Star Trek : Voyager ? Elite Force

Star Trek : Voyager ? Elite Force is a first @-@ person shooter video game developed by Raven Software and published by Activision . The game was initially released on September 20 , 2000 for Windows and Mac OS personal computers . Aspyr Media was responsible for porting the game to the Mac OS platform . Elite Force was later ported to the PlayStation 2 console by Pipe Dream Interactive and published by Majesco Entertainment on December 11 , 2001 .

The game is set in the Star Trek universe , specifically relating to the fourth Star Trek television series , Star Trek : Voyager . The dates in the game place Elite Force 's plot late in Voyager 's sixth season . The player assumes the role of Ensign Alex Munro , a member of the Hazard Team , a new elite security section created to deal with particularly dangerous and hostile away missions . The game 's plot focuses on the USS Voyager being trapped in a starship graveyard , heavily damaged and under attack from a variety of hostile factions . The Hazard Team is tasked with protecting Voyager as repairs are made , and investigating the cause of their entrapment .

Elite Force was one of several Star Trek games announced after Activision secured the license to Star Trek video games from Viacom in 1998 . The game was one of the first to license id Tech 3 , a game engine by id Software used by a number of video games during the early 2000s . Elite Force was a critical success , and is often praised as the first truly successful Star Trek video game , able to appeal to people who were not Star Trek fans . Raven Software released an expansion pack to the game in May 2001 , while Wildstorm adapted the story for a short graphic novel in July 2000 . A sequel developed by Ritual Entertainment , Star Trek : Elite Force II , was published in 2003 .

Gameplay

An example of the first @-@ person shooter genre , Elite Force is based on gameplay conventions shared by multiple other games . The game is focused on story @-@ driven combat within a 3D environment , with all activity viewed as if from the eyes of the game 's protagonist . The player controls the movement of the player character through walking , crouching , jumping or interacting with the environment . The only exception to this is in cut scenes , where the player loses control of the character to a third @-@ person view for scripted events . The player character possesses numerical values for their health and armor , which are displayed on the game 's heads @-@ up display . As the player character takes damage from non @-@ player characters and certain aspects of the environment , both values will decrease ; when the health value reaches zero , the player character will die . Armor lessens the impact to the player character 's health from hostile action , but once depleted the player will be more susceptible to damage . However , both armor and health can be restored by using wall @-@ mounted terminals or from receiving assistance from certain friendly non @-@ player characters such as the Doctor .

Elite Force includes an arsenal of Star Trek ? themed weapons , such as phasers and disruptors . The weapons vary in power , ammunition consumption and effectiveness in given situations . Usually , the player is equipped with a hand phaser , a low @-@ damage weapon that automatically recharges ammunition , and a phaser compression rifle , a more powerful weapon with an optional sniper mode for long distance kills . Other weapons , acquired as the game progresses , include grenade launchers , stasis weaponry and pulse energy weapons . The player can restock on ammunition by using wall @-@ mounted terminals that dispense weapon energy , or by picking up certain items in the game environment .

Single @-@ player

The game 's single @-@ player campaign consists of around 30 linear levels , divided up into eight distinct missions . Missions have different objectives , from retrieving a particular item and accessing computer systems , escorting a friendly character through hostile territory , or destroying vital ship and station components . Enemies come in multiple forms in the game , often as Star Trek species such as the Borg and the Klingons . Each group of enemies uses a different means of attacking :

most humanoid enemies are armed with weapons similar to the player , and will use cover and squad tactics to attempt to kill the player character . The Borg differ from this in that , instead of using squad tactics , they eventually adapt their personal energy shields to most of the player 's weapons , slowly rendering the player 's attacks useless as they advance . Other enemies may attempt to swarm the player and eliminate them with melee attacks .

The player is usually accompanied by one or more friendly non @-@ player characters , who will follow the player and provide assistance in combat against enemies . As they are often key to the story , friendly characters must not be killed in combat except during scripted events . In between combat missions , the player can move around the USS Voyager and interact with other members of its crew , often performing non @-@ combat tasks to progress the story .

