Blitzkrieg 2050

After being forced to leave Earth because of pollution, the German military coalition send one of its most seasoned mech pilots, Johan Baer too asses the current situation on Earth. Once arrived in Germany’s capital city Berlin he encountered an unknown Nano bot infested mechanical enemy in the form of animals. Not knowing the extent of their origin Johan advanced towards a powerful energy signature located somewhere in the vicinity.

In command of the coalition’s Artificial intelligence, Mutter Eliza, Johan is to find and destroy all enemies and the enemy Nano power core.

The game starts with Johan’s mech being flown down to Berlin in a dropship. Then the door opens and the player is explained the basic controls and mechanics in a practice version of the main level with dummy enemies to attack. After the player knows all the basics, story mode starts. When the door opens to the main level the player walks over a bridge leading into the city and to the famous Brandenburg, on your way there you encounter multiple enemies and a strange looking nanotech doorway leading “somewhere”, once you reach the Brandenburg you notice a humming power source in the middle of the park ahead and you realize this might be the power source to the nanotech door you encountered earlier, yet when you enter the park dozens of waves of enemies, protecting the power source, start swarming and attacking you.

After defeating the waves of enemies you de-activate the power source and head back to the nanotech door and find that it leads to the cities former city hall and your readings indicate that inside is where the powerful energy signature is emitting from. You are then tasked with destroying whatever is emitting that signature in the hopes of permanently de-activating the nanotech enemies.

Destroying the Nano core indeed resulted in de-activating the nanotech enemies, but then a self-powered enlarged Nano spider appears from behind the core and that’s where the final fight starts.

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