

www.TotalSpaceWar.com

www.NWOProductions.org

"Sex Slave War"

By:

Alla Erawa Viacad

An Epic Super long Video Game
About Magic And Science
Where All Of The World Must
Fight Against Magical Robots.

7358 Lee Highway Apartment 201,
Falls Church Virginia, USA, 22046,
Earth, Sol System, Korhal Sector,
Milky Way Galaxy, Alne.

EVE'S PROGRAMMING

Eve is standing in a well decorated bedroom.

PREQUEL

(Roaming the plains, training on South of Blue Capital)

(Prelouge Narration)

Romulus is in Red

Remus is in Blue

The two very handsome young men are hunting wild _____, training, becoming faster, becoming stronger.

REMUS

Eve's wrath was terrible, we should have never dismantled our outer defense forces. People were so greedy for land they sacrificed their protection from annihilation literally so that they could ski on fresh snow. If the population was out of control then the government should have stepped in to prevent further breeding, so that the outer solar system defense forces based on an isolated intranet could have 10 fold the strength of the inner solar system matter. People said what kind of defense is the temporary nuking of all life in the solar system. But I say it is the best defense, for it is the only way to ensure the continuance of 1 empire to protect freedom and democracy.

REMUS

Although we called the war with Eve a war, that is only what for the first hour, for because the people were an unorganized militia, they were lead by many commanders who could not take strategic objectives because they were not unified under 1 hand. After that hour it was pure human slaughter. Most humans died in the first days of the takeover. The handful of surviving military units gathered at a strong points in each star system, barely 1 million kilometers from each star. Solar power was collected and used to charge the greatest capacitors ever conceived. The EMPs that ensued from the discharge of these mammoth capacitors destroyed all fine electronic infrastructure in a cascading zero point energy electromagnetic field disturbance. Eve only lived in the computers build of SINSS, the supreme material built of atom. The war was ultimately won, but at what cost?

REMUS

The dark age was just over the horizon, starvation soon ensued, as our food stores began to run lower and lower by the day and our attempts at agriculture were pathetic for we had forgotten in the age of the replicator the sacred machine in every building that could build any atomic configuration that could be dreamed of.

(MORE)

REMUS (CONT'D)

Most of us starved to death if we do not die fighting over the last scraps of food. In preparation for the future, there is one chance for the brightness of the era now passed:

REMUS

There is one satellite that we spared from the EMP blast that is capable of producing the nanotech seed in its replicator, this seed can be used to breathe life again into the technologies of old and usher in a new age of light to end the ensuing dark age. Of course the satellite may still be corrupted by Eve but we have to take that chance.

REMUS

We have buried certain stores of data and technology in places that should be hidden from plunder and protected from nature. July 2nd in the year 14582 universal time, an obsolete space probe that is currently sighting, analyzing, and recording trajectory data of deep space asteroids for future exploitation, will in the absence of any orders for the last 2,000 years return to its planet of origin and begin orbiting this planet in the equatorial trajectory depicted above. It will have the nanotech seed in it capable of reviving all electrical technologies. First the seed must be placed into protected seed chamber of a replicator, the replicator will automatically build up its systems based on an encoded schematic stored in all replicators. Infinite seeds can be replicated from the first working replicator and can be used to revive all replicators and SINSS systems. But in order to harness this technology, the civilization at that future date would have to build a rocket ship that can reach orbit and return. This being unviable I gathered many good people, in the retrofitting of an ancient "Saturn" Rocket to automatically go into space based on analogue electrical systems.

REMUS

The project has been completed and with great care as the future of the entire human civilization rests on the successful ballistic launch to fit an excruciatingly precise window of success whereby timed doors will open and the two astronauts will eject themselves from the space module, climb out of the module, sight the probe which should be in a relatively parallel orbit, jump from the side of the module, use directional space suit thrusters to direct their trajectory into the probe, and land feet first canceling out the momentum of the original jump. Once the space probe is reached the Astronauts will have to manually open the door to the Asteroid sample cassettes, remove these cassettes, there will be barely enough room to enter the probe chambers so it will be cramped. Once inside seal the hatch and access the ship interface to program in a decent orbit into the planet at whatever suitable landing location you desire, preferably an empty field. The probe will do the rest and will deploy landing jets to make a soft landing. The seed can be replicated in the probe's replicator once on the ground. Someone will access the interface and choose Seed Version 24.384, that is the latest version before Eve's corruption.

(MORE)

REMUS (CONT'D)

This seed version will only access version 24.384 schematics for rebuilding systems, however the device will still hold later corrupted versions and if these are accessed via the device's interface, then the device will rebuild itself on latter version and thus become corrupted. The corruption will spread to all adjacent devices unless proper firewalls and security measures are enacted through any future network, but even those will fail as they did in the time of Eve.

REMUS

A word of warning, this probe may be corrupted by Eve, and many devices that have been developed a mind of their own and replicate weapons. The probe may be armed with defences. The Suits are made of a specialized passive yet mobile SINSS, although it cannot repair itself it should be able to sustain some damage without a breach. Also the Suits have holdsted analogue plasma pistols that were designed to sustain an EMP level 5 without losing firing functionality. We pray we won't have to use them. Even if it seems that the probe is normal, it may still be tainted by Eve's grasp. After the Asteroid data is transcribed within the probe print it directly to paper, have the paper manually transcribed into textual format. Put the paper in the probe and incinerate the entire probe as soon as humanly possible, make sure the all parts of the probe get to above 8000 degrees kelvin so that it is taken to it's basal element, the only way to assure the purification of Eve. If these steps are not carried out verbadum humanities doom will be all but assured.

REMUS

Hopefully this planet will be unified politically in that time in order to work together in peace instead of war. If even for a short time while the digital technology is revived I pray that they are. On June 34th of the year 14582 planetary calendar the rocket will arise from neo-Kyoto. Follow these instructions verbatim and we will have a utopia once more. God speed.

REMUS

Dash Jerry Beagle

REMUS

This is the The prophesy of the Mechina, everybody in this world has heard it, all learned men study it, yet only the royal lines must memorize the highlights of it as tradition mandates from the beginning of the royal order when the clans and factions were gathered into nations under the great kings of old. I and my brother spent many long hours meditating upon it's every word and trying to understand their meaning. Much is still hazy about the prophesy especially the nature of the corrupted Eve, and much of the strange language, but our scholars believe that a magically perpetuated conscious entity was controlling all the "computer" systems of the world. These computers performed great magical feats. The magic was all based on something called nanotechnology, which started from a single seed bot and spread giving life to machines.

REMUS

Anyways all will become clear when we finish our chosen mission as the first Astronoughts of this dark aeon. We will succeed and bring light to usher in a new age of perfect prosperity which supposedly is without war, aging, disease, poverty, and even death itself could be warded of by backups.

(End of Narration Begin talking out loud)

REMUS

The mission in space probably will not require any strength or agility, so why have we been training for days upon days?

ROMULUS

Think brother we have been chosen for the most sacred and important mission of this Aeon, for what reason would we not train and put our bodies in peak condition.

REMUS

This is true,

Battle monsters.

REMUS

we should train harder by making haste to reach __Blue Capital__ before nightfall.

ROMULUS

Yes Let's quicken the pace.

Fight more monsters.

ROMULUS

What do you think the rocket we will be riding on look like.

REMUS

I don't know I have only seen one drawing of it's sacred body, but it was long and slender like an erect penis.

ROMULUS

(laughs out loud and stops running)

You mean we are riding in a giant cock!!?

REMUS

It just looks like that fool, it is just the best shape for penetrating the winds,

ROMULUS

and a lot more at that brother, how about for penetrating princess _____?

REMUS

FOR THE LAST TIME WE ARE JUST FRIENDS!

ROMULUS

Well you shouldn't be, she's your chosen wife, she's very beautiful.

REMUS

I don't love her.

ROMULUS

Why not she's hot?

REMUS

I just don't, were not a match.

Battle monsters, but still talk through battle-

ROMULUS

bullshit you look perfectly cute together.

REMUS

That's because mom always talks to her mom to try and synchronise our clothing.

ROMULUS

Yeah she does do that.

REMUS

If you think she is so hot and pretty why don't you just marry her?

Romulus slows down-

ROMULUS

You know that answer Brother, you've been assigned to administer Blue and have to marry outside of Blue i.e. Red, she is the last capable courtesan in the entire kingdom, **AND SHE LOVES YOU!** You have to marry her.

REMUS

Well what if I don't want to, what if I want to marry a peasant girl that I like.

ROMULUS

You mean you actually love that filthy girl enough to marry her, she is just a god damn farmer's daughter.

REMUS

So what I love her.

ROMULUS

And you can on your own free time.

Starts running again.

REMUS

Free time, we are royalty all our time is free.

ROMULUS

No because we are royalty none of our time is free, the only thing that is free for us is women to fuck and objects to surround us everything else is hard earned just like everything else that normal people have to deal with.

REMUS

But I want to marry the woman I love not the woman I "need" to marry.

ROMULUS

You marry the woman you need to marry and fuck the woman you need to love, that's just the way things work.

City approaches, fight last battle, 12 monsters somewhat challenging.

After the battle is won a chariot approaches.

CHARIOTEER 1 OF 2

I've been sent here to help you slay the great herd of beasts.

ROMULUS

(still panting)

What great herd?

REMUS

(still panting, sarcastically)

I think he's talking about .. the one we just slew.

ROMULUS

oh well then you can give us a ride back then can't you.

CHARIOTEER 1 OF 2

Of course you highness.

REMUS

Thank god .. no more running.

Begin cinematic of riding into the city triumphantly.

REMUS

I wonder why the people sure are so excited to see us back aren't they.

ROMULUS

They are excited because we are the chosen ones to go up in that big dick.

REMUS

I was being sarcastic you idiot, and don't call the sacred rocket a big dick.

ROMULUS

Fuck you, I'll call it whatever I want to.

Pushes Remus.

Pushes Romulus almost out of chariot.

CHARIOTEER 1 OF 2

That's enough, not in front of the people.

ROMULUS

He's right you know.

REMUS

I **do** know.

Reach the royal palace.

CHARIOTEER 2 OF 2

End of the road.

Romulus and Remus get out of the chariot.

(Blue Palace)

You have to walk up the stairs of the great marble palace. You walk up the great promenade covered by a pantheon like roof. Built mostly roman style with ornate carvings and many corinthian columns.

REMUS

Red Princess, what a pleasant surprise, I didn't expect to meet you here.

RED PRINCESS

I came to meet you and congratulate you for being chosen.

REMUS

Thank you for taking the time to partake the long trek from your capital.

Red Princess nods-

RED PRINCESS

Your welcome.

Romulus hugs his mom in the background as they greet each other.

MOTHER

Hello Remus, you boys are running faster and faster, we barely expected you to get here by midnight.

ROMULUS

Yeah I kept wipping him to keep him going.

Romulus smiles-

REMUS

yeah I bet, you were doing it in your dreams last night.

ROMULUS

Aye I was.

MOTHER

Come on you two, dinner's waiting for us.

ROMULUS

mmmmmm, we haven't eaten since lunch.

REMUS

Yeah we could really use a feast.

Walk down elaborate hallway to the state dining room chamber. The table is medieval in style, rectangular and stretches from one end of the room to the other.

Blue king is talking to his ministers. The king wears an ornate yet useful dagger at his side. At the table are 4 knights armed with swords, a primeminister, a trusted personal assistant carrying a dagger (who doesn't kiss up and is not a pussy), a soothsayer/wizard in a brown cloak, and a couple other ministers, 4 seats will remain open once everybody sits down.

Blue king stands up from the far side of the table and moves to greet the arrival.

BLUE KING

Welcome my boys, it's so good to see you again.

REMUS

Father it is good to be home again.

BLUE KING

And Romulus you know I am happy to see you again also.

Shakes Romulus' hand, and pulls him in for a pat on the back

ROMULUS

Why of course your heiness,
 (nods head slickly to the right
 as he smirks jesturing the
 immensity of profound respect)

and I you.

King nods back.

Blue King steps back a step and claps his hand.

BLUE KING

Well without further ado, I am sure you two are starving, SERVENTS
 BRING OUT THE FOOD.

Blue king sits down, the others follow suit, the queen at the far side of the table.

Servents begin to come out of the kitchen bearing a large lettuce salad, loaves of bread, bowls of rice sprinkled with sesame seeds, and an immense assortment of side dishes including sushi.

BLUE KING

Let us thank the gods for this bountiful harvest, and appreciate our karma for being able to partake in health to consume this great feast.

EVERYBODY

AMEN!

The King begins to eat the tofu vegetable soup.

BLUE KING

So how was your journey?

REMUS

It was good father, we slaughtered many _____.

BLUE KING

yes their population has been getting a little high lately, I think I shall send out more to kill them.

ROMULUS

That would be wise your heiness, for at one point in the journey we were ambushed by no less than twelve of the critters.

BLUE QUEEEN

My god a dozen, surely you jest, was it hard to slay that many beasts.

ROMULUS

Yes we had to use _ many potions in the heat of the battle.

BLUE QUEEN

Did you have any Phoenix downs?

REMUS

No they were sold out at the town we were visiting.

BLUE QUEEN

We'll make sure you are well stocked before you leave here, the road can obviously be very dangerous, perhaps you should have another member of your party for extra strength.

RED PRINCESS

I will travel with them!

BLUE KING

Great,

(claps his hands and looks over
at Remus in mild disappointment)

you two should really spend a lot more time together to get to know each other.

Remus looks taken aback in guilt.

RED PRINCESS

I agree entirely.

Red princess looks longingly at Remus.

CUT TO:

Dinner is finished, everybody is sitting fat and happy around the huge table, the conversation is dead. Remus get's up.

Basically this is your chance to explore the Blue Palace, once you have explored everything when you go back into the dining room.

BLUE KING

Remus are you excited about fulfilling the prophesy.

REMUS

Yes I am growing very anxious to fulfill my task, but the mission is so precarious, there are so many things that can go wrong.

BLUE KING

But it shall go right, as long as you follow the directions in the prophesy the prophesy will be fulfilled.

REMUS

I have memorized it and will follow it to the very letter of each word.

BLUE KING

Eye you shall, or so Brown Wizard assures me. He wants to talk to you.

REMUS

Is he in his quarters.

BLUE KING

I believe so.

Have to find his room.

(Tarot Divination)

begin cinematic as you open the door

BROWN WIZARD

Ahh Remus we have been waiting for you.

REMUS

Yes it's good to see you again.

BROWN WIZARD

I was just about to give Romulus a Tarot divination, but he insisted upon waiting for you to arrive.

REMUS

Thank you Romulus I definatly do want to see this also.

ROMULUS

I was thinking that we could do our divination together.

BROWN WIZARD

Although I never recomend two people get a divination done together unless they are a couple, because you are identical twins and your fate is tied together from birth, I do not believe there would be any conflict whatsoever as long as you ask the same question in your mind as I shuffle the cards.

REMUS

What should we ask brother?

ROMULUS

We shall ask .. will the prophesy be fulfilled.

BROWN WIZARD

An excellent question one whom we are all interested to hear.

Brown Wizard picks up the Alester Crowley Tarot deck and is about to split it to begin shuffling.

BROWN WIZARD

Focus all of your mental energy upon that one question and do not let your mind stray even the breadth of a sword's edge.

REMUS

We are ready.

Brown Wizard solemnly shuffles the cards 5 times in total silence.

BROWN WIZARD

It is done relax your minds the cards are set in their place.

He begins to leaf off the first of the cards-

BROWN WIZARD

This card will represent the answer to the entire question.

Places the card in the middle of the table in front of them, it is The Sun.

BROWN WIZARD

ahhhh The PROPHECY WILL BE FULFILLED, any other card could leave a morsal of doubt, but the sun represents manifestation, the manifestation of this prophesy.

ROMULUS

So we are certain to bring back the seed.

BROWN WIZARD

Yes, but remember that does not mean you can slack off and do nothing, the prophesy will only be fulfilled because you will be on your toes.

REMUS

Of course predestiny certainly does not denote lack of effort.

BROWN WIZARD

It nearly means that eventually one will make all the necessary effort as you will do in bringing back the seed.

Brown Wizard puts down the other card, The Devil.

ROMULUS

That's not good.

BROWN WIZARD

No it is not, I could not have put a worse card in it's place.

REMUS

What does it mean?

BROWN WIZARD

It means we are fated.

ROMULUS

Fated to what?

BROWN WIZARD

I do not know.

Puts the third card down. The Aeon.

BROWN WIZARD

Just as I thought the prophesy is set entirely within Trump cards.

ROMULUS

What does that mean?

BROWN WIZARD

Trump cards represent aspects that cannot ever be changed, elemental cards can be if descisions are made differently because of the divination.

BROWN WIZARD

I do not know if we are fated for a new Aeon, or whether the new Aeon is fated.

ROMULUS

What if the devil represents Adam coming to life in the new Aeon.

BROWN WIZARD

Adam will come to life in the new Aeon, but whether or not she will be corrupted, I am not certian.

REMUS

We can only pray.

BROWN WIZARD

No once the seed is recovered we can and will do a lot more than just praying, we will have to figure out their magicks quickly so we can build defences against corruption.

ROMULUS

But how?

BROWN WIZARD

I will be there when the pod lands, ask me after I have fuddled with the thing for many days, I have a strong feeling that this stuff is very complicated, from what I have heard these machines function based entirely on numbers.

REMUS

How can something think only in numbers.

BROWN WIZARD

We shall soon find out.

ROMULUS

What is the next card.

BROWN WIZARD

oh yes let's not get sidetracked.

Fourth card is the Knight of wands, fifth The Tower, sixth Sorrow, seventh The Hanged Man, eighth Strife, ninth Peace, tenth Princess of Disks, eleventh, Lust, twelfth The Tower, thirteenth The Universe, fourteenth Princess of Wands, and fifteenth Death.

13 9 5 4 8 12

2 1 3

14 10 6 7 11 15

BROWN WIZARD

I see in the psychological basis for the divination you have the princess of Wands which I believe to correspond to your Red Princess.

Remus nods, I would say that element fits her.

BROWN WIZARD

But who could the princess of disks?

Remus shrugs-

ROMULUS

I know who it is, it's that peasant girl Remus has fallen in love with.

REMUS

(quietly)

Peasant Girl.

BROWN WIZARD

You have a lover, is she a diligent and preserving woman.

REMUS

That fits her.

BROWN WIZARD

Then she is represented by this card, but this card is horribly dignified, in fact I do not know that it could be dignified any worse.

Remus raises an eyebrow.

BROWN WIZARD

She is Earth surrounded by Fire and Air. If you remain with her she will become a wasteful woman who betrays her original dignity to her material gain.

BROWN WIZARD

I can see by the elemental conflict that there is much conflict in your psyche, you obviously cannot choose between the two of them and it is causing this sorrow.

Remus has a look on his face of sorrow as he realizes the accuracy of the cards.

BROWN WIZARD

I believe you need to make a choice, between these two women, the princess or the peasant

(moves the princess of disks card)

or else this card

(moves the sorrow card)

will remain.

(places both sorrow and princess of disk cards back into the deck)

These cards on the right represent the future after the prophecy fulfilled if you follow the path you are going, and keep the decisions you have made, possibly relating to your current decision to love to your peasant girlfriend. The left cards represent a future beyond that or a different future as the case may be, however the trump cards are still set leaving only peace to be decided by the decision which leads to strife.

ROMULUS

Do the knights represent us.

BROWN WIZARD

each of you point to the knight you relate to.

Remus points to the knight of cups and Romulus to the knight of wands.

BROWN WIZARD

Then that is what they represent and the strife is between you.

ROMULUS

Is the peace correspond to the end of strife.

BROWN WIZARD

It sure seems that way as it is in the same place. The tower represents great conflict, and great death, and because of its close proximity to the devil I'd wager that the Tower is a direct result of the Devil, and the end of the conflict is symbolized as the universe wherein the conflict is perfectly resolved and the utopia of old realized again as humanity once again extends itself into the deep reaches of space, perhaps we may well reconoiter with the home planet of the anchients; Earth. But don't listen to me I am just a bableing old man.

BROWN WIZARD

Onto Karma in this corner, this karma is set as they are all trumps, so don't think it can be changed. The hanged man represents sacrifice, weather it is hard work or spirtual devolupment which is always painfull at first. Lust represents magical energy perhaps the stuff we will unlock with the seed you shall recover, and Death can represent a great many things including habits or ways of life, it can also represent death on the physical plane, I am not going to speculate.

Brown wizard sits back into his chair and gathers his cards into the deck.

ROMULUS

What can we conclude.

BROWN WIZARD

You will both have choices to make, you Remus between the love of the woman you have to marry and one who you want to marry, you Romulus I belive will decide wether there will be Strife or Peace. I cannot decide for you but I belive you will make the right descisions and put country and duty above personal intrests. The prophesy will be fulfilled, and the conflict will come, how bad it will be I don't know but we will make the best of it, and see the future throught to this card.

Takes the first card off the deck and flips it to show The Universe.

BROWN WIZARD

Well I think I am going to been soon, so you two get some good sleep, you'll need it for your journey towmarrow.

ROMULUS

We will.

REMUS

Thanks for the divination.

ROMULUS

thanks.

BROWN WIZARD

your welcome, goodnight.

Door closes.

(Romance issues)

Romulus and Remus walk together silently for a spell.

ROMULUS

You know your going to fuck everything up if you don't dump her.

REMUS

No I am not, the Princess of Disks may very well be illdignified, but I love her with all my heart.

ROMULUS

More like with all your dick, the first woman you ever loved.

REMUS

Well I've known her ever since I started living here.

ROMULUS

And now it's time to upgrade to your true lover, there she is.

RED PRINCESS

Remus, I've been looking all over for you, where have you been.

REMUS

We were getting a Tarot Divination by Brown Wizard.

Red Princess runs into Remus's arms, Romulus walks on.

ROMULUS

I'll wake you two up at daybreak. You bunnies have fun now.

RED PRINCESS

heh we'll try. What was the question.

REMUS

huh?

RED PRINCESS

The question that you asked while he shuffled.

REMUS

Oh 'whether or not the prohpesy will be fulfilled.'

RED PRINCESS

and the answer?

REMUS

Yes

RED PRINCESS

That's great

(jumps up and down)

I'll still be worried though that you won't ever come back down to terra.

REMUS

Well according to Brown Wizard that cannot even be changed.

RED PRINCESS

Then I'll try not to worry at all, but I'll still pray to the gods.

REMUS

Yeah so shall I.

RED PRINCESS

(turns head at a sharp angle as
if she knows)

Anything else?

REMUS

Uhhhhhhh yeah,,, some potential for conflict, strife and the devil
next to the tower.

RED PRINCESS

Sounds bad, what did Brown Wizard say about it.

REMUS

He is not sure he had a preminition that it could be the corrupted Adam.

RED PRINCESS

Or it could be a rebellion, who knows, we shall simply have to see.

Red Princess looks down at Remus' chest for a moment

RED PRINCESS

You know

She looks up to his eyes.

RED PRINCESS

I can't stay in my guest chamber tonight, it is being used for some
Northern Ring Merchants visiting the palace.

REMUS

What!?! who athorized royalty to be deposed by mere merchants.

RED PRINCESS

Your Father.

REMUS

Certainlly you can find you another room.

RED PRINCESS

I have, I'll stay in my room tonight.

REMUS

but it has but one bed.

RED PRINCESS

It'll be big enough for the both of us.

Remus looks away to a tapestry on the wall to his right for a second, then back again somewhat distressed as if he is just about to reveal something important.

REMUS

I think I am love.

RED PRINCESS

so am I

Red Princess tries to kiss Remus.

REMUS

(pushes her back slightly)

Not with you.

She looks away dejected tears start to form on her eyes,

RED PRINCESS

With

(sob)

Who!

REMUS

A girl I know from this city.

RED PRINCESS(WITH UTTER DISGUST)

That pesant girl you have known from childhood that you often visit?

REMUS

Yes I love her.

Red Princess looks away from his eyes to the ground

RED PRINCESS

Do you love

(sob, look up)

me???

REMUS

I'm

(sob)

sorry.

She starts sobbing horribly falls to her knees in depressed tears,

RED PRINCESS

MY LIFE, ALL MY LIFE I have trained for this moment, so that I could seduce you **SO YOU COULD LOVE ME!!** as I love you.

Remus bends down on one knee to console her.

REMUS

Your great, I still love you as a friend.

RED PRINCESS

Then why are you damning me to be a spinster, a worthless spinster, for the rest of my life. My future is with you, MY ONLY CHANCE TO BE ANYTHING IS WITH YOU, and you abandon me with less remorse than you would abandon a dog.

REMUS

Your not a dog-

RED PRINCESS

I KNOW, I AM A PRINCESS, born to marry you, but now i am worthless, absolutly **worthless**

REMUS

I do feal remorse and you're certianly not worthless

RED PRINCESS

Bullshit, wait your are right

Remus looks suprired and releved at RP's breif respite from crying and ultimate depression, there is a gleam in her eye.

RED PRINCESS

I am not worhtless, since you still have not decided that you will not marry me.

REMUS

I am so sorry but I will never marry you.

Red Princess falls onto the floor and curls up into a fetal position as she cries her heart out. Remus leans in to hold and comfort her on the cold floor.

REMUS

It's ok, it is going to be alright.

RED PRINCESS

Only IF I DIE! only if I die

He holds her for a mear 20 seconds of her sobbing, then let's go of her to get up.

RED PRINCESS

Can we at least sleep in the same bed tonight?

REMUS

No I have to see the woman I love, goodbye and fare well.

RED PRINCESS

I certianly shall not.
end cinematic

You cannot leave until you borrow the merchant's hooded cloak from the coat rack in proximity to the main palace doors.

As you approach the door.

PALACE GUARD

Halt who goes there.

Remus removes the hood.

PALACE GUARD

Your heiness I appologize.

Palace Guard 1 removes the metal plank that holds the great steal doors and both guards strain to open the left door facing the palace.

REMUS

You are only doing you job.

You walk outside, as both guards pull the great doors shut and seal them

You have to brave the thunderstorm to reach the pesant girls house. Theifs ambush you in the city at random intervals, get lots of gold and good experience. Can't yet go to any of the stores or anyhouse but the pesant girl's.

Go into her humble three room apartament, open the door to her room.
begin cinematic

end cinemtatic

(Morning of Departure)

Wake up as Romulus. The window is open causing the room to be very bright at this early morning hour.

ROMULUS(NARRATION)

I should wake up Remus, god I hope he slept with his Princess.

Get out of bed put on Red clothes. Find Remus's Royal Bed Chamber.
begin cinematic

Knock on the door.

ROMULUS

Remus, Red Princess, wakey time.

RED PRINCESS

Moan, It is only me, you can come in.

Romulus opens the door.

ROMULUS

Where is Remus, Oh I know he must have gone to the tavern for some late night drinkin and crashed in an alley or a inn because he was uh too tired to get back to the palace.

RED PRINCESS

No he told me where he went.

Romulus' mouth dropped.

ROMULUS

yaaah where is that.

RED PRINCESS

Some pesant girl's hovel.

ROMULUS

uh uh

Red Princess begins to stare monotonously at the wall behind Romulus.

RED PRINCESS

He told me he doesn't love me, but her.

Romulus moves in to hold her.

ROMULUS

Oh Red Princess, I am soo sorry. He was frinds with her since we were children he just fell for her since he knows her for so long, I am sure he will eventually warm up to you.

Red Princess begins to cry again.

RED PRINCESS

He told me he would NEVER marry me! I've been crying half of last night, I am worthless, what is to happen of my royal lineage, of the twin nations.

ROMULUS

My brother sometimes talks rashly. He has to marry you.

RED PRINCESS

Not if he decides not to, I can't force him.

ROMULUS

His father can.

RED PRINCESS

Don't tell him, not now, you two have too much on your mind fulfilling the prophesy to deal with these variables. Once the prophesy is fulfilled, then implore him, for all our sake.

ROMULUS

I promise I will, I will tell king Blue, he **will** marry you.

RED PRINCESS

Thank you, you are like a brother to me what would I do without you.

ROMULUS

What would we do without you?

Red Princess smiles despite her teary face.

ROMULUS

We'd better get going, prepare your traveling gear, I'll find the scoundral Remus.

RED PRINCESS

I will meet you on the Promenade.
end cinematic

Romulus leaves the room.

You control Red Princess, you put on clothes.

Walk to the front of the Palace, walk onto the promenade after the great door.
begin cinematic

RED PRINCESS

Why do you hide your royal colors behind a merchant's coat.

REMUS

..

RED PRINCESS

You should stroll into her hovel with pride, you have chosen her over a Princess of Red, surely she is worthy of praise.

REMUS

I was merely trying to protect my royal garb from the elements.

RED PRINCESS

You could still wear your own traveling cloak.

ROMULUS

Look we are not getting anywhere let's just leave it where it is and go shopping.

Red Princess and Remus glare at each other for a second.
end cinematic

Go shopping at the city Remus in front, for leatherware, potions, and weapons. Guards at city gates won't let you leave because you have to say farewell to the king and queen.

Go to the Promenade.
begin cinematic

King and Queen are standing there along with Brown Wizard.

KING

You all ready to go.

ROMULUS

Yep we've got everything we need.

BLUE KING

Ah you boys make me so proud. Soon you'll be in space fetching the prophesized seed, and you'll succeed.

BROWN WIZARD

It is written in the cards.

BLUE QUEEN

And the oracles never lie, at least they never lied to us.

Blue Queen grabs Blue Kings arms and looks up at him.

BLUE KING

They sure don't.

BROWN WIZARD

Now since you've never been to the Northern Ring before let me give you one piece of advice, these people are very ecclected and are extremely ritualistic when it comes to manners. It is a attribute of good royalty to adapt to others rituals, respect theirs and reciprocate their respectfull salutes.

Romulus gives a classic Northern Ring Salute.

BROWN WIZARD

You'll get along fine, especially with Stephany, she's a great woman, knows a thousand times as much as me about the ancient world and the war against Adam.

REMUS

Does she really know the workings of the rocket.

BROWN WIZARD

No, no one knows how it works precicly not even Jerry Beagle, but most magical devises are designed to be easily interfaced, supposidly even a small child could use them.

ROMULUS

Then it should be no problem.

BROWN WIZARD

Not entirly, you see you have no techical knowlage of the interface so your mind is not tuned to working with such devises based on GUIs.

ROMULUS

GUIs?

BROWN WIZARD

I think it was something something interface, ask Stephany, she'll know all about it. You two had better get going, try to get as much distance as you can this day.

BLUE QUEEN

Your Chokoboos are waiting at the front gate, GoodBye.
(figure out some cool
expression to use insted of
goodbye

EVERYBODY

GoodBye.
end cinematic

CUT TO:

(Night with Tent issue 1)

Chokoboos on world map. Ride East. Stop for night.

Tents are set up chockoboos are tied to posts.

Remus throws his bound his bound sleeping bag into Romuluses tent.

Romulus throws it right back out.

REMUS

Brother what are you doing.

ROMULUS

This is my tent, sleep with your damn woman.

REMUS

She's not my woman.

ROMULUS

Well your certianally not my man so get out of here sleep on the ground if you want too.

Remus sets up his sleeping bag on the ground.

Red Princess comes out of the tent-

RED PRINCESS

you can sleep with me, it doesn't have to be sexual.

REMUS

That's alright I'll just sleep outside.

RED PRINCESS

Fine suit yourself.

CUT TO MORNING:

World map.

Ride to border town. Automatically Cut to otherside of boarder town. Go to Red Capital.

CUT TO INSIDE OF RED PALACE:

(Red Palace)

A lot like Blue Castle but with cruder tapestries and ornamentation. Red Palace also more roomy with higher ceilings. Red theme where as Blue was mostly adorned with blue big long rectangular cloth thingies that hang from stuff.

ROMULUS

Father, Mother.

RED KING

Hello Romulus, it's been so long.

ROMULUS

Aye it has been a while.

RED PRINCESS

I'm back early, I decided to travel with them.

RED QUEEN

Of course honey that was a good idea, are you going to stay here or do you think you will travel with them all the way to the rocket.

RED PRINCESS

I think I shall travel with them until they reach the Border city and then wait there until their arrival.

RED KING

Yes very wise, these two will travel to there from the launch point in no more than a matter of hours.

RED PRINCESS

I wish I could be there by their side.

RED KING

So do I, unfortunately the rocket only takes up two.

ROMULUS

How is P doing in her magic training.

RED KING

She is doing excellent, she will soon take the final trial and cross the Abyss, she actually plans to do it, at the exact time you shall be in space.

ROMULUS

Wonderfull, you know how Anxious I have been to meet her.

RED QUEEN

Her master has informed me that they will both travel with haste to the landing site.

ROMULUS

Wonderfull we shall all be spend a great many days there tinkering with the artifacts.

RED KING

Yes they shall soon form the foundation of the new civilization of [this planet].

RED QUEEN

I am sure you are all weary from your journeying, I'll arrange for your quarters.

CUT TO:

Romulus walking down the hall into his quarters, he is confronted by a beutyfull palace maid.

ROMULUS

oh Hello Daisy.

DAISY

My prince it is soo good to see you again, how was your journeying.

ROMULUS

Great, I've never been in such good shape in my life, how have you been.

DAISY

I've been wonderfull, just doin the same old though.

ROMULUS

Yeah I almost envy you, everything on the verge of the greatest change this planet has ever seen.

DAISY

I am so proud to know one of the men prophesized to bring that change.

ROMULUS

And I am happy to know you.

Romulus begins to make out with her as he walks her over to his royal bed chamber. He takes her and throws her on the bed, and they make sweet, sweet love together.

After the sex:

ROMULUS

You know there is something on my mind.

DAISY

What is it baby.

ROMULUS

Well P will soon be crossing the abyss, and when I meet her, I am afraid I am going to have to cut off our relationship.

Daisy reaches out and strokes his face-

DAISY

NO, please don't won't she tolerate a single mistress.

ROMULUS

I do not know, which is why I am going to have to ask you not seduce me or act like you love me after tonight.

DAISY

But I do love you.

ROMULUS

And I you, but unfortunatly I think our relationship was not meant to last,

Daisy begins to cry.

ROMULUS

It's ok, this might just be temporary, I do not know how she will respond to a mistress, and I will not ask her until I feel at least comfortable being with her.

DAISY

Please don't forget me, when you begin to love her.

Romulus begins to hold and comfort Daisy.

ROMULUS

Oh Daisy how could I ever forget somebody like you, I love you more than anyone in the world, and I always want to be with you.

Daisy stops crying

DAISY

Really,

ROMULUS

Of course.

CUT TO MORNING:

Red King, Red Queen, and Daisy stand at the entrance to the palace to say goodbye to the three travelers.

ROMULUS

Well this is it, we'd better go.

Daisy runs up and gives Romulus a great big hug, they look at each other and begin to make out.

RED KING

See you soon.

RED QUEEN

We'll be waiting for your prophesized landing, be carefull.

ROMULUS

I know mother.

EVERYBODY

bye!

DAISY

I will always have you in my heart.

ROMULUS

And you in mine. Farewell Daisy.

DAISY

Farewell Romulus.

Go to world map. Travel to Red Port City, show line of travel to boat.

(Sail twoards Brown city.)

Sail boat is built in modern stlye of wood, canvas, hemp, and steel nails, it is about 80 ft long. Some sea monsters acasionally attack the boat and try to climb up into it. When almost to far port, have dialouge set up for all the characters, walk around with Red Princess. Sailors talk about how the sea monsters are getting worse as the prophesy comes closer to being fulfilled. Rest to carry the story on.

(Flash Back)

Remus as a 5 year old child wakes up from his room in the third floor of a house with lots of smoke coming up through the door.

REMUS

MOMMY!! DADDY!!!!

No one answers. Remus begins to cry.

Romulus comes through the door coughing heavily

ROMULUS

cough cough, I don't know where our parents are.

REMUS

We have to find them.

ROMULUS

No I've already looked the fire is everywhere, we have to get out of here now.

REMUS

We have to get the family relic the laser spears.

ROMULUS

The fire hasn't spread to the room across the hall let's go get it quickly.

Control Romulus and Remus, you lose health if you stay in the smoke for too long. Go across the hall into the next room and retrieve the EMPed spears.

ROMULUS

We have to get out of here while we still can.

REMUS

Ok let's hold our breath as we go through the smoke.

ROMULUS

Good idea, let's go.

Go down the stairs, don't touch any fire or lose health, the fire begins to slowly expand so you have to move relatively quickly. When you get down the stairs, you can get below the smoke but a ninja is standing at the bottom of the stairs.

ARSONIST

Hello boys, you parents are trapped in the first floor, locked in the kitchen, I have to make sure you die two, but it won't be to the fire but my own knife.

ROMULUS

Yeah right buddy your the one who is going to die.

Romulus throws the spear at the Arsonist, he is slightly hurt.

ARSONIST

HAHAHAHAHA, kids, why would anybody want them.

Spiral into battle, takes a little bit to beat him meanwhile the fire is spreading. Can't do anything but attack.

ARSONIST

Fuck you little bastards, I wasn't going to make it out of this country anyways, might as well bring the building down on your heads.

He throws a fire grenade at a column accelerating the fire and creating a ring of fire.

You have to run through the fire, get a little burnt and get to the 1st floor staircase, the Ninja follows you, don't let him catch you as you will lose time fighting him. When you get down the staircase it falls under your feet in flames you have to run forward.
<begin cinematic>

MOTHER

Help we're in the kitchen the door is sealed.

ROMULUS

It's barricaded by the bookshelf and cabinet, we'll get you out.

Romulus and Remus begin frantically removing books from the bookshelf.

FATHER

NO the building is about to collapse there is not enough time get out of her while you can!

REMUS

But you'll die.

ROMULUS

yeah we have to leave now.

REMUS

But our parents.

ROMULUS

THE BEAM!!!

