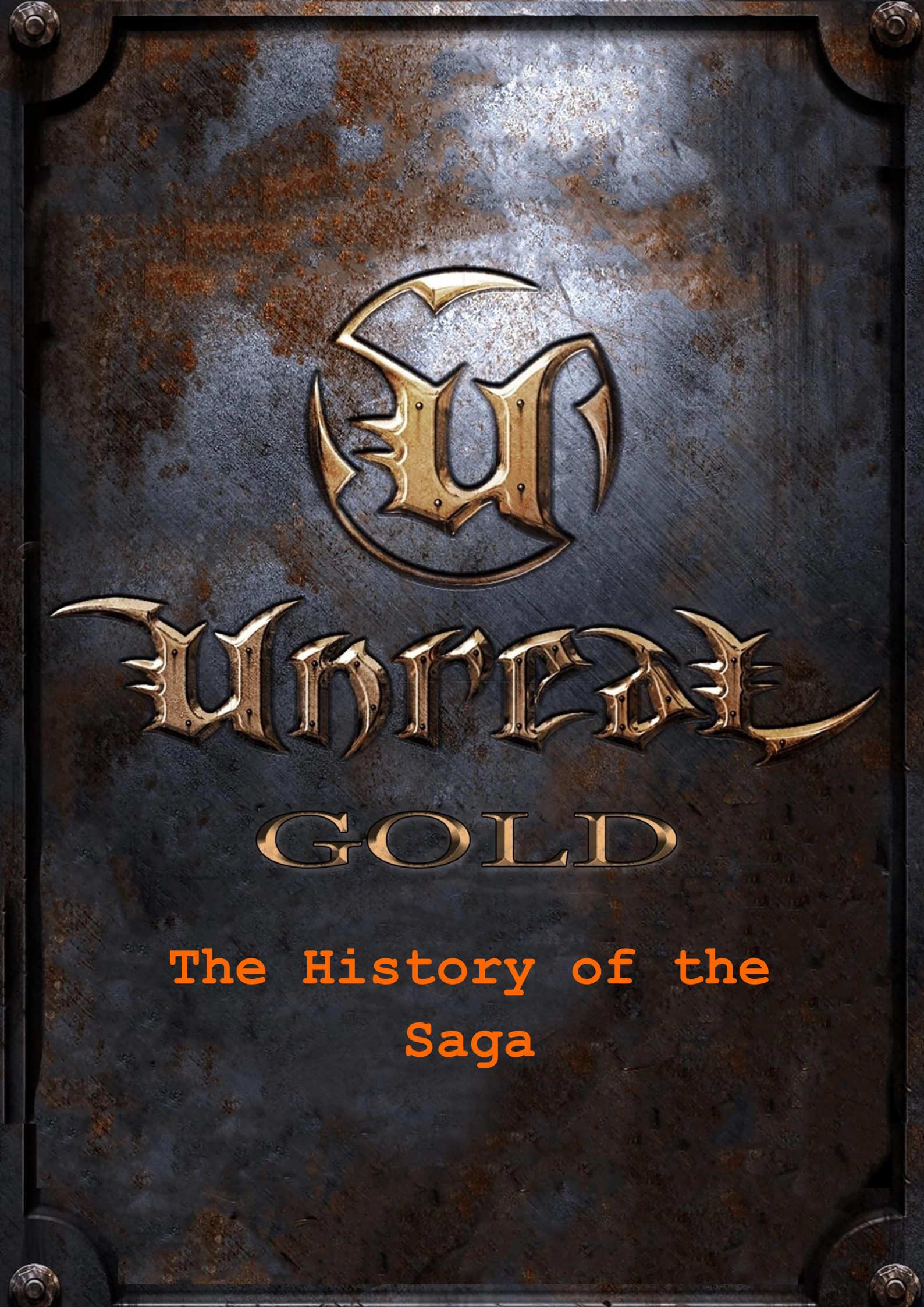


The History of the Saga

Before knowing the history recorded so far, we must focus on the history of the Mod called: Nali Chronicles, since it is considered the prequel of the original Unreal campaign.

The synopsis is as follows:

<<You are a Young Nali wizard named Nagaruuk, who receives magical training from his master, named NivuNaDuuk, who has kept the Skaarj at bay for 200 years over his hidden village, but the same day Nagaruuk went to talk to the master, the Skaarj locate them and launch a surprise attack, as soon as the protagonist Nali manages to escape and his master is killed in the attacks. >>

<< You must overcome the dangers, you can use spells, weapons, and a long etc. It will be complicated, but your mission is to invoke the messiah, so that he comes to help the native people and be able to defend them from the Skaarj invaders. >>

**The download link:
https://www.unrealsp.org/legacy/community/reviews/nalichroniclesfull.html

---Biography---

Character's race: Human

Gender: Female

Name: Gina

Occupation: Criminal

Affiliation: Unified Military Services (UMS)

Status: Alive

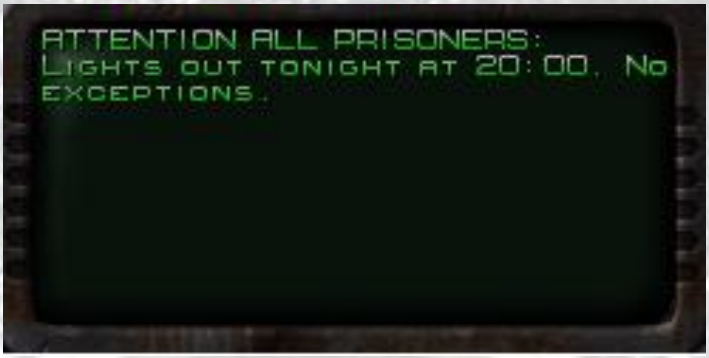
---Reason for imprisonment---

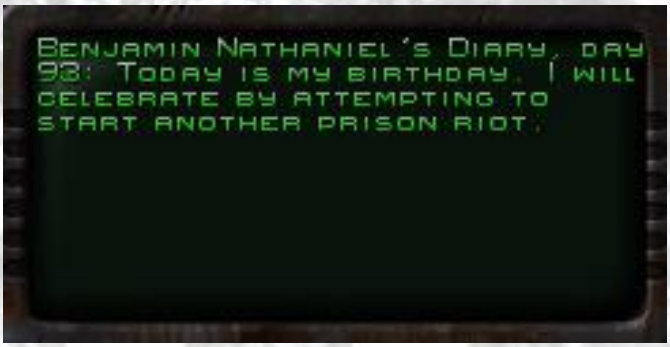
The reason for the imprisonment of Prisoner 849 was never mentioned anywhere in the game's story. However, the Unreal-Levels document revealed that prisoner 849 stole Inuit-Corporation's plans.

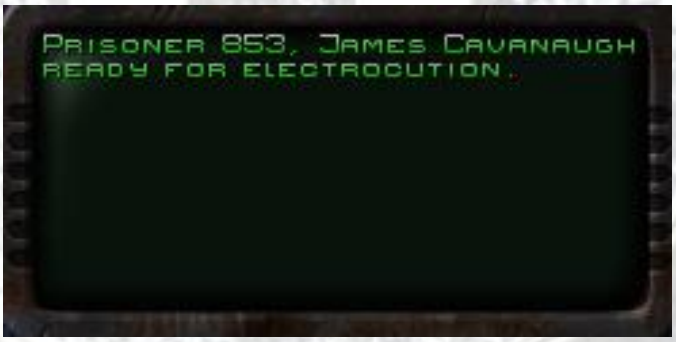
Inuit Engineering Corporation: This Company designs, builds, and operates star ships for various military and business purposes; she entered the company's computer center and stole plans for a new battle cruiser the company had designed for the military. In the process of this work she stole more than 65,000 credits, she murdered 14 Security Guards and she enjoyed it. She was caught red-handed and sentenced to death by long-term torture in Kira lunar prison. On the way to this prison, the prison transport crashed on the planet Na-Pali.

CHAPTER 1: VORTEX RIKERS

The ship, dragged by the gravity field of the planet, and the cell that held you was deactivated, you are free to leave now, but you immediately notice that all your companions, because of the accident, are dead and apart, the ship has been assaulted by a strange alien race. You go up the elevator and pick up the Universal Translator, indispensable in your adventure to understand at least what has happened, the records are as follows:

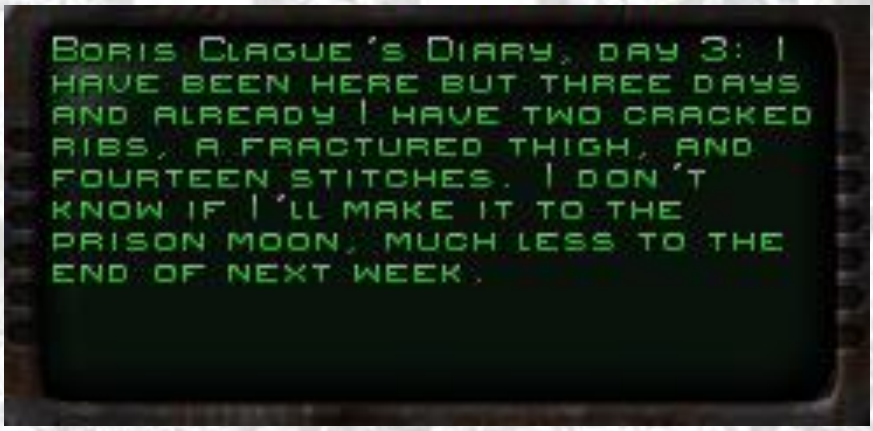


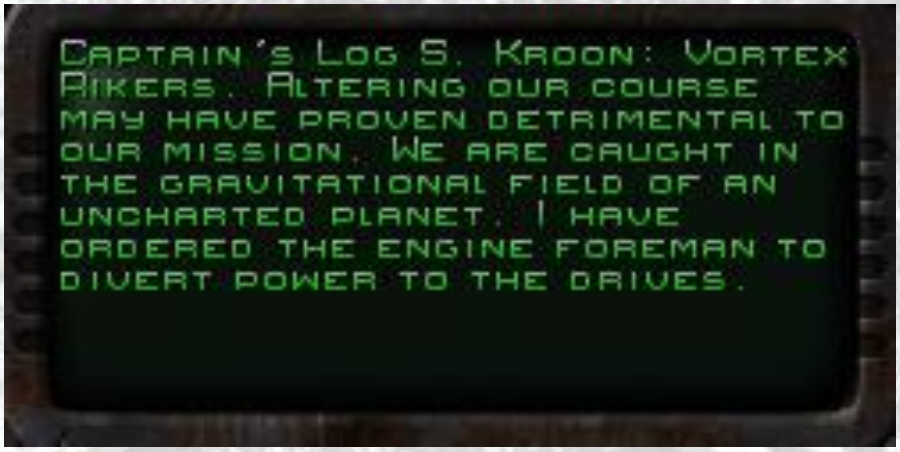




(These entries can be found on the ground floor, in the execution room. The prisoner in the chair, because of the impact lost consciousness just before being executed. It can be executed or not,)

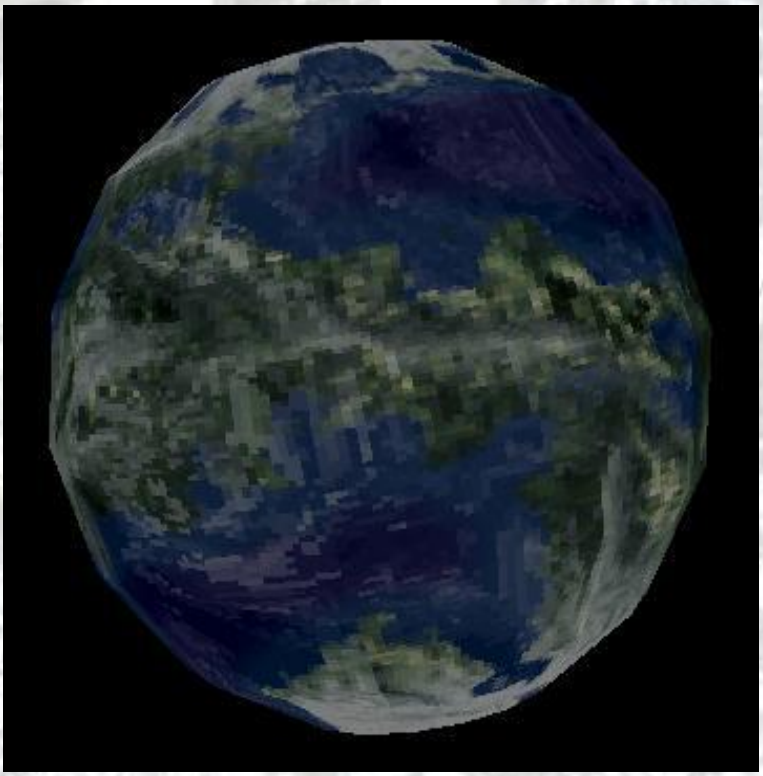
James Cavanaugh





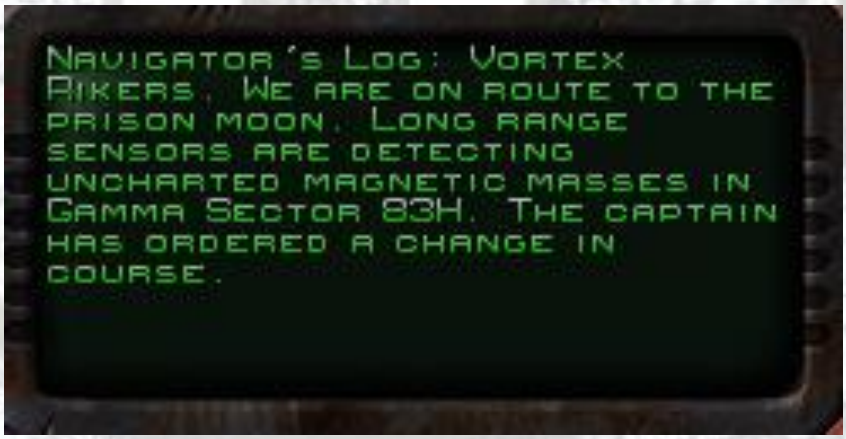
(The Vortex Rikers spacecraft was entering orbit with NaPali, and NaPali has a large gravity field, causing the spacecraft to crash in gravity.)

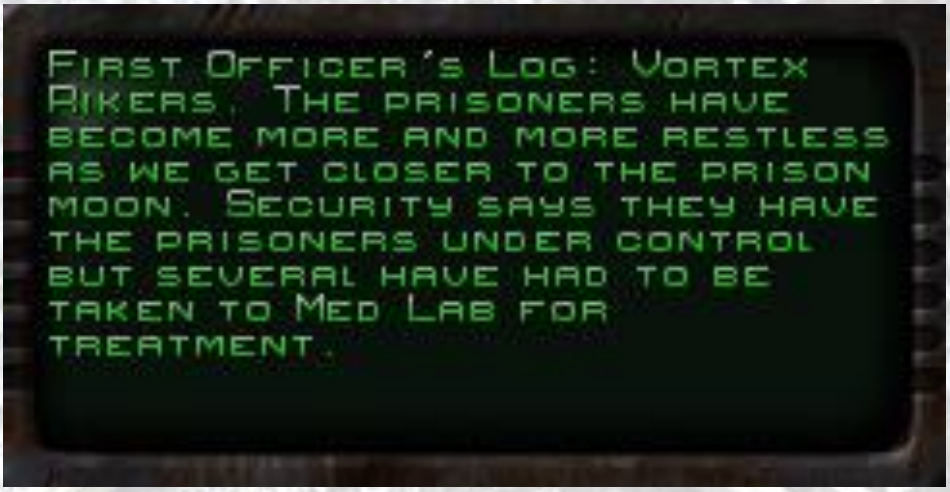
NA PALI

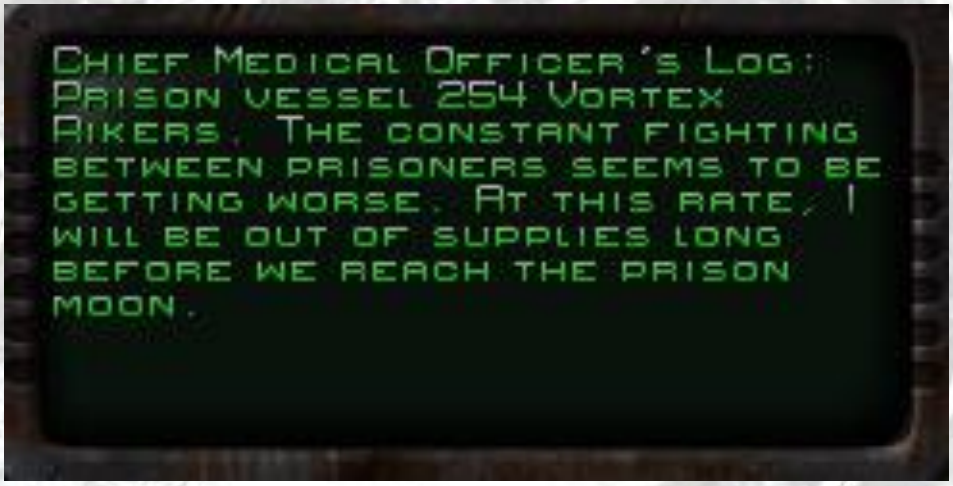


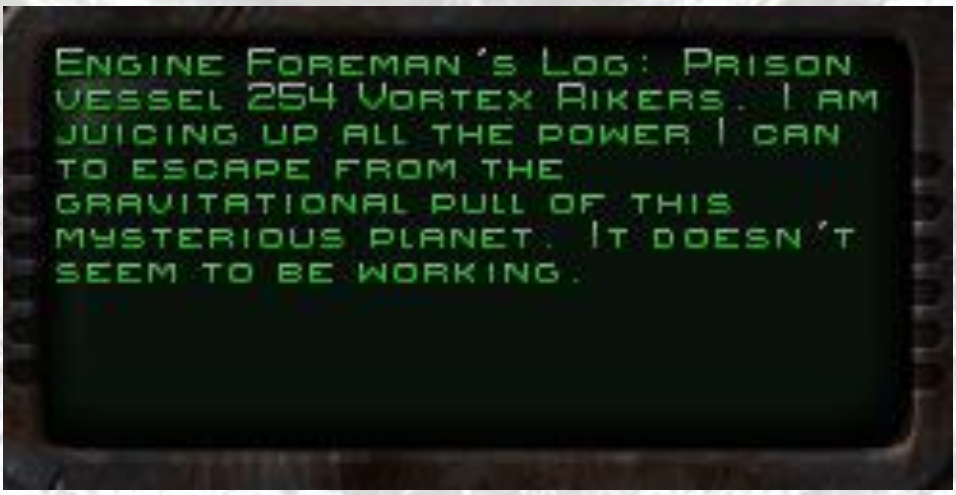
Na Pali is a planet, also identified as: Gryphon 4-A, with a high concentration of the precious mineral called Tarydium, which is so powerful that it affects the planet in its gravitational field. He has been to blame for many ship accidents, not just the Vortex Rikers. It is also home to the Nali breed and numerous fauna.

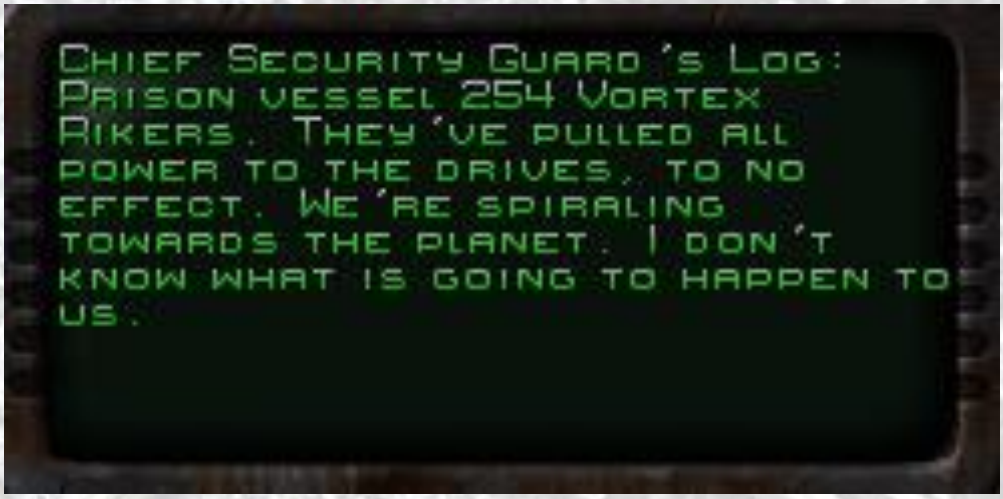
Tarydium


Navigator's Log: Vortex Rikers. We are on route to the prison moon. Long range sensors are detecting uncharted magnetic masses in Gamma Sector 83H. The captain has ordered a change in course.


First Officer's Log: Vortex Rikers. The prisoners have become more and more restless as we get closer to the prison moon. Security says they have the prisoners under control but several have had to be taken to Med Lab for treatment.


Chief Medical Officer's Log: Prison vessel 254 Vortex Rikers. The constant fighting between prisoners seems to be getting worse. At this rate, I will be out of supplies long before we reach the prison moon.

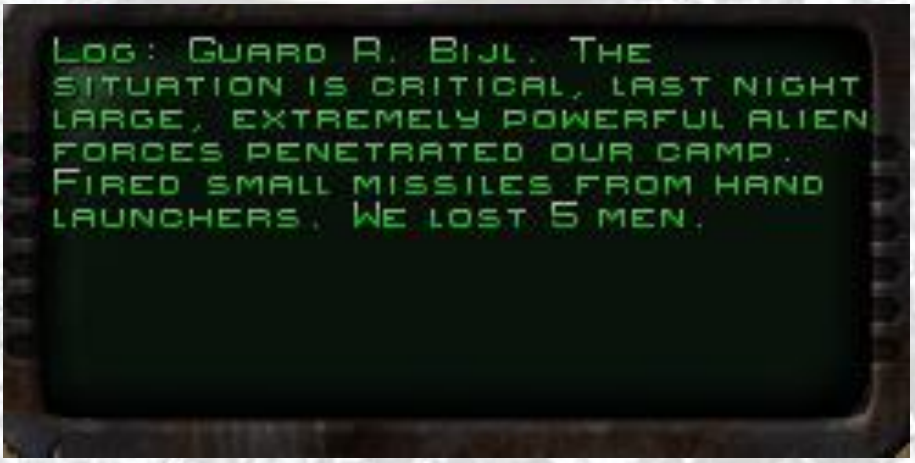

Engine Foreman's Log: Prison vessel 254 Vortex Rikers. I am juicing up all the power I can to escape from the gravitational pull of this mysterious planet. It doesn't seem to be working.



This is where the prison ship Vortex Rikers falls out of control to Na Pali.

CHAPTER 2: Ny Leve

Prisoner 849 gets out of prison as best she can. Badly injured and disoriented by the impact of the prison ship, she will try to find some kind of help this unknown and new planet for her.

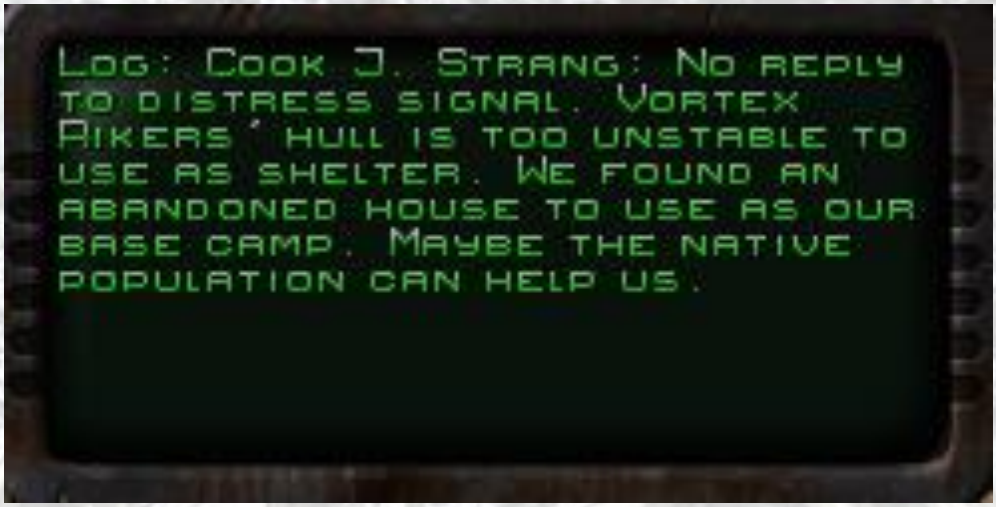


These downed guards probably refer to the Brutes.

The prisoner observes many bodies of the prisoners and even the staff of the Vortex Rikers ship, they have been brutally murdered by the Brutes, who are like monsters larger than a human, armed with a pistol throwing explosive darts in each hand. The prisoner, looking to recover from the surroundings of the shelter, obtains a pistol with little ammunition and enters one of the patrol posts of the Brutes.

Brutes

The Brutes or Brutes, are the thugs of the Skaarj, there are 3 variants, the LesserBrute, which is the smallest, the normal Brute (in the photo) and the Behemoth, which is very resistant, as a kind of "boss" within the hierarchy of the Brutes.

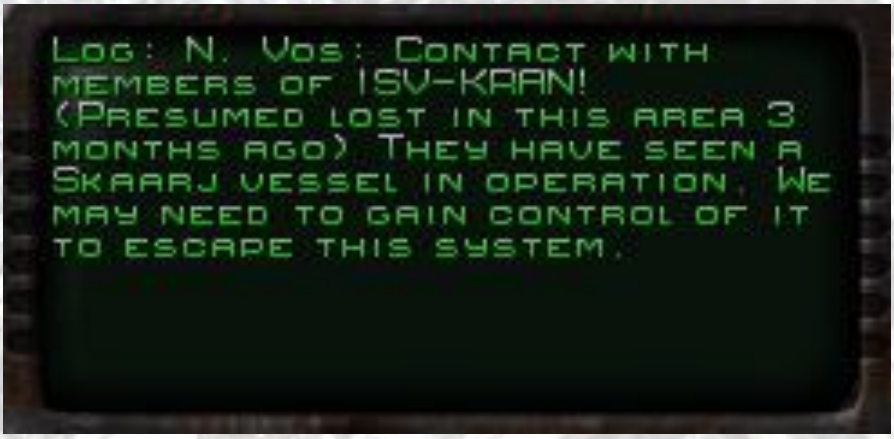


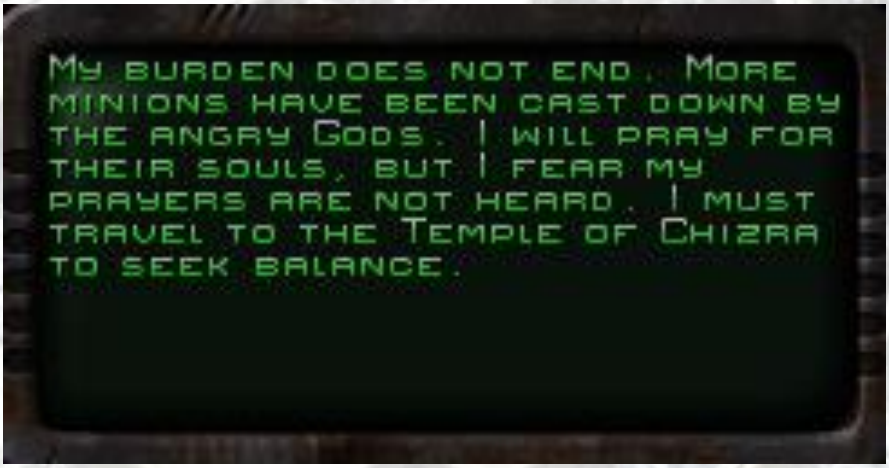
The Native race (and it is the only one) are the Nalis.

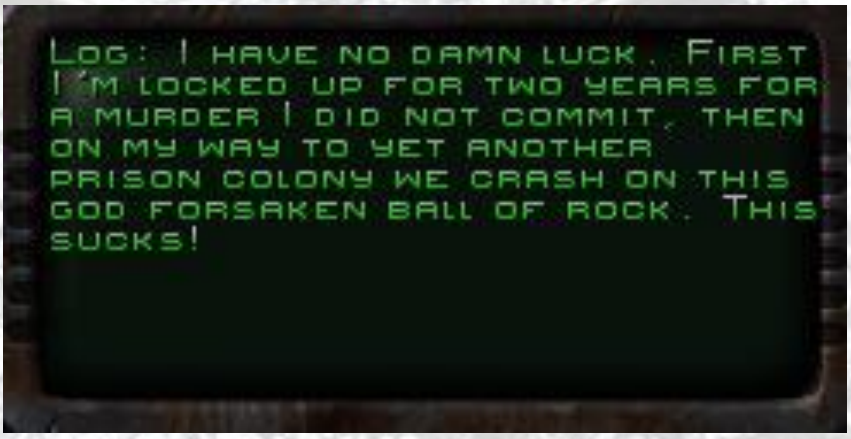
NALIS

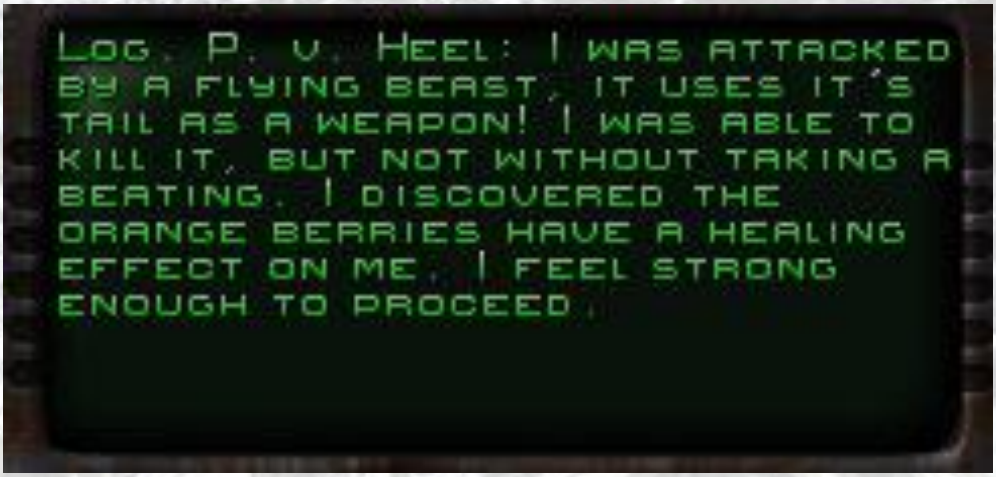
The Nalis, the population of Na Pali, are entirely peaceful, although some have attempted to reveal themselves to their Skaarj oppressors. They will help the protagonist if they can, from taking her to secrets to having more ammunition for her weapons.

There are 3 variants of the Nali: the Nali, who are dedicated to hunting, fishing and grazing, the Monks, who take care of the temples and rarely the ethereal or ghostly variant, which can be found in cemeteries.









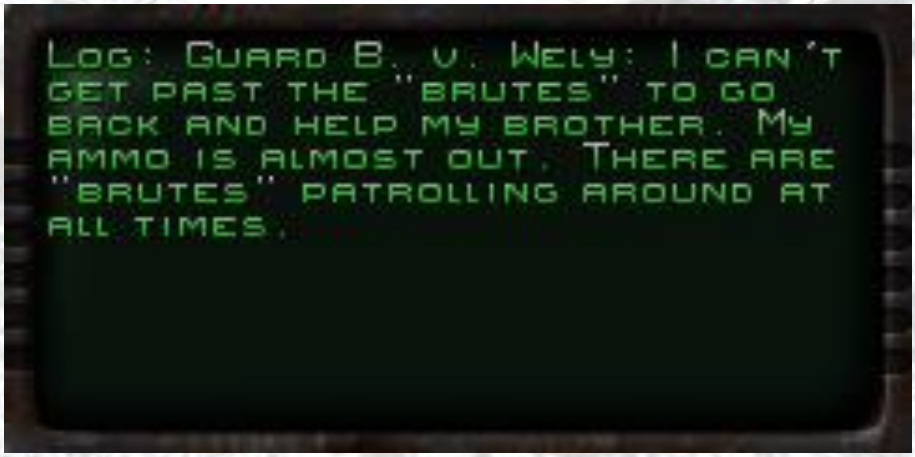
The flying beast he refers to is the Manta, flying enemy and native of the planet, and orange berries are wild fruits of Na Pali.

MANTA

The mantas are original enemies of Na Pali, they are found in the caves, but they can also be found outside. Exist another variant, the Giant Manta, which is like a boss.

Nali Fruit

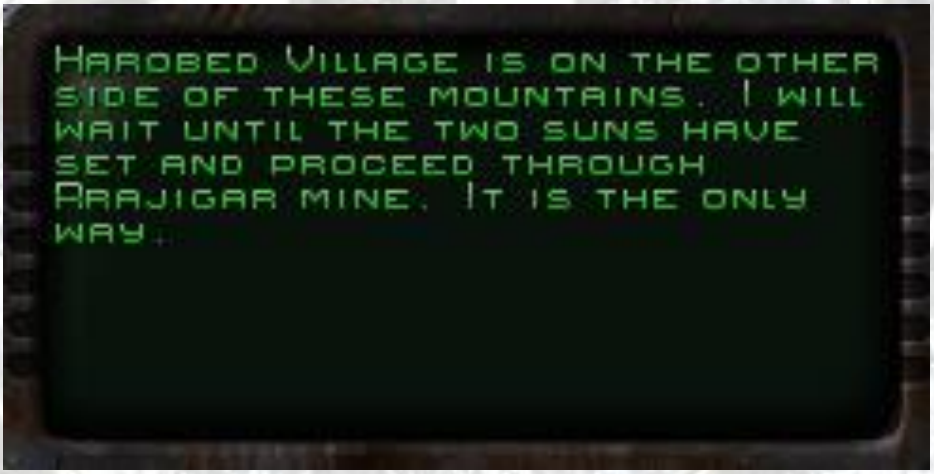
They are Na Pali fruits, with healing properties



Rrajigar Mine

The prisoner has been able to overcome some obstacles; she enters the Tarydium ore mine called Rrajigar, where some Nalis are working as slaves for the Skaarj. Any attempt at rebellion will be punished by annihilation.

Diary found of a lifeless Nali in a hidden cave of the mine, where he would try to escape. He clearly couldn't get it.



There are no more entries of any person or Nali, only here could you get messages from security systems warning that an intruder is penetrating the defences and annihilating the military personnel of the mine.

