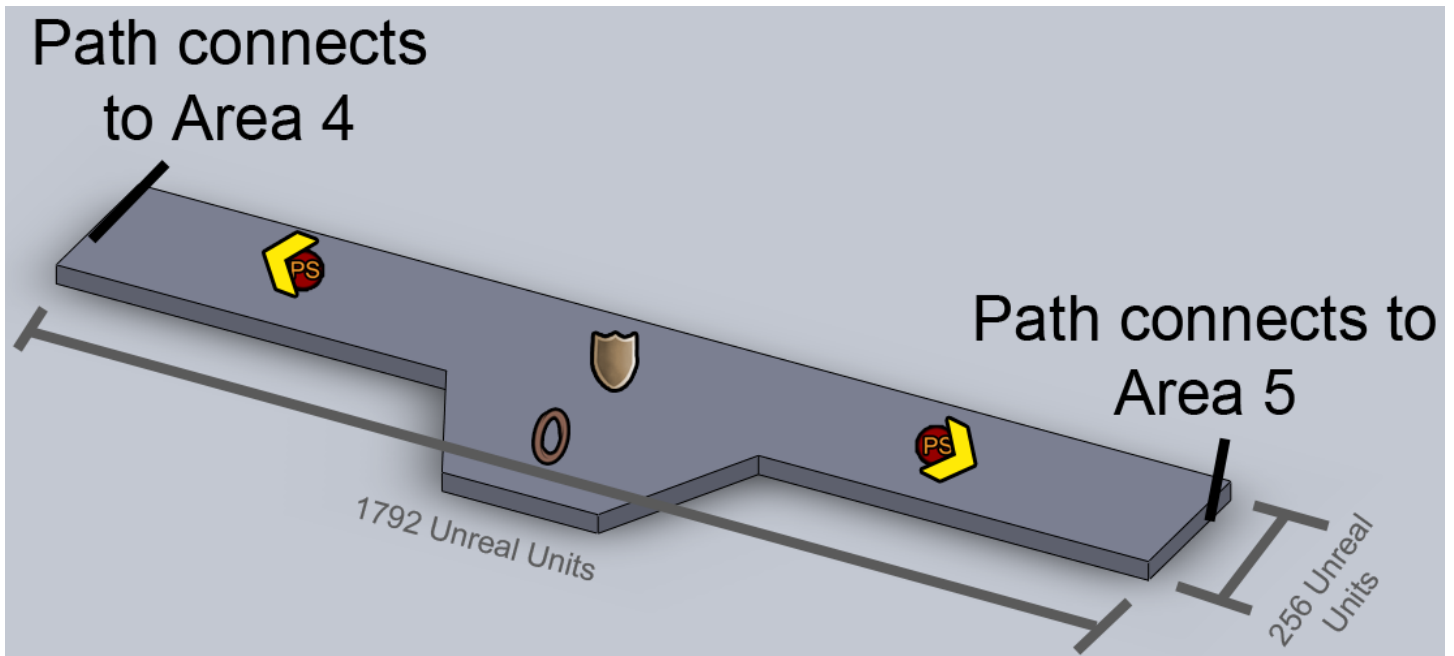


Figure 45: Detail Map - Area 6

Key

-  Player Spawn and Facing
-  ThighPads
-  Portal Exit

Figure 46: Detail Map - Area 6 Key

Area 6 is the front side of the remains of the hull above the utility room. It serves as a bridge that connects the Areas 4 and 5. The portal exit here links with the three portal entrances in Areas 4, 5, and 9. It is right next to the Thigh Pads, but also leaves the player vulnerable to a sniper on the sniper platform.