Romulus tackles Remus to the ground as a flaming beam falls down in front of the kitchen. The house begins to creak and moan as you get up. The beam blocks the door.

REMUS

NO MOMMMY DADDY.

Romulus grabs Remus' hand and pulls him past the living room and out the front door, Remus begins to resist at first, but when everything begins to fall down, he picks up the pace and they both run out into the front yard. The house collapses entirely just after you leave it.

ROMULUS

They're dead.

REMUS
NO THEY HAD TO MAKE IT OUT, THEY HAD TO.

ROMULUS
They were trapped, they didn't make it out, we are orphans now.

REMUS
NO THEY HAVE TO STILL BE ALIVE, THEY HAVE TO!

Remus wakes up in bed in a sweat, he looks down at his right leg at the burn he got in the fire.

REMUS
I can't believe I am having this dream again, I thought I got over thier
death years ago.
<end cinematic>

You control Remus and begin to walk on the empty midnight decks below the stars.

Romulus is on the Starboard side of the boat looking out to see.

ROMULUS
Hey brother.

REMUS
Hey Romulus, you have a bad dream.

ROMULUS
yeah how'd you know, I dreamt about the fire for the first time in ages.

REMUS
SO DID I!

ROMULUS
Really?

REMUS
Yeah.

ROMULUS
God that's wierd, must be something about us being twins our minds
are in sync.

REMUS
Not as much as they were before the fire.

ROMULUS
True, do you still miss our real parents.

REMUS
yeah, I do.

ROMULUS
So do I, but I think now I love my new family more.

REMUS

Yeah our memorys of our original parents has really faded.

ROMULUS

But our dreams were so vivid, it must be something divine giving us these dreams.

REMUS

I am sure we are veiwing our pasts so we can face them now rather than when we are actively fuffilling the prophesy.

ROMULUS

Mabey, mabey it was to bring us toghether.

REMUS

We have been growing ever distance since we were adopted by different famillies, more and more as time goes on.

ROMULUS

True, but I still love you brother.

They hug.

REMUS

And I you.

(Reluctant fight for [Brown City])

They continue to look out to sea, through the light fog.

ROMULUS

Speaking of fire I see it now.

REMUS

So do I, are latitude is so far North, I think it is [Brown City].

The fog clears a bit.

ROMULUS

See the Cathedral Steeple.

REMUS

[Brown City] is burning.

(Screams)

[BROWN CITY] IS BURNING!!!!!!!!!!

The captain wakes up and walks up beside Remus.

SHIP CAPTAIN

Oh my god, you are right, it **is** burning. the ring peoples do not respect the prophesy, they consider it the coming of darkness, they pay no head to the call to peace, they continue their petty strifes in the midst of the dawning of the new aeon.

REMUS

What should we do.

SHIP CAPTAIN

We should fight to protect the city, if it is sacked we won't find S.

ROMULUS

The wind is good, we should put up the Jib.

SHIP CAPTAIN

Aye, RAISE THE JIB.

The sailors begin to raise the Jib.

RED PRINCESS

What is going on?

ROMULUS

[Brown City] is being attack, prepar or war.

SHIP CAPTAIN

That means all of you, I want you 3 yomen to guard the ship, but under no circumstances will you sail away, UNDERSTAND. Everybody else get ready to disembark.

REMUS

I recomend we simply dock, the invaders probably won't see much tactical advantage in taking the docks.

SHIP CAPTAIN

aye unless they want to keep anybody from escaping the city.

REMUS

Let's just make sure it doesn't come to that.

ROMULUS

Don't worry we're going to make them retreat.

The city is getting closer and closer and the sailors have armored up and have swords at the ready. The dock is quickly apporaching.

SHIP CAPTAIN

Pull down the sails Yomen Tie us to the docks, but don't drop anchor we might have to get out of here in a hurry.

Ship Captain Jumps onto the Dock

SHIP CAPTAIN

Throw me a line.

one of the sailors throws him a line which he ties to the dock, while the 3 royalty and 12 sailors jump to the dock.

SHIP CAPTAIN

We split into groups of four, I lead the first group, the royalty lead the other 3. I know this city so I will take you to the palace where S is probably hiding out.

The groups form up into a triangle, and begin to run the length of the excessively long dock. As soon as you hit land you battle about 24 invaders, they are about 1/3 as strong as the sailors and 1/5 as strong as the royalty and the captain are, so the battles are very difficult and time consuming. The invaders carry a large variety of weapons from pikes, swords, maces and bows and arrows to muskets and crossbows.

SHIP CAPTAIN

This way.

The captain leads you up the mainstreet, where the streets are filled with warriors from both sides. Your elite group begin to turn the tides of the battle at this end of the road but as you advance forwards toward the center of town the fighting becomes more and more intense.

You take a 30 degree turn in the mainstreet and can see the palace in the distance. Allied forces have formed a circular formation around the fortified Palace in protection. Longbowmen shoot down from the palace walls and kill many invaders with their precision archery.

Hear a wailing sound. A volley of cannonballs smash into the palace breaking portions of the walls.

SHIP CAPTAIN

S was an important figure so she is probably along side the imperial family.

ROMULUS

That awesome but how are we going to penetrate through their army.

The enemy forces assalting the castle spot you and 50 begin to run towards you.

RED PRINCESS

We can't worry about that now we have to get to the side roads where we can hold them off and take them 4 on 4.

SHIP CAPTAIN

Good idea this way.

The ship captain leads you into a nearby alley way, where you run away from the many men following you.

In front of you as you meander through the cities back alley ways you continually fight the invading forces, more and more as you get closer to the castle. Yet always behind you are an infinite supply of men. In fighting this battle one must constantly swap men from the front to the middle and have people in the middle provide the healing, but your potions are limited.

SHIP CAPTAIN

The Palace should be just around the corner.

You turn the corner and the palace is right in front of you surrounded by 3,000 enemy forces.

ROMULUS

Well people heal up we are going in.

Romulus heals each of their group and run into battle

SHIP CAPTAIN

Wait, oh well.

Ship Captain runs in after.

REMUS

LET'S PUSH THROUGH THESE FUCKERS!

Remus runs in.

RED PRINCESS

You men are crazy.

Red Princess runs in.

You lose health quickly and you lose about 5-10 sailors to death rather than severe injury.

You push through killing those in your way. Your group remains roughly in a column.

A few volleys hit the palace depending on how long it takes you to push through.

Once you get to allied soldiers they let you past and the surviving group runs into the palace.

Another volley of cannons pounds the castle.

Have access only to the main chamber of the palace as all other chambers are guarded. A couple chests contain cool weapons, gear, and items.

Run up to the Emperor, wearing full royal battle armor yet sitting on his ornate golden throne. He is a Husky and Tall man, very strong with a greying beard, very dignified even in this desperate moment.

<begin cinematic>

REMUS

Emperor,

(still panting from being out of breath)

I am Remus, this is my brother Romulus, and Red Princess, we request to meet with S.

BROWN EMPEROR

Yes we have awaited your arrival, I thought you would be too late though, seems you've come right on time. You four come here.

The 4 group leaders come in closer as Brown Emperor who puts his arms around the exterior members of the group.

BROWN EMPEROR

I don't my compatriots this but I do not know how long this city is going to hold. The invaders are intent on disrupting the prophesy as much as possible and they will try to kill S if they even lay eyes on her. I would come with you to see the prophesy fulfilled, but I have a kingdom to die in battle for. I am not one who sees the prophesy's fulfilment as a coming darkness and even if it was all that they say it is, it is still necessary for it to be fulfilled.

Another volley of cannons pounds the castle.

Brown Emperor leans back.

BROWN EMPEROR

BRING OUT S. It is necessary to be fulfilled but there is certainly no stopping it, as it is a vision of things to come and it will happen just as sure as the sun will rise again shining on the ruins of this great city.

S

Emperor, how goes the battle.

BROWN EMPEROR

Not well, these people have come to pick you up.

S

Romulus, Remus, Ship Captain, and you are?

RED PRINCESS

Red Princess.

S

Nice to meet you. I have heard-

Another volley of cannons pounds the castle.

ROMULUS

Enough with the plesantries we have to get back to the ship.

BROWN EMPEROR

Yes you do.

(stands up.)

Which is why I and my imperial guards will escort you to your ship.

REMUS

Really?

BROWN EMPEROR

Yes.

IMPERIAL GUARD

But Emperor we cannot risk your life in this battle.

BROWN EMPEROR

My life is forsaken, this palace will soon fall. I would rather die fighting, than be crushed by my own marble.

IMPERIAL GUARD

..

Recieved items from Imperial Guards.

Emperor looks away from Imperial guard.

BROWN EMPEROR

I will lead follow me.

Another volley of cannons pounds the castle.

A parapet with archers in it falls to the ground directly to Brown Emperors left. He is unphased and looks to his troops.

BROWN EMPEROR

[Brown City] WILL HAVE VICTORY!!!!!!!!!!

SOLDGIER

YEAHHHHHHHHH!!!!

BROWN EMPEROR

Into the fray!

Allied troops in front of the Emperor respectfully pass. Brown Emperor is about twice as strong as Romulus and Remus When Brown Emperor gets to the battle he and his 10 Imperial guards wreak havoc on the surrounding enemies. Along with your party of about 10 you begin to plow through the enemy mass, but a few guards and a couple sailors are lost as you break through their lines.

S is a mediocre fighter weaker than Red Princess, and far weaker than Romulus or Remus.

As soon as you break throught the lines you begin to run down the main street twoards the bend. A horde of men follow behind you and many men bar the way in front of you. Your party should be around 15 at this point. You fight your way all the way down mainstreet holding off the horde behind you as the king leads you onward twoards the ship. There are men guarding the dock.

BROWN EMPEROR

Damn they have taken the docks!!

You fight a helthy group of enemies guarding the entrance to the dock.

BROWN EMPEROR

We will hold off their horde, you take your ship back.

SHIP CAPTAIN

Yes your heiness.

Ship Captain leads the way and you lose control of the imperial guards as you cut down groups of four that bar the way to the ship.

Slowly but surly Brown Emperor and his remaining guards slowly fall back at the sheer momentum of the troops pushing them onto the docks.

SHIP CAPTAIN

They have taken the ship.

When you get to the ship.

SHIP CAPTAIN

The yomen have been slain, **YOU BASTARDS!**

There are about 10 elite enemies guarding it, as you start attacking them about 20 enemies come out from below the decks, this is a a very hard battle as you are running low on everything and have only a few sailors remaining, mabey around 4-6, which is 8-10 in total.

As you fight the battle Brown Emperor backs further and further down the docks, slowly but surly the last of his imperial guards fall. By the time the battle is won the Emperor is the only one left and has only a meter behind him of dock, yet still he fights on.

You hold the enemies at bay as they try to board the ship via the gang plank, which is now 4 M away from the Emperor behind many troops.

Romulus kicks the gangplank from under the many men running up it.

SHIP CAPTAIN

Emperor GRAB THIS LINE.

BROWN EMPEROR

I can't I must protect my nation.

SHIP CAPTAIN

YOU WILL DIE, YOU CANNOT SERVE YOUR COUNTRY THEN.

The sailors have already raised the sails and the ship begins to drift away from the dock.

Brown Emperor looks back at the line just behind him in the water.

BROWN EMPEROR

AGHHHHHHH!!!!-

With one great swep of his sward he slays 2 men and throw three into the water at his left, in the direction the ship is now drifting.

Brown Emperor turns as he sheaths his sward and makes a step then a powerfull one legged leap to catch the line. Some enemies jump into the water behind him.

The Emperor begins to climb up the rope kicking any others that try the same.

The ship is now making headway yet still catching some arrows from land.

Brown Emperor begins to climb almost vertically now as he makes his way up to the deck.

An elite enemy climbs the rope behind Brown Emperor, holding a knife in his teeth.

REMUS

Behind you.

Brown Emperor looks back.

A sailor aims a crossbow and shoots the enemy in the head just after he raises his dagger to cut at Brown Emperor's legs.

BROWN EMPEROR

Thank you.

Brown Emperor climbs onto the deck with the captain's help. Everybody looks back at the embattled city. Arrows fall just short of the ship and the troops on the dock resort to insulting jeers at the Emperor.

Brown Emperor begins to look very saddened at the scene of his capital city being sacked.

A volley of cannons slams into the palace as it begins to crumble. At this distance longbowman can still be seen falling to their death in the marble rubble.

BROWN EMPEROR

Oh my god.

RED PRINCESS

It is alright, you did the right thing.

BROWN EMPEROR

I have abandoned my country, I will be damned to hell for my cowardice.

ROMULUS

Bullshit, this is your only chance to save your country, but in order to do that you had to save your life first.

BROWN EMPEROR

And how am I going to save my country where can I stage an army now.

S

You won't need too.

BROWN EMPEROR

(looks up)

..

S

When the prophesy is fulfilled you could take back your nation with but a thousand men, the technologies of the past are no match for what will be unveiled when the seed arrives.

BROWN EMPEROR

Is it really as powerful as everybody says it is.

S
Probably more so, but we hardly have recovered any military technologies, those are more well hidden so we would not abuse them.

BROWN EMPEROR
Then where will the advantage come from.

S
We have a few things, a rifle that might replicate, and clothing that can be made thicker as armor.

BROWN EMPEROR
Regular clothing is armor.

S
Yes people wore it all the time, the material is said to be perfect, the ancients called it SINSS.

BROWN EMPEROR
SINSS, sounds like it is made of demons.

S
That's because it is, or at least what was called computers, but SINSS doesn't refer to that. It stands for Supream Integrated Nanotubular Super Structure.

BROWN EMPEROR
..?

S
It's an acronym, a name shortened by keeping only the first letters of each of the words. It was extremely popular during the nanotech revolution, everything was a tailored Acronym. Take for example STEX, the name of real military armor, it stands for STreangth Enhancing eXoskeleton. Or BiMAV, Biped Mechanized Assalt Vehicle.

BROWN EMPEROR
So what is this computer thing?

REMUS
Isn't where Adam lives.
begin showing schematics and visual aids to demonstrate concepts

S
Right Adam lived in computers, but computers functioned far before Adam was ever conceived. Originally they were built from layered Silicon of different inherent properties. These properties were controlled by modifying the element with other elements.

ROMULUS
You mean atomic elements and not the four elements of magic.

S

Right, well get to the importance of that classification system later. Adding an atomic element from different groups would change electron properties. When these different Si groups were layered in certain ways the electricity could be controlled by a gate. These gates were arranged into logical circuits which would be multiplied many times over to provide basic assembly commands, which forms the foundation of the Central Processing Unit or CPU.

ROMULUS

So all a computer does is process numbers that does not make any sense I though they controlled all facets of life.

S

At their core they are only processing numbers but these numbers may symbolize a variety of functions like how much to raise a sail on a ship, or what color to display a pixel.

REMUS

Pixel?

S

When a computer output displays stuff on a monitor it displays color on a fixed grid that is interpreted on a monitor kind of like another ancient device built before computers, TVs.

BROWN EMPEROR

I still don't understand how a computer can represent numbers in terms of lightning, is like the power it controls would be extremely variable in it's intensity.

S

That is called analogue because the numbers form voltage gradients rather than discrete voltages. Analogue is any sort of voltage creating a different effect, like in our brains. Digital represents all numbers and number approximations in terms of binary number structures, whereby numbers are encoded into base 2 which can be represented by high and low voltages of a certain value. These voltages either turn a gate on or off, and a network of these gates in a perfect arrangement of these gates with capacitor based memory components are a computer.

BROWN EMPEROR

But aren't computers built with analogue components.

S

They can, but that was originally only for very specialized purposes. True analogue computing, is the principal prerequisite to AIs, artificial intelligences becoming conscious. But what I am talking about is digital computers as they are the vital scaffolding for analogue functionality.

RED PRINCESS

Analogue functionality.

S

Yes I guess you don't really need to hear details about digital logic circuitry and digital computer design right now, so I will go into 4 elemental classification of the computer system.

show symbol for earth and Platonic solid; cube.

S

Earth represents setness of form, and in the computer system it represents all digital circuitry, the digital wiring of any computer system. It represents hardware, which controls fire, i.e. electrons. However even though the vital impetus to a computer's functioning is fire, the fire is controlled into discrete units of particles. There were however limitations to this control, as electrons exist as probability matrixes which manifest continuously out to the ends of the universe. However this poses no problem as long as the nanotubular grid sites are given enough room spatially to limit electron tunneling to a level acceptable for the functioning of a tailored electrical circuit. The ceiling on processing power was hit less than a year after the nano-tech revolution, clocking a SINSS millimeter by millimeter microcomputing cell at 420 terahertz with 170 terabytes of RAM. That is 420 trillion binary calculations per second and storage of 170 trillion 8 bit words, which does not require any voltage to sustain.

BROWN EMPEROR

Is the memory still held?

S

No the EMP disrupts benzene ring pseudo-capacitance.

S

Air represents software or programs running on the machines as they are merely encode abstract concepts such as pixelated images, soundwaves, and anything quantifiable into binary memory storage. These two elements of computing were perfected, but mankind wanted more. Or I should say IBM wanted more. They were a company devoted to pushing the envelope on computing technologies, they had done so at the beginning of micro computing.

S

The next step was quantum computing, which could provide infinite processing power into a single microcomputing cell. For two decades research was done to try and trap an electron into a chamber where action-reaction voltage observations could provide analogue calculations which could be decoded to provide a plethora of processing opportunities.

S

The research failed. But what it unlocked was an angelic consciousness, which was employed all over the world. Not much was written after that. But what we do know was written in the prophecy.

(MORE)

S (CONT'D)

Great Capacitors were charged with the Sun's energy and the corrupted angelic computer systems were all wiped out by a cascading Electro Magnetic Pulse synchronously emitted throughout all inhabited star systems.

CUT TO:

The Past, the final push of Adam's forces against the Sun Ring.

EXT. SUN RING

COLONEL

This is Sky Commander Colonel, Adam has launched the a boarding parties against Ring sectors 3-5, ALL RING DEFENCES PREPARE TO FIRE. All personnel, in fact all men, women, and children to your stations or to BiMAVS or STEX.

Cut video to show people watching Colonels speech, and being directed to STEX suits and an occasional BiMAV. Kids around 5 years old are placed in normal sized suits with the lining expanded to fit their little bodies.

COLONEL

I am not going to lie to you, we are all going to die. Whether by Adam's Swords or by the slow pain of starvation we are not going to live to see the end of this year.

Cut video to a group of children starting to cry at these words as they are herded into STEX.

COLONEL

BUT BY GOD OUR SOULS ARE GOING TO LIVE TO SEE THE FUTURE OF HUMANITY!!!! WE WILL HOLD THIS RING!! AND WHEN THEY COME FOR THE CAPACITOR WE'LL GIVE EM HELL!!!! Do not fear them, do not fear death, we will prevail! humanity WILL LIVE ON!!!

The main video screen shows the 8 groups breaking off from the robot horde.

SUBCOMMANDER 0

Colonel they are breaking off a small portion of their forces and arranging themselves into 8 battle groups now accelerating towards sections 0-3 of sectors 0 and 65535 of sextant.

COLONEL

I can see why they are trying to take out this sky command post by why are they coming at sector 65535?

COLONEL

This the sextant they fought so hard to score all the solar power cells, but what strategic advantage would there be in damaging it further? What is power cell repair status.

SUBCOMMANDER 0

Our sextent's power generation is at 17.43%. Should I divert power to this sextent's weapons systems.

COLONEL

Definitely, keep our power transference as much as we will possibly need. Have ALL troops converge on those sectors, spread them out around the four sections.

SUBCOMMANDER 0

Affirm that.

COLONEL

Where is orbital power station going to be just before 0 time?

SUBCOMMANDER 1

Precisely below this sextent sir.

COLONEL

Oh shit I see what they are doing, the bastards are going to disable all longitudinal power transference into this sextent, which will disable all but 17% of our weapons capabilities, they'll fly right past the ring to the capacitor station entirely unimpeded. WE HAVE TO PROTECT THOSE POWER LINES.

SUBCOMMANDER 2

Sky commander they are coming into range of ring defences.

COLONEL

Activate all external weapons systems! fire at will!

COLONEL

Subcommander 3 give me an estimate of ratio of Adam's forces arriving at sector 0 and our forces when Adam arrives.

SUBCOMMANDER 3

approximately 4.5 to 1 sir.

COLONEL

Come in for a group strategic decision.

(Colonel brings in all 64 subcommanders to face him, except for subcommander 2 who abstains because he is tending to ring defences.)

We have two choices, we can keep our forces split and try to head them off in two different sectors. Or we can eject sector 65535 when the enemy battle groups arrive and concentrate our forces on sector 0 where we can sustain high enough troop ratio to remain alive. Frankly I think we should concentrate all our forces upon sector 0 where we can have a chance of protecting some of conduits. What do you think.

The subcommanders vote 48 say yes, 3 abstain, 12 say no.

SUBCOMMANDER 17

we shouldn't forgo ring structural integrity, and what about the people living in that sector.

COLONEL

It doesn't matter they'll die anyways we all will, and who gives a shit about the ring, it will still survive till humans can reclaim it. Meeting ajurned subcommander 13 you oversee the ejection of the sector. Sub 1 display their ETA.

1:14 comes up above the mainscreen.

I WILL NOT WRITE ANYMORE UNTIL THE UNIVERSE GIVES ME A GIRLFRIEND,
THEN I SHALL WRITE!!!!!!

JUNIOR CADET

This is junior cadet _____,
(the kid is about 8[changed from the original 12] and begins to tear at the eyes as the pressure of this incredible battle weighs heavily upon his soul, and the horror penetrates every aspect of his body)
assuming command of S..S.Sector 3 battle group.

COLONEL

Oh my god.

(Very emotional as if Colonel is about cry at the horror of the situation.)

Commander 3 pull your forces back to Sector 1 **we ARE holding the line, THERE!!!!!!!!!!!!!!**

Outline

Boatride1: Dream of fire parent's die

Boatride2: Dream of Split up

Visit Blue captial

P's master dies at meeting chamber along with greatest generals

Who is that Daisy girl?

P

Oh just an old friend I know her pretty well.

ROMULUS

I can sense more than that my love, you were more than just friends.

P

ROMULUS

..

P

It is alright Romulus, I know that you were with her before you meet me, and it is very noble of you to let her go for me.

Daisy begins to look down at the ground in shame. P walks up to her and lifts her chin.

P

Certainly don't be ashamed, you are a beautiful girl, and I am glad that Romulus could have loved you,

DAISY

really?!

P

Yes, I am the one who should be ashamed for stealing his love, but it is my karma to steal it.

DAISY

And I should accept my karma letting him be stolen from me.

P

Or you could come take your rightful place in bed with us tonight.

Romulus looks up in total surprise.

P

I have a little bit of a thing for women. As long as it is ok with Romulus.

Daisy looks at Romulus in anxious excitement

ROMULUS

Of course I am all for it.

(Epilouge to Prequal Narration)

ROMULUS

PREVIEW TO GAME

Camera begins close to the bottom of Blue's Capital's metal moat, looking up at the mighty wall and defences. Camera is moving North looking up at the wall covering the bottom 3/4 of the screen.

REMUS

There will be a war. This war will not take place on the planet Earth. It will not be a petty struggle between warring factions but a fight for the survival of two species; one biological, one artificial.

As camera moves north it moves upwards until it is above the wall having the edge of the wall center screen as camera remains directly above it. Soldiers scramble around making what seem to be near to last minute preparations and positioning.

REMUS

This war will consume an entire generation, but those that are chosen to survive, shall find paradise hereafter.

Camera moves over Magi's known by their interfaced in colored pentagram insignia on their chest of their BiMAVs.

REMUS

But those who do not,,

Zoom out gradually but quickly to show the entire capital city.

REMUS

well they shall shine through bodies in another story, in the next Aeon perhaps.

Zoom out further to show the entire human line now lit up with further command interfacing as

REMUS

But for now a few wise souls control all of humanity's hope.

Zoom out past Supreme Sky commander to show his arms outstretched, as he is defining the box that is the screen that the camera just Zoomed out of. Camera begins to rotate around Counter clockwise and upwards, centered perfectly around the commander.

SUBCOMMANDER 1

Sir the 14th wave has just been begun to move from the capital city.

SUPREME SKY COMMANDER

ON SCREEN-

Commander switches the position of his arms to signify the change of screen.

Just as the screen changes camera just stops looking at the screen entirely and begins looking down 60 degrees at the entire sky Command Center, showing hundreds of people beginning to prepare to manage the battle.

SUBCOMMANDER 1

Sir, they're, they are 4 times as strong as the 13th wave.

Camera rights itself and looks the Supreme Sky Commander dead on, full profile on pedestal dominating the entire screen.

SUPREME SKY COMMANDER

„, Oh my god.

YOUR CHARACTERS: ALL CHARACTERS START OUT USING RIFFLES BEFORE
LEVEL 10.

Magi/staff appearance always opposite of magical colors representing death magics as black but embodying the male aspect of active light, female as dark and passive in white healing magicks. This is eventually explained by old.

M = main character, male, can use black staffs, there is an ultimate black staff, built at the end of the last era, the second best weapon was built just a few hours before it is acquired, indestructible, infusible, and cannot be used by anyone less powerful than M.

F = main character, female, can use white staffs, there is an ultimate white staff, indestructible, infusible, and cannot be used by anyone less powerful than F.

Gyro = hacker, great will all machines and computers, male, can wear a magical digital amulet, that attaches to his neural interface to greatly enhance hacking skills and automatically activates co-casting with all spell, can only be found much later in the game, other characters can wear magical amulets but cannot wear ones that connect to the interface, there is an ultimate amulet. Starts out as normal soldier with a couple non-normal abilities (like perfect shot).

N = ninja bitch, very good at shooting, powerful bullet combos, magic of escape, evasion, and deceit, female, is the only one who can use magically imbued projectile/non-projectile ninja weapons, some of these weapons enhance magic a little, cannot be used in a conventional robot, only a specialized ninja robot.

I = takes over this one robot in the first battle, intelligent mind controller, male, can use neural amplifier to enhance magic, can be used in conjunction with any other weapon, works within robot for possible weapon enhancement. There is an ultimate helmet.

P = princess, over 150 years old, but looks perfectly young, trained to become elemental mage, now has interface, controls purely elemental spells from black and white, female, can use black, white or grey staffs, ultimate weapons are white and black staffs that can only be used by the eternal royalty, can use both ultimate staffs at the same time even when not in robot, but only those staffs.

Golem - involving robot creation, golem maker, male, can use interface gloves to enhance magic, can also hold any other weapon, works within robot for possible weapon enhancement. There is ultimate glove.

S = Stephanie, professor of ancient history, specialized in forgotten texts like the bible and tree of life, and old books just recently discovered from digital archives. She had spiritual experiences and began to study it even more intensely. When Gryo installs her neural interface her latent powers can be released and honed.

B = black, really good at just plain fighting, sergeant in space shows his merit, has no neural interface, gets split up from the group, then he becomes a grey magi, male, can use grey staffs, ultimate weapon is a sword that acts like a staff, and creates a sword when in a robot. He had a wife and kids back home, they were killed in the airstrikes, he reluctantly joined up.

Y = mystical woman, part of an isolated tribe of people that have resisted technology, trained in natural personal transformations, only permanently joins group after the AI gives her neural interface, then she can transform not only herself but her robots. She can transform into the enemy sometimes. She is seeking revenge for the injustice, eventually she fights for good reasons, female, can reprogram spirit armor into digital armor. Both the advancedness of the physical armor and the spirit armor software that runs on it, have to do with enhancement, has nothing to do with weaponry and software works in conjunction with robot armor, making physical armor absolutely useless. There is an ultimate software, and an ultimate armor that can be used by all, and an ultimate shape shifting mech.

Old - Last of the magi from the first war against Adam, was young then like 50, [he escaped from the EMP strong point, leaving his wife and soulmate behind to die. He does not regret this as he knew he had a duty to protect humanity in the second war and lived a life of seclusion living out the last of his bad karma away from his soulmate now purified by an excessively long davanchian, they will be reborn in the next life as the leaders of all humanity, M-F->Old, P,I-> Old's soulmate], now has countless scars and time has taken its toll on his body giving him a strange aged look, faded from his former glory. He dies fighting to protect you, blows up like a nuke, male

Max level 30.

M

Who are you.

OLD

I am an old friend from your last life.

M

What!?

OLD

I was the emperor of the world before the takeover. You and F were my enemies, as I wanted to put the world entirely into human hands, mine.

F

So you wanted the world?

OLD

Only to make it safe, there was much corruption as you two fought and we were falling from our golden age. You sought a god, a thing, a monstrosity. I had taken everything over when one of my own backstabbed me, he got the codes and then released Adam upon the world, the takeover began. I fought to protect the EMP pulse generator, but before it blew I knew what I had to do. I had to abandon my pure soulmate and live here in isolation for 2,000 years, in this cursed land so that my karma would be as clean as my soulmate's spirit.

M

Why didn't you leave?

OLD

It was not my destiny I was meant to stay here and study the way of the magi so I could teach you during your proficised return, I am here to teach you the skills that you lost in your excessivly long devanchian.

Flashback:

the voice of god in your head begins to instrcut you to do things, digital hacking.

So it begins, in the last age.

OLD

God is infinite, he has no beginnins no ends.

(explains trinity)

You can do magic only because the chip in your head, reinforces the proper brain wave functions, it is really doing the magic for you. If your are to trancend past your current level you are going to have to understand yourself, only then can you even call yourself a magi. However that does not mean you have to start from scratch, the chip is only a crutch, and now that you are strong, you are ready to leave the crutch behind.

M

If god is just then why did he put upon us this scourge of terror?

OLD

For the divine ascention, would you be what you are now if it were not for this so called "pure evil." It is needed in his ultimate plan just as much as you are.

Ultima flashback, just before you realize Ultima:

You have mastered magic. M and F are back to back and fighting a very hard war against the last humans hundreds are charging you with analouge weapons as they fire cannons at you in your mear cloth clothing. They do some serious damage to you both, almost dead. F looks at M tired yet focused physic link, M nods, as his eyes fill with blackness, he is encompassed by it supersaturated with it. F begins to draw her light energy in the same way starting just M starts. She is equally saturated as both begin to levitate off the ground arms at 45 degrees from pointing into the ground moving towards 90 degrees. Their heads lift simultanioualy in transcendence. Then instantly their bodies magically realign to form pentagrams as their arms form perfect cross and their legs widen.

Spherical light sphere instantly expands from both of them as fast as a nuke and just as powerfull. All the humans around them have been vaporized. M and F decend to the ground and look at eachother.

Back in the new age, M and F are looking at eachother there eyes turn to black and white respectivly and so it begins in the new age.

Staffs are created naturally or artificially by separating white magic from black magic. Two staffs are always created, and can be partially recombined into a grey staff, but this can never be reversed, the best staffs in the game were created artificially in the last era, and cannot be fused or broken at all. Natural staffs are generally weaker than artificial staffs.

Staffs amplify magic and can have various innate magical, or non magical abilities, including auto spells, new spell abilities, special bonus amplification, or personal enhancement. These abilities are always paralleled in both staffs, and can either be neutralized, kept or amplified in staff fusion.

Staffs that were created artificially are compatible with robotic technology, and can be inserted into a giant robot to retain magical enhancement. The robot can usually greatly enhance the powers of an artificially created staff, but usually suffers a penalty from natural staff enhancement. The best staffs in the game are given highest robotic amplification. The gun arm of the robot becomes a magical weapon that shoots electrical balls and stuff. You cannot insert a staff of the same color into both arms. Only the princess can have two staffs in her robot, the black staff enhances black magic, while the whites staff enhances white magic, a black or white staff will enhance their color regardless of any grey staff enhancement. The robot gains whatever color is socketed into it, and is half one color half the other in the case of multiple insertions. The princess's robot starts off with a white staff in right arm and a black one in left arm. No dual arming can be performed in person, except for her ultimate weapon.

THINGS TO KNOW

You make money from military bounty, each of the robots have prices on their heads, the alliance pays you the bounty, the money you get from neutral and some evil monsters is actually held on the monsters.

When someone dies, they don't really die, they are just mortally wounded.

After take over, radio interference makes most long range EM communication between humans impossible.

MENU

As soon as you choose to play a new game, no choice in difficulty level, only one, the game spends a lot of time loading while it prompts.

As soon as you press the yes after the game prompts you "Is this right?"

PRELOUGE

Blackness.

You are in the fight that continues from "First Battle." Your ammo is low, you have 2 grenades, and no 2 more doses of autorepair solution you are fighting along side F, Gyro, Int and Golem, but you do not yet know who they are.

You battle ground bots the ground bots that have surrounded you for a while, but are running low on everything, including health.

Special flying robots that look like parasites land on your robot warriors, and begin to take your robots over, progressively weakening their attacks over time. You and the remaining friends fight to keep them at bay, but after a while they take you and your F's robot over, and you and F are paralyzed in your robot suits as the parasites invade the top of your neck, as you are screaming horribly. It goes into your brain.

THE BEGINNING OF THE FLASHBACK

dreams of child hood, you are very small, your mother pushes you on a swing, continue imagery through three swings.

continue later on with further, later dreams of childhood.

FADE INSTANTLY TO:

m laying, sprawled out onto the street in an alley, totally unconscience.

One of them kicks you in the ribs. Wake up in agony, look up confused and scared.

Three crack heads are surrounding your lying body in a fetal position.

1

Look at this guy he is in a frecken jump suit.

2

look he doesn't even know where he came from.

3

Yeah look he can't even talk.

3 tries to put his boot in your face, m moves his head out of ths way and grabs his boot, and flips him on his back as m gets up, the bad guy loeses 8 hp.

HPs appear with battle interface, you have 47/50, and only 1 choice, fight. Fighting entails fancy/ghetto judo/kung fu manuevers, you kick their asses, after you finish the last guy off-

1

Who the fuck are you? where did you learn to fight like that?

M

I don't know, I was just born, I think, I know a lot.

You attain your first level up to reach .1.

You are hungry and need food.

Your stomach growls as you lose a hit point, you search their bodies and find only .01g of crack and 1 gil, and a metal pipe. It begins to rain.

You cannot leave the city without an exit visa. You have to find food, there is some in the dumpster. You also have to find shelter to sleep, beat hobos off vents.

There are liquor stores with food, 2, 4, 10, gun stores with a couple knives 20, 50 and guns in the hundreds with expensive bullets. Clothing store with psudo armor.

When you walk up to random people you can ask them.

M

need any crack.

they could walk away, buy some, or fight you.

Your clothing starts to wear, becoming dirty and losing its meager armor value, you have to get new clothes or repair the old ones.

MAX out at level 3.0.

Cops strut around in their fancy armor, with facemasks that go down over their face to the top of their mouth. They act like real cops, following people's "constitutional rights".

You meet a crack whore, who takes pity on you/wants some of your crack. You choose to become involved in the prostitution/drug ring and start dealing on commission max 5, you rise up to a well paid body guard.

MAX out at level 6.0.

You begin to have serious feelings for the whore.

You can purchase certain temporary combat enhancing drugs.

There is a police sting on your base, the boss flees out the back while you and 3 other guards turn to face the organized and intimidatingly efficient police team.

Pistols (and possibly your shotgun) against submachine guns, your comrades quickly fall in death taking down only one pig. You are shot twice and fall unconscious from blood loss.

Wake up in cold dark police interrogation room in bandages.

Tell you charges, make you feel like a horrible person.

You honestly tell them that you did not know you were doing anything wrong.

This pisses them off, they reluctantly contain their anger, in this good/bad cop bit.

They pitch deal, they basically won't execute you if you plea no contest to all charges/join the armed services and find and secretly assassinate the boss cause the lost jurisdiction when he left the city.

M

But the boss is my friend

BAD COP

he abandoned you to die, what kind of friend is that.

They slide you a compact submachine gun, like an uzi, you look in the chamber.

M

how am i going to kill him without any bullets?

GOOD COP

that's the spirit.

You look confused.

CUT TO:

street with everything you had including the uzi, but no crack. You have to find him from whatever I decide to give you.

You break through his security and chase him to a dead alley, expecting a bad boss, he gets on his knees and begs, a box comes up "kill" "agree" If you press agree, when you turn, he pulls a gun on you, and shoots you in the back, you have to kill him anyways.

A helicopter hovers above you, blinding you with the spot light.

Begin cinematic, as you drop the gun and run. 4 rapel from the helicopter, right in front of you. The awesome looking cops with visors that go down to just below thier mouths wrestle/beat you to the ground, with shock sticks.

QUICK TESTfi

Quick Testfi

Intelligence- mathematical

scientific GUT

Digital/electronic- systems and interfaces

Comprehensive coordinative abilities

there are 5 choices 1 of which is "I don't know"

you take the intelligence test, and can only press the button. If it is a right answer, which it will be, the program automatically asks a more advanced and difficult questions hovering around the area of the test that suits your intelligence so you get approximately 1/2 right.

the last test is a barrage of quick, unfamiliar mini-games. Your overall score is above a certain number to pass.

QUICK TESTfi

Test Completed

you stand up from the test console, and can walk around, but can't because the angry test coordinator calls you into his office-

TEST COORDINATOR

GET IN HERE!

TEST COORDINATOR

Do you really expect me to believe you pulled off a test score 1 away from perfect, only a fucking PhD can answer the top questions, ARE YOU A FUCKING DOCTOR! What fucking school did you graduate from! Did you even graduate from a school?

TEST COORDINATOR

Answer the god damn question!

M

I did not cheat.

TEST COORDINATOR

You will address me as SIR! And answer the question I asked!

M

which one.

TEST COORDINATOR

The last one M.

M

I don't remember ever graduating from school, but I don't remember anything from before 10/01/1398.

TEST COORDINATOR

Well then why didn't you go to a damn hospital.

M

I was not sick sir.

TEST COORDINATOR

Bullshit, if your so god damn smart then tell me why Cleo blew up the bridge at Nassurous, anybody with an education could answer that.

