**Information:**

**Planets/Moons:** Earth, Mars, Venus, Pluto.

**Possible Additions:** IO, Titan, Autonoe, Moon, Phobos.

**Enemies:** Vakites, Akktane, Zicca, Chosen, The Creators.

**Context:**

Humanity have unknowingly been in an endless loop of reaching a high technological status and then destroying themselves through their own creations, for the past 7.6 million years. 450 thousand years ago humanity finally breached this threshold and started reaching out to the stars, colonising, almost every planet and moon in this solar system and beyond.

This activity caught the eye of The Creators, a godly species thought to be responsible for making some of the planets in the Milky Way Galaxy inhabitable. They were worshiped like gods by most races in the galaxy (Including Humans) and maintain alpha status through destroying any race that becomes a threat. Humanity have become a threat in their eyes, so they set out to destroy them.

Upon arrival most of Earth was destroyed, but Humanity fought back, creating robotic soldiers called Vakites to fight for them and minimize casualties. It worked until The Creators turned the Vakites against humanity, doing even more damage to the already critical position humanity were in. In a final desperate attempt to survive, humanity lured the Vakites to Venus and set off charges in the crust, causing the ground to cave in, burying them.

Humanity were inevitably destroyed, at least The Creators thought. The few survivors were able to rebuild and repopulate, for 450 thousand years until the story is only referenced in religions, and fossils the governments of the world deny exist. But the changes to earth capable of being seen lightyears away with powerful telescopes have-not gone unnoticed, The Creators are coming to finish what they started.

The fearful races in the path of the Creators flee and are herded like sheep towards earth, where The Creators initiate stage one, the war between humanity and the other races.

**Summery:**

Five races have arrived at earth for an unknown reason and are warring with each other and humanity. The player as a British special forces soldier is introduced to a new military programme, which is prototyping new exo-suits, which provide damage resistance, increased strength, and powerful parkour abilities. The player and the rest of the special forces are tasked with taking back Earth, then the rest of the solar system, and find out why the aliens are here.

As the player progresses through the campaign, new planets and moons are unlocked hiding new enemies and secrets. Finally, the player is brought to an ancient ship hidden deep in the crust of Pluto, which holds information of The Creators. One last Creator frozen in cryo-sleep is found in the control room, after searching the ship for a while. The player is forced to kill the last remaining Creator after it attacks the player once awakened during the final mission. The campaign ends and it’s up to the player to find out more.

**Mysteries and Knowledge Campaign:**

**Missions: 2/16**

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

**Location: Earth, Fort Cavan.**

**Description: Soldier, todays a good day! We can finally test our prototype, and if this works we’ll be able to take back Earth in weeks!**

**This doesn’t mean I’m letting you off for that game of Chess last week though. Tomorrow at 6, I’ll get my revenge.   -Sergeant Kavac.**

**Cutscene Starts:**

The Camera is looking up to the sky, it’s mid-day. The camera then pans down to a military base next to the control tower, as futuristic jets take-off and land. The sky lights up with an instantaneous explosion and massive ships dock in Earth's upper atmosphere.

**\*Music begins to play\***

The camera is now in the control tower as the crew scramble jets and apache helicopters, to intercept an endless stream of millions of small aircraft flying towards the base. The camera focuses on jets, and helicopters as they take out the ships, and are then taken out.

With most of the jets and all the apaches destroyed, the ships now focus fire on the base, destroying hangers, buildings, and finally the control tower. The screen turns black as the name “Status Online” Appears.

When the screen fades back to the game, text appears “18 months later”. The camera is in a building with military soldiers sat on chairs listening to a Sergeant. The audio is silent, but the music is still playing.

After a few seconds the camera cuts to the soldiers walking through a corridor, and into a room filled with exo-suits. The room is shaped like a semi-circle, with the door in the centre of the flat face and windows on the circular one. The soldiers enter the suits and the camera pans to a television mounted on the wall to the left of the door.

It begins to flash red, as text displays saying, “Missile Inbound!”. The players character jumps into the suit, as the sergeant seals the door. The missile smashes through the glass and hits the television destroying it. The missile remains in the wall for a short while, and the soldiers look at each other confused.