- *Here you can see the following enemies, such as the Skaarj and the Tentacles; I will explain how they are*

Skaarjs

They are the main antagonists of the game, they are a very technologically advanced race, and they are very aggressive. They have several variants: The scouts, who are less armed but very fast, the normal warriors, who are balanced, the Berserker, who are very strong but slow, the Assassins, deadly and silent, and the Lords, who are the best in the field.

There are special Skaarj, such as the Warlord, who are the Skaarj warlords, with large cannon that launches missiles and with wings behind, with which they dodge semi-automatic ammunition (automatic firing weapons hit right and cannot dodge them)

And finally the Skaarj Queens, who are the ones who give birth to the Pupae (Skaarj babies)

The Pupae are the Skaarj in the development stage, capable of attacking, but still very weak.

And finally, there are the Skaarj who use weaponry normally carried by the player. These Skaarj have been modified. The weapons they use are, for example: the sniper rifle, the Stinger, the pistol... etc., and they handle it better than the prisoner, making them harder to kill.

[This is one of the Skaarj Trooper, there are many variants, depending on the weapon they use, and they use a deployable plasma shield, significantly reducing the damage they receive.]

Tentacles

They are enemies originating from Na Pali, are glued to the roof and act as a deployable turret. He throws poison darts at the player but they are weak.

Depths of the Rrajigar mine

The prisoner goes deep into the mine, having deactivated the door that prevented further progress. You can feel the tensest atmosphere with each step he takes, but he can no longer turn back.

-Here there are no records either; you will only find Skaarjs and some Nalis that will help you

Sacred Passage

At last the prisoner has come out of the mine, she can see the outside again, but at the same time she feels imprisoned on this same planet. This path leads to the gates of the temple of the water god Nali called Chizra...

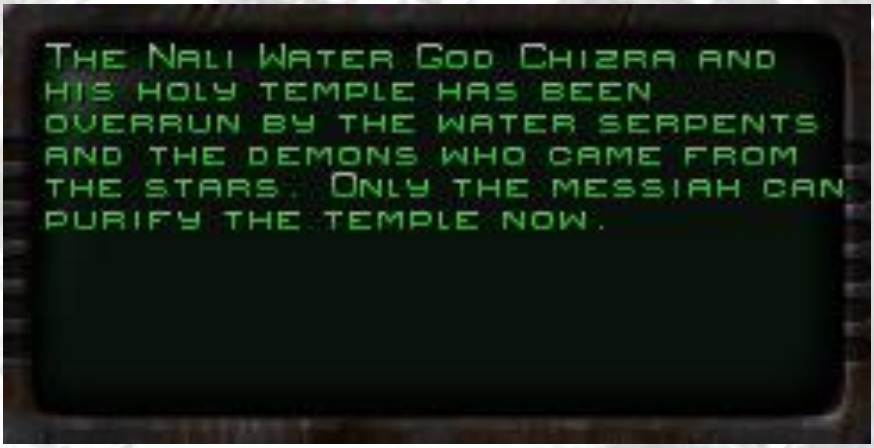
- Portrait of the God Chizra

-Here there are no records of anyone either, but water piranhas appear for the first

They are, as you can guess, piranhas that inhabit water. They devour you little by little, so it is advisable to do the task you have to do quickly and leave.

The Chambers of Chizra

The prisoner feels trapped in a place again, at first glance it seems a peaceful place, too much, and that disturbs her mind.



The water snakes are the Sliths (Water Salamanders), about the messiah, it is how the Nalis refer to the Prisoner (without knowing that she is).

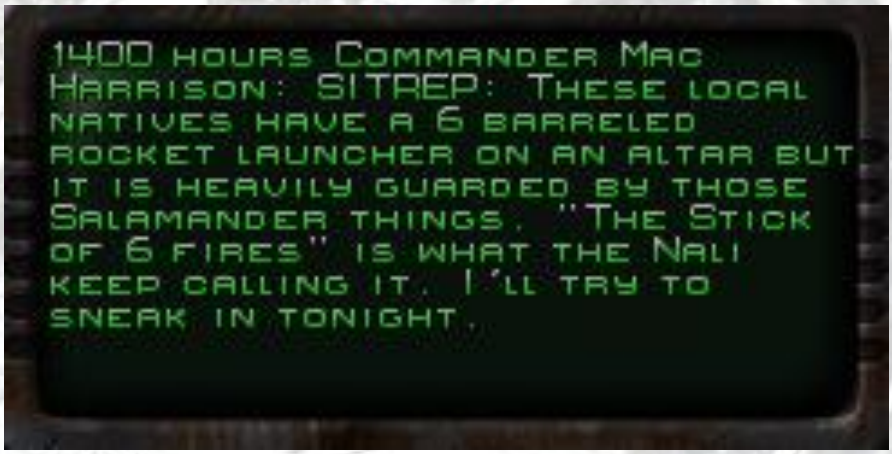
Sliths

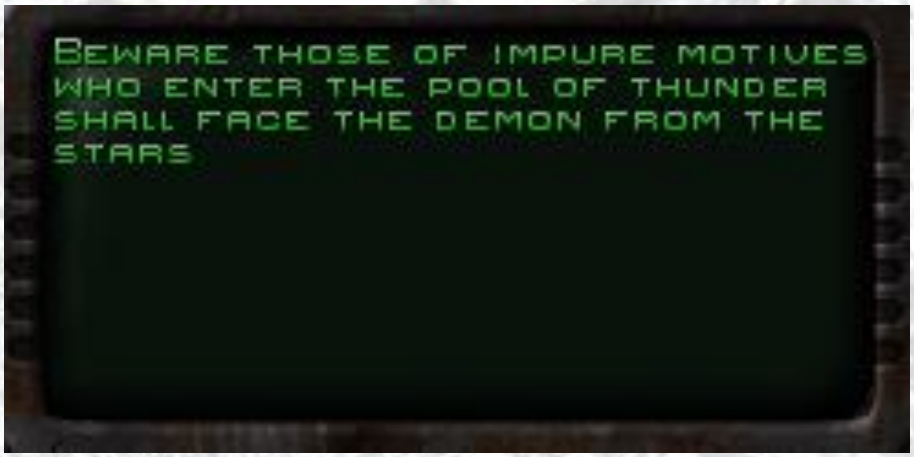
They are snakes that swim through water and crawl through dangerous places, such as acid pools or through the water itself. They throw corrosive balls of bile from far away and from near (if they can) they will attack you with their claws.

It will also face against the Fly

FLY

It is a fly, larger and attacks with its rear sting, very weak



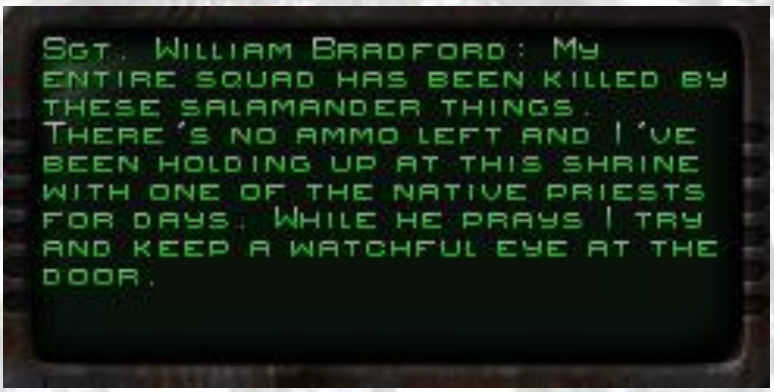


The thunder pool is a sacred pool of the temple of Chizra, there are you can collect the Diving Equipment (SCUBA-Gear), indispensable for this type of maps.

-There are no more entries, but you must enter the chamber of death to obtain the ammunition of the rocket launcher

The Ceremonial Chambers of Chizra

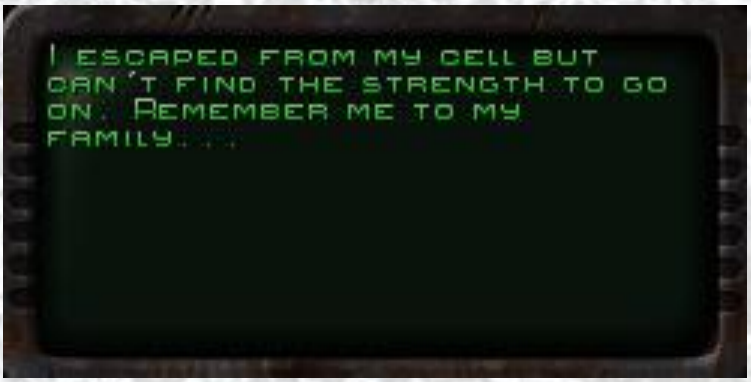
This area is the depths of the temple of Chizra. The prisoner knows that exploring everything will be crucial, but she also feels that she will have to be careful, since there is a lot of enemy activity here.



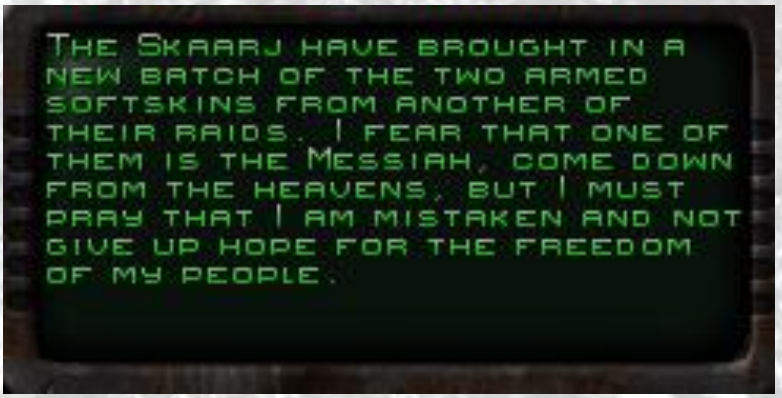
-There are no more records, although there are many corpses of survivors (From the Vortex Rikers or the ISV-KRAN)

Dark Arena

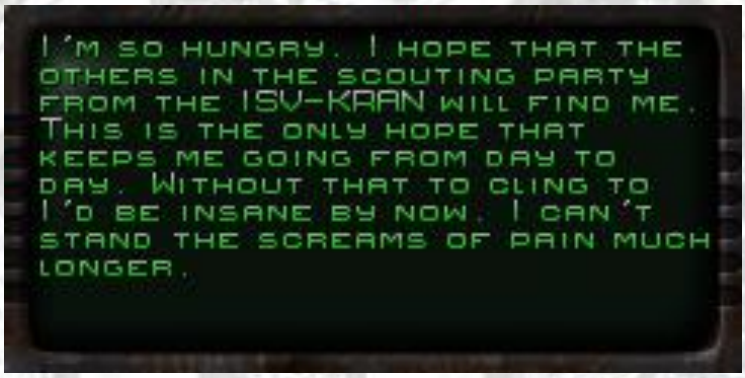
Again, she goes outside again, relieved in part by getting back in the air from outside... Buts he sightseers a great coliseum, preparing for the worst



Entry from another dead Nali

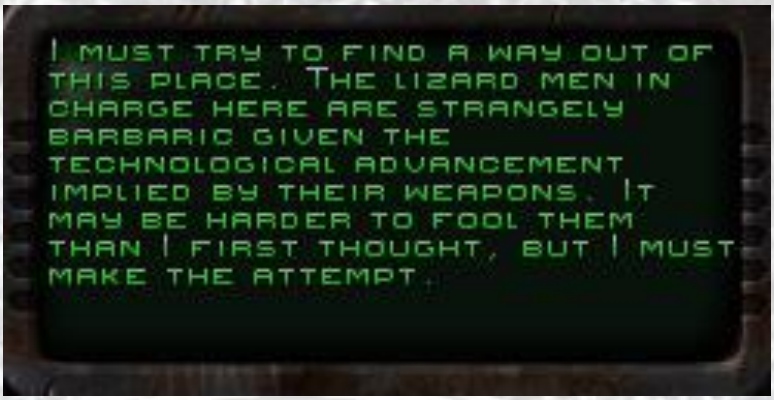


Entry of another Nali in his cell, we will find more records (also of humans) in several more cells, it may be because they could not survive the treatment of the Skaarj.



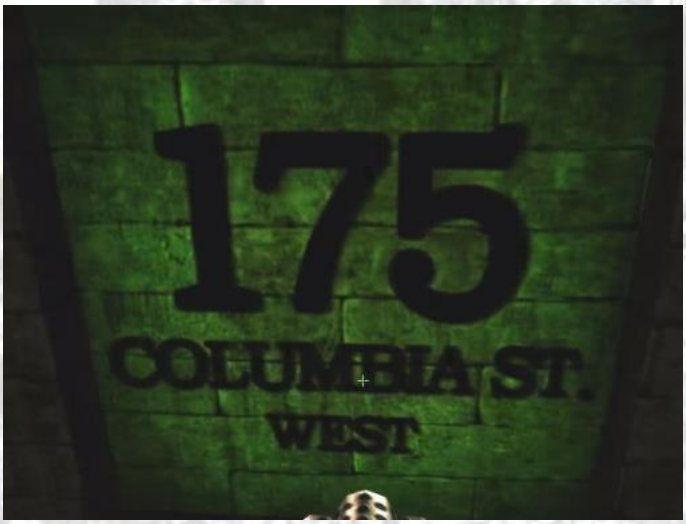
One of those who survived the Vortex Rikers lies lifeless and bloodied

Another of the humans who had survived the Vortex Rikers crash, although he was captured by the Skaarj



Another human, but this one, was brutally killed by the Skaarj while trying to escape.

-There is an Easter egg here, high in the sand, if we shoot explosive balls from the grenade launcher and get it right, we will get the following message:



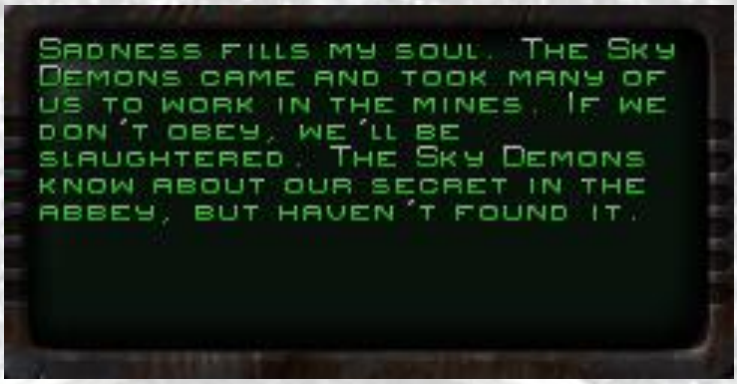
-There are no more entries, but if a new enemy (and a very large one will act as a level boss)

Titan

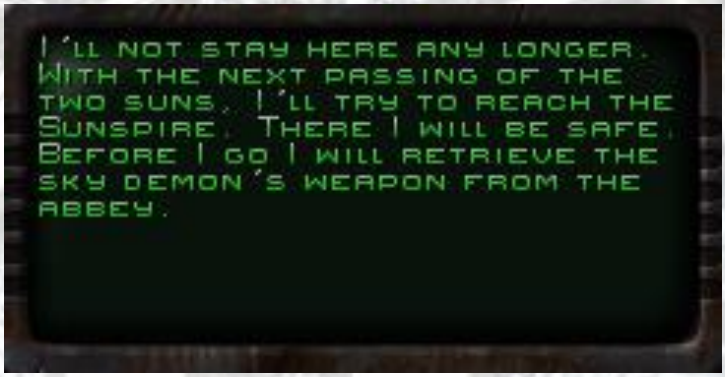
Very large and resistant enemy, he throws huge rocks that, if they hit you, kills you instantly and also if he hits the ground he can lift you from it.
Luckily it's slow

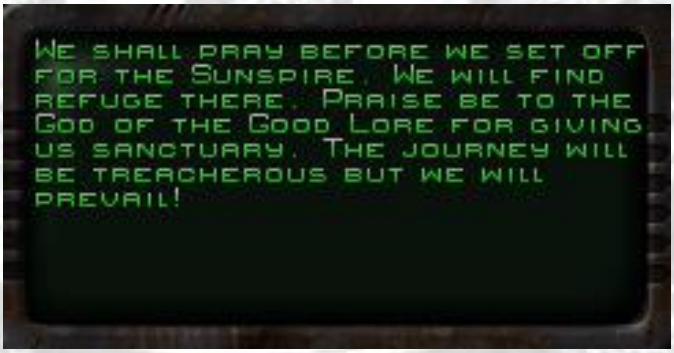
Harobed Villaje

The prisoner, after almost being killed by the titanic beast, sighted a Nali village, the Harobed Village. Almost inert because it was almost looted in its entirety by the Skaarj.



The Skaarj search for the weapon above the abbey, but it is only accessible with the help of Nali magic.





The Sunspire is the sanctuary of the Nalis, serves as a spirit retreat within their culture

Terraniux Underground

And again the outside air runs out for the prisoner, now she is in a huge alien facility, 2 new enemies appear (one we have already seen: Skaarj Trooper) and the next is the Mercenary

Mercenary

They are cyber enemies that are housed in technologically advanced areas and factories. They appear because their ship crashed near the village Harobed, compete with the Skaarj for the search for the Tarydium and have another variant called Elite Mercenary (stronger and more muscular).

Both are equipped with a small rotating machine gun and a rocket launcher on the same arm. They can attack closely with their armed wing and also have an impenetrable shield that lasts around 20 seconds.

-There is no more entries, you simply have to activate the bio waste pumping station

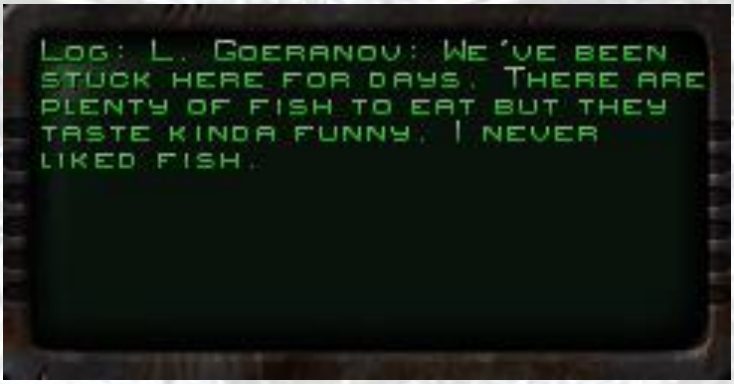
Terraniux

The prisoner enters an even larger compound than the previous one. It is a garden modified by the Skaarj (it is also the heart of the Terraniux installation)

-There is no record in the whole level, simply the prisoner must eliminate all obstacles to reach the Elbow of Noork (especially eliminate many mercenaries and some Sliths)

Noork Elbow

Again the prisoner takes outside air, but she is already used to it coming and going. It is an abandoned Nali Village patrolled by several ads of Mercenaries.



This is a group of Humans who had survived (it is supposed to come from the ISV-KRAN), but were trapped in a cave under the bridge leading to the Temple of Vandora.

Temple of Vandora

It is the second time that the Prisoner visits a Nali temple, this time it is the goddess Vandora (Goddess of Lightning)

- *Vandora's Portrait:*

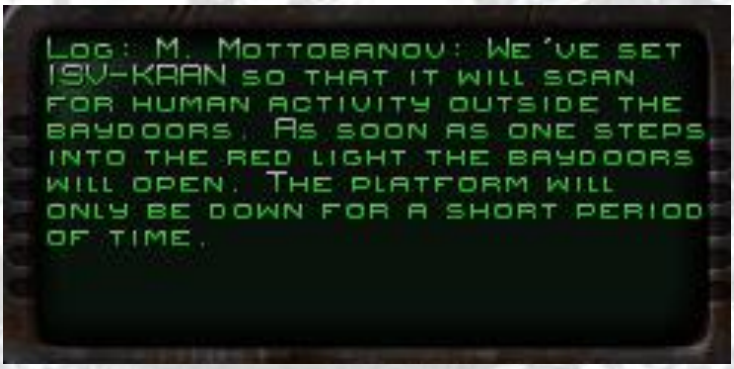
Here appears the new enemy called Gasbag:

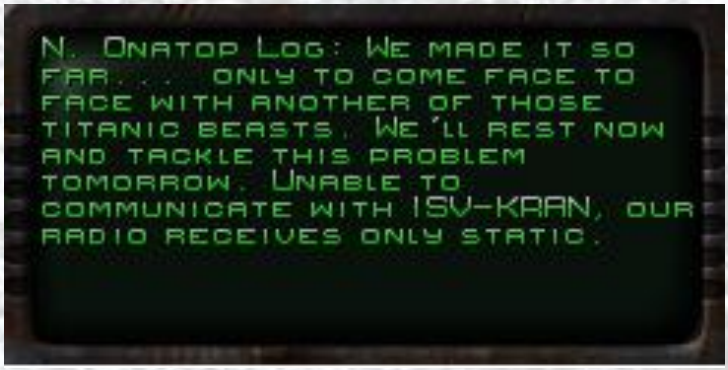
They are indigenous enemies of Na Pali, it floats and moves through the air. They throw fireballs and attack with their fists if they reach your position. There is also another variant, called the Giant Gas Bag (the attacks are the same) but these generate additional gas pockets to support you in combat. When it dies it also generates a pair of GasBags.

-There are no records on this map, but there are many Skaarj patrolling all areas, the prisoner must light the Torch of Vandora, allowing you to go to the end of the level, although you must eliminate a Titan in the open field

The Trench

It is a crater made by the crash landing of the ISV-KRAN (For the same reason as the Vortex Rikers), but the prisoner realizes that this is the least of the problems... heavily guarded by several Titans, Gasbags and the occasional Skaarj.

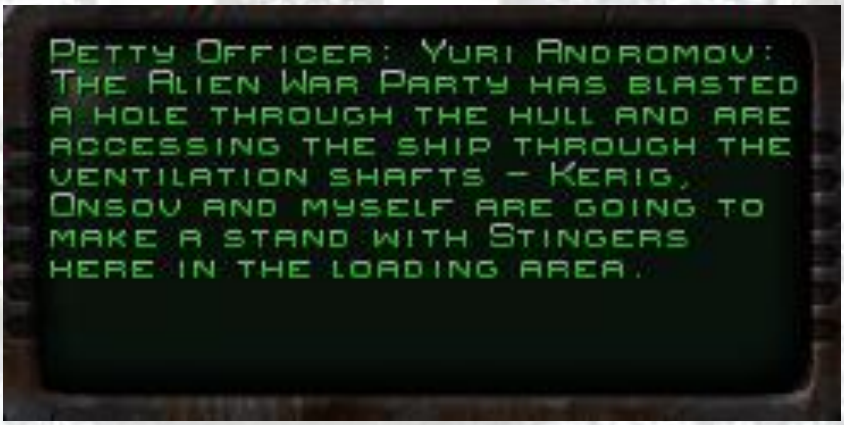


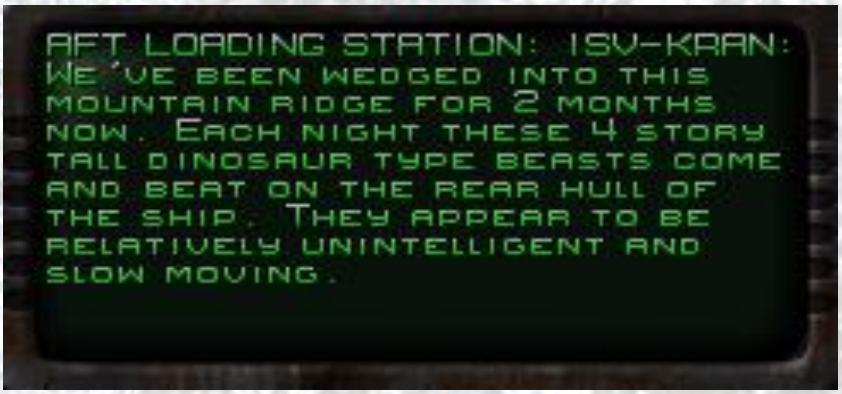


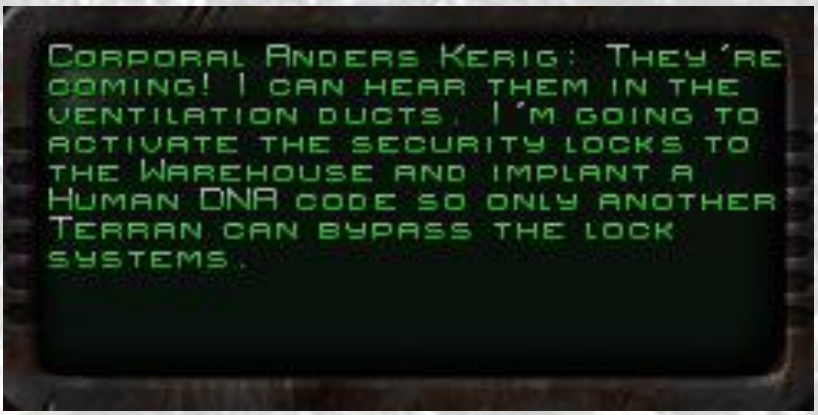
-There are no more records, the prisoner must eliminate several Titans, who guard the entrance to the ISV-KRAN ship, along with Gasbags and some Skaarjs.

ISV-KRAN (Deck 4)

Finally, inside the ISV-KRAN, the prisoner notices that there is a deadly silence, with corpses everywhere, the result of an invasion, obviously she realizes that there will be no safe haven here.



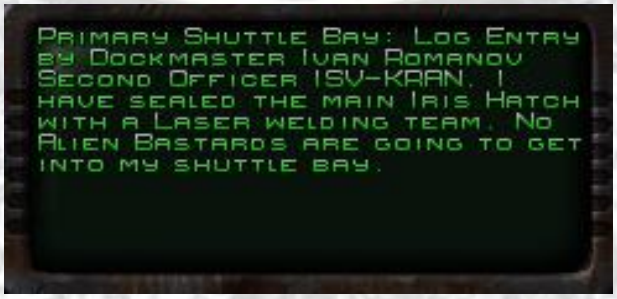


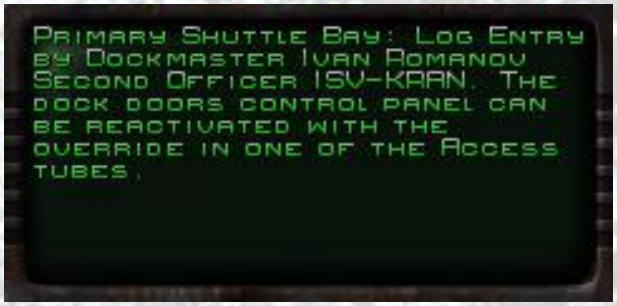


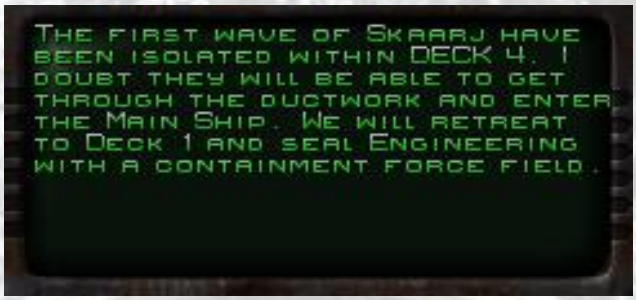
-There are no more records, only the prisoner must deactivate the locks and face Skaarj presence until she can open the door of the next platform

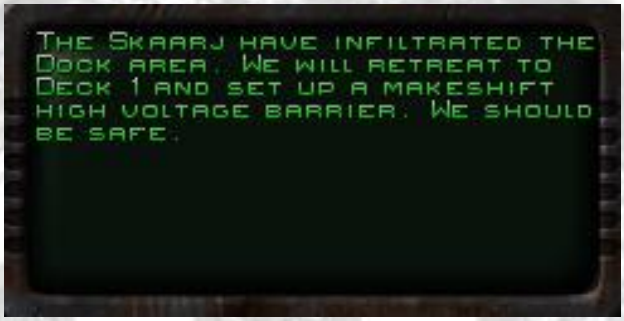
ISV-KRAN (Plataformas 3 y 2)

The intermediate platforms of the ship, which contain the engineering systems, the prisoner still does not detect signs of life, so she must activate the emergency engines and see what awaits her on the last platform.









The prisoner must deactivate all the locks in order to fully access platform 1, engineering section, since it was isolated so that the Skaarj did not penetrate further.

Below you can see, extracted from the same platform, a reference to the Capital of the Nali:

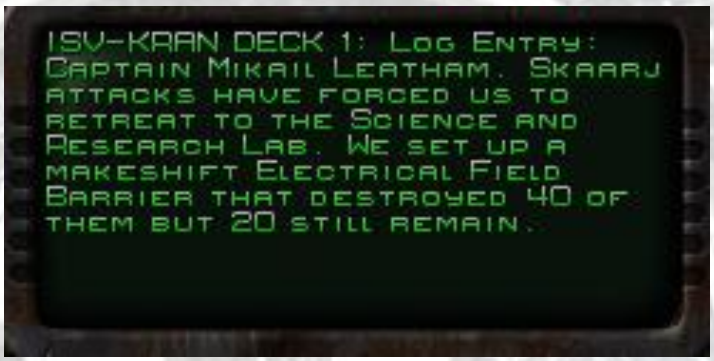
"SCANNING STATION 2: Surface scanning indicates indigenous primitive structures on the surface of the planet.

A high-tech city detected in a rock suspended in the sky by some unknown force. Huge sources of energy emanating from an obelisk within this city."

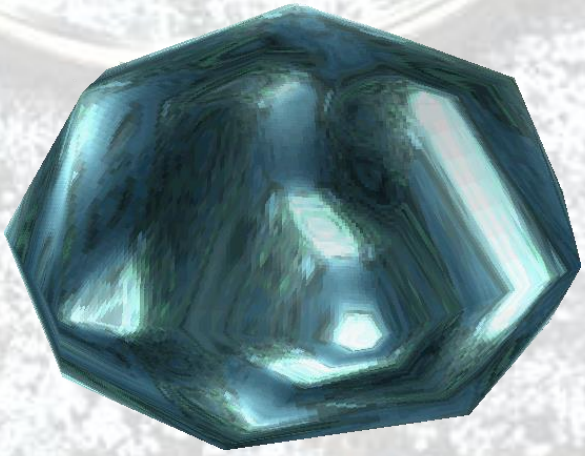
ISV-KRAN (Deck 1)

Finally, the prisoner, reaches the main platform of the Ship that was supposed to save her (we remember

that the ISV ship was going to help the Vortex ship, but could not do so for obvious reasons), must deactivate the containment field quickly or it will be pasture of the Skaarj who will try to eliminate it, and thus reach the bridge of the ship

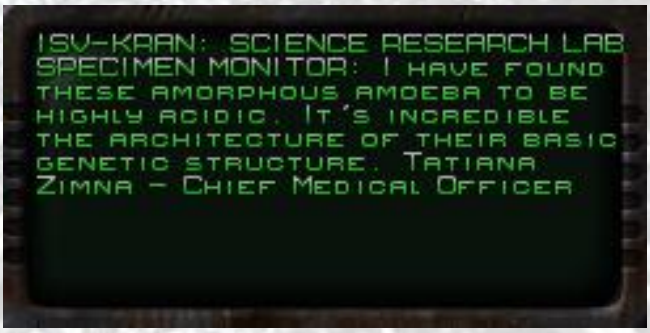


Blobets



Blobets are creatures of Na Pali, and two of them were captured by ISV-KRAN scientist Tatiana Zinma, to study their properties. They are incredibly complex

and he classified them as incredibly acidic, plus they can climb any surface. You can ignore the damage of these with an anti-toxin suit within the game.



This is the automatic message that the prisoner will get when she manages to access the bridge and activate it:

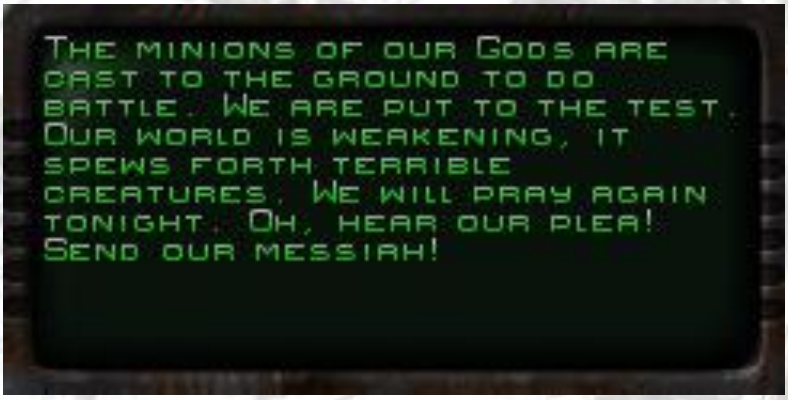
[ONLINE EMERGENCY SYSTEM: COORDINATES SET IN NALI VILLAGE 5KM FROM SPIRE MOUNTAINS]

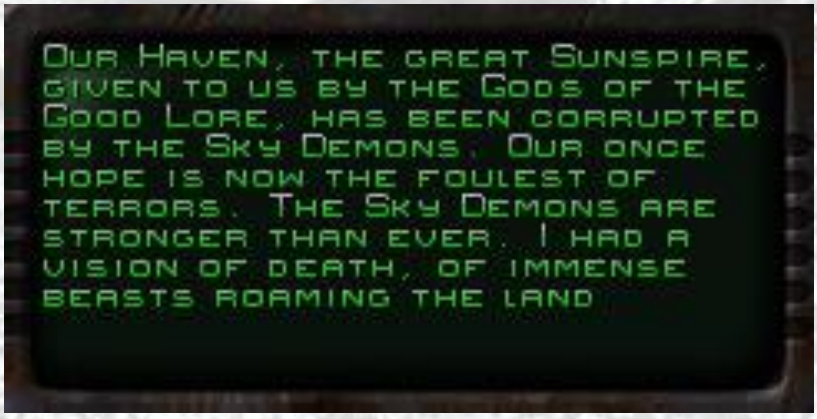
Once inside, the prisoner will be teleported outside, at the entrance to Spire Village.

Spire Village

Thank God you were able to get out of that hell, the Prisoner, she feels relieved, and takes fresh air on the first starry night she sees of Na Pali.

She spot several Titans, and not far from their position will be the mysterious stronghold Nali, which will lure the prisoner with promises of peace and refuge.