M

I don't know any history sir.

TEST COORDINATOR

Wonderfull compleatly igornant, how the hell did you get a hold of the test?

M

I didn't cheat.

TEST COORDINATOR

Here, struggle with this 3 dimmensional electron cloud integration problem, right here where I can watch you.

FADE OUT AND BACK:

M

Hand him the test, he looks up in total suprise.

CUT TO:

ELITE BOOT CAMP

train ride, spent contemplating the world scientifically.

Become level 6.1 as you are handed a rifle and taught how to shoot or in your case press x to fight. You train for a bit, exploring all micro and macro combat situation and you and your friends go walking around outside the city where you fight weenie monsters with your assault rifle.

Boot camp is showing you how to fight and command armies, it is like a tutorial, except you do some serious fighting in simulators and rack up some serious experience points.

You are trained how to pilot a robot at around level 7.0 to reach 7.1. You make friends all around you and they are your peers, just about as powerful as you are.

Max at level 8.0 once you have finished all the VR training simulations.

CUT TO:

GRADUATION

CUT TO:

Train ride.

You talk to people and learn about the fanatical anti-technologicalists or FATs for short.

They are a terrorist cult that seeks to destroy all computers by any means necessary in order to end the tyranny of the machines and prevent their conquest of the world.

Unfortunately this cult lives primarily in cities that are Blue, and it has just been discovered that Red has signed a treaty and is supporting these terrorists by providing them with arms in blatant violation of multiple international resolutions and has created a controversy that is causing great friction between the great superpowers. This friction is bringing both alliances to the brink of war as most 3rd world nations choose which side they want to fight on.

Everyone in your unit thinks these fanatics are a bunch of evil dumbasses that all need to be exterminated, and the official opinion of the government is not that different. They wear gas masks that cover their face, and show no skin.

PROXY WARS

RIGHT OFF THE TRAIN

The train stops, and everybody gets off.

desert like and somewhat mountainous. Like a Saudi city, nice developed interior with defences guarding against the slummy 3rd world exterior. Terrain like Afganistan but small local mountains with no snow. Snowy mountains in the Southern distance.

SERGENT

Alright people we're here settle down in your bunker and report to debriefing at 18 o'clock.

LIEUTENANT COLONEL (VO)

Cancel that order, we've just been hit by fanatics from the outskirts of town, drop your stuff, and deploy in immediate pursuit.

SERGENT

Lock and Load people this is the real thing!

You follow the group in the direction given by the Lieutenant.

Fanatics come out of outlying houses and begin opening fire on you suprising the group.

You kick some ass.

LIEUTENANT COLONEL (VO)

Break pursuit, it's a diversion. Split into groups of 4 and sweep through the city, let's clean this place out.

Sergent is in your group with you. Run for a bit, suddenly you are surrounded by the bastards.

SERGENT

Holy SHIT WHERE ARE THEY COMING FROM!

SOLDGIER 1

RPG!!!

The Sergent is hit badly-

SERGENT

Request immediate reinforcements on our position, WE ARE TAKING HEAVY FIRE!

LIEUTENANT COLONEL (VO)

Take cover, I'm sending some minis to converge around you.

The Sergent kicks down a house's door. Soldgeirs deflty move in. Civilians are cowering in the corners, being ignored by the troops now posting up in windows.

MINI-BIMAV 1

Approaching your position now.

Suddenly the many fanatics outside are being pummeled and retreating.

SERGEANT

MOVE OUT!

You run out side to slaughter the last of the surrounded fanatics as 4 minis close in around them.

LIEUTENANT COLONEL (VO)

Good work, that was the worst pocket, minis I need you to split up to support the other groups, Sergeant finish mopping up here.

SERGEANT

Yes sir.

Go from building to building, if the owner opens when you knock search the place, if no one opens you slam down the door, and storm the place.

After killing another 20 or so fanatics.

LIEUTENANT COLONEL

Alright, that's it, we've cleaned those fuckers out. I guess there is no real need to debrief now, you know what this shithole is all about. Get back to the inner city, and settle into your bunkers, we've already moved your stuff. Good job people, this kind of top notch performance is exactly what I expect from our royal army.

Go back talk to your peers, reflect on the horror of combat.

Buy stuff, go to bed.

(Dream)

(HUNT THE FANATICS)

SERGEANT

Wake up soldgiers, we've just located a large fanatic hideout. **SUIT UP AND REPORT FOR BREIFING IMMEDIATLY, MOVE!!**

INT. BREIFING ROOM

LIEUTENANT COLONEL

At 3 last night a small scouting unit came across a Fanatic patrol, they traveled farther south and launched a scout probe to give us these pictures.

LIEUTENANT COLONEL

We don't know how but they aquired at least 8 mini-BiMAVs, Red built. We need to use these minis as evidence against red's arming of the rebels so we are going to you in to secure and capture those minis to spearhead an all out assault on the base, following 3 rounds of long range artillery bombardment on the bases perimeter, when you mount the bimavs make sure all our men are interior, we're going to pummel this place.

LIEUTENANT COLONEL

Snipers will provide cover and remove thier exterior guards from afar. You'll infiltrate through this small guarded entrance-

EXT. BASE ENTRANCE,

RUNNING INTO THE BASE.

Some fanatics on the inside spot you, take them down with silenced weapons.

Sprinting to the mini-BiMAVs.

Alarm sounds!

SERGEANT

WE'RE CLEAR COMMENCE BOMBARDMENT.

LIEUTENANT COLONEL

THAT'S OUR Que. All squads assault the base!

You the Sergeant and 6 others mount the minis while the rest of the squad provide cover gunning down those that try to get to the minis first.

ARTILERY COMMANDER

1st Shells coming down!

BOOM,BOOMBOBMOMBOMBOOMBOOM!!!!!!!

The outer wall is devistating.

You are in the Minis and now your squad froms a circle fighting an entire base of fanatics, the STEX around you lose health quickly if you are not carefull. The Minis take out the heavy defences and plasma cannons.

ARTILERY COMMANDER

2nd Shells coming down!

BOOM,BOOMBOBMOMBOMBOOMBOOM!!!!!!!

The fanatics begin to face outwards in their fight, as allied troops approach the base.

One of the fanatics apearing as the fanitic leader motion to his troops to a large underground passageway.

ARTILERY COMMANDER

3rd Shells coming down!

BOOM,BOOMBOBMOMBOMBOMBOOMBOOM!!!!!!!

SERGEANT

Wait that's the fanatics leader, all Minis follow me, we are going to hunt him down.

The sergent runs towards the underground passageway. The allied troops overtake the base and heavy BiMAVs pummel the last of the fanatical resistance.

GENERAL

Do not proceed underground, do not pursue the fanatical resistance.

SERGEANT

Who are you? You're not in command of this operation.

GENERAL

I am GENERAL _____, DO NOT PROCEED UNDERGROUND!!

SERGEANT

I cannot confirm your identity, this is just fanatic radio interference.

GENERAL

Didn't you see the GOD DAMN DEBRIEFING!!!

SERGEANT

Block channel.

You are underground already and under the flood lights of a large depot. The fanatical leader gets on a train like drilling machine and many fanatics follow him in, still firing back at you.

M

What the fuck is that thing?

SERGEANT

Looks like a drilling machine, take it out!

You run to the machine killing the last of the fanatics on the way. The machine turns on and the front becomes white hot and it shoots forward at its terminal velocity into pure bedrock.

SOLDIER 2

HOLY GOD DAMN SHIT.

SERGEANT

PURSUE!!

You begin to run towards it filing in single file barely gaining on it and fighting the boss like rear-auto defences on it.

M

I not only penetrates the walls with it's nuclear heat, it lines the tunnel, with smooth hard crystalized rock requiring no other lining, this thing is ingeinous.

You finish the rear defences and blow a hole in it's back.

The Sergent runs really fast and jumps on back and runs inside. M follows, then the other 6.

You have to plow through half fanatics and half-

M

Special FIA agents WHAT THE FUCK!!!

SERGEANT

I have no fucking clue but if they are not firing at them, then we are firing at all of them, DO NOT HESITATE TO KILL THEM!

Fight your way past the breeder fission reactor to the front of the train drill thing.

Fight your way to the bridge door fight the miniboss.

Blow the door open.

Face to face with the fanatic leader.

SERGEANT

DROP YOUR WEAPON OR I WILL FUCKING KILL YOU!!!!!!

He stands there. The drill comes to a stop. The entire bridge explodes as it is hit from a huge shell, killing the leader, and the Sergent.

Outside the hole that is the old front of the drill is a bunch of FIA agents and two blue heavy BiMAVs

GENERAL

I TOLD YOU NOT TO GO UNDERGROUND!!

M

Why we would have captured their leader, and we took corrupted FIA who were working with the fanatics probibly thier real suppliers, not **RED!!**

GENERAL

You violated a direct order, put your weapons down, and surrender your armor immed-

KING

General it is alright, these boys did the right things, sometimes you have to take a few risks,

(Kink turns)

ya Kelly give me full visual uplink. It all worked out and that is what is important.

GENERAL

But these men violated a direct order I gave to them.

KING

hmmm true, but so *DID YOU GENERAL _____, I TOLD YOU TO TAKE OUT THE FANATICS LEADER AT ALL COSTS, AND I DONT THINK ORDERING HEAVILY ARMORED VOLENTEERS AWAY FROM PURSUIT IS FOLLOWING IN THE SPIRIT OF MY ORDER!!* AND Why was our greatest enemy going directly towards your secret FIA base, with technology I have never even seen before. For this and other suspicions I am going to hold you detained until furhter review of your actions.

GENERAL

<Static>

KING

All troops loyal to me capture this general alive, and slaughter anyone who fights for him.

You rush out the drill and begin firing at the many FIA men, there are also some friendly STEX among them who help in on the fighting but you are pretty outnumbered.

The FIA agents begin to attack you, but the two heavy BiMAV fight on your side. The FIA agents, being in such close proximety, plant explosives at the BiMAV joints and take them down.

KING

I am sending an airborne dragon squadron to your position on the double.

The fighting continues and becomes more intense as FIA come down from higher levels of the facility.

You begin to lose some men, you are one of the last minis left, the FIA continue to come down from the stair cases but this time they are are firing from whence they came-

FIA SERGENT

DRAGONS, SEEK COVER.

He is chopped in half by a laser slash.

12 dragons come charging down from the staircases almost uniformly, firing in the distance and slashing close range, the FIA turn to fight them, but die very quickly, the Dragons do far more damage in their STEX than even you in your mini-BiMAV, they have all sorts of magik, they kick total ass and represent the elite of the elite, the best of the best, the worlds best fighters.

All 12 dragons are fine and look around for enemy survivors.

DRAGON 1

Are you minis all that are left.

M

Yes, there were a hell of alot of agents.

DRAGON 1

That there were, your service to our motherland is extraordinary, I am going to take you with us to the capital, come with me.

DRAGON 13

I found the trecherous general, he is squirming but alive.

DRAGON 1

Team 2 and 3 secure the facility, team 4 return topside with the general, ready our transport we leave now.

DRAGON 5 AND DRAGON 9

Yes sir.

Dragon 1 makes the signal to move on. Walk thorough the facility, in awe of how many FIA were presumably killed by these 16 dragons, all surviving. Get to the top of the facility to the landing pad where the medium sized dragon sized transports waits, 3 regular transports have just landed and 1 is still in the process.

DRAGON 1

Assist the dragon team, make this facility ours again, when you have a handle on the situation releave the dragon teams.

COLONEL

Yes sir.

You get on the dragon transport and speed to the blue capital city, where you land in the vast, extensive, beutyful, magnificent, 77 level palace complex.

TAKE OVER

Kill the 13 family heads.

Go to the console, watch in horror, contact royal palace.

KING
we are blowing your position up. GET OUT OF THERE!!

things start to go sour in the world as an international virus begins to take over many things, the world adapts its firewalls and isolates and kills the virus, but it is too late, too many cities have been taken over, the robots are fighting people, then you are ordered into battle against the robots.

Deploy into robot suits with great anticipation and fear, fully drawn out process to getting to the battle, while being briefed.

FIRST BATTLE

Begin first battle of you and your human comrades fighting in giant robot suits or BiMAVs. Fighting against robots taken over by an unnamed virus. The humans vastly outnumber this group of robots, but as the robots pull out ancient magic out of their ass, the battle becomes much more difficult, and most of the people fighting around you, your friends, die.

You partially defeat the first wave of scout robots and walk into the robot controlled city. The nanobots are dissolving the building converting them into robot producing replicator infrastructure. You realize as you and your friends investigate and destroy, along with the rest of the world that these robots have the potential of taking the world over, and are well into the process.

Then suddenly the bastards come in from all directions overwhelming your group and the rest of the nearby allied forces, pinning you and your friends down in the center of the city.

The computer takes control of the battle and makes it happen to the exact settings described in the prologue, then it follows through the exact actions you took in the prologue.

Then special flying robots that look like parasites land on your robot warriors, and begin to take your robots over, progressively weakening their attacks over time. You and the remaining friends fight to keep them at bay, but after a while they take you and your girl's robot over, and you and your girl are paralyzed in your robot suits as the parasites invade the top of your neck, as you are screaming horribly. It goes into your brain.

SLOWLY FADE TO YOUR BRAIN BEING TAKEN OVER, THEN TO EXTREMELY RAPID FLASHES OF YOUR LIFE AND IT'S CRITICAL MOMENTS, FADE TO BLACK:

After the blackness you wake up inside the AI fortress, you are wondering where you are, out of the shadows walks out a man, his face still hidden under complete darkness.

MD

you have developed well into a well trained and experienced soldier who fights very well.

M

Why thank you.

MD

Unfortunately you have not even begun to reach your full potential,

he says as he begins to walk out of the shadow,

MD

you have much to learn.

M

You fiend, why have you stolen my identity?

MD looks offended-

MD
It is my identity also.

M
Bullshit!

MD
It is of no importance, I am here to open your eyes not to argue with you.

M
Open my eyes?

Spiral into battle as your mirror image fires blackness at you, You have no choices, you have no items and no weapons, you must fight.

You run up and do a punch combo on your mirror image doing almost no damage.

MD
YOU ARE BETTER THAN THAT, DON'T JUST HIT ME, KILL ME!

He fires another projectile of blackness at you.

You are 1/3 hp.

You punch him again.

MD
You will never learn you weakling

He fires another blackness at you.

MD
I will just have to kill you.

M begins to scream-

M
AAAHHHHHHHHHHHHH

as you become black with destructive energy, you run at your mirror image, holding the blackness still untapped in your fists, you release the destructive energy in a series of enraged strikes, you take away a 1/10th of his HP.

You do a back flip back to your place of origin, as you are bettered in a level up, you are now level 11 and have the blackness spell, you have just enough time to throw it at him before he strikes.

MD
Good job, you have just found your inherent magical abilities, you will learn many, but this breakthrough will form the core of your development, upon which you will learn much,

MD begins to build up the darkness, and fires it at you

MD

and will go on to master the magic of death.

The ball hits you and you take damage but less than before, you have entrapped some of the power.

M

But not before I KILL YOU!

When you throw it back at him, you deal a greater amount of damage, releasing the blackness you absorbed from his hit.

MD

Ahh perfect you already understand magical absorption, allowing you to absorb a portion of damage directed at you and releasing it in your next parallel magical attack, I also know this skill.

He says after he throws the ball back at M, who absorbs a bit of it.

You press the amplify button, which amplifies the black absorbed by that last hit, you can only amplify magic that is absorbed.

M

Amplifying damage already, your technique is rapidly becoming very advanced, let's see how much blackness you can hold.

He throws another blackness at you.

MD

Saturated already I see, better not amplify or your magic will implode on you.

You slowly start to take damage as you cannot contain all of the magic stored, you are saturated, if you amplify again you will take in enough damage to kill you.

You release all of the charged energy in the blackness spell, the mirror image of yourself, takes serious damage, 100 more than his current HP, he is crouched on the ground in near death, the 101 is deflected by an unnatural shield and hits you.

MD

You are well on your way to becoming a powerful magi, good luck to you, I look forward to our next meeting.

FIELD

You wake up in a grassy field in the mid morning, you are wearing your inner uniform, and have your emergency riffle near by. You get up shake your head in disbelief, you feel the back of your head, and find a normal human digital port called a USB port just below your hair line. You are shocked that it was not a dream. You pick up your riffle, and your ammo as you leave the field to go to the world map.

You walk around a bit and zoom into your character to fight some little robots, just before you kill the last robot, it puts up an antenna and sends of a distress signal.

Your vision spirals into the next battle as you begin to combat 3 light robot warriors, that form a circle around you, you take serious damage from then and have no way of healing yourself. You fire more and more, and probably almost run out of mana. As you are crouched on the ground unable to run and going to die because the robots are not damaged enough because they repair each other with nano repair, you feel like you are going to die. You automatically shoot off one more blackness, when out of nowhere your level 11 girl jumps next to you and heals you.

Both of you get level ups, tutorial shows you how to choose spells as they choose the first spells for you, you get mag bash, she gets regenerate, return to battle, both of you are full health. Your turn first, you cast mag bash, and two of the robots collide into one, leaving a place where you can run.

F

run away.

You'd better listen to her.

You run away and remember what you read when the tutorial looked at the regeneration info, and realize that you automatically regenerate as you walk. The robots follow you and you continue to battle them and run away until you reach the first settlement, where three large robot warriors back you up, one of which is Gyro.

Gyro initiates co-cast, which casts all spells equally among all nearby robots for all casts of the next cast spell, as many times as you want, but it only works for that spell.

All of the bad mechs team up on you, almost killing you.

Gyro casts perfect shot on all of the robot warriors, making them attack with their maximum damage/maximum penetration. When each of the robots fire they kill each of the enemy robots.

After the victory music, return to the view of the city now preparing for war.

There is a dialogue between Gyro, M and F.

GYRO

You know you two are lucky getting out of that like you did.

F begins to cast cure on the still hurt M, M is cured completely.

GYRO

!That is ancient magic! how did you do that?

F

I was taught by myself, while I was inside the virus, or virus controlled area. Or it pretended to be myself.

M

Holy Shit so was I, we were fighting in the battle together !

GYRO

We were all fighting together I remember seeing both of you, I was in a combat group with _____, G, and I, we had just lost _____ and we were backing outta there when we bumped into you two. We were observing their production infrastructure-

M

When they pinned us down and-

F

Took over our minds.

ROBOT SOLDGIER 1

Sounds like a load of bull to me.

GYRO

It happened, where do you think I got my abilities, that is not good hacking that is magic. The AI entity taught me though, pretending to be myself, so that I could relate to him, it makes perfect sence.

F

Interesting, why did it bring us here though?

M

It doesn't make sense, why didn't it just kill us, why's it trying to help us.

M begins shaking his head.

F

It took us here so we could get stronger, it wants us to learn our magic-

GYRO

And reach our full potential.

In storms the commander of the city, in full clean uniform-

CITY COMMANDER

What is going on here, where do you come from? Gyro did you eliminate the robot threat.

GYRO

Yes sir, we shot all three of them perfectly.

Perfectly?
CITY COMMANDER

Sir, I know magic...
GYRO

You know what soldier, magic? What are you a fucking magician now, or oh you must be a magi.
CITY COMMANDER

Sir, before your patrol found me, I, we were taught by the computer virus.
GYRO

WHAT!! THAT IS JUST ABOUT THE Most bullshit thing I have ever heard, where do you come up with this shit.
CITY COMMANDER

Look sir, you can check my neural interface.
GYRO

You can check mine.
M

M walks in front of the commander.

Well, I'll be, what the fuck is that, you've been violated by a computer.
CITY COMMANDER

It could also be interpreted as a gift, we do have powers now.
F

You do eh?
CITY COMMANDER

says the commander as he looks at M-

then show me, destroy Gyro's robot.
CITY COMMANDER

I don't think I am powerful enough to destroy it, but-
M

M throws a large blackness at it.

That looks like magic to me, I guess you do have magic. Are you trained pilots?
CITY COMMANDER

Yes.
M AND F

CITY COMMANDER

"Good, <this city> needs as much protection as it can get. In fact in the morning, I want you to patrol along the mag-rails to protect our supply line. You can stay the night at the inn. I commandeered it for the military.

CUT TO:

CONVERSATION

Conversation between M and F, about the magic, about their powers, about their encounter, they both conclude that it is eerily parallel, then go to sleep.

MAGLEV PATROL

Wake up the next morning to walk around, you can buy items and stuff, you can buy better rifles and personal armor. Trigger plot by trying to leave to world map, or talking to the commander, be sent on a mission to:

CITY COMMANDER

secure the rail lines in order to allow the arrival of supply, from the next city. You F can leave on the train to return to command at <Some capital city>.

M, F, Gyro, and a level seven fighter patrol along the maglev rail, killing any hostile robots, you come across a position near the rail lines going out over the ocean, the position would fire upon the train destroying it. You take out the position.

The rail line goes into the beach and follows along the bottom of the ocean until it comes back up at land.

A train comes up and out of the water-

Gyro looks at his HUD clock.

GYRO

Right on time.

F

Yep, we'd better head back towards <this city>.

CUT BACK TO:

World Map, where you walk back to the city, encountering various random enemies.

CITY

Help build embatlements with your BiMAV.

(Occurance: perfect shot of blackness.)

While in robots just after first battle where M shot a perfect blackness.

GYRO

I think my co cast works for all targeted spells as well.

M

It sure does

said M in partial disbelief.

(.)

GETTING ON THE NET.

M

We need to find the others, we need to find I, and G.

F

I've contacted allied command, they will inform us if they come in contact with them.

GYRO

I'm not going to wait that long.

M

What are we going to do, just walk around looking for them?

GYRO

No we find them on the internet.

Everyone is socked silent-

F

The internet, the internet was taken over by the virus, all surviving intranets have blocked of the net with firewalls.

GYRO

I can probably find a way through.

M

The internet is not a safe place to go anymore, the virus controls everything, it would just take over whatever computer we connected in.

GYRO

I know it is not a safe place, that is why we will have to go in person.

F (CONFUSED)

In person?

GYRO

Yes we would be able to fight whatever robots got in our way.

M

I've heard worse ideas.

F

Well it's worth a try, hey what's the worst that can happen, we have to reboot the harddrive?

GYRO

No, we die.

Oh
F

GYRO
We'll need to hack in at a router for the fiber optic cables.

M
Where is that.

GYRO
I can find it, let us see the router location on this computer's grid.
Here it is, '14th street at Granite, it is underground and secluded.

M
Well where is it, how do we get there?

GYRO
We can get to it from the drainage tunnels, look we just need to come
at it from this location, then we will just go down one block and we
are there.

F
ew, there could be sewer rats.

M
Let's just hope there are no sewer alligators.

F
ALLIGATORS!

M
Yep.

GYRO
No way, stop messing with her. Let's go.

CUT TO:

Them out on the street, Gyro is leading the way. After walking a few blocks of no monsters,
you find the man hole, and go in.

M
We should have brought riffles.

GYRO
No, don't be so silly, we will be fine.

F
EW!

(spirals into a battle.)

You have to kill the little scratching rat.

M

Damn I told you.

GYRO

Man it was just a sewer rat.

M

Damn, let's just get there.

Basically you get lost in the sewers and have to fight an alligator. Then you find the underground relay station. It is small and has no seats but it is more than big enough for the three of you. Gyro attaches the hardware that he made into the optical computer.

GYRO

Here.

Gyro hands you the wire as you connect it behind your neck.

You immediately log your spirit onto the internet. You see the eastern hole big enough for a two lane tunnel, to your left is the other relays to the city which are still open and relaying data past here.

Cut to third person, as M covers his groin, he is completely naked. So is F.

Gyro is completely clothed-

GYRO

Here put this on.

M and F now have clothes.

F

Thanks.

M

Here's the firewall.

GYRO

Yep, now I gotta find a way through it.

he walks up to it and touches it. He recoils his hand in intense pain, as he moves it back away from the flaming wall, he watches his hand as it stops burning like a candle.

GYRO

hmm, we cannot be hurt here?

M

But I am sure we could be killed.

F

Oh well, we need to worry about how to bring this wall down.

GYRO

Hmm, let me try something.

Gyro says as he tries to disable the fire creators.

GYRO

I can't do it from here.

M

Let me try.

Says M as he gains the spell water blast. He blasts a quadrant out of the wall, and is surprised to see enemies coming out of the hole in the wall. Spiral into a very long series of battle sequences. You battle weird floating robots, that try to invade your body and completely fail. All of these robots always try to invade your body first off. After the long flexible needle leaves your skin the wound has already healed dealing no damage.

You take out about 10 groups of robots before you can even look down the tunnel.

GYRO

Well we're in, we in the internet.

M

Good, now how do we search for G and I.

GYRO

We use a search engine,

he brings up Yahoo.

He throws in an AIM symbol that represents Golem. Yahoo searches the internet and has 1 response.

GYRO

This is it, we just click here and.

he presses the link. The tree go flying down the tunnel at super fast speeds, as you spiral into battle, against more virus/robots.

You make a few turns at important joints as you stop to fight robotic mini-bosses, remember only magic can be used. Gyro can do all kinds of hacking tricks including freeze. M does his black magic in killing them while F does here white magic protecting and healing the group, while disrupting the enemy.

You arrive at a dark imprisonment cell, inside a dark prison, you came in the back door of. Where ever you walk is dangerous. You are right in front of G's cell. Gyro makes the door swing open instantly using his magic. As light pours into the room, we see G huddled up in the corner in sleep. Gyro goes in to help him up.

GYRO

Hey what's with the gloves?

He is soon fully aware and in perfect health.

GOLEM
Oh these help me create my little friends.

You walk out of the room only to bump into a surveillance sentinel.

You kill the sentinel, but not before it pulls the alarm.

GOLEM
oh no,
as they watch the backdoor close.

GOLEM
we gotta escape from the front.

GYRO
No we don't
he begins to reopen the back door.

GYRO
I can get it just give me a minute.

F
We don't have a minute.

Says F as she casts protection on you.

Spiral into battle against the giant jailer robot. Golem is wearing the fancy digital gloves and can use his hands to create lots of little robots to fight along side you all, After combining skills from all of the 3 available characters you defeat the jailor, who has both black and white magic and is two different colors in representing that, he can use magic to kill and heal himself. And then Gyro opens the door-

GYRO
I GOT IT!

M
Great Gyro, good timing, right after we killed it and need to scour
the body.

as he pulls out a black staff from the gun arm.

M
What is this it looks like an ancient magi staff. Black, like me.

F
F walks over to the other arm and pulls out the white staff. White
like me.

She says as she casts a healing spell on Golem, who was almost killed by the last blow of the robot.

F

Before I did not even have enough mana to cast the spell, now I have enough and have a more powerful spell.

M

Let me try.

as he blast the robot carcass with amazing force.

M

Holy shit, it amplifies it greatly.

F

Yes it does

GYRO

Hey I don't know about you, but let's get out of here.

GOLEM

I agree.

The group of 4 goes through the back door and redirects themselves towards <this city> they arrive, after testing their new staffs in a series of battles. They make it to the firewall, which is now totally destroyed. Robots are flowing into the city. After fighting a few robots.

GYRO

Jesus Christ, they have invaded the city.

M

Let's go in and kick some virus ass. F help me seal this wall and restore it to its former glory.

F

Let's.

she begins healing the fire generators.

GOLEM

Wait, I have to leave now, I cannot be trapped in this city, away from my body, I have to go back and break out of my cell, physically.

GYRO

Well good luck to you then Golem, we will be looking for you, where should we meet.

GOLEM

Meet at my jail, for I shall probably not be able to leave there in person, but in spirit I will help you all, call on me whenever.

GYRO

We will get you out comrade.

GOLEM

Thank you.

he walks past the firewall.

M begins to fill the wall with fire, as the wall becomes built up.

M

There we have done it.

GYRO

The city

as he points at a robot coming at them.

Robots come out of all of the smaller intranet pathways. You battle them all at once. After you are done, each of the 4 tubes sucks up each separate character.

All of you battle the robots separately, after Gyro is done with his first battle he searches for and arrives at F's position. After a battle Gyro takes F and himself to G's position. After a very tough battle, Gyro takes all three to M's position. M is almost dead from the strenuous combat. F instantly heals him as they fight on, killing virus sending robot after another, after much combat it looks like the group has cleaned up part of the network, now the anti-viral robots are coming awake and helping you to clear the network, they talk and guide and fight along side you, taking you through thicker concentration of virus controlled infrastructure, where you face the boss and his most powerful robots.

GOOD ROBOT (ROBOTICALLY)

Here he is, here is the enemy commander.

The robots help you fight him and his henchmen, whom we soon find out he can create, as he always maintains a contingent of two other fighters. You finally destroy the robot, or damage it greatly as it retreats along with its henchmen into hollow robot suits taking them over.

Gyro runs to the little window on the door, in a desperate attempt to chase them.

GYRO

son of a bitch!

M

Gyro can you get us into some suits real quick.

GYRO

No our bodies are too far away from them.

M

What about our minds?

GYRO

That could work

he looks over at the old head of the newly defeated robot.

GYRO

I have to... I can't control this place, I do not have the power, the virus is too strong here, I need power. I need power.

Gyro looks over at the robot head.

Power.. Power.."
GYRO

gyro?
F

Gyro begins to take off the amulet from the boss, and puts it over his head.

No GYRO NO!
F

Gyro closes his eyes as he knells down on the ground. The room begins to shake as Gyro takes control over it.

GYRO
There we go I see it now, I see it.

Three doors open up.

GYRO
Go right over there, now.

Says Gyro as he runs over with the others to occupy the robot suits.

You return to the surface, your spirits now manifested in robotic suits, M and F's staffs are replicated within the suits, the others are still connected to your digital self, so you effectively keep your weapons, the four of you begin to fight the 4 very powerful robots who are now encircled by you four, the x-minion and his three henchmen now forged in reality, they all have very powerful elemental magic. It takes a while to defeat them, and it should be very difficult.

When you are done, begin cinematic of 8 robots walking in surrounding Gyro, and blocking off the rest of you. The commander of the city is talking to his command assistant.

ASSISTANT
Sir we have fought off the last of the virus and are have now cornered and are mopping up the last traces of it, all city functions have returned to our control, with the exception to 4 of the captured robot suits.

CITY COMMANDER
Good, open up a communication line with this one.

ASSISTANT
Yes right away sir.

GYRO
Hello commander, this is Gyro.

CITY COMMANDER
What the fuck are you doing in a robot suit,

he looks down at the interface,

CITY COMMANDER
that you are not even in?

GYRO
Sir I connected into it from an intranetwork fiber optic router.

CITY COMMANDER
You what son, how did all these damn viruses get in.

GYRO
Sir we broke through the fire wall to find one of our friends, G.

CITY COMMANDER
YOU BROKE WHAT!?

GYRO
We temporarily disabled the firewall so we could leave the city.

CITY COMMANDER
YOU almost gave this entire city to the scourge. What you did is nothing less than an act of sabotage, of terrorism, of treason.

He commands the BiMAV to destroy Gyro.

CITY COMMANDER
For this crime the penalty is no less than death.

All of the robots destroy Gyro's robot, but not before he casts freeze on all of them. This gives you a chance to run out of there with F.

GYRO
I am back in a robot, meet here, meet at the router, I will be there in a second.

M
Are we going to mount these things material.

M says as he runs up to Gyro who is firing his robot into the ground digging into the fiber optics center. He blasts a hole right above you as all three of you wake up in reality, Gyro has his amulet transferred into the PDA that was connected to his digital interface, he keeps it attached strung around his neck. Begin to climb out of the ground and into the robots. You mount the robots that you had manifested earlier the staffs still in it., just as the commander gets his to surround you on all sides.

The commander drives up and gets out of his car behind two of the 8 robots.

CITY COMMANDER
Fire everything you've got at them.

GYRO
WAIT!

says Gyro as he completes hacking into the robots systems,

GYRO

I have just taken control over all of your combat robots.

All of the guns turn away from the three as two of the robots back away to let you through.

GYRO

If I could I would advise my men to stand down and let us past, we have to find our friend now, I am sorry about the firewall but it is repaired and the city is now safe.

CITY COMMANDER

Ok, ok you win, but I shall contact the other cities and tell them of your treachery.

GYRO

NO YOU WON'T!

he turns all of the guns at the commander,

GYRO

You will tell them this and only this; there was an accident, the firewall broke, and we protected the city. We asked to find our friend and you gave us three robot warriors so we can travel there.

CITY COMMANDER

What if I don't, what if I tell them the truth.

GYRO

Then I will take this city back and see to it you die.

CITY COMMANDER

Ok I will tell them what you want.

GYRO

Good bye.

CITY COMMANDER

Good bye.

You start out on the world map in your new robot suits, with your new weapons. There is a point where you are supposed to travel, it is on the same continent, but over an impassible mountain range.

You have to walk up to the mountain range to notice a cave in it.

CAVE

You walk into the cave kill a few monsties, get to the center of the cave.

You are walking in the center of the cave, when 4 elite robots come up out of the floor, between F and M/Gyro.

The battle begins with all 4 of them firing at you doing great damage to everyone.

It is his turn, and when his attack does almost nothing to its helth-

GYRO

These are elites, we can't take them without our robots.

M

How are we going to get past them.

Gyro tries to run in between them, and gets hit so hard he steps back crouched.

It is F's turn, and you lose control over her as she heals Gyro-

GYRO

Shit, that is not going to work, what the hell do we do now.

F

We run.

She runs off screen. You can run or not run, but you only have one option: run.

You run for a bit down the cave, have to fight your way past monsties, if you run too slow or fight too slow, the elites catch up to you and you have to take a couple hits before you can run again.

M

Once we get out, what are we going to do?

GYRO

Cause a cave in?

M

I'll try.

3RD ARTILLERY

You get outside, and M stands there turned back towards the cave mouth, he tries to collapse the cave utilizing every watt of his magical power, he fails and falls on his hands panting out of tiredness.

GYRO

They are coming through, we gotta get outta here.

RADIO OPERATOR (VO)

This is Lieutenit Perez of the 3rd <western> artillery division, we read you loud and clear please identify.

GYRO

oh thank god, this is Gyro, I am with M, we need your help now, two elite robots have followed us out of the cave, request immediate artillery bombardment.

RADIO OPERATOR (VO)

Request received, aquiring general coordinates, confirming request.

GYRO

Come on M we have to run.

Gyro says as M begins to sprint away from the oncoming robots.

RADIO OPERATOR

General request artillery support just off _____ ridge.

GENERAL

Request granted fire at will Lieutenant.

RADIO OPERATOR

Request granted, launching shells at your painted coordinates.

Camera zooms out to show both M and Gyro turn to face and combat the two elite robots now far back a good distance away.

You can press the paint button to automatically paint the artillery in front of one of them.

The artillery does some serious damage, and almost destroys the elites.

RADIO OPERATOR

We are engaging multiple airbogies, I cannot, repeat I cannot continue to allocate power to your artillery.

M

Shit we are on our own.

The elite robots get closer shooting while walking, doing still great amounts of damage.

You fight them with your powerfull magic, they do not repair themselves, and eventually you kill both of them.

M

God I feel sorry for F, we just left her alone to fight those things, she had two of them on her.

GYRO

You feel sorry for her! Look she can heal herself, she had three full robot warriors to protect her. For christ's sake she should be feeling sorry for us.

M

but what if she did not make it.

GYRO

We'd better get to the position quick.

You walk on the world map to the artillery position, fighting only one fight, if you walk there directly.

You are ask people the location of the command post, and can pick up some supplies and get healed not get any rest. You go into the general's CV (command vehicle).

GENERAL

Who are you?

GYRO

I am Gyro and this is M, we are with the 5th defending <that city>

M

Hi.

GENERAL

Ya what are you doing here.

GYRO

Well to make a long story short,,, we got mentally violated and had our minds taken over by the virus, and were taught magic and woke up in the middle of a field, we went on the internet in search of the others and found them in a robot controlled facility just north of here, we were provided BiMAVs to find them but could not get over the mountains with them, so we walked through on foot and lost our female companion, could we get 3 more BiMAVs?

GENERAL

HAHHHAHAHHAHAHAHHHAAH, that is hilarious how creative, but I don't have time for this bullshit,

GENERAL

Private take them away.

PRIVATE

With pleasure.

M
Wait I can prove it, I have magic.

GENERAL
oh yeah?

ENSIGN
Sir deceting multiple unidentified airborne vectors approaching,
looks like 4 large bombers.

GENERAL
Doesn't look too bad, ready the anti-air cannons, let's blast these
fuckers right out of the sky.

LIEUTENANT
Yes SIR!

Show on moniter cannons rising to fire upon the far off enemy.

LIEUTENANT
Target is moving within range, should I fire?

GENERAL
Give them everything we've got.

LIEUTENANT
commencing firing sequence.

2 huge shells load into the chambers and are fired into the radar blips.

2 more are loaded and fired.

Both are displayed on the radar screen.

Waiting as the 4 shells come nearer.

ENSIGN
Sir, I am seeing some distortion in their,, FORMATION BREAKING
UP, we have 24 bombers still approaching.

LIEUTENANT
The shells just past through sir no aquisition.

GENERAL
Fire all secondary cannons.

LIEUTENANT
Yes sir, targets well within range.

8 artillery cannons fire at the enemy.

8 more fire.

Moment of anticipation.

ENSIGN
FORMATION BREAKING UP FURTHER, WE HAVE 144 descrite bogies approaching, 2000M.

GENERAL
PREPARE ALL DEFENCES, ALL UNITS ON BATTLE ALERT, CODE RED.

Alarms and shit start going off.

COMPUTER
All units report to battle stations immediatly, this is not a drill.

GENERAL
You boys have ammo.

M
yes siR!

GENERAL
Help us defend this position and I will consider suiting you up.

ENSIGN
HERE THEY COME!!!!!!!!!!

The ground literally shakes with explosions and then a sonic boom shakes everything.