= = = Multiplayer = = =

Elite Force was originally released with a 32 @-@ player multiplayer element , in which participants use the weaponry and characters from the single @-@ player game to compete in several different game modes . Referred to as a " holomatch " , the multiplayer is themed as though it were a holodeck experience . Players can compete against other players in local area network and Internet games , or play against bots , opponents that use the game 's artificial intelligence . Each player can choose one of a variety of Star Trek characters as their aesthetic player character in multiplayer . The initial release contained multiplayer game modes shared by other multiplayer games in the genre . The standard " deathmatch " game mode involves each player moving around a level , collecting weaponry and killing the other players , with the first to reach a particular amount of kills winning . As player characters are killed , they respawn into the game after a short time . " Team deathmatch " follows the same principle , albeit grouping the players into teams to do so . Capture the flag involves two teams of players attempting to retrieve a flag within the other team 's base and returning it to their own to score .

The Elite Force expansion pack added an additional five @-@ game types . In an " assimilation " match , one team plays as Borg and must attempt to assimilate the other team ; if a player is assimilated , they join the Borg team , gradually reducing the amount of players on the other team . The " action hero " mode gives one player more weapons , health , and overall power than every other player , but when an opposing player kills this player they take these advantages . A further game type known as " elimination " is a deathmatch game except that players can 't respawn . As player characters are killed , they sit out the remainder of the round until only one player is left alive . The " disintegration " mode gives every player a slow firing semi @-@ automatic phaser rifle that will kill and vaporize an opposing player in one shot , thus requiring shots to be carefully aimed to ensure they hit . The final game mode , called " specialties , " adds a class @-@ based mode for team deathmatch and capture the flag modes , giving players the option to choose from one of six combat roles , such as a sniper , medic or infiltrator , each with different weapons , speeds and abilities .

= = Synopsis = =

= = = Setting = = =

Elite Force is based on the fourth Star Trek television series , Star Trek : Voyager . The series follows the adventures of the Starfleet vessel USS Voyager , which is stranded by an enigmatic alien power in the Delta Quadrant of the Milky Way galaxy . 70 @,@ 000 light @-@ years from Federation space , the series shows Voyager 's effort to make the 75 @-@ year journey home . The stardate of 53854 @.@ 7 given in the game places Elite Force in the latter parts of the sixth season of Star Trek : Voyager , in the year 2376 . Significant parts of the game are set on Voyager itself , although much of the game takes place on away missions to other ships and space stations . The player interacts with several races from the series , such as the Borg , Hirogen and Malon , as well

as new species created solely for the game .

= = = Characters = = =

Elite Force incorporates a large cast of characters , both original characters created for the game and characters from the television series . All nine of the core Voyager characters in the sixth season appear , such as Captain Kathryn Janeway and Lieutenant Commander Tuvok , each voiced by the appropriate cast member from the television series . The only exception to this is the character of Seven of Nine , who was voiced by Joan Buddenhagen in the initial release ; however , actress Jeri Ryan retroactively replaced Buddenhagen 's voice through a later patch and the expansion pack . The player takes on the role of Ensign Alex Munro ; depending on the player 's choice of gender , Alex is short for either Alexander or Alexandria . Munro is the second in command of an elite security force , the Hazard Team , a special unit created by Tuvok . Munro reports to Lieutenant Les Foster , the team 's commanding officer . Although fourteen characters make up the Hazard Team , the player only interacts consistently with a limited number of these characters , among them Telsia Murphy , the team 's scout and sharpshooter , Austin Chang , a demolitionist and good friend of Munro 's , and Kendrick Biessman , a boisterous heavy weapons specialist . In addition , two core members of the Hazard Team are minor characters from the television series itself ; Juliet Jurot , the team 's combat medic and a telepath , is seen in the episode " Counterpoint " , while Chell , the squad 's technician , is an apprehensive Bolian character who appears in several Voyager episodes . Most character development , such as Munro 's growing relationship with Murphy , takes place between missions , when the player has the chance to explore areas of the ship and interact with the crew .

= = = Plot = = =

The game opens with the Hazard Team conducting a holodeck training exercise set on a Borg ship ; however , the team fails the exercise as most get captured by the Borg , and Munro accidentally destroys the ship while trying to rescue them . Following the termination of the exercise , Voyager is attacked by an unidentified ship . Voyager manages to destroy the ship , but takes heavy damage in the battle . The hostile ship explodes , emitting a shockwave that teleports the now ? crippled Voyager to an unknown location , surrounded by derelict ships . As the Voyager crew attempts repairs , the ship is boarded by scavengers , who steal some of Voyager 's cargo supplies before being driven off . In an effort to establish where Voyager is , the Hazard Team is sent to a derelict ship where power is still functioning to download the derelict 's database . The mission goes awry when aliens begin transporting in and attacking the team ; however , the aliens , identifying themselves as Etherians , eventually manage to communicate with the team , and the ordeal is waved off as a misunderstanding , allowing the Hazard Team to access the Etherian database .

