

Content writing Internship

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Mass Effect: The Legend of Citadel Council

The governing council of the Galaxy of Mass Effect, The Citadel Council was originally formed by the Asari and Salarians in 500BCE, who were first to travel among the stars. When they first found the Citadel, it was believed that the Protheans built the Citadel before their mysterious evanescence. But later, it was proved wrong, thereupon the inception of the Citadel and its bizarre Keepers remains a mystery.

The idea of joining forces with other races to form a galactic council on Citadel was proposed by the Asari. With the help of Salarians, the council was created on the Citadel and as time rolled, they accepted the ambassadors from the Volus, Elcor, Quarians, Hanar, and Batarians to represent their race on the citadel.

The Citadel Council is now composed of one representative from each of the galaxy's three dominant races, namely the Turians, Asari, and Salarians. They each took over the different aspects of the Governance. The Asari plays the Diplomatic roles, The Salarians act as secret intelligence and the Turians provided the military aid. The representatives from other races of the galaxy were given membership on the Citadel council, yet they have no power to decide the fate of the galaxy.

Commander Shepard:

Commander Shepard's had to fight many wars over his journey in the Mass Effect trilogy, but it is quite amusing to know that his early days of the war were over the Citadel council. The Citadel council didn't want a human to exercise any real power in the council as they thought that humans were the young race blossoming its way up. But human politicians like Donnel Udina argued otherwise.

Making Shepard the First human spectre was a big move yet that didn't do much on humanity's influence in the council. Citadel council was not ready to believe Shepard when he brought up the news about Saren Arterius' betrayal or even on the discussion about the inevitable Reaper invasion.

The mistake:

When the council was threatened by the Rachni, the incompetence of the council forced the Salarians to get assistance from the primitive krogan race, who were living in the ruins of their homeworld Tuchanka. The salarians provided krogan with technological advancement in exchange for their barbaric way to defeat the Rachni. After the fall of Rachni, the Salarians realized that uplifting

the krogan race is now a big fault and in a matter of time, they will overrun the galaxy and dominated.

They started to fight the Krogan, before they could pose a great threat to the galaxy. With the help of the Turians, they finally able to suppress the krogan and put them back where they belonged once. The Salarrians developed a biological weapon named “Genophage”, which will decrease the reproduction rate of the Krogan greatly. The Turians deployed the bomb over the Krogan and due to their assistance over the suppressing of the Krogan they were admitted in the core Governmental structure of the Citadel council making them the third dominant race to preside over the galaxy.

In meantime, Turian discovered humanity, who had recently entered the Galactic space with the help of the Charon relay. The Turians attacked them believing that humanity’s invasion was a breach of Galactic law. The war quickly escalated to be devastating and humanity came to know that as the First Contact War. Before the war could turn ugly, The council intervened, disclosing itself to humanity and welcomed them to the Galactic fold.

Shepard’s loyalty:

Humanity is now under Galactic law restraints when council Spectre Saren Arterius found out about Humanity’s Experiments on Artificial Intelligence. When Saren blew up a refinery full of innocent people, he framed Anderson for his mistakes, who was on the line to be the first human spectre. When Commander Shepard became the first Human Spectre, he uncovered the double-dealings of the Saren with Getha and Reaper Sovereign. Humanity was offered an official position on the council for the efforts of Commander Shepard on stopping Saren’s attack on the council.

But Udina’s betrayal of the council, by selling them out to Cerberus has made the humans put in a difficult situation. Despite some humans weren't ready to govern the galaxy, They were some to uphold the peace in Galaxy.

ASSASSINS CREED VALHALLA NOW PROMOTES TOURISM

OVERVIEW:

Assassins creed Valhalla now promotes Ireland tourism by the detailed depiction of the Ireland landmarks. Recently released Assassins creed Valhalla, “wrath of the druids” DLC, incorporates Ireland’s iconic landmarks in the game. Ubisoft along with Ireland Tourism has released a Game update trailer that compares the in-game terrain with Ireland landmarks. The depiction includes featured landmarks like the River Liffey in Dublin, Benbulbin rock formation in the Dartry Mountains, the Giant's Causeway with their real-world counterparts.