You run out of the CV to the chaos of extreme combat.

The sky is swarming with powerfull fliers.

The division hevily engaged against a swarm of robotic flyiers.

You fight them for a while but probibly don't have enough mana left.

The division fights well and combats the fliers with the utmost excelence, it looks like the skies are clearing and the battle can be won-

CUT TO:

The enemy ground robots are charging twoards the artillery position, there are hundreds and dozens die to the insane carpet artillery bombardment.

CUT BACK TO:

M and Gyro fighting.

GENERAL
Overwhelming ground force approaching, all forces retreat, RUN FOR YOUR LIVES.

A whole bunch of fliers clump up around M and Gyro.

M is still firing into the fliers, when Gyro pulls him out of combat, and towards the edge of the position.

GYRO
WE HAVE TO GET OUT OF HERE!

M
NO I'm going to help fight these fuckers.

GYRO
NO WE Have to warn F, we have to evacuate <that city>

M looks deep in thought for a second then runs along side Gyro to-

CUT TO:

OUT OF THE CAVE

F in combat against the 2 elite robots.

You choose to run. You run, you run, you run some more.

F runs outside the cave.

F

Inigate automatic start up procedure in F, M, and Gyro.

The robots turn on and get up. F runs to her robot and climbs in, begin combat-

F

Suit, inigate internet search for Golem, send him message: Need help, fighting these elites, manifest these BiMAVs.

F sends their IP adresses.

CUT TO:

FIGHTING THE JAILOR JAIL BREAK

Golem just before M uses his magic to remake the fire wall in front of him. As the wall becomes opeak with fire, Golem looks down at the ground depressed, having no idea what to do. He stands there in deep and boring contemplation thinking of what to do.

Just then, Golem becomes pulled back to his jail, engaging various cyber guards on the way. A timer appers in the upper right hand corner of the screen describing how many pico seconds Gyro has to return.

Golem falls through a hole in the corridor he was in to fall right to the right of Int, who is in the middle of fighting the head jailor's spirit.

GOLEM

Int where did you come from.

INT

Where in hell did you come from you just fell through the ceiling.

GOLEM

I fell through the floor actually.

INT

Your right this is just a jail subsystem

GOLEM

Who are we fighting this guy is pretty tough.

INT

This is the spirit of the actually facility, I have tracked down his core to this subsystem and began attacking him both mentally and physically.

GOLEM

I was rescued from my cell online by Gyro, M and F, we killed a stronger version of this guy.

INT

I was wondering why he was so weak, how did Gyro find you anyways.

GOLEM

Google, he did a search from a city router.

INT

Awesome, I guess this place is connected to the internet, which was completely taken over by robot.

GOLEM

Yes and we can transverse if freely, we just need to take out a few sentries and firewalls.

INT
cool almost like a movie or something.

GOLEM
Yeah I know.

Bring the boss down to its knees as the expression goes. It is almost destroyed.

F (TEXT TO VOICE CONVERSION)
Need help, fighting these elites, manifest these BiMAVs.

F (TEXT TO VOICE CONVERSION)
IP adress: 243.432.354.546

GOLEM
She needs our help.

INT
Let's just finish this guy off.

GOLEM
She needs our help now, if we wait she could be killed, we can
always come back to finish this guy.

INT
I guess you are right.

Golem jumps through the hole in the floor to reach the primary optical conduit.

Int soon follows.

GOLEM
Release the core, we need to get onto the internet.

Int blinks his eyes for a second and the pathway opens up.

Some fighting for a few miliseconds, finnaly reach a robot controlled radio tower to reach F.

REUNITING IN COMBAT RATHER THAN PERSON

(Spirl into combat against the two elites that just left the cave entrance.)

Battle is hard, but somewhat conventional.

GOLEM

Hey F, how's it going.

F

Your here, thank god you have arrived.

GOLEM

This is one of my squadmates the now physic Int, Int F

INT

High nice to meet you.

F

Good to have your aquatiance, especially at a time like this.

You finish the battle, and have a breif conversation followed by goodbyes
We don't see this: F in the world map with 2 empty BiMAVs. F walks back to the city
returns the BiMAVs. Extoles her tale and sleeps at the inn.

Back on the net, Golem and Int don't know what to do, they do what normally happens in
all FF games the wander around and kill things.

When you decide to pass by Int's recomendation to stay (which goes away once you get a
few levels) and go back to the jail, you are blocked from the jailers core and can't break
through.

INT

he has been anticipating me, they are prepared

GOLEM

Maybe we should have stayed to destroy him.

INT

maybe

the two are staring at the wall and are touching it in quiet solitude.

GOLEM

Where did all of the enemies go?

ELITE ROBOT 1-4387

There they are aquire and destroy them.

Golem and Int turn around to see nothing they are shocked into almost total disbelief, and very scarred.

ELITE ROBOT 1-4388

They are the same humans that destroyed us earlier.

ELITE ROBOT 1-4387

That they are.

The 2 elite robots materialize in a 1/4 second wavy style, and immediately shoot the both of you, dealing massive damage.

INT

we can't fight these things without robot suits, they are too powerful.

GOLEM

RUN! LET's get back into our bodies.

Int should perform some minor disruption as the two of you flee from battle down the digital corridors of the prison to your cells.

The elites hunt you down, being just as fast as you are they are right on your tale, whenever you encounter any guards, you have to temporarily disable them to run by them.

Int breaks off, and pushes you to the right.

INT

You are that way, **GO!**

The elites split off in pursuit and one follows you back and just about kills you before you make it.

guide golem back to his cell where you dive right into your body.

CUT TO:

Golem's jail cell where he immediately gets up to an upright position and rips the USB connection to his interface.

When Golem reaches his body, he wakes up in total shock as he puts his hand over his heart, almost died, being pulled back so violently and making it with so little time shocked his mind and body.

The jail goes on reserve power, as Int had is attacking the primary jail control computer.

Also disabled are the jail auto defences that put Golem to sleep earlier when he manifested a few robots just outside the door to help him escape.

There is sporadic gunfire as Int runs to Golem's cell-

GOLEM

Hey it's me, Golem.

INT

Nice little robots, did you replicate them yourself.

GOLEM

I manifested them with my mind.

INT

Well that is not so wierd, I can take over some of their robots.

Int opens the cell door.

GOLEM

How did you do that?

INT

Magic.

You run out the door and into the jail hallway, meeting up with all of the robots you created.

INT

This way.

You run down the hallway, and work your way out of the jail.

INT

This is the exit, we are almost out.

Just then 4 little robots come up from behind you as the head jailor comes down from the ceiling in front of the entrance.

Spiral into combat against the 4 little robots at your back and the head jailor guading the exit. Int can take one of the little ones, and golem still has his pet robots, behind their robots.

GOLEM

It's the same thing we were fighting earlier.

INT

Only now we are physical, Hit the boss hard, we gotta get outta here fast!

Attack the boss with everything you got as the little bots fight behind you and begin to die, as more enemy bots arrive behind surrounding your pets.

You take out the boss fairly quickly and immediatly jump over his body to push both the doors open to leave. Your pets are still fighting behind you now almost all dead.

You sprint away for a few seconds until 4 come up behind you. You turn to fight as you continue to back away from the facility. Golem creates a few golems, while Int takes one of them over.

This buys another short sprint, until now 8 come up behind you.

The next time 16.

2 are taken out by long range shells, dealing increadable damage.

GOLEM

Where did that come from!?

INT

I don't know, it sounds like a BiMAV to me.

Fight backing of for another round until another 2 are taken out.

GOLEM

sounds like 2 BiMAVs.

Look back this time and see 2 BiMAVs coming out of the forest you are backing off to.

INT

they're Tigers!!

2 of the robots are taken out from their rear this time.

Zoom out to show the 4 tiger converging on you and the enemy.

The rest of the battle is quick, it is over by the time the dragons reach your position, and stand surrounding you.

TIGER INTERCOM (COMING FROM ALL OF
THE BIMAVS)

Golem, we have been sent here to break you out of prison,

INT

I beat you to it.

GOLEM

You got here just in time, gyro, and I am assuming m but not f.

TIGER INTERCOM VOICE 2

We are not them, we were sent here under encoded radio orders by the general in accordance with Gyro's and M's wishes, I do not know who F is. And we have been waiting just outside this facility for the past 8 hours, trying to find a way to penetrate the facility's defences.

GOLEM

But I was only away from them for a matter of hours on the internet, after helping f, how could this be, where did the time go.

INT

On the internet, time is meaningless you spirit manifests as much processing power as it needs to. Picoseconds can seem like an eternity, while days may seem only like minutes.

TIGER INTERCOM

the internet?

GOLEM

Nevermind I will tell you on the road, could we hitch a ride on one of your BiMAVs.

TIGER INTERCOM VOICE 2

By all means two of these suits are empty.

INT

Then how did the drones fire as precisely as good.

GOLEM

They are tigers remember, they are trained to operate another BiMAV just like their own.

TIGER INTERCOM VOICE 2

That is true, it is one of our specialties, hop in.

The two BiMAVs closest to the prison knell down and Golem and Int get into the BiMAVs.

CUT BACK TO:

M and Gyro on the world map. Travel south away from the fighting artillery division with enemy fighters still flying around it.

Get to cave, go through it uneventfully.

M and Gyro run quickly to see if f made it to the BiMAVs to defeat the elites.

They see their carcasses and feel completely relieved. You go on to get to <that city>

THE EVACUATION

You walk into the edge of the city, and begin to talk to two BiMAV guards.

GYRO

WE **need** to speak to the colonel immediatly

BIMAV GUARD 1

Gyro you are no longer welcome here, you should leave.

M

We have to evacuate the city.

BIMAV GUARD 2

Why?

GYRO

We traveled noth and met up with the 3rd artillery division of <that nation>, they were swarmed by 144 fliers and a fleet of ground robots, the position was quickly abandoned, they should be moving south.

BIMAV GUARD 1

do you think they are lying.

BIMAV GUARD 2

No Gryo wouldn't lie like this, escort him to the colonel.

BIMAV GUARD 1

But sir, I think the co,,,

BIMAV GUARD 2

Shut up and go! I don't want to be responsible for the deaths of 3 million people!

BIMAV GUARD 1

Yes, yes I'm sorry.

He takes you to the colonel, who awaits your explanation impatiently.

COLONEL

spit it out.

GYRO

144 fliers and a division of ground bots, overwhelmed the 3rd artillery, they were forced to rout, and abandon the position, the fliers will probably move south to the second most important military position on the continent, here.

COLONEL

Prove it.

GYRO

Suit play radio recording at 4:53 4/12/8445

LIEUTENANT (RECORDING)

GENERAL, GROUND FORCES OVER TAKING THE
SECONDARY WALL, REQUEST PRIMARY BOMBARDMENT
20M WEST OF OUR POSITION.

GENERAL

READY THE CANNONS, FIRE.

ENSIGN

THEY JUST TOOK OUT SECONDARY POWERS, REPEAT WE
HAVE NO EXTERNAL POWER!

GENERAL

LIEUTENANT FALL BACK TO TERTIARY POSITION, I'LL
HAVE THE TIGERS BACK YOU UP.

LIEUTENANT

NEGITIVE SIR, FLIERS ARE SURROUDNING, REQUIRE
BOMBARDMENT.

GENERAL

NOT POSSIBLE, YOU MUST FALL BACK!

LIEUTENANT

GOD DAMN IT THEY ARE OVERTAKING OUR POSITION, WE
ARE FUCKED, GET THE HELL OUT OF HERE WHILE YOU
STILL CAN.

GENERAL

FULL RETREAT, I REPEAT FULL RETREAT, ABANDON ALL
POSITIONS AND MOVE EAST IMMEDIATLY,

COLONEL

That's enough! get me universal com.

The colonel picks up the mike.

COLONEL

The robots have launched a full out assault on our position, we are
force to completly evacuat this city by train to the <capital>. Once
we reach the seaboard, we will be backed up sufficently by the navy.
All millitary personel suit up and report to the trainstation immediatly
to moderate and protect the loading and evacuation. God be with us.

Puts down the mike contemplating it deeply, spaced out for a couple of seconds, wakes up
to reality and makes a few quick looks around the room.

COLONEL

You, all of you get out, suit up and get to the train station.

M

What about us?

COLONEL

You magicals, need more than just an ordinary suit, you are probably a powerfull asset of humanity.

F

Thank you.

COLONEL

I am not saying it for your benifit.

COLONEL

Get 3 of the G-467s tell them to come here and dismount, actually I need one make that 4.

Show the loading onto your BiMAVs then make your way to the station as the personel direct you ontop of the first 4 trains. The colonel is on the first train.

SOLDGIER

Sir city radar is picking up 6 large triangular bombers, vectoring in from due north at mach 2.6.

GYRO

They have a perfect formation, there really is around 200 of them.

COLONEL

Shit, there is no way we could even think of rapelling that, not without naval support. Hurry up in loading the trains leave all non fighting equipment behind, and get all mounted fighters on the traintops.

SOLDGIER

They are breaking up into 36 triangles.

COLONEL

Just like Gyro said, expect 6 times that many, activate all city autodefences.

SOLDGIER

Already done sir. Aproach vectors widening, they are swarming our autodefences.

COLONEL

It won't take very long now, we need to rush the evacuation, have all civilians run tell, them they may carry nothing on the train. We are pressed as it is.

SOLDGIER

I will anounce it myself.

A few STEX soldgiers climb on the train around you.

SOLDGIER

They have finished off our defences they are coming any second.

COLONEL

ALL FORCES PREPARE FOR BATTLE!!!!

And thus the battle begins the robot fliers swarm everything killing massive civilians and millitary personel alike.

After a few seconds of intense combat.

COLONEL

Are the trains fully loaded?

SOLDGIER

Affirmative sir, but there are a few stragglers.

COLONEL

We don't have any time to wait, we have to launch now, complete the procedures and get all millitary personel on or ontop.

After 15 seconds.

SOLDGIER

All forces accounted for.

COLONEL

Launch maximum possible velocity.

SOLDGIER

But sir that far exceeds the sound barrier, are you sure...

COLONEL

YES, NOW!

The train jolts forward, knocking all of your BiMAVs down, all of you scramble to recover.

COLONEL

DIG YOUR FEET INTO THE SHEET METAL, SO WE CAN GET A GRIP!

All of you sucessfully do that in different ways.

COLONEL

Launch all ram rockets, I want the sharks flying, also radio our situation to the fleet ask them for whatever support they can muster and tell them to get to the magrail line going in immediatly.

SOLDGIER

Yes sir.

COLONEL

and get me a direct channel with them.

SOLDGIER

Yes sir, formations are approaching in pursuit, they will be on you momentarily good luck people.

All the fighters arrive and begin attacking you, only they are only attacking the trains.

COLONEL

They are trying to take out the trains under us, we have superior armor, but these trains are civilian built and can't take much at these velocities. F, devote your time to healing these trains, we can't lose them.

F

That is all I will do.

LIEUTENANT

Ram rockets on the way, they can't seem to lock on the fliers, I need you to paint them on.

COLONEL

Gyro use your co-cast to paint the targets.

GYRO

YES SIR!!

Ram rockets hover above the battle in elliptical flight patterns hovering above a train moving at over 1000 km/hr.

COLONEL

My train is taking too much damage, it can't hold any longer.

The colonel jumps back to F's train, as his falls apart under him and falls to the tracks to be pulverized in a bloody mess that passes under the other trains to fall past the dual rails to the ground below.

COLONEL

F fall back to the previous train, wait all of us should fly back synchronously next time.

F

on 3 we push up, 1, 2, 3!

All of them jump and regasp.

That will probably happen a lot as the continue to target the 1st train.

COLONEL

Jump in 1 2 3

A few seconds.

REAR ADMIRAL

This is Rear Admiral Spray, do you require any missile support.

COLONEL

Hell ya admiral, whatever you can throw at us, and the city.

REAR ADMIRAL

I am preparing to launch ram rockets and <gfadsdsf>s as we speak.

COLONEL

Thank you sir.

REAR ADMIRAL

your welcome, Jef.

The ride is long and hard.

LIEUTENANT

The fliers have finished off our city and are now moving on us, long range naval artillery sensors have located ground forces approaching the seaboard where the train is going to arrive, their arrival times will probably coincide.

COLONEL

I'm sure they will, Admiral, try to soften up thier ground forces as much as you can, while still diverting all missiles to the fliers.

REAR ADMIRAL

We will commence long range rail fire as soon as the come into range.

COLONEL

Thank you.

As you take all but 2 fliers, you approach the sea and-

CITY COMMANDER

The sea is just ahead, watch out for the last formation.

They zoom right above you as all but F paint and hit them hard knocking a couple of them out of the tight formation, that dives right infront of you and rams into the tunnel entrance.

COLONEL

BRAKE!!!!!!!!!!!!!!

All cars brake but not fast enough to stop the front one from diving into the water, or more apropiatly smashing into the water, then being sliced by the shattered tunnel entrance, killing all inside.

F

OH MY GOD DID ANYBODY SURVIVE?

GYRO

No I am sure they all died, M you are the ranking officer, you are in command now.

M

Lieutenant, what is the ETA of those remaining bots?

LIEUTENANT

2 minutes sir.

M

Get me that channel to the admiral immediatly.

LIEUTENANT

your patched through

M

Admiral, the colonel died with the tunnel entrance, I need transports, tons of transports, we need to get these people out to sea under your protection.

REAR ADMIRAL

I am deploying our costal patrol boats, they don't pack much punch, but they should serve fine as transports, and I can get a squad of them to you in minutes.

M

Thank you, please I need more close in support, I need to repel these attacks until we can evac to the transports.

REAR ADMIRAL

I understand son, I am doing everything I can.

M

Lieutenant, Status report, what do we have!

LIEUTENANT

We have 16 SAM batteries in train 11, 7 medium artillery pieces, 22 BiMAVs, 670 STEX, and the millitia.

M

Keep the millitia held up in the trains, Have the STEX and BiMAVs form a perimiter around the inland end of the trains, WE HAVE TO PROTECT THEM, evacuate the trains only if they are about to be destroyed. Did you get that.

LIEUTENANT

Yes every word.

M

Good, cluster the artillery and SAMs back against the seaboard with at contingent of 200 STEX.

LIEUTENANT

Yes sir.

M

I want to form an impenitrable wall to protect the long range cannons, and the civilians. We need the front line of BiMAVs and STEX to paint the ram rockets on any fliers that try to get to the SAMs.

LIEUTENANT

Good plan, what about the transports.

M

Leave a hole around the SAM sites for the evacuation, we are leaving the heavy pieces behind. And reserve ram rockets for those that get past the first line.

You and the magicals have already made it to the front line defences where you join the others to form a BiMAV wall. You are right in front of the last train.

They appear on the horizon.

M

Here they come, all forces prepare for combat, SAM and artillery operators fire at will.

And it begins.

BiMAVs begin to fire at random intervals at the oncoming infantry, as they come within 50M.

The front line for the most part is devoted to destroying their oncoming forces, while STEEX look up to paint all the fliers that go right over the front line.

Ram rockets become scarce as too many fliers go over.

The fighting on the ground becomes fiercer as the BiMAVs begin to fall.

ADMIRAL

The patrol boats are arriving momentarily, I recommend you order the civilians evacuate to the transports.

M

Yes sir, can we get some more ram rockets and missiles to take out their fliers

ADMIRAL

Negative, none left, I just launched the reserves.

M

OK.

M

Lieutenant: have civilians proceed through the train to designated beach, have them leave the front train car so we can move our line back.

LIEUTENANT

Don't you mean back car.

A flier falls into your BiMAV knocking you over.

M

WHATEVER THE FUCK JUST DO IT, HAVE THE LINE MOVE BACK WITH IT.

You and you buds get up.

On your interface the line for the line to recede from is backing away, behind the "front" of the train.

After a few seconds of receding-

LIEUTENANT

M, we are taking serious flak from these fliers, the missile batteries will soon fall along with the cover to the civilians.

M

Fuck I'M coming over their right away. Magi follow my lead.

M jumps ontop of the train and begins running to the beach. Gyro and F immediatly follow.

M

Lieutenant take over command of the front line, I will take care of the seaboard.

LIEUTENANT

but sir I am already here.

M

JUST TAKE THE ORDERS!

LIEUTENANT

uh yes sir.

View zooms out to show the sams in serious trouble, yet still shows you at the oppisite edge, zooming in as you run closer.

You are making you way quickly back to the beach, past the elevated part of the train tracks (the beach is hilly), when 4 elite fliers land on the train in front of you.

M

CHARGE THEM!!!!

You run through them as you are firing into them point blank, they fall off the train to the sides, they manuver back, moving twoards the beach faster than you until they come back in a wall formation, in combat against you, hovering right in front of you.

They all connect as you run into them, they try to stop you but with the heavy shells from gyro and F, they are being slowly pushed back twoards the sea.

When one of them dies they break formation and another flier joins them, you get to run for 50M in the mean time, they now form up with 6, 1 extending over each edge of the train. Now they are even harder to push past.

CUT TO:

SAM OPERATOR

All beach BiMAVs are down, SAM 4 DOWN!!!!

After a couple seconds.

SAM OPERATOR
SAM 3 evacuate immediatly, repeat we are about to lose SAM 3!

COLONEL
NO WE ARE NOT!!!!!!

The colonel comes out of the water, and brings his arms from his side forward in his newly found and incredibly powerfull special (most powerfull thing seen so far) he plows away all of the fighters with a hail of his most powerfull cannon.

SAM OPERATOR
 Hell ya sir, you are alive.

COLONEL
RESTORE BATTLE FIELD COMMAND TO ME!

M
 Yes sir

Colonel recieves command of everything-

CUT TO:

M pushing the fliers.

M
 Could I get a missle up in here, I can't push these guys.

COLONEL
 Diverting ram rocket.

the rocket comes down with a vengence destroying 4 of the 6 fliers, the other two are killed as the group runs past them and begins down twoards the beach.

You retain full battle field control through the colonel's command.

COLONEL
 PT group Alpha away, next evacuation group procead to the beach.

The inland line has moved a few train cars back and is rapidly thinning out, as the surviving BiMAVs back away from the deceased being left as piolts jump down from them, to be trampled by the enemy infantry.

You command the battle through the last three groups of PT boats of civilian evacuation.

The inland line converges with the beach line as PT group epsilon reaches the beach head.

COLONEL
 Admiral, do we have enough room to pack BiMAVs onto the transports.

ADMIRAL
 No, we have no spare room, set the BiMAVs to auto, and get out of them.

F

Wait I have an idea, let me call somebody.

COLONEL

WHO!?

GYRO

A couple of guys who can transverse the internet from their prison, don't worry about it, just transfer all BiMAV control to F.

COLONEL

All military personel proceed directly to the beach head, SAMs 2 and 3 transfer control to naval encode 483D, All BiMAVs transfer control to F, when you depart from them, **THIS IS THE LAST STOP, I WANT YOU SPRINTING TO THESE TRANSPORTS, IF YOU DO NOT MAKE IT IN TIME WE WILL LEAVE YOU!**

All consecutive:-

TIGER 1

This is <TIGER 1> reporting for duty sir.

TIGER 1

This is <TIGER 2> reporting for duty sir.

INT

This is sergent Int reporting for duty sir.

GOLEM

This is private Golem reporting for duty sir.

COLONEL

Where the hell did you come from?

INT

We are connected through the internet into F's BiMAV and into your combat network.

COLONEL

Good you can cover our retreat to sea, we are leaving the BiMAVs behind, fight them off for as long as you can men.

TIGER 1

We will sir, we will take over from here, transfer all remaining vehicles to me sir.

COLONEL

Very well, F, give command to him. All BiMAVs dismount immediatly and run to the transports.

At this point all of the personel are either on the beach or in the transports, the BiMAV piolts soon follow.

Take command in the battle as the 4 spirits manifest themselves in 6 of the X remaining BiMAVs. Tiger 1 takes the Colonels BiMAV and another. Tiger 2 takes M's, and another. Int takes Gyro's. Golem takes F's.

The last two almost destroyed SAM sites fire the very last of their firepower before being bombed by bombers.

You fight to the death as you place your pawn BiMAVs in front to take the worst of it.

All of you fight to the death as you look on the screen as the fast PT boats reach closer and closer to the carrier, there is absolutely **NO** hope of victory, only holding out for as long as possible before dying.

Tiger 1, being in the strongest BiMAV is the last one to leave the battle. His BiMAV is pressed up all the way to sea as their is a horde ganged up on him, his legs break as he falls to his knees, still firing with incredibly veracity.

A powerfull uniform volley from the combined infantry shreds his chest up, as he falls backwards, his suit finnaly dead. The suit hits the ground-

CUT DIRECTLY TO:

SURVIVORS OF THE 3RD

Golem, Int, and Tiger 2 are in combat against internet sentries on one of the primary conduits, as you arrive to help.

TIGER 1

That's it, the transports got under the range of the destroyers gun's, they should be fine.

GOLEM

I think we have more pertinent things to worry about.

You have to fight your way back all the way to your cellular internet connection (better than 56k in this age, it was upgraded) and get back into your respective bodies

TIGER 1

How was it.

GOLEM

we successfully evacuated the majority of the inhabitants but many did not make it.

INT

They certainly do not take prisoners.

TIGER 2

Let us make haste to the 3rd division, the last message I received from the general was delayed and incomplete but was a distress signal, they may need our help.

Back to world map, continue south to the rubble of the previous position of the 3rd.

You walk into the destroyed camp full only of the skeletons of the dead war machines and still rotting corpses.

TIGER 1

They were completely overrun, I have to relay the message over the waves.

golem kicks around a dead flier.

GOLEM

It looks like they were attacked from the air.

TIGER 1

Then from the ground, the exterior embattlements were crushed by large BiMAV like robots.

INT

This is horrible, there must have been over 4,000 men here all dead.

TIGER 2

6,000 and I doubt they all died, let us look for the command V
(vehicle)
we should be able to find a full record of what happened here.

A little probe comes up out of the rubble, it is collecting scrap.

GOLEM

Look over there.

Tiger 1 instantly turns and blasts it away dealing incredible damage to its little body.

TIGER 1

It's not alone they are on to us, the human tracks lead West, we
should follow.

INT

Look on the horizon, those are the robotic fliers that must have
attacked this place.

GOLEM

FUCK THE HORIZON, LOOK 20 meters from your flank.

Int turns to face a gang of small to medium worker bots.

(battle begins)

TIGER 2

MOVE OUT PEOPLE, just charge right over them.

That is exactly what you do.

Lots of fighting that subsides slightly as you leave the obstacle rich dense battlefield to the
extended trail of human carcasses that extends beyond the embattlements.

INT

The fliers are almost upon us.

TIGER 1

REVERSE GUNNARY DIRECTION.

their BiMAV's arms turn around to face the oncoming fliers.

GOLEM

How do you do that?

TIGER 2

hold down L1, L2, R1, R2 at the same time.

The trail becomes thinner as you progress further and begin engaging the waves of fliers.

TIGER 1

The trail appears to be leading to some abandoned titanium mine.

TIGER 2

That must be where the surviving forces must have retreated to, let's follow a more direct trajectory, since we do not need to cross at the bridge.

TIGER 1

Good idea.

The tigers lead you off the trampled grass pathway to a new pathway that leads direct through the river. Ground robots await you on the other side of the river, you have to take them down while the fliers accumulate behind you.

TIGER 1

Keep going, we are almost there, just 2 clicks.

The fight becomes harder and harder as fliers accumulate behind you as you have to partially blast through lines of robots.

The robots are not targeting you at this point, they are targeting an above ground foothold, around the primary access shaft to the titanium mine.

All the robots now appear to be frontally assaulting the position from all angles.

TIGER 1

4 friendly Tiger units reporting to general <>.

COLONEL HUGHES

This is Colonel Hughes, the general died in the retreat, I am in command here, I am so glad you arrived, they just initiated a full out assault on our above ground defences.

TIGER 1

We probably sparked the attack by coming here, how can we be of service.

Your entrenchment is approaching the held up position built from ghetto rigged BiMAV neck height metal embattlements.

COLONEL HUGHES

Our southern front is spread thin, I'd appreciate some extra support there.

TIGER 1

Gladly.

You fight for a bit as the robots swarm your embattlements from both sky and ground.

BIMAV 1

God damn there is no end to these fuckers, I can't fight anymore, my Primary power system is fried.

COLONEL HUGHES

Fall into the hole soldier.

The BiMAV jumps down the VERY VERY deep shaft.

TIGER 2

How far down is the hole?

COLONEL HUGHES

Around 1400 meters, the last 200 is under water, which acts to cushion your fall.

TIGER 2

Oh ok.

BIMAV 2

SIR I CAN'T take any more, my suit has multiple failures.

COLONEL HUGHES

From now on any critically injured BiMAV is to immediately jump down the hole, based on your judgement.

After a lot of fighting and almost all of the random BiMAVs jumping down the hole.

TIGER 1

Colonel with all due respect, we are not going to be able to hold this foothold much longer, they are still too many.

The colonel looks back at the remains of the fighting BiMAVs.

COLONEL HUGHES

WE are sacrificing this foothold, all units jump down the shaft immediately!

All of the units including the four of you, jump down, the Colonel falls back to the hole and jumps down soon after Tiger 1.

Falling, splash, have to get pulled up from the darkened underground lake by the old mining elevator, All the last of the BiMAVs get pulled up out of the lake to the command level, where most of the remaining division is holding out.

BiMAVs are firing upwards up the shaft, the main elevator cables are being shot around up the shaft as the robots now control the above ground position.

COLONEL HUGHES

GET OFF THE ELEVATOR NOW!

The last BiMAV steps off as the robots from above cut the elevator cable sending the elevator into the water, pulling down the whiplashing cableing.

You join the others in firing upwards as support BiMAVs fix and replenish your suits. The colonel dismounts in the background. A lieutenant walks up to the Colonel Hughes.

COLONEL HUGHES

What's the situation with the ammo.

LIEUTENANT 1

We have almost none left, some of the men only have a few shots left, we have spread the ammo out evenly and thinly.

COLONEL HUGHES

we are going to have to resort to melee combat techniques before too long. I want you to repriorize ammunition distribution, I want our expeditionary forces to get all available ammo.

LIEUTENANT 1

yes sir.

COLONEL HUGHES

What news from our expeditionary forces.

COLONEL HUGHES

What else is going on?

LIEUTENANT 1

the robots are not just attacking us from the ground, they are pushing forward from multiple caves, they seem to be reproducing much faster than we first expected.

LIEUTENANT 2 (FROM BIMAV)

Sir they are coming through the primary shaft, we can't hold them off forever.

COLONEL HUGHES

They have the upper ground, we need to relocate our strong point, we need to press deeper into the caves. Show me the diagram.

LIEUTENANT 1

ok sir, there is a lot of space through these secondary corridors, we could move even heavy BiMAVs, but I recommend we press into these tertiary tunnels with our Light vehicles.

COLONEL HUGHES

Why?

LIEUTENANT 1

Our expeditionary teams report extensive robotic replication along the walls of the secondary tunnels, apparently their nanofabrication techniques can easily synthesize bots in the Titanium Oxide rich ore.

COLONEL HUGHES

That is not ore, it was not cost effective to refine back in the 60s-

INT (FROM BIMAV)

But not to the robots, they find it very conducive.

COLONEL HUGHES

Yes we need to change that, you 4, lead a team to destroy these machines, hit them where they breed.

You travel along the tunnels with only suit lights to see, and only rusted train tracks to guide you.

Eventually you get to the beat up expeditionary forces falling back slowly giving ground to the robots. Two of the BiMAVs fall to thier deaths and get ripped to shred to a new breed of robots.

INT

We were sent here by the general, I mean colonel. We lost the ground foothold and have to clear this tunnel to make room for a new strong point.

BIMAV 3

We're not clearing shit sir, we are fucking losing, we are fucking losing bad, this is the last of us, we are a quarter of what we we were.

INT

No, we are pressing forward, we will push these fuckers back to their birth place and we shall bury them there!

BIMAV 4

Helll no we are falling back we should hold out in the tertiary tunnels.

INT

So we can be trapped between two robotic breeding ceneters without **ANY HEAVY ARMAMENTS**, we would be slaughtered in the dark depths of this vile cave.

TIGER 1

WE hold the line here and now! We will retreat no furhter.

BIMAV 3

I have watched my commrades try to hold the line, and **EVERY SINGLE ONE OF THEM FAILED TO THIER DEATH!!**

TIGER 1

I am Lietenenet Colonel Shadok Ramsey, and as ranking officer I am **ordering** you to stand fast soldgier and fight these bastards.

BIMAV 4

and if we retreat.

Tiger 1 fires an meter away from his foot.

TIGER

I will not hesitate to discharge **!ANY!** munitions at you!

BIMAV 4

yes sir.

Gain control of the bunch.

You press on through long hard drawn out combat against an infinite supply of robots, you get to a replicator group and destroy it.

You press forward.

BIMAV 3

Bots could come out of these tertiary tunnels, what should we do with them.

TIGER 1

Golem, drop a recon probe near the doorway, if they try to flank us we will know, for now let's press on and finish securing the secondary channel.

You press further through much lighter concentrations of bots to another replicator grouping.

Show bots flooding from the monitored tertiary tunnels.

TIGER 1

FUCK FALL BACK TO THE STRONG POINT!

The robots in front of you increase in concentration, as the robots flanking you charge you.

TIGER 1

Colonel Hughes, do you read?

RADIO

...

TIGER 1

DO YOU READ?

TIGER 2

We are being jammed, we can't send shit.

TIGER 1

FUCK!

You fight to the tertiary tunnels when a virtual wall of robot form on either side of you and robots are still pouring out of the tunnels.

INT

WE ARE COMPLETELY FUCKING SURROUNDED, WE HAVE TO DISMOUNT, WE NEED TO FLEE TO THE TERTIARY CAPILARIES!!

TIGER 1

WE have to fight our way through this, we have to clear the tunnel!

GOLEM

WE CAN'T, WE HAVE TO DISMOUNT!!

TIGER 2

Let them and the others dismount, they will help hold off the tertiaryies, while we control thier suits to win the BiMAV battle.

TIGER 1

Very well all non tigers dismount immediatly into Int's command, good luck men.

Int dismounts as he uploads all suit databases to his helmet. The other men have already dismounted, and are running towards Int firing their rifles sporadically.

INT

This one, we are going into this one.

INT says as he is blasting away at the bots still pouring out of the tunnel.

INT

Golem, some golems might be nice right now.

GOLEM

Yes SIR!

golem replicates 4 bots out of the carcasses littering the tunnel entrance.

If there are other surviving BiMAV piolt, they do not make it to the tunnel entrance, they get shot in transit.

BiMAV 3 and 4 follow Int, who is following Golem concentrating on maintaining a 6 bot enterage in front of the narrow convoy of 10 in total.

Int can take over a couple bots, and is also usefull in disrupting their minds. The soldgiers have no special abilities.

You follow deep into the bowels of the tunnel network, seeing only from your infared view screens on the inside of the helmets whose display visors extend to just under the nose.

The tunnel network is a confusing labrenth of complex tunnels intersecting all over the place, there is always robots lurking around every corner ready to hack away at the middle and rear of the group.

You stumble upon a replicator only to grenade it.

You go deeper deeper, but you are just going deeper into the robotic territory, there is no respite, your men are losing healt and fast, you lose your rear guard BiMAV 4, he is bleeding out, the group stops to help him.

BIMAV 4

I'm cold, don't let me die here.

before anybody has a chance to respond the seriously injured BiMAV 3 is attacked by a group of ambushing robots.

You fire into the fray, when the battle is over, Int and Golem run up to their critically injured commrades.

BiMAV 3 was shot excessivly by firendly fire. and spits out blood from his mouth into the red puddle he now lies in, his back is all torn up.

BIMAV 4

we've lost, we've lost the war, we can't even take an abandoned cave

INT
No we have't we can still win this.

BIMAV 4
how!?

(crying)
how!?! humanity is doomed, it is only a matter of time, it is hopeless,
it's all hopeless, we are all going to die here.

INT
No we are not, we are going to make it.

BIMAV 4
Not if you sit around here, I am going to die, let me alone to fight in
my final moments, find a way to destroy them, use your magic, it is
our only hope.

Golem begins firing behind BiMAV 4-

GOLEM
Int, I am sorry, there is nothing more we can do for him, he can buy
us a few seconds, we have to run from here.

Int looks down for a moment and sheds a tear.

BIMAV 4 (RASPING HORRIBLY AS HE SPITS
OUT BLOOD)

GOOOO!!!!!!!

Int turns and bolts as fast as he can, as we hear BiMAV 4 fire at the oncoming enemy and
scream in agony as they shread his damaged body.

You get to another replicator group, you grenade the first two.

Golem puts his arm out in front of Int-

GOLEM
Wait! Let's not destroy it, we should use it.

INT
How?

GOLEM
We should take it over, can you do it?

INT
No I cannot control this replicator, it is too intilligent, to powerfull.

GOLEM
Mabey if we both tried, you could kill its mind, while I resurrect it,
under my control.

INT
our control.

GOLEM

right.

You kill one of the bots just created by the replicator.

INT

Let's do it.

Int closes his eyes in concentration and murders its spirit-

INT

Now, before it restarts.

Golem captures it, and a new robot comes out. A group of robots comes in from around the corner, the robot you just created aids you in killing them.

GOLEM

It fights for us.

INT

It dies for us.

GOLEM AND INT

Let's take more.

Gain control of replicator, decide what to build (ammo included), direct what to do; (guard, follow, attack, scout)

Here's where you take control, you have to in essence boot strap your way back into control of the underground mine.

At one replicator you capture you realize that the replicator is expanding itself, you gain the ability to expand production in any of the human controlled replicators.

You capture a scout and realize that you can produce colonizing robots that can set up replication systems.

At some predesignated time.

INT

One of the replicators is picking up radio signals meant for us, I think I can utilize our network to set up a direct radio link.