Through the Etherians , Voyager learns of an energy field being projected by a gigantic space station , the Forge , which is draining power and preventing repairs from being completed . To counteract the effects of the field , chief engineer B 'Elanna Torres suggests the use of a rare substance called Isodesium , and the Hazard Team is sent on a stealth mission to the scavenger base to steal their supplies of Isodesium . However , the mission is a disaster : despite acquiring the Isodesium , one crewman is briefly captured and another team member is critically injured . As the team attempts to extract , Borg drones transport into the extraction point , killing another team member , capturing Lieutenant Foster and taking the Isodesium . In Foster 's absence , Munro is made the team leader . Along with Seven of Nine , the team transports to the Borg cube to retrieve the Isodesium . While on the cube , Munro is given the chance to rescue Foster from assimilation by the Borg . Matters are complicated when the Borg corner the team , leveraging their freedom and the Isodesium for assistance against a number of Species 8472 on board , a race highly resistant to the Borg . Although successful , the Borg attempt to assimilate the team ; anticipating a double cross , however , Munro has Chang detonate an explosive in a sensitive part of the cube and the team escapes with the Isodesium in the chaos .

As Voyager installs the Isodesium , a ship is sent from the Forge to tear Voyager apart for resources . Tuvok leads the Hazard Team to a nearby derelict dreadnought gunship to use the gunship 's weaponry to destroy the incoming ship , but is only successful in disabling it as it attaches to Voyager . Voyager is consequently swarmed by crab @-@ like aliens intent on carrying off crew and cargo , although the crew manages to eliminate these aliens . Munro prompts the captain to counterattack , in order to destroy the dampening field projected by the station . The Hazard Team uses the Forge 's ship to infiltrate the Forge and disable its defensive systems , allowing the Voyager crew to attack using shuttlecraft ; however , Crewman Biessman is killed while waiting for Voyager 's reinforcements . The Forge 's power core is destroyed , thereby dropping the dampening field . Munro , however , learns of the species behind the Forge , the Vohrsoth , and the station 's true purpose : to harvest the genetic features of those trapped by the Forge to create an army designed for conquering the galaxy . Munro disobeys orders to ensure the Vohrsoth cannot recreate the Forge and kills the Vohrsoth commander . With power restored , Voyager attacks the Forge and destroys the station , beaming Munro off in the last few moments . Voyager and other active ships in the area are freed , and Munro is promoted to lieutenant .

= = Development = =

Publisher Activision acquired the rights to produce Star Trek video games from Viacom in September 1998 . With Viacom leaving the video game industry , Activision 's licensing agreement allowed the publisher to hold the rights to Star Trek video games for ten years . Elite Force was one of several Star Trek games announced shortly afterward . Developed by Raven Software , a company whose past projects included the first @-@ person shooters Heretic and Soldier of Fortune , Elite Force was developed using technology created by id Software . Elite Force was one of the first games to license id Tech 3 , the game engine which debuted with Quake III : Arena . During late 1999 and early 2000 , Raven revealed several screenshots and discussed the premise of the game , with Activision setting a release date for the second quarter of 2000 . Activision presented a demonstration of Elite Force at the E3 convention in May 2000 , alongside Away Team and Bridge Commander . In the months following the E3 convention , the biographies of several of the game 's key characters were released as promotional material . On August 29 , 2000 , Activision announced that Raven Software had completed development on Elite Force , stating that the game would be released later in September . Elite Force was consequently published on September 20 , 2000 . Raven continued to support the game post @-@ release , with the addition of patches and bonus content for the game 's multiplayer mode .

In a June 2000 interview , Raven Software co @-@ founder Brian Raffel stated that one of the objectives of the game was to make the player feel " like [they 're] part of a Voyager episode " . To this end , Elite Force extensively uses scripted sequences to interact with non @-@ player characters , convey plot information and build up the immersion in the game 's setting , with Valve Corporation 's first @-@ person shooter title Half @-@ Life cited as a direct inspiration . However , in contrast to Half @-@ Life , the player is given the ability to influence the outcome of some scripted sequences , which can often involve the injury or death of other characters , sometimes with immediate or delayed repercussions depending on the player 's actions . Over fifty in @-@ game cut scenes were produced for Elite Force , in addition to computer @-@ generated cinematics . In addition , large portions of the USS Voyager were recreated from the series to enhance the player 's immersion in the Star Trek setting .