Area 7

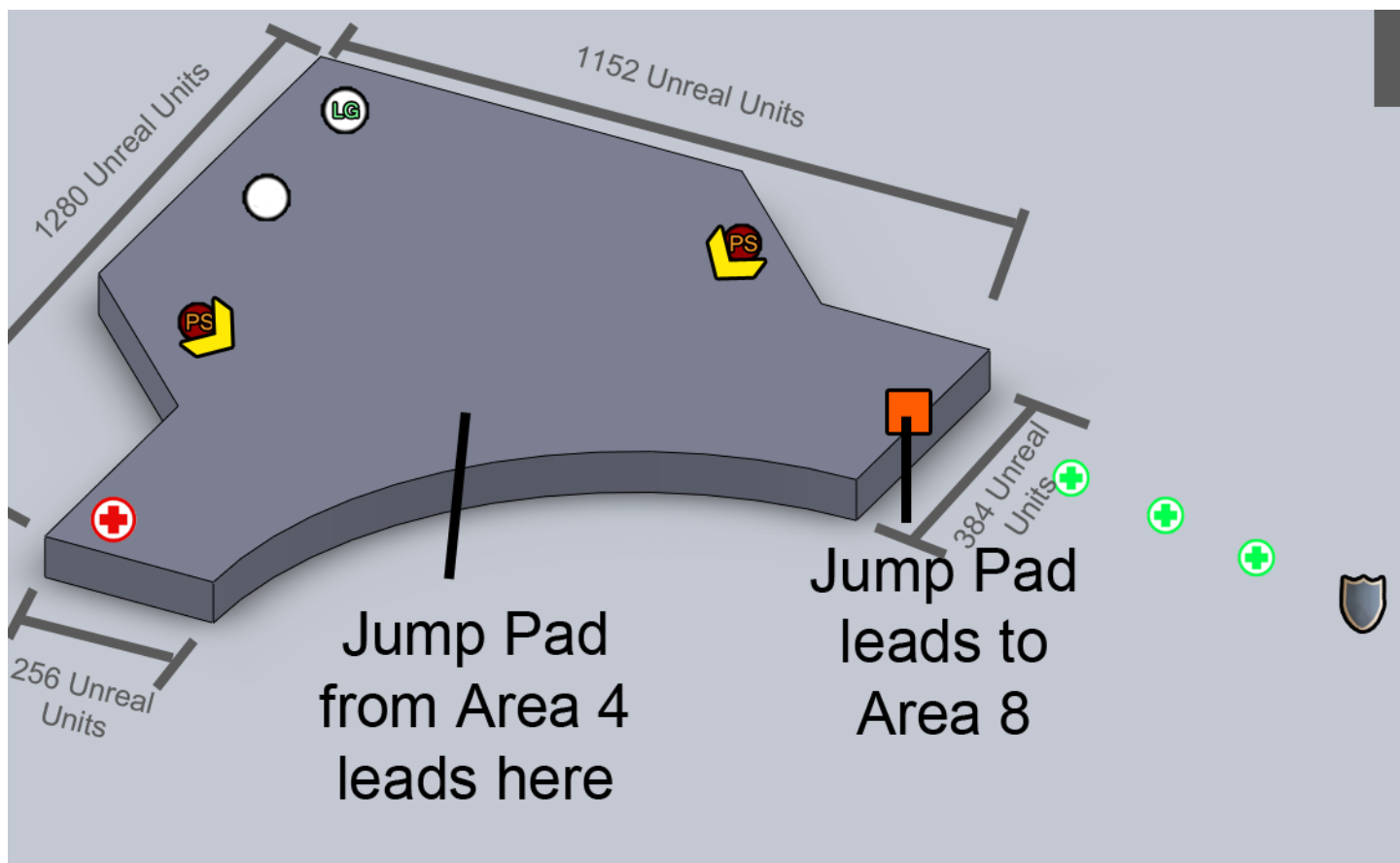


Figure 47: Detail Map - Area 7

Key

-  Jump Pad
-  Health Pack
-  Player Spawn and Facing
-  Link Gun
-  Link Gun Ammo
-  Armor Vest
-  Health Vial

Figure 48: Detail Map - Area 7 Key

Area 7 takes place atop a residential tower of Space Station X. It serves as the top layer of gameplay. The player accesses it via Jump Pads from Area 4 and 8. A Jump Pad leads across a mid air pathway to Area 8. This path has health vials and an armor vest.