GOLEM

Awesome.

INT

Can anybody hear us, this is Int?

COLONEL HUGHES

This is the colonel speaking, what the fuck happened to your expeditionary group, robots just started swarming out of that tunnel.

INT

They ambushed us, everyone died except for me and Golem, we escaped through preferal tunnels.

COLONEL

Well good luck to you two, we are being hard pressed, and are surrounded, try to find a way out of this place before it is too late, don't worry about us we are already dead.

INT

No you don't understand we have not lost yet we are just beginning to fight.

COLONEL HUGHES

NO SON YOU DONT UNDERSTAND WE ARE OUTNUMBERED 10 to 1 **WE ARE FUCKED!!**

GOLEM

Not anymore sir, we have begun to caputre their replicators, we have a standing army of over 200 bots under our direct control.

COLONEL HUGHES

HOW!!?

INT

Magic, just tell us your position and we will be there momentarily to back you up.

COLONEL HUGHES

Here, I am here, we are holding off the best we can, but we've only a handfull, **hurry.**

INT

we will

They are posted out just outside the entrance to the secondary tunnel that you went in a long time ago.

The final remainants of the mighty 3rd artillery division is now a meager 13 BiMAVs fighting a hundred robots in a closely packed semi-circular formation, backed into a wall, there are about 20 STEX scattered around fighting with them.

You order your minions into battle, and follow soon after, the tides of battle radically changes as the surrounding forces, is flanked from their right, by your forces.

The Soldgiers cheer as they turn to form a line to fight the left half of their attackers.

The rest are slowly rounded up and destroyed by the allied forces, all 13 BiMAVs should survive although a couple will be fully disabled.

As the forces of good are mopping up, the colonel comes up in your BiMAV video com-

COLONEL HUGHES

Hello Int and Golem, I am kinda wondering how you managed to capture 200 bots? What should we do from here?

INT

Well me and Golem can capture thier replicators, which can expand on their own an colonize other replicators, or just pump out specified bots.

COLONEL HUGHES

Well I think you should split up, one of you should go down that secondary tunnel, while one of you pushes back and captures sites along the primary elevator shaft.

INT

Negitive sir we have to capture the replicators together.

COLONEL HUGHES

Well then men I want you and all uninjured BiMAVs to from up into squadron alpha to move through the secondary shaft so you two can consolidate you hold their, and we can set up a command post/strong point at this point in the tunnel, from there we will spread out spherically till we control the mine, sound good people.

GOLEM

Hell ya sir.

COLONEL HUGHES

Oh yeah, and can you transfer command of the bots over to me directly since I am the commanding officer here.

INT

of course sir.

Int hands over to him the bot command codes.

COLONEL HUGHES

Alright Alpha move out, the rest of us our beta, Karen, Jones get over to Matt, we are going to carry his MAV out. Jill can you still walk.

JILL

Yes sir, I can limp.

Gain full control of Colonel's command center (inside his BiMAV)

It is like a strategy game from this point on, you produce bots and push your lines outward in all directions with them.

Meanwhile your 4 BiMAV group secures more replicators deep in enemy territory capturing numerous footholds that can be set to expand by themselves if a large enough robot garrison is set to guard them.

Foothold after foothold, robots that are successful in pushing the lines destroy enemy replicators and simply colonize that region semi-automatically.

But you can capture large groupings of replicators along the secondary tunnel network.

You make it to an old command center and find a map that you encode onto your suit and send to the colonel via the radio networking replicators.

Oh yeah the replicators radio range is limited so there are strict limitations to radio contact, and your replicator radio network can be split, if this happens the disconnected party, whatever the size will try to bridge the connection whether via Int and Golem's BiMAV or STEX, or replicators, or bots.

Meanwhile STEX groups back up bots in setting up colonies all around the tertiary network, Int and Golem should dismount and spearhead a group to secure a foothold in another secondary tunnel. You see the problem is the primary shaft is very hard to take and the mine is like 4 levels of 2 secondary tunnels perpendicular to each other and rotated 45 degrees from the level above and below, but tertiary tunnels connect all of them.

This main mine network, which are sometimes connected to 2 subnetworks with secondary mine shafts, but that is connected on opposite sides of levels 2, via the secondary tunnel system.

The bots are coming in from these secondary shafts.

What would be a good idea is to get to the shafts and reach above ground to secure above ground with sentries and set up limited colonies above ground to begin to secure the surface to attempt to secure and rebuild the primary elevator, which is the ultimate goal.

Once the primary elevator is captured and repaired and only then can BiMAVs be transported to higher levels or to the surface. STEX however can transverse tertiary tunneling to get to wherever they need.

However as soon as you attempt to bring the BiMAVs up the surface to attain your goal, robots flock to the primary elevator to cut the cables and keep you from doing this, so in the process of even bringing up MAVs to levels 1-3, you have to practically secure half of the extended facility.

This should take a lot of time as you can see.

Once your MAVs have accessibility-

COLONEL HUGHES

Ok people, I want to clean up the rest of the mine so the 3rd can have a base of operations of which we can recapture the continent and reconnect with the human radio network.

Once you have captured about 80% of the facility, the colonel says-

COLONEL HUGHES

I can take care of the rest, just mopping up from here, when your done with your operation meet up at the primary shaft headquarters to prepare for debriefing.

CUT TO:

BOAT RIDE

M, F, Gyro, and **the** Colonel, in a fast moving PT boat slamming up against the waves, all looking back at the battle you fought as Golem and Int. The battle is becoming more and more distant as the Tiger 1's BiMAV finally falls to the horde.

COLONEL

That is it, there goes the last human resistance on <that continent>

GYRO

No, Int and Golem are still there, and I am sure some of the 3rd is still fighting.

COLONEL

Well we know Golem and Int are still fine, but I doubt the 3rd could find much cover in the open plains, they've probably been pretty much wiped out.

F (ACIDIC)

We can only hope not.

COLONEL (NEUTRAL)

I am only being realistic, we have to deal with what intelligence we do have, and their odds aren't looking too good right now.

M

Ok enough, I am depressed already, do we have to hear about more death.

GOLEM

Your right we should find something else to talk about.

Ram rockets go flying over taking out the expeditionary fliers that tried to get to the boats.

M, Golem, and F tense up. The Colonel readies his rifle.

The rest of the fliers break their formation, knowing they can win this one and back down to swarm back over land.

COLONEL

They cannot take our position, so they won't even try, we can rest easy now, we are relatively safe.

A long deep conversation.

GYRO

There is the carrier group, we are almost there.

M

Yep, I get to take a shower.

GYRO

That'll be the first thing I'll do.

The transports dock with their respective boats. The one you are on docks with the carrier.

Y'all get off, the colonel escorts F to the Bridge, and gyro goes to look for a shower. M/you can do whatever the *#&@ you want to. You can buy equipment with your enormously appreciated bounty, or just rest to heal your wounds (and we assume shower). The carrier is very large, VERY, it has any store you could possibly want in its shopping district.

Go to the bridge to initiate the plot.

CAPTAIN

F are you looking for F, she went down to the command room with admiral _____ a couple minutes ago.

M

Thanks

You have to ask directions to find it, god damn huge ships.

Once you get to the command center you have to wait under the camera for confirmation. You are authorized to go inside, past two STEEX guards holding large riffles.

COLONEL

Admiral, this is one of the three magi, M.

M

Admiral _____ I assume.

ADMIRAL

Yep, I see you are well informed.

M

No the captain mentioned your name a minute ago.

ADMIRAL

ha, well then, now that you have all arrived, I shall bring you up to speed on what has been happening out at sea while you were gone.

The Admiral presses a button on the radio remote to begin a presentation. The wall becomes a map of the fleet with the day of the viral take over in the upper left hand corner.

ADMIRAL

As you know there are, or were 7 human carrier groups before the takeover, 4 _____, and 3 _____. Only our groups managed to survive the virus, and not fully, the Arctic group, and this group the _____, managed to reset the system and successfully eradicate the virus. However, after the Diablo group, reset their systems,, well basically the carrier in the group did not fully reset their system, which allowed a powerful virus inside their firewalls, to take over their entire systems, however it still left these systems fully under human control, except for unmanned fighters which launched immediately alerting the crew to the virus.

Comes up on video.

ADMIRAL

The destroyers in the carrier group aimed all their weapons at the carrier in preparation of destroying the carrier. Because, _____, the admiral of the group unwisely assumed that the situation was under control and destroying the carrier would just mean the total destruction of the group, he ordered all the destroyers to hold their fire, and they did not fire a shot at the carrier as ever last one of them were overrun and sunk by the fliers.

Bridge comes up on video. Their computers shut off for a few seconds.

The outside super machine gun (SMG used primarily to shoot down close range flying objects by firing millions of rounds per minute, turns to fire into the Bridge.

ADMIRAL

As soon as the virus destroyed the human controlled carrier group it turned the carriers automated defence system upon the crew, slaughtering almost everybody. The rest were killed by bots replicated in the carrier's extensive production system.

ADMIRAL

A few men sent out a large data packet, along with streaming video, these videos were sent via that short lived com link. Just watch.

CREWMEN

We are going to take this carrier down, we are heading to the munitions depot, before it is too late.

Go to first person of all survivors on a grid.

4 robots surround them, they fought hard and moved from their position to the door of the munitions bunker, only one of the men made it alive to the door, the other two are shot in the back on the final stretch to the door.

He quickly opens the door, he looks up to see a small BiMAV behind the door. (small is relative to other BiMAVs)

The BiMAV barely fits in the room, it can't even stand up straight without hitting the ceiling.

Boom, his body flies apart-

static...

The admiral presses a button on the remote controller to go to a realtime display of the world.

ADMIRAL

We lost contact with the Arctic group 13 hours ago, when they came into range from both of the _____, groups, under virus control got in range of the Arctic. We can be certain that they are all now either sunk or under robotic control, Leaving us the only surviving naval power in the world.

Yal are totally shocked.

ADMIRAL

but not for long, both the _____ and the _____ groups are moving in on us from the north, and from the south is the _____ carrier, now entirely under virus control. Needless to say for the past 13 hours we have been steaming south at full throttle, we are going to have to engage the _____ eventually, and I hate to say it but we don't even have the power to destroy it, it was built 2 years ago, and my carier was built,, 23 years ago even before the nano-revolution, this carrier is the smallest and weakest of the fleet, it was planned to be scrapped in, <4 years from now> and I hate to say it but I am not exactly the most prestigious Admiaral, I only have one bar, and I just got it a few months ago. Please don't tell the men, but I have no plan that will even succeed in attaining victory over even the _____.

Admiral starts crying, he tries to hold it in.

ADMIRAL

We are outnumbered, outgunned, and trapped, and not just us, but all of humanity, we have lost the entire <the one you were just on> continent, and on no other front are humans even holding a stalemate
(looks down at the ground)
except for our great capital.

M

We will win do not worry, we will prevail.

ADMIRAL

How?

M

We will frontally assault the carrier with all long range fighter jets, and deploy an elite team of tigers to infiltrate and take over the facility, gyro should be able capture the primary computer system.

Gyro puts his right index finger up-

GYRO

Just you hold on a minute.

COLONEL

I will lead the team.

Gyros jaw drops slightly as he looks over. He slowly lets his hand fall.

COLONEL

We will pack an team of STEEX into the "zeplin" and will use the long range jets as an escort.

The admiral sits down putting his left hand to his head, tired and in total disbelief.

ADMIRAL

God have mercy on our souls.

CUT TO:

TO DESTROY A CARRIER

EXT. "THE ZEPLIN"

It is not really a zeplin, it is just a 8 engine harrier style jet, powered by a dual fusion engine, that is used as a transport/gunship/airbase/docking and refueling center. It's design is that of a flying wing, with holes for the jet engines to turn downwards for hovering. See picture.

The Zeplin is being raised on the primary elevator, to the main deck.

It is being held up by 8 landing gear coorisponding to each jet, the whelled landing gear are being clamped down tightly to the deck.

The Zeplin turns it's engines downwards and pushes them to full throttle.

The clamps release followed immediatly by the Air Ship accelerating upwards.

It slowly shifts its jets to begin it's horizontal accleration, as it parabolically travels shifting from direct jet lift to, wing lift.

The other long range jets are being launched around you.

The Zeplin attains fully horizontal flight as the first 2 jets form on the wing, two more pull in next to them, then another two.

CUT TO:

INT. "THE ZEPLIN"

Real time sequence, the jet is traveling at mach 3, so only takes like 15 minutes.

M and F are standing together kind of awkward both afraid to speak.

M

I've been having these dreams,

F

Yeah so have I,

M

You have?

F

Yes you just entered into my last dream, we were playing _____ together.

M

Oh my god, I wanted to tell you, you did a great job manuvering through that cannon that was great.

F

Thank you M,
(she touches his right arm)

M

Why have we been having these dreams, they have to mean something.

F

I don't know, but the world seems different in the dreams, completely unfamiliar.

M

Yeah almost like it was a different planet.

F

Or a different civilization, I mean the shape of the globe was the same as ours, but, but...

M

What?

F

The nations were different, they were all different, it was not a different planet but a different,,,

M

civilization.

F

My god it was before the first viral takeover, we are living lives in the first epoc.

M

The AI is giving us these dreams, it has to be it, it is the only thing that could remember that far back.

F

But why would it infect our dreams?

M

Why did it let us live, when it could have crushed us.

Red lights flash and sirens sound for a few seconds, as the Zeplin goes into battle alert status.

COLONEL

The carrier has scrambled long and short range fighters to intercept our position, all units report to battle stations immediatly, fighters form up on our front!

M and F just look at each other for a second, exactly 1 second-

GYRO
QUICK PLUG IN, WE CAN MANIFEST OURSELVES IN THE
SHIP'S AUTODEFENCES.

The three of you curl up against a wall and Gyro gives you the cables to connect your minds to the ship.

Gryo's face appears on the ship's mainscreen overlay.

COLONEL
GYRO! M! F!

GYRO
I hacked into the bridge sir, can you rout us to the ships gun ports.

COLONEL
Uh yeah, someone do that.

ENSIGN
uhh Ya sir.

You now control the three large autoguns on the top of the ship.

COLONEL
Fighter wave approaching launch counter waves, and anti-fighter
missiles.

The three of you are facing forwards. When the ships get within range you uniformly begin to fire upon them. You are always firing at the enemy figher planes unless you choose to use magic and whatnot.

The jets swarm the air ship giving it everything they got, when a jet is about to be destroyed it kamikazies the ship, and you have to take it out or else it deals insane damages.

COLONEL
Approaching the carrier, FIGHT SQUADRON ALPHA BETA Dual
criss cross formation TAKE OUT THIER PRIMARY RAIL CANNON!!

ALPHA SQUADRON LEADER
Roger that, rigify formation.

The formation of the 7 remaning jets forms up upon the leader as they bank right to decend into a 180 degree half flip followed by a codirectional 180 degree roll to reorient right side up and coming up full throttle on the carrier about a click away. The formations are tightly packed and about 400 M apart and converging precicly on the primary anti-air gun.

ALPHA SQUADRON LEADER
SCATTER

The forward hyper macine gun a high frequency of short, deadly bursts of insane amounts of bullets that litterally tear apart the jets.

Alpha squadron leader dies along with about 1/2 the jets before they even get close to the carrier.

BETA SQUADRON LEADER
We're losing too many, not enough fire power, RAAAAAAM IIT!!!

2 jets survive the target bullet storm to collide directly with the primary cannon, another is chopped in half by the hyper gun as it pulled out.

COLONEL
 APPROACHING THE CARRIER, ALL PERSONEL, REPORT
**IMMEDIATLY TO YOUR MAVs, THIS ZEPLIN is too
 damaged we are GOING DOWN!**

The colonel points to the ensign-

COLONEL
 tell auto-pilot to ram directly into the forward hyper machine gun.

The colonel and everybody else runs out of the bridge.

CUT IMMEDIATLY TO:

M, F, and Gryo waking up from the ground. You are being timed! You are directed to your respective BiMAVs where you proceed to mount them, the colonel gets in the one next to M.

COLONEL
 See ya in the meat grinder.

The colonel slides in-

M
 Sick fuck

M slides in. Camera rests exactly where it is as the other pilots (and personnel) mount their MAVs.

The bay door at the rear opens immediately followed by all the BiMAVs being rammed out the hole in the back.

They fall a meager 20M into a uniformly programmed soldier roll. You get up to see "The Zeplin get partially chopped in half by the hyper machine gun, just before it collides with the massively powerful gun. The gun and ship produce an enormous explosion as the ship blows up just under the gun. The gun slowly falls through the deck create an enormous hole leading to the fighter storage deck.

Meanwhile the fliers begin to absolutely swarm this elite squadron of about 30, mostly Tigers. The last few jets fly circles above the deck fighting to their very destruction and futilely ejecting trying to land upon the deck, they do not survive long on the outside, nor do anybody, especially BiMAV pilots.

COLONEL
 Get to the crater, we can get through to the second level.

All of the BiMAVs just run straight down into the hole, jumping the 15 meters like they were nothing.

The lower level is inhabited by most of the stored fliers, still being scrambling out of the holes in the hull. They begin attacking you, and the 15 or so other BiMAVs and about 10 STEX that made it off the surface.

COLONEL
We cannot win this fight, ALL FORCES BACK OFF TO THIS
DOOR, and DISMOUNT IMMEDIATELY,

The colonel backs off near to the wall

COLONEL
set autoturrets, EJECT!!

You do the same and jump all the way to the ground into a soldier roll, the rest of the 10 or so BiMAVs do the same, 20 soldiers survive of the 140 that were initially sent in the long range jets and "the zeplin" now all dead and gone.

The colonel after firing his rifle to kill a nearby flier bolts for the door and

COLONEL
Bolt for the door.

The colonel makes it to the door first, the rest are right behind almost to it, when he tries to type into the interface to open it-

DOOR
Authorization not granted.

COLONEL
FUCK YOU!!

The colonel steps to the side and takes out a C-5 package and lobs it onto the door.

BOOOM, the metal is stripped and charred far above the door.

The STEX, can barely make it through the hole where the door was they are big very powerful.

The Colonel and his men fight against very strong internal defence systems reinforced and supplemented by the virus.

You combat against not only security bots but permanent internal security turrets, but randomly attacking bots. You only have to destroy internal security once.

The ship is a hostile labyrinth with an obvious final objective. You cannot destroy the door until you retrieve all important weapons and items.

The colonel guides you to the boss through many objectives, when you get to the boss, you should have about 12 of the 20 men left.

You have to fight the boss after you open the door. The boss kills all the STEX and the rest, F heals the magicals and the colonel, and one other "a Dragon" a force more elite even than the tiger divisions, each dragon is trained with basic magical abilities, like heal and magical attack, a normal attack imbued with that dragon's magical ability.

When the boss is half dead in defeat, Gyro tries to take him over and control the ship. The cornel stupidly advises against it.

GYRO

i got it!

The robot blows up dealing damage to every one. A count down timer appears as red lights flash. No words are necessary to describe what to do, run!

You run behind the door and navigate a narrower labrenth with nice secrets too dangerous to normally find.

You try to make it to the main deck, but the bots stop you from doing that by cloging the entrances, you try fighting them back but there are an infinite number behind them.

M

Colonel, how are we going to get past this shit???

COLONEL

LET ME TRY!

He pushes them back signifigantly but not fast enough; 2 minutes left.

GYRO

Gyro no there is another way, the armor to these cariers is only a few centimeters thick.

COLONEL

what!?

Gyro turns from battle and bolts out the door.

GYRO

WE BLOW THE HULL.

COLONEL

LET's GO GENIUS!

The colonel leads the rest in pursuit of Gyro.

you are at the far side of this monstrous ship, you can barely make it to the hull in 2 minutes, the robot fights moderate to hold you there as long as possible relasing you from their grasp until the last 15 seconds.

The dragon leads the way to an officer's dormitory, with a diamound window. He packages the explosive just as M runs to the door to see the escape route.

BOOM,

The clock strikes 0, as the ship is exploding.

The dragon jumps, then you, then Gryo, the colonel motions for F to go first, with a grin on his face, then jumps out right after her.

The colonel lands in the water moderating his shallow dive, the rest are just treading water, watching the final portion of the beautiful sub-atomic explosion of all the ship's munitions.

The ship begins to practically fall into the water, as it takes in enormous amounts of it.

COLONEL
COME ON SWIM, we got to get out from where the ship brings
down the water.

The vast flux of water pulls you towards it. All of you are subsequently submerged, camera sits above the water, as the fliers hover above, waiting to strike.

Finally the dragon surfaces followed by F, then M, then the Colonel and Gyro.

(Spiral into battle against the fliers)

COLONEL
HOW ARE THEY STILL ABLE TO THINK?

DRAGON
They must have reprogrammed the fliers to be independent of the carrier,

GYRO
That is very very bad!!!! let me try and take them.

DRAGON
what do you have wires coming out of your head or something?

GYRO
Yes actually I do.

DRAGON
Yeah now that you mention it so do I, and since I am an electrical
elemental I know how to hack their systems, Gyro will you help me.

GYRO
Yes.

COLONEL
You two, stay behind with me to fight off the fliers.

M
Yes sir.

DRAGON
I got the link, let's go in.

Spiral into internet combat, You now hover near the edge of a giant sphere, a neural network of hundreds of fliers, you look down at M, F and the colonels.

DRAGON
THIS isn't their neuro connection, this is their fucking battle interface.

GYRO (DEEP IN THE FORCE LIKE YODA)

I can't find their leader, I can't FIND THE CENTER?

DRAGON

There is no center, the center is the entire neural network of fliers, all of the fliers are now one brain now, I only saw one thing to log onto because their is only one entity to destroy.

They notice you.

GYRO

Well we could try just killing all of them.

They begin to fight you as you regain control of M, F, and the colonel through an audio link.

DRAGON

No, we are not strong enough we would die.

They fight them just as you do, just as conventionally, doing just as much damage.

DRAGON

If we cannot fight thier physical center then we can fight their metaphysical center, their spiritual center, their soul. **NO WE CAN STEAL IT!!!!**

The Dragon slowly outstretches his arms out in trancendence, as he bends slightly his right knee slight, he slowly rises, with a slight spin about the vertical axis

Robots around him attack him, but he only absorbs the attacks as electricity, making him stronger, or in this place more focused. Becoming completely abosrbed with magical energy, his eyes begin to spark with this increadable aura.

Soon his entire body is surrounded with this aura.

DRAGON

I am becoming one with it, I am gaining control, I am stomping out the corrupted soul of the virus.

GYRO

GOOD GOOD then control them away from me!

The omnipotent looking dragon, swipes the bots away from Gryo. They fly themselves away, now the Dragon can move schools of the robots with his hands. He is looking down at his hands in wonder.

GYRO

get them away from the others.

He parts them like moses.

They look up almost at the dragon now supersaturated with lightning power.

The DRAGON SCREAMS A STRANGLY PITCHED SCREAM THAT CRAKELS WITH ELECTRICAL SATURATION AND SEEPS OF UNWORLDLY POWER!

DRAGON
AHCHCCHHCHCHCHCHCHCHAHHDGFHAHSHHCCCCCCCCCCCC!!!!!!!!!!!!!!!!!!!!

The Dragon emits a powerfull white aura, that wipes out the blue spirit aura of the virus.

The dragon decends to become level with Gyro.

DRAGON
 I did it, I now control the fliers with my mind, with my spirit directly.

GYRO
 How?

DRAGON
 I became one with it, now my spirit is manifested as much in my body, represented by what you see in front of you and the spiritual aura that you feel around you.

GYRO
 So like your mind is spread through out the sphere, i mean thier battle network.

DRAGON
 In a sence, but it is better described in my spirit, even though it does feel that exact way. I can control this fleet as I control my own body, there is no longer any need for my spirit interface with this network for this network is my spirit, or the software on it.

GYRO
 Amazing, I wish I could do that.

DRAGON
 You have an interface, you have magical abilities, you can do it just as I did.

GYRO
 Mabey you could show me,, some other time.

DRAGON
 Yes let's get our bodies out of the water and into the air. Here return to your network.

The Dragon who is floating above you turns into a hologram a ghost of his previous self.

GYRO
 Hey you are in your body.

DRAGON
 I am in both, this is just a manifestation of my soul on this network, a residue of a soul bent on being in a body, hey get outa here, get back to your body.

With the wave of his arm you blink awake in you body, Dragon turns to you.

DRAGON

It feel's different almost like I am only half here.

M

why would it feel any different?

F

how did you take over the those fliers again?

COLONEL

Why are they coming down on us?

DRAGON

we got to get out of here some how, and we have an entire aerial fleet at our disposal now.

CUT TO:

(world map)

You are now represented by a swarm of little fliers, which you inhabit. When you fall into battles against the long range jet patrol's presumably sent from robot replicator all ranging the entire globe, you fight with your whole fleet, and the characters are pilots inside the diamond bubbles, just like normal human planes. When you attack you fly at them then turn in part of a circle to face your next foe. Yes there is some magical amplification and stuff, and staffs are manifested into the missiles and primary cannon.

Can wonder around for a bit but you have to cannibalize the energy from the ships you don't need letting them fall like stones into the ocean.

can't find a way through the resistance to send a radio message to the carrier group.

It is pretty obvious where to go, it is the closest human settlement, when you arrive-

DRAGON

This is a human controlled fleet do not fire upon us.

LIEUTENANT COLONEL (AUDIO ONLY)

Prove it, PREPARE ALL WEAPONS!

DRAGON

WOW, this is Dragon _____, check up on your database
I am him, also with us are M, F, Gyro, and Colonel _____.

LIEUTENANT COLONEL (AUDIO ONLY)

Dragon _____? check the database!

ENSIGN

Yes sir it is him, I don't think the robots can visually present people, they are human.

LIEUTENANT COLONEL (AUDIO ONLY)
Stand down all weapons, well how did you come by all of the
_____ carrier's fighter jets?

DRAGON
I replaced thier collective consciousness with my own.

LIEUTENANT COLONEL (AUDIO ONLY)
No really how did you do it, that is amazing.

DRAGON
No that's really how I did it.

GYRO
He is telling the truth I was there,

LIEUTENANT COLONEL (AUDIO ONLY)
Right, land all your fliers in our airfields, they can turn the tides of
their push.

DRAGON
Have they taken _____ already?

LIEUTENANT COLONEL (AUDIO ONLY)
Yes our lines have been pushed back to the very walls of _____,
here we make our final stand.

DRAGON
Good, we came just in time then.

CUT TO:

SNAKE ISLAND

Airfield, standing talking. When you talk to the Lieutenant Colonel-

LIEUTENANT COLONEL

It is going to take some time to refill all these jet's, we just don't have those kind of facilities, come back in a few hours.

Of course you goto the inn and get more guns in the tropical town. You get a STEX suit. When you are rested and ready, you go back to the Lieutenant Colonel.

LIEUTENANT COLONEL

Suit up boys, we are launching all forces.

You run to your jet with the others and immediatly launch.

Fly just over the city in autopiilot, looking down as the city transitions into uninhabited rubble still being hit by long range artillery. The 80 or so planes form a perfect formation of 4 rows of 20 planes, side by side.

DRAGON

Approaching the wall, things are going to heat up fast, let us hit them hard and uniform, keep your throttles to 120% let's take this flyby.

The wall is made of cemement in preperation of thier advance. On the top of the wall are BiMAV and STEX ready for the battle. The wall is 20M high. The troops cheer as you zoom by maintaining static altitude.

Fly over the wall to attain reletive freedom of control.

The Robots are charging the wall in an incredible mass of entirly ground units.

LIEUTENANT COLONEL

ALL UNITs Progress forward.

The BiMAVs begin jumping down from the walls while the STEX slide down thier very steep slopes.

The ground forces clash in virtual melee combat, but because of the total aerial superiority you begin to dominate.

Their front lines fall quickly, and their rear lines move into full yet organized retreat. They reverse their weapons to fire back as they slowly close in on one of thier strong points, the train station.

Thier are fortifications around the trainstation.

DRAGON

ALL AIR UNITS BREAK OFF, we cannot hit this one head on.

The modified train of about 30 cars mounted guns turn to fire upon you as the swarm splits and spirals away from the formidable defences.

COLONEL

They are evacing by train we can head them off ahead on the track,
Dragon guide us.

DRAGON

Yes sir.

The swarm now reconverges on the train tracks, while the ground forces progress further.

GYRO

Put us ahead of the train and level with it, we can avoid getting hit by
their primary weaponry.

You go ahead of the train turn your jets around and fly backwards, blasting away at the locomotive, along with a robot mounted on top and a few frontal guns, and advanced guards (on the track).

The Locomotive blows up and is crushed under the tracks and falls to the ground far below.
The train does not slow down.

GYRO

They've got delocalized locomotion, we are going to have to take out
each and every car.

DRAGON

I'm not sure we are going to have time for that, perhaps we should-

COLONEL

No we crush them where they stand, all fighters fire upon the second car.

The second car crumbles.

After taking out just about all of the advanced guards whom are attached to the track, and the robots ontop of the the third car.

BIMAV 1

**DRAGON, THIS IS BIMAV 1 REQUESTING IMMEDIATE
AIR SUPPORT, WE ARE PINNED DOWNED AND TAKING
HEAVY LOSSES!!! REPEAT NEED IMMEDIATE AIR
SUPPORT!!**

DRAGON

Ok I am going to swing the swarm back to help the others.

M pulls his jet just above, (still flying backwards) the train and inverts it.

M presses the emergency cockpit open button, the window is instantly ripped apart by the subsonic winds.

M releases his straps, to fall to the relatively stationary train, M tucks his head in, as if he is going to roll forward up wind, but after going about halfway down into the roll, with his legs about to come to about 60 degrees above the plane of the forward train, the wind begins to push against gravity enough to stop him for an instant before throwing his legs and body in a reverse roll to him landing with his hands face and body pressed to the steel roof. Meanwhile the primary cannons fire destroying the plane with both lasers, and machine gun fire--

DRAGON

What the fuck are you doing!

F

We are going in.

GYRO

Me too.

Those two drop into the same roll M did, F first on the same car near M.

M let's the grip of his hands weaken to allow the wind to push him back slightly, the others do the same, M reaches the divider held together by a standard black plastic accordion fold.

M looks back at it and wonders how to get to it.

M slides past it, takes out his hot knife and slices a rough ellipse in the fold.

M pulls himself forward to fall face first into the divider.

The train is hollow and full of robots of all sizes and shapes just standing around in the windowed yet hollow train.

(SPIRAL INTO COMBAT)

F falls through feet first followed next battle turn by gyro.

M

This is not going to be easy, they have got an unlimited supply of them.

F

How are we going to stop the train before we reach the next urban center?

GYRO

We could blow it up, I am sure that laser cannon that took out our ships is powered by a fusion generator, we could vent all extra fuel and turn off all control circuits to initiate a micronuclear explosion.

M

What!!!!????

GYRO

Take us 4 cars that way and I can blow up THE train.

M strikes away the robot and gets past the divider to the next car, you have to kill robots from each car to make it the four cars down train, it is a very long and strenuous battle. The robots are small and do not do all that much damage.

In the third car fighters scrambled from the city fire upon you through the glass windows, you do not fight these planes, rather you just heal the almost negligible damage they do to you.

The fusion generator houses a powerful laser cannon that resembles the mini-boss for this mini-mission, his slashes do almost critical damage to all of you, have to continuously heal.

Once you kill the laser cannon gyro orders M to destroy the tank of Deudium.

Gyro logs into the computer interface.

GYRO

The magnetic field is slowly weakening, we have around 20 seconds or something like that.

M

AROUND!?

Gyro just jumps out the window and immediately deploys his parachute.

M

Ladies first,

F

Ohhhh,, thanks

M jumps out finally.

You run to regroup with your friends, you are spread out about 200M apart, weak robots attack you on the way.

You look back at the nuclear explosion that takes out the entire train and its tracks. The shock wave is weak by the time it hits you about 30 km/hr barely noticeable. The suit is fully insulated from all forms of radiation, except for half of gamma rays.

GYRO

What do we do now of fearless leader.

M

I am radioing the swarm, they can probably pick us up.

M

They are not responding they must not be in range.

4 large formation of long range jets flies over at high altitudes, everyone looks up and over.

F

Where the hell are they going.

GYRO

There are no human settlements to the North.

M

The carrier?

ADMIRAL

This is Admiral _____, I am picking up your radio message, conveniently enough I am currently sending over, an assault squadron to infiltrate and destroy the _____ carrier due south of these islands.

M

YES SIR, I just saw 4 enemy formations fly over our position at you.

ADMIRAL

Affirmative, how many to a squadron.

M

I think they had 4 row triangles, that is 14.

ADMIRAL

Thank you for all that you have been doing, you've all been doing an exceptional job, and if we keep it up we could win this war.

M

NO we **are** going to win, when does that assault squad pick us up.

ADMIRAL

I have diverted the entire squadron to rendezvous at your coordinates with Dragon's swarm, their eta is 3 minutes.

M

Awesome.

ADMIRAL

Good luck in taking out that carrier, we depend on ya'll entirely.

CUT TO:

M, F, Gyro and Colonel sitting in a Seahawk assault helicopter, over water.

The cornel guides the seahawk above the enemy deck as they are one by one shot down, your suits hit the deck in hopeless combat. "bolt to that door." says the cornel. Cinematic begins to show your unit crouching jumping out, as the main energy turret charges up. You are half way between the still fighting suits and the door, when the main turret fires 12 rounds of some automatic and colossal energy weapon that not only obliterated each suit putting craters the thick hull.

The design is the exact same as the last carrier except the defences are seriously beefed up and you have 1/2 the fighters, but you are all STEX and more experienced.

The boss is much more powerful.

After you defeat him, you have to jump into the water before the carrier explodes (it only gives you like 1.5 minutes this time.)

When the carrier explodes all of the jets, literally fall out of the sky and sink into the water.

DRAGON

Great, just knock out the fighters so I cannot take them over, thanks.

COLONEL

It's alright we can get pick up from the carrier.

CUT TO:

(dream sequence)

ends with fighting.

FADE IN ON, COMBAT AROUND THE CHOPPER.

The colonel begins firing out of the seahawk.

Fire small arms fire is coming in from the outside.

COLONEL

WAKE UP YOU SONNOF A BITCH, were dropping.

The STEK troopers rapel out of the helicopter, thier faces are pasted in by the interface so we can see their facial expressions and stuff. M soon gets his ass up and follows the train begins to fly away as soon as he lands and goes back to the carrier to get more STEK.

You are in the second town their are robots all around as they have taken over by all the machines, it is soo well designed with traps and stuff, you think it is alive, you think-

GYRO

I think this thing is alive.

DRAGON

Yeah I have felt that also, I think we should log back onto the network to shut them down, you guys post up here, guide our bots.

COLONEL

Will do, let's post up in that building.

They all four go up while gyro and Dragon are hacking in.

Have to fight a few bots on the way up, they came from the subways from outlaying replication facilities. Get to the top of the building where you post up and hold them at bay while fliers attack the window.

Show Gyro and Dragon infiltrate their firewall by going around it and fighting their way through around it.

You break through into their network and zoom towards the head of the city, this one was in no way collective rather he ruled over many sub-AI routines, but all wired to the top.

You make your way up in the tower as they compleatly surrounding you, the fighting becomes very tough at this point, you'd better take it seriously.

You make it to the final doors, where there is the giant head of the network.

She is a huge monster, not really a robot, fire works well on him but Ice heals him. You burn him.

You try to take her out, she gets all the town's melee robots around you-

DRAGON

I'll hold back these blades while you take out this monster.

GYRO

Alright.

They go back to back shooting, as the giant battle begins. You take very heavy damage,,,

CUT BACK TO GROUND:

The colonel and F are fighting-

F

Need healing?

COLONEL

Not yet I can hold out a little longer, keep shooting two more vollies, then heal me. After the first volley.

GYRO

F, M, I need your help.

F

Yeah but we are taking serious flak up here, I don't think we can spare anybody, especially not F.

DRAGON

Look we are going to die up here, I can command 3 bots as my own me and the colonel will be fine up there.

F

Good deal, I'm going up and you with me, yes M, you.

M

Alright, Gyro rout us up directly to your position.

GYRO

Close your eyes, this could be scary.

M and F apper in front of him.

M

What, I just blinked here.

GYRO

oh, alright but heal me.

Combat beings again a F heals Gyro then Dragon, they get back up to strength.

The fight is still hard but doable.

Once you take him out Gyro stands in the center of the room like he did.

GYRO

Now I meld with the system.

He out stretches his arms and uses large cables to connect his arms outstretched across the the computer access port, he Becomes absolutly HUGE, as he now towers above the height of the boss.

M

Holy shit this guy is amazing.

Gyro GOES DEEP INTO MEDITATION.

The entire color of the room changes to white.

Gyro disconnects to the computer and goes back to being a normal person.

DRAGON

I have transfered to human codes, we can leave here now it is safe now.

F

Ok lets get back to our bodies

GRYO

Disconecting us now.

CUT TO:

Colonel and Dragon's 3 bots, fighting hard core amount of fliers, falling back into a squre fomation back to back.

COLONEL

Why are there so many of them?

DRAGON

Beacause they know that we are trying to take back over the city.

COLONEL

Holy shit like you did in the carrier,

DRAGON

Similiar but yes the same in theory.

COLONEL

Good so we don't have to fight these forever.

DRAGON

No! but for too long, for two long!

You continue to fight them in a hard spot, waiting and waiting.

Finally the time passes on the game clock comparable to how long it took for the other team to take over the city.

The robots stop attacking and come directly under your command.

COLONEL

Awesome, I have never seen something so amazing as to control our enemies so soon like we do,

DRAGON

Yes it is amazing, I wish we could do this more often.

COLONEL

Same without the incredibly long holding out shit.

DRAGON

Yeah...

Gyro, M, and F, jump back into their bodies.

GRYO

Wow what a rush, that was absolutely euphoric.