It detonates, bringing the overhanging room down with the soldiers. As the shrapnel hits the soldiers the shielding tech kicks in, flashing blue as the super-heated plasma melts incoming projectiles.

**Cutscene Ends:**

Control is given to the player, as the soldiers land on a runway. They pick-up their weapons just as enemy dropships drop-off Akktane foot soldiers.

These creatures are formidable, loyal soldiers with powerful weapons and high agility. Now the player gets to test their new toys to their full potential. The enemy’s weapons are powerful, but their projectiles slow, and easily dodged.

After the player and the AI companions kill all attacking Akktane soldiers, a new objective is displayed:

Objective One: Fight to the runway.

Optional: Repair 20mm cannons 0/3.

Once the player reaches the mission objective marker a five-minute timer starts. If the player fixes a turret it begins shooting any enemies within range (They can also take down dropships before they’re able to drop-off enemies).

The AI companions move to a defensive position as more dropships move in, but this time it’s not just foot soldiers deployed, but Rift Walkers. These enemies can teleport not only themselves, but other Akktanes, to offensive locations. They can also create copies of themselves making them disorienting to fight.

when the time’s up the jets take off.

**Cutscene Starts:**

The jets use evasive manoeuvres and stealth tech, to destroy dropship, after dropship.

**Cutscene Ends:**

The Akktanes drop-off a fusion bomb, from a dropship down the runway.

Objective Two: Enter the vehicle.

When the vehicle is entered.

Objective Three: Drive to the “Fusion Bomb”.

The player is free to move around in the ship’s interior, launch missions, or access stored items. (More info in “Ship Hub Documentation”)

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

**Location: Earth, Lost City.**

**Description: Soldier, we can’t hide any longer. They know where we are, and they’ll come back stronger. I’m sending you coordinates to a base presumed lost, yet still active. Just go in there, place some charges, extract some data, and get out. I’m sending two others to assist you. Should be the easiest job ever.   -Sergeant Kavac.**

To start this mission the player must go to the mission board in the ship. When the board is accessed the HUD changes to a dynamic solar system where the missions are marked with appropriate icons. only earth is available, and the only options are; replay the Prologue, and the next mission.

Upon activation of Out of The Shadows a cutscene starts.

**Cutscene Starts:**

The players ship flies just above the ground, as the player jumps out the back. He lands on the ground and walks towards two allied soldiers who nod and follow the player towards the base.

**Cutscene Ends:**

The player is given a set of objectives;

Find a way inside the base.

Optional: Access computers to find out what happened 0/3.

If the player decides to access the computers, they must be found. Each computer has lore into what happened, and info into what the base was used for. Finding all three computers gives the player a bonus reward upon completion of the mission. (More info in “Mission 2 Lore Documentation”)

The entrance is to the left, around the side of the base. It’s behind a sheet of metal which needs to be moved by walking up to it and interacting with it. After entering, the player finds it to be dark, with only small, red, flashing lights, to lead the way. It’s quiet but the servers can just about be seen. It’s a server room and this is where the first computer can be found.

To progress forward the player must find a broken, but open door. This door leads into a long corridor, with slowly rotating fans, casting shadows on the walls. As the player walks through the corridor noises of something moving above them get louder and louder. (The second computer is in a room, off to the right)

Eventually they reach the control room the windows are barricaded, and the floor is littered with bodies (The third computer is in this room). Four objective markers appear, and objectives change to:

Place C4 Charges 0/3.

Download Unknown Data.

Once all is completed the objectives change to:

Leave the building.

When the player reaches the door, the floor shakes and a rock blocks the exit. A loud animalistic screech shakes the base and the barricades on the windows get ripped off. A long arachnid like leg reaches in and tries to grab a soldier. Objectives change:

Shoot the strange leg.

After dealing enough damage to the creature it retracts its leg, and looks inside, before headbutting the building, causing the wall to break and fall off. It headbutts it again causing the floor to slope, making player slide down to a flat floor for landing helicopters. The creature is a massive spider which has three attacks. Spit, where it spits venom at the player. Melee, where it hits the player. And, Spawn spiderlings, where it spawns 15 spiderlings.

After defeating the “Broodmother” it drops loot for the player to pick-up. This boss has a unique blue weapon when killed, but is a legendary if killed on Hard mode.