Area 7.5

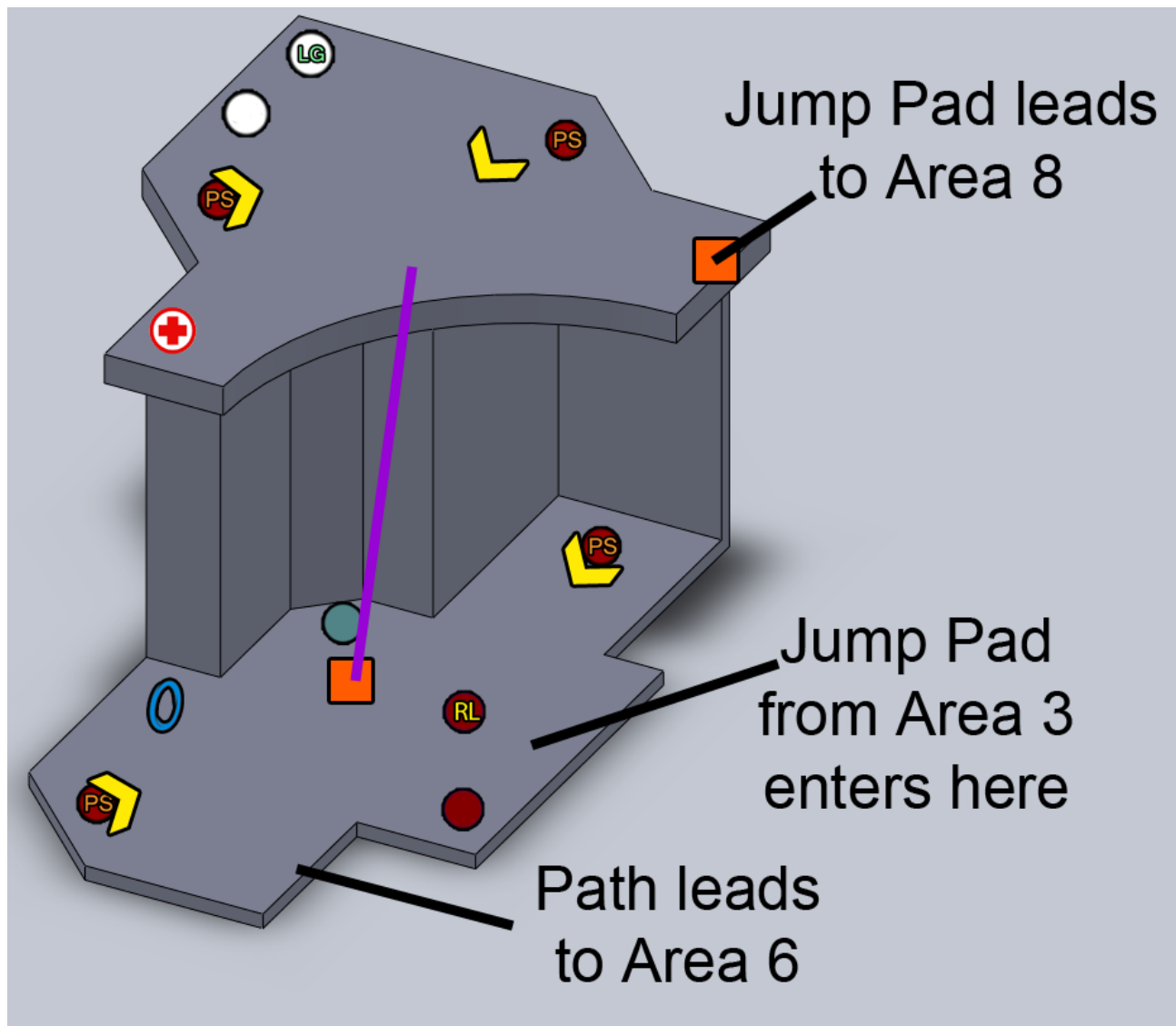


Figure 49: Detail Map - Areas 4 and 7 Combined

- Key
-  Jump Pad
 -  Health Pack
 -  Player Spawn and Facing
 -  Link Gun
 -  Link Gun Ammo
 -  Armor Vest
 -  Health Vial
 -  Portal Entrance
 -  Rocket Launcher
 -  Rocket Ammo
 -  Enforcer Ammo