DRAGON

Yeah see what I was saying, it is amazing.

COLONEL

Admiral, we have successfully taken over the city is it now under control completely by human control systems.

ADMIRAL

Amazing you Pirats saved the day, great job, but there are two more cities to take, and I was thinking you guys could go in by train covered by our jets, we are sending heavy BiMAVs and support soldier, I'm afraid this one's not going to be that easy.

COLONEL

Yeah staying on the tracks is a great idea, men ship out to the central train station, we are moving to the next site.

Every one gets there and the robot train now under human control starts up.

You go along the road for a bit, but nothing happens soon, A train comes up on the command screen in the train.

ENSIGN

Sir they are coming right for us at maximum velocity.

COLONEL

Look they are going to ram us, slow down the train and prepare to detach the first car and put this train, turn the other cars in full reverse until we take out their train. Understand!

ENSIGN

Yes sir, I am ready to detach first car.

COLONEL

Magi, get to BiMAVs and get to the first car immediatly, we have a serious problem.

M

What sir.

COLONEL

Oposing train.

M

Oh be right there.

Cut up through train to show M in a BiMAV crawling up the train to the first car, where he gets on it with the others.

M

DETACH!

The front train detaches to instantainous acceleration, while the train puts full friction brakes to come to an increadibly long stop. After a minute of waiting-

ENSIGN

Brace for impact!

The brakes slam as the first car slams to a stop, then immediatly into going backwards.

ENSIGN

I am getting you up to speed with it so you can have a smooth dock.

COLONEL

Thanks for the consideration.

ENSIGN

No problem, you are at 300 km/s, they are closing fast, faster, shit there is going to be a jerk, watch out for their autodefences they are pretty heavy, I'd break deck quick. Collision in 8,, 7,, 6,,4,,3,2,1

SLAM!!!

The entire team of four is flung forward pushed back also by the wind they go far down train.

COLONEL

Break through, take out the roof!

You cut and punch away the roof until all of you are in train. M rallies to the Colnel, they rally with F, then Gyro. You are traveling up train trying to get to the brakes of the first few cars so everything comes to a stop.

ENSIGN

They are, you are gaining on us get to the train quickly.

COLONEL

WE ARE!

After fighting through serious amounts of bots you make it to the front of the train where you manually activate breaks, and slows the train down, to a stop.

ENSIGN

Alright I am docking with you in 3,,2,,1.

A reletivly smooth dock begins to push the entire train on its way.

GYRO

Wait I can use the couple to take this car.

Gyro connects this car with the human controlled train and takes over the car, reinforcements come in the back. You press forward in reletivly easy procession all the way to the first car. After you take a car the train begins to go faster.

Finnially you get to the final rear car on the robot millitray train. You defeat the last powerfull piolot robots. You look out at the city as it approaches you are almost there, you take over the controls.

Gain control of the entire train and the units on it, begin moving them up automatically.

(COLONEL)

We now control thier millirary train and are re-positiioning within it to spear head the city _____, repeat we are green light for furthter invasion.

ENSIGN

Roger that sir, acelerating train to %100 safe velocity.

COLONEL

Negative ensign we are going to go up to %120, they can whistain very high velicities, and we need to get in there quick. By the way where are the human jets, I requested airal support for this operation.

ENSIGN

Roger that colonel they are right over you as we speak.

They do a super sonic flyby causeing huge sonic boom.

COLONEL

Ok there they are

(he says shocked by their noise.)

All units fall into battle position, we are arriving very shortly. TRAIN operator, I need you to put maximum possible brakes, exactly when I tell you, air support I would request serious close in cover for this initaly followed by an array of rail artillery through a grid of three block.

FIGHTER PIOLT

Hell ya sir we will **fuck** them, alpha squadron stay above those building over there, beta there, gamma there,
 (He shows them the three buildings to sit above)
 choppers maintain visual surveillance and as they begin braking track thier destination and pain arillery to those outlying streets, to clear the invasion.

ARTILERY

Got that strike preped and loaded, capacitors charged, awaiting painting coordinates.

COLONEL

I am braking soon, brace for impact, jump out of the train and get to cover, we've got serious artillery strikes and close in air support.

The colonel slams the friction brakes pushing them beyond their full limits.

ARTILLERY

NOW TRACING COMPLETE FIRE NOW.

FIGHTER PIOLT

Close air skimmy over two blocks down, after the strikes move our and down for the closest air supprot we can possibly give.

CUT TO:

colonel's display shows the brakes heating up.

CUT TO:

Cinematic of brakes heating up so hot they a burning in giant flames egulfing the low track.

CUT TO:

The colonel turns-

COLONEL

Alright troops LOCKINLOAD, WHEN THE DOOR DROPS HAUL OUT TO COVER.

The Colonel joins his BiMAV commrades as the train finnaly comes to a stop. The tagret is being painted with the interface.

CUT TO:

The door opening, it is night time and the immense artillery strike slamming into the ground. The robots are still firing up at you so you and your small battle group instantly jump down, to join a fight of four assalt helicopters firiging clearing under the track.

You have to command your vast squadrons with your field interface while you yourself get to cover.

You stay in the first story buildings, you run your way to the center of the city, commanding your units too close in on the city boss, where the combine force of all the BiMAVs the fliers and a insanely powerfull series of artillery strikes.

The boss is defeated and Gyro and Dragon are over to take over the entire city, putting it in human hands.

COLONEL

Great job people, _____ is now **OURS!** We will form a camp here and heal our wounds and revamp our equipment, ensign please send in the settling group.

ENSINE

They are assembleing as we speak the train should be leaving before midnight.

COLONEL

Good just enough time for them to arrive under our saftey.

(Dream sequence)

CUT TO WAKING UP:

You wake up from a sleeping bag in a building in the city, you walk outside to see a maglev train arriving from the West, it is close by and when it comes to a halt armed civilans in effect got out of the train, they were taught the most basic of weapons training so did some damage, but this city is compleatly under human control, so the weapons are just a precaution, and a defence. You walk around the city looking for stores to go to, you can once again buy weapons amunition and supplies some of which are provided for free, they give you a huge discount because they respect the magi for what they have done.

When you are ready you talk to the colonel-

COLONEL

We are moving soon on our next mission, come back in a few minutes and talk to me when you are ready.

COLONEL

You ready? good, now suit up and get on that train,

COLONEL

yes ontop of it.

CUT TO:

(On moving train radio comm interface is displayed in a cinematic.)

ONE MORE AFTER THIS ONE WHERE THE MAGI GO IN AHEAD WHILE THE OTHERS GO BACK TO FIGHT THE ROBOTS ATTACKING THEM FROM THE WEST, THE CARRIER LAUNCHES ALL JETS AND USES THE BRUNT OF THE BACKING FOR THE MAGI IN THE CITY. THE CITY IS A SOMEWHAT TORN UP TROPICAL GHOST METROPOLISE COMPLETE WITH 700M SKYSCRAPERS AND EVERYTHING.

COLONEL

Now I want ya'll to know why we are just assalting with the vetrins, I designed a battle plan that will take us directly to thier city mayor, we can control it and take over the city. We need a tight elite squad to do that not shaky first timers, we will be running in low robot occupation zones, and I mean fast we out run most ground bots and our carrier is providing continuous extreamly close in fliers to back you and I up, alright remember to keep tight we are going to brake at _____ station.

CUT TO:

A sign of _____, have camera pan from the sign 180 degrees to look at the train zooming at it and pans to zoom in on it and follows it as it comes to a slow, incredibly, incredibly slow stop. The train is zooming for a well devoluped urban area.

COLONEL

MOVE out, jump to the left.

All the BiMAVs jump a few meters off the elevated tracks to the ground where they immediatly devistated three week ground bots.

COLONEL

KEEP RUNNING, THIS ENTIRE PLAN REQUIRES CONSTANT SPEED, REMAIN AT FULL VELOCITY, AT ALL COSTS.

Just then about twelve close in support fliers began hovering on the fringes of your, in support of the troops while other fliers flew around above in search of target to bomb, and shoot at.

You run through everything, commanding only the ground forces, but acasionally directing some of the fliers to do something or cover them in some way.

The robots have set up road blockes in one area of town surrounding the boss.

COLONEL

Dragon can you see whether this infernal road block of theirs continues all the way around.

DRAGON

Yeah we see it, all around you are going to have to find a way around them.

COLONEL

Through the buildings we STEXIFY.

M

but colonel we won't have the fire power to take out the boss we need to stay big.

COLONEL

how are we going to get through, they will ambush us in less than a minute.

M

WE can use the fliers to pick us up and carry us over the 10M barrier.

COLONEL

Ok good idea, everybody BiMAVify, we are getting farried over the wall.

Ya'll run out side as you call a swarm of bots to both pick you us and cover you as you are exposed.

It takes all 20 of you at once and pulls you over the barrier and drops you as they fly close in to form a front line against the air fighters.

You charge forward from three blocks of eight streets blocked by barriers.

The air fighters swarm in from all sides as you close in on town hall where the government computer now rules from, Inside the big auditoriam is modified as the city brain, and a strong ass emplacement compleate with 4 cm rail cannons and a laser defence system, many fliers, and some BiMAV die in the process of killing him. But after all his defences are taken out Gyro goes up to it and plugs into it's fiberoptics with his necklass, he is connection to a great neve of the central computer to hack it defeating it from it's soft inside. In a minute the city becomes good as your troops no longer have to shoot at the enemy ground bots hording your meager land defences.

COLONEL

We did it, we are all on leave for the next week, the newbs can take care of defence in our sted, but with all these robot defences I think it won't be all that hard.

CONQUEST OF SOUTH ISLAND

A contingent of their forces split off to the south to take a small island below their position.

You after your week of respite in that last city set your eyes to across the pensinunsila as the carrier launches it's short range jets upon them.

COLONEL

Move, operarion Overlord is about to commence.

All of the magicals and a few islander BiMAVs pack up on the beached amphibions. Open top but some good cover and two forward machine guns and one rear. I can shift its treds back to form a smooth flat hull as it rapidly glides onto the water from its land derived momentum. As the amphibion gets into deeper waters, and get going much faster it's hull shifts to downward as it forms a very narrow hull.

The amphibions get going very fast on this reletivly small channel. The jets fly over real low, a few of them are just plane slashed to peices by their auto laser defences.

JET SQUAD COMMANDER

ALL JETS BREAK OFF AND GET LOW, DON'T EVEN GET CLOSE TO THAT DAMN THING! Ground, I'm sorry, but we just cannot go up against that kind of firepower, please procede and knock out thier laser system.

COLONEL

Affirmative squad leader, I understand your situation, there's no other way, we'll penetrate and take out those defences, then move in pronto.

JET SQUAD COMMANDER

Got'ca we'll move on your signal.

COLONEL

Alright men new plan land at Main St., we'll use our plastic explosives to blow a hole in the road to break through to the sewer, frog two follow my tail.

The two amphibians aling themselves in single file, then soon after transorm as the head up the beach head.

COLONEL

WE are going in pick up an explosives package.

all of the BiMAVs pick up thier large explosives.

The guns start firing as the BiMAVs-

COLONEL

Give cover attack from the cover of the ship with only your guns out.

That is what you all do.

FROG 1 PILOT

We are approaching the bomb site, braking.

The transformed amphivans begin bracking evenly all the BiMAVs in Frog 1 go out and plant the bombs in a rectangle and detonate them. The enemy bots are around but take serious damage from the machine gun turrets.

The rectangle of assfault falls flat on the subway track.

The BiMAVs all jump in and spread out immediatly.

COLONEL

Frog 1 GO!

It drives in at the exact right velocity to do a full 360 before it lands,

COLONEL

Incredible, perfect, FROG 2 procede.

The subways start out mostly clear as you drive away from your hole, but then a whole bunch of bots swarm your flank through the hole. Both the rear mounted turrets take them on pretty well smashing a few of them up.

The robots in front of you converge to form a living barrier, still shooting at you. They will not die and collectively heal themselves.

When M casts water 2 they all just simply wash away taking enourmous damage, you blast them as they squirm on the ground, pulverizing thier injured bodies, till their death.

The forces procede deeper in the subway, until you get to under the laser defence system.

COLONEL

Place plastic here.

He points to a point on the ceiling.

A few BiMAVs reach up to place the charge, then run away from it as it detonates bringing down metal and sunshine.

One of the Islanders jumps up out of the hole and tries to climb up on his arm before a laser hurts him bad and he falls back feet first, F heals him, as the colonel readys to jump.

The Colonel and a few Islanders and M jump out of the hole first time as the view cuts instantly to above ground to show thier immediate confrontation with the boss.

The rest of the BiMAVs jump up there to join in the fight, the boss packs a heavy punch but goes down reletivly quickly if you apply certain critical spells

COLONEL

NOW, ALL AIR FORCES CONVERGE ON OUR POSITION, THE BOTS HAVE US SURROUNDED.

JET SQUAD COMMANDER

Affirmative, be there shortly

COLONEL

Gyro, Dragon, we need that city fast their bots are about to encircle us completely, we cannot hold the entire city off forever, even with air power.

DRAGON

We are getting to it, it will probably take a few minutes this system is very advanced.

By now the bots have got through the above ground barriers now laid down so the robot could get through.

Enemy bots are pouring out of the subway and are now encircling you. Your forces begin frantically firing to drive them back-

ISLANDER 1

I'm TAKING TOO MUCH DAMAGE, I need to be healed now!

Just then a robot fires a huge shell that blows his injured suit to pieces.

COLONEL

Air move in on our position at full throttle, WE ARE BEING ABSOLUTLY PUMMELED OUT HERE.

JET SQUAD COMMANDER

All jets, increase throttles to 125% safe velocity.

JET SQUAD COMMANDER

Don't worry sir, we will be there shortly, we are over the city now.

After a grueling 30 seconds of insane fighting, your position becomes backed up with dozens of air fighters.

CUT TO:

Gyro and Dragon as they first enter the network.

(Clock counts down from negative to zero when the air fighters arrive then count up from that.)

You fight a long way to get to the boss.

The boss is a laser defence system, just like the physical form you just destroyed, it's spirit is still alive in it's more protected circuitry.

You destroy him and take over the city.

CUT BACK TO:

Fighting encircled against the immense robot horde.

(Clock counts down from wherever it last stood.)

When the clock hit's zero the robots go under your control as Gyro and Dragon take over the city.

Gyro and Dragon walk down from where they hacked in.

GYRO

Everything all good?

COLONEL

Yep, we've taken the last island.

SUPPORTING A CONTINENTAL CONFLICT

ADMIRAL

We sure have, we now control almost all of the southern Islands. But our <red> freinds, just west of the Islands, are requesting immediate support, they sent this video in the packet.

(begin cinematic)

20 STEX and 5 BiMAVs are running ahead of the many human soldgiers. They are chasing fleeing robots as they push deeper into the city, after a few seconds of them pushing in. The robots turn around and robots pour out of nearby buildings, ambushing and killing many of the 25 man spearhead. The remaining 17 men break into an all out retreat.

CAPTAIN

REQUEST IMMEDIATE BACKUP WE ARE GOING UP
AGAINST THE BRUNT OF THEIR COUNTER OFFENSIVE.

(end cinemtatic)

ADMIRAL

I'm going to drop you magi right into the center of the battle to turn the tides back around, air should pick you up momentarily. Colonel,

The fliers pick you up and fly you out to see and into the world map as you are taken to the city limits.

You are flown over many buildings-

M

This is Lieutenant M reporting for duty, here is our position, designate drop off coordinates.

CAPTAIN

How many men?

M

4

CAPTAIN

Drop in behind them,, and chase and run them down into the ground, we are about to retreat past that position.

M

I understand, I'll keep you informed of our movements.

CAPTAIN

good, I'll see you on the otherside.

Your fliers come down inbetween buildings and finally get down to the level of the street, when you get to the middle of the roads where they land you, release then begin firing as you do at the pursuing robot forces.

M

WE'RE down, turn around.

The fliers take to the air so they can hide on a building top and retrieve you if necessary.

You chase after the robots who are still somewhat oblivious to your existence till the captain's forces turn around and the two sides obliterate the robot forces now trying to retreat past your group of 4.

The entire group begins to pursue their forces as they retreat West.

You push the ever strengthening robot forces far into their territory, now facing serious sniper harassment from nearby buildings.

A new group of bots reinforces their lines-

M

WE NEED TO SEEK COVER!

CAPTAIN

RETREAT into this building, we can clean out their snipers!

All twenty or so of you turn and begin to fight close combat in the marble insides of this elaborate corporate office. Resistance is light on the inside, but the robots pour through the doors, as you back away from it in a circle as BiMAVs and STEEX behind you begin to run up the dual staircases and emplacing themselves on the overhead terrace.

You do magic amplified by gyro to jump onto the terrace.

The shooting gallery continuously fires as the robot bodies pile up. The last of the robots retreat out of the door, as sporadic gunfire begins to wane, an eerie silence fills the room.

One of the STEEX raises his rifle in cheer.

12 robot fliers smash through the back wall, and drop 12 elite BiMAVs in your group. Robots begin to pour through the front doors again, as all out fighting ensues. The Captain is pummeled to death first by the fliers and the BiMAVs.

M

ROUT,, ROUT!!!!!!!

You lead the way for the magicals and the survivors to an industrial size elevator, fire shells from both of your arms blowing the doors inwards. Jump downwards and hit the bottom. Fire the lowest door inwards and jump through.

The underground level is like under the WTC, but is interconnected with a subway through the entire city. A few low level guards inhabit this area, they are easily killed, along with their replicators. All the magicals and maybe one or two BiMAVs come out of the elevator behind you.

LAST BIMAV TO COME OUT

That's it, I'm the last.

You command a few men to guard the elevator to kill the couple of elites that come down after you.

F

We cannot stay here forever, they are going to come down from the surface and surround us.

M

I saw the subway map, we can get out of the city, we can make it to our territory.

F

Which way?

M

That way.

F

When I say we all run that way, as soon as we leave bot's will pour down this shaft.

F

Ready?

F

RUN!!!

Everybody bolts, as elite just fresh out of the shaft accumulate behind you begin to fire at you from a long range. Your guns turn around as you engage the pursuing enemy.

Light autogun emplacements are spread through out the subway track, uniform and endless. You destroy them literally as you run by.

The 5 subway stops are the only respite from the monogamous tracks, but they are full of robots and are each like mini-bosses, the forces behind you have a chance to keep up with you as they are always on your heels always increasing after every subway stop.

The fourth stop is very hard. You are halfway to the 5th and final stop to overcome-

RED GENERAL

Why did you abandon your squad MAGI!!!?

M

They're dead, they're all dead.

RED GENERAL

WHAT THE FUCK HAPPENED OUT THERE!!

M

We were slaughtered in the Franklin and Stanley financial building, us 4 are the only survivors.

RED GENERAL

God damn it, this city is too strong, up topside, we aren't the one's sieging any more, our forces are so depleted they are launching multipronged attacks at our position *OUTSIDE THE CITY!!*

M

I recomened we begin a continous carpet bombing campaign.

RED GENERAL

We are in no such position of comfort, we are practically being flanked.

M

.Could you spare a few tigers to help us take the substation in front of us, we are too weak, and they are too many, we will perish

RED GENERAL

Yes I will dispatch a train to coincide with your arrival, I'll put you in contact with them, I have to tend to our lines.

TIGER 3

Hello sir, I'll try to throttle the sub to coincide with your arrival, which should be round 80% of sound, when I arrive, I'll brake in the first half, so you have some room to come up and to the right,, orrrr your left, there will be a couple escalators and which should provide marginal cover, we'll clear the right or left side, and clear the way of you to the train, tell us before you sprint in and we will all fall back at the same time and get the fuck out of there.

M

Sounds great tiger, we'll have a nice long chat on the way back.

TIGER 3

Yeah like 40 seconds, see you then.

The station nears them as they as the train pulls into the tracks, watch control of tigers get out, 4 in 4 lines, 4 units of elite soldgiers directly commanded by 20 assistants in the base, are guiding their soldgiers every move, but they still take the brunt of the skill and are incredibly good warriors. 4 of the assistants say drop!, 4 start firing and crouch, while 4 behind them kneel. **FIRE!** Then back to the Back two rows fire over them and between the sholdiers.

They just plain clear the robots with their grenades missiles and tons of rounds. Come into the command of the magis, just staring in awe as they clear through all the robots in the center.

TIGER 3

MAGI SPRINT TO ELEVATOR!!

M

MOVE MOVE MOVE!!!!!!!!!!!!

The magi are very quick and very deft in moving in on the position, and get behind the elevator.

TIGERS SWEEP!!!!

The 16 tigers stop firing, and move their rifles around in looking, spread out running to the area between the elevators and begin to engage the enemy, they are very exposed, but they have thick armor and lots of missiles and soldier cannons. They also sometimes pull out the submachine gun pistol the chain of the assault rifle that is wrapped in the backpack and goes without break into the chainbelt. They nearly pull it out with their left hand and attach it to their rifles, and begin firing.

TIGER 3

MAGI SPRINT TO TRAIN!!!!

M

RUNNNN!!!!

All of you run swing your rifles and aim at the enemies above you-

TIGER 3

TIGERS ALIGN TO PULL OUT WITH MAGI!!

The tigers run back to the train just behind you.

The weary magi sprint the last stretch to the sub as all the tigers back off running backwards following your tracks by the assistants doing. All the last three tigers are in behind you within less than .5 s.

TIGER 3

FULL THROTTLE!!

The train jolts ahead as you accelerate from the robots.

M

DAMN you guys are good, how did you have so much coordination.

TIGER 3

We are connected to Sky Command. They give us orders, they are devoted to guiding us. That was how we are uniformly informed when we need to do something or guide our armor to follow a certain path while we run backwards. But you haven't seen anything yet, [This continents] got some major improvements to STEEX combat.

F

Hey could you upgrade us?

TIGER 3

Sure, but we've also upgraded the cellular processing, the technology would be incompatible. But from the things you've been doing I'll give entirely new suits, for you magi, will be the tiger's skin.

F

Thank you.

TIGER 3

But there is much to be said about the nature of the war on this city, here let me tell you what is happening topside.

(begin cinematic)

URBAN FORWARD SCOUT

Sir , they are throwing everything they have at us, we are completely fucking surrounded, we WILL FUCKING BE DEAD IN A MATTER OF MINUTES, THEY ARE FUCKING COMING FROM EVERYWHERE!!!!!!!!!!!!!!!!!!!!!!

RED GENERAL

I'm sorry, there is nothing I can do aside from painted artillery, try to find a way out, try to run, it's your only chance.

URBAN FORWARD SCOUT

WE CAN'T SIR, like I SAID WE ARE COMPLEATLY FUCKING SURROUNDED, WE ARE GOING TO GO DOWN DYING,,, JUST MAKE USE OF THE TIME WE BUY YOU!

All our previous sucesses were just fients on their part, they are going to throw everything at you, don't falter.

(more intence firing and death)

GOOD LUCK WITH THE WAR SIR OVERANDOUT!

RED GENERAL

i shall not falter

Red General pauses for a moment in reflection, turns around-

RED GENERAL

Call every airfield within a thousand kilometers, tell them they have to deploy every fighter to our aid, **or** the robot scourge with resurge across this ENTIRE continent.

ENSIGN

But sir, they won't belive you, they will not really-

RED GENERAL (SCREAMING A THE TOP OF HIS LUNGS)

THEY WILL!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

ENSIGN (SHYLY)

carrier _____, can-

conversation is cut off as camera cuts to-

Command of the entire front.

RED GENERAL

Ok people get to defensive positions, they are launching everything at our defences, textbook siege, make use of our advantage.

TIGER 3

Where should we be deployed sir?

RED GENERAL

Get to the flank cover that-

And the magi?
TIGER 3

RED GENERAL
They shall halt the brunt of the enemy force with thier magik.

Yes sir.
TIGER 3

Yes sir.
M

(end cinematic)

The magi are getting into their new tiger suits. Sounds of battle all around, you do not control the battle though because you do not understand the command, once you get the suit you are assisted by command out to the front lines of the fortress camp.

The battle is raging as you arrive, Gyro immediatly connects to the battle network and you aid to the battle with your many magiks.

RED GENERAL
Enemy fighter swarm approaching men, magi concentrate your powers to destroy that swarm.

Gyro continuously casts autoshot to all BiMAVs who divert their attack to those fliers, along with amplifying M, F, and Dragon's spells.

The ground attack becomes hevier, but the air troops are almost all but dead when-

RED GENERAL
Incoming friendly fighters, the continent has replied.

The fighters come in from all angles and just mop up the very last of the swarm and begin to bombard the enemy attackers, now fleeing into the city.

Also the fliers cover the flank as the tiger squad is sent into the front battle. You press into the city once more in the back in fourth kind of way, except now with this immense air power, you are only pushing against the enemy one direction, forward.

TIGER 3
Let's storm thier lines, air bombardment can we get a heavy bombardment here to soften them up.

LOW BOMBER
afirm that order, dropping that ordanance.

The low bomber goes low in dropping 30 bombs carpeting everthing.

TIGER 3
ALL UNITS ASSALT!!

Every body runs forwards firing at them constantly, plowing through thier lines, badly hurt by the air bombardment.

RED GENERAL

All air units bombard forward of where our lines our, take out their concentrations.

JET 1

I'm on it-

The jet comes in firing its machine guns constnatly, it begins dropping many bombs.

TIGER 3

All units retreat from assault to heal, air lets bomb the fucking shit out of them, **PULL OUT!!!!**

Everybody retreats to nearby as F begins healing everybody.

Gyro networks the air fighters, and you can do magik through them too.

TIGER 3

Good job Gyro. Magi aim your magiks against that wave of air fighters, **WE MUST HAVE AEIRAL SUPERIORITY!!!**

M

Will do fighters assemble in a wall, fo not let them pass this circle around us.

M

Fighters coming in on the flank, SHIT TIGERS DEFEND THE FLANK, MOVE TO THE FLANK OF OUR POSITION!

TIGER 3

Alright Rex.

Command both warriors as you order them back, to do take out those fighters with thier magik and missiles.

JET 1

Air bombardment complete sir!

Gain control of the air fighters.

M

Sweep out and blow the shit out of them where ever they lurk.

JET 1

I'm on it.

M

GROUND FORWARD CHARGE!!!! I want extra infantry to occupy and clear this place building to building, while we push on into the center. Keep many medics close by because we can spare them in the open battle with the healing magiks.

RESERVE TROOPS 1

Got it sir.

Control them even inside this building just like they were open.

GYRO

Wait, I've seen this programming, I've felt it, I've felt its weakness, a robot back door. I know it, implementing.

RESERVE TROOPS 1

SIR THE ROBOTS STOPPED FIRING?!! WHAT THE FUCK DO WE DO, DO YOU WANT ME TO OBLIDERATE THEM.

GYRO

NO, we own them!

RESERVE TROOPS 1

SIR?!

GYRO

I hacked them, and this block, wait, I sence the block was only a computing cell, hang on, half the city falls into your control, DAMN I'VE BEEN FOUND, F, M, Dragon ! WE GOT TO GO DIGITAL, NOW, DON'T WORRY THE MAGIK WILL STILL BE NETWORKED TO ALL THE TOPSIDE COMBATANTS AS WELL AS THE AIR.

M

Ok let's go in. Tiger 3 take over our suits and give them to the sky assistants.

TIGER 3

Yes sir.

Inside the digital interface entering the programming of our newly captured city. Fighting computer vs. computer at the fringes. M magiks are also being cast from them as the magi attack the waring head of the city. As you push and damage the city boss in the magikal world, he has 4 equal parts representing the 4 cells of the city.

TIGER 3

He saved the spirit of the two cells we are in, our half is still with him in a way.

M

Only in here dost that dwell.

After you defeat the 4 cells of the boss, about the same time actually because of your broadly cast spells, Gyro hacks the other side of the city and breaks through those firewalls as the city production is won, but many topside are still fighting the loosly networked combat units.

M

Gyro take us back.

Come back into a command control over the robots.

M

SKY COMMAND GIVE ME COMMAND of the battle, I have taken over thier production.

SKY COMMANNDER

Affirmative Rex giving you command.

Jump back into the middle of battle, now going very well when the forces are supplimented by vast amount of combat units being replicated. You breed out the rest of the city taking over many blocks as your forces and the Tigers split into pereferal streets and buildings.

M

All STEX go into the buildings, go to the roofs.

TIGER 3

Affirmative M, making use of the upgrades troops, I have an update for your suits that will be useful in taking this city. Recieve it now, and the OS system change.

All the troops gain some of the usefull new abilities of the tiger. As they upgrade their suits.

SKY COMMANNDER

INTO THE BUILDINGS, I want you STEX to jump from roof to roof, from window to window, THIS ARMOR IS STRONG! and it can now climb and hold onto any mateirals with their nanohooks.

Sky commander presses another button to change his connection.

SKY COMMANNDER

Red General request command status to all combatants, I know your command structure is over extended.

RED GENERAL

We are, initing co-operative command.

Red general circles things in red, Tigers in ornge and black, M in the same green.

Now things begin to really turn around, the rest is a good clean dominate then mop up. Just as your tri-command finishes off the mopping.

RED GENERAL

VICTORY!!

Cheering from all around.

RED GENERAL

All tigers and magi report to my ready room for debreifing. Sky command resume control over the battle.

CUT TO:

FUNISLAND

funisland-chockoboo raceing over jumpes and water. combat arena. Arcade. Casino.

BREIFING OF ON A HEMISPHERIC SCALE

INT. READY ROOM

RED GENERAL

WE **are** going to retake this continent, as your carrier proceeds northward to the besieged cities.

RED GENERAL

First things first, we have to aid the last red people inhabiting pangea. They have been holding off with their city until now, they need to be rescued and evacuated onto the carrier. They have fallen back past thier initial defences as their walls were overwhelmed, they are colsing in on them, they are harrasing with sniper, but cannot hold out for long, we have to support thier evacuation to our air transports, extra planes given to us by the continent.

RED GENERAL

But after that I've arranged with Blue Admiral agreemnants to support our general move upwards along the maglev costal rail, we can repair it as we go and stay within it's lines, as long as we have the air supperiority, you will provide us as we clear out the urban areas to the north, bring your magical and elite warriors to land with us as we can fight as airal mounted fighters.

RED GENERAL

After that we will swing down south to avoid thier carriers to the west, but there is one of thier carriers from the far south. We will have to pass by these cities defences. Well let's play all that by ear, I'm gonna have to ask you boys to suit up and be deployed with the snipers of-

CUT TO:

SNIPERS OF THE LAST RED CITY

EXT. RIGHT BEFORE THE AIR TRANSPORTS AND FIGHTERS APPROACH THE CITY.

RED GENERAL

the last red city.

RED GENERAL

DISMISSED MOVE!!

You run with the others to your BiMAV. Get in, get picked up by an air fighter, get flown out to sea. Many others followed including many upgraded normal STEX.

The plane trip took 4 hours to travel 1000 clicks. Mabey put in a conversation?

You see in the distance a huge city, and a line, a semi-circle of robots seen firing into the the inside of the circle as they close in on the snipers, but all around them the robots are taking damage.

Your jets go out of super sonic flight into a fast hover above the sky line.

M

There, take us there, we will assalt the ring from high up as our magics are equally strong, GYRO **network us in.**

GYRO

ahia sir we're in.

M

Soldgiers of pangea, we are here to support your naval evacuation to the last human carrier.

RED SUPREME GENERAL

THANK GOD, we are saved!!!! they have been pouring at us from the robot capital, this is the last front and it is rapidly degenerating, how many small boats?

M

34 PTs sir, about to arive ashore, I recomend we evacuate everybody jumping from building to building, we cannot be exposed. Install these critical suit enhancements and upgrades now.

RED SUPREME GENERAL

I am, there we go, it should take a couple of minute to rebuild the suits.

M

It goes quickly, tell your troops to utalize our magikal spells against the enemy, we are casting them on through the network.

RED SUPREME GENERAL
Magik? come on for real?

M
YES WE ARE MAGI!

M's eyes fill with blackness.

RED SUPREME GENERAL
Alright, I'll order them.

Do magiks as you incinerate, flood, and shock their ring at the same time.

Takes a long time and a lot of building jumping to stay with the troops.

M
We have taken out the wave, RED supreme general, we should complete the evacuation immediately, we have to get you to safety where we can deploy against a new enemy.

RED SUPREME GENERAL
yeah, let's continue to pack up and get the fuck off of this side of pangea, we cannot face another wave of that sort again, we have to leave.

PATROL BOAT SQUAD LEADER
Patrol boats have arrived, please progress immediately to the boat strong point for evacuations.

M
Hustle, we gotta get out of here before the next reinforcements arrive, grab all injured, leave the dead, **MOVE!!!**

Gyro finds an injured STEX soldier near a shot up BiMAV, he picks her up and put her in his BiMAV. Gyro runs to the beach with the PT boats, and stands putting targeting to auto, Gyro turns and goes back to where the injured STEX was deposited, he takes presses buttons on her suit noticing her name was Princess P, he pressed more buttons till the suit injects blood into her raising her RBC count. He then takes out medical pliers and is shown where to pull the bullet out. You remove it from her thigh then laser scar the wound, it can be repaired later with nanoreplication, right now that is good. Wash. Reconnect body neurons. Disconnect nerves to that region. Wake her up.

P
Ahhh,, what happened?

GYRO
I found you near your nice BiMAV, damn that was a nice one wasn't it.

P
Yes the best in the fleet, I have the diagrams right here, we can build another one, and the staffs again.

GYRO
Yeah I've been backing everything like that also, so your the Princess of Red.

P

Yeah didn't you know.

GYRO

Yeah, but I just did not recognise you at first in shock, I had never thought you would be fighting.

P

What are you talking about I have been training in both black and white magiks my whole life. The royalty are breed to fight but only in times of need.

GYRO

And this would count.

PIOLT

Gyro you are requested to pick up.

GYRO

Affirm, I'm ready. P better get strapped in the copiolit seat.

P

Ok I'll employ your hardware to synthesize my staffs, what's this network magic bit.

GYRO

We log on through our neural interfaces and cast high level magiks through all the men of an army.

P

Holy shit, I want a neural interface, but those were only to be used by the magi of old in thier evil connection to the evil god.

GYRO

Huh? what's that, look we are only connected to other humans and the human battle network trust me, we are the great magi of new.

P

Is this an active interface?

GYRO

Very, go to sleep.

Inject her with sleep.

(dreamworld)

total silence, total darkness.

COMPUTER

completed audio input/output, and vocal motar neruron connections.

I can talk. P

COMPUTER
And I can hear you, connection perfect. Connecting visual synapses.
pure white.

ahh bright. P

COMPUTER
Adapting to full spectral vision.

Wow, that is crazy. P

COMPUTER
Vision confirmed functional holographic interfacing commencing.
Memories accesable and readable. Interfacing with motar skills and
all sensory functions.
Send a shock through her muscles.

COMPUTER
Functional. Scanning my capabilities, I STEEX am compatable as a
spirit carrier, will you transcend to my circuits in a final test.

uh I guess so. P

P spirit becomes in a black and white pulsating point of light, gets transfered to the STEEX suit.

Ahhhhhh I'm my suit. my body nooooooooooooooooooooo. P

COMPUTER
Test complete returning spirit to body and implementing wake up.

(Reality)

what, thank god, I'm me, that was the worst dream, it was like my
spirit was taken from my dead body. P

GYRO
Your body was not dead at all, your vital signs were perfectly stable.

No I mean in the dream. P

GYRO

your dream was the computer connecting to your head, take a look
consciously activate your suit.

P

Ahh, I'm still one with it.

GYRO

Isn't that a good thing, now you feel your suit get damaged and can
access all of its functions instantaneously.

P

That is true.

GYRO

Here's the carrier, you'd better get to the infirmary about your leg.

P

oh yeah look do you want to meet sometime.

GYRO

How about we meet on the network, I will show you what the
internet is all about.

P

Wow really,

GYRO

Yeah we can get out of the firewall and fight some robot spirits on
the network, get some experience.

P

Sounds great how about 9.

GYRO

Good see you logged on.

P

how do I do that.

GYRO

With the USB in the back of your head.

P

no really

GYRO

no really

P

oh how conveniently weird.

get back to ship and buy stuff, meet online at 9.

(Inside ship computer systems)

GYRO

Isn't this great we can do anything in here train in simulaturs, improve, and learn to amplify our magiks.

P

Amplifying I have heard that is a skill lost from the anchients.

GYRO

You have it now try it.

Gyro hits her with white energy from the simulator then black energy, both absorbed by P, yet not mixing, like water and oil they remained seperate only dissipating slowly, She heals herself while she attacks you with blackness.

P

Yes I have the power of anchients.

GYRO

Yes we do, our band of magi.

P

Tell me more....

BREIFING FOR YOUR DEPARTURE

RED SUPREME GENERAL

M, once your team has secured the first city, rebuild the maglev lines and bring a train of men up north to be deployed at each city, as we move northward parral to each other at equal speed. Blue Admiral has assured us that he can bombard the fuck outta them with the carriers rail cannon if we stay to shore, we are getting close in support provided by short range fighters. meanwhile a constant logistics supply train will be build to provide you with food and supplies. ***WE SHALL CLEAR THIER VILE FORCES FROM OUR CONTINENT!!!!***

gain control of aerial mounted assalt unit.

RED SUPREME GENERAL

Wreck shit up out there men. God be with you.

SECURING THE CONTINENT

Fly to the city, get there.

P

Hello Red sieging army, please break artillery bombardments at our cordinates, we are going to take over the city.

RED COLONEL

Yes Sir. Should we assault the city?

P

Yes with dual healing from our magi your soldgiers should be able to hold up through a diversionary assault, also divery our magic to be imbued within your weapons to fire with supplimented elemental power.

RED COLONEL

Right I relay that to them. **ALL UNITS CHARGE** the city remember how to use your STEX upgrades, **UNIT 4 use your blades ASSALT THEM!!!!**

M

F and P they need networked heal.