= = Versions and sequels = =

= = = Graphic novel = = =

Prior to the release of Elite Force , Wildstorm published a graphic novel based on Raven Software 's story . The graphic novel was released in July 2000 as part of a Star Trek : Voyager graphic novel

series produced by Wildstorm , written by British comic book authors Dan Abnett and Andy Lanning . The book 's artwork was produced by Jeffrey Moy and W.C. Carani . The book follows a broadly similar storyline to that of the game , predominantly focusing on USS Voyager being trapped by the Forge , which is controlled by an ancient race , the Tarlus , for the purpose of creating an army to conquer the galaxy . The Elite Force graphic novel focuses on a limited number of the Hazard Team , and does not expand on the plot points created by the Etherians and the scavengers in the game , instead using the Borg to fill in these roles .

PS2 port

The development of a PlayStation 2 version of Elite Force was announced in late 2000 . Whereas the original version of Elite Force had been published by Activision and developed by Raven Software , the PlayStation 2 version was published by Majesco Entertainment and developed by their in @-@ house studio , Pipe Dream Interactive . Elite Force was to be the second PlayStation 2 project undertaken by Majesco . The PlayStation 2 version of the game includes most of the same content as the computer version of the game , albeit that the game 's graphics was simplified slightly for the console . Due to the lack of online support for the PlayStation 2 , the port only allows for four players to compete in a multiplayer game . Pipe Dream paid particular attention to adjusting the controls of the game to suit the PlayStation 2 's gamepad , introducing an auto @-@ aim feature to assist the player . The first screenshots of the game were released in March 2001 , and the game was released on December 11 , 2001 .

Expansion Pack for PC

An expansion pack to the computer version of Elite Force was announced by Activision in February 2001 . The expansion pack does not add new campaign content in the conventional sense , rather adding a " Virtual Voyager " mode to the game , allowing the player to explore ten more decks of the ship . Within these ten levels , the player can interact with a variety of characters , collect secret items and operate various ship functions such as using replicators , reading characters ' personal logs and accessing the ship 's computer files . Two new combat campaigns are added , integrated as holodeck programs ; the first revolves around Tom Paris ' black @-@ and @-@ white Captain Proton hobby , while the second is based around an infiltration mission into a Klingon base . In addition , five new multiplayer modes were introduced . Development was completed on May 5 , 2001 , and the expansion pack was released on May 16 , 2001 . With ratings of 59 percent and 62 percent on the aggregator sites Game Rankings and Metacritic , respectively , the expansion did not enjoy the critical acclaim of the original material . While the pack was considered to maintain its predecessor 's production values , it was thought to lack the focus and breadth of the original game . As well as updating the original to the latest version , the expansion pack also replaced Joan Buddenhagen 's Seven of Nine character voice with that of Jeri Ryan .

Elite Force II

Towards the end of March 2002 , rumors were reported that a sequel to Elite Force was in development . Activision confirmed these rumors at the beginning of April , officially announcing Star Trek : Elite Force II on April 4 , 2002 . The game was the last Star Trek title to be developed under Activision 's supervision , following a dispute with Star Trek licensing holder Viacom , and was produced by Ritual Entertainment . Like Elite Force , Elite Force II was developed on the id Tech 3 game engine , one of the last games to do so . Most of the core Hazard Team characters return in Elite Force II , this time set on the USS Enterprise @-@ E following the events of the tenth film , Star Trek : Nemesis . Elite Force II was released in June 2003 to favorable reviews from critics , although with ratings of 80 percent and 78 percent on the review aggregator sites Game Rankings and Metacritic , it was not as successful as its predecessor .

= = Reception = =

Elite Force was a critical success , scoring 86 percent on the review aggregator sites Metacritic and Game Rankings . Although sales figures for Elite Force have not been released , the game 's sales were reported to have significantly contributed to Activision 's revenues for the second quarter of 2000 . Praise was bestowed on the game 's story , level design , gameplay and graphics , although criticisms focused on the perceived short length of the game 's single @-@ player campaign . In addition , Elite Force was recipient to several Editor 's Choice commendations from individual publications .

