

# **CORRIDOR 7**

PRELIMINARY DESIGN DOCUMENT

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## THE OBJECT IN CORRIDOR 7

They were supposed to be friendly. That was what most people believed--the politicians, the clergy, the scientists, even the military. It was a reasonable assumption. If an intelligent race could endure major social and technological upheavals, it was presumed to have learned from its mistakes. Who would suspect that humankind's first contact with extraterrestrial life would be in the arena of war?

Earth's fighting days were believed to be over. Aside from traditional spending on tanks, planes, and space-based weapons (greatly reduced after more than 20 years of relative peace), military dollars were being directed largely toward research and exploration. In 2012, Dr. Florian Grey, a U.S. exobiologist on one of the first manned missions to Mars, returned with a small metallic sphere taken from an area near one of Mars's curious, face-like formations. It was the first hard proof that life existed outside the solar system.

Scientists were elated. But the government, ever cautious, removed the artifact to a 30-level, underground research facility called Delta Base. Delta, a small weapons development and testing center located in the Nevada desert, was the only facility equipped to test such an object. The sphere was taken to the lowest level, a maze-like series of hallways and test chambers, to the laboratory in an area known as Corridor 7.

### A Disturbance in the Fabric of the Cosmos

The age of the sphere was impossible to determine. Most scientists believed it to be ancient, but it showed no traces of its age and its surface could not be sampled even at the molecular level. The standard battery of tests was issued. In the back of the chamber the sphere was subjected to varying levels and types of radiation. During the Gamma phase of the test, the sphere exploded.

Most of the lab in Corridor 7 was destroyed. . .but the sphere stayed, changing and growing in size as personnel in the upper levels watched their monitors in astonishment. It began to resemble a ball of lightning.

The base was put on alert. The sphere seemed to power itself, and no one had a clue how to shut it down. Nor did they have time. From inside the sphere something emerged. . .short, humanoid in shape but clearly not human. . .and carrying in one of its arms what was unmistakably a weapon.

## One Soldier Remains

A single soldier, wounded in a field operation and recovering in isolation in the sick bay, failed to awaken at the sound of the warning claxons. As the player in Corridor 7, you are the forgotten soldier who rises to find the base occupied by alien armies and nearly all your comrades dead or under alien control. M-16 in hand, you make your way to the security wing and see on the monitors creatures wearing armor and carrying strange hardware any soldier knows instinctively are guns.

Quickly, you check all base areas on the intercom for status. No answers anywhere. You try the phone, then the radio, but can't get a signal. Even the secured line to the Pentagon and the satellite link are down. You are alone against an enemy you never dreamed existed. You don't know what happened or how the base was taken, but it's deadly serious and the odds are overwhelmingly against you. Smartly, you decide to go for help.

Outside, the sky is a different color. Not the clear blue you left only moments earlier, but a diffuse, greenish-yellow that seems slightly out of focus. You notice this only after wrecking a Jeep against an invisible barrier beyond the front gate. It seems the aliens have set up a barrier to prevent entry--or exit--while they begin their conquest.

And you're trapped inside with them.

Without further recourse, you ready your weapon and prepare to attack. It's your sworn duty to defend the base against all invaders, even if it means your life.

## GENERAL SPECIFICATIONS

30 Levels  
10 Types of Enemy  
7 Types of Weapon  
3 Types of Armor

## OVERVIEW

In Corridor 7, you play the role of the last survivor of an alien invasion. The year is 2012, and scientists have discovered an extraterrestrial artifact in one of the "faces" of Mars. The artifact is delivered to Delta Base, in Nevada, for study; but during tests it explodes, creating a gateway in the lowest level of the base, Corridor 7.

Alien invaders rush through the gate and seize the base. The artifact was a trap planted thousands of years earlier to inform them of the presence of advanced races. They launch the spheres in small foldspace cruisers programmed to seek hospitable solar systems, and in Earth's case the gate device was planted on Mars; when Earth's fledgling culture reached the spacefaring stage, discovery of the gate device was inevitable.

The aliens wipe out most of the base personnel. Some, however, are turned into automated sentries (through hastily installed brain implants) to guard the upper levels. Meanwhile, alien technicians install a device that creates an impenetrable shield around the base, giving them time to move in more troops, assess the environment, and change it to their needs. While Earth has developed some advanced weapons, they pale next to the alien's technology. Conquest looms ahead. They will destroy or enslave the populace and plunder our resources.

One small hope remains. You (as the player) have survived the assault and are inside the shield. You can stop the invaders before they establish a foothold, but it will be nearly impossible. However, several factors are working in your favor. First, you have the element of surprise; they don't know you're there. Second, they believe they've killed everyone and are now so busy modifying the base to suit their needs that they've relaxed their guard.