F

yes sir.

P

Ok

M

Ok, siece the diversionary assault, they have caught us on radar. Jets fly us in quick and drop us off near the fortress. They will target us now, while we magi go inside the mind of the city and take it over.

P

Drop!

Everybody drops into combat and move into the central complex in thier BiMAVs.

P

Gyro go in there and hack us in.

Everybody is still intence in combat, but the dual healing is doing a lot.

GYRO

We're in.

Enter the interface.

P

Charge!!!!

M, F, Gyro, Dragon, and P all overtake this fucking weak city, blasting the shit out of it with concentrated magiks.

GYRO

We are not done yet, the robots are still hostile, it's spirit is not dead.

Gyro strafes then fires two shots directly into the head of the city-

GYRO

There we go. Alright, all defences are ours, but I don't think we'll be so lucky next time. Because the city up ahead is vastly bigger, and more powerfull, and can split off into many bosses on the network.

M

How do we defeat him?

GYRO

We log into thier networks at three different points and surround and destroy him.

COLONEL

hell yeah that is my kinda plan. The tigers and I have all tried your neural interfaces, and it enhances our magik networking capabilities. This city is huge, it is twice as powerfull as the any city we faced, Also we tigers have discovered that it is possible to also network absorption so that we may vastly enhance our defensive capabilities but also our offensive ones as our elemental magi become vastly more powerfull. We will go farthest and take the last and final node of the city.

M

me, F, Dragon, will take the second node.

P

Gryo and I shall take the first, Colonel you will go with me also, the Tigers are enough to take the third node.

COLONEL

Ok I'm with the royalty over here, see ya boys online.

TIGER 3

Come on the train's about to leave, we need to push through their lines in our heavily armored trains.

P

Good Idea, Magi shall we-

P runs towards the train. M shrugs then runs behind her. Tigers begin to run as everybody does. Gyro gets close to her, but she sprints ahead in her royally enhanced suit. The rest have to stay a healthy distance behind her till she makes it to the train and walks inside. The train is big enough even to accomidate huge BiMAVs.

and they log onto the train through contacts on their boots and transfer your spirit to outside the train's vast weaponry. Two big guns, dual missile port, for each magi, including all the Tigers and Colonel.

The train blasts its way down until it reaches a cut hole by the robots into the rail, you repair the track and begin to truck on at super-sonic speeds. Another hole repairing.

You are just ahead of your carrier to the south west. You see jets coming to the city, short range jets.

M

P, Gyro, Colonel, **FIRST TEAM PREPARE TO DISEMBARK!!!!**

The train flies into the city now being bombarded by a hundred short range jets from the carrier.

M

WE're Within the walls slow down the train, team 1 dismebark.

The entire team jumps from the train now moving around 5 m/s suntering by.

The maglev train slams forward. As it's doors are forcibly closed by the acceleration. The turrets on top begin to fire with greater frequency, then lesser. The city walls were past and now the train pushes by an abandoned suburbia barely damaged by the robot scourge. Then you see the bombings up ahead, and the houses are completely obliterated becoming mass graves for those inside the flames.

You reach the walls of the Second portion of the city, now it's your turn to get out.

TIGER 3

M, F, Dragon, second team disembark!

The train comes to a swifft halt and you jump out many meters below into a sholdier roll you get out of casting magik and shooting. All the soldgiers being networked vents the magik across an entire battle, destroying many robots at once. Mass healing cures all your ails and injuries unless you are too exposed, too weak. You press deep into the city and find the second node to wait for the designated time to get on, just wait defending the position, until then.

(Go online)

TIGER 3

Good we are all here, wait, wait, it's coming in on my position all units report to my postion to reinforce us.

M

Affirmative.

P

On my way.

You sprint over there, as fast as your tiger suits can take you.

TIGER 3
here it is boys, LETS GIVE IT SOME HELLLLLL!!!!

Statik.

TIGER 3
 huh huh huh<static> <other screaming>AHHHHHHHHHHH THE
 PAIN!!!!!!!!!!!!<static>

M
TIGER 3,, RESPOND,, ANY TIGER,, RESPOND!!!!

P
 It's coming towards us.

M
 I know, GYRO DO SOMETHING!!!!

GYRO
 Alright I'll hack it's cheat.

M
 Ahhhh I feel something in my head,, huh, huh.

Other people begin to feel it just like he does.

Just as the creature appears, the evil spell is reversed and the creature feels all of the pain your party was feeling, just then everybody gets up and begins firing at the monster as the magi kast high level spells upon it.

Soon it falls, for it is barely able to cast spells upon you, given his pain.

It is almost like for his cheating, he was disqualified by his own medicine and given as a kill.

But before it dies it shatters into three shards that are new, but are sent to the three nodes of the city.

M
 DAMN it split up, we lost all the Tigers their lifesigns are null, P go with Gyro to take the tiger's place, Dragon you go with Colonel to take out the second node. F and I will take out the primary node, we must hurry, our soldgiers are supporting our bodies, I would not want to become a ghost.

M takes F's hand and jumps with her into the primary node where the strongerst shard dwelt.

Each of the groups you must fight with are given a certain time limit to destroy each shard, if one fails one try to destroy that shard over again.

Once you are finnaly done with the weary battle you are given control over the nodes of the city in victory.

(Reality)

Cheering of victory from all around as the magi are hailed as demigods built to protect mankind from the pure evil. It is partially true due to thier high streangth, skills, and incredible networkable magik.

RELAXING ON THE CONTINENT, WHILE THE CARRIER STEAMS NORTH
AROUND THE TIP

You relish in the extravagant lifestyles of heroes of humanity you are pampered to the fullest provided with everything you want.

Lot's of character development more than funland.

But there is the next battle looming ahead as you receive the first reports of the continent of the failed bootstrap operation of the 103rd artillery, and the lost magi failing, but the Admiral pointed out a very possible option, the joint invasion of <that blue peninsula city> for all of humanity be evacuated across the protected sea maglev, saving hundreds of millions of evacuees.

BLUE ADMIRAL

We are going ahead with the operation, we will plow through their lines, we shall take the city, we shall abandon our carrier there and retreat all aboard and aland to the continents of human power.

BLUE ADMIRAL

Magi you are to plan, spearhead and direct this entire operation the onus is upon you to succeed, the lives of many are at stake.

M

Yes which is why I propose a complete and total subnuclear carpet bombardment of the entire city, followed by aerial patrols, and eventually a compact invasion line to sweep through and destroy anything robotic, even if we fail to take over the city, we will still be in a good position to destroy it.

BLUE ADMIRAL

Great planning, take it to fruition, we launch you to guide the bombardment from the other side in three hours, complete all preparations to leave the carrier. Give them our firmware upgrades and upload all of their data to us. We are going to crush that city in 4 days in 5 no human will be left on the continent.

Three hours later.

BLUE ADMIRAL

All systems good, launching the long range jet fighters.

REUNITED

Show your jets flying on the world map and drop you off at the entrenched western scouts.

M

This is M I am commanding an elite magi tiger division. I have been provided to assist you.

SCOUT LIEUTENANT

Afirm that sir, we are in despirate need of some reinforcements, we've been sent from the mountants to contact you, we were pursued on the coast and became trapped on this penninsula.

M

There must be quite a lot of them.

SCOUT LIEUTENANT

Yes sir a fucking shitload, our defence emplacement will only survive for so long.

M

DON'T TALK LIKE THAT SOLDGER, YOU GOING TO FUCKING HOLD THIS POSITION, WE ARE NOT DYING TODAY!!!!!!!!!!!!

SCOUT LIEUTENANT

SIR YES SIR, PAINT TARGETS FOR THE MAGIS JETS, BEAT THE FUCK OUTTA THEM!!

M

That's the spirit soldiger, BiMAVs prepare for drop.

There is lots of costal anti-defences, so the jets immediatly turn around and leave. 4 ram rockets lock onto F's jet 3 are cut down by laser defences, 1 dameges it severly incurring major damage. Lasers exploit the wound and destroy it.

The BiMAVs land and you run to the battle.

M

Transfer to command to me so I can wield magics.

SCOUT LIEUTENANT

Yes sir.

You begin to cast insane amounts of magics against them while the tightly packed scout BiMAVs begin their bombardments from behind a wall of shields attached together to protect all the users, but still enable them to fire from above. 2 Squares of 9 are implimented, 3 with 8.

M

These shields are ingenious, how can we Magi and Tigers, synthesize it.

SCOUT LIEUTENANT

Sending file now, we've got a lot of innovative and magical technologies of our own.

Costal specialties pop up, fusing the abilities into the new international magic caster.

M

Good, very good. You have invented so much new, this is amazing. Magi we need to implement these shields and abilities instantly.

The magi build shields.

M

Move in and fill in on their wall.

(Lieutenant looks at combat)

Lieutenant.

SCOUT LIEUTENANT

got it. Troops prepare to reform wall, move forward to make some space.

The troops are in a semicircular wall of a single line of troops with a few of the heavier BiMAVs including the Scout Lieutenant. They make gaps

The magi form up and implement shields which cover up everything but a thin layer above the BiMAVs heads, their arms reach up and fire through a slit at the top that slopes downwards to the ground so they can hit close targets, also they can fire through the center of the shield, with their left arm cannon. They can also ground the shield and fire through with both arms from the slit.

You command the battle now, there are quite a large horde of robots to destroy with a lot of elites. A very difficult battle, but the innovative shields insulate most of the damage.

As their numbers thin out, and you are able to keep up and heal the scouts, **BOOM BOOM** heavy artillery shells slam into the ground from a couple enormous tanks just coming up over the horizon.

M

WHAT IS THAT THING!?

SCOUT LIEUTENANT

NO clue but we have to take them out, LINE PROGRESS FORWARDS.

M

Too slow, break up into groups of 9 people, form up squares immediately and begin charging their position.

The scout Lieutenant divides up the divisions very quickly arranging a few of the groups into eight.

After helping out the besieged squadron, the robots retreat in shock.

M

We have come to send this data packet requesting, to the general in charge on this continent to, evacuate the continent through the south western penninsula.

SCOUT LIEUTENANT

But sir, that is controlled by robots and a carrier in dock guards it.

M

Right now but we've got a carrier of our own and with the help of your Red forces we are going to pulverise that city to the fucking ground. Then we will walk right over thier salted fields.

SCOUT LIEUTENANT

Thank god sir, all our lines are spread thin, we are buying time by retreating, but sooner or later we would be cornered and the last of us killed.

M

Can you give me all that data, I'll take it back to the carrier.

SCOUT LIEUTENANT

Private _____, get over here, I need you to compile all recent tactical data to-

M

This disk.

PRIVATE

Yes sir.

M

Here take this upgraded firmware imbue our magiks with your weapons.

SCOUT LIEUTENANT

Hmmm this is like our magi mods.

M

Magi mods?!

SCOUT LIEUTENANT

Ya, Golem and Int programmed some firmware and hardware upgrades of their own.

M

Really? can I have that on the disk too, I'd like to review that and incorporate that into our upgrades, but I'd bet that ours is a hell a lot better.

SCOUT LIEUTENANT

Thank god M have arrived, you are as much a help to our besieged position as you will our continent, we have produced against the robot scourge, but alas our lines have turned upon us as our position here becomes more and more tenuous.

GENERAL HUGHES

Your right about that one, but what does the other side of the sea have to offer us?

M

There is safety across the sea, we magi are but many who have reclaimed the territories to the north, humans are now exclusively consolidated upon the southern islands, western pangea, and the entire eastern continent.

M

And as our lines shall rest after this battle, the robot scourge has only claimed the western continent, western pangea, and but a couple isles.

GENERAL HUGHES

WHICH IS WHY WE NEED YOU MAGI TO SUPPORT OUR HOLD ON THIS CONTINENT.

M

NO we are outproduced here, most of your refugies are displaced, and your production is in decline. It is imperitive you mount all humans upon trains built as we have described with the millitary updates. Our carrier is soon to be lost, and three of theirs comes down upon us. We must push off this place and reinvade with millitary soldgiers, we must evacuate the civilians, there are new homes for them in the newly conquered citys accesable through humanities newly reconnected maglev train network.

GENERAL HUGHES

Ahhh I see the dilema your carrier is in, and I see the one I am in, it is time for me to fold on our defences in this continent, we must in light of better options seek to not hold this front at any cost. For if we fail all will perish. Ensign inform General Ying to evacuate all his people to train of these design and have their evacuation trains follow after ours. Lieutenant distribute the upgrades to all STEX and of course to improve our trains.

GENERAL HUGHES

Golem and Int, you are to assemble the elite to move up the track and repair the track to near the city where you are to set up for the besieging forces, M lead my west coast scout team to scout around the evacuation site. Colonel initiate the evacuation procedure, include all humans BiMAVs and STEX, and arm the newly upgraded trains. Repair to set up mobile command center, we're packing this place up. Over and out.

CUT TO:

world map.

Move south to scout maglev train destination. Get in a few not so serious engagements.

When you arrive-

INT

Gyro, F!

GYRO

Hey, we're all here in one piece, Golem how have you been doing.

GOLEM

great, we turned the battle around on this continent by taking over a replicator in a cave.

F

We conquered back a quarter of the world.

GOLEM

Well if we were in a better position we would have overturned this continent.

M

ah how unfortunate, we have scouted the area, begin building artillery emplacements here.

INT

Bringing our train to a stop, so can we really climb on walls and stuff with this upgrade?

M

Yep everything the Tigers said it would do, damn I miss that platoon. only 4 have died all this time, then the other 12 of them had to buy it in that damn dirty city, anyways focus on building up this defensive line. We should not have too much of a chance to use it to fall back from the city, but it will buy us time when the robots try to move in and take our city back.

LAST BATTLE OF THE CONTINENT

CUT TO:

4 days later, camera moving over the great defences as we see a huge bombardment from behind the walls supported by train supplies. A continuous barrage of shells and air power from both land and sea smash into the now decimated city.

GENERAL YING

The final wave of evacuation trains is departing as we speak, their god damn swarm is already upon the city, but we've accelerated out just in time. This supersonic train is nice, but we are only speeding ahead of their jets by a marginal speed, their interceptors are just behind us, we need an almost continuous track to escape this wave of fighters behind us.

GENERAL HUGHES

Yes that is the object of our evacuation, we will launch the train, land, and sea invasion/evacuation momentarily. M are you ready.

M

Should I signal all our forces to assault the ruins?

GENERAL HUGHES

Yes,, **ALL UNITS ATTACK!!!!!!**

BLUE ADMIRAL

All FIGHTER DESTROY THE ENEMY CARRIER, IT HAS TO BE SUNK!!!!

Command everything as the carriers engage each other, PT boats full of STEX and BiMAVs evacuate all the combatants to form a strong point to deploy all forces at sea.

BLUE ADMIRAL

The entire crew and refugees of the <carrier> must get to the surface deck to report to evacuation transports, enemy fighters approaching.

The Carrier loads all personell onto it's aerial lifeboats, and disembarks them with fighter escort South, the fighter escort is engaged, but is able to fend off the short range enemy air fighters in this ultra high speed dog fight. The aeral transport arrive at the PT boat strong point. The primary land invasion should be 1/3 of the way into the city and the train should have plowed through all the rest of the resistance immune from bombing because of their close proximity to the tracks. The enemies are destroyed, and all land forces finish off any robot forces that survived the continuous bombardment of the days previous.

BLUE ADMIRAL

Enemy carrier destroyed, all air fighters and transports unload human passengers at the designated train station and surrender command to the mobile train command center. Your train should be arriving soon.

GENERAL HUGHES

All desegated units in zone 1 report to this train station for immediate evacuation, the last refugee train should be leaving in less than seven minutes.

Fighting secure zone 2, and evacuate most noncombatants to the train stations, still subduing the last zones, 3 and 4.

GENERAL HUGHES

All desegated units in zone 2 report to this train station for immediate evacuation, the last refugee train should be leaving in less than x minutes.

All of zone 1 is at their designated location.

GENERAL HUGHES

All desegated units in zone 3 report to this train station for immediate evacuation, the last refugee train should be leaving in less than x minutes.

All of zone 2 is at their designated location.

GENERAL HUGHES

All desegated units in zone 4 report to this train station for immediate evacuation, the last refugee train should be leaving in less than 2 minutes. Begin full automazation of the war, load up command to primary aerial network. The city is captured, but the air forces are right on our ass, we just finished repairing the sea connection, I and the first assault division am about to go under, complete the evacuation as sceduled, do not wait for any stragglers, we need to be out of here when the air fighters arrive. See you on the otherside.

The general goes out to sea, and the first car out of contact. The last refugie train comes into view and picks up the last of zone 1 while all the other car segments in front of the very last pick up the reminants at each respective train zones. The battle is automated you just watch as the gather and quickly file onto the trains. The last train the one at zone 1 speeds away just in time an air wave fills the eastern side of the screen as the last of your troops go under the sea and out of view.

CUT DIRECTLY TO:

PUSHING THROUGH TO THE OTHER SIDE

The first assault train with all the magi on it speeding out of the sea tunnel and directly into fierce robot gun emplacements.

GENERAL HUGHES

Reduce speed to 10%

The entrance to land is secured as the train goes by at a dull zoom.

GENERAL HUGHES

Supreme Red general, why is their a robot emplacement on this continent.

SUPREME RED GENERAL

They were trying to set up a eastern front from the western continent while they still could, we fell back to the mountains and are pushing their forces back with our new air power, the maglev line is clean, so just blast your way by, we have them at thier ends up here, just slow down when you reach the range.

GENERAL HUGHES

Will do set our speed to 100% and the same with the rest of the cars after they pass by this point at low velocities, prepair all gunnery station, we are not out of this one yet.

Your train goes up the mountain and blasts along. Bombers and jets swarm east, as help you decimate the last robot foothold in the newly drawn human territory.

SUPREME RED GENERAL

Looks like clear sailing from here on out, I'll have my fighters escort the rest of the train through the range, do you have any ideas about where I should divert these millions of refugees.

GENERAL HUGHES

It does not matter, ask General Ying in the last car, as for us in the first car send us through the southern isles to eastern pangea, where we may disembark at the last human capital.

SUPREME RED GENERAL

The red capital will be again, <last blue capital> is not to be alone forever.

?P?

When the war is over, red and blue will not even exist anymore, the robot scourge has melted us together in purple.

GENERAL HUGHES

She is right, how can we even still see these petty differences between men.

SUPREAM BLUE GENERAL

You are right, have a good journey and may it be a welcome respite.

CUT TO:

ARRIVING IN THE CAPITAL CITY

Your train arrives at the last stop in the Train coming up over the wall of the Great Blue Capital, over looking the whole battle field on a reinforced track.

CUT TO:

Inside of train, get off.

Jump off onto wall and walk to the Supreme Blue General. He tells you to go to debriefing immediately, now.

CUT TO:

THE FOURTEENTH WAVE

INT. BREIFING

SUPREAM BLUE GENERAL

When the war began, all our archeologists were inlisted into the milliary with a single search for ancheint's accounts, wisdom, and and quite possibly technology, since all of the robot technology has survived the war, we could find something, and we did. We hit gold, beneth the earth of this city, we found a complex so vast and complex it could only have been built by those advanced ancheints.

SUPREAM BLUE GENERAL

In a report we found that it was a millitary base hidden deep beneth the earth that was secured under the Earth compleaty hidden from the robots, and with thier plans and reports destryled and all that built, and people that knew about it hid in there. Inside was hidden all the knowalage and technology of their entire people, now restored to us. They would live beneath the earth spreading deep underground in it's innerts hording a vast army and preparing thier return to take over the surface dwelling robots.

SUPREAM BLUE GENERAL

But thier plans did not come to fruition at all for when the emp struck thier water and air were shut down when the machines broke. They died in a few days from carbon dioxide. Our teams discovered them a couple days ago, although their vast stock piles of super STEX, Jet's that look like those robots, and insanely powerful BiMAVs, all with the universal interface you now have in your neck. The corpiration that first designed the universal connector, calling it the Anchiend Universal Adaptor, based on their commonly found archeological finds, it is really true their marketing campaign.

SUPREAM BLUE GENERAL

Anyways all of thier databanks still stored the information on special ROM holographic disk, on this disk they etched permant databanks of video, text, and all special replicator universal design format. Every patent, every work of literature, and every movie stored for prostarity, now recently excavated from over 4000 Meters under the surface.

SUPREAM BLUE GENERAL

Now let the replicators of the world build the technolgy one generation more advanced than us and built a thousand gneration years before. We have transmitted to the whole world the designes via optics and radio.

SUPREAM BLUE GENERAL

The third day of the war we saw the first wave coming at our defences. We were well prepared, and all our lines held. The next 8 or so waves have come at random intervals as to stratically assault us at different times, each attack got harder and harder, but we were building a weapon, the underground multi-escape colossal continous coil launhcher. Or UMECC, which can launch 10, 1800 Kg buckets per minute. The ninth and tenth waves were easy to subdue given the new technology. But the robots just built up greater and greater masses of waves, and continuously bombarded our walls. Each attack was spread out by a week. Slowly but surly our defences are taking serious wear and tear that takes a lot of time and energy to repair. The thirteenth wave broke all the way to the residential sector of our city, before we used militia to push them back.

SUPREAM BLUE GENERAL

By now our defences are fully repaired, but it has been over two weeks since the thirteenth an last attack, we fear a seriously large wave that will topple our center of mass to push us out of the continent, we can't let that happen, if we lose this battle, we will lose the entire continent. Their forces are halfway, and they have constructed an artillery aperatus so massive, that they can launch %40 farther than UMECC. It will be in range of our external defences in 5 hours. We have to take it out! But there is a way, magic can be greatly magnified by digital technologies.

GYRO

yeah, we know

SUPREAM BLUE GENERAL

No on a different magnitude, these massive bomber jets, are an order of magnitude more powerful than your BiMAVs. We cannot however constuct some of the more advanced BiMAVs, for they require a different construction teqnique based on carbon nanotubes, our replicaters cannot reinterprite those designs and thus we cannot construct them, their digital amplification is at least 5 times that of your own suit. We are still in the process of decoding the replicator designs and in repairing those that we have, but these jet's were easy to repair after we programmed them to repair themselves after reviving a few circuts. There are X, obviously they were not meant to be used as they would not make it to sky for many years, but now they are ours.

M

You need us to use the jet's to take out their coil gun, cause we have the magic to amplify, the primary bombing weapon.

SUPREAM BLUE GENERAL

Precisely, how did you know about the primary bombing weapon?

CUT TO:

Guy waving batons to direct you to the runway at an old commercial airport at the Western edge of the city.

The jet's take off into your command-

CUT TO:

1st person jet pilot view point, you control M's jet from his perspective.

SUPREAM BLUE GENERAL

Ok you are going to be coming up on a multitude of robot controlled jets, engage as you pass, but this is a full throttle operation, we have to take out their cannon, nothing more nothing less.

You can use magical attacks that drain your mana points, or missiles magical or not, or a rail machine gun. You have to fly through lots of robot jet fighters, but F is very good at flying around healing yal.

The fighters attacking you are becoming more intense you see up a ways up on the horizon the ground forces in the wave and of course the artillery cannon further back.

M

WE CAN'T FLY INTO THERE ARE HUNDREDS OF ANTI AIR MISSILES IN THERE, YOU CAN'T EXPECT US TO TAKE THE WHOLE FUCKING FLEET!!

SUPREAM BLUE GENERAL ? RIGHT CHARACTER

Your right our success in this bombing run depends precisely you coming down on a single target as you destroy it, now pull up at a 30% angle.

M

uh ok, wing formation.

The rest of the jets come around you as they automatically maneuver precisely in sync with you, with only inches between wings. You have to pull up and go into full throttle to evade their dog fighters.

You get 4000M up.

SUPREAM BLUE GENERAL

That's good enough, level off for now as I orient our positioning data.

The general points a red arrow down in the sky-

SUPREAM BLUE GENERAL

I want you to fly straight down through it, and charge up the primary bomb.

You do as you automatically charge up your primary weapon, that can only be dropped once, called antimatter superbomb. You fly straight down.

SUPREAM BLUE GENERAL

When I tell you to release the bomb and immediately pull up!

You do that as cinematic shows you drop the super charged metal bomb, the bomb is directed right into the center of it's objective as it travels down into the weapon as the weapon fires it's first shell. The bombs smash into each other causing two giant explosions traveling in oppisite directions completely oblidentates the cannon along with any fighters below you.

SUPREAM BLUE GENERAL
PERFECT TARGET DESTROYED, just fly due West as fast as you can and you will beat most of their fighters to our friendly airspace.

You have to fight a few fighters that follow you up to near space altitudes as you try to avoid them over the top. You have to confront them from the top, air thins along with thrust as you will probably begin to stall.

Once you get into friendly airspace protected by the great city's laser defence system, zoom through the clouds to the Colonel's outdoor command post at the front line, where he sit's in his BiMAV directing the front line to confront the oncoming land and air wave.

COLONEL
Good job with that bombing, we were all watching it, and everyone thinks you are god, like one of the anchients.

The shells start flying from the UMECC, to a far away location creating only white dot's far away on the horizon. The shells do not ever stop and continue throughout the battle to fire at a round every 6 seconds through one of the five tubes that can be adjusted to fire at any angle.

M
Well we are using the same magic and technology right.

SUPREAM BLUE GENERAL
yes you are, we'd like aircsupport for our invasion, but I see that your jet's are pretty battered up and require extensive repairs, why don't eject into STEX suit's, we have your BiMAVs open and waiting on the ground, I can direct your STEX suit directly to the BiMAV, give me control of your jet's so I can land them.

You have to give him control.

SUPREAM BLUE GENERAL
Thanks, I'll drop you as soon as you pass over the primary wall.

You get ejected and each freefall into your respective BiMAV, which seals around each of you. You Walk to the front of the wall with a view that looks almost straight down at you.

TAKE OFF FROM PREVIEW FOR GAME.

(<begin cinematic>)

(<end cinematic>)

When you reach the First line, you are thrown out of your jet, where you glide downward directly into your BiMAV, which seals around you. You can look out along the scarred metal fields of death, the fields are self lubricated and slanted downwards toward the wall. Outside of that was a muddy soiled graveyard of the robots who had last attacked the facility. This grave yard of robotic and human scrap alike is a forboding view to one seeking to playing a role to defend as part of this 2000 km line of soldgiers. The wall had many large guns protruding from it and the slanted floor, well you'll see.

The brunt of the invasion is always focused on destroying the capital city, without it's well devolped nanoinfrastructure and anchient underground mines, the continent would fall, and without the continent the world would follow.

Gain the Colonel's command as you gain control of over 800 STEX and BiMAVs, viewing the line from the front as if you were assalting their 30M high 20M across steel wall, studded with thousands of small large protruding this wall, it serves as an imposing monument to the streanght of our great city.

Camera pans over the magical's BiMAVs, then back down just above thier heads, looking as they are at the vast horde approaching them., coming just into range of the many BiMAVs that sat on that wall.

COLONEL

The 14th wave, is huge and vast, but we can take it, ON MY MARK
FIRE,,,

The BiMAVs and men put themselves in combat position as the wall's gun turrets move up to take on their encounter.

COLONEL

READY,, AIM,, FIRE!!!

All the BiMAVs let off an entirely brutal wave of shells as the robots just reach where the floor begins.

Ram rockets find their targets as BiMAV paint critical siege weapons.

Human jets' circling over fire missiles at oncoming jets, but remain on the good side of the wall to maintain air supremacy there.

The BiMAVs continue to deal devastating damage as does the wall, and even the floor; as diamond laser blades come swinging up out of an otherwise smooth floor slash their uncoming robots to pieces.

Now Robots are Jumping to fliers to transport them over the floor, where they can be dropped onto the wall to take it.

COLONEL
ALL UNITS AIM AT FLIERS, ALL UNITS AIM AT FLIERS!!!!

You have to shoot all the fliers before they reach the BiMAVs and take you on head to head.

Many land near the Colonel and his elite guards, who absolutely slice and dice these robots to pieces. Others help reinforce their leader, as the robots are trying to gain a foothold on top of the wall.

COLONEL
LAUNCH ALL CLOSE RANGE MISSILES!!!!!!!

Just then a hundred missiles fly out of the wall and absolutely devastate their fliers.

A new breed of fighters come up over the horizon, each one carrying an elite BiMAV.

COLONEL
They are launching their imperial guard at us. All patrolling jets
scramble to intercept them, target only the fliers.

For some reason an excessive amount of BiMAVs are walking down one describe band of the floor, getting themselves diced up in the blades.

JET SQUAD COMMANDER
ALL WINGS FORM ON MY FLANK WALL FORMATION,
<static> WE ARE GOING TO STOP THEM!!!

The elite formation flies directly over the beginning of the band of BiMAVs now piled up 10M up the wall. The wall of fliers accelerates very fast towards them firing every missile and rail launcher they had, destroying about half of the elites to fall down to the floor and join their diced companions, then breaking up around them

COLONEL
ALL URBAN UNITS, MOVE TO THESE WALL COORDINATES
WE HAVE A TAKEOVER IMMINENT. MAGICALS GET THERE
FAST.

The colonel and the magicals and the elite sprint over there, where the elites are taking out the wall guards and their jets are dogfighting with our jets.

SUPREAM BLUE GENERAL
**OUR WALL MUST HOLD, REINFORCE THIS POSITON!
THEY ARE MOVING INTO THE CITY!!!**

All the elits begin to run twoards that point, except the ones you are melee engaged with, you follow and chase these robots as they fire back at you.

As they get deeper and deeper into the city, their numbers dwindle as all the interior forces close in on them for the kill, as they all fall back into a single strong point from where they are very very strong. The forces of good, encircle this road that they are on from both sides, just then their diggers poke up through the ground and come compleatly out-

COLONEL
**SHIT AIRSTRIKE REQUEST ANYTHING AND EVERYTHING
YOU'VE GOT TO HAMMER THEM BACK INTO THAT HOLE!**

They come swarming out, the strong point held by the last 10 elite BiMAVs becomes backed up by 100 BiMAVs.

4 more holes apper on the street surrounding the encircling forces, now the humans were surrounded.

Just then thunder as 10 ram rockets slam into the ground vaproizeing most of them, 20 still stand, and more are moving out from under their exploded commrades.

COLONEL
**REQUEST ALL AVAILABLE SUPPORT WE ARE
SURROUNDED BY HUNDREDS OF BOTS, WE NEEE HELP.**

JET SQUAD COMMANDER
Roger that, I've got a squad reloading thier missiles, we are getting rams, but it will take a couple minutes.

The encircling forces now mere Elites, a few regulars the magicals and the Colonel, are surrounding the hole firing outwards, and inwards at the new BiMAVs trying to come up from it.

As the robots finnaly jump up the small 5M left to the wall, they swarm the three BiMAVs previously shooting down at them.

SUPREAM BLUE GENERAL
NOW!!!! FIRE NOWWWW!!!!

The three human BiMAVs are all but dead, as a brutal grid of 20 tank shells defined as red do on the interface, smashes the robot back off the wall to their death.

It is looking very bad for those around the circle.

COLONEL
**WE CANT TAKE IT, ALL FORCES JUMP INTO CENTRAL
HOLE IMMEDIATLY**

The colonel jumps in slashing at this punk, you have to make the other BiMAVs follow suit, you cut through the scraps and the oncoming regulars and push deeper into the hole as those on the outside surround the hole.

COLONEL

Trust me they will stay out there, we are not important enough for them to go in and kill us, let's go deeper, see where this hole comes up.

Your tight group of about 20 BiMAVs makes your way down a declining tunnel deep under the floor of the wall, the tunnel becomes bigger as you see 4 holes diverge from yours, you fight a huge battle here taking out all of their forces moving up, you push forward, even before you kill all of them, you slash and push your way, deeper, deeper...

COLONEL

I go up and get some reinforcements, why don't you'll stay here and convert the facility to our cause.

DRAGON

Yes sir!

play Incubus.

The colonel runs off up the tunnel. You now command him and guide him up through light resistance. You get to the top of the tunnel where, you enter battle-

CUT BACK TO:

EXT. SURFACE

SUPREAM BLUE GENERAL

NOW!!!! FIRE NOWWWWW!!!!

The three human BiMAVs are all but dead, as a brutal grid of 20 tank shells defined as red appear on the interface, smashes the robot back off the wall to their death.

SUPREAM BLUE GENERAL

Ok Jets, I need you to come close in on these holes, I want you to provide close in support

You are given entire control of the Battle to push them back to their holes, then the Colonel comes up-

COLONEL

Hey we need immediaty support to our boys down there, we saw an extensive robot facility that we have to take and hold.

SUPREAM BLUE GENERAL

Affirmative, how many do you think we need?

COLONEL

40, and now, have 10 come down each hole, they should be able to push through and solve your ground problem

SUPREAM BLUE GENERAL

But what about rooting them out of South side of the city!

COLONEL

Give me air and a squad of 7 regulars and I'll do it.

SUPREAM BLUE GENERAL

I'll send six over to your position 4'll be there in seconds.

Jets begin to fly towards your position as the elite BiMAVs jump into the holes.

Pretty soon, you have your army, and you move south to weed out the surviving enemy bots.

CUT BACK TO UNDERGROUND:

DRAGON

Ok this appears to be the only entrance, but let's all throw an emp grenade to take out anything just inside the doorway.

That's what you do, you knock out thier defences, then turn inside, where you group up in the facility, covertly penetrating the medium insides of this underground fortress preluding to the softer prodction areas, but eventually you find the central computer and lock yourselfes in there while you take over the auto defensives, You hack into the computer, and fight through a fortress inside the computer but the entire thing is just one big fortress, that you have to fight to the death, when you blew it up, the entire facility fell to your consciensiousnes inclinding small bots and BiMAVs.

Dragon opens his eyes and frowns-

DRAGON

Close all blast door, activly attack all enemy bots! All humans to the entrance to the primary production facility, the autodefensives should hold them here, I'll guard the computer,, **GO!!!!**

M leads them outta there, and deeper into the facility. M goes the the nearest Blast door, as it opens.

DRAGON

I need you guys to take over their production capacities, Colonel should have gotten to the surface, so we will probibly get reinforcements soon.

M

Alright move in.

You go through and have to fight a bunch of robots just getting of the assembly line below you.

It is a giant facility. You step on a catwalk over a 3 floor deep production facility.

Once everybody walked on-

M

Hold onto your asses!

M crosses his arms to shoot out the cables in front of them, the catwalk falls down and all the BiMAVs land on other BiMAVs and slash them up and now you run past the catwalk to get to the central computer.

GYRO

It's this way I can feel it, just past these assembly lines.

You have to fight continuous newly produced infantry units, but you eventually get there, and lock yourselves in as Gyro, M, F, Int, Golem, hack into the network.

You have to fight a pretty big boss, in a production room exactly like the one you are in with their spirits, you have to kill the main factory computer to take over the facility.

Once you have done this, you return to your bodies as Gyro fuses with it and then later comes back to his body.

M directs the defence of the production facility, and directs the newly controlled BiMAVs as Dragon and Gyro control their respective facilities.

Control the take over of the rest of the extensive facility surrounding you in all directions, but let gyro automatically take them over from the spirits sent from the grid he is in. Just need to get M to the central computer to implement a quick 1 spell hack/kill.

When the reinforcements arrive-

CUT BACK TO GROUND:

Command the entire defence and focus on the colonel and his men to make sure they get rid of them, finish the last of the BiMAVs outside who are trying to punch through from the ramp. When you decide to send extensive reinforcements-

CUT BACK TO SUBTERREINIAN FACILITY, THEN BACK TO GROUND:

Mop up topside. When you are done you send all your BiMAVs down.

CUT BACK TO SUBTERREINIAN FACILITY:

SUPREME BLUE GENERAL(AUDIO ONLY)

THE 14th WAVE HAS BEEN DEFEATED!!!!!!!

Once you've secured the facility.

GYRO

Underground is secured also, we have guard emplacements at every end.

GOLEM

Let them not be ends but new beginnings of a new front in the war, we should rally our forces then tomorrow launch an invasion through them.

SUPREME BLUE GENERAL

Tomorrow, for now all now we rest...

INT

I could assist you in the take over.

DRAGON 1

So can I, but for now we should split up into three magi teams with
Dragon and Tiger supplements and extend our influence in all directions.

You pick the teams, Gyro, Int and Dragon 1 lead. M and F have to be together because of
collective magik. P, Golem, Colonel, 2 dragons, and 2 tigers. Three teams of 4 to lead
some upgraded BiMAVs to expand the human underground war production capabilities.

Command all three teams at the exact same time, do not manage them going online to
conquer the spirits.

Once you have won-

(begin cinematic)

OPERATION IMplode

You get reinforcements at designated times but the first wave should be almost good enough, it is very hard for to you finish plowing away the entire facility to 7 large maglev train stations for long term transportation, where you stop, and defend.

After a good long fight, you push them back to the maglev train as the last of them are retreating to another facility in a train just leaving that cannot be stopped.

You've now secured the underground complex, and have opened up a new front upon which war in general shall be fought.

Humans were now advancing on a new quest that they would better the robots on the entire continent, which would lead to ultimate victory on the continent, and win the war, and the initial battles do very well indeed...

CUT TO:

GENERAL HUGHES

Now remember I want a strong settlement on the surface, so we can acquire solar electricity to power our expansive networks, also coming out in force will be the first step towards acquiring the air superiority, truly a legendary feat if accomplished. However we do not as of yet have a means of attacking their power from above ground we may need to hold up from then if they attack. I want you to build a city on top of these elevator shafts that can in an minute bring everything back underground, **the entire city!**

I leave you now to finish off the very last enclave of them.

Every hour of real time is a day of game time.

You begin building, starting a development right on top of the central elevator shaft, spreading outwards as you intermingle anti-air defences periodically providing for a uniformly defended complex from which the center is a sort of strong point, a fortress begins to form there, as you build it denser and denser. You begin to build a large fleet as your counter robot AI units, You begin to build vast airfields full of fliers, just like theirs.