Figure 50: Detail Map - Areas 4 and 7 Combined Key

Area 8

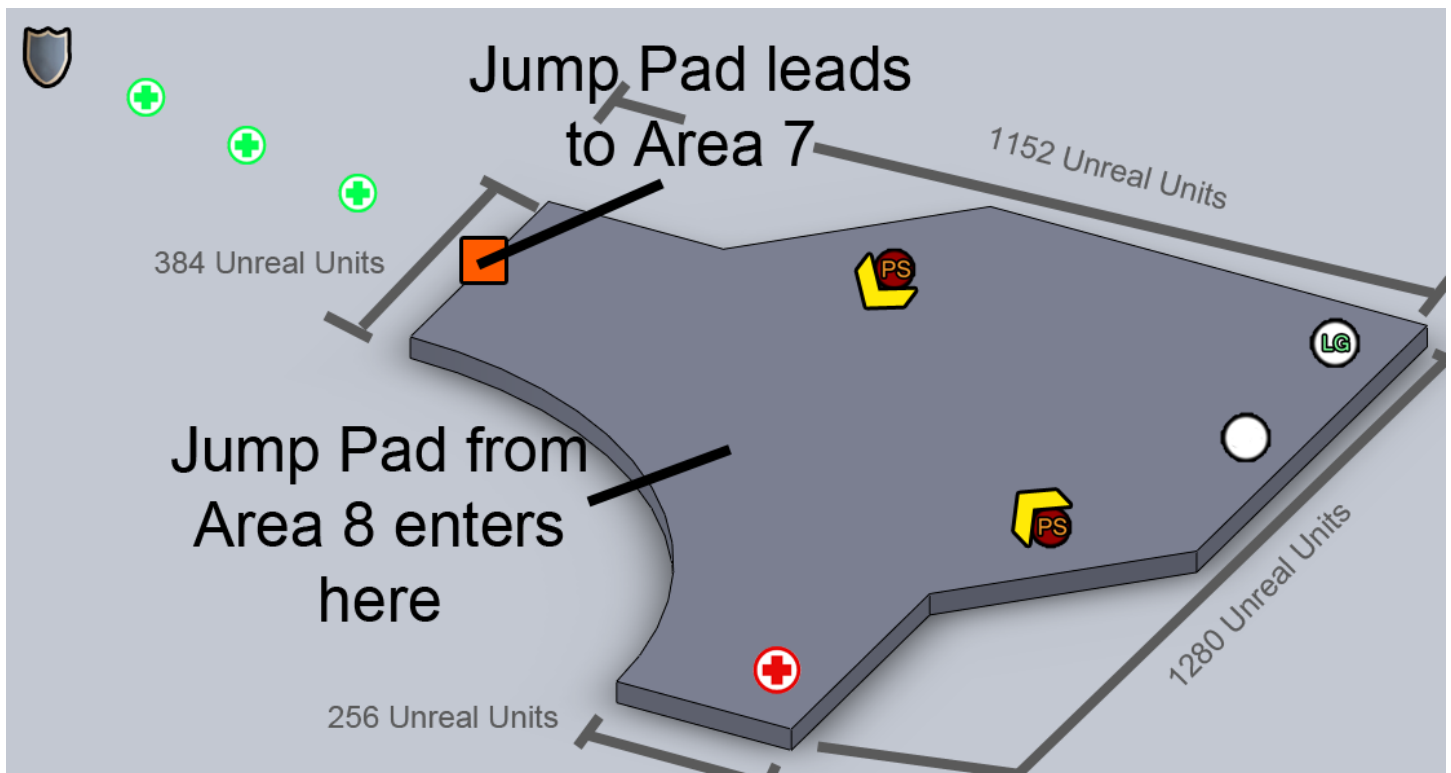


Figure 51: Detail Map - Area 8

Key

-  Jump Pad
-  Health Pack
-  Player Spawn and Facing
-  Link Gun
-  Link Gun Ammo
-  Armor Vest
-  Health Vial

Figure 52: Detail Map - Area 8 Key

Area 8 takes place atop a residential tower of Space Station X. It serves as the top layer of gameplay. The player accesses it via Jump Pads from Area 4 and 7. A Jump Pad leads across a mid air pathway to Area 7. This path has health vials and an armor vest.

Area 8.5

:<<Default>...