Wrath of the Druids, follows Eivor as they travel through the in-game landmarks of Ireland battling the worshippers of a pagan goddess.

The official synopsis says,” Explore the haunted wilds and beautiful landscapes of Ireland as you battle a druidic cult known as the Children of Danu. Conquer ring forts, master the art of smuggling, and gain the favor of Gaelic kings in a new open-world adventure.”

The wrath of the druids which was released in May is one among two announced packs and the 2nd pack “The Siege of Paris” is about to be released later this summer. The “The Siege of Paris” places Eivor in 885AD, which is the most crucial point of the Carolingian dynasty and also for French history.

Mass effect 3: ABOARD THE DREADNOUGHT

Mass effect 3 primary concern is to gain Galactic strength and regrouping the allies. As most of the races in the galaxy have started to fall in line with Commander Shepard in assisting him to stop the Reapers, yet the Quarian Flotilla maintained their silence. When Quarians eventually approached Admiral Hackett, he sent Shepard to visit Quarian Admirals at Dholem in the Far Rim, who was facing a great threat of extinction by their synthetic creations.

When the synthetic race faced a great threat from their creators, they accepted the aid of Reapers and now they are transmitting a destructive Reaper signal from the Geth dreadnought. This made Quarians seek Shepard's help to disable the destructing reaper signal, so the fleet can fall back. If Tali'Zorah survived ME2's suicide mission, she joins hands with Shepard in this mission otherwise Admiral Xen will talk through the mission.

The mission starts with Shepard trying to get aboard the dreadnought. He must steer across the docking tube to enter the dreadnought. There won't be any real threat or battle and he cannot leave the docking tube. On reaching the hatch, the docking tube breaks away from the dreadnought. This forces Shepard to find another entrance for their squadmates to join them.

Move down and by turning left you will find a Shotgun smart choke. Acquire the shotgun before climbing your way back up and move around right towards the ladder that leads upward. After climbing the ladder, turn right into a new airlock. Before climbing the next ladder on the right that leads to the control terminal, grab the Geth data for 1,875 credits.

Once you reach the control terminal, it opens the airlock for Shepard's squadmates. You can see a quick cutscene of Tali handing over a weapon to Shepard if Tali is Still alive. Then acquire the Arc pistol before proceeding into the Geth Defence Network to activate the bridge controls. Pickup the GARDIAN Défense data and also Sniper Rifle with Enhanced Scope that is available before the Bridge controls. Use them to eliminate the Geth hostiles before climbing down the ladder and fighting off more Geth at the bottom

Now proceed cautiously along the path to the next doorway, as it will be filled with mines. Stepping on mines will activate it and explodes. To set off mines from the distance use power or shoot at them. But if the mines are

unwittingly set off, the team rolls back to minimize the blast range thus minimizing the damage taken. There is another Geth data pickup of 2,500 credits before the next door. Get pass through the door into a room with an Archon visor and two control centers, which will update Shepard and the squad about the battle going on outside the dreadnought. The following room has a Geth Pulse Rifle, equip it before moving into the Operations center, where Tali plans to eliminate the Reaper signal.

The operations room is overwhelmed by Geth along with Hunter and Troopers. Fight through them and after their elimination pick up the Geth Data with 1,250 credits and also the SMG scope. The data console at the center will be analyzed by Tali, only to realize that they have been locked out. She plans a way to make the ship believe there's a fire. This opens the maintenance tube, in which they can reach the Drive Core to shut it out.

Opening the shaft will bring more hostile Geth into the room, fight your way to the back of the room where you can find a shaft on the left which is opened by Tali. Bypass the door and climb down the ladder on the left. Grab Geth data of 1,250 credits, then climb down the third ladder into the area outside the ship's main battery. You can find a medkit before the door, acquire it before proceeding into the area.