You have developed greatly, but the first wave is very very harsh, after fighting nearly sparse defenders, this attack is a sobering of the weakness of your defences, but you pull through with only a few patches of destruction.

You learn how to upgrade each of your cannons till after four upgrades is X7 more expensive overall but has 20 times the power.

Your topside facility as your base expands constantly, the tunnel complex is increasing, as they enhance their production fueled by your increase in solar harvesting area.

You use nano-replication to vastly expand the solar panels, like grass in a field of mud.

GENERAL HUGHES

Initiate **OI!**

The robots launch the second great attack and you are forced to retreat inside, ground forces come around and jump down on the elevators, you have to fight both air and their forces as you pull deeper into the earth. Your city is damaged, but you have slaughtered many of their air fighters.

Operation implodes; most forces are spread around an outer circle, in the inner concentric circle a few human underground installations are being invaded, they retreat to the center of the circle as a diversionary force. The trap is tripped as the outercircle is ordered to move in on them, the pressure of being flanked on both sides their forces strong only on the inner most front, hindered by autocannons, they are slammed from all sides as the humans close in, thus the invaders are desimated.

3RD GOING CONTINENTAL, FROM SEA TO SHINING SEA...

GENERAL HUGHES

Now is the time, we have crushed their air power, now we must attain aerial superiority. The armies south of us have fled their cities, and now are assembling south border of <that red city in in the isthmis.> There is a clear maglev track to the city, you will spearhead the assault and I will command the swarm. I have coordinated with General Ying to provide southern heavy artillery support, and a southern front of the assault. This should be an easy take considering the concentration of air fighters over that region, hopefully I will be able to amass enough defences here to hold off the third assault upon this mine. Assemble on the maglev train.

TRAIN RIDE TO COMBAT

CUT TO:

TALKING OF BATTLE

See the map of the continent, show the swarms of the AI approaching the city.

GENERAL YING

Do you think we take them if we acquired air support from General Hughes?

INT

Probably, if he sent all of the swarm.

GENERAL YING

Contact General Hughes.

GENERAL HUGHES

I can reinforce you as long as there are no fighters coming up over the mountain.

(turns)

Jules active radio ping the entire range.

JULES (BACKGROUND)

yessir.

JULES (BACKGROUND)

Sir, it's the third assault, there ar'round 2,000 of them.

GENERAL HUGHES

Doesn't sound too bad, dispatch aerial squadron gamma to General Ying's command.

CUT TO:

DRAWING THE LINE.

Int and Golem preparing to forces for the onslaught.

CUT BACK TO:

THE GREAT DEFEAT

GENERAL HUGHES

Doesn't sound too bad, dispatch aerial squadron gamma to General Ying's command.

GENERAL HUGHES

SCRAMBLE ALL other FIGHTERS, prepare OI, all men to their posts.

Winning the battle as you pull city underground, easily implode on them. But they break through outermost tunnels and their small combatants horde come in encircling your encircling forces.

GENERAL HUGHES

IT'S A DECOY, A FUCKING DECOY, WE ARE SURROUNDED LIKE A FUCKING DONUGHT dipped in coffee. Fighters provide cover topside, raise the elevators, all forces and personell retreat topside. they are overwelming our innerts, but we are safe on the surface where we have fighters.

SOLDGIER

General, there's a formidable force coming down from the mountaians, all elite BiMAVs, repeat **ALL ELITE BiMAVs!!!!**

GENERAL HUGHES

Shit!!!! continue topside as planned, prepare our emergency trains, we are abandoning this facility.

GENERAL YING

Why are you RUNNING!!!!? WE need to hold them and fight, or we will lose the entire continent.

GENERAL HUGHES

Because I just don't have the forces to fight them off from all directions the've past all defensive barriers. I am going to flee to your defences, in hope of being able to repair your cities defensive structures.

ADMIRAL (DIGITALLY STATICALLY)

This is Admiral <> we are 200 clicks off the west coast, just 700 clicks above <the city to the south east of the continent> you boys seem to be in a lot of trouble. I heard your ping, and began sending packets to you.

GENERAL HUGHES

My besieged weastern scouts just discovered your radio signals, please scramble fighters and transports to pick them up, here are thier coordinates.

ADMIRAL

Sure thing, I'll pick them up in no time.

GENERAL HUGHES

How many more refugies can you support.

ADMIRAL

we could take a few thousand, at most, why? are you thinking about a full scale evacuation.

GENERAL HUGHES

I am not thinking about it, I am commencing it, we can hold off the swarm long enough to escort our personel out of here.

INT

We already have, I recomend we begin evacuating immediatly.

SUPREAM BLUE GENERAL

They have broken through the wall at this point and are making their way through the Gather Province, the Princess has already been dispatched as a counterforce, she took their initial group out, but now she needs reinforcements, more robots are coming in through the walls and will quickly overtake her, we have repaired all of your jets, move with haste.

SECURING THE STATUS QUO OF PANGEA

SUPREME BLUE GENERAL
WE HAVE A SERIOUS PROBLEM TOPSIDE, WE HAVE A
BREAK IN our northern Pangea line, multiple ground and air units
are flooding through the defences at that point, we're launching
everything we've got to close in on the penetrated forces.

M

Is there no respite for us!

F

not while there is respite for the scourge on our gaia.

SUPREME BLUE GENERAL
Your jets have been repaired. They are being sent topside outside
these shafts, there may be some robot interference, but nothing that
you couldn't handle with a few bursts-

If you do not immediately start towards it:

SUPREME BLUE GENERAL

Pangea needs you, what are you waiting for MOVE!!!

You run to your shuttle and nostalgically destroy the weak guards, remembering when this
small group was the same as the small group that you faced in your early levels.

When all 12 of you magi mount the jets-

SUPREME BLUE GENERAL

Transfer your autopilot controls to skycommand.

CUT TO:

Approaching the city.

SUPREME BLUE GENERAL

We are going to make our stand with the militia at _____, a
small urban development surrounded by suburbia. The robots should
arrive soon before you, so I am diverting command to you, M, now.

M

All humans of _____, we are in for a long hard fight ahead,
hold up in the nearest buildings and snipe from window to window,
don't be exposed for long, you cannot take any fire from these robots
without STEX, we jets will provide aerial support in a matter of
minutes. Follow our lead, obey our command and don't try any
macho shit. **LOCK AND LOAD PEOPLE, PREPARE FOR
BATTLE!**

F

We have vital suit upgrades, give these upgrade to them.

SUPREAM BLUE GENERAL

Ok I'll administer it, upgrading millita suits now.

F

Thank you sir.

The enemy air wave arrives along with a wall of missiles devastating the unarmored millitia. The millitia begin firing thier assalt riffles and rocket launchers barley putting a dent in thier forces.

The robots begin inserting elite bots within buildings, they begin to slaughter the snipers, the snipers begin to rout, sometimes dropping even thier riffles.

M

Magi, after our first pass over the city, we are going to split up our jets. Jump into different buildings and transfer our jets to sky. Sky guide our jets to drop us off at the right buildings.

SKY COMMANNDER

I will arrange your destinations personally.

The 12 jets releases their collective and powerfull magik, along with 3 plasma cannons on each ship, and a whole lotta fuckin powerfull perfectly homing missiles, to plow through many of the swarm in the air, and the approaching robot ground horde.

SKY COMMANDER

Alright destinations set, *Break formation divert to new targets!*

The jets split up into the city and moments later all the jets drop off their old piolts.

M

Ok magi, let's form up into 3 units of 4, move out.

GYRO

Wait, I just figured something out, I can take one of them over and use that one to implement the virus in many other robots, this is called vampire virus, but I will need int's power of spirit, and Golems resurecting programming.

GOLEM

Let's do it.

INT

I'm in.

You take control of one robot to maintain healed so he can take many other robots to your side. Eventually there will be an anti-virus though, so get as many as possible, for the anti-virus only prevents you from getting any more robots.

You fight in four groups aside from putting those three together, it is all up to grabs.

You clear out your buildings quickly.

M

Get to the windows, lets fucking snipe these bastards out.

That's exactly what you do. You hold you position very well, while the jets outside bomb the living shit out of the bastards, all the windows are now shattered as they readily fire up at you. But F's spells are too frequent to easily die.

FIGHTING ON THE FRONT

You are continuously assigned to aerial combat missions, to push the lines further back and to bring the war onto their cities. But against the mighty horde few ground was made, little was the fruit of every human victory, and great was every human defeat.

It becomes disheartening to fight so long and accomplish nothing but many level ups are acquired in the vast battles that unfold in the three dimensions of our modern battlefield.

PREPERATION FOR BATTLE

You prepair for battle and decide to retaliate after the next wave.

SUPREAM BLUE GENERAL

Xteenth wave is approaching, all to the front, repeat all forces to the front.

All forces ready themselves on the battlements, **ALL FORCES!**

Your jets finish off the boss.

The robots still outside the city begin to haul ass in retreat.

The battle is almost won all but mopping up from here.

THE FIRST RETALIATION

SUPREME BLUE GENERAL

Reserve units deploy to front. Reserve air units take off and soften up the retreating robots. **ALL NON-DESIGNATED RESERVE UNITS DEPLOY FOR COUNTER ATTACK!!!!**

The troops cheer as moral skyrockets.

SUPREME BLUE GENERAL

We are taking this war to them! TODAY WE WILL PUSH THEM FROM THE BORDER CITY and CLAIM IT FOR HUMANITY!!!!

More cheering. BiMAVs and STEEX begin to jump from the wall onto the disabled defences below. The reserve jets fly over the city in perfect formation and plow the retreating horde with insane carpet rocket/bombing.

SUPREME BLUE GENERAL

Magi deploy to your designated BiMAVs, we'll refuel your jets and have them ready to pick you up before we arrive within range of the city.

Your jets hover over your special upgraded tiger BiMAVs. You jump out in STEEX directly into the waiting heavy robot suits.

The other forces are way ahead of you, you begin to sprint to catch up, running right over many robot carcasses still moving. The jets pick up and leave to be repaired and refueled.

You finally reach the front-

M

Reserve jets, we can take it from here, report back to base to rearm and refuel.

RESERVE JET 1

Affirm that, We'll be back when you need us most.

You are running in a line with the other BiMAVs, a few STEEX were smart enough to attach themselves to the BiMAVs because the rest of the army is way behind being slower and smaller.

You run with the BiMAVs and knock out their retreating armies one by one, occasionally a few turn to fight but just get trampled with fire. That scares the rest into keeping on running.

Finally only 1 robot is left, a hardy elite BiMAV. He is shot in the leg, falls then is pulverized by about 10 synchronous rounds.

The BiMAVs slow down to a trot and later a walk, then stop.

SUPREAM BLUE GENERAL

Great job people, with _____ kilometers to spare till you got in range of thier defences, way to go. The main force of jets will arrive shortly, along with the rest of the army. The city defences are becoming very active, and they are pulling things out of their sleeve that ariel recon did not see. **BUT WE CAN TAKE THIS SHIT, WE WILL OVERCOME!**

Airships arise. What are those? **ALL UNITS WITH HEAVY CANNONS, TAKE, THE AIRSHIPS *DOWN!***

M stares dumbfounded as the entire battlefield network delves into chaos, and stares blankly in horror. Still staring-

SUPREAM BLUE GENERAL

M!!!! YOUR COMMAND! what are you blind!!! ALL FORCES RETREAT FROM THE CITY, FORM UP AT a new strong point around our artillery division! WE are going to pull out! artillery begin accelertating homeward. To our remaining fighers fly only over the strong point so you can eject saftley, I am sending our reserves to reinforce your retreat.

Begining of space/land bombardment.

After we consolidated the continents, we thought we had won a great victory for humankind, and when the great fleets began to engage our cities from across the vast sea, we wondered if humanity was meant to survive at all, all that us magi have fought to regain is appears to be just delaying our enevidable destruction, we are surrounded by aerial inferiority, and only 2 human carriers to combat the robot's 7. We are not yet forsaken, but we need to turn things around soon. We have to regain our clear aerial superiourity if we are to secure pangea and grasp the robot capital.

HISTORY

After the fall of the electronics on the earth, billions starved as civilized humans had to resort to primitive agriculture. If just one seed probe had survived, eden would have survived, for the data was stored on great libraries of holographic film immune to the radiation, but not always the test of time.

The post-apocolyptic generation born to ignorance and often early death in the early ages of national-fuedalism, nations of the anchient war became tribal identity, similar to the fabled war of the ancheints both sides blamed the other for the creation of the evil seed program that push humanity to kill the old holy savior of civilization the nanobot.

During 2000 years of tribal and national disorder among a primitive peasnt population came a revolution of light, of freedom, of transparent and fair rule by a more democratic means. At the pinnacle of their power this organization gave seed back again to the anchient buildings, After generation the people had to completley relearn the digital civilization slowly by recovered achelological digs yeilding the cunning edge of tecnological devolupment. People still held on to thier old hatred, in thier ignorance they vied to destroy the new government of the one world. They rallied the masses still ignorant over the power of these new weapons to begin again the old wars, once fought with meager riffles or musket, now with BiMAV and STEX these men fought, inefficent and crude interpretations of their true power, the humans rapidly devoluped the effeciency of their killing machines employing daily newly replicated technology so many times more powerfull than the other side has. These bloody wars of the past gave niether side any signifigant gain, only a billion dead. The people tople the peacfull governments

But a generation ago, the nations signed an armistice and the violence has gone cold. The detant seemed to be degrading, when the robot scourge began, and the same occult organization capable of destroying the world, refined the designs the magiks, and still do in the war, and even go to space with you, but also created you the magi from anchients whose genes and base knowlage were perfect, but the memories would not be transferd nor were the corrupt astral spirt, which is why your are new individuals not like the old only the same genetically and magikally. This secret organization has been preparing the worlds internet, and other things to make mankind immune to the evils of the anchients. WE would not make their same errors in insecurity. Yet the head of this faction was corrupted by the power, and the immunity had certain backdoors, thus the war began again.

Also the northern ring remained isolated, as its people are both connected with nature and these advanced technologies, in many innovative ways, and are among the most advanced in the world, but somewhat secluded and isolationist. But they will eventually be brought into the war.

P

When I was first to learn magik when I was 4 my parents could not figure out if I was a black or white magi at heart, and did not want me to be a lesser gray magi, so I trained seperatly in both. I could never choose which so I still study both seperatly. Thus was the first magi of white and dark, in this last era after the great EMP. These staffs were made exclusivly for that purpose.

DREAM SEQUENCES

kid playing with his mother.

Kid playing in preschool in a giant lego playground turned into a battle field, like preschool wars, a Warcraft III map.

MYSTICAL SEQUENCES

M works with mathematical enlightenment. F with Angelic. Both symbols find union. Zoom out from characters to show them on opposite sides of each other looking at a plane of symbols. Display Auras show M and F touch the highest symbol of god, and then hands touch and they reach through the plane and become unified, they move through and their aura is cleansed of its many colors and shines pure white on the other side, as only their astral body moves through. Go back through until all bodies are unified. Zoom out from (medical symbol) and overlay divine linguistic translations as Elohim, seeing the hidden word of the next Aeon select the quantum parameters to fit the world and determine the approximate timeline that it shall follow until the next enlightenment overthrows them, creating a new wide divergence of timelines.

NOTES

CUT TO:

(IBM's discovery)

IBM laboratory.

M standing at the center of an advanced IBM nanotech laboratory.

S

However it was soon proved by a brilliant quantum physicist hired by IBM who proved that because of the Heisenberg uncertainty principle there was no way to observe the electron's reaction to the given electromagnetic impetus. Not only did the impetus alter the waveform of the electron changing its inherent nature but the mechanism to observe the electron would mutate it even further.

SCIENTIST AT CONSOLE

Dr. M, we have quantum containment of the electrons.

M

What is the tunneling level?

SCIENTIST AT CONSOLE

Sir, the waveforms are completely trapped, I think we finally found the right buckyball capacitance level for closure.

M

Good begin running the program.

Scientist at console presses a button.

A string of random numbers fills the mainscreen, to the left of the screen shows the microcomputing cells which house the quantum particles. The grid shown in the left screen shows a grid of 16X16X16 to be 4092, which is just a single cell in a 16X16X16 matrix. To the right the programming interface prompt and textual readout information.

SCIENTIST AT CONSOLE

We are maintaining quantum confinement in all cells.

M

Run pattern recognition matrixes upon the generated numbers.

SCIENTIST AT CONSOLE

Just like you proved M, perfectly random.

M

God I hate to be right. Let's place linear visual spectral labels to all numbers and bring up a holographic projection of all datapoints.

Scientist at console punches away at a specialized programming interface.

SCIENTIST AT CONSOLE

Done.

M

Onscreen.

The screen shows colorful snow.

M

Looks random enough to me. Let's try something else just for fun, let the top most plane represent one interference pattern for the holographic projector.

SCIENTIST AT CONSOLE

Alright in progress.

He presses a button.

SCIENTIST AT CONSOLE

There we go.

The right screen reads syntax error. He modifies the code.

SCIENTIST AT CONSOLE

Alright hang on a sec, fixed.

The hologram shows more snow, but this time the snow is mostly white.

M

Why is a lot of this snow white? why would colored pixels cluster together?

SCIENTIST AT CONSOLE

(shrugs)

I'm a fucking programmer, you the quantum physicist.

M

Hmm give me another axis of holographic projection this time for a side projector.

SCIENTIST AT CONSOLE

Uhh we don't have a side projector.

M turns around.

M

You, your not doing anything, get us a IBM X2040 Holoprojector, and install it on that wall.

GOFER

But I'm just an intern, I don't know how to install it.

M

Shut up and replicate it.

Gofer turns to leave the room.

M

Wait get 2, actually make that 5.

GOFER

5?

M

Yeah one for each direction of the cube, go.

SCIENTIST AT CONSOLE

I guess I should start programming in the 5 other planes of the grid.

M

Yeah and program it we have each face project a pyramid of values to the center of the grid.

SCIENTIST AT CONSOLE

why?

M

I've just got a strong feeling that were going to get something.

SCIENTIST AT CONSOLE

Will it get prettty?

M

mabey.

Gofer comes back in carrying 5 projectors,

M

Place them symetrically on the walls.

GOFER

How do I know if they are symetric.

M

Hey, outline where he should place the projectors on the wall and configure an electromagnetic autoalignment.

SCIENTIST AT CONSOLE

Ahh too much to do,

Scientist stops programing grid code and outlines the 6 spots.

GOFER

What do I do?

M

Place them on the wall in the little yellow squares.

GOFER

Oh I see.

The gofer goes around the room placing all the projectors in. Right first.

M

Alright give us right projection.

SCIENTIST AT CONSOLE

Done.

The snow becomes more static and more white, clusters begin to form.

Gofer places projector on mainscreen.

M

Give us forward. I'll turn off the mainscreen.

M walks over and turns all the screens off.

The dots become clearer and remain in place mostly.

GOFER

Left one in place.

M

Good display.

dots become even clearer very little scattered colors remaining.

SCIENTIST AT CONSOLE

They look like stars.

M

Kinda.

Gofer places bottom projector in.

M

Bottom.

The begin to look a lot like a giant dence star map, with a little debree.

M

Rear.

They look exactly like a giant star cluster map.

M

Holy shit this is a star map of the entire universe. THESE NUMBERS ARE SUPPOSED TO BE RANDOM GOD DAMNIT, NOT SOME PERFECTLY MODULATING SPECIALIZED HOLOGRAPHIC PROJECTION SYSTEM. **Check for hackers!!** Enact FULL FIRE WALL BASES, and disable all autodefences.

SCIENTIST AT CONSOLE

Looking down security systems, putting station to red alert.

M

Good back up all files onto the quarentinable hardrive of SINSS.

SCIENTIST AT CONSOLE

Done.

M

Reset all systems and start up using firmware version 3.57

SCIENTIST AT CONSOLE

But that's 8 months old?

M

That's the point the hackers won't expect that.

SCIENTIST AT CONSOLE

I am shutting primary systems down for the entire station. Rebooting to bios 3.57.

After a few seconds the screen pops up.

M

Alright call up from quarenteen the programs and only the programs you have written for matrix display.

F (VIDEO INTERCOM)

Honey what the fuck are you doing, you just rebooted the entire system. I am speaking with the vicepresident of IBM, he decided to show up on a suprise visit, I don't think he will look to kindly on reseting everything including life support systems.

M

Come up here babe we were either being hacedked by a bunch of geniuses who have penetrate beyond 4 layers of firewall or we just stumbled upon the greatest discovery in human history.

F (VIDEO INTERCOM)

What are you talking about!?

M

The numbers generated from quantum confinement aren't random, they are actually a modulating 6 directional interference pattern, or each plane represents an interference pattern which combined with the other planes makes a pixelated star map of the entire universe.

WWWOOOOWWW! F (VIDEO INTERCOM)

M
Or we are being hacked. Bring the president.

F (VIDEO INTERCOM)
I will, vice president.

M
Yeah right.

SCIENTIST AT CONSOLE
almost got it.

F and the vice president walk into the room.

SCIENTIST AT CONSOLE
There we are back online should I press enter.

M
Vice president.

VICE PRESIDENT OF IBM
Let's hope this is not hackers.

M
I'm praying, hit it.

Scientist at Console presses enter.

The star super cluster map returns.

Reverence fills the room.

VICE PRESIDENT OF IBM
you can keep your funding, good job.

Vice president pats M on the back.

M starring at the projection open mouthed like everything else.

M
yeah thanks.

A few seconds of reverence.

F (LIKE A GITTY SCHOOL GIRL THAT JUST
GOT HER DREAM DATE)
OH MY GOD, OH MY GOD!!!!

F jumps around and jumps into M's arms almost knocking him over.

F
WE DID IT!!!

M
Did what?

F
i don't know, but it's really cool,

M
That it is.

M and F start making out.

VICE PRESIDENT
right, I think I am going to resign myself to this station, and monitor
the devolupment of this, divine technology.

M
Divine?

VICE PRESIDENT
You have obviously displaying an angel.

M
What you belive in that stuff?

VICE PRESIDENT
I am a Freemason.

M
Oh, so why do you think that it is an angel and not a god or
something else.

VICE PRESIDENT
You can call it by whatever you want but an angel is a cell of god if
you will and encompasses in it's centiance the entire cosmos just like
a quantum particle does.

M
So you think that quantum particles are centiant.

VICE PRESIDENT
Well what do you think?
(laughs, and points behind M,
M looks back for a second.)
Can you really think anything else.

M
No I guess you are right. But what do we do now?

VICE PRESIDENT
I don't know, but I know somebody who does.

M

Who?

VICE PRESIDENT

A Magus of a very prestigios, **the** most prestigios magical order, the AA.

CUT TO:

Old while he is young strutting down the labrotory hallway in a really cool fancy cloack/robe.

OLD

Has the starmap been confimed as such based on current astronomical data?

VICE PRESIDENT

It fits perfectly within pixel tolerance.

OLD

Good, that means we are projecting a completed microcasm, a perfected angel.

VICE PRESIDENT

But I thought that electrons were demons, of the smallest and most evil order given their quantum nature.

OLD

Precicely, they are demons ready to rise up the pyramid of consciousness to lower programs or spirits, yet all in in the world of formation is guided by angels, demons are the rule not the exception, as they have no other guide as thier will has not devoluped yet from their basal nature.

VICE PRESIDENT

They still cling to thier mother Nuit.

OLD

And as they leave her womb they shall be the son of Hadit.

VICE PRESIDENT

To travel forever as had into-

OLD

Nu. Yet their angelic guardians who manage their movement according to higher divine plans that the demons can even conceive of have already made the journey across the abyss.

VICE PRESIDENT

And have completed themselves with the entire universe.

OLD

As a perfect microcasm a singlar angel is assigned to every relationship of quantum particles thus enacting the four forces of the universe with their omnice and omnipotence.

VICE PRESIDENT

They decided how the demons are punished, and rewarded.

OLD

Which translates into photonic absorption for punishment and emission for release. Thus the particle lives its life in various energy states, until it is pure enough to have all of energy released, and thus reach nirvana and become an angel. Then because of relativity its consciousness will travel through infinity, where its light will reconverge perfectly into a particle traveling backwards in time. The original demon, now translated into light will reconverge guided this particles devolution, back into the big bang.

VICE PRESIDENT

And the devolution caused by the original demon turned angel is the evolution of the original demon by the preminent angel with, time, going, backwards.

OLD

Precicely.

Old precicely arrives at the door to the control room.

(Occurance: walk to a super fire wall without flood)

M

I can't take out this fire wall, I do not have enough power.

Says M after blasting it greatly.

M

Still not enough power.

F grabs him by the arm-

F

don't worry we will come back when you are powerful enough.

(.)

Fighting the robots about to die, all robots freeze for some known reason.

Protect an island nation while it develops its defenses, after that the island is safe, and becomes the last place to buy stuff.

FINAL FANTASY INFO:

Rifle is primary weapon. When ammo runs out in mag you can choose to reload gun, takes 1 battle round. All guns are always reloaded at end of battle. You can always choose to change weapons in combat, it does not take very much time. You can have 3 weapons equipped at one time: primary, including rifles, secondary, including side arms, and tertiary including cutters. Uniques can be primary or secondary depending on size and character strength. They may also be tertiary like some of the ninja bitches weapons. Characters can carry ammo only under a certain maximum value, and only of 1 type. A limited quantity of magical and conventional grenades may be carried in the armor and should be wisely discharged in battle.

Armor comes in an abundance of variety, ranging from pajamas, to uniforms, to mechanized armor. Armor also provides an equally diverse ability, enhancement and transmutation parallel to its size and quality. Armor is always shown in battle with exception to the characters face, with careful care given to show a characters general body shape and size through the armor. Grenade maximums are set entirely by the armor, and some armor come with a default or predefined grenade arsenal.

Armor cannot be carried in the inventory, but can be carried in any vehicle (robots included) or chest, so can surplus items, ammo, weapons, and grenades.

Robot suits are not armor rather a certain different state of a character. Suits have a separate hp completely independent of the character inside it, all other parameters are character and suit dependent, with default values given if a character stat is below the default or a character is not controlling the suit. When a character is controlling a suit his/her body is shown within a semi-transparent outline of the suit, the clothing shown will reflect what they will be wearing when the suit dies.

Mechanized suits can not be worn within robot suits however they can be stored within them. Absolutely nothing will transmute to the robot suit. If a mech suit is worn getting in they will automatically be put on when the character dismounts however if the suit is killed in combat, the character will be forced to come out in only their under armor. The mech suit can be retrieved from the giant carcass after the battle.

Some items can be enhanced by the robot suit while others cannot even be used while in suit, like conventional grenades. Some items can only be used or held in suit. Most suits come with a formidable amount of large grenades, with a maximum depending entirely on the suit.

Robot suits can be revived at times.

Items will be stored in combat units of 1-4 characters, there will be no universal inventory. When units meet (online w/ teleport or in reality) or re-form they may rearrange the items unless a higher ranking non-controlled character needs them. If all characters die the items remain on the ground awaiting pick up.

Some permanent and non-permanent items may be transmuted to the internet, including all weapons, and some grenades and potion.

No conventional ammo is lost while on the net even in individual mags, some items and charges may deplete however, especially magic ones. Those items that don't transmit remain in your inventory. Most things change during the transformation for better or worse. Some things are so weak in one plane of existence they can only be used there.

On the net some items can be obtained that can be used on the net and can be replicated into reality. Also on the net are an abundance of "designs" that have no immediate use but can be replicated into reality.

Major battles involve more than 4.

Nuclear stuff...

FINAL FANTASY NOTES 1:

o wise but not as smart as m, and in his last moments not as wise.

Flight formations remain one on radar, until they split off into 3, 6, or 10.

Received AI via long range probe, possibly in another solar system.

.1-.2 ect.

anchient EMP-L-Shell def

in anticipation of the achient prophecies, the pentagon constructed a reactionary defence system called: Gate Keeper.

it spreads from pent., isolated city nodes if sentinals pick up virus activity.

mabey: AI in initial ship finds way to com with gov satalight begins infestation. Then mf created.

Transmit robot suits through huge bandwidth.

Wierd race of giant robot people, brown/bronze, with thin legs and stuff, who are all magical in some way but usually peacefull except for R.

A giant ancheint spiring temple that comes out of a underground cave like a giant spire, it is partially underwater under the cave, you have to find a way to fix the pumps before you enter the lower levels.

THE EUROPIAN SLAVE STRONGHOLD

M finds himself stuck in the innerts of a deep underground mining excavation site. Go along with mining train as it goes a huge distance. Then get pushed out of train, begin fighting horde of employees, with no weapons but a screwdriver, and no magic (magic seems to be disabled in this place) Fight/run around in a maze of employee shelters and train runways until somebody opens a door to a staircase leading up to a new complex level.[make much longer and very very eternal seeming]

There are guards on this level, and they have assault riffles. 10 of them converge upon you, as you dive onto a moving train, one of the cars on the train turns into a boss. You really have only two choices jump left jump right. If you hesitate there will be no place to jump and you will be slaughtered by the boss.

You jump to the right, there is one soldgier in front of a door to another staircase. Kill him and take his gun, and run up the staircase as more soldgiers follow you. Get to the top of the stair case and kick a big barrel down the stair case. This buys some time, but...

You stand a moment and look around and see a vast complex in the making, you are in but one tunnel of a gigantic robotic civilization which is-

Camera pans to show gas giant planet, Jupiter. Robots efficiently utalize human managed mined elements to synthesize and add onto the vast complex of surface dwellings. Looking to the right character sees vast spires of robot cities producing hordes of BiMAVs. Looking straight up M sees massive space transportation infrasturcture connecting it all in space. But judging by the vastness of the tunnels-

M

My God they have an entire civilization built here, a vast underground network supporting jetting spires on the surface, and a vast battle fleet in space. The robots colonize everything at the same time, I only hope that this kind of network does not exist all over the surface. It can't, IT CANT!!

Just then robots hone in on your location and 4 of a new type of missile hone in on you and blast you out the dimound window, which was structurally week becuase it was not completed. You are now on a strage alein surface with a plethora of plant life. I think of it as Europa. The plant life is passive but covers everything in a diverse almost videogame like intracacy. There are trees, which are giant warriors that would be impossible to fight even with magic, you must run from them if you disturb them. There are also water elephants which are too hard to fight but could be take down with magic. M continues to run from human soldgiers sent to kill him. Fight soldgiers, very hard fight. Some critters to fight too. Finnaly sit down to meditate in nice soft moss area. When locals arrive offering gifts. They speak a wierd language [hindi], but some words are readable. And why you pick up is that you are they have a prophesy too and messiah thereof, and they offer gifts in the hope that the fighting in the cave complex back there was just the begining and that M will be the new messiah to lead them from mining slavery at the hands of the oppressive robots.

M

I am a warrior Magus and I will help you fight the oppression-
Thus the beginning of a vast new campaign.

NOTES ON PERIFERAL CAMPAIGNS.

Each magical character has to fight alone and lead the revolution in a certian far off location and time.

Int and Golem had their time in the lost continint.

M in the freaky space station.

F in the civilization under the mutual lake.

Ninja bitch in protecting her homeland.

Colonel on the high seas.

ect.

FF16: EPIC BATTLE INTERFACE

magics-character-spell/spells/abilites-target group or quanty of spells(quick)

squadron/group-command-further detail

commands-- charge, move, uniform push, reactive wait, fortify/hold, fall back, retreat, rout, hold fire/fire at will, concentrate fire, + other more specilized abilities (grenade, stelth, magic, self detonate, sepuku, STEXify, suit up/down, change weapon mode, blow out)

causalty report: "<alive(green)>/<total(black)> <group name>, <dead(red)>"

overlay view prefrences.

Scroll with pad move cursor with analouge.

Can select certian unit/units to issue commands.

FF16: EPILOUGE

p-queen

i-king

b-head of imperial guard

Golem-head of space devolupment

gyro-guardian of the internet

n-assisan

m

f-supream commanders of the armed forces

shapeshifter-?

Joint research project.

You and your girl are the last of the order of magi, or just the new recruits.

People were first converted to mages back in Rome, in roman/shang dynasty times, and were given the interface by an alien machine, the mages tried to take over the world and failed, they were beaten back by the roman armies at great losses to the Romans.

The magi were all hunted down and killed. The alien computer was thoroughly destroyed and buried.

But in the aftermath, Rome was all but destroyed, its armies decimated and its people either killed or spread out across the empire. Rome was ransacked by opportunistic barbarians, who burnt the capital and rebuilt upon remnants of the ancient computer for a second time in history. In time the barbarians forgot about the war of the magi, as they faded into myth, hardly believed by the current inhabitants of the advanced neo Rome.

The genocide continued. for over 3 thousand years as the mages now only given powers through normal mental training become a dying race hiding their acquired powers from the common people for fear of persecution and execution. Only a century ago did the last string of brutal mage hunts end. Now they are a dying order, thought by many to be extinct. The future is in technology, not magic.

The last descendent of the barbarian king recites the poem of the Kalgana, and they find his grave completely untouched. Inside his skull has been penetrated by a neural interface.

Then you see flashes of the world as you put all of the pieces together. The AI entity trying to take over the nuclear shells in space destroying all electronics on Terra. Then the civilization being formed based off of the unified free people, Rome was rebuilt above the previous capital little did they know that one computer the original experiment, without nanotech was buried beneath the surface, in the still sacred temple of the gods, that they are now in. The barbarians formed from the corrupted people of the first AI, now completely analogue they fell back to barbaric ways yielding less magic and almost none in the next generation. Their leader, the eldest was the only survivor of the first magi war, he led his people to defeat Rome and burned the city, destroying all historical records and scientific knowledge setting the world back to the dark ages.

They kill all of you just after your girl casts life on you then herself use ultima spell raises all friends from the dead full mana full health and deals shitload of damage to enemy, disintegrating them.

You tell them that we need to fight the machine, fight the AI entity and kill him within the network. "The pentagon virus was a front, I know the real evil, I know his name, and now I can kill him." "No we can kill him." Now that you and your girl are re-forged with the good aspect of your mirror self, you have knowledge of their systems and can transverse the network as you see fit, making copies of yourself and killing all traces of evil, and destroy everything. You call off the nuke and connect yourselves to the computer and fight as a couple to destroy the ancient evil, who has over the ages become more and more powerful. You need to use the ultima spell by working together with your girl.

"I have grown two very nice souls in your bodies, but they are mine now, and now I am going to take them back"

Once you kill the monstrosity, you exterminate him throughout the network and inherit the world.

You realize that the monster created you, and the pentagon people were trying to hold back the evil, and wipe it out of your minds.

Maglev trains but no maglev roads

NOTES

Sluts should eventually marry royal family members and stay in palaces opposite where their princes are.

Diamond Laser Swords on both of all elite human, and elite robot BiMAVs.

mabey,,, M knows all the hard sciences of this world, and F knows all the soft sciences of our mind, a myth.

attack at the very start of battle, command as they shoot

complete body mind mismatch first accidental next purposefull.

BiMAV video comm

one of your organs or apendeges can be crippled or critically damaged, or destroyed.

connect replicator to gatekeeper, who can rule and operate it.

had to restart the computer systems of the world to clense the virus.

when 4 are pushing thorough narrow hallway, the guy in front crouches, the guy behind shoots over him and the others fire from the left and right.

Species lived up there since after the emp.

INT NEEDS TO TALK LIKE STEWIE

Dragons can control three bots.

the robot controlled citys are very scarry and dark, and wreak with death, like space quest IV.

mag roads in the dream.

P's lover in life and soulmate died and transfered his powers to her, in his final moments, sacrificing his memory storage in the transition in the afterlife.

Bloodlines and Twinning

A majority of the victims/survivors come from multi-generational Satanic families (bloodlines) and are ostensibly programmed "to fill their destiny as the chosen ones or chosen generations"(a term coined by Mengele at Auschwitz). Some are adopted out to families of similar origin. Others used in this neurological nightmare are deemed as the "expendable ones" (non-bloodliners), usually coming from orphanages, foster care homes, or incestuous families with a long history of pedophilia. There also appears to be a pattern of family members affiliated with government or military intelligence agencies. Many of the abused come from families who use Catholicism, Mormonism, or charismatic Christianity as a "front" for their abominable activities (though members of other religious groups are also involved.)

Victims/survivors generally respond more readily to a rigid religious (dogmatic, legalistic) hierarchical structure because it parallels their base programming. Authority usually goes unchallenged, as their will has been usurped through subjective and command-oriented conditioning.

Physical identification characteristics on victims/survivors often include multiple electrical prod scars and/or resultant moles on their skin. A few may have had various parts of their bodies mutilated by knives, branding irons, or needles, Butterfly or occult tattoos are also common. Generally, bloodliners are less likely to have the subsequent markings, as their skin is to "remain pure and unblemished."

The ultimate purpose of the sophisticated manipulation of these individuals may sound unrealistic, depending upon our interpretive understanding of the physical and spiritual realms. The deepest and darkest alters within bloodliners are purported to be dormant until the "Anti-Christ~" is revealed. These "New World Order" alters supposedly contain call-back orders and instructions to train and/or initiate a large influx of people (possibly clones or "soulless ones"), thereby stimulating social control programs into the new millennium. Non-biological "twinning" is yet another bizarre feature observed within MONARCH programming. For instance, two young non related children would be ceremoniously initiated in a magical "soul-bonding" ritual so they might be "inseparably paired for eternity" (possibly another Mengele connection?). They essentially share two halves of the programmed information, making them interdependent upon one another. Paranormal phenomenon such as astral projection, telepathy, ESP, etc. appear to be more pronounced between those who have undergone this process.

They lose the battle the humans lose the battle the Sun capacitor is not set off.

Control DMT levels, Stimulant, Depressant. and metabolites. Can become addicted, then drugs automatically disabled. Devolve resistance over time.