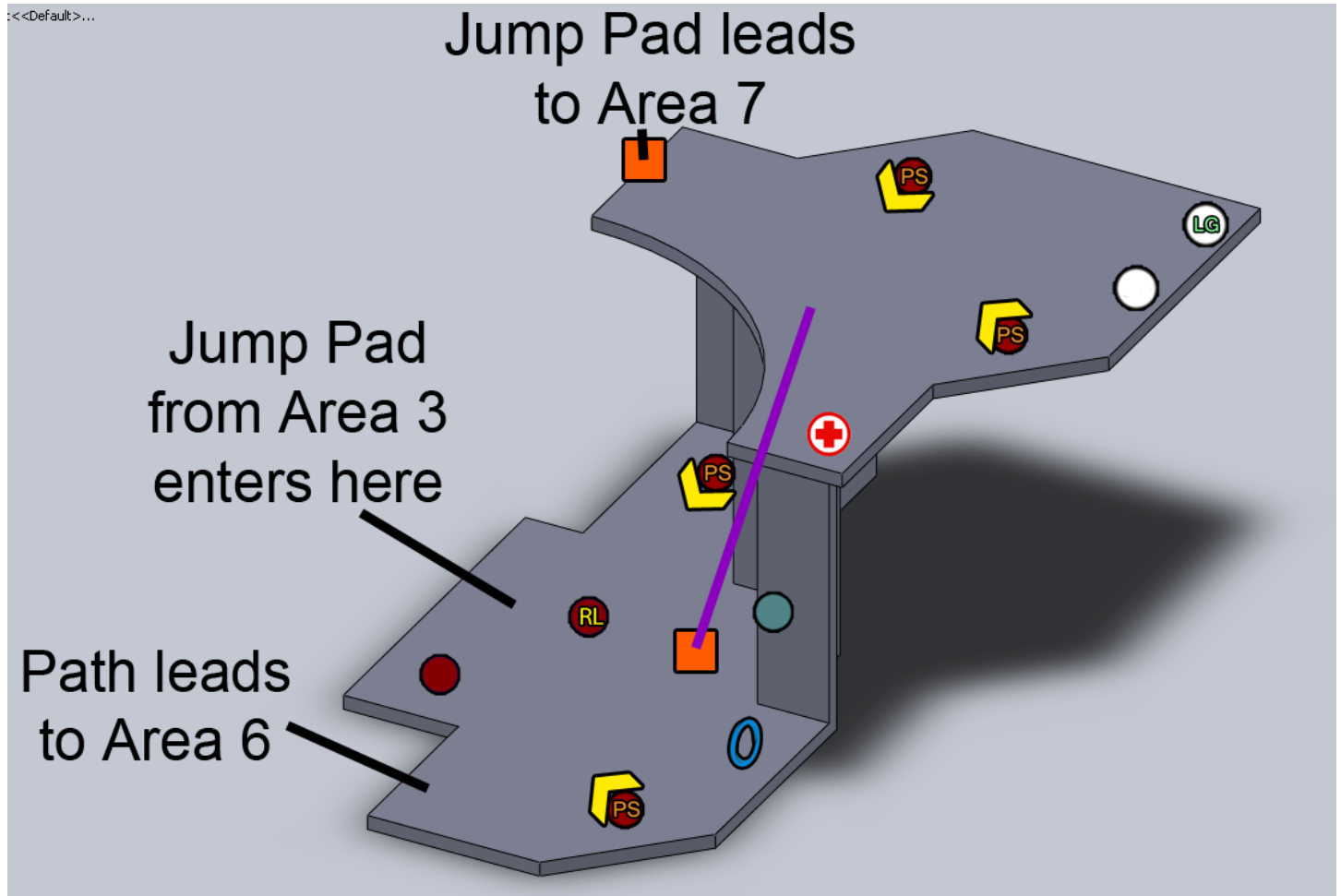


Figure 53: Detail Map - Areas 5 and 8 Combined

- Key
-  Jump Pad
 -  Health Pack
 -  Player Spawn and Facing
 -  Link Gun
 -  Link Gun Ammo
 -  Armor Vest
 -  Health Vial
 -  Portal Entrance
 -  Rocket Launcher
 -  Rocket Ammo
 -  Enforcer Ammo