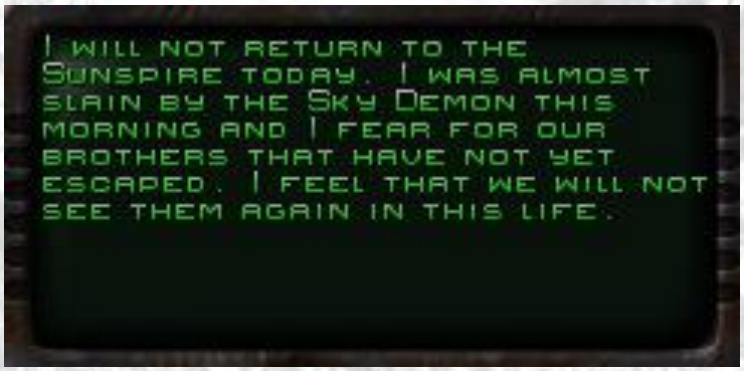


Diary of a Nali, suggesting Sunspire has been desecrated and raided by the Skaarj

After finishing off several Titans and armed infantry Skaarj at the gates of the Suspire shelter, she manages to open the doors…

Sunspire

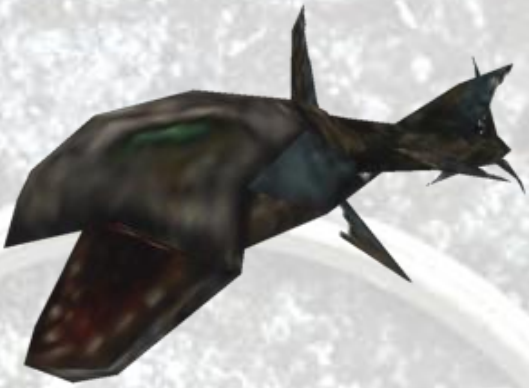
The Sunspire is a huge monolith of natural formation, formerly occupied by the Nali, for spiritual retreat purposes and to find themselves. Now it was vilely occupied by Modified Skaarjs, Gasbags and other scum. The prisoner feels that she must "purify" the place in her own way.



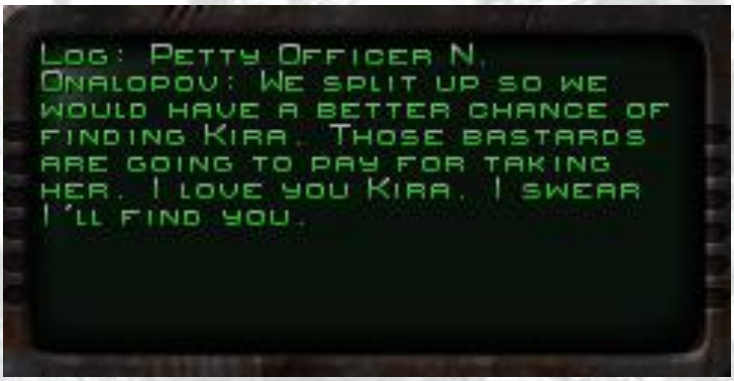
Diary of a Nali who had escaped the Skaarj occupation, but lies lifeless

Here I am going to introduce an enemy that at this point of the adventure will have already been seen, but I forgot to put it, since it will appear in this level

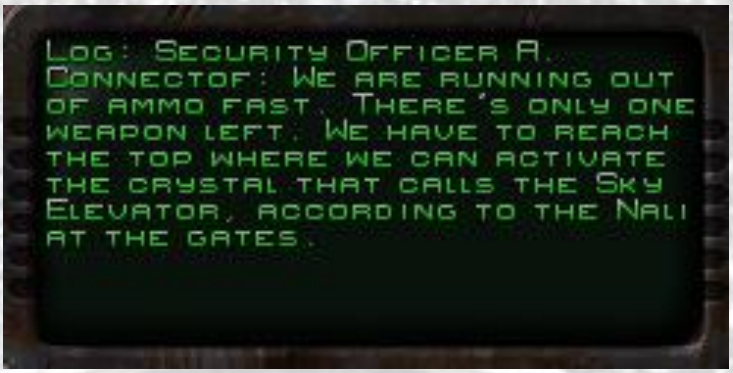
Devilfish



They are, as they look, sharks bigger than those on our planet. They are obviously in the water, the Nalis can catch and consume them, but the humans in Unreal, for some reason, are poisoned and will die, causing the Nalis to have some immunity to their venom. It has no variants like other enemies.



Kira will be important in the underdevelopment of the plot, as she has been kidnapped, presumably by the Skaarj and taken to some prison.



-The prisoner, once taken with the elevators that are in the bastion, activates the glass of this, calling the elevator that will take her to the giant rock, where the way to go to the city Nali of the clouds is located.

Gateway to Na Pali City

The prisoner, in the elevator, is amazed by the beautiful waterfalls that fall from some mysterious place. You will soon have reached Nali City

Before continuing, debuts at this level, the Kralls:

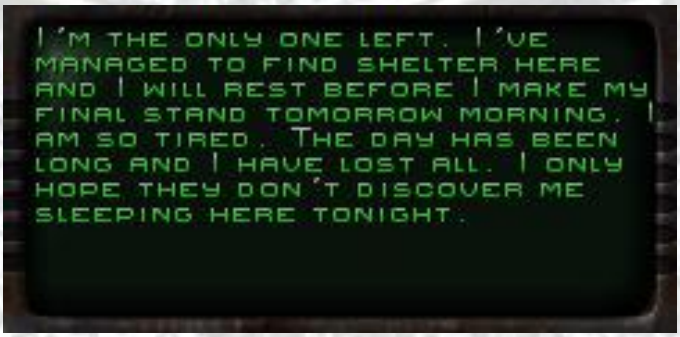
Kralls

Kralls are non-Na Pali creatures used by the Skaarjs as warriors for their excellent skill in combat.

They will attack you by throwing energy beams from a distance, and from up close they will hit you hard with the staff. They also enslave the Nalis, but on the orders of the Skaarj. They have a variant of Elite, larger and stronger.

As a curiosity, if you make him lose his lower limbs, he will crawl up to you, trying to attack you.

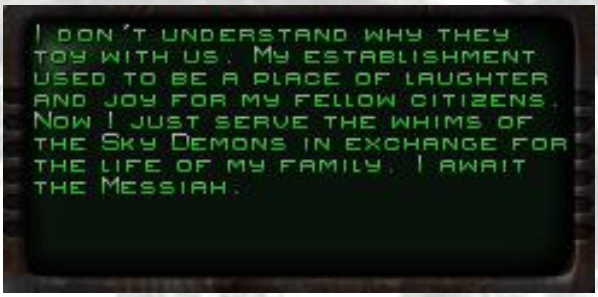
Diary of a deceased human survivor, apparently died in his sleep or may have been killed in his sleep



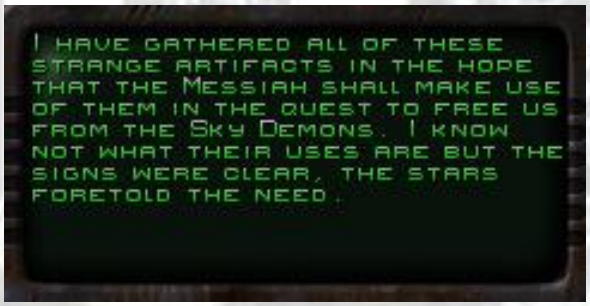
-There are no more records, but the level is short, it only serves as a transition to reach Na Pali City

Na Pali City

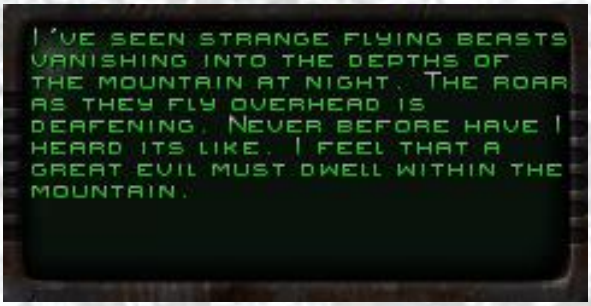
Finally the survivor arrives in the city of the Nali, you see Nali fruit crops that could be very helpful, and you also hope that the population of the city can help you, but at this point you doubt that the last thing will happen

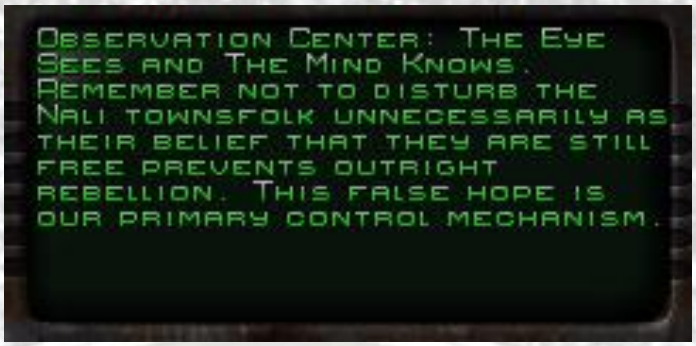


The Nalis have a sense that it is a false life provided by the Skaarj, as the latter watch over them every step they take, even though they do not mess with the Nalis.

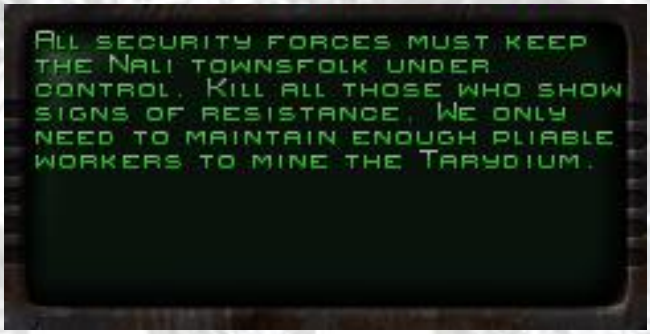


Entrance extracted from the innkeeper, it is described that he lives in fear of the whims of the Skaarj in exchange for "guaranteeing" his well-being and that of his family.





Entrance obtained from the military observation post of the Skaarj, where they guarded the Nali, confirming the false freedom of the Nali themselves

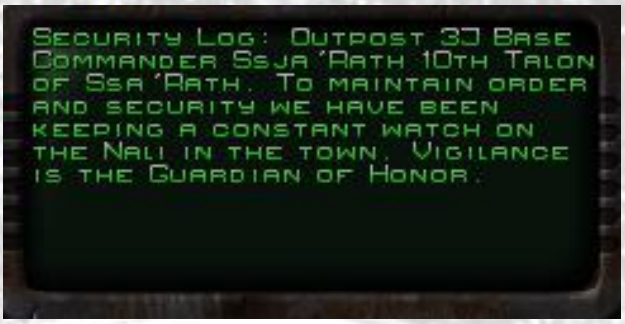


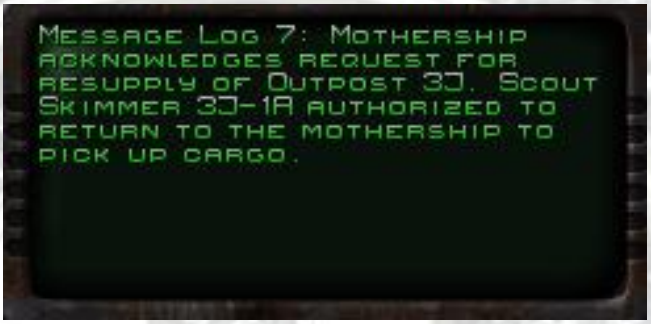
Here it is confirmed that they used the Nali to extract the Tarydium, and that the rebels were killed (like the Nalis we see dead with a gun next to them, for example).

-There are no more registration entries, the prisoner will only have to open the underwater gates of the 3J outpost

Outpost 3J

The prisoner goes in, swimming, it's a long way, but thank God you have the diving equipment with you... in the distance you hear Skaarj roaring, and the prisoner prepares





-There are no more records, although there is little else to highlight of this particular area, only that the prisoner must deactivate the magnetic shield to continue towards the monastery, which is the god Angel (Yes, the name is that) and also a representative figure of the Messiah (who would be the prisoner in this case, without knowing it herself)

- *Figure of the Messiah that is at the top of the monastery*

The figures are hooded because the gender of the Messiah is not defined within the culture of the Nali, since they can be male or female depending on the player's decision, although clearly in the canon it is female.

-There are no more records, the prisoner must activate the teleporter that is guarded by Skaarjs to go to the Velora Pass

Velora Pass

The prisoner returns to the surface, it is still night, she sees a desolate and gloomy valley. Take a breath and glimpse a Skaarj warrior and hear a great familiar roar.

-There are no records to be a map that acts as a coliseum (like the one the prisoner faced a while ago), except that here you will face the only stone titan of the Adventure

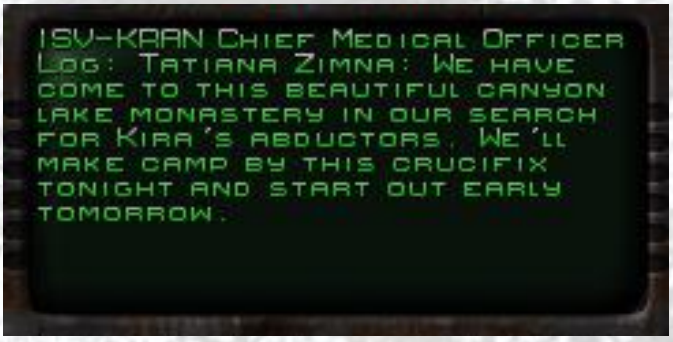
Stone Titan

This is the stone Titan, more dangerous than his fellow,

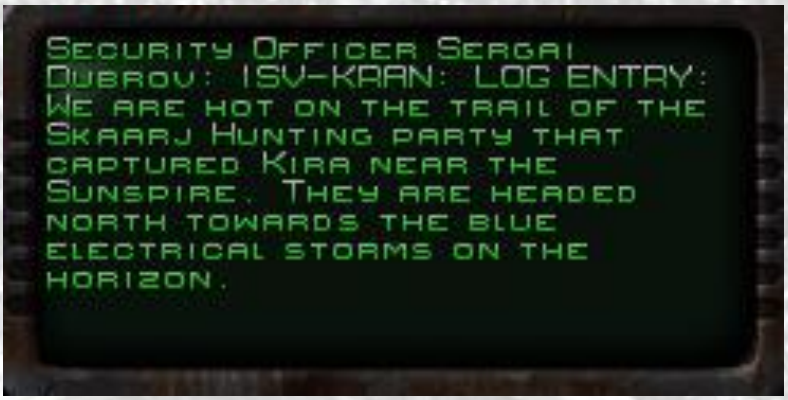
A quick way to kill it is to climb the lava bridge, previously lowered and wait for it to rise. Once climbed, you drive the titan and lower the lever of the bridge on the other side, causing it to fall and burn in the lava.

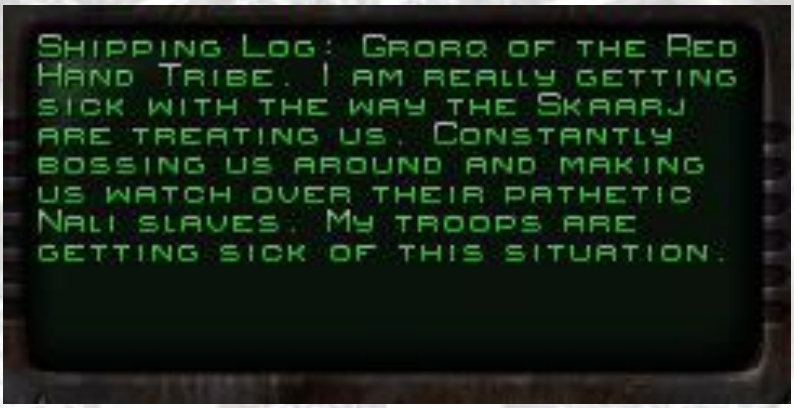
Bluff Eversmoking

The prisoner, after the previous arduous battle, arrives at a Nali Monastery, on top of a crag above a vast mountain lake. In the distance, the monastery magically plays a grim melody with Nalis and oppressed monks, waiting for the Messiah.

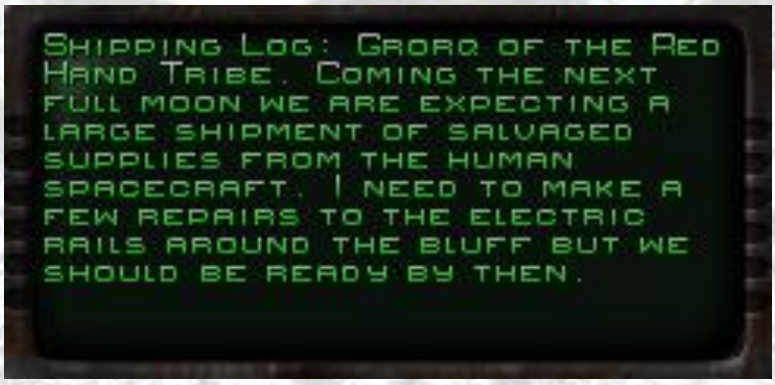


Some dead humans lie here, symptomatic of some fight. They were also looking for Kira.

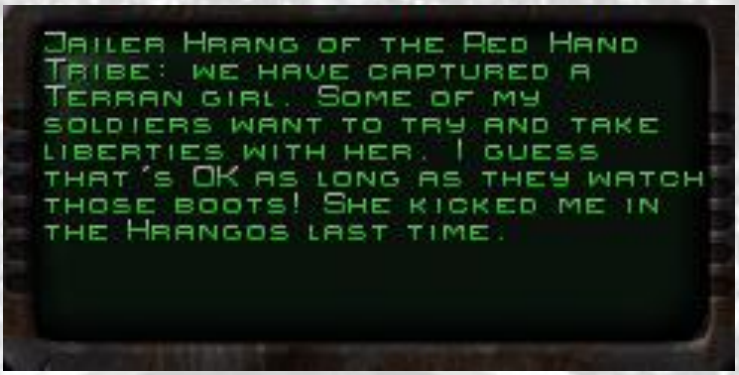




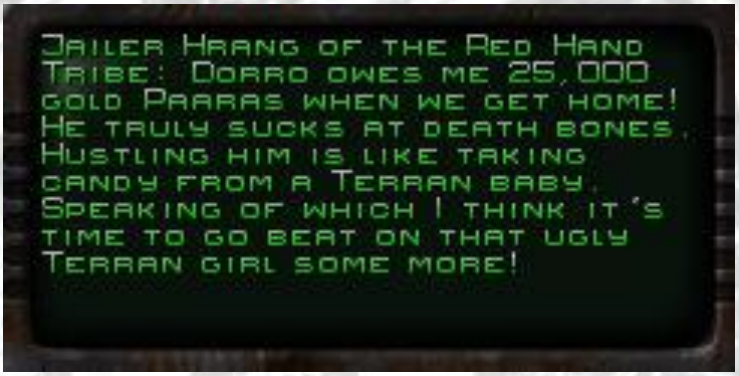
Diary of a Krall who was in prison, implies that he has had enough of the Skaarj's dealings with the Kralls, as they are his disposable soldiers.



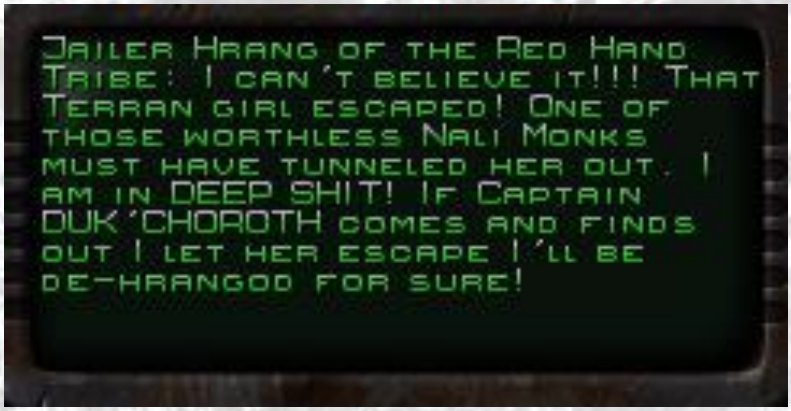
These kralls were waiting for supplies from the ships that have fallen to Na Pali, especially the Vortex and the ISV.



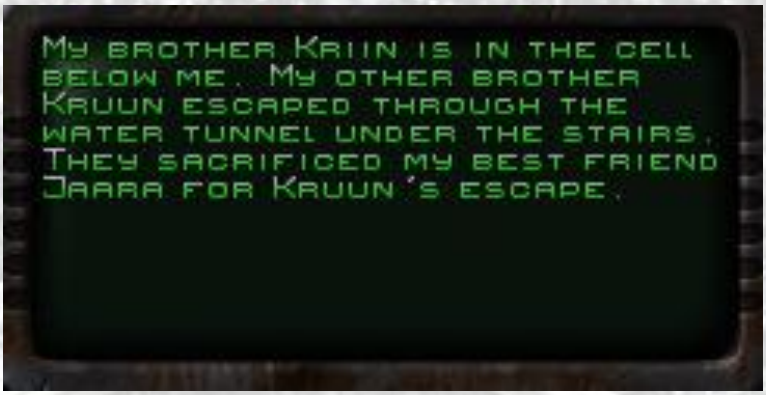
Reference to Kira being imprisoned, showed resistance to the jailer, giving him where it hurts the most (Hahahaha)

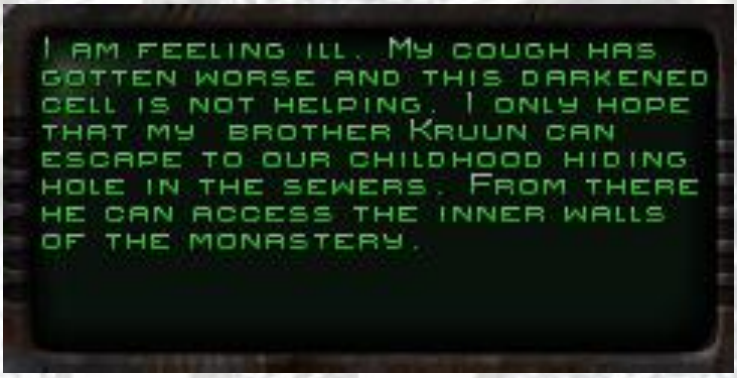


Here they talk about the Kralls beating Kira constantly.

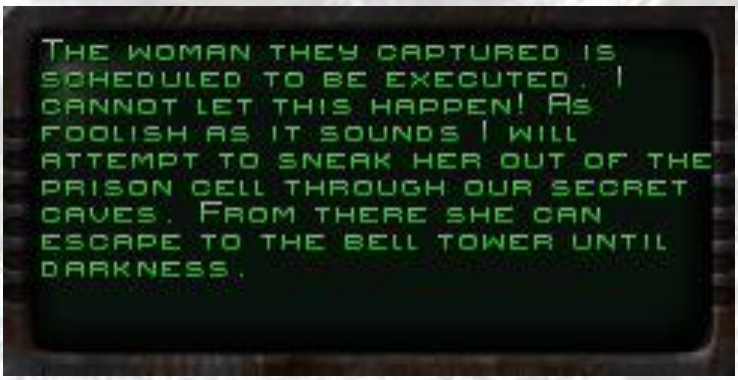


Kira escaped from her cell thanks to a captive Nali monk

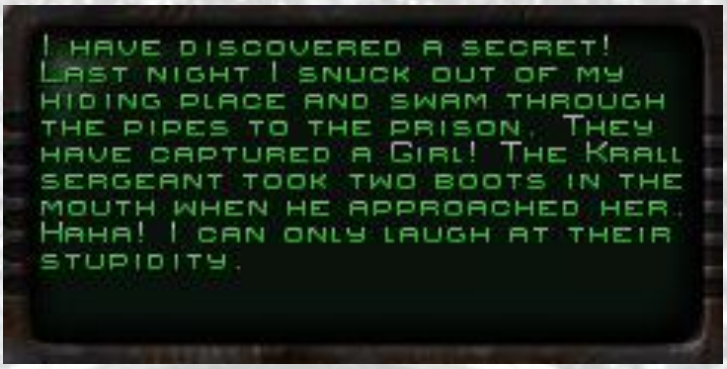


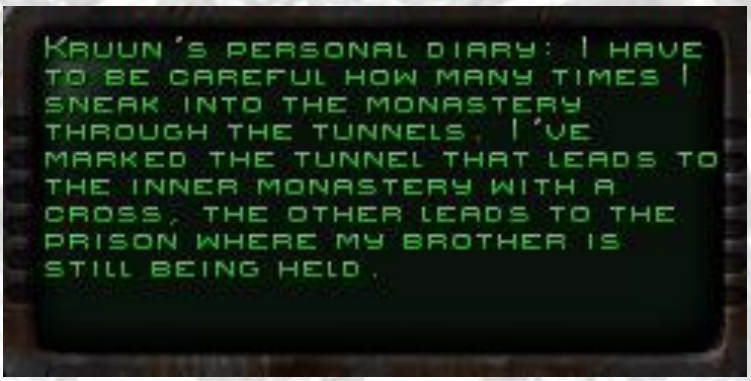


Refers to the previous tunnel

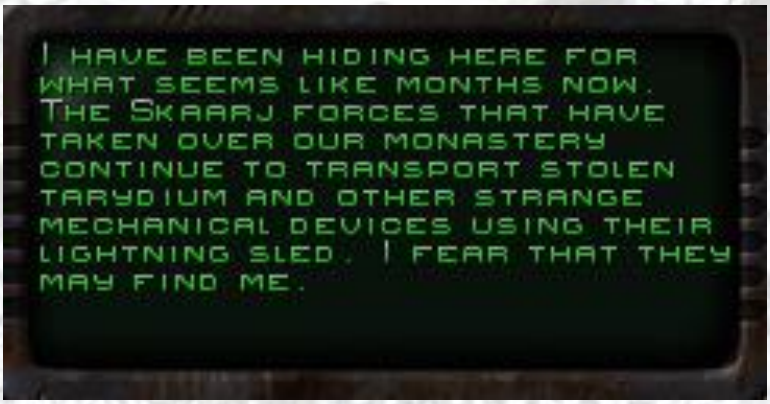


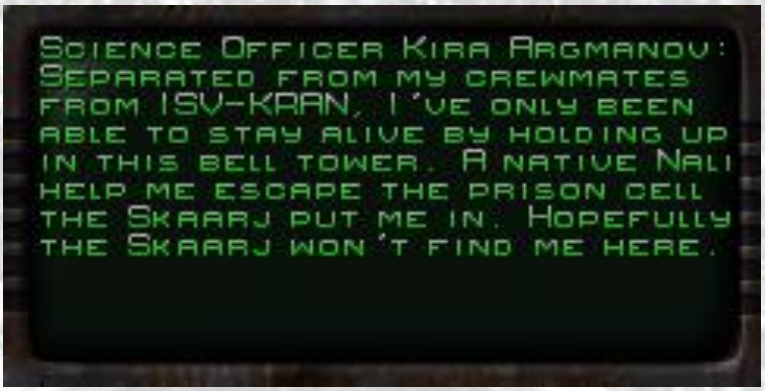
This is the Nali Monk who helped Kira escape.





This is the diary of the fugitive Nali Kuhn





Eventually the prisoner finds Kira. It shows no signs of violence. Apparently, the monk who helped him escape was sneaking food to him. The monk was found and executed for helping her, and the latter, unable to feed herself, died of starvation.

-There are no more records, but I will highlight a few Easter eggs and some interesting facts found in the monastery cemetery:

1. Pelit and Myscha, two of the names that can be read on graves in the cemetery area, are named after the pets of Elliot Cannon, who passed away sometime during the development of Unreal. This is also evidenced by taking a look at the credits section of the Unreal manual, which reads "In memory of Myscha and Pelit".

2. According to the game's location files, the tomb Myscha (the mapper) dedicated to Myscha (the mascot), was to feature another dead fictional character, the inscription would be "High Priest Na'Then of Yurash 450-561".

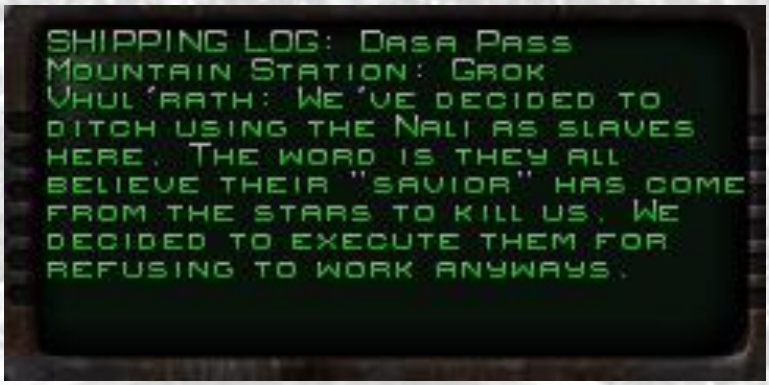
3. (This is not an Easter egg, but it is interesting, as it is totally optional): "Vault of the Dead: here is the last resting place of the High Priest of Bluff EverSmoking and the artifacts used by the Messiah."

–THE LATTER OPENS BY SEARCHING THE TOMBS AND PRESSING THE BUTTON OF THE SAME-

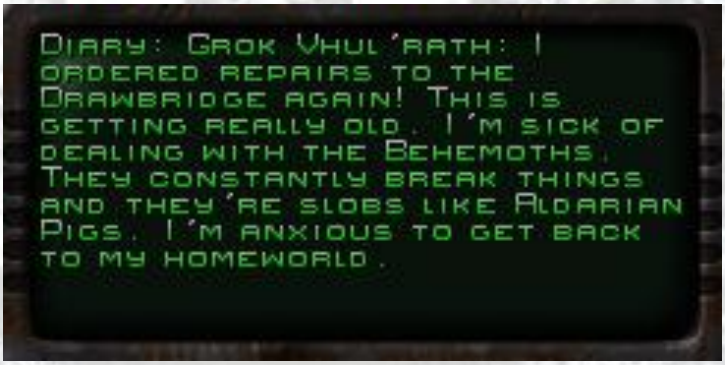
Dasa Mountains Pass

The prisoner is in the huge cellars that formerly belonged to the Nali, but the former is defended by Kralls and further infested by Skaarjs. You can take advantage of the piled up boxes, as the prisoner could get certain very useful objects.

-"Guard of the Khan Vhranna bridge: I have almost had enough of Grok Vhul'rath. He is such a pompous son of Bulrach. If he forces us to fix the drawbridge once again in the rain, I'm going to blow his face up."



Reference to the WarLord



-There are no more records here, as this area is used as a transition to advance to the labyrinthine cellars of Dassa

Dasa Cellars

Now inside the cellars of Dassa, the Prisoner faces a long way through these corridors, halls and underground rooms. Some of these extensive cellars are flooded and all of them are totally filled by the Skaarj and their minions; The journey will not be easy.

-There is no record here, the only thing to note here is that there will be another Stone Titan, but it can be avoided with some skill with the waves that will be in the same area of Kralls.

When everything has been done and reached the end, the prisoner must face 2 huge Brutes (Not the little ones or bosses), she must kill them and open the door that will take her to the Serpent Canyon

Serpent Canyon

A Nali boat takes the Prisoner on a journey through the winding waterway.

Beyond a jetty and windmill is the imposing Nali Castle... The end seems to be near...

-There are no records, but it is understandable, since it acts as an almost automatic path when being on a ship. All the prisoner has to do is go to the pier and search the mill to look for something useful.

Once finished, the entrance to the Castle will be at your feet

• *As an easter egg mode, there is a hidden message in a certain part of the map, if we shoot at the wall the following poster will appear:*

Hidden poster as a curiosity

-Other interesting facts about this map:

1. The name of the level is not random: from the top-down view it looks like a snake.

2. In some pre-launch version, after leaving the boat there was a ghost of Nali carrying the Prisoner to a tombstone.

Nali Castle

The Prisoner finally arrives at Nali Castle.

This imposing fortress hides the gateway to an infernal underworld and, beyond, to the dreaded mother ship Skaarj.

-There are no Tickets that give much history here, but I will put what we will get (only the last entry has some relevance to the story):

Universal Translator: "Only the enlightened one who has read the Book of Good Knowledge in the chapel will be able to pass to the balcony through these divine doors."

Summary: "Travel to the chapel and read the book to access."

Universal translator: "He who seeks knowledge will be well rewarded for following the tomes stored in the main party hall."

Summary: You get a super health package

Universal translator: "Only the warrior who proves his bravery by defeating the five-eyed demon in the tower will be able to access the dungeon."

Hint: "The prisoner must go to the highest tower and kill the Giant Gasbag to access the dungeon."

Universal translator: "The road ahead is long and distressing, but the strong of heart and purpose will prevail against challenges."

Hint: "Your path is now clear."

Universal translator: "I sit here, waiting to die. Waiting... Waiting is worse than death itself. My fears tear at my soul. I hear the wailing of others as they are taken into the bowels of the dungeon to be sacrificed to the winged Sky Demon."

-There are curiosities of this, which are the following:

• The map also serves as the game's introduction sequence.

• There is an Easter egg on the map. After liberating the Nali, riding the cable car next to the Nali, we follow it to the barn and we can see how a Skaarj ship makes an air attack here, destroying the Nali, takes advantage and tries to land on the roof of the barn. Walk to the post and the following message will appear in the Translator:

"What the hell are you doing up here?"

Warlord's Lair

The prisoner has reached the lair of the Lord of War, she can see intense rivers of lava. He goes deep to the War Lord and prepares for the worst...

-It is a very small level, which is used to make the first confrontation with the Lord of War.

• *To avoid a long fight and a waste of ammunition, we have to observe that there is a loose pillar on the Lord of War.*

• *Shoot the pillar with a long-range weapon (such as a Rifle) to seriously injure the Warlord, he will not be able to die, as he will be frustrated by the power of the Prisoner and will teleport to safety.*

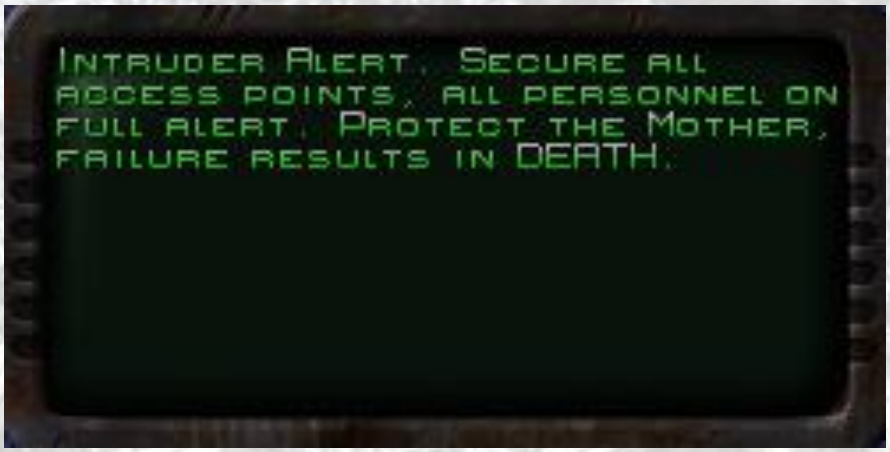
Curiosities

This will be the last level that will happen in Na Pali, as the rest of the levels will happen inside the Skaarj Mother ship.