The further the player descends, the more signs of alien habitation are present; walls have been modified to resemble the alien's home environment; aliens weapons and munitions are present; some alien artifacts have been carried through, such as tables, equipment, and food.

Hidden chambers contain food, medicine, secret weapons, pass cards to lower levels, and armor.

Pass cards can lock rooms from the outside. This may come in handy when the player finds he can lure some of the tougher aliens into a room and lock them in rather than kill them.

Additionally, the aliens have added secret levels. Upon discovering such a level, the player finds it filled with aliens working at consoles or some other secret business. Destroying these clandestine operations adds big points to the player's score.

The aliens vary in size, shape and color; some, in fact, may be mercenaries hired by the invaders. Regardless, they have one element in common: they're geared for war.

### **Winning**

Delta Base has 30 levels plus an additional room on the last level. To win the game, the player must close the gate by crossing through to the alien world, killing the Warlord on the other side, and deactivating the gate device. When he pulls the lever on the gate device, a countdown begins (a series of lights blinking out on a readout, for example). He must then return through the gate before the countdown finishes. If he succeeds, a small movie plays showing the player's success; if he fails, the gate closes and hordes of Shock Troopers enter the room and dispatch him.

### **The Shield Generator**

To shut down the shield generator the aliens have installed, the player must kill the Technician guarding the machinery (located on Level 25) and turn a control on the machine (done automatically if the player stands in front of the machine and presses the left mouse button or the Control Key).

### **FEATURES DIFFERENTIATING CORRIDOR 7 FROM CASTLE WOLFENSTEIN**

- Items on shelves.
- Creatures that play dead. They may come up more than once after they go down.
- Armor that increases your longevity.
- Functional, wall-mounted equipment.
- More enemies.
- More weapons.

### **THE ENEMY**

We don't know what each type of alien calls itself, so the titles given here are

what a U.S. soldier might name them. They are listed in order of attack strength.

### **Regular Guards**

#### **POSSESSED SOLDIERS**

Not all of your comrades were killed in the initial invasion. These less fortunate Delta Base soldiers were captured and reprogrammed to kill their own kind through a hastily installed brain implant. Killing them may be necessary, but if you can avoid it you'll earn bonus points. A stunner will knock them out for 24 hours.

LOCATIONS: Levels 1-5.

ARMAMENTS: M-16

SOUND EFFECTS: Standard footsteps (Army boots on a hard floor). A low, pitiful moan when they die. Sharp cracks when they fire their guns.

#### **POSSESSED SCIENTISTS**

Like Possessed Soldiers, these members of Delta Base are being controlled by brain implants to attack intruders. Stunning them rather than killing them will earn big bonuses. Some scientists are still carrying passcards to secret locations.

LOCATIONS: All levels

ARMAMENTS: Blaster

SOUND EFFECTS: Same as Possessed Soldiers.

#### **TRACKERS**

These rolling, robot guards are essentially mobile guns with enough brain power to recognize and terminate any enemy presence.

LOCATIONS: Levels 1-10 (less frequent the closer to Level 10)

ARMAMENTS: Two built-in energy cannons controlled by a laser tracking system.

SOUND EFFECTS: Well-oiled gears as it moves; a

small explosion when it is destroyed. Blaster sound effects from its weapons.

## SHOCK TROOPERS

These alien grunts are the spearhead of the attack force; they're first through the gate and first to die. They have nothing to lose.

LOCATIONS: All levels

ARMAMENTS: Blaster

SOUND EFFECTS: Part of their armor includes clawed boots to accommodate their strangely shaped feet; as a result, the boots produce a sharp clicking sound. When they die, they issue a loud grunt.

## SENTINELS

Bigger and meaner than Shock Troopers, they carry a heavy gun and guard key positions. Kill one of these and you know something important is waiting.

LOCATIONS: All levels

ARMAMENTS: Spinner

SOUND EFFECTS: Heavy clunking sound when it walks; it speaks alien phrases when it sees you; same sound as Shock Trooper when it dies.

### **Big Bosses**

## BEHEMOTH

There's no better description for this hulking alien. When Shock Troopers reach an impassable barrier, they call in this thing.

LOCATION: The Behemoth patrols randomly and may be encountered on Level 4, 5, or 6. Its location is fixed on one of the above levels every time a new game is started; if the game is saved; it stays on the level originally established for it.

**ARMAMENTS:** Carries a unique gun not found elsewhere in the game, a huge cannon-type weapon.

**SOUND EFFECTS:** Thunderous footsteps; a deep howl when it dies preceded by an incomprehensible alien phrase. Its gun makes a deep whooshing sound, almost like a mortar.

## SMOKER

Named because of the environmental suit it wears that produces smoke streams as it breathes. This creature works for hire for the aliens and is from a totally bizarre world where the density and content of the atmosphere is too severe for most life forms. It's extremely tough and professional, though, and knows when to retreat in the face of a skilled attack. You'll need cunning to kill this one.