A number of reviews praised Elite Force 's gameplay and level design . The battles were described by GameSpot as " particularly intense " , enhanced by friendly non @-@ player characters being " surprisingly responsive " in combat , giving the player the sense that they are " not doing all the fighting by [themselves] " . While GameSpy voiced the view that Elite Force does not deviate radically from other games in the genre , it stated that " what it does do , it does extremely well " . Admiring the game 's pacing , GameSpy noted that the use of periods with character interaction rather than combat helped prevent the game becoming a " continuous onslaught " and allowed the story to flow smoothly , a point echoed by GameSpot . However , both GameSpot and GameSpy were critical of the game 's artificial intelligence in some circumstances , leading friendly characters to get in the way of the player during firefights . IGN was impressed with the variety of gameplay , from finding solutions to problems in coordination with other characters , engaging in stealth missions and pursuing a wide selection of objectives within the individual missions . Several reviewers were complimentary towards the design of the weapons in the game , commenting that they were powerful and fun to use as well as fitting for the Star Trek theme .

The game 's graphics were thought to be very good , using the id Tech 3 engine effectively . Describing the graphics as superb , Game Revolution commented that " from detailed weapons to terrific lighting effects to smooth character animation , everything just looks great " . Eurogamer commented that the characters were " very well done " on the engine , although Allgame felt that the character models for the original Voyager cast were " just a little off " . Other reviewers were equally impressed ; IGN described the graphics as " fantastic " while GameSpy commented that " in each environment it 's obvious that the artists were limited only by their imaginations " .

Elite Force 's attention to immersing the player within the Star Trek universe was praised as one of the stronger points of the game ; GamePro suggested that even people who were not fans of the franchise " will marvel at the amount of detail in the ships and characters " , further praising the game 's " faithful " recreation of key sets of the USS Voyager in the TV series . Many reviewers were positive towards the game 's story , GameSpy suggesting that the plot " really draws you in " , while IGN praised the story as one in stark contrast to many of the poorly produced storylines used in the TV series . However , many reviewers felt that the game 's single @-@ player campaign was too short , while others felt the game 's closing levels were disappointing .

Due to shared technology and similar gameplay conventions , critics often compared Elite Force 's multiplayer to that in Quake III : Arena , with varied opinions . For their part , Raven Software stated that so little had been fundamentally changed that the multiplayer could almost be labeled as a modification of Quake III . Game Revolution commented that the multiplayer felt more refined than that in Quake III and innovative in its attempt to mimic a holodeck , and while Eurogamer agreed with the latter , criticisms were directed towards the gameplay seeming " very slow and unexciting " . However , other reviewers disagreed ; IGN described the multiplayer as " a solid experience " , and GamePro expressed that it helped compensate for the short length of the single @-@ player campaign .

There was a consensus amongst reviewers that Elite Force was the first truly successful Star Trek game , standing out from past titles deemed to be mediocre in quality and design . Game Revolution stated that Elite Force managed to " fight off the curse which until now has plagued most Star Trek action games " , while IGN enthusiastically proclaimed " Trekkies , rejoice ! You 've finally got something to be proud of " . GamePro further commented that " you don 't even have to be a full @-@ fledged Trekker to appreciate the gaming goodness that Elite Force has to offer " . GameSpot

put Elite Force 's success down to the influence of Half @-@ Life and its expansion Opposing Force , noting that the influence of these games is " evident in Elite Force 's level design " . GameSpy closed its review by putting Elite Force as one of the year 's best first @-@ person shooters , and " almost certainly the best Star Trek game period , a franchise infamous for its string of bad titles " . Likewise , PC Gamer UK commended the game as " the best Star Trek game ever , and a first @-@ rate FPS in its own right " .

Although the original PC version of Elite Force gained critical acclaim , the 2001 PlayStation 2 port received a more negative reception . Majesco 's port of the game garnered mediocre reviews , holding scores of 54 percent and 52 percent on Game Rankings and Metacritic respectively . While the level design , story and atmosphere were praised , critics were negative towards what was seen to be a poorly performed port , with complaints focused on difficult controls , graphical problems and frame rate issues . In addition , the artificial intelligence was deemed to be significantly worse than the earlier PC incarnation of the game . Several reviews suggested that Majesco had simply not put effort into the port , resulting in a level of quality behind that which was expected of PlayStation 2 games at the time .