Demon Crater

The prisoner emerges from underground to a darkened Skaarj base.

Beyond this heavily defended storage facility is the immense mother ship Skaarj, you will have to activate the power generators to get light and be able to leave.



Upon activating the power generator, the alert is activated, causing the Skaarj to guard the position outside to try to kill the Prisoner and protect the Mother (The Queen).

-There are no more records, but all you have to do is connect the portal in the console above, creating a link with the portal, allowing you to exit outside and enter the mothership

Basement of the Mother ship

The prisoner gains access to the lower levels of the mother ship Skaarj and seeks to penetrate its first defenses.

This ship now seems to be the Prisoner's only hope of escaping this planet. In his head is a question: What is at its core?

-Simply as it is a small lower basement in the Mother ship, there is no record, the Prisoner must remove the little presence Skaarj from this area and take the energy elevator that will take you to the Mother ship Laboratory

Mother ship Laboratory

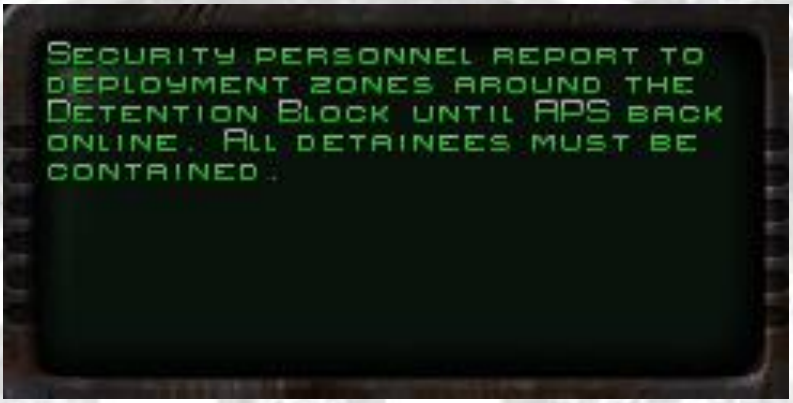
Inside the Mother ship's Laboratory, the Prisoner learns of the protection experiments the Skaarj are conducting on their own soldiers.

In the meantime, he must drain the power reserves of the main generator in order to access the Mother ship Core.

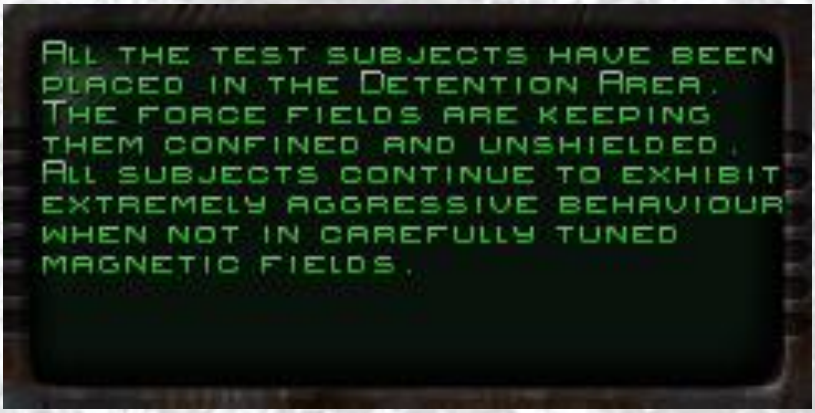
1. *Here I will put records that are relative to understand in what position the Prisoner:*

2. *Universal translator: "The main power supply is working at maximum efficiency. The auxiliary power supply is operational at 80% of the output. It is imperative to activate the alternative power supply for the security forces camps. Weakness will be punished."*

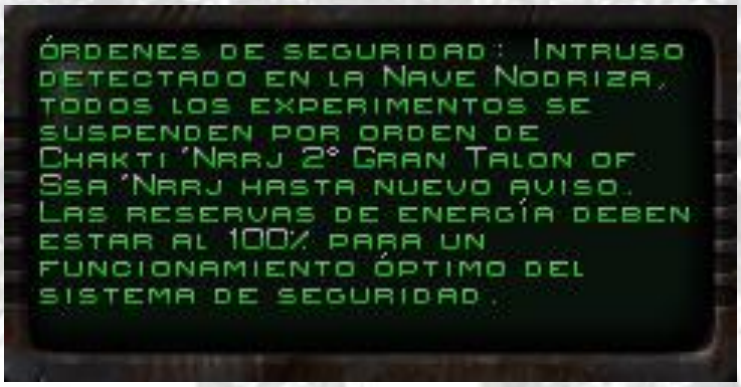
3. Universal translator: "The power supply for the Source is assured. Maintaining the flow of energy to Source is the highest priority. Weakness will be punished."

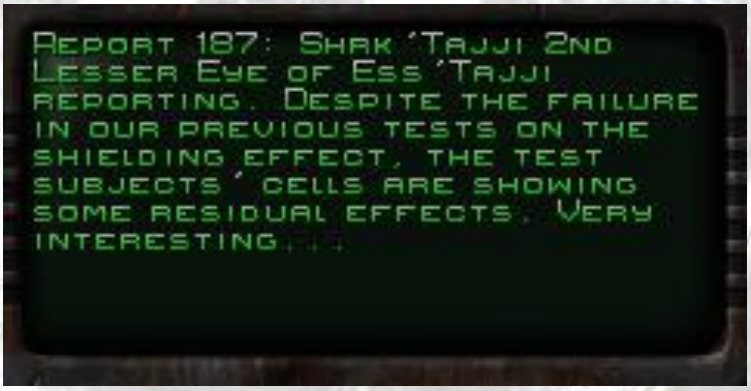


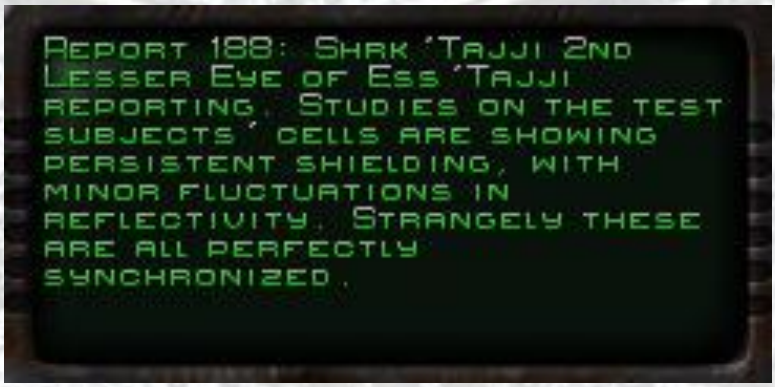
- The prisoner observes that they have several experiments on enemies already seen, intuits that they have been modified by the Skaarj, a while later she arrives at the Research Center, where she obtains the following entries:

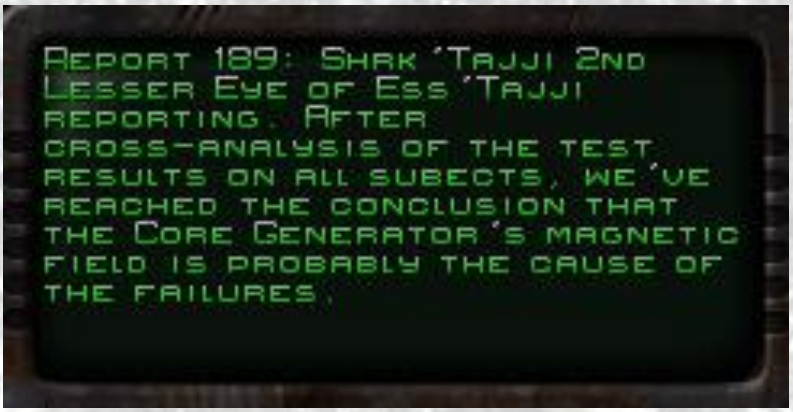


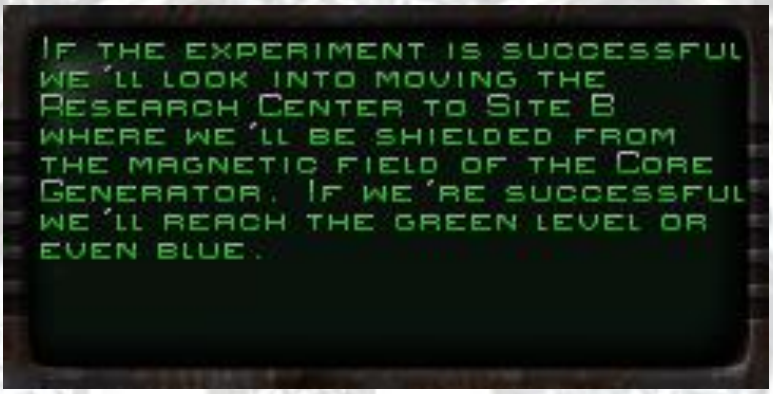
Universal translator: "State of the CryoPods: temperature at 269 degrees Kelvin, pressure at 748 millibars, subjects are prepared for the start of the experiment."



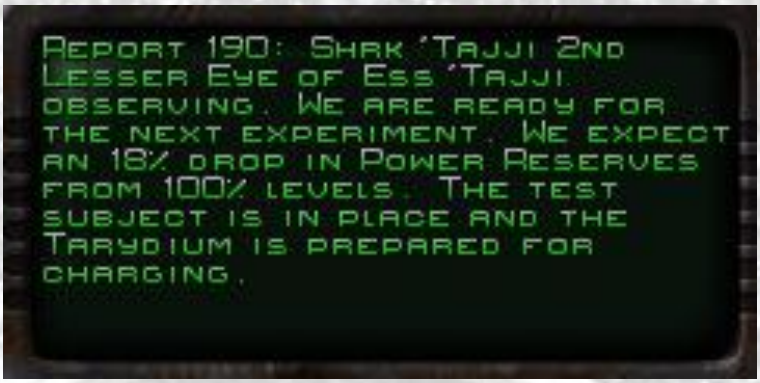








UNIVERSAL TRANSLATOR: "Energy reserve at 80%, protective effect at 5.64%, EEG/EKG readings showing massive alterations, physiological state is active, and endorphin/adrenal systems are producing hormonal overloads."



We will see this subject on the lower platform, in the central part, next to the scientist Skaarj

-The Prisoner must activate the subject, freeing him, as you can see the Skaarj in question is very hormonal and is much stronger than a normal Skaarj:

Interestingly, the Skaarj of the experiment will attack the other Skaarj next door, showing that he does not distinguish from allies and that he is incredibly harassing anyone who crosses him. The prisoner must eliminate it in order to advance.

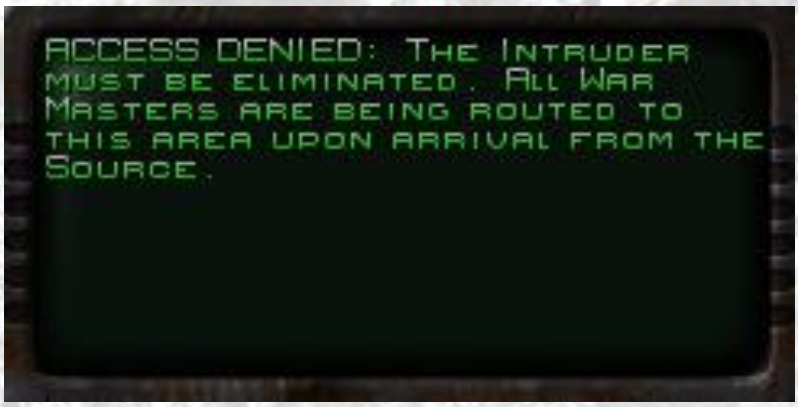
-Once the button of that area is activated, the lower doors will have been unlocked from the shaft in the elevator will have been unlocked, The prisoner will only have to cross the bridge to enter the Core of the Mother ship

Mother ship Core

Deeper still in the mother ship... now the Prisoner is at the core of the great ship, and there is no turning back.

But the Skaarj will be much more hostile than ever, of that there is no doubt. It's time to take the decisive step...

-I will place some less relevant messages obtained:



These warlords are the most senior Skaarj of the Skaarj hierarchy.

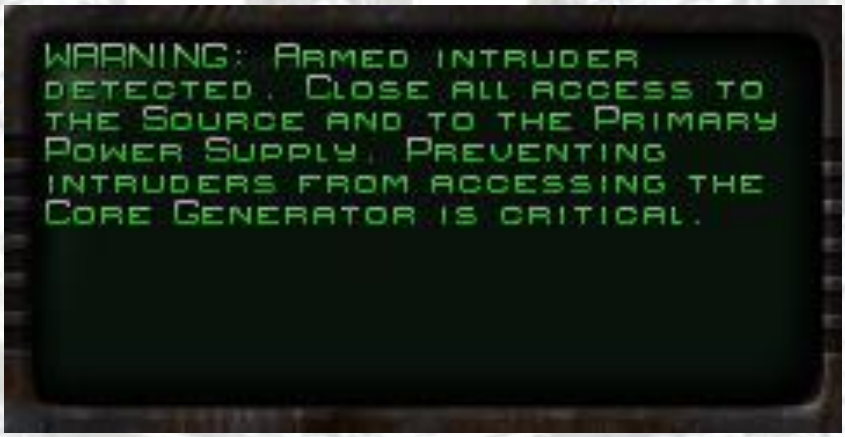
Not to be confused with the flying Warlord, as they have neither the same physical structure nor the same rank

Summary of what needs to be done: "Kill all the Skaarj Lords, they will come in waves and you must be well prepared.

Universal translator: "CryoPods status: constant temperature, power at rated levels, active safety systems.

"Universal Translator: "Emergency Power Supply, ACCESS DENIED: Fully functional primary power supply."

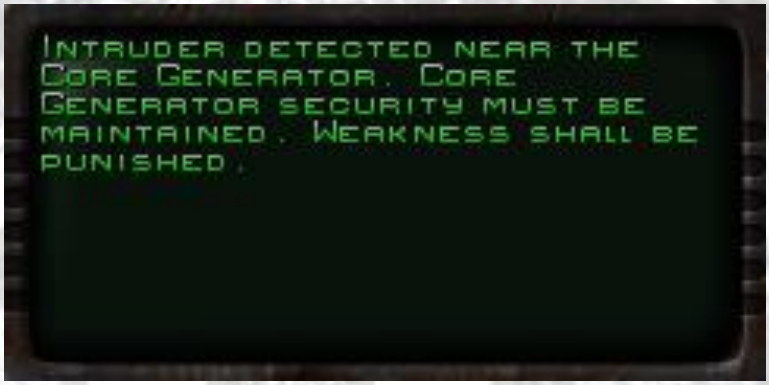
Summary: "Find the central generator and destroy it to access this area."



"SAFETY ALERT: All Warlords report to central generator positions to ensure their protection."

ALERT: "The safety of the central generator must be maintained. Access doors will be locked until the security breach is contained."

*"**RED ALERT**: Safety of the main generator compromised"*



Skaarj Generator

A dramatic confrontation ensues around the main power supply of the mother ship Skaarj, while the Prisoner must fight against the Skaarj who will try to stop her.

***Finalmente, has traspasado las defensas y has llegado al generador central de la nave nodriza. ***

However, it's not over yet: the generator is heavily protected and even if you destroy it, it still won't take you off the planet.

-The prisoner must fight against many Skaarj (above all Skaarj Assassins), specialized in quickly killing the enemy, and against some Skaarj Lords.

*-The prisoner thinks she is safe, but a door opens and **HE** appears, The true Lord of War, the good thing is that he cannot flee anymore, like the previous time, the bad, will be much stronger now.*

-Once barely defeated, the Prisoner must climb the elevator of the core and destroy it so that the core collapses.

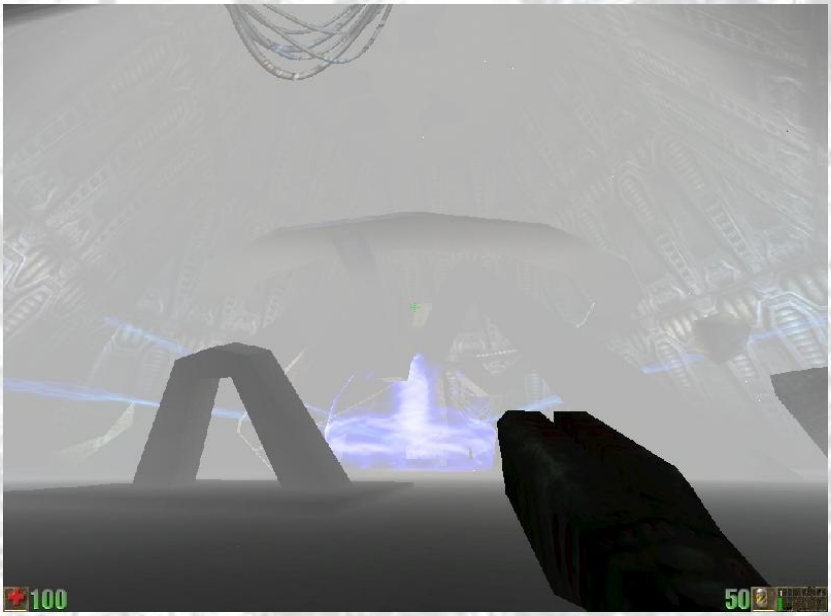
Generator Explosion

At last, the Prisoner managed to put that Warlord in his place.

Now it must be brought to safety as the core is going to explode, causing the power to shut down throughout the ship.

Explosion sequence:

Kernel destruction sequence



Collapsing nucleus

The core has exploded, there is no more energy in the entire Ship.

Curiosity of this map:

According to Cedric 'Inoxx' Fiorentino, the technical limitations of the engine were the reason why the explosion sequence of the Skaarj Generator had to be divided into two different levels (Skaarj Generator and Generator Explosion).

The Darkening

Following the destruction and illumination of the Skaarj Generator, the mother ship plunges into darkness.

The Prisoner must travel through the dark corridors, which are infested with luminescent Skaarj to activate the alternate power supply and gain access to the Antechamber of the Fountain.

-There are no records here, but something that the prisoner does know is that the test subjects will have escaped and she will have to face them.

-Here are some images of the test subjects who have escaped:

There are more subjects, but the prisoner will find them eliminated, presumably by those who did survive.

-Here debuts (by mistake) a new Skaarj, the Ice Skaarj:

Technically it is a Skaarj Berserker, but with the skin of the Ice Skaarj. (In the original campaign, in the expansion it is a different Skaarj.)

The Ice Skaarj has immunity to the type of cold or freezing damage (in Unreal, this is caused only by nitrogen pools), which is why it is only visible in frozen moors.

The strength of this one is comparable between a normal Warrior Skaarj and a Berserker.

-Once the alternate power supply is activated, the Prisoner will be able to advance to the Antechamber.

The source Antechamber

The path to the Chamber where Queen Skaarj awaits has been cleared, and the Prisoner faces her final confrontation with the Queen in the depths.

-A very short area, serves as a bridge that takes you to the Chamber, where Queen Skaarj is located. You will have to disable the security that prevents you from continuing (there is only one Skaarj Lord as a guardian), but at this point the Prisoner does not care much, she is just one more Skaarj to worry about.

-Once the Skaarj has been removed and the button activated, we must climb the bridge

Just jump inside, the force field will take you to the Chamber

The Source

Finally, the last obstacle.

The prisoner feels freedom in the palm of her hand...

-You can observe in the doors of the chamber many larvae, since it is the place where the Pupae hatch to be Skaarjs. The prisoner passes them, since they will not do anything to her.

THE QUEEN ROARS WHEN SHE LOOKS AT THE PRISONER

THE QUEEN ROARS WHEN SHE LOOKS AT THE PRISONER

...

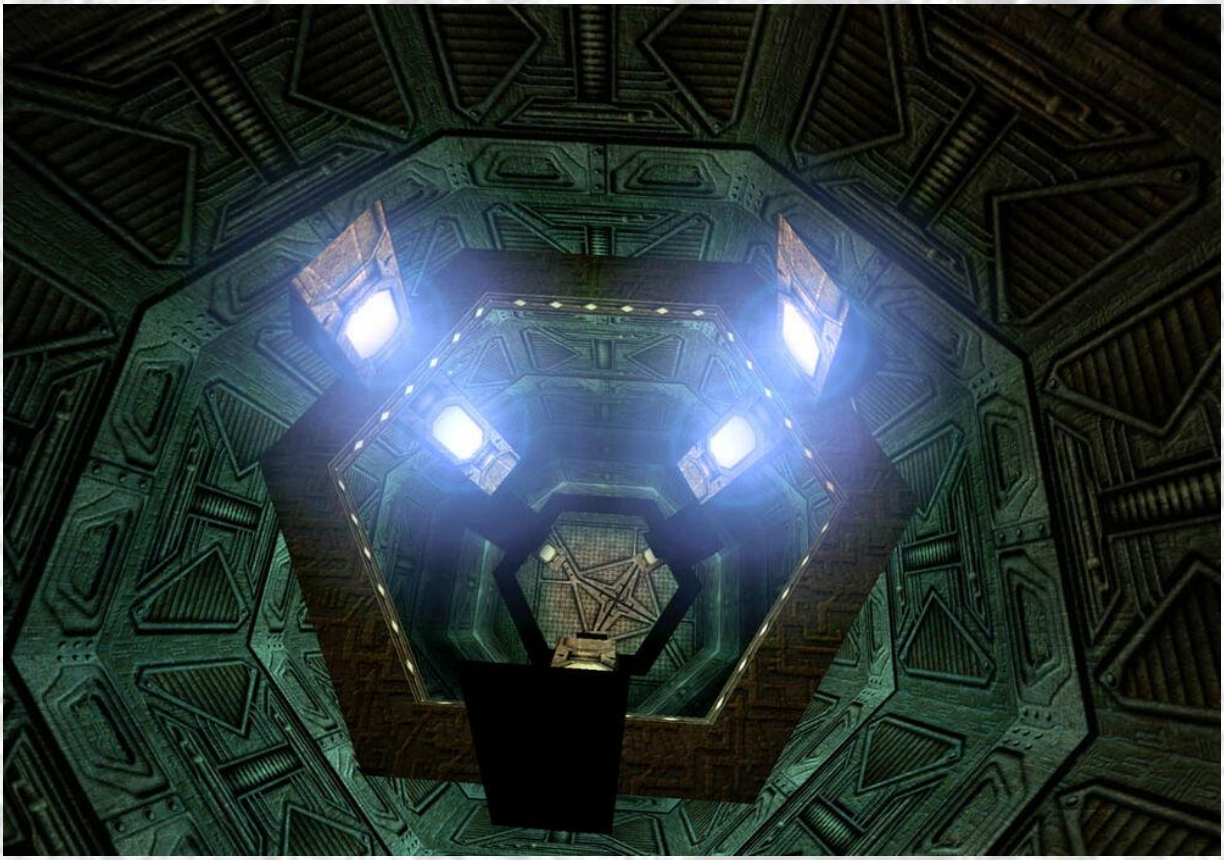
-La reina genera Larvas para atacar al jugador, pero la prisionera con habilidad, las esquiva.

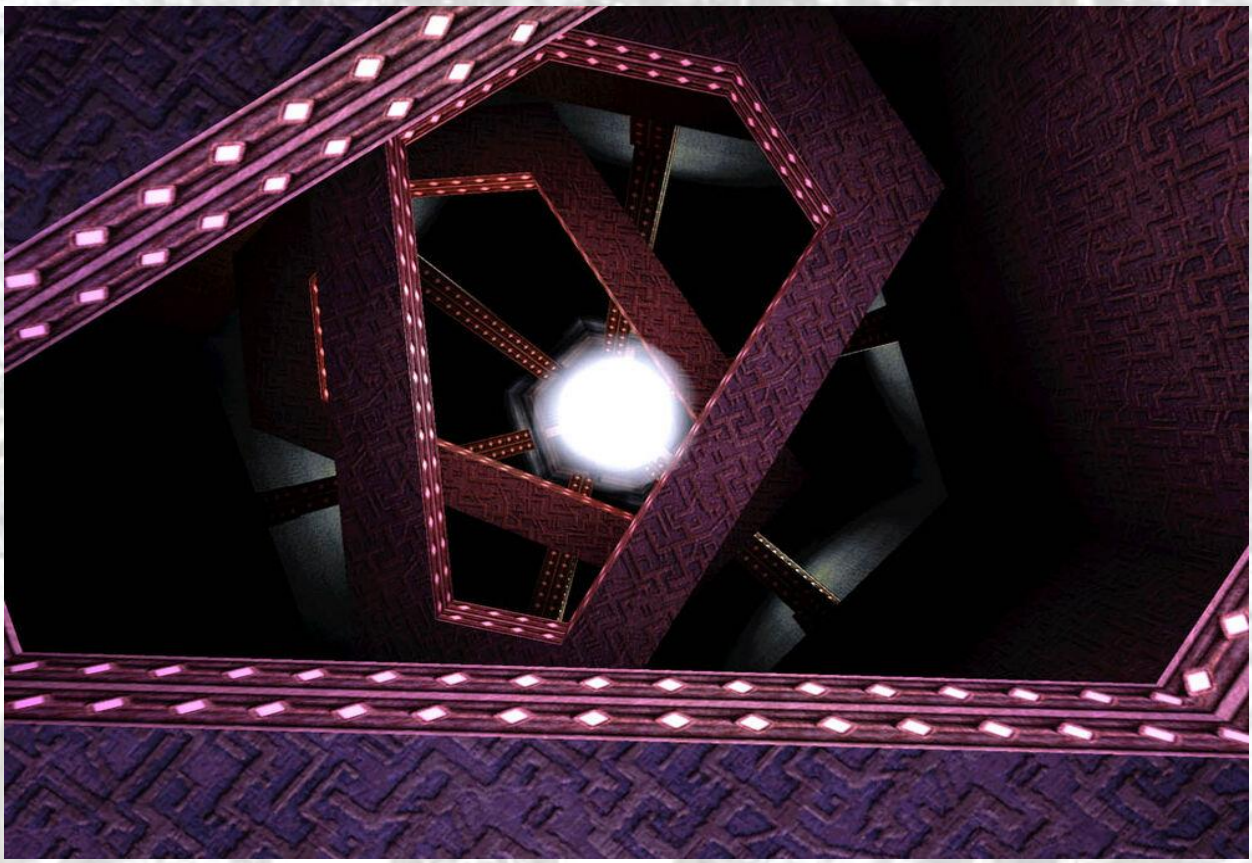
...

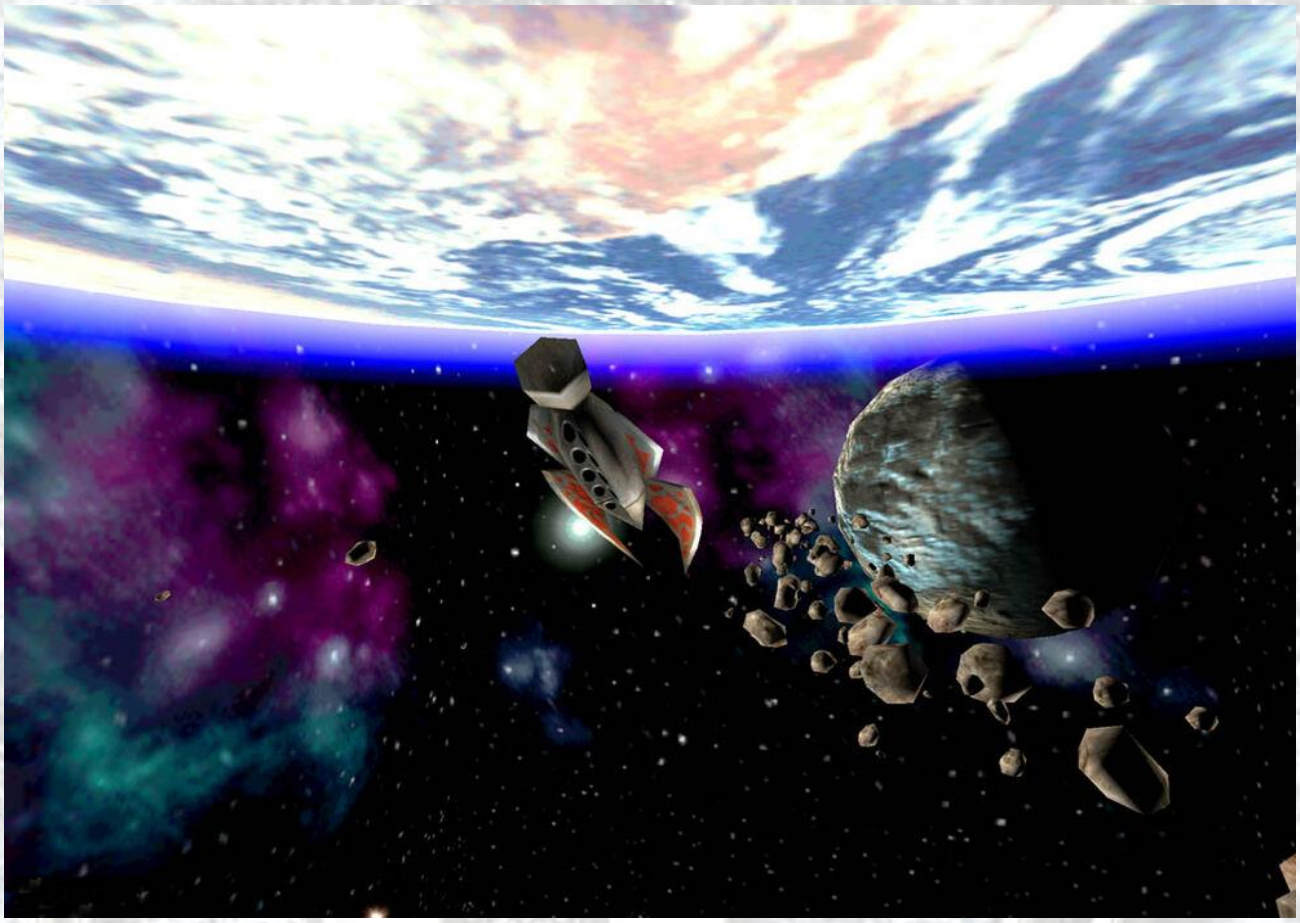
After an arduous battle, the Prisoner is the victor, at the same time an exit is unlocked at the end of the ground floor.

Más allá, estás en un muelle con una pequeña cápsula de escape Skaarj en el centro. Un túnel de acceso se extiende para llegar a él a medida que te acercas...

Your escape from the planet, at last!