**LOCATIONS:** Like Behemoth, may occupy a random level, either 9, 10, or 11.

**ARMAMENTS:** A Needler in one hand and a Spinner in the other.

## TECHNICIAN

The alien responsible for the changes being made to Delta Base. It's fast, well-armed, and deadly accurate.

**LOCATION:** It always stays near the shield generator on Level 25. It carries the card required to proceed to the lowest levels.

**ARMAMENTS:** Plasma Cannon; no armor except a series of body plates and shoulder protectors.

**SOUND EFFECTS:** The technician is an upright, insectoid creature. Its footsteps make a scraping sound; when it dies, it releases a high-pitched squeal.

## ASSASSIN

Mean beyond description. This alien worships weaponry, and as a trained killer it carries the latest and the best--including a cloaking device that



bends light around it, making it very difficult to see.

LOCATION: Level 30. It stands waiting in Corridor 7.

ARMAMENTS: A unique system of bodily mounted guns. Reflect armor; Cloaker.

SOUND EFFECTS: Weird sounds as it phases in and out of cloak; no sounds as it walks; a piercing laser sound when it fires. True to its task, it dies silently.

## WARLORD

The invasion commander, it guards the portal between worlds, overseeing the deployment of its troops.

LOCATION: Through the gate, in the alien world.

ARMAMENTS: It needs none. This creature is a genetically engineered living weapon capable of generating its own shield and bursts of energy from its hands and eyes. It's killable, but the battle will be nothing short of titanic.

## THE WEAPONS

You might be tough, but you'll never succeed with only your M-16 semi-automatic. You'll need to recover an alien weapon. A total of 9 weapons may be found on base or recovered from a body (corresponding to number keys 1-9).

## BAYONET

Part of your standard-issue M-16, requires no power and no ammo. Might be useful for cutting. When it runs out of ammo and an attack is

	ordered, the M-16 thrusts forward instead of firing.
	SOUND EFFECTS: Like a knife slicing through air.
M-16	Standard issue Delta Base weapon. Clip holds 30 rounds.
	SOUND EFFECTS: Machine gun.
STUNNER	Like the handheld kind you can buy today, emits a powerful electrical charge. When pressed to someone's body, they'll go down. Benefiting from the advanced battery technologies of 2012, it recharges in 3 seconds and holds enough juice to knock out even the burliest soldier for a good length of time. It won't work on a Shock Trooper, though, but it will short out a Tracker.
	SOUND EFFECTS: Produces an electrical zap.
BLASTER	An alien handgun issued to all Shock Troopers. Holds 10 energy cartridges.
	SOUND EFFECTS: Emits a metallic, energy dispersion-type sound.
SPINNER	A peculiarly shaped alien gun, produces a disc of energy that slices a wide swath through a body.
	SOUND EFFECTS: A sort of clipped, mechanical zipping sound.
NEEDLER	A deceptively innocuous little device that emits a burst of poisonous, alloy needles. If you're hit by these without armor, watch yourself turn a few shades of color before you die.
	SOUND EFFECTS: Almost like one of those party favors that bursts in a cloud of confetti.
PLASMA CANNON	A big piece of alien hardware, requires a backpack and a hose connecting the gun unit. Similar in

principle to a Gauss gun, it fires an ultra-hot stream of plasma capable of cooking most any enemy. To survive a blast from this you'll need industrial strength armor.

**SOUND EFFECTS:** When the player hefts one of these on, you hear them grunt. When it fires, it produces a rumbling sound.

### **ARMOR**

BULLET-PROOF VEST	A base-issue, carbon fiber vest good for stopping M-16 fire. It might save you from one or two Blaster shots, but don't count on it.
TORTOISE SHELL	The Shock Trooper's standard armor, can be found in some rooms on the lower levels. Will do a decent job of withstanding Blaster, Spinner, and Needler fire.
REFLECT	Heavy duty alien hardware, will shield you well from most enemy fire. You can even survive a blast from the Plasma Cannon in this as it wraps you entirely in a force shield.

### **SPRITES**

AMMO CLIPS	Used only with the M-16, holds 30 rounds. Shed by Possessed Soldiers when stunned or killed; also found in rooms throughout the game.
ENERGY CLUSTERS	An alien machination, each cluster holds 10 charges. The charges are modular, fitting into any alien weapon, and provide a single burst of extraordinary power. The charge will produce different results depending on the weapon in which

it is used. For example, in a Blaster the charge creates a condensed packet of light--a subatomic bullet capable of slicing through most metals and other materials.

#### CLOAKER

A rare find, this unpredictable alien device clips onto your armor, and when activated, bends light around you, rendering you invisible to all but the most attentive and cunning aliens.

The following elements are immediately pending:

Production Schedule (Programming Consultation Required)  
Status Window  
Introduction Storyboard