

---

Subject: OT: Full version of Freelancer intro  
Posted by [icedog90](#) on Mon, 23 Oct 2006 23:33:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

For those of you who remember Freelancer and used to play it, my friend Hossinfeffa discovered the full version of the awesome intro the game had. This intro is much longer and a whole lot better, and it also explains a lot more about the storyline. I really think it is the best game intro I've ever seen.

Even though it's on YouTube with very bad quality, it still amazes me... including the planet destruction scene.

Please check it out:

[http://www.youtube.com/watch?v=g\\_JR6ifpQ4k](http://www.youtube.com/watch?v=g_JR6ifpQ4k)

---

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Nukelt15](#) on Tue, 24 Oct 2006 01:33:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Unfortunately, that intro was dropped as part of the official storyline; anything that appears in that intro that isn't in the final version isn't official part of the story. It is, however, a lot cooler and less of an excuse ("oh, by the way, this game is set in the same universe as SL, even though nothing related to SL is mentioned anywhere but the intro...") for not having the other two games which were meant to fill the gap between Starlancer and Freelancer.

But no, it isn't canon. Too bad, eh?

---

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [icedog90](#) on Tue, 24 Oct 2006 01:48:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes, the game should have been based on that full intro. The game sadly has no real connection to it.

---

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [MexPirate](#) on Tue, 24 Oct 2006 10:21:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I played the demo a long time ago and thought it was really good, but the full game left a lot to be desired imo - nice vid though!

---

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Dave Anderson](#) on Tue, 24 Oct 2006 19:49:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That was a rather enjoyable video. Good find.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Scythar](#) on Tue, 24 Oct 2006 20:30:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah yeah, I borrowed the game from a friend long time ago. Really, really good game. Hmmh, I might try it out again.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [sterps](#) on Wed, 25 Oct 2006 01:17:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

WoW, nice intro, makes me want to play Starlancer and Freelancer again.  
But yea, the extra parts of that intro have nothing to do with either of the games.  
At the end of starlancer, the Alliance is no longer the losing side in the war, they gain the upper hand.

And in freelancer, the Order tell you about the Nomads.  
It was still cool to see a Nomad battleship in a video, but blowing up the sun..... that doesnt seem right.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [icedog90](#) on Wed, 25 Oct 2006 01:36:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I still think the blowing up the sun part was amazingly done. It's an old intro and they still did everything really well, including the gases. I discovered that if you buy the Freelancer soundtrack, a DVD is included that has this intro right on it at DVD quality (720x480) with other stuff too. I'm thinking about buying it because of this intro.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Dave Anderson](#) on Wed, 25 Oct 2006 02:28:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, that was amazing. The detail that was put into that animation was outstanding. And if anything, buying a DVD just for that introduction would be worth it in my mind.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Hossinfefa](#) on Wed, 25 Oct 2006 21:46:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:A war between two major factions, the Coalition and the Alliance, has been waged in the Earth's solar system for decades (see Starlancer for the video game based on this conflict). Eventually, the Coalition gains the upper hand and the Alliance, sensing defeat, builds a group of five colony ships in secret. Each ship represents one of the major members in The Alliance: the Kusari (Japan), the Rheinland (Germany), the Liberty (America), the Bretonia (Britain), and the Hispania (Spain). Fortunately, all five escape the Coalition blockade and head toward the Sirius sector carrying thousands of colonists. The original introductory video to the game, which was not included in the finished product, implies that Earth was destroyed by an alien power not long after the Exodus. -Wikipedia

I never finished Starlancer, but according to this it still says the Coalition gained the upper hand. And even in the intro included with the game it says the Coalition gained the upper hand. So either Freelancer doesn't follow the Starlancer story completely or the tides turned yet again. The video posted here may be unofficial, but it still explains more and was the original idea for Freelancer.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [sterps](#) on Thu, 26 Oct 2006 05:21:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Freelancer is based 800 years after the events of starlancer.  
If you play starlancer, you play as pilot in tiger squadron. If you get every medal and do everything right, by the end of starlancer, the coalition no longer have the upper hand. The alliance do.  
Though that hidden intro is cool, it contradicts the story in star lancer.  
There was ment to be a star lancer 2 and a freelancer 2, but we are yet to see them.

---

Subject: Re: OT: Full version of Freelancer intro  
Posted by [Nukelt15](#) on Thu, 26 Oct 2006 05:59:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In the case of either version of the intro, the events depicted take place a full century after the beginning of Starlancer, not immediately after that game's end. Although the Coalition seemed to be on the ropes at the end of SL, that still leaves a 100 year gap between then and the FL intro for the tide to turn and the Alliance to be soundly defeated.

---

Subject: Re: OT: Full version of Freelancer intro

Posted by [icedog90](#) on Thu, 26 Oct 2006 06:15:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hence the intro mentioning "almost a hundred years".

---