**Mission Three: All or Nothing. Held for Review**

**Location: Earth, Silent Forest.**

**Description: Right This is awkward, looks like the base was a total loss… damn. Okay, I got a new idea, listen up. We need to expand our territory, that way if we’re attacked we can counter them from the outside. But this is the problem. We can’t just walk in and claim a base, we gotta take it.**

**I got a location on a small base, I used to work their way back when. It’s small, but it’ll make for a good outpost during resupplies.**

**My scouts have told me there’s not many hostiles at the location, but there’s a vast underground tunnel system under the base, so stay aware. -Sergeant Kavac.**

The player is dropped off by their ship and is greeted by two soldiers who help on the mission.

Objective One: Secure the bases ground level.

Optional: Find “Soldiers Journal”.

The player is greeted by 15 Akktanes when approaching the base. After taking them out the objectives change.

Objective Two: Find the tunnel entrance.

The entrance is in a room to the far-right of the base. The Player will need some C4 to open the hatch, so the player is tasked to find some.

Objective Three: Find some C4.

Objective Four: Open the hatch.

The C4 is up three floors but to get to it the player must fight through the tight corridors. Once on the roof, the C4 can be found on a table. Taking the C4 back is easy since there’re no enemies.

To place the C4 the player must press “F” when within range. Once placed a timer starts on 10 and counts down to 0, when it explodes. If too close it’ll kill the player.

Objective Five: Clear the tunnels.

In the tunnels there are enemies everywhere and rooms every so often. The journal is in one of them.

Once the tunnels are confirmed to be clear the objective changes to:

Objective Six: Enter the Facility.

One of assisting soldiers approach the door and radio for info. After receiving a response, they type a code into the panel to the right of the door, which opens it slowly and clunky in motion. It’s old and seems as if it hasn’t been opened in forever, but the soldiers still take position ready for whatever’s inside. The door opens with a puff of smoke to reveal dead bodies everywhere, both Human and Akktane alike.

The room is a semi-circle shape with the flat side around the door. There’re seats positioned to match the rooms shape, all facing the front of the room where a lone terminal stands in front of a massive computer monitor on the wall.

The two soldiers move in guns drawn, as they clear the room. After the room is cleared one walks up to the control terminal at the top centre of the room and pressed a few buttons, turning on the big monitor on the wall.

Venus is displayed on the screen as it zooms in on a base. Text pops up at the bottom of the screen saying “Status… Online

Initializing System Software… Complete

Base Situation… IN DISTRESS!”

The screen turns red, with “IN DISTRESS” at the top. A list of emergency messages flash by the screen.

“The base is under attack”

“Requesting immediate assistance”

And a new message is displayed…

“Receiving New Message…

Is anyone out there? We’re hanging on by a thread!”

The soldier at the terminal sends a message back saying:

“We read you, Earth, Europe, England. We’re on our way.”

An explosion shuts down the computer as a message is received saying:

“Be aware of the machines”

The soldiers take cover and cover the door as enemies start to flood in. After a few are killed the soldiers move up to the door as more arrive.

The soldiers and the player push back the enemies all the way to the beginning of the tunnel system, where a cutscene plays.

**Cutscene Starts:**

The soldiers run up to the entrance as two more Akktanes jump down and attack them. A soldier is shot as the other takes them out with a rifle. The soldier runs over to the downed soldier and helps him up, as a large explosion causes the ceiling around the entrance to crumble and fall. An Akktane Spider Tank drops down and starts to spin its miniguns as the soldiers run to cover. They narrowly miss the gun fire but now the tank is focused on the player.

**Cutscene Ends:**

The Spider Tank is fast and agile, with tough armour making the only way to damage waiting until it overheats. When it overheats it becomes still and defenceless, while also opening vents on either arm to cool itself down. Inside the vents are heat-sinks which can be shot to weaken its arms. When the heat-sink is destroyed it explodes, blowing off the arm and weapon with it. Destroying both arms reveals its power core in its head, which can be destroyed in a few shots. Destroying this kills the Tank.

After destroying the Spider Tank, the enemies stop spawning allowing the player to finish the remaining off.

**Cutscene Starts:**

The soldiers move back to where they landed and call in their ships, but before getting on, one gives the player a rifle and a pat on the shoulder.

