

Story Synopsis: StarCraft II: Wings of Liberty

We start with the hero of the game, Jim Raynor, in a bar on the Terran planet Mar Sara. He is a fugitive from the reigning Terran government, the Dominion. We learn here that Jim is bitter toward the reigning Emperor Mengsk, who has become a bit of a tyrant leading the Dominion. Jim is intent on overthrowing the Dominion and ostensibly regaining his name and credibility. This is essentially our Act I. We setup the primary characters and the starting circumstances in this part of the game story, and we firmly establish that Jim Raynor is our protagonist. Jim's antagonist is clearly defined as Emperor Mengsk and his primary goal at the beginning of the game is to defeat Mengsk.

Tychus Findlay, an old comrade of Jim's who has just been released from prison, meets Jim at the bar and convinces him to set out on a mission to destroy the Dominion together, setting off the action in the story. In their first fight, they push back the Dominion from a local outpost, and discover a piece of a mysterious artifact. All of a sudden, Mar Sara is now being overrun by the alien race the Zerg, led by Sarah Kerrigan, a human who was infected by the Zerg hive-mind. Jim, we learn, has a past with Sarah.



With this new Zerg challenge, we begin to see more of Jim's true nature appear, revealing another character goal. Jim and his forces fight to help evacuate the local population to his battlecruiser to save them from the Zerg infestation. This is arguably the inciting incident that sets off the primary storyline in Wings of Liberty.

Jim's group (the Raiders) set out on a series of missions to unearth more artifacts, hoping to sell them to finance their revolt. Along the way, they find themselves helping more colonists escape from the Zerg menace, discover a second alien race, the Protoss, who are trying to stamp out the Zerg on these human-colonized planets at any cost.

Not forgetting about his original goal, Jim and his Raiders continue on missions to gather and broadcast intelligence throughout the Dominion to discredit Emperor Mengsk and fuel the revolt. All of these missions further the excitement of the game story and keep the action rising. And while each mission seems to get Jim closer to his goal of taking down Mengsk, each mission increases the complexity and tension of what is happening around Jim, bringing in new complications he must overcome.

Once Jim has collected a number of artifact pieces through various dangerous missions, he learns that the group that has been buying these pieces from him, and consequently financing Jim's revolt, is actually the son of Emperor Mengsk, Valerian. Valerian wants Jim to help find the final piece of the artifact which will enable them to create a weapon to weaken the Zerg by re-humanizing Sarah Kerrigan. Jim feels obligated to help Sarah and knows that this is his only option to save her. It becomes evident that this is the true goal of the Wings of Liberty storyline, not the revolt against Mengsk.

With a complete artifact, Jim and Valerian's Dominion forces join together to invade the home of the Zerg (the planet Char). In this final crisis, the Dominion forces are devastated by Char's defenses and Jim finds himself the de-facto leader the remaining troops. Working together, they gain a foothold on Char. They push toward the main hive of the Zerg with the artifact in hand, and eventually destroy all the Zerg in the main cluster, defeating the Zerg and freeing Sarah.



With that, the story seems to find resolution. They have now restored Sarah's humanity and released her from the Zerg hive mind.

But, in a final twist, we discover that Jim's comrade Tychus was actually released from prison by Emperor Mengsk to assassinate Sarah Kerrigan in an effort to keep his powerful grasp on the Dominion. Stepping in to protect her, Jim kills Tychus, and carries Sarah away from the main hive.

Now, the ending truly resolves the main goal of the story: to defeat the Zerg and finally free Sarah Kerrigan, a goal he has held deeply for many years. This ending also keeps the storyline open for future installments as we follow Jim on his original quest to take down Mengsk and his corrupt Dominion.

All images courtesy of Blizzard Entertainment.