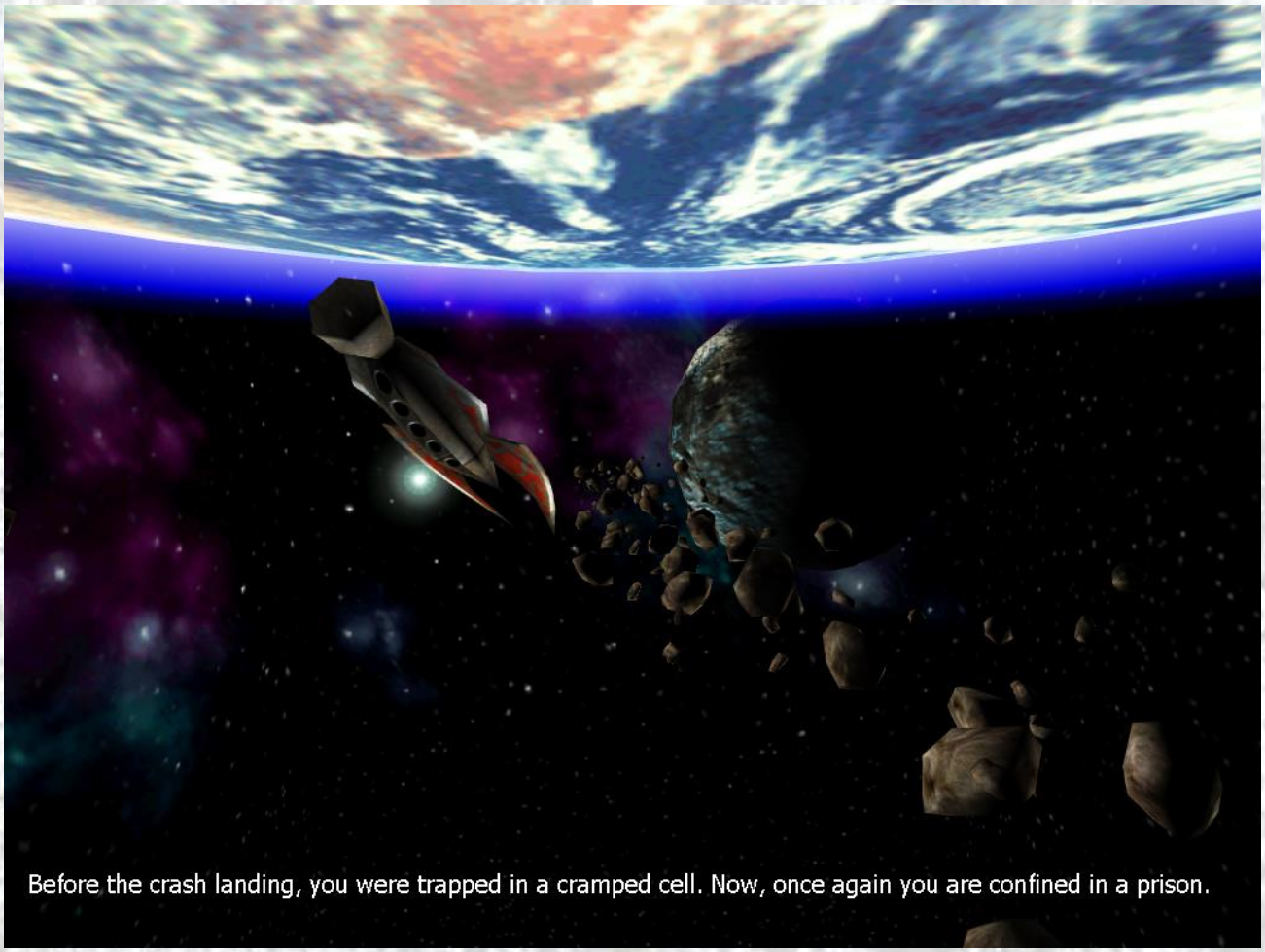


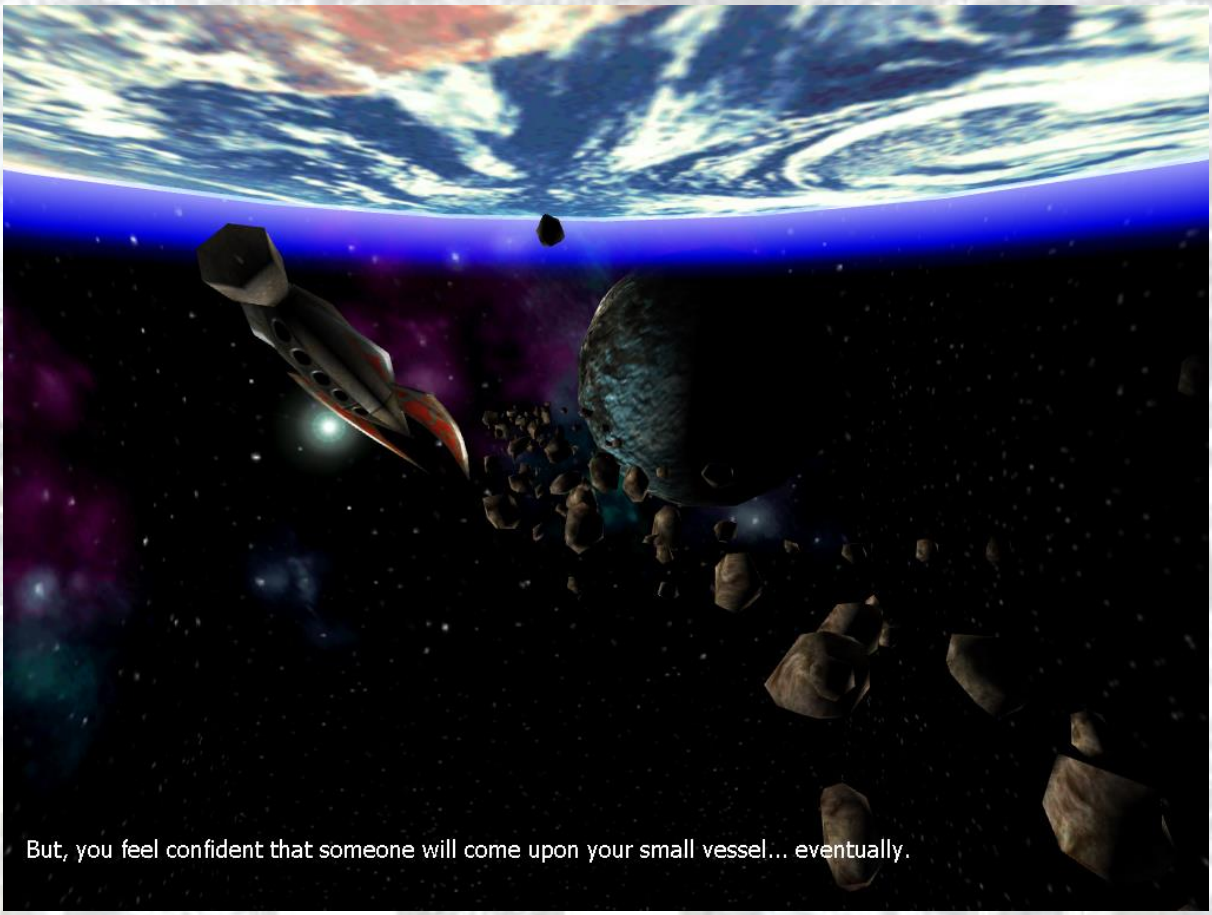


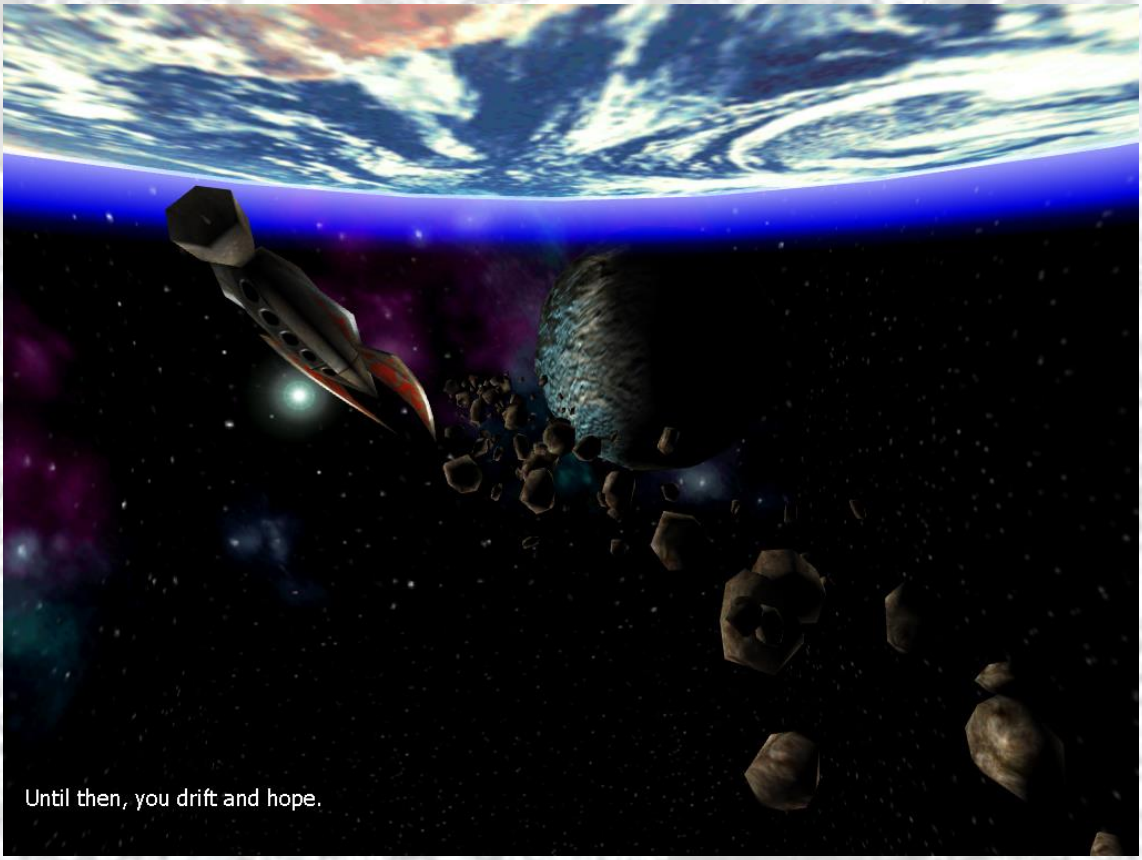


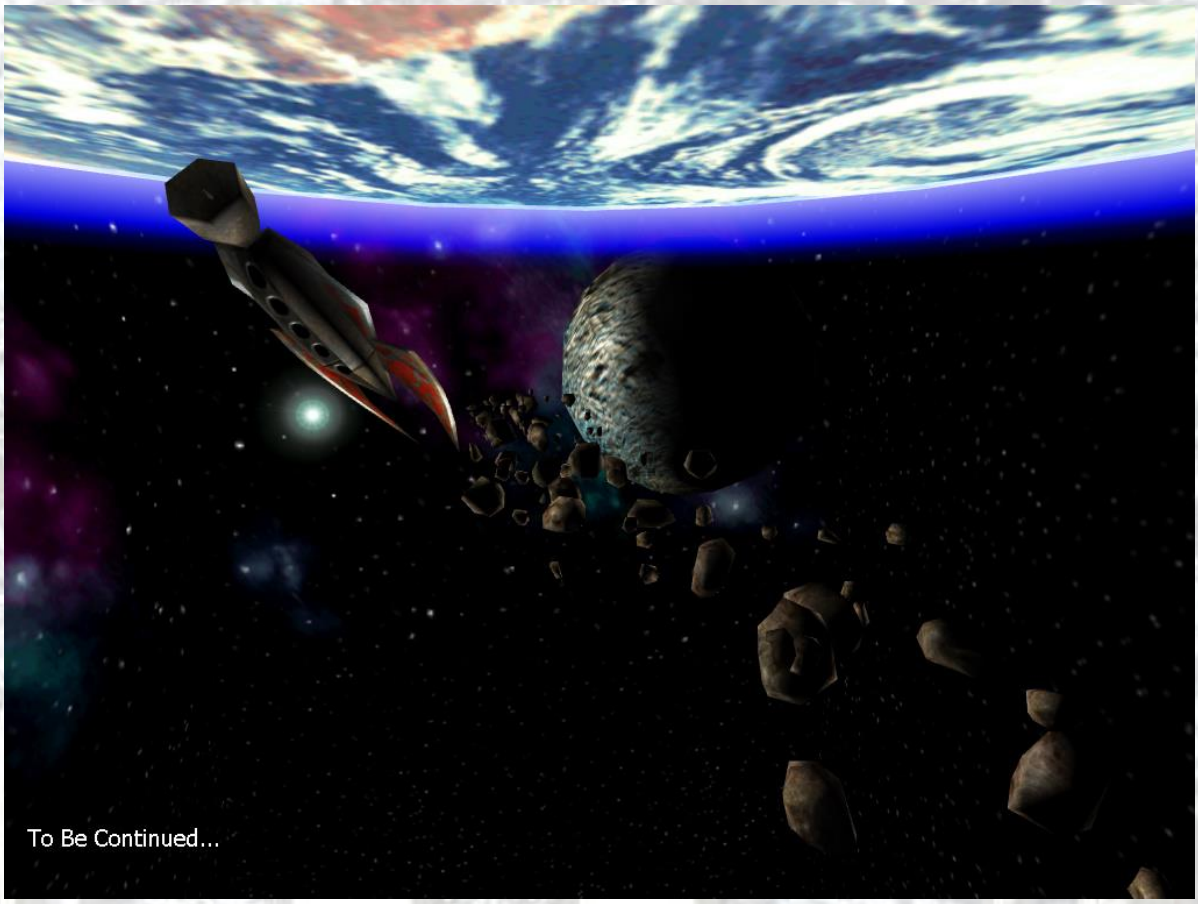
The Skaarj escape pod has broken free from the planet's gravitational pull... barely. Yet, it's fuel reserve has been depleted, and you drift aimlessly.

From where many have died, you have escaped. You laugh to yourself; so much has happened, but so little has changed.


Before the crash landing, you were trapped in a cramped cell. Now, once again you are confined in a prison.


But, you feel confident that someone will come upon your small vessel... eventually.


Until then, you drift and hope.



Curiosities

**A completely improved dispersion gun can kill Queen Skaarj with a single shot if used with the amplifier.*

END OF UNREAL'S CAMPAIGN

Unreal: Return to Na Pali

A huge ground military battlecruiser enters the planet's orbit and starts dragging you down. Between the bridge of the battlecruiser and the control base of that area of space, a communication takes place:

UMS Bodega Bay: "El buque de guerra del espacio profundo UMS Bodega Bay solicita una transmisión translight prioritaria con control de sector UMS".

Base Starlight: "Bodega Bay, here Starlight Base, forward".

UMS Bodega Bay: "Starlight Base, we picked up a life capsule of extra-terrestrial origin when we entered orbit, with a human survivor on board who claims to have escaped the planet.

The survivor will not reveal his identity even during interrogation. DNA scans are being uploaded for identification, please advise."

Starlight Base: "Get ready at Bodega Bay... Bodega Bay, its survivor is prisoner UMS 849, last assigned to the prison transport ship Vortex Rikers. Vortex Rikers recently disappeared in its sector; Prisoner 849 is classified as missing and presumed dead."

UMS Bodega Bay: "Starlight Base, permission to use the rescued prisoner for Operation Talon Hunter. The prisoner has extensive knowledge of the planetary surface and the dangers.

Prisoner 849 is the natural choice to search for the remains of the Prometheus and recover lost data."

Starlight Base: "Bodega Bay, is authorized to take the necessary measures to ensure the success of ***Operation Talon Hunter****."*

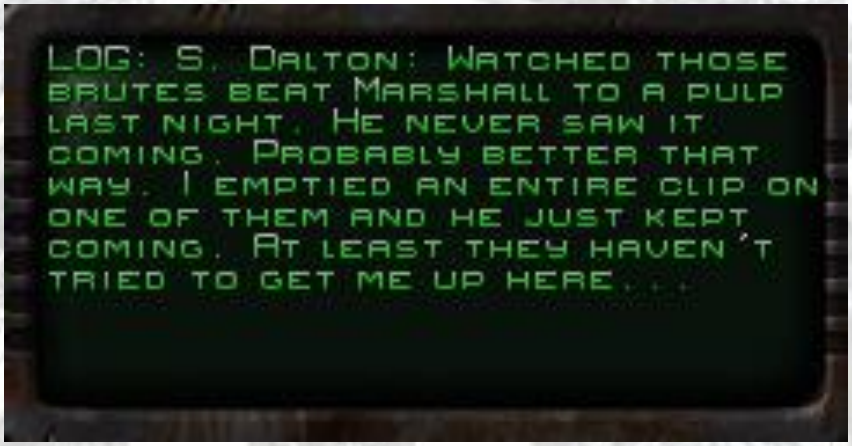
Prisoner 849 is now sent back to Na Pali with a mission assigned by the UMS team Bodega bay, a military warship now in space.

Now better prepared than last time, the Prisoner 849 log entry explains the reasons for being chosen:

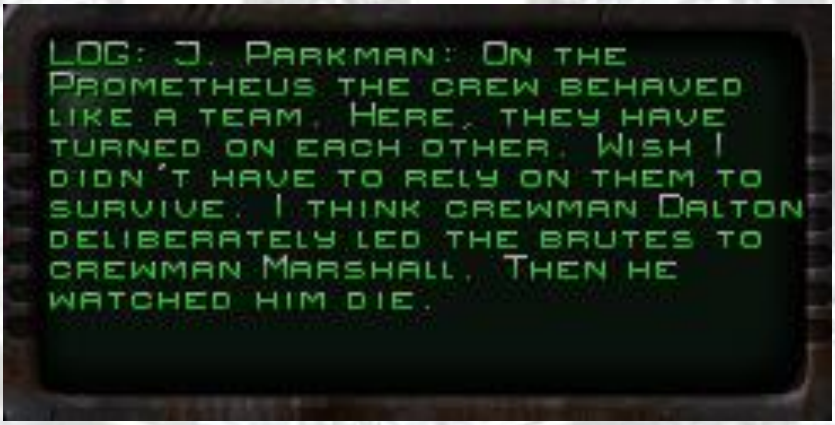
First Entrance of Prisioner 849
One day after my supposed rescue, I will return to the surface of the planet. They promised me complete forgiveness and a transit back to Earth in exchange for my help. The alternative was to exit through the airlock." no suit... I agreed to take the mission. My job is to find the remains of another ship, the Prometheus, and retrieve the data cores for a new secret weapons research project... Cuando tenga los núcleos, Se supone que debo ir al puente del barco estrellado y activar el transmisor ELT. El ELT señalará mi ubicación para que me recojan.
They need me because they don't know exactly where the Prometheus fell; apparently, the Tarydium on the planet below is wreaking havoc on its scanners. They suppose I learned a couple of things in my last adventure on the surface: if someone can find their missing ship, I can... I'm a little better prepared than last time; I've been given a military combat assault rifle, a new portable submarine diving unit, and this computer log. They have also made logistical deliveries of ammunition, weapons and other supplies. So, I did it before and I will do it again, but it won't be easy. They call it a rescue mission... I call it a return to hell.
– Prisioner 849

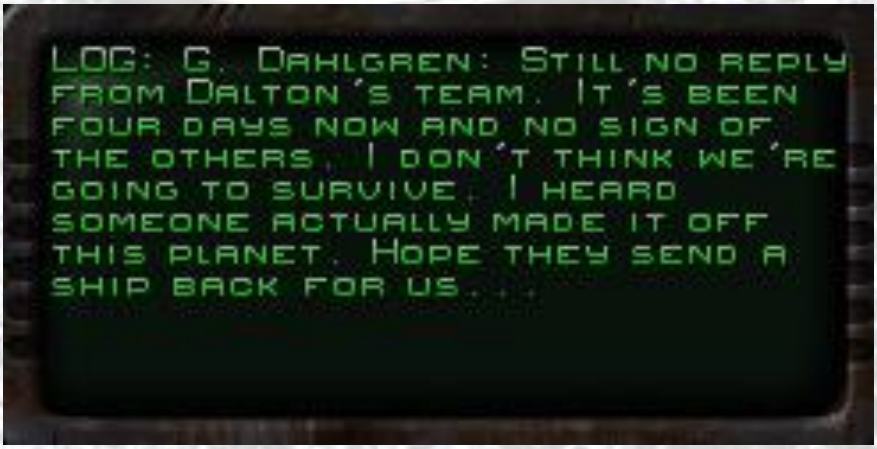
Edge of Na Pali

Back on the same ground from which you have already desperately escaped, The Prisoner walks around your landing site to find useful objects.



He died because of the Brutes





Here it refers to when the Prisoner managed to escape from the planet Na Pali

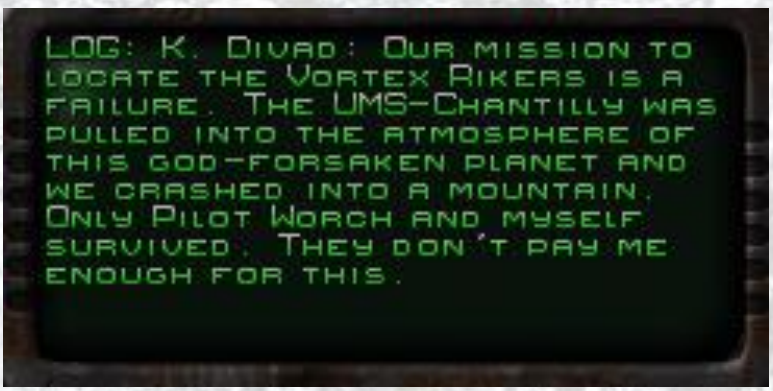
Universal translator: "RECORD: J. Arnold: I had an encounter with a small reptilian creature this morning while searching for food. He ran away, but I think he came back with three more and they have been waiting outside all day. They're giving me chills.'

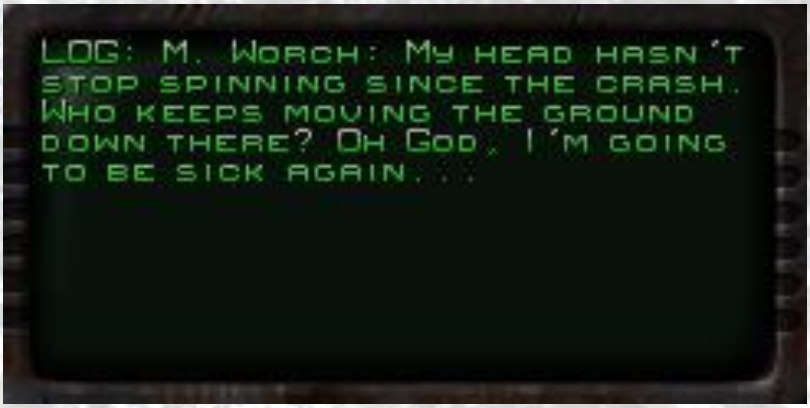
-The reptilian creatures are the Predators

Predators are an enemy race unique to the expansion consisting of small reptilian dinosaur-like creatures native to Na Pali.

It can usually be found in packs, attacking by running towards their prey at extremely high speeds and trying to bite the prey.

They are quite difficult to kill, although they have poor health, as their agility and speed makes them difficult to hit. What makes them even more formidable is that they attack in packs, and rarely attack alone.





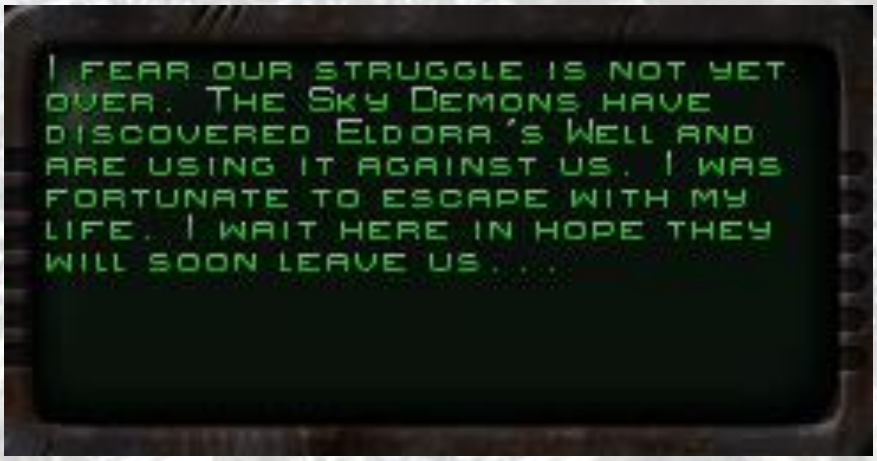
-No more records

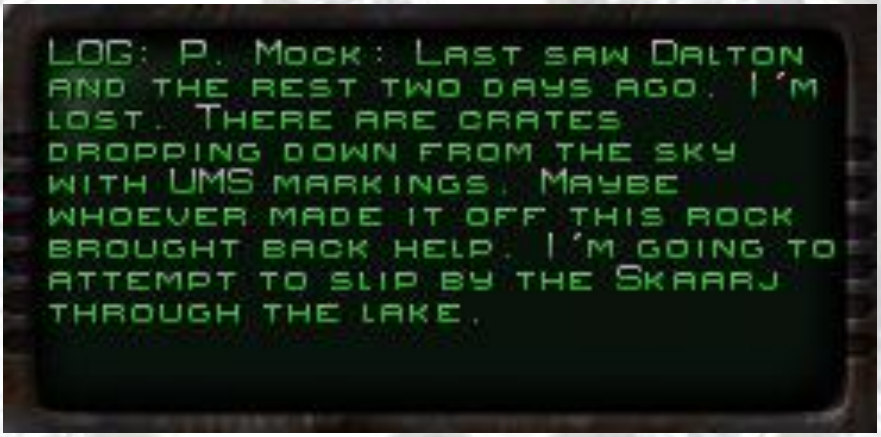
When I looked up and saw the shuttle moving away, I really realized: I was back. I felt a familiar rush of adrenaline and fear. Sure enough, it wasn't long before I met a Brute.
I've been fighting through the environment ever since; At least the combat assault rifle is a powerful weapon.
There are no signs of the Prometheus in this valley or in the surrounding area, I have to keep looking.
-Prisoner 849

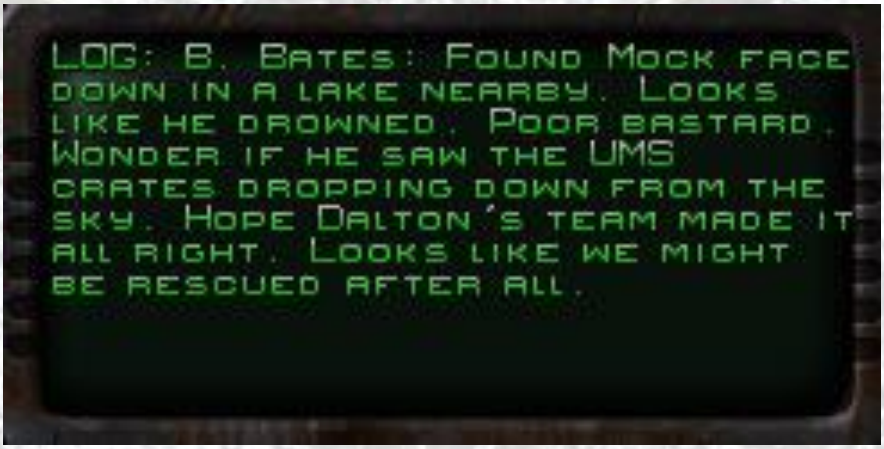
Curiosities of this map:

• Some of the records reference employees of Epic Games and Legend Entertainment, such as M. Worch (named after level designer Matthias Wrich) and W. Marshall (named after level designer Warren Marshall).

Neve Crossing







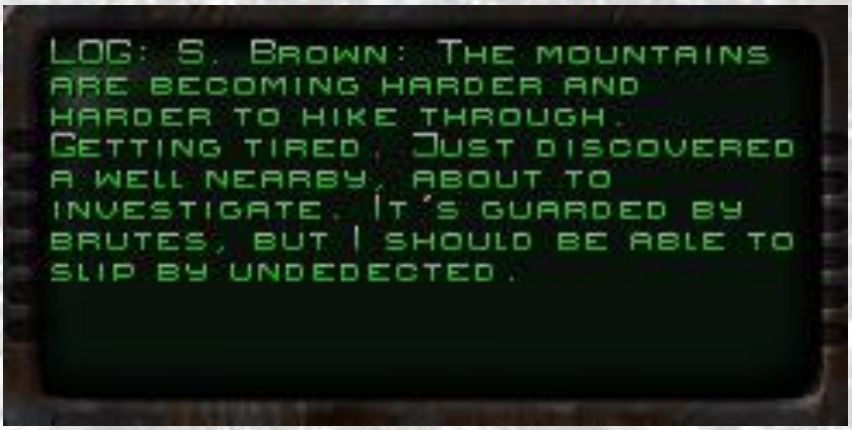
-There are no more records, once the Prisoner reaches the final bridge, she must watch out for the pack of Predators and a Krall. Once destroyed, you will have to get into the Well that is without water (The well of Vendora)

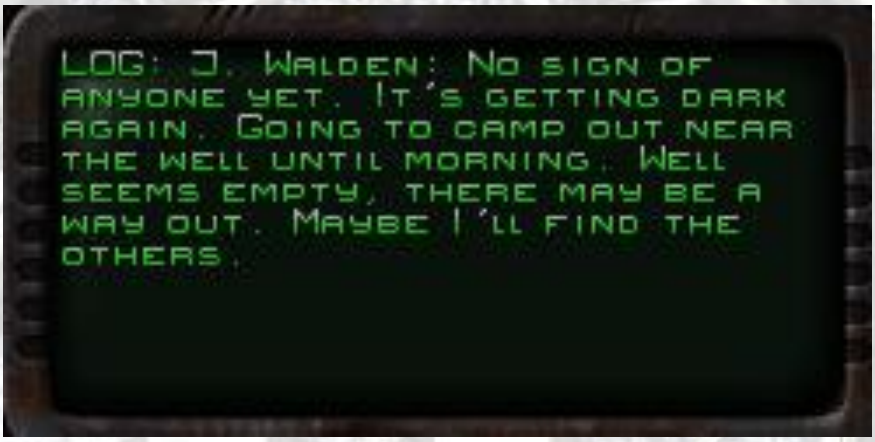
After a leap of faith, I stop to record a log entry. I am still shocked after encountering the Skaarj and their disgusting henchmen.
I guess I thought I had seen the last of them when I killed Queen Skaarj on the mother ship – it seems like an eternity ago.
Is there another colony nearby? Where do they come from? This is like a recurring nightmare! There are no signs of the Prometheus yet, it's time to move on.
-Prisoner 849

Eldora Well

This well is completely underground, the Prisoner will have to go through a lot of water, and the monsters are the same as the last two levels, in addition to the introduction of the Slith.

The well passes just below the Villa nali Glathriel.





We found Brown with his back broken and bent, he may have slipped badly from the mountains while fighting with the Brute.

-Once the water is returned, the Prisoner will have to swim with the help of the Diving Team and fight with several Salamanders.

Finally after a while he finds an uncovered well, when he comes out of it, he must eliminate the Brute who protects the jetty.

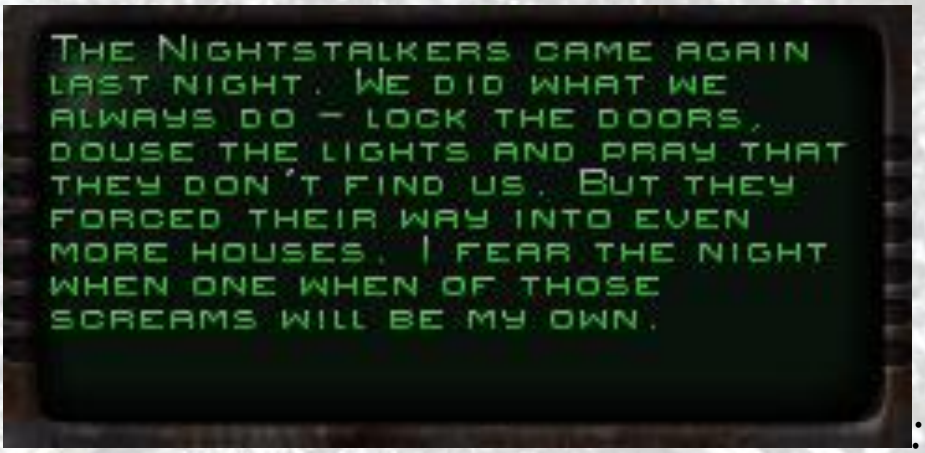
. You will need to climb up to reach Glathriel Village.

"I'm glad I figured out how to get water back into the underground well system. The Nali will not die of thirst. It's good that the Dive Equipment worked so well; I wouldn't have made it without the new team.
As much as I hate being back here, I have to say it was good to see Nalis again.
I think I'm getting closer to the Prometheus... I can feel it!"
-Prisoner 849

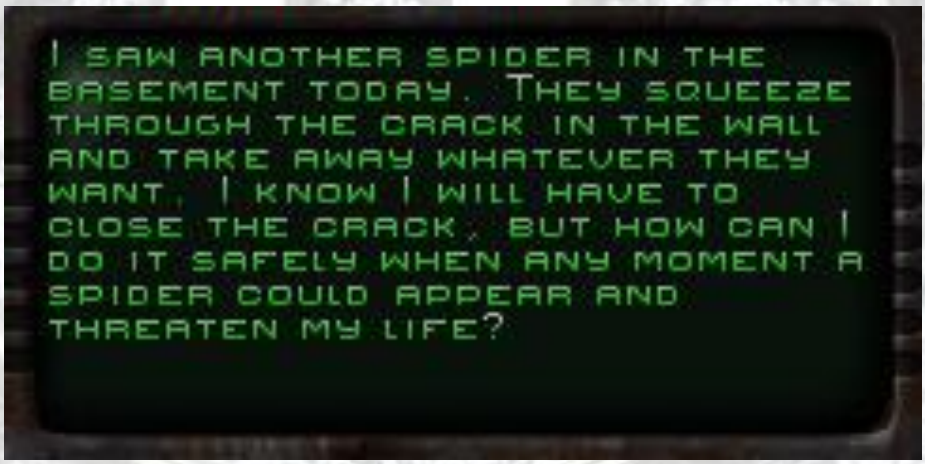
Glathriel Village (Part 1)

The Prisoner emerges in a village not far from the Well of Eldora.

He also sees remains of a UMS ship, which gives him clues about the UMS Prometheus.



The Nalis lock the doors of their homes every night, so as not to be captured by the Skaarj



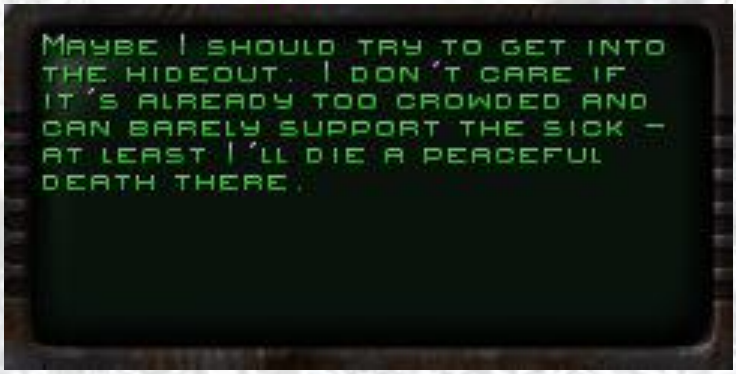
Spiders

Over the millennia of their existence, these large territorial arachnids have developed their web-weaving glands into dangerous projectile weapons.

They shoot orbs of poisonous plasma that move slowly but are deadly and cause considerable damage.

Their attack with fangs at close range should also be avoided.

There is a much larger variant that will come later.



The shelter is used to hide from the Skaarj, it is quite well hidden. In the second part of the Glathriel Village you can see

Both parts of the village (Part 1 and 2), take place in the same location, so there is no voice input from the Prisoner here.

-The Prisoner, doing an exhaustive exploration in the Port of the Glathriel Village finds a huge hole inside a Nali house, which leads to some catacombs...

"Now I'll lay a couple of Easter eggs:

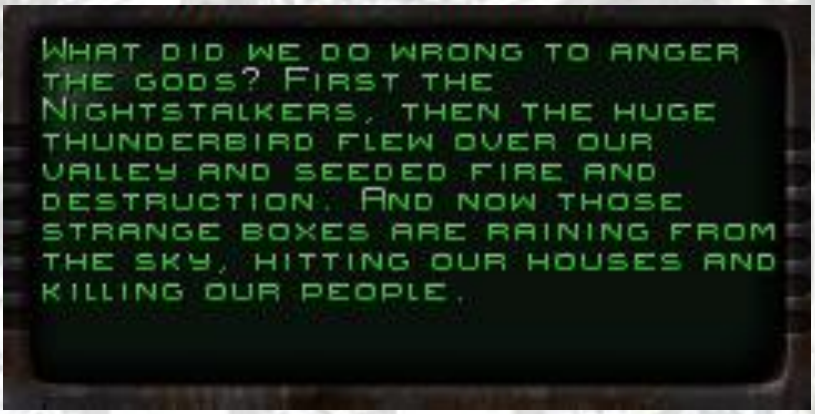
1. According to Matthias Wrich, both parts of Glathriel Village were named after the human curse in Jack Chalker's "Well of Souls" books.

2. It is likely that the CAR (Combat Rifle, owned by the UMS) in the small house of a fisherman Nali that the prisoner will find, was obtained by Nali himself, by breaking one of the boxes.