Shepard's shield will be disabled by the electromagnetic pulse from the Main Battery causing him the damage unless he is in a cover. The pulse can be predicted as it makes a sound each time the dreadnought fires. There will be multiple Geth Hunters and Troopers in this area. Tali's sabotage power comes in handy in this area as it hacks the Geth and turns them against themselves thus changing the course of the battle. After the first two Geth waves are eliminated, head towards the maintenance lock on the left.

Grab the Geth data and activate the lock, leave the tube as quick as possible. Staying in the tube for a long time will kill Shepard when the electromagnetic pulse wave is fired. Eliminate the Geth waiting at the other side of the tube. After eliminating the Geth, proceed toward the end and take the left side ramp to enter the next control panel. Bypass the door and get through the

second door to access the elevator. Before climbing the elevator, acquire the Geth data, worth 1,875 credits. A cutscene will be played showing two Geth firing at Shepard which makes him fly swiftly and falls on the ground. Tali will come to the aid of Shepard and pulls him to safety. They climb up the ladder and acquire the medkit then further proceed into the Drive core for deactivating the Geth Signal.

When Shepard reaches the Drive core, a cutscene is played revealing Legion(if he survived the ME2) or a Geth VI. It also reveals that it can shut down the reaper signal but Shepard has to release it first. Grab the Assault rifle with a precision scope before heading up the ladder. Then recover the Geth Material for 2,500 credits. Free the Legion/GethVI by overriding the data core and accessing the panel.

Deactivating the signal makes Geth's enemies drop down the attempt to stop Shepard and crew from escaping the dreadnought. Try eliminating the enemies while escaping the dreadnought through the escape hatch, where legion/Geth Vi will have transportation ready for escape. Rush towards the Geth Ship, but the walkway under the Shepard collapses dropping them to a lower level. But there is a straight path to meet back up with the legion/Geth VI and escape the ship.

After the mission is over, Legion/Geth VI will be in the War Room which shocks the Quarian Admirals. The end of the mission unlocks the next set of missions which depends on bringing peace between the Geth and Quarians or destroying an entire race to reclaim the Quarian Homeworld: Rannoch

Apex legends: Overtime comic series is about make a major change to a legend.

One of the most popular battle royal games, Apex legend is now venturing into a new path namely Comic book. Apex legend: Overtime is up to the story comic book which mainly revolves around the downtime between the teammates.

Mirage and crypto fleeing from Revenant is a fun-packed, fast-paced adventure. Little we know that a background event which could be easily overseen will greatly change the one of the Apex's most popular character. At the end of the book, when crypto outrunning a pursuer, we can find Octane in the background with lifeline's D.O.C. But what is more interesting is that what the octane says at the end.

“It's been you inside D.O.C.? This whole time?” Octane says to the Drone of Compassion, in a tone of disbelief. “Then that means...she's dead...”

Apex has a rich backstory, which tells that Octane and Lifeline both hail from the planet Psamathe and they knew each other even before the games. Lifeline was the one who helped Octane to get his bionic legs, which he uses in the game when he loses his leg in a stunt that went wrong. By their relationship, it can know that a character from their past may be incorporated inside the D.O.C, but there is no such character ever been identified in the game.

This may imply that there is more to the character of Lifeline's D.O.C, apart from the simple healing drone in the game. Lifeline's D.O.C is in the game since 2019, is considered to be one of the iconic aspects of the Apex legend. It is summoned in the battleground by lifeline whenever her allies needed to be healed or revived during the battle. But lifeline's dialogue didn't show anything more is going on, so this may be the first step for the notable development of the series. The events depicted in the comic book may affect the in-game world which includes the dialogue during the matches. So far as the ultimate reveal of what's going on with Lifeline's D.O.C. drone, that could come even sooner -- Apex Legends Overtime #2, which looks to be a story focusing on Lifeline and Octane, hits stand July 21 from Dark Horse Comics.