**Cutscene Ends:**

**Mission Four: An Undying Threat.**

**Location: Venus, Dustland Research Facility.**

**Description: Soldier, some of my scouts have gone dark on Venus, I need you to see what's going on. I’m sending coordinates to a research facility where they were last seen, I suggest you take caution on this mission. I’ve been receiving cryptic messages like “We woke them”, and “They’re everywhere”. Sounds like a prank but stay alert.   -Sergeant Kavac.**

The player spawns in at the front of a facility and is given objectives:

Objectives:

Objective one: Investigate the base.

Optional: Find the armoury.

The player is indicated to approach the door where a cutscene starts.

**\*Cutscene Starts\***

The player approaches the door and is shocked that its open. He walks inside, gun drawn and ready. A loud banging causes for him to enter a room with a destroyed Vakite on the floor. The player investigates the Vakite before gun fire causes him to rush towards the action.

**\*Cutscene Ends\***

The objectives change to:

Objective one: Investigate gun fire.

Once the player reaches the source, bodies litter the floor and there’re bullet casings everywhere. A Vakites attacks the player and when killed the player is tasked to reactivate the base.

Objective one: Reactivate the base.

Once the base is reactivated, window shutters open displaying Vakites waring soldiers outside.

Objective one: help the Soldiers.

The door outside is to the left, but the armoury is to the right. The door to the armoury is closed and can only be opened by shooting the key pad on the wall. Once opened the player receives a new lore tab and can open the chest which grants a legendary weapon artefact, 2500 exp, 3000 credits, 5 planetary materials, and a onetime stash of 100 Silver.

When outside the objectives change to:

Objective one: Fend of the Vakites 0/4.

The Vakites flood in continuously until all four waves are over.

Wave one: 30 Drones.

Wave two: 25 Drones and 5 Colossus.

Wave three: 40 Drones, 10 Colossus and 5 Snipers.

Wave four: Presanctus, Cleanser of Life (Drones, Colossus, Snipers until boss flees).

This boss is the first to have mechanics.

Phase one:

The boss uses a charge machine gun, it moves around a small area until it reaches 75% health.

Phase two:

The boss is shielded by an orb. Once the orb is destroyed the boss is frozen in an electrocuted state. The player gets 15 seconds to damage the boss. New orbs are spawned until the boss reached 50% health.

Phase three:

The boss is now using a rocket launcher and every few seconds it teleports the player. It also destroys objects the player could use to hide behind. This lasts until the boss is at 20% health.

Phase four:

The boss is most aggressive at this stage frantically getting close to the player to inflict a deadly melee attack. The boss utilises all weapons and is occasionally shielded. Once the boss is at 2% health it teleports away.

The mission ends and the player is given rewards.

**Mission Five: Stronger Than We Thought.**

**Location: Venus, Barren Planes.**

**Description: You remember that massive magnet that tried to kill you? Turns out that’s the pile of junk that killed my scouts. You know the drill, dismantle it!   -Sergeant Kavac.**

**Mission Six: A Personal Matter.**

**Location: Mars, Chosen Territory.**

**Description: I can’t believe that bloody pile of junk escaped! I’ve tracked it to Mars. End this! And disable the portal, don’t want the Vakites controlling Mars too.   -Sergeant Kavac.**

**Mission Seven: The Chosen Priority.**

**Location: Mars, Chosen Territory.**

**Description: So, turns out these chosen like worshiping some god called “The Creator”. Hmm, Kinda makes you think, was that giant magnet trying to communicate with this “Creator”? Anyway, whatever they were summoning answered. Just after they finished the ritual, we picked-up a massive energy surge on Pluto. We’ll deal with that later. First, I need you to stop these Chosen from leaving mars, can’t have them meeting whatever this “Creator” is.  -Sergeant Kavac.**

**Mission Eight: A Weapon to End All.**

**Location: Mars, Ares Research.**

**Description: Right, this is annoying. Just got a request by some Markus, says he knows you. I’ll hand him over to you.   -Sergeant Kavac.**

**Alright, this working, hello? Cool! I should properly introduce myself, I’m Markus Rekov. I’m the guy that’s been in contact with you about the Creators. And yes, I am related to the founders of Rekov Arms.**