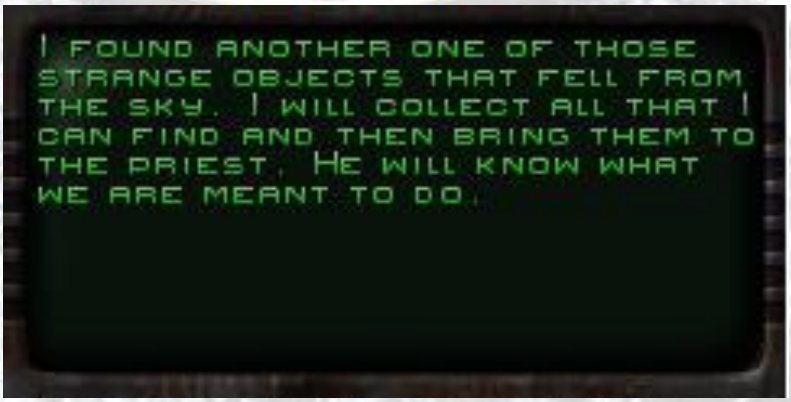
Glathriel Village (Part 2)

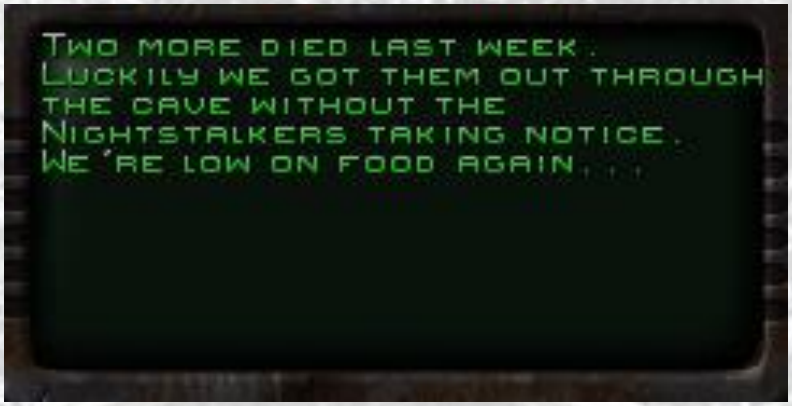
The port of Glathriel Village seemed surprisingly free of Skaarj.

Now, when the Prisoner enters a strange crypt-like underground basement, she finds it dangerously infested with voracious spider-like creatures.



The thunderbird to which this Nali refers is the same ship that saved us, since it was flying over Na Pali, and has also thrown boxes with equipment destroying houses and killing the native population.





Record obtained from the Hidden Refuge of the Nali, the Prisoner realizes that there are some dead Nali, and due to the overpopulation of the shelter is scarce food

-There are some easter eggs, which are as follows:

There is a secret in the tomb in the middle of the initial room, in front of the exit to the basement there is a small button, and you can press it. Open the tomb showing a strange skull with 'Ocrana' underneath, the translator's message says:

"Would you die for this? http://www.ocrana.de."

Ocrana is a clan of professional players who participated in many UT tournaments and which Worch himself integrated when he was developing Beyond Belief.

There is a strange secret near the Skaarj Infantry. There is a destroyed part of a building, you can jump on it by sliding while jumping, and then keep advancing around the building behind the destroyed part, you should see a strange scene, and there is a pit-like earth formation with a Nali. En la parte inferior, He has knives stuck in his back.

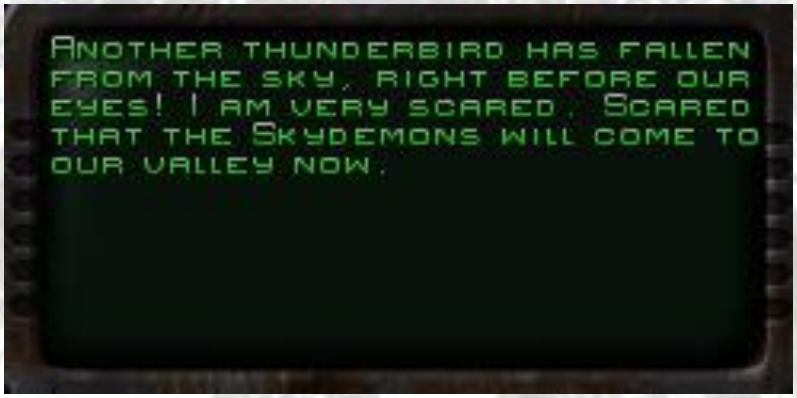
There is no exit after passing over the rubble of the house, you just have to put 'fly' on your console and return to the area before entering this Secret.

"I'm close! I have seen the first evidence of the accident site! During a hard journey through a Nali village infested with Skaarj, I found pieces of a crashed earth ship.
Debris was charred by the accident and debris is strewn over a wide area.
I hope it hasn't broken in mid-air; If you did, there will be no cores to recover. The crash site is very close. I'm almost free at home!
-Prisoner 849

Near UMS Prometheus

The Prisoner can see the UMS Prometheus from the ravines, as you go down you will meet Nalis and his houses.

You will have to go through some caves and keep an eye out for annoying enemies such as predators and Gasbags to reach the Prometheus.



UMS Prometheus (accident):

-There are no more records, only the Prisoner must eliminate the spiders that await her in the small mine and take the elevator ... there is also no voice record of the Prisoner

UMS Prometheus

The UMS Prometheus sank into a deep valley and split in two on impact.

Now, while the Prisoner's mission with the UMS is about to be completed, she is about to face some tough enemies that she recognizes from before: The Mercenaries and the worst thing is that they have infested the UMS to loot everything.

She hopes they didn't take the core data...

***Before I will make a brief introduction of the UMS Prometheus:*

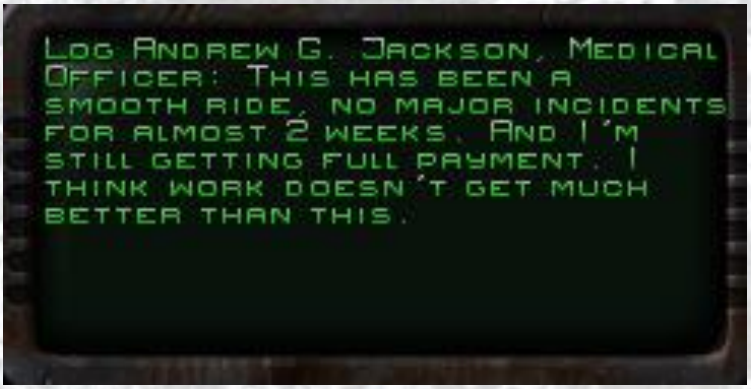
It is a Unified Military Services (UMS) cruiser, which crashed on the planet Na Pali.

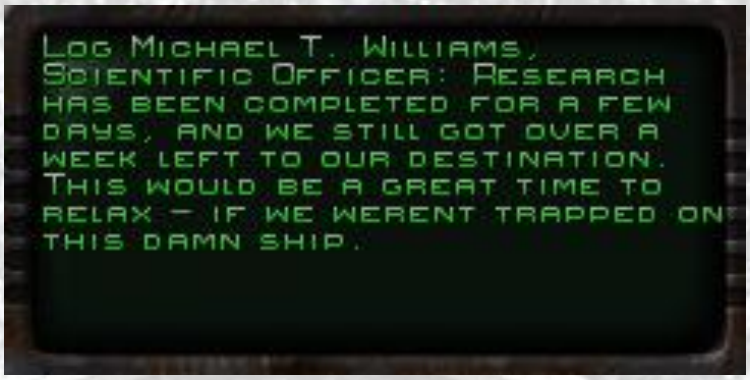
The ship crashed into a shallow valley not far from Glathriel Village and Villa Spire.

Curiosities:

1. *Several crew members (as well as some other members of other ships) are named after the employees of Legend Entertainment.*

2. *It should be noted that several characters that were positively identified as Prometheus crew members have their models textured with ISV-Kran and UMS Vortex Rikers uniforms.*





Universal translator: "Log Oliver F. Russel, scientific assistant: I know we have something in the water tanks again. Peter saw a kind of ball of drool (Amoebas), through the controls of the pipe again.

It looks like another long night of water analysis. God, I I hate space vermin..."

-The prisoner, having eliminated the first part of the Mercenaries, is in what was the Medical Bay... she sneaks through a hole in a pipe to go deeper into the UMS

The Prometheus fell hard into a valley, spewing debris as it fell from the sky. There are bodies everywhere.
I must assume that the entire crew was annihilated... One hundred and fifty souls.
God, I hate this planet. The ship is a nightmare! The hull is broken in several places, one of the engine cores has melted and the corridors are infested with mercenaries... but I'm close to finishing...
I just have to find the data core and then activate the ELT on the bridge.
-Prisoner 849

Inside UMS Prometheus

This is the part where the Prisoner completes her mission assigned to her by the UMS (Unified Military Services), but something does not feel quite right... Soon she will know the whole truth

Universal translator: "Record Michael T. Williams, scientific officer: The research was completed for a few days and we still have more than a week to reach our destination. This would be a good time to relax, if we weren't stuck on this damn ship."

-Once the Prisoner obtains the data core, she receives a transmission from the UMS Bodega Bay:

---INBOUND TRANSMISSION---

"UMS Deep Space Warship Bodega Bay..."

"You must take whatever action is necessary to ensure the success of Operation Talon Hunter."

"Copied"

"Oh, Bodega Bay, one more thing; Operation Talon Hunter is top-secretly classified.

"Once the mission is over, you need to implement measures to eliminate any security risks."

"Please clarify, Starlight Base..."

"Bodega Bay, please ensure that prisoner 849 does not come back. Finish with the prisoner once the job is done."

"Understood, Starlight Base. We will get rid of prisoner 849 after ***Operation Talon Hunter*** *concludes. Outside Bodega Bay."*

--END OF TRANSMISSION--

"I have been betrayed. Why am I not surprised by this? He should have known what to expect from those bastards!

I guess all I can do is play this hand; retrieve the data cores, activate the ELT on the bridge, and then try to hijack the shuttle when it comes looking for me.

Es una posibilidad remota, pero es todo lo que tengo. Si no lo logro, y alguien alguna vez recupera este registro, tal vez la verdad salga a la luz".

– Prisoner 849

-The prisoner activates the bridge, giving minimum auxiliary power... suddenly you hear the Marines sent by the UMS

The Marine is the pride of the Unified Military Services.

These elite combat soldiers are heavily armored and carry the latest Terran weapons, including the Assault Combat Rifle, Grenade Launcher, and Rocket Launcher.

They often use short-range matter transmitters to teleport into battle. From descent ships over the combat zone.

Marines are the toughest opponents you'll face: they're smart, fast, and lethal.

"Once the Prisoner barely got to grips with the Marines, she goes into a Skaarj mining cave, but compared to the Marines they are the least of your problems now...

There are a few spiders, but he destroys them with astonishing ease, time he already has free way to the door with torches

I killed the Marines, but I couldn't find their shuttle.
He must have returned to Bodega Bay. When I realized the shuttle was gone, I almost gave up. Everything seemed so useless.
But things were even worse the last time I was here, and somehow I made it.
Eventually, I decided to continue. And it was a good idea, because after all there is hope; one of the Marines had a radio with a live frequency: there's another squadron about ten clicks west of here hiding in a kind of fortress.
I don't know how I'm going to get there, but they have a shuttle, and by God I'm going to get it!
– Registro del prisionero 849

Spire Valley

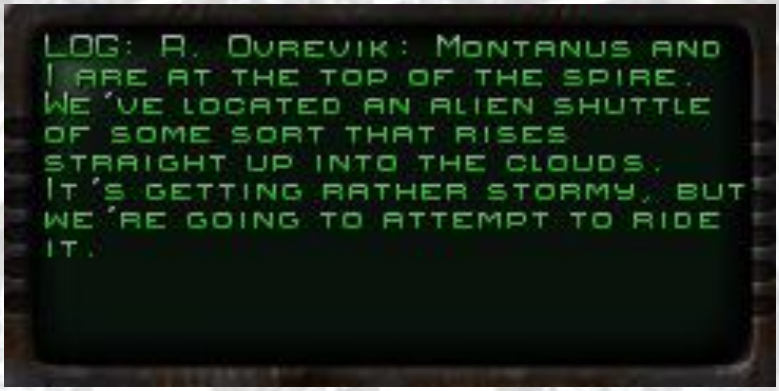
The outlook is bleak.

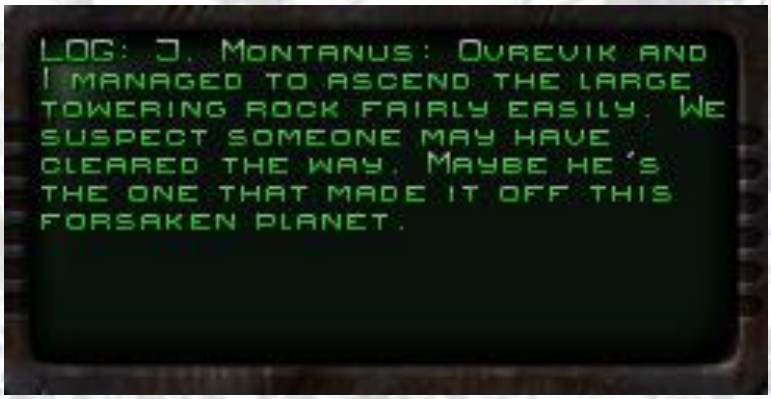
Once again the Prisoner is alone on the surface of the planet trying to escape.

But the Spire Valley is beautiful and lifts your spirits... A little bit.

You continue your long journey, as the shadow of the Suspire looms in the distance.

Unfortunately, you hear powerful roars, they must be Titans





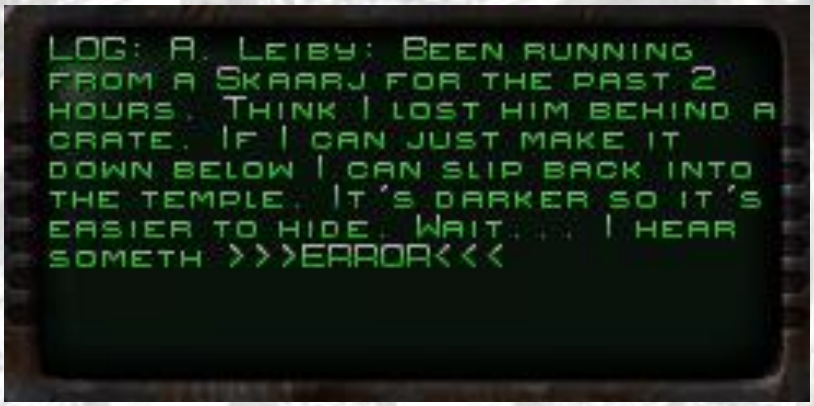
Life was hard, then it became harder.

I hate titans!"

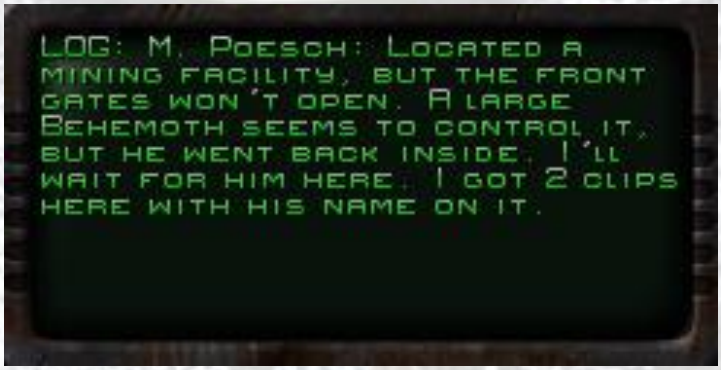
– Prisoner's Record 849

Nagomi Passage (Night)

The Prisoner escaped intact from the Villa Spire, you arrive at the sacred land of Nagomi, a network of canyons and moonlit valleys that have been desecrated by the Skaarj and their minions.



The Skaarj finally kill he



Once all the Skaarj force in the area is removed, you can access the Temple of Velora

The hike to the other ferry has become a real test of endurance. I don't have much to record right now, just staying alive requires all my energy.
-Prisoner 849

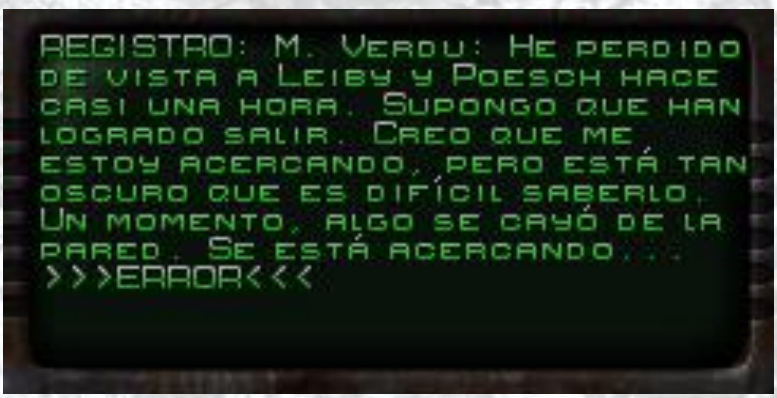
Temple of Velora

The Prisoner arrives at a gloomy underground temple.

The god of the temple is Velora, god related to trials and traps

- *Probable portrait of Velora*

Sculpture depicting Velora



- After surviving many traps, the prisoner observes that there is a Huge Skaarj Berserker, but before that, the path splits into 2, probably to activate the elevator in the background.

You take advantage of the fact that where the Skaarj is, you activate the sharp trap, slicing it on the spot.

I'm glad I made it out of the Temple…
I'm used to being bitten, cut, shot, stabbed or blown away, but there I could have been crushed, sliced, diced or... Skewered by the traps!
Whoever built that place must have been a true sadist.
I'm still moving forward... This is a marathon, not a sprint.
– Registro del prisionero 849

Nagomi Passage (Morning)

When the Prisoner returns to the sacred Nagomi Passage, she soon realizes that her visit to the dangerous Temple of Velora has been largely

futile, accomplishing little more than the passage of time.

When the sun rises on the beautiful land, your goal is the mining facility you saw during the night.

-No hay registros, solo están los mismos registros que cuando estaba de noche.

More monsters have arrived, Skaarj reinforcements, Spiders, and the Behemoth that murdered the human at the door of the facility.

¡I'm tired of backing up so often!

Every time I make some progress, it seems like I have to jump through hoops to stay level. I know I'm getting there, but it's hard.

Two steps forward, one step back.

– Prisoner 849

Planta de fundición de Tarydium

Your continuous search for a means of escape has led you to a grim Tarydium processing facility.

The facility is heavily guarded by Skaarj forces; Getting around won't be easy

-The prisoner must lower the lever in the control room (in the path on the right) so that the magnetic rays of the other room are deactivated and can be mounted on the elevator

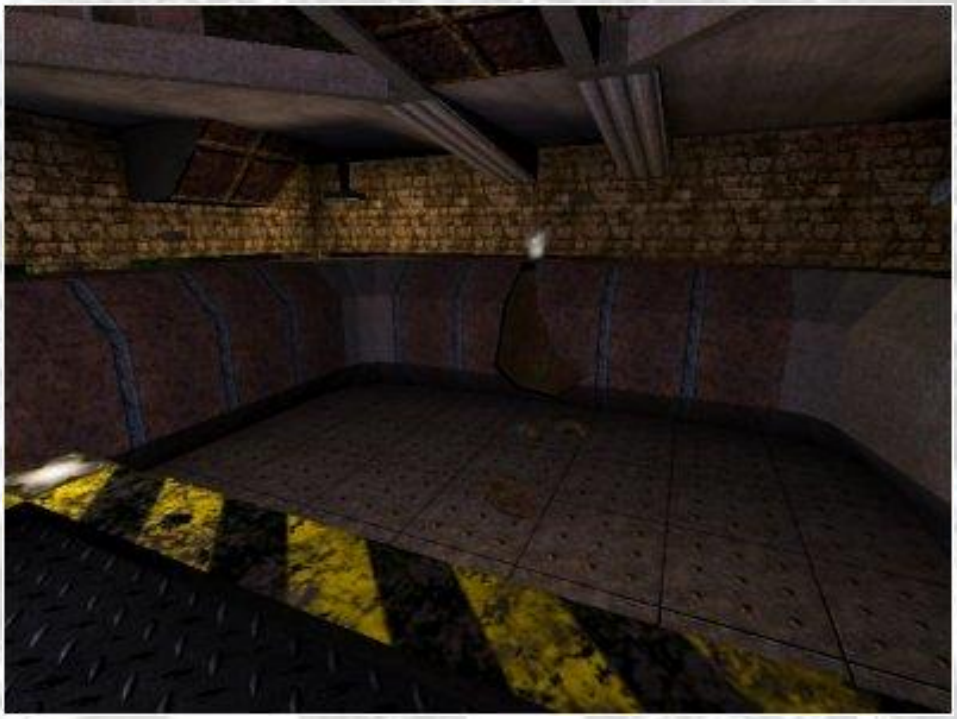
The elevator will already be operational

Then you will have to circumvent the crushing doors from the conveyor belt

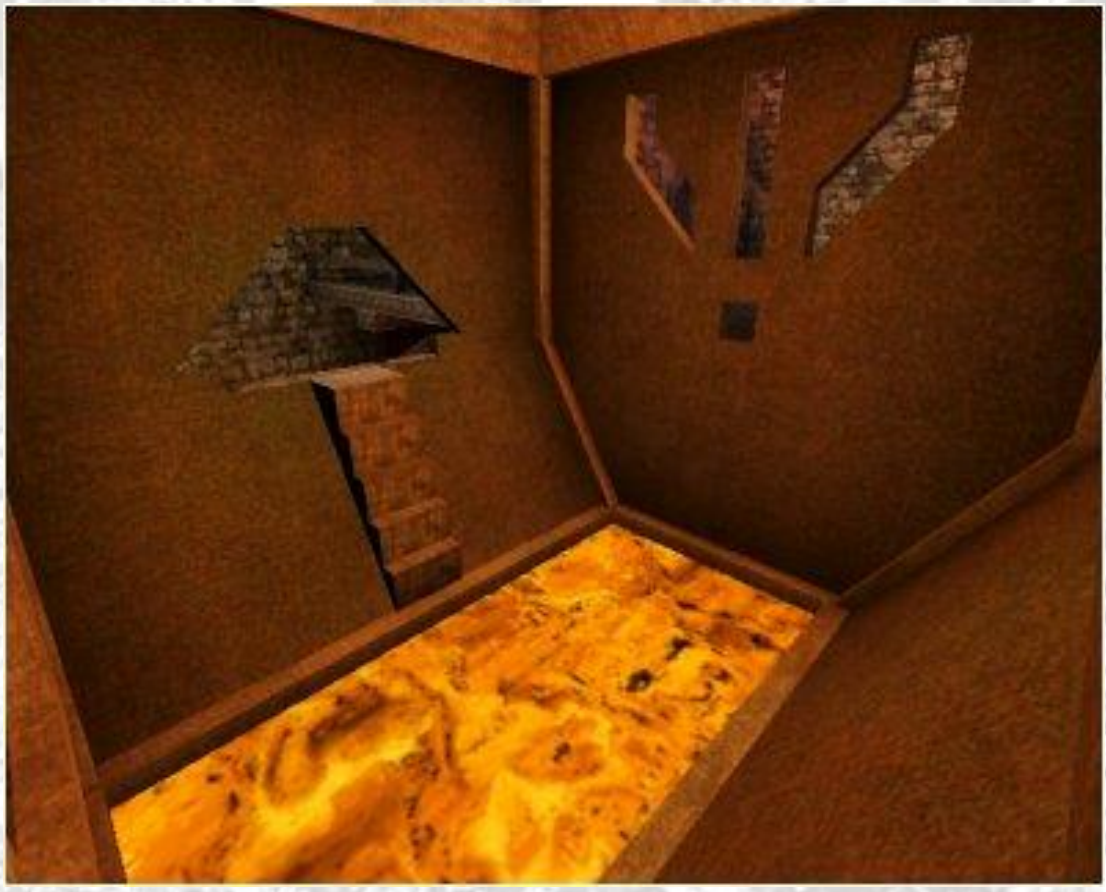
There will be a hidden Brute at the end

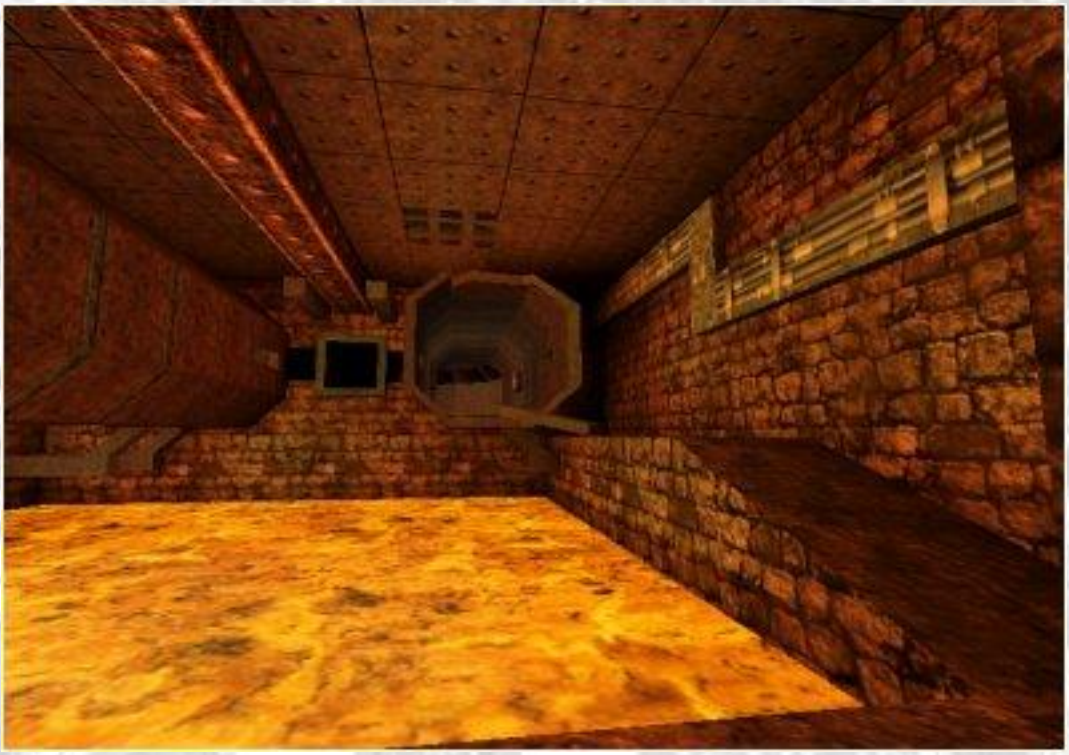
He then jumps into the next control room, starting a close-field fight with a Skaarj...

You will need to get into the damaged tube:

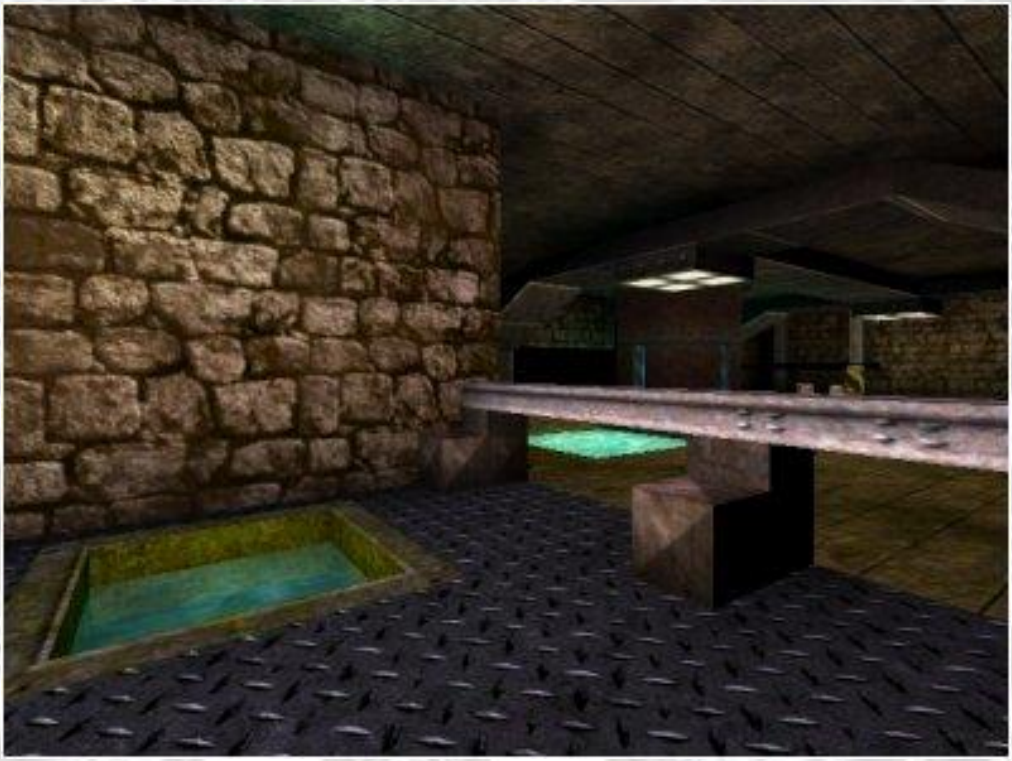


(At this point, the Prisoner must have obtained the Asbestos suit, which will protect her from lava)





The prisoner will have to have pressed the button on the railings in this area in order to move forward.



(You will have to dive and face several Skaarjs)

You finally get to what you think is the end, but you feel watched

A Skaarj Berserker will jump out of the pipes, as it is a very closed site will have to fight very carefully

Finally, the prisoner leaves the foundry

A Tarydium processing plant... operated by the Skaarj!
They must have another colony around. There are Skaarj everywhere, but this time, I'm hunting them... They didn't seem to know he was coming.
I imagine I'm halfway to the shuttle.
-Prisoner 849

Foundry Boundaries

The Prisoner is in the corridor leading from the exit of the previous level.

She can see a pool of toxic mud

La Prisionera está en el corredor que conduce desde la salida del nivel anterior.

Ella puede ver una piscina de lodo tóxico

She glimpses an anti-corrosion suit, but next to the suit's chamber, there is a Skaarj, she must kill

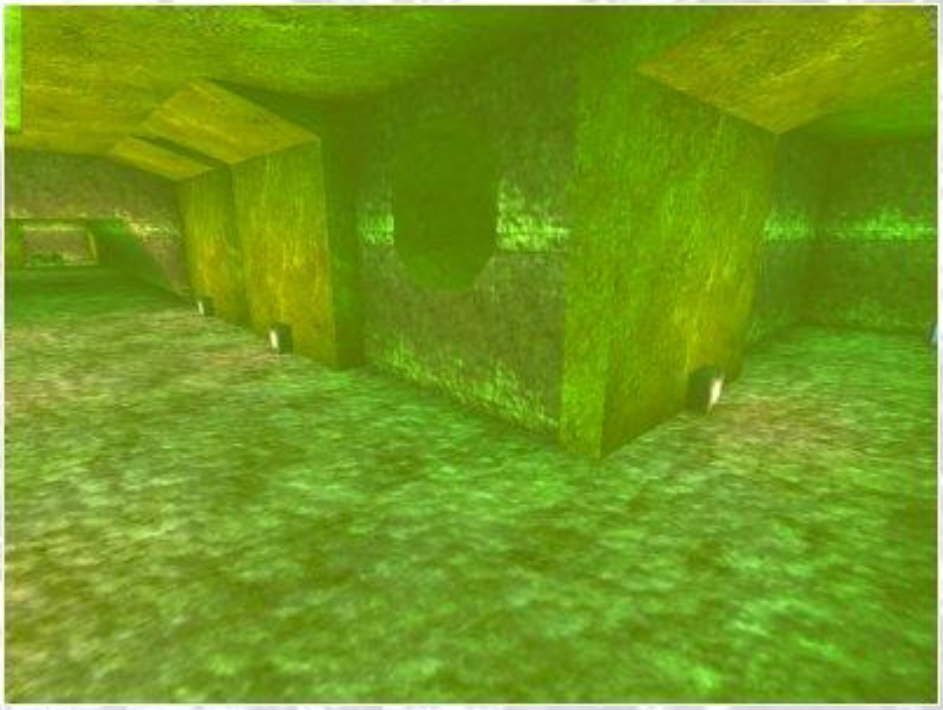
if she wants to get the suit.

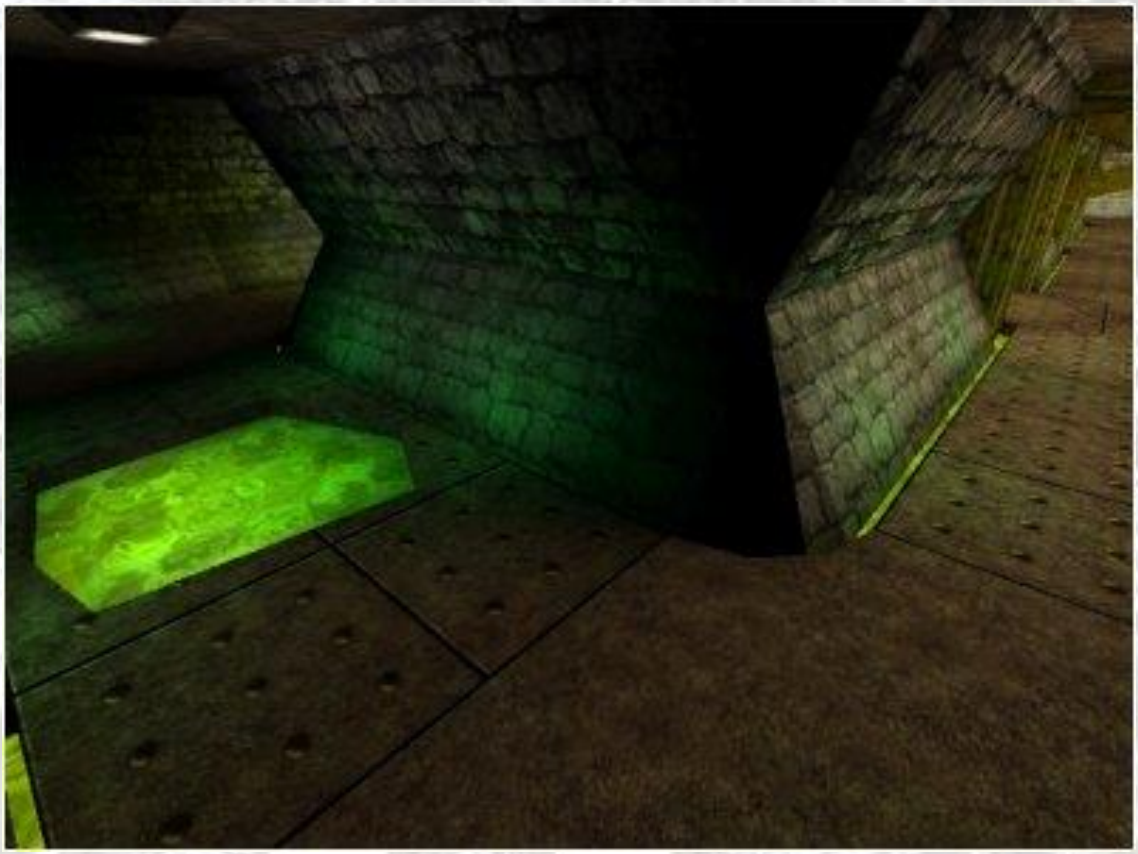
With the suit on, she will be prepared to swim in toxic waters, but before that she will have to deactivate the Bombs in order to continue.

