

Sample Story Presentation Scheme

Overview of Mission Play:

Wings of Liberty is based around a mission play style. Some of these missions need to be played in order, however many missions, once unlocked, may be selected by the player out of order, or even skipped altogether. For example, players may interplay missions from the Colonist, Artifact, Covert, and Rebellion missions (outlined below), provided the player has completed the pre-requisite missions. This allows the player to set their own trajectory in their quest to attain artifact pieces for money, resources for their rebellion, and save colonists from Zerg attack.

Most missions will give the player a new unit to deploy in future missions. Therefore, finding favorable orders in which to play missions can aid the player in gaining special units and having an expanded arsenal that will be helpful in completing other, more difficult missions. Players will have the chance to replay missions as well as cinematics through the game's interface, allowing them to master some missions as they prepare to play others.

Furthermore, the player has a chance to change Jim Raynor's character arc by choosing which missions to go on. Some of them can be skipped entirely. For example, the Colonist set of missions are more altruistic, while the Artifact missions are more rooted in gaining money to fund his rebellion and chance for revenge. In this way, the player can define Jim Raynor as a character as they guide him through the game story.

Each of these mission sets is usually championed by a secondary character, such as Dr. Hansen or Tychus Findlay. The player, therefore has a chance to alter the outcomes of some of these characters within the story, as well, by choosing to partake in certain missions that may help or hurt these secondary characters.

Completing missions will also give the player monetary credits and resources in the game to aid the player in outfitting him/herself for subsequent missions.

Outline of Missions:

Here is an outline of the missions and their significance to the storyline. It should take the player an average of about 40 hours to complete. You can also refer to the game's flowchart for a more detailed look into the story progression.

Mar Sara Missions - introduce the characters and the conflict in the game. We further define goals for the hero of the game.

- Liberation Day
- The Outlaws
- Zero Hour

Colonist Missions - develop the main character and show his true honorable nature, contradicting the narrative created by his nemesis. These missions primarily have the player saving colonists from the Zerg and are considered as a branch coming off the main game line.

- The Evacuation
- Outbreak
- Safe Haven
- Haven's Fall

Artifact Missions - search for all the pieces of the artifact. Players learn more about the artifact's significance. We introduce a twist where we learn about Sarah Kerrigan and the Zerg's interest in finding the artifacts. In these missions and cut-scenes we discover that Valerian Mengsk, son of the Emperor, is behind the financing of the artifact missions and is an ally with Jim and Tychus against his own father.

- Smash and Grab
- The Dig
- The Moebius Factor
- Supernova
- Maw of the Void

Covert Missions - Jim hunts for resources as he builds toward revolution against Mengsk. These branch off from the main story line of the game but have influence on abilities and resources that can be useful in the primary arc.

- The Devil's Playground
- Welcome to the Jungle
- Breakout
- Ghost of a Chance

Rebellion Missions - set of tangent missions allowing Jim's forces to help fund their campaign against Mengsk

- The Great Train Robbery
- Cutthroat
- Engine of Destruction
- Media Blitz
- Piercing the Shroud

Prophecy Missions - mini-campaign allowing players to play from vantage point of Protoss rather than Terrans. Players earn benefits that may help them with more challenging missions in the regular campaign.

- Whispers of Doom
- A Sinister Turn
- Echoes of the Future
- In Utter Darkness

Final Missions - Jim and his men return to Char to free Sarah Kerrigan by pushing back the Zerg menace with the artifact. They build to the final crisis in the story and, after defeating the Zerg, lead to the revelation of Tychus Findlay's true, devious motivations. These mission end with Jim achieving his ultimate goal, finally saving Sarah Kerrigan.

- Gates of Hell
- Belly of the Beast
- Shatter the Sky
- All-In