**But anyway, you’ve been to mars right? You know that massive building in the centre of the research complex? Well It turns out whoever used to be there was building a super weapon and its gone rogue.**

**I’ve got as much info on this weapon as I can get, and I got good news and bad. The good is there’s only one. The bad, it’s a swarm of nanites.**

**Can you please destroy this for me? I’ll pay you well? Ok cool, and don’t forget to bring back as many dead nanites as possible.**

**PS, make sure they’re dead. -Marcus Cortsmith.**

**\*Cutscene Starts\***

The player flies to mars as storms erupt, this is a deadly part of mars. The player jumps out of the ship and is greeted by a soldier, but not of his unit. Cased in blue armour, rugged, but well organised. He walks inside a futuristic and smooth base, that seems to be very old.

The soldier leads the player to a door which reads “ABVET REKOV” just under the window. They walk inside and see Markus sat down, surrounded by dismantled Vakites and on his desk a shard. The shard is warm, somehow you know without feeling the heat. Energy surges within the sharp edges of its transparent, prefect structure. It looks similar to the power crystal in your suit.

The player looks at the shard for a while, before Markus places it into a box. Markus hands the player a map and the soldier opens the door for you as you leave.

**\*Cutscene Ends\***

Objective one: Descend to the lowest level.

Optional: Find the Prototype Nanite. (Finding the prototype nanite awards the player with 33 Proto Nanites, which can be given to Markus as currency for Nanite weapons and armour. More Proto Nanites can be found as onetime pick-ups around the world map.)

The player is at the beginning of a large hallway with open rooms to either side. At the end of the hallway there’s an elevator, which is used to descend to the lowest level.

The lowest level is a very advanced, sleek, massive room, with smaller rooms to the sides. It’s far more advanced than anything humans have now while looking perfect and untouched.

**Mission Nine: No Job Too Difficult.**

**Location: Earth, North Atlantic Ocean.**

**Description: So, we need to destroy an orbital defence cannon the Akktanes control. They got their hands on an old cannon in the middle of the Pacific Ocean and have been restricting all large space capable crafts launching.**

**The way I see it if we’re gonna send our troops to this creator, we need to destroy this weapon… or take it for ourselves. Actually, that’s what we’re gonna do. Suit-up, we’re moving out at sunset. -Sergeant Kavac.**

**Cutscene Starts:**

The camera pans to the sky at midday, as time speeds and the sun sets. Time returns to normal at sunset and the camera pans to the Aircraft Carrier. The camera moves to the player on the ship as it begins to move.

**Cutscene Ends:**

The player can walk around and help ready the ship.

Objective One: Help ready the ship:

1: Load the 20mm Cannons.

2: Load the SAM Launcher.

Optional: Load the Railgun.

The player must walk around in any order and load all weapons within 10 minutes, including the railgun if possible.

20mm Cannons: When loading the 20mm cannons the player needs to go inside the ammunition room. The ammo can be carried one at a time, or a vehicle can be used to transport all 4 at once. Each box of ammo needs to be placed beside the gun.

SAM Launcher: The missiles needs to be transported using the Utility Mech in the vehicle storage. The method is the same as the 20mm cannons

Railgun: To activate the railgun the player must go to the command room and find the generator. The generator is to the right of the door and needs to be turned on. Once turned on the player needs to move to a chair and desk in the center of the room and pull the lever, which activates the weapon.

To control the railgun the player needs to return to this chair.

Once all the weapons are loaded a cutscene starts.

**Cutscene Starts:**

The water begins to rise to the right of the ship as a black metallic object starts to brake the surface tension. This object rises above the water close to the ship and lets out a loud robotic warning noise. The machine waits for the ship to turn around before deploying its miniguns.

**Cutscene Ends:**

The player is now tasked with destroying the aircraft before it destroys the ship. The object opens fire after a few moments or if its attacked. The player can use all weapons that have been loaded during the last objective, which are useful for different strategies.

Objective Two: Destroy the Kraken.

The 20mm cannons are used for continuous and consistent damage, while the SAM launcher is for high risk, high reward damage, and if the Railgun is available It can be used for disabling the shield instantly (but cannot do damage).

The aircraft carrier has health but if all players die the mission ends. During the first phase of the fight the Kraken uses dual miniguns on the underside of its body, and since it’s heavily armoured shooting the weapons to damage it is the only option.