When she deactivates or touches the Bombs she will have a new message:

ATTENTION "In the event that both primary pumps suffer significant damage, the gates of Sector 2B will be opened."

When deactivated, they explode under pressure, causing damage, and the Prisoner can swim in toxic mud with the special suit





After a long time killing Skaarjs, Pupae and some Salamanders (which were in the toxic mud), he arrives at the crane room.

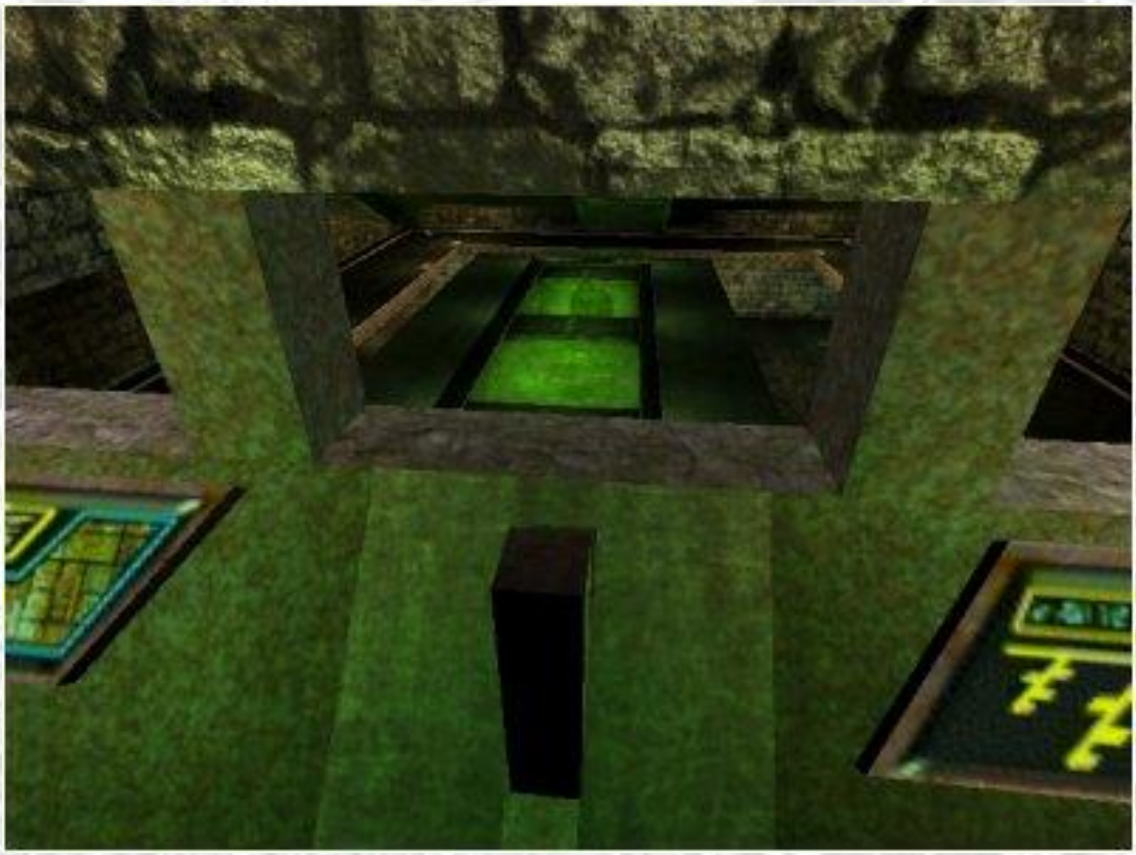
Here you will need to keep swimming in the toxic puddle with the suit to activate the rotary lever

Once activated, the safety bars will have been disabled

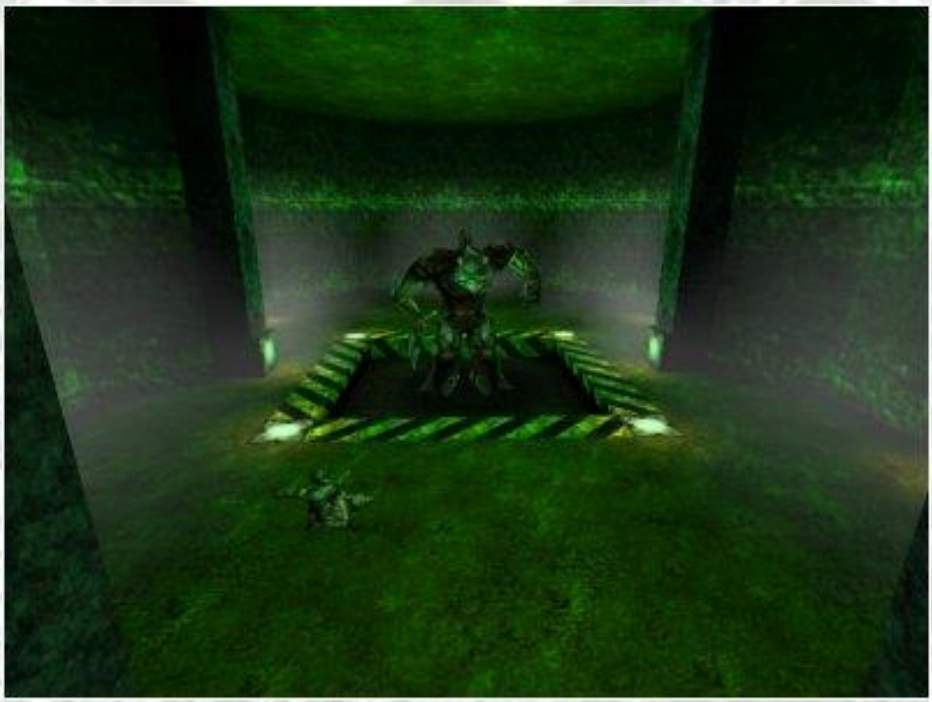
Tendrá que activar un botón el cual está vigilado por Sliths

Once pressed, you simply have to return to the room of the crane, and activate it to break the iron door that prevented *you from passing the Prisoner.*

Ahora deberá adentrarse en el tanque de ácido



After killing more Skaarj, swimming in toxic waters and killing pupae, you reach the door of the "end", but you hear another great roar of an enemy you hate with all your being...

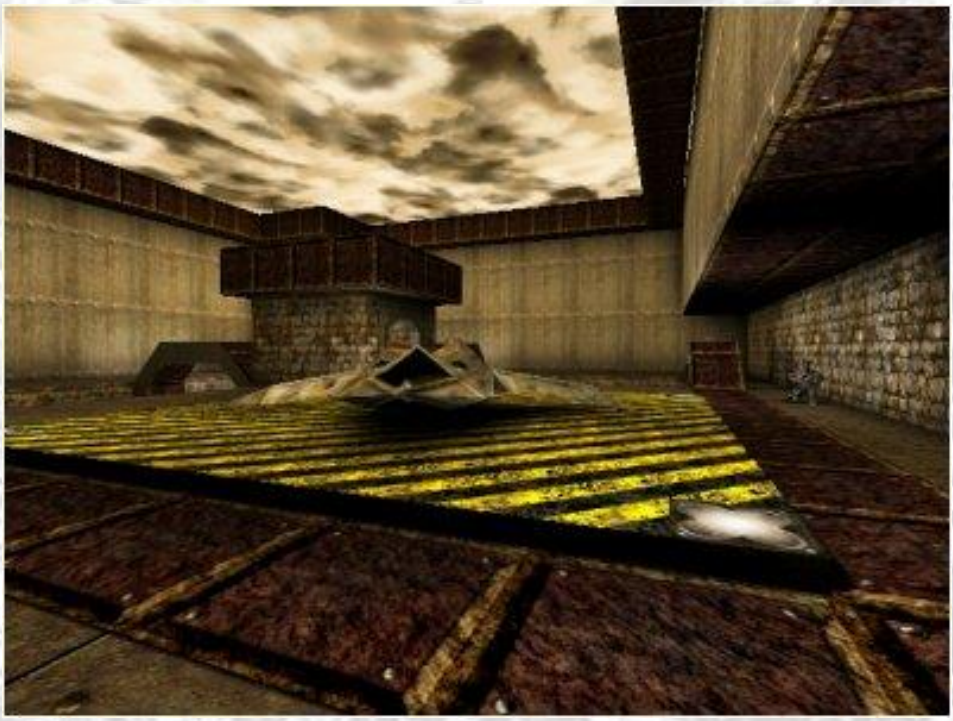


Once removed, go down the hole in the same area and find an elevator.

... She's relieved for now...

It took everything I had to get through the rest of that miserable Tarydium processing plant.
At least I killed a lot of Skaarj and left the place in a real mess [laughs]... the Skaarj won't use that place for a while.
I thought I had done it when I saw the little alien ship in the middle of that seemingly endless plant... I thought I could use it to get off the planet... But it's broken. The shuttle is my only escape.
– Prisoner 849

-The ship you are referring to is this:



Watcher of the skies

Your travels around the Skaarj plant have taken you high in the mountains.

Now, you emerge in an icy wasteland high above the planet's lush lands, but you must ignore the cold: you must go ahead and find that shuttle.

You hear roars of a Titan behind a large stone, but first you will have to face some Kralls and Skaarjs in the area

-There is no record or anything interesting, this area is used directly as a fight against a special Titan (The Ice Titan), it has the same skin of a stone Titan

I will highlight a curiosity of this map:

- *The title of this map could possibly refer to the shuttle (the "Watcher") flying over the Prisoner ("of the heavens") at the beginning of this map.*

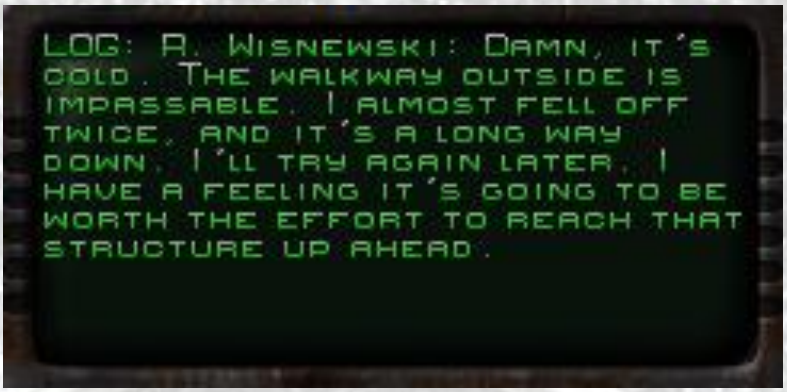
After escaping from the Tarydium plant I ended up outside... on a frozen plateau full of ice.
The contrast with the lush climate before was striking. Anyway, while on the surface I was surrounded by jagged cliffs and sharp peaks, so I'm thinking I'm high up in the mountains.
I must have traveled some distance underground and gained quite a bit of altitude! The good news is that I'm still heading in the right direction.
– Prisoner 849

Gala Peak

You're in the mountains.

Having fallen through a hole in the ground, you have landed in an underground cave.

The Prisoner's journeys continue to take you through increasingly hostile terrain... but you must be almost there!



- The Prisoner must carefully go along the snow-covered ridge, one misstep and she will fall into the abyss...

The prisoner finds the controls of the teleporter, along with an Ice Skaarj, when she kills him and activates the controls she gets a message:

"System: Online Teleporter".

At last the Prisoner can advance to the Teleporter, but will have to fight several Kralls patrols.

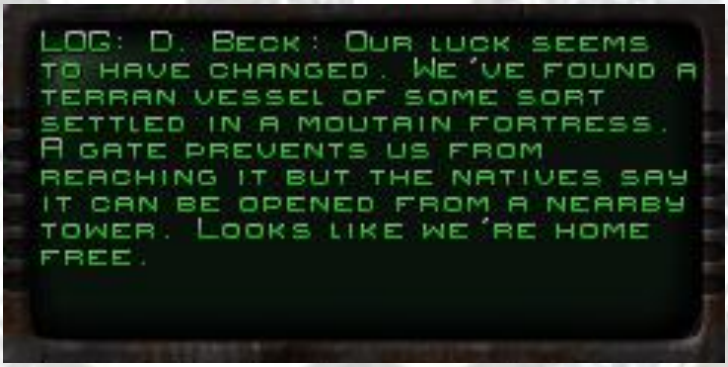
And after killing them, two huge spiders jump, but shooting them now is pointless, so take the fast teleporter...

The ice caves and that disgusting snow-covered ridge were taking me in the wrong direction, away from the shuttle... But I had no choice.
When I made my way to the fort and saw the teleporter, I didn't know what to think. Where would it take me? Closer to my goal, or somewhere else on the planet?
My experience with these teleporters suggested that I wouldn't get too far... And I had no choice but to take a step and find out.
– Prisoner 849

Escape from Na Pali

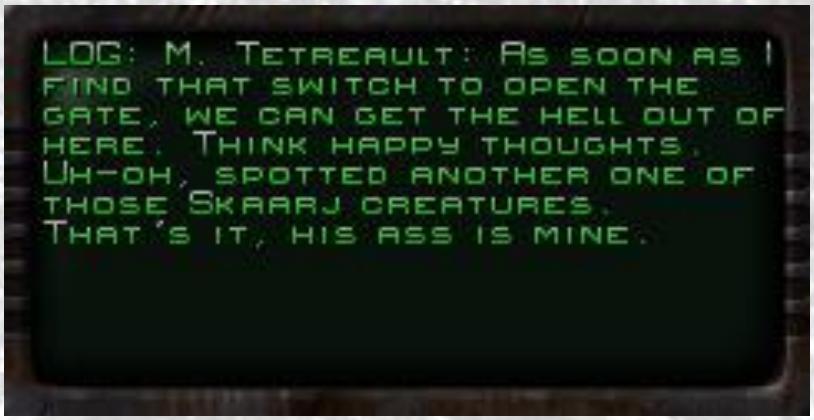
Gala's teleporter has taken you to a dark mountain fortress.

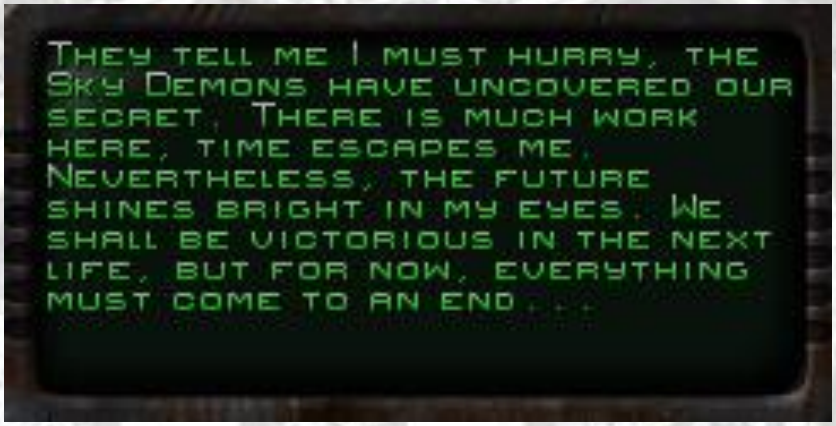
Infested with Kralls, this fortress holds the key to escape... But it also contains something far more unpleasant than anything you've been confronted with since your return to the planet.



Universal translator: *My time to sleep eternal sleep has come. Our struggle with the Demons of Heaven continues.*

We pray for the savior to return to us, but our prayers remain unanswered. At least the suffering is almost over...





The Nali refers to a hidden weapon

*NOW IS THE FINAL TEST, **HE** CAME BACK, THE FLYING WARLORD*

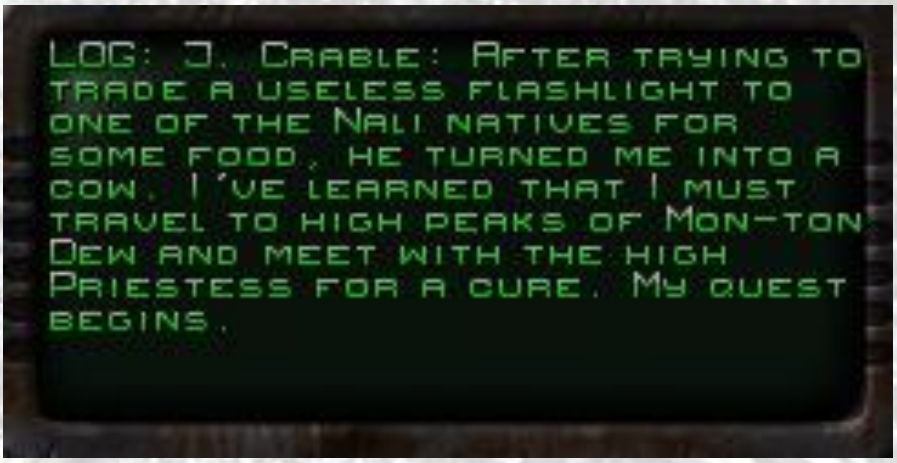
-Graphic representation-

FINALLY THE PRISONER COULD WITH THE LORD OF WAR, AGAIN

-Quickly, the prisoner pulls the lever on the upper floor, giving her access to the ship that will allow her to escape...

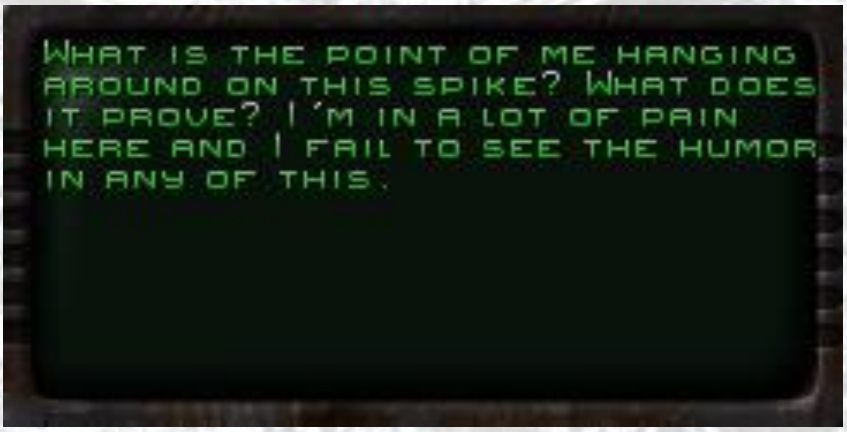
Finally! I arrived at the shuttle and prepared it for takeoff.
The last battle with the Warlord was exhausting... and the Kralls before that were not a picnic. I barely got to the ship and after all that, I still have to deal with the Bay Winery in orbit.
A ferry against a UMS Freeman class cruiser. What a joke! The odds are not good, but the shuttle has a transluminal impulse. If I'm any lucky, I can find some way to outwit or fly faster than Bodega Bay.
I'm sure they won't be waiting for me! What's the alternative... stay on the planet? [laughs] I will take a chance in space.
– Prisoner 849

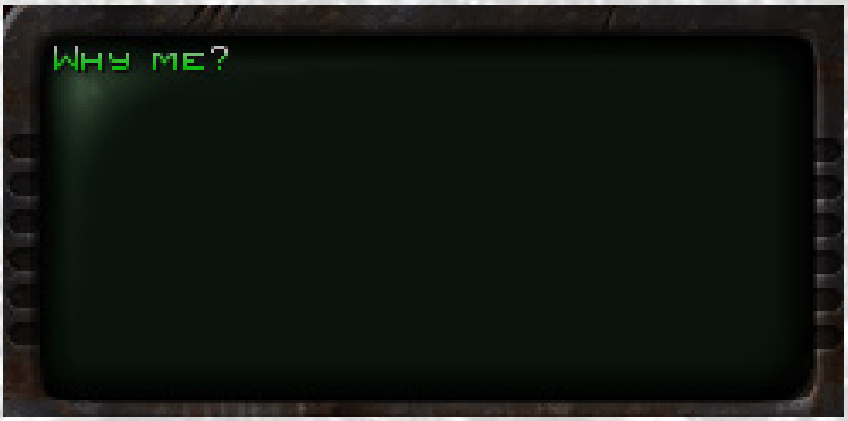
Before moving on to the end, I'll put the Easter Eggs from here

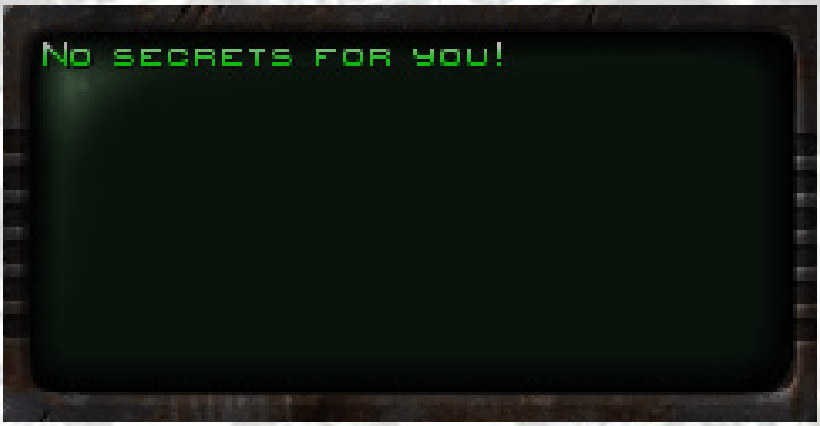


This message on the lake corpse is an inside joke about Epic's "Mountain Dew," which is referenced several times in interviews, and whose only proof of existence is a photo that former Epic Games programmer Erik de Neve once uploaded to one of the comments on an article on the Rock Paper Shotgun site about Unreal's 20th anniversary.

And in the pit where the Lord of War comes from, if we use the command "fly" below, we will get messages from the crucified Nalis:







WE MOVE ON TO THE END:

UMS Bodega Bay: "Bodega Bay to the transport ship... please authenticate"

The Prisoner, in the shuttle, flies closer to the ship, without giving any response.

UMS Bodega Bay: "Authenticate immediately or we will open fire"

UMS Bodega Bay: "They were warned... we are opening fire!"

A missile flies out of the ship's torpedo tube. The shuttle dodges the incoming missile and takes it to the cruiser.

The cruiser is destroyed by her own missile

The prisoner, aboard her ship, and free, sets course somewhere in the galaxy…

Unreal II
THE AWAKENING

UNREAL 2: THE AWAKENING

Eight years after the Strider Wars ended, Earth resumed its expansion into space.

The central government was weakened and power passed to the major corporations that financed the exploration and exploitation of new planets.

Each of these corporations maintained a private force of mercenary soldiers to enforce their will, and the law largely became a matter of the Law of the Fittest.

You are John Dalton, a Marshal of the Terran Colonial Authority.

The TCA is an unmanned police force that patrols the far reaches of outer space.

Your job is similar to that of a marshal in the Old West: you are the sole representative of governmental law and order, charged with keeping the peace in a vast and ungovernable territory."

The Strider Wars

It was a conflict between the same races called Strider and the Humans, Aida was the heroine of having saved the Earth (There is no more information about this war since it was cut in the game, but it is only known that humans won)

John Dalton

John Dalton was once a proud member of the Marines, an elite combat organization dedicated to the two things Dalton values most: courage and honor. However, Dalton's strong moral code proved too much for the military's sometimes callous decision-making.

During a combat mission, Dalton openly disobeyed a Navy colonel's order to leave behind a wounded civilian. He took the woman to safety anyway, and was court-martialed and expelled from the Marine Corps for his disobedience.

However, instead of firing him entirely from ground service, the military relocated Dalton to the ATT, giving him command of the ruined patrol ship.

While on board, Dalton learns all about his teammates, as well as the gear collected throughout the game.

As seemingly revealed in linear conversations, his peers give him due respect, although one or two rare events occur, where conversations become difficult, especially with Aida.

Dalton believes strongly in the military lifestyle and the need for authority, but he also has a strong code of ethics and will always "do the right thing" without stopping to consider the consequences.

Jhon Dalton:

Aída

Aida was a child prodigy, a strategic genius. An international 3D chess master at the age of ten, and recruited into the Terran Armed Forces before she ran out of brakes. About ten years ago, at the height of the Strider Wars, things were going badly.

We humans were outnumbered and outgunned. It seemed only a matter of time before we were eliminated. Aida changed everything.

On a secluded planet called Taiko, he created a village of sorts, with a huge underground complex of transmitters and antennas. It made it seem as if the human army had concentrated its headquarters and most of its forces there. The Striders tried.

They landed in full force, just above the transmitters. Our ships had been hiding behind Taiko's moon. They went out and bombed the planet into oblivion. But it came at a price: Taiko had hundreds of human, innocent colonists who could not be warned of Aida's plan. When he activated the transmitters, he signed his death warrant.

But because they died, millions lived. She made the decision, but she has never forgiven herself. As he grew older, he rebelled.

She believes the military turned her into a monster and now she doesn't trust them or anyone else.

Aida:

Sanctuary

INTRODUCTION

Each mission that we are going to carry out, we will have an introduction in the ship and an explanation of the mission

Aida: *First Officer Aida gives you back command of the ship, sir. The ship's engineer Isaak will be on the upper deck and the ship's pilot Ne'ban will also be on the bow.*

Dalton: *It's good to be back*

Aida: *Really? I thought you enjoyed playing soldiers with your friend Hawkins*

Dalton: *What is our status?*

***Aida**: While docking, we received a distress call from the Elara star system. We are already on our way. Would you like to take an inspection tour of the spacecraft and meet our new pilot, or go straight to the mission briefing room?*

***Dalton:** Shoot whenever you want*

Aida: *We head to Sanctuary, the fifth planet in the Elara System. It is a terrestrial-style world with dense jungle covering it. It is currently uninhabited, except for one Liandri mining operation. A few hours ago we received the following distress signal:*

Danny Miller: *Mayday! Mayday! This is Liandri Lima Six station in Sanctuary. We're in trouble down here. The facility has been invaded by hostile aliens. We don't know what the hell they are or where they come from.*

Multiple casualties. Help, please!"

Aida: *That's all... I don't know who is attacking them or why...*

Aida: *The Liandri complex has two components. The mineral processing unit grinds the rocks and extracts precious minerals. Unfortunately, we don't have any floor plan of the interior. They have cleared the jungle and separated the power plant from the main facilities a few hundred meters.*

Good luck down there.

Before we begin, here are some easter eggs:

1. There is an orange button hidden on the right side of the table in the meeting room, between the side of the table and the wall. Press it to get a SeaGoat hologram that grows and growls. Dalton will exclaim, "Jesus!"

2. Pass Ne'Ban's cabin into the back aisle and jump into the open hatch in the corner of the hallway. If you look back, to the front of the ship, crouch down and look under one of the parts of the hatch, you will find a button, press it so that some evil heads of Lincoln and Grant laugh at you. You'll exclaim "Wow!"

Grant Roberts is a co-worker and friend of Matthias Wrocch, TCA's level designer. He is also the voice actor for Ne'ban.

3. Before talking to Aida in the meeting room, go to Ne'Ban's cabin and look for a hatch outside. Open it and you will see a SeaGoat inside. He will ask "Meep?". You will get these options: Spam, Spew, and Spock. Reply "Spam" three times. Then you will have options 1 - Humperdinck, 2 - Tradition! and 3- Trickery. Answer "Humbug" and SeaGoat will say Lincoln is pleased. Now talk to Aida and you will see that instead of Danny Miller, you will see Abe Lincoln talking!

4. Enter your cabin and stand in front of your locker. Enter the ghost trick. Fly through the locker and return to see the SeaGoat license plate attached to it. Fly back to your cabin, press the tick again and enter walk.

5. Approach the door, crouch down and look under Isaak's table before he informs you about your weapons. You will see a small button there. Press it and you will see an EMP explosion, Isaak will say "Flashbang!" and repeat your line "Jesus!" Open the console again and enter togglebehindview.

You will see yourself!

5. Press the fire key and your character will raise his hand and show the victory sign. Press the alternate trigger and now it looks like John Dalton is fixing something. Crouch down, then tap Space. You will be prone. Walk around some. Now climb the stairs to the top floor and lie face down again. While in the prone position, go down the ladder. You will hear your character scream for a short time and do the animation hitting the ground. Open the console again and enter togglebehindview again. Go to the dropship room and use it.

The sanctuary (Entrance to the mining complex)

The enemies that have shot you are the Izarians

Izarians

The Izarians are psychotic aliens who seem to live to fight.

They had conquered a small area of space and were subjugated to some lesser races. Then they met the Skaarj and became slaves.

With their sadomasochistic tendencies, they didn't care too much that the Skaarj had done it.

Dalton will often see them attacking with energy shock spears as their primary weapon during the adventure.

-Dalton goes into the door, can hear screams and finds the source of them, is a miner who is trapped in a locked door, being tortured, who says the following:

Unknown miner: *Thank God! Help me!*

-Then they drag him from the door, leaving a huge pool of blood-

Now Dalton when entering, prepares with his combat rifle, there are several Izarianos inside.

-Once eliminated, he will take the shock spear and all the cores of the others in case he can take advantage of them, suddenly a transmission from the security cameras will enter:

Danny Miller: *... Make this work. Hey, wait, I'm broadcasting! Lord! Up here! The camera! I'm watching it in the safety net.*

Dalton: *Is the system bidirectional? Can you hear me?*

Miller: *Don't bother answering. The system is unidirectional. I won't listen to you.*

Dalton: *I'm glad I clarified this.*

Miller: *Wow, I'm glad to see you. TCA, wow! I wasn't sure anyone would get my distress call. I'm Danny Miller, level one coach. I hope you are here to rescue me, because there is no I am going out alone. Everyone I see on security cameras is dead. I'm holed up in a security office in the generator building. However, you will have to go through the collection plant to get here.*

Hmmm... The main route is blocked. Wait, I will open the hatches to the runoff basin. It's a short swim. There is a camera on the other side, so I will see you when you go up.

Aida will tell you:

Aida: *Jesus, John. Were WE ever so green?*

- When Dalton enters the next room, he will see that he will have to swim and look for a hatch to find the exit, he will receive a personal transmission of Aida in full swimming:

Aida: *How is the pressure of your suit?*

Dalton: *Okay. Have you ever heard the expression: "Blood is thicker than water"? Well, it's true.*

-Once reached the end in the water, Dalton can come to the surface, to find more Izarians that he must kill (although with the current arsenal it will not be much problem), and once he spots 3 more Izarianos, trying to hit the security camera, Miller responds to this:

Miller: *Stay away from the camera, space monkey fans! Leave him alone! I don't know what these things are, but I hate them.*

Once Dalton easily knocks them down, Miller himself replies:

Miller: *Here Miller. You are a mess! (Laughter) And blue is definitely not your color! These creatures appeared right after we pulled this alien thing out of the mine... It is very old, like a relic. I have it here.*

(Miller will be talking about one of the artifacts Dalton will have to obtain, Miller talks about them in a record):

Hawkins' record of these artifacts:

"Just over a year ago, our Axon Corporation discovered two of these artifacts and set up labs at Hell and Janus to study them. No one knows what these things can do. We know that they are virtually indestructible and that they emit energy in a way that we have not begun to understand. There are seven, buried on different planets for millions of years. Unfortunately, the Izanagi and Liandri corporations took notice and started mass hunts on their own. The Skaarj want them too."

– Sector Commander Hawkins

Portrait of the Artefact completely assembled (I could not find it for the different parts):

Each of the six pieces of artifacts is related to various combat attributes: Armour, Damage, Health, Invisibility, Location, and Speed.

-Dalton will find himself in a room with several fire extinguishers, together with more Izarianos, Miller gives you a brief warning:

Miller: *Be careful, a lot of it is unstable. A direct shot could trigger a big explosion*

After battling more Izarianos, you'll get a glimpse of what Dalton believes are the depths of the complex.

Depths of the Sanctuary mining complex

Dalton toma una puerta que va al exterior, y Miller notifica a Dalton lo siguiente:

Miller: *Good news, sir! I don't see any of those creatures around here. I think you will have an easy journey from now on.*

Soon Dalton will realize that this is wrong, as the Izarians were on the roof to stalk him, once eliminated, he can see a broken door that opens and closes, and he must bend down as there is no other way forward.

Dalton receives another transmission from Miller:

Miller: *Wow! I thought I had lost you. Next is the drain room. It is full of such creatures, but there is no other way. Good luck.*

-Dalton, without much effort, manages to shoot down with the Izarianos, at the same time he does not see anything more interesting there is to take advantage of.

[You can't get past that it's the security room], but Miller answers you about this in another broadcast:

Miller: *"Oh, right, the security door! Wait, I'll open it. Here we go."*

Dalton gets plenty of ammo from the security room and energy for his combat suit, Miller reports again:

Miller: *I'm very worried about the next stretch. None of the cameras work, so I can't see if there's anything there. Be careful, okay?*

-There will be an elevator that will have to be taken to ascend, but something happens:

...

...

-The lights go out and something falls on the roof of the elevator-

Dalton notes that the reason for the blackout: A Skaarj

-The Skaarj causes the elevator to fall, once it has happened, Dalton is confronted by:

-Dalton kills the Skaarj

-Dalton, surprised, says this to Aida:

Dalton: *Argh! Hey, Aida, does your guide include this as a vacation spot for Skaarj?*

Aida: *You're probably checking your Izarian grunts. I don't like this, John.*

-Dalton will see a small elevator near him, takes it and starts to climb. Miller will tell you the following:

Miller: *So...? Nothing happened, right? That's a relief. I guess I was worried about nothing.*

-Dalton crosses a door that leads to the outside, but there will be another Skaarj. Dalton eliminates it and walks through the gate at the end to reach the mine's Power Plant.

CURIOSITIES:

The elevator scene in the mining complex is inspired by a similar scene at Unreal's Rrajigar mine level, when the lights go out and a scout Skaarj attacks Prisoner 849.

Planta de energía

Dalton está en la entrada de la principal fábrica de procesamiento de rocas de Liandri Mining Corporation en el planeta Elara V, cuyo nombre en código es "Santuario".

Miller hace una transmisión nada más adentrarte un poco:

Miller: *La salida está más adelante. No puedo rastrearlo afuera, pero lo recogeré nuevamente when approaching the generator building.*

See you soon, sir.

