STAR TREK HORIZON

THE CONCEPT

Star Trek: Horizon is a roleplaying game set in the beloved Star Trek universe, which sees the player exploring known space aboard their starship while all the time working towards the promotion of their Ship's Captain character to Admiral through various Away Team missions along the way.

FEATURES

- Start out as a Captain, newly commissioned to the command of your own ship. Gain levels and rank **promotions**, which **unlock** new upgrades and skills.

- You have the freedom of known space. Travel far and wide in your uniquely named and **customizable starship**.

- Solve problems and aid alien races. Subspace communications as well as your own crew alert you to new mission possibilities, which give a constant feeling of **player direction**.

- The Random Mission Allocation system (RoMA) allows for a **different experience** with each play through.

- The story arc **changes** subtly through certain player choices and courses of action, strengthening the differing experience with each new game.

- A vast array of Away Team missions and ship-to-ship battles await the Captain who proudly represents the Federation.

PLAYER MOTIVATION

The player's character, his or her ship and the ship's crew all progress and improve during the course of the game. Alongside levelling up, new skills and improved equipment upgrades for characters and new armaments and technology for the ship become unlocked. Also the varied and attractive planets' surfaces of the universe promote the exploration of space.

GENRE

Star Trek: Horizon is a pure roleplaying game, which uses many RPG standbys such as experience accruement and levelling up, skill improvement and item upgrades.

TARGET CUSTOMER

Star Trek fans and players of RPG's. This potentially accounts for a sizeable and largely loyal audience combination.

COMPETITION

Direct competition: None.
Indirect competition: More traditional RPG's which utilize a fantasy setting.

UNIQUE SELLING POINTS

- A pure RPG set in the Star Trek universe.

- Not only does the player's character progress, but so does the starship and her crew.

- The random mission system gives options outside of simply following the story arc and offers a feeling of an open-ended game.

- Choices made at character creation influence the level of success when solving certain types of problems. If you cannot solve the issue, perhaps one of your officers can.

DESIGN GOALS

PROGRESSION

Advancement is key to the game. The character advances, in both levels and command ranks, the ship advances in regard to the technology and weaponry at its disposal and also the crew improve in their efficiency and knowledge. The need to continue playing, to see your character attain the highest Star Fleet rank should be as strong as possible.

A DIFFERENT APPROACH

The game approaches the *Star Trek* Intellectual Property from a different angle. Many *Star Trek* games exist but none have aimed at an authentic *Roleplaying* game. In the past *strategy* or *squad-based action* games were opted for. The game closest in style to *Star Trek: Horizon* existence is *Star Trek Online*, which is still vastly different.

CHARACTER CREATION

The player first creates their Captain character, which, true to the principal characters of the various TV series is a human. Choices available to the player include male or female gender, hair style & colour and body size (small, medium and large). A small build impacts on strength but has increased movement speed, large makes for a slightly slower but stronger character and medium maintains a balance.
Other choices include skin tone and the character's specialization (Tactical, Science or Engineering) which modifies the character's ability to identify and solves problems of a particular nature as well as modifying specific attributes and unlocking abilities.

Above is a representation of the Character Creation screen which is the initial phase that follows starting a New Game.
The dual screen layout is fully utilized, with the options presented on the lower screen which use the touch aspect of this screen to make the selections that change the look of the character.
The upper screen shows the modifications to the look of the character, in real time.

Some of the characters the Protagonist meets, on boarding the USS Enterprise

CHARACTER ATTRIBUTES

Attributes play a key part of roleplaying games. Most stats in the game are a value between 0-30. Various choices available to the player at character creation modify some or all of these stats either positively or negatively. Below are some of the player character's more commonly used stats.

Strength   A measure of how physically powerful the character is. This influences the character's hit points as well as doing bonus damage in hand-to-hand combat.

Dexterity   The speed of movement and agility of the character. This also determines the character's defensive aptitude in hand-to-hand combat.

Accuracy   This determines 'quick draw' firearms attacks. Shots fired when the character is under attack and has no time to take careful aim.

Diplomacy   The character's ability to resolve issues between factions peacefully and amicably. Humans are natural diplomats in comparison to many races, so this stat is relatively high from the outset.

Cunning   This stat influences ship-to-ship space combat. A high Cunning score improves ship manoeuvrability and defences.

Tactics   Gained from taking the Tactical Officer specialization. Tactics further improves Accuracy and Cunning.

Ingenuity   Gained from taking the Engineering Officer specialization. Ingenuity further improves Cunning and makes available the Personal Shield Generator upgrade.

Analysis   Gained from taking the Science Officer specialization. Analysis offers improved Medical Tricorder heals and access to several minor buffs such as Cure Poison.

IN CLOSING

Everyone at Scary Tiger Studios believes that we have what it takes to make a great RPG that truly brings the Star Trek universe to life on the Nintendo DS. Many of the current staff members cut their developers' teeth creating games for the Nintendo Gameboy and Gameboy Advance. Additionally, all the staff are Roleplaying game fans to some degree or another.

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