**Lore Documentation – Status Online**

**Campaign Missions:**

**Mission One: The Coming of War.**

**Mission lore:**

**Through Completion:**

Status == Online;

Data load == successful;

Log no == 01;

User Confirmed, Welcome (INSERT PLAYER NAME);

Looks like they found us. Was going to happen sooner or later, the Akktane are very resourceful. I guess they’ll be doubling border security, that’s what I’d do.

But still, we’ve been forced to take the battle to them, and with these new suits, we’ll rain hell on anyone who threatens us.

**Through Optional Objectives:**

Never used those turrets before. Expensive, but utterly amazing.

**Creator Lore:**

There’s a lot you don’t know. Can’t talk now though. But… look just listen, this is someone’s plan. I dunno who’s, but I know it’s someone’s.

And no, I don’t mean this in a conspiracy, don’t trust anyone kinda way. But still, we’ll talk soon.

**Mission Two: Out of The Shadows.**

**Mission lore:**

**Through Completion:**

Status == Online;

Data load == successful;

Log no == 02;

User Confirmed, Welcome (INSERT PLAYER NAME);

It seems this was a research facility run by some big science geek. There were strange creatures I’ve never seen before in transparent cryo-pods, looked like they were trophies. And the server room, it looked old. Not old as in dusty, but they were created 50 years ago style of old.

But still, the massive spider, looked like a big Black widow. I know the blanket phrase “It’s just another alien” seems to be the standard response, but I genuinely believe that was a genetically modified Black widow. Makes you wonder what they were really doing down there.

**Through Optional Objectives:**

Monitor one: Where do I start, today has been grate! We finally got a prototype, at least until it exploded. Killed two men. We don’t know if the creature purposely blew itself up, but we’re taking precautions. Not much to report on cyber-side, those old machines are working charms.

Monitor two: The Broodmother is complete, still young but expected to be useful nonetheless. Everything checks out, growth rate, venom toxicity, reproductive organs, and the key part, it can learn. We’ll need more time and money, but I think we can tame this thing.

Monitor three: Log 01: This is an emergency message, send as many soldiers as you can.

Log 02: This is Squad Alpha 2, we’re getting torn up down here, bullets are ineffective. Requesting air strike.

Console: This link has been terminated...

**Creator Lore:**

I can’t talk long, but there’s a truth they don’t want to admit. Think about it, these “Aliens” are waring each other as much as us, they couldn’t have come here united. None of them want to be here, but anyway straight to the point.

Something brought them here, something powerful enough to threaten five superpowers in the galaxy. I think this goes without saying, but this war is part of a bigger plan.

**Mission Three: An Undying Threat.**

**Mission lore:**

**Through Completion:**

Status == Online;

Data load == successful;

Log no == 03;

User Confirmed, Welcome (INSERT PLAYER NAME);

So, looks like some soldiers cracked open a cave, and these robots came swarming out like ants. They appear to be connected through a hive mind, just with a hierarchy. There’s the grunts at the bottom, then commanders, then big magnetic, flying balls, which create wormholes. I’ve already decided I don’t wanna know what’s above that.

I think the plan is to close the cave entrance, and hope they don’t get back out, but one thing I’d like to point out is their weapons. They’re so advanced, I could feel the heat of the laser through the plasma shielding.

And their structure, they look like Humans make them. But, carbon dating says their 450 thousand years old. But, strangely they’re all around the same age. Like, not one is 500 years older or younger.

Still they give me the creeps.

**Through Optional Objectives:**

Please Do

**Creator Lore:**

These robots are stranger than you think. Fulfilling a single goal through simulation for 450 thousand years, and still they don’t realise their prime directive.

I got my hands on one, they have a primary directive and a secondary directive. But, the secondary is prioritised. The code’s written in a language I don’t understand but is strangely like the code we use.

I’m not saying we created them, but I think we created them, and something turned them against us. I mean why have a primary and secondary directive, and then prioritise the secondary. Well I can think of a few reasons, but what gives me the chills is what they say. I’ve only managed to translate the primary, but I think it’s enough. It says:

primaryDirective = inactive;

new directive = secondaryDirective;

secondaryDirective = active;

if (primaryDirective == active)

{

primaryDirective == inactive;

if (secondaryDirective == inactive)

{

secondaryDirective == active;

}

}

If (primaryDirective == active)

{

Function.Execute(primaryDirective)

}

If (secondaryDirective == active)

{

Function.Execute(secondaryDirective)

}

Execute(primaryDirective)

{

hostiles = database.FindLifeform(“Creator\_Unknown”)

}

Execute(secondaryDirective)

{

hostiles = database.FindLifeform(“Homo Sapiens”)

}

I’d like to point out two things.

One: The directives were changed with an intent to kill humans.

Two: The other hostiles are something called “Creator\_Unknown”.

I’ll leave this with you, and I’ll be in touch once I’ve found out more.