Dalton knows that when Miller does not appear, things are going to get complicated, and unfortunately it happens. When you leave, nothing else will be invaded by Izarianos and Skaarjs

-Dalton spends a lot of time in the area, nothing interesting happens, until he finally reaches a camera and Miller will transmit the following, believing that everything is over and that he will be rescued:

Miller: *You did it! Woohoo! I'm just around the corner. Get out immediately!*

Dalton, aware that there are still enemies outside like Izarianos and Skaarjs, will replicate Miller's action:

Dalton: *No! It's not safe. I haven't cleared the area yet! The damn kid is going to get killed*

Right after, a scene happens:

The Skaarj will jump for the artifact

Aida begins to tell Dalton:

Aida: Get out!

Dalton: Negative!

Aida: Your work is done. Fighting Skaarj is not in the mission profile.

***Dalton**: That boy just died to take the artifact from the Skaarj. Do you think I will just leave? Take me there!*

***Aida:** Forget it!*

***Dalton:** I'm leaving, whether you help me or not.*

***Aida:** Damn! ... Go to the control room and turn on the generator. And you'd better wait for them to kill you. Because if they don't, I'll do it.*

-Later, after touring more places in the complex and eliminating several Izarianos and more Skaarjs, Dalton finds a console, connects it and a hologram on the table will say the following messages:

Main online terminal.

Foreign object detected in the generator. Analysing... Alien life form detected in the generator.

To end the shutdown and restart the generator, press the override button.

-Dalton presses the button and hears another message:

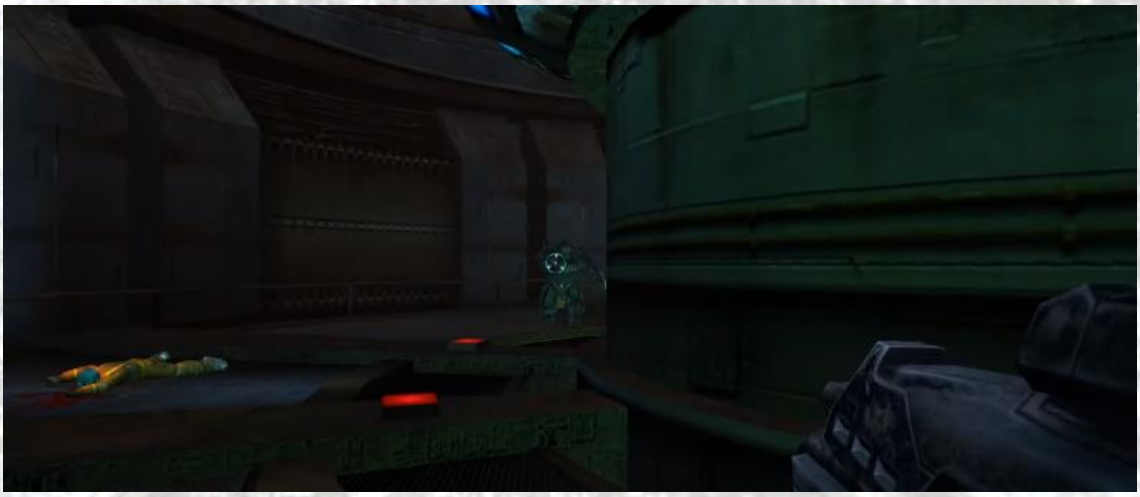
Start-up sequence enabled. Retractable shield. Generator now online.

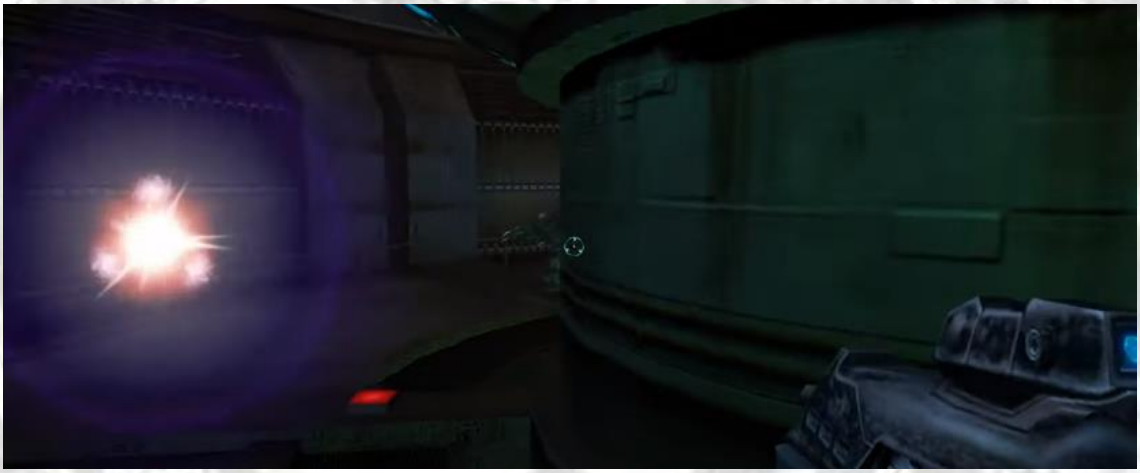
The generator is on now, but going down will be dangerous and a challenge for Dalton

Dalton will receive a broadcast from Aida:

Aida: If you're going down, be careful. I deciphered an intercept of the Skaarj saying they want that thing with all their might.

-After Dalton jumped several places down, and almost died in the attempt, he is finally on the floor of the generator, and the battle against the great Skaarj will begin…





Finally, Dalton manages to defeat the Skaarj

Once removed, Dalton obtains the artefact and will say the following:

Dalton: *I have the artefact, whatever it is. It seems strange... and VERY old.*

To which Aida says:

Aida: *I called headquarters and they went crazy. A fast ship of marines is on its way to pick him up. Surface and crouch until they arrive.*

Kramer: *Good job, Marshal. You Should Have Been a Marine*

Dalton: *Don't make me talk…*

Kramer: *Is that the artefact? It doesn't seem like a big deal!*

Dalton: *However, it must be important to someone.*

Kramer: *Okay, we'll take care of it from here. Be careful when flying; the area is still very hot.*

Dalton: *I will, Semper Fi*

CURIOSITIES

The gates at the beginning of the sub-level of the Power Station are different from those at the end of the sub-level of the Mining Complex, although they are in the same area.

There is a Skaarj lying on the shore of the lake just before the power reactor. He's not dead or anything, he was just lying there breathing slowly.

The Swamp

Dalton, leaving orbit and heading to Atlantis in his ship called Peacemaker, will receive a transmission from Aida:

Aida: *Atlantis calling Peacekeeper. We'll send you back, John.*

Dalton: *What's wrong, Aida?*

Aida: *We have more problems down there.*

Dalton turns around in the Peacemaker and lands on the surface of the planet before, but in one of its swamps.

Aida: *Your Marine friends were shot down before they reached escape velocity*

Aida: *Their ship crashed in a forest on the other side of the planet, but they confirm they have the artefact still*

Aida: *They established a perimeter and will hold the position until you arrive*

Aida: *The native creatures shouldn't cause you any trouble, but someone shot down that ship, and whoever did it is probably still around. We can't fly there. You will have to enter on foot*

Aida: *They have lit beacons to guide him to the crash site. Look for the Marines and take them to a clearing big enough to go down to Atlantis. See you soon.*

- Dalton follows the beacons until he finds the Marines

Sergeant Kramer: *I'm glad to see you, Marshal*

Dalton: *I was just passing through.*

Kramer: *It was also a good night to walk*

Dalton: *What was it this time? Izarians?*

Kramer: *Skaarj, most probably*

Dalton: *Did you get the artefact?*

Kramer: *I dug him up from the rubble. Not a scratch.*

Dalton: *Any enemy activity?*

Kramer: *Just some Izarians explorers. Of course now they know we're here."*

Dalton: *Did all the soldiers make it?*

Kramer: *The three you saw before. Ready for action.*

Dalton: *We need to explore a clearing.*

Kramer: *We'll be ahead of you. There is a place about 2 clicks away. Perfect for a descent ship*

Dalton: *There won't be a descent ship***.**

Kramer: *What!?*

Dalton: *Are you going deaf, soldier?*

Kramer: *No, sir. Sorry, sir*

Dalton: *Let's descend Atlantis*

Kramer: *Holy heaven... Can you do that?*

Dalton: *A piece of cake*

Kramer: *All right, Marines, pay attention, we're moving. Stay close, Marshal. If we separate, I will go find him*

-Dalton, along with Sergeant Kramer and his men glimpse the clearing where they make the perimeter, supplied with power stations, health and deployable turrets

Basically, Dalton and Kramer along with their men will have to defend themselves from several waves of Skaarjs and his henchmen Izarianos. After a long battle, Atlantis descends crushing the enemies who pursued Dalton and the others.

**Aida, in a comical way, will say the following in a broadcast:*

Aida: *Did anyone call a taxi?*

- Before ascending, and surprisingly, without anyone noticing, a peaceful alien creature enters the ship, which its name is SeaGoat:

SeaGoat

The SeaGoat is a small green rabbit-like creature that lives in the swamps of Elara V. It has a vertical mouth, two large yellow eyes, and two curved antennae on the top of its head.

The SeaGoat is docile, but bites to defend itself when attacked. It is similar to the Nali Rabbit, which appear in early Unreal, by appearance.

Easter eggs on the SeaGoat:

1. A sea goat can be found on John Dalton's boat. If the player interacts with him, he must pass a test. Once all the questions are answered, an Easter egg will appear.

2. In another Easter egg, sea goats can be seen having a party on John Dalton's boat.

3. The development team members liked their SeaGoat creation so much that they included many Easter eggs throughout the game with the Seagoat theme. Most of them can be found in the interludes of Atlantis.

4. Matthias Worch even registered the seagoat.us and seagoat.org domains that are no longer active. Originally, it was planned to have more information about the animal in those domains, but they were never complete.

5. An image of a SeaGoat with red eyes instead of normal yellows, with the slogan "Obey!" can be found in one of the game's texture files.

The image is as follows:

Hell

--INTERLUDE--

- Dalton looks to Ne'ban in Atlantis, to congratulate him on his good landing in the previous zone.

Ne'Ban: *Greetings, Marshal*

John Dalton: *Great job landing there.*

Ne'Ban: *It's a pleasure to serve.*

Dalton: *Docking with the sea ship also seemed complicated.*

Ne'Ban: *A maneuver I've practiced many times. It was an honor to reunite those men with their combat unit.*

Dalton: *Do you have a course mapped out?*

Ne'Ban: *Yes. A place called Hell. At least, Aida told me to go to Hell, so that's my plan.*

Dalton: *Where is everybody?*

Ne'Ban: *Aida is in the meeting room and Isaak is in the weapons bay.*

Dalton: *See you later.*

(Here Ne'ban will ask Dalton a question about Aida and her pas)t:

Ne'Ban: *Is this Aida the same Aida who won the battle of Taiko and brought victory in the Strider Wars?*

Dalton: *Why do you ask?*"

Ne'Ban: *She is very famous among my people.*

Dalton: *Yes, although she doesn't like to be reminded.*

Ne'Ban: *She must have been very young, in human years.*

Dalton: *She was.*

Ne'Ban: *Why she's not a general in your army*

Dalton: *Ella tiene un pequeño problema con la autoridad. Pero no te preocupes, está trabajando en eso.*

After this conversation, Dalton goes to Aida, to receive the information of his next mission:

Aida: *Ready for the briefing?*

Dalton: *Let's do it.*

Aida: *We are approaching Hell, a frozen moon orbiting the planet Gaigan, a gas giant in the Eizo Star System.*

Elysium is an Axon Corporation research facility in Hell that works closely with TCA, the organization we all so proudly serve.

Commander Hawkins says there have been no transmissions from the station for 18 hours. Our mission is to find out why.

The base has four research modules located around a central axis. Each of the labs focuses on a different area of weapons research. Here's a glimpse into the surrounding terrain.

*By the way, the Commander mentioned that researchers are working on an artefact that looks a lot like the one we recovered from the Sanctuary.. You don't assume they could be *related*, do you?*

Dalton: *See you later.*

-Dalton leaves the information area and goes to the Peacemaker

!

Hell (Descent)

-Dalton will start in a high snowy area (since snow continuously falls on the planet), and glimpses a bridge in the background, Dalton will see a new creature, which is a Mukhogg

Mukhogg

The Mukhogg is a huge boar-like creature native to the icy wasteland of planet Hell. It's a big bull-like animal that's scary, but it's not tough.

It has four large bloody fangs and a long tongue. Mukhoggs walk on all fours and have a small tail.

They have broad backs, almost suitable for carrying things. Their skin is blue, white and black. The Mukhogg charge trying to hit the enemy with their long fangs, but despite this, the Mukhogg are not hostile as such, they will only attack if provoked or attacked.

-Once finished with the creature, Dalton will be able to cross the bridge without problems. In the background he glimpses a huge open hatch, which suggests that it is some kind of elevator that takes him to the lower complex. Once going down, the complex, by a transmission of some audio system, will say:

Voice: *Welcome to the Elysium Weapons Research Center. Have your green nameplate in view at all times."*

Dalton will start talking to Aida over a broadcast, asking the following:

Dalton: *Aida, did you remember to pack my green nameplate?*

Aida: *Yes... It should be right next to your pink library card. Don't worry about it... I will hack the security system and they will never notice. They have a very strict security. This might take longer than I thought.*

Dalton: *Take your time. It looks like I'll be in this elevator until early next week.*

-The elevator will stop a little after that, Dalton sees a door and he says again to Aida the following:

Dalton: *How is Aida doing with that assurance?*

Aida: *Still hacking. Ready in a minute.*

-Dalton will realize that it will not do any good to wait, he must continue to move forward without many remaining options. Further you can glimpse the following alert:

"Security checkpoint. Unauthorized personnel not allowed beyond this point. Firearms banned"

-You will have no choice but to enter that site, the lightning fields will be activated once entered, he will begin to worry and say the following:

Dalton: *Uh, guys?*

Aida*: What... Wait, John?*

Announcer: *Please remain motionless for weapons scanning. Scanning...*

-Suddenly, rotating turrets will be deployed:

Announcer: *Weapons detected. Abandon all weapons... Thirty seconds...*

-Dalton increasingly worried says

Dalton: *They seem to mean it, Aida*

-The turrets will begin to turn, preparing to fire Dalton:

Announcer: *Give up all weapons...*

Dalton:*... They don't really like guns*

-Dalton will talk with Aida, the latter pressured by the situation

Aida: *Damn!*

Dalton: *When you're ready, Aida*

Aida: *I'm working on that!*

Announcer: *Ten seconds. Online defense turrets*

Dalton: *Aida!*

Aida: *Got it!*

-Aida disables in time the security system and turrets, ready to attack Dalton

Announcer: *Security override. Disconnection of defense systems. Thank you and have a nice day*

Dalton: *So you had it all the time or do you just like to make me sweat?*

Aida: *Go to Hell, Dalton*

Dalton: *I'm already there, I close*

-Finally Dalton manages to pass through the huge yellow door that was behind the lightning field, as soon as he enters, he will realize the huge disaster that will be in the installation, the ground floor will be engulfed in flames and with all the staff dead. Dalton simply won't be able to move through the room on his right, as he will ask for an ID card.

Dalton will say to Aida:

Dalton: *Aida, can you walk through this door?*

Aida: *The schemes look like spaghetti. You'll have to figure something out on your end*

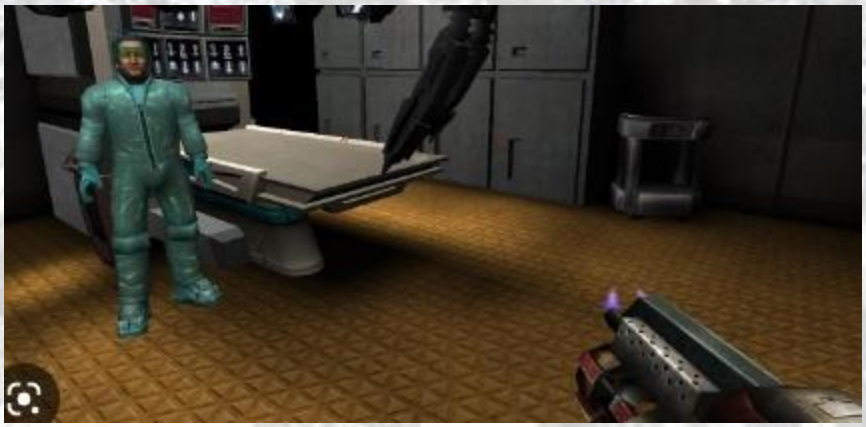
-Dalton must return through the door he passed previously and see an elevator; he takes it and goes down to the ground floor

Hell (Discovery)

-Dalton approaches the desks of the workers who have died, but hears only static, there is a corpse that will have a flamethrower, which obviously Dalton will catch.

-At the same time he glimpses a single door on the right, he will take it and reach the Medical Care room, almost all are dead, but there is one who survived being badly injured.

-Dalton will heal him and the survivor can stand up, the following conversation will begin:



Jensen: *Who are you?*

Dalton: *John Dalton. TCA, Marshal. Who are you?*

Jensen: *Jensen. Maintenance of Area 9*

Dalton: *Where is everybody?*

Jensen: *Dead! They are all dead!*

Dalton: *What happened?*

Jensen: *The alarms went off... They told me to block the door. And then there was... An explosion. I crawled here to get fixed, but I must have fainted*

Dalton: *Can you walk?*

Jensen: *Yes, I think so.*

Dalton: *I have to check the rest of the facilities. How can I pass the fire in the area of operations?*

Jensen: *You can go through the control room on the second floor. I know the security code. There is an elevator on the other side*

Dalton: *Okay. Follow me*

-Dalton and Jensen will have to return to the previous operating room, Dalton will begin talking to Aida by transmission:

Dalton: *You heard the man Aida. They're all dead.*

Aida: *I guess that explains the silence of the radio.*

Dalton: *But what killed them?*

Aida: *I'm picking up life forms further in. I guess you'll soon find out*

-Dalton and Jensen arrive at the room that was blocked, Jensen opens it with his ID card, Dalton once inside, you will see the controls of the room, where you can play the audio records, which say:

Announcer: Most recent log entry - Playback.

Unknown Person 1: *Help! Emergency! This is Elysium. We need military support. The experiments went wrong; some escaped and are now everywhere. We built a blockade, but we don't know how long it will last...*

Unknown Person 2: *They're coming!*

Sheffield: *Let them come. I have something for them*

Unknown Person 2: *Back off, Sheffield! Those containers are flammable!*

Sheffield: *Come on, you bastards! Eat fire!*

Unknown Person 2: *No! Don't do it! *Noise**

*****HUGE EXPLOSION*****

Announcer: *Full reproduction*

-Dalton once he explores the place returns to the control room with Jensen, who will say:

Jensen: *Oh my God! Dogget is dead! I can't handle this...*

...

Jensen: *What was that?! They're on the walls! Return! Care!*

-Several Araknids will come out of the vent, instantly killing Jensen. Dalton enters the facility, wary of the flames and the new enemy that is the Araknids.

Araknids

Araknids are alien animals that look a bit like terrestrial spiders, transplanted to the planet Eizo VI C: Hell for research purposes at the Elysium Weapons Research Center. They are not known as an aggressive species and their home planet is unknown. It has 2 more variants, those that are in the development or egg stage, or those of red color, which are stronger and that were exposed to the energy of the artifact.

- Dalton finishing with small Araknids, glimpses the next level of the installation, entering it.

CURIOSITIES

1. *Some of the level designers for the maps in this level had arachnophobia, as you can't see a single Araknid when you open the maps in UnrealEd. All enemies are generated, so they are not visible in the level editor.*

2. If the player has arachnophobia, he can pass the following two maps with a command if he enters "switchlevel PA-Hell" on the console or, if you want to see what happens, but not face anything, enter the console: "killall U2AraknidBase", if you have a slight arachnophobia, you will be fine also with the "GodMode"

Hell (Desolation)

-Dalton will find himself in a room with a generator and several Araknids, he sees a door with smoke blocked, preventing him from passing. A while later, after eliminating several more Araknids, Dalton will find a beam that must shoot, next to the beam; there is a scientist who lies lifeless and a combat rifle. You will take an elevator that will take you to the upper floor and you will observe that there is a collapsed fan of a gas, Aida will say the following:

Aida: *Ionized plasma gas... You will have to ventilate it to get ahead*

-He will observe that there is another fan, but broken, and he will have to bend down to pass by, but without much surprise, Dalton will see that there are more Araknids, who go towards him, saying the following:

Dalton: *Ha! Little bastards. They're not so bad... Uh-oh...*

-Soon you will have reached the end of this fan, and on your right you will see some controls like those of the Sanctuary, Dalton activates them and the gas that was in the previous fan will be sucked in, allowing Dalton to access there, Aida will say:

Aida: *Okay. That fan should suck out enough gas for you to get through.*

Aida: *That fan should suck out enough gas for you to get through.*

-Dalton enters the previous fan, gas is no longer a problem, and Dalton will see two green

capsules, one attached to the wall and one on the floor.

Dalton will see a scientist running through a door, only to be killed by the Araknids; there will be the brief conversation:

Scientist: *Thank God you're here... Argh!*

Dalton: *Great. Something else to keep in mind...*

-Dalton after Dalton clears the area of more Araknids, he will see medium Araknids, it will be one of the most difficult parts because of the large presence of unhatched eggs and medium Araknids, once all this is finished, and he will see a room and enter it, giving way to the next conversation

Dalton: *Oh my God, is this where everyone comes from?*

Aida: *No, there aren't enough pods. And they are too small to contain the big ones. They must come from within*

-Dalton will continue to kill several more Araknids, and will see a door that he must cross. After killing several medium-sized Araknids, Dalton will say:

Dalton: *Damn, these things are hard. I had never seen anything like it!*

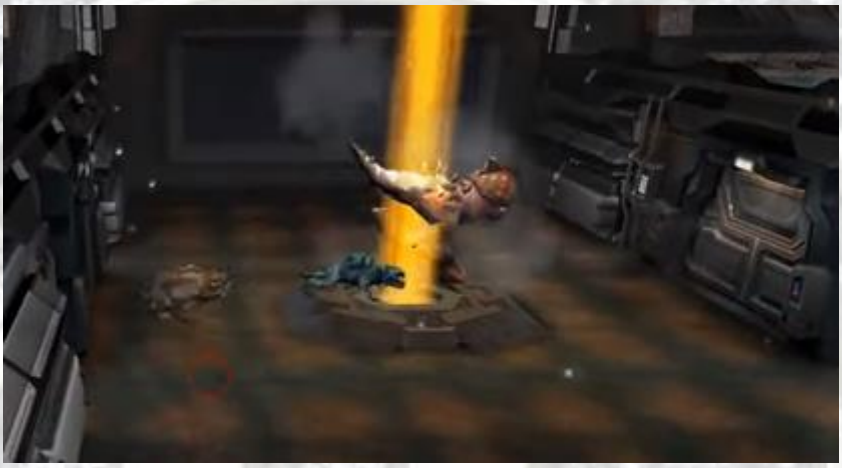
Aida: *No one has been able to know or say this before.*

Dalton: *Say what?*

Aida: *It's completely new DNA. I'm reading traces of a strange radiation that has changed its genetic structure*

Dalton: *That's great. I'm fighting giant spiders, killers and MUTANTS*

Soon Dalton will see the source of the radiation.



It is a yellow ray with radiation, which makes any creature or living being when crossing it double and even increase its size even more, for example, the creature it shows, is originally from the jungle of the Sanctuary.

When crossing this ray, it will increase its size, but it does not always make it hostile, in the case of the Araknids, these are hostile, but those in the image are not.

-Dalton will take an elevator that will take you to the upper room:

Hell (Disclosure)

-Dalton enters once the elevator has taken him upstairs, and will be in front of a door, which will say:

Announcer: *Emergency closure in force*

Aida: *The control room is on the upper level. You will have to raise and override the lock*

-Dalton will not be able to advance, but if he can go to different levels with the same elevator, first he will touch the materials laboratories

Announcer: *Now entering the materials laboratory*

-Dalton will find a while later, after going to other blocked sites, a broken door, Aida says:

Aida: *What a mess! How are you going to go up to the control room?*

Dalton: *That's why I get a lot of money.*

Dalton looks around, and will see a new type of Araknid, orange (radiation blame), but it's not what worries him most:

The area has been filled with molten liquid metal burning, along with radiation, makes that, if Dalton steps on it or touches it, it will be almost eliminated instantly.

-Dalton after jumping from one place to another doing parkour, you will reach the upper room, which is the control room, Dalton presses the override buttons:

Announcer: *Emergency cancellation 347 accepted. Lock disabled*

-This makes all the doors open, Dalton goes down the area where the molten metal was, since it is the only way. Dalton will find himself going down the elevator at the Central Dome, he walks forward and you will see the work area. The path on your left will be blocked, so you will have to go to the right, Aida says the following:

Aida: *I just discovered that Axon used the lightning you see here in the artifact to test his powers on different materials, atmospheric and animal. That would explain all this disaster.*

-Dalton takes an elevator, after another round of killing Araknids

Announcer: *Now entering the atmospheric laboratory*

-The doors will be closed as before, the front camera will have several Araknids and plasma, but Dalton will press the controls from left to right. The Araknids will try to get out, but will slowly die. Dalton turns off the lightning that was there and the following dialogue will jump:

Dalton: *What's the way out, Aida?*

Aida: *The main route is blocked. But the schematics show an access hatch at the end of the plasma beam tube in your position. Can you get down there?*

Dalton: *Who gets me out if I get stuck?*

Aida: *I won't be able to get you out! Ne'ban and Isaak can pull out straws but I can't*

-Dalton again deactivates a block that had:

Announcer: *Emergency cancellation 347 accepted. Lock disabled*

-Dalton goes down the elevator, and enters the room on the left. He returns and enters the middle room, jumps into the ray tube and starts killing more Araknids. Dalton uses the controls on the left hatch causing a short circuit. Only the right hatch remains, activate the controls of said and the door will open. Dalton prepares the flamethrower and kills several Araknids. You will see a corridor and a dead scientist, pass through the next door, receiving the following message:

Announcer: *Now entering the biological laboratory. Containment gap of biological samples*

-As usual, Dalton goes to another control room, the room on the left has some cages, the middle one, the orange ray, in which you can see Dalton as the light Araknids become medium, a conversation will start:

Dalton: *So this is where spiders come from. It's a breeding farm!*

Aida: *Biological experiments. The little guys walk through the lightning, and suddenly they are huge*

Dalton: *And somehow they came out*

Aida: *Not only that, but this ray has split. It has only a fraction of the power of the original. If one of these creatures reaches the source, there's no telling what might happen to it.*

Dalton: *But that's where the artifact is. So that's where I have to go.*

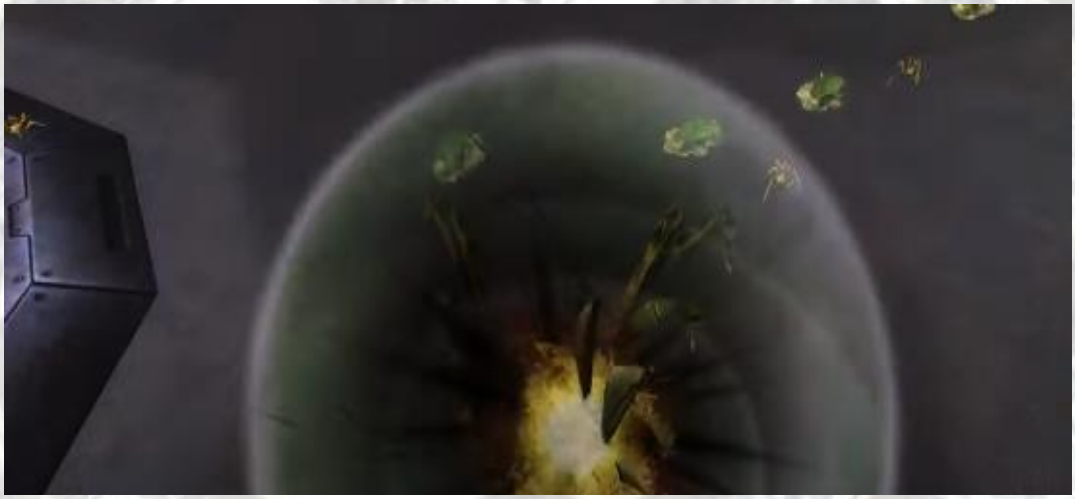
-Dalton will deactivate the cages of the other animals that will facilitate him with the hunting of Araknids. He takes advantage of this and goes down the crack he will find. The path of the rift will be full of Araknids, which Dalton must kill.

Coming to the end you will observe the following:

Aida: *The artifact is in the beam. You have to turn it off. The controls are right next to it, but be careful. There's something else there. Something big*

-Dalton will face the most huge Araknid he has ever seen, the battle will begin

-DALTON AFTER SCORCHING HER WITH THE FLAMETHROWER, THE ARAKNID BOSS IS DEFEATED-



-Dalton disables the beam, allowing him to obtain the second artifact:

-Dalton returns to the Peacemaker and leaves the planet, heading for Atlantis:

Aida: *The sector commander is on the hyperlink. Wants to talk to you*

Dalton: *Take Me*

Aida: *Make sure you greet him properly, decide how many fingers to use*

-Dalton and Aida arrive in the operating room and Aida activates the hyperlink, establishing communications

Commander: *Good job retrieving the artifact, Jhon. Let me tell you a little about the*

Commander: *More than a year ago, our corporation Axo two of those artifacts and built two laboratories in Infierno and Janus to study them.*

Dalton: *What do those things do?*

Commander: *No one knows. We know that they are virtually indestructible, and that they emit energy in an unknown way.*

Dalton: *How many are there?*

Commander: *Seven. Buried on different planets for millions of years. Unfortunately the Liandri and Izanagi corporations have found out and started massive hunts on their own.*

Dalton: *And what do the Skaarj paint in this?*

Commander: *They know we love them, so they want them too.*

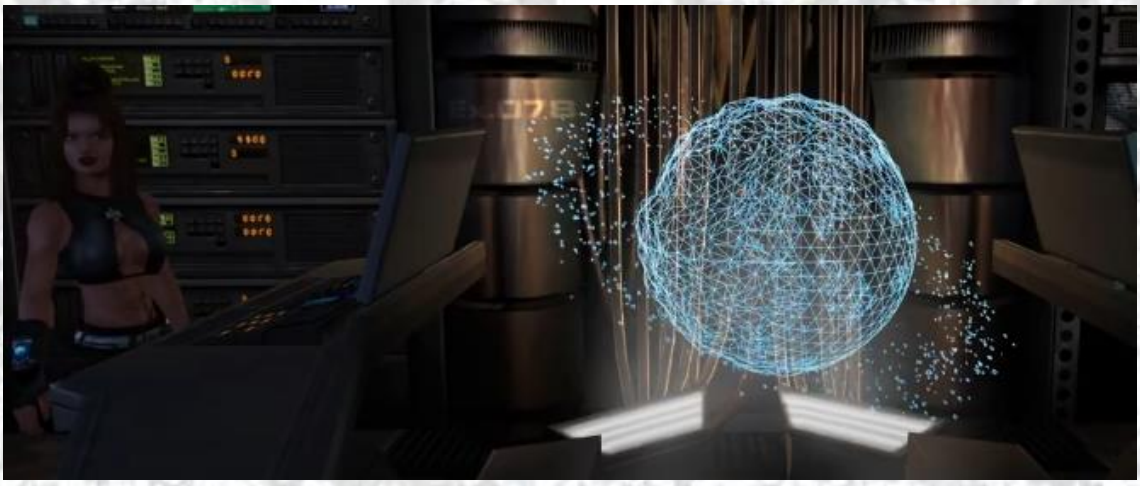
Dalton: *And what's going to happen now?*

Commander: *Your wish may be fulfilled, John. General Drexer has temporarily commissioned your ship for the Marines. From now on you and your crew will return to your old posts*

Dalton: *Will it be permanent?*

Commander: *Maybe. Now I am also an honorary member of the Marines, and your orders will come through me. Then I will return to the ACT, but you can stay forever, I have already informed Aida of your next destination. Good luck and good hunting.*

-Dalton heads to Aida to receive the report of the planet Acheron



Aida: *Acheron is the strangest form in the industry. It is a T-class world orbiting the star NC867.*

Aida: *What's interesting is that the planet is covered by a single gigantic organism that has breathing tubes the size of a subway tunnel, and spores as big as a spaceship.*

Aida: *The Izanagi Corporation has been methodically killing this creature as they terraforming the planet.*

Aida: *They have built a ring of giant chemical reactors to convert the atmosphere to the standard levels of gases on earth, such as oxygen, which seem to be intolerable to this organism.*

Aida: *I took out a probe from the Marines.*

Aida: *Days ago all terraforming efforts stopped, and Izanagi forces turned it into a single excavation site*

Aida: *We believe that they have found an artifact and that they are preparing to take it off the planet.*

Aida: *We are infiltrating a day before the arrival of the Marine attacks. The mission is just about getting information*

Aida: *DO NOT get so close as to be detected by the enemy, DO NOT enter combat, besides, the station is heavily guarded by ghost warriors Izanagi, which do not have much affection for us*

Aida: *Be careful, John. I've asked Isaak to give you my gun Grace, Ella and I have been through a lot together, and I'll feel better if you take it downstairs. Good luck.*

Dalton heads to his Peacemaker ship

Acheron

Izanagi 1: *Let's see if I understand... They're desperate to get this thing, so we're going to blow it up?*

Izanagi 2: *We're just going to tap it, so it lets go...*

Izanagi 1: *And haven't you thought that the creature might get upset?*

Izanagi 2: *We'll find out now...*

Izanagi 1: *Well, let's finish now; this place gives me chills...*

Izanagi Guard: *They attack us!*

-The Izarians begin to open fire on Dalton, but he skillfully breaks through... The other guards in the area hear the shots and say the following:

Izanagi 3: *Command? Tiger Six. We are up*

Dalton finds a warehouse of ammunition and health magazines, he uses it as he has been heavily received by the Izarians.

-Dalton glimpses several missile turrets, so he opts for stealth until he finds a higher platform, Dalton climbs up to it and eliminates the other Izarian guards, just after, a message is played from a radio of one of the Izarians:

Radio: *What's going on there? Inform!*

Dalton responds:

Dalton: *Temporary anomalies with weapons, sir. The femorite sensor burst, but we have patched it with tri-lithium ionizers*

Radio: *Who is this?*

Dalton: *I'm the New One*

Radio: *Intruder up! Phoenix Two, move!*

-Dalton goes to the elevator where the Izanagis come from; he eliminates them with some haste.

He rides on the elevator and descends into the beast.

In this section a new enemy will appear, called Killer Outbreaks.

Native to Acheron, they are part of the intestine of the same.

They feed on the prey that it catches with its 3 "tentacles", These suck all life to its prey.