Once both miniguns are destroyed a sniper is activated on its head, along with two missile launchers on either side. The sniper only targets players, but the missiles do high amounts of damage to the ship, however the missiles can be destroyed by shooting them.

Once the weapons are destroyed a plate falls off the front, revealing the power core. The power core glows orange and once shot causes massive damage. Continuous damage to the core eventually destroys the craft.

**Cutscene Starts:**

The aircraft carrier moves towards the base and stops at a distance, while the camera pans out to reveal an F1Z Marcher (a futuristic osprey). The player and a few other soldiers get into the Marcher through a side door as the pilots get the all clear.

The Marcher takes off as the soldiers sit down and check their rifles.

**Cutscene Ends:**

Objective Three: Secure a safe landing zone.

The player is on the minigun mounted to the right-side door, which is used to take down the enemies and turrets on protecting the base. Several Akktanes and automated turrets fire at the Marcher dealing damage which will eventually destroy it.

Once all the targets are down the Marcher lands on an overhang and the soldiers exit.

Objective Four: Clear the base.

The soldiers split into 3 teams each with 2 individuals. One team stays with the Marcher, the other takes a left, you have to take a right. Once in the base Akktanes swarm the player making it difficult to proceed to the control room, but it’s essential to rid the base of all enemies.

After fighting to the control room, the player is greeted by an Akktane commander, which is heavily armoured but slow. The Commander is wearing armour plates that have to be shot-off before damage can be dealt to the limb, but it also has a minigun that could shred the player if underestimated.

Once the Commander is killed the soldier moves to a computer and begins to type.

Objective Five: Protect the soldier: Wave 0/3.

Waves of enemies’ swarm in from each door attacking the player. The area is well protected so being shot from behind isn’t an issue, but letting the enemies get too close could be fatal.

After wave one is completed the second squad enters to help. They move to the area to defensive positions and prepare for the next wave. Once the waves are finished the mission ends and the player is returned to their ship.

**Mission Ten: Perfect Yet Impure.**

**Description: Good, now we won’t have to deal with these Chosen. I’ve lost the, what I can only imagine was a ship entering orbit with Pluto. Looks like you’re going to have to find these “Creators” yourself. I’m sending some additional support, you’ll meet-up with them once this ship is found.**

**One final thing, I’m not picking anything up on radar, so it must be underground. My scouts say that the surface is barren, but there are many strange buildings that lead presumably underground. Just try not to stir up any conflict with the lifeforms there.   -Sergeant Kavac.**

**Mission Eleven: A God Among Us.**

**Description: I aborted that mission ‘cause I saw a massive blip on my radar. The Chosen have found it too. We need a plan. Damnit, send everything, tanks, soldiers, ships! We’re nuking this from orbit… not literally. Just get in there and kill this “Creator” before it phones home.   -Sergeant Kavac.**

**End Dialogue:** Your telling me this “Creator” was just a foot soldier!? And that it literally tore a hole in the fabric of space and time?! I pulled archives from the fallen Chosen mech, these things only live for 3 three years. But killing extends their life-span? And get this, the longer they live the bigger and stronger they get!

Anyway, the Chosen weren't summoning it after all. Turns out it was there, dormant for about 450 thousand years, and they were trying to kill it, or use it as a hostage.

But… here's where it gets worrying. The one they were talking to is 600 years old and they were… Begging? I dunno, it says begging it not to, quote, “Release the Titan”. I tried to dig up more info on this “Titan”, all I could find is some, scripture saying it's “The first Creator to be born into this dimension”, and “It watched as the universe was built around it”.

If this is true, the size and power of this thing would be enough to rip this universe to spreads without moving a muscle. God, I hope this is just a story.

I got some more assignments for you to complete. High priority targets, stuff to blow-up, and more once they become available. I’ll be in touch.

… Oh, and Markus wanted to thank you for your help, he gave me this weapon to give to you. I tested it for you and my god, its powerful. Kavac out. -Sergeant Kavac

The player is given “The Hive” a Pristine Sub-machine pistol which created a swarm of nanites on critical kill. The weapon can be upgraded to Black-Listed by completing the quest attached (In Black-Listed Quests Documentation).