Figure 54: Detail Map - Areas 5 and 8 Combined Key

Area 9

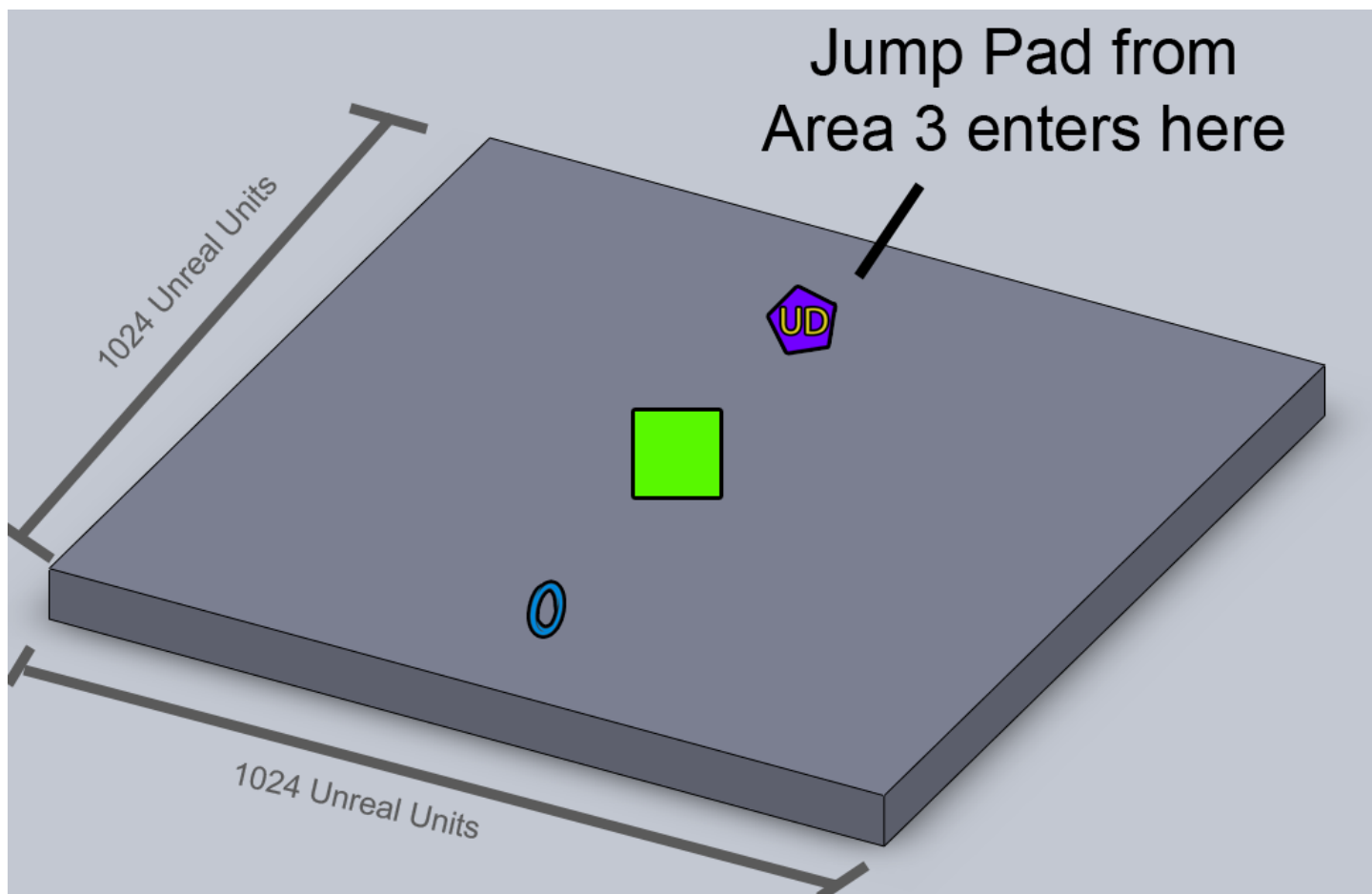
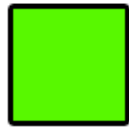


Figure 55: Detail Map - Area 9

Key



U Damage



Shield Console



Portal Entrance

Figure 56: Detail Map - Area 9 Key

Area 9 is a floating shield platform deployed by the scavengers to protect against meteors. The player accesses it via a Jump Pad in Area 3. A portal leading to Area 6 is the best exit from this area.



Figure 57: A concept for the shield console

Technical Challenges

This level has some complicated elements that may present too much of a challenge to properly complete within the timeframe of this project. Some of these challenges are:

- Meteors animated via matinee (or physics)
- Meteors that cause players damage on impact
- Shield generator that can be activated by players

- Shield that destroys meteors that come in contact with it

Development Plan

In order to make a complete level, the development plan is as follows:

- Build the level geometry, textures, meshes, and pickups
- Animate background meteors (preferably with a combination of physics and matinee)
 - If getting physics to work turns out to be too complicated, these meteors can be fully animated with the matinee
- Use Kismet to make a shield generator that can be activated by players/AI
 - Getting AI to respond to the shield generator may be difficult, but getting a generator that players can use is doable
- Make the shield generator actually destroy meteors that it touches
 - This may be the most difficult part to pull off properly, but it sounds like something that should be possible in Kismet
- Use Kismet to script in a timed event that sets off sirens and spawns a meteor storm

At the minimum, a level with meteors in the background can be made within the timeframe of this project. The additional elements listed in the development plan will be implemented to some degree, but more experimentation is required to determine how much the final level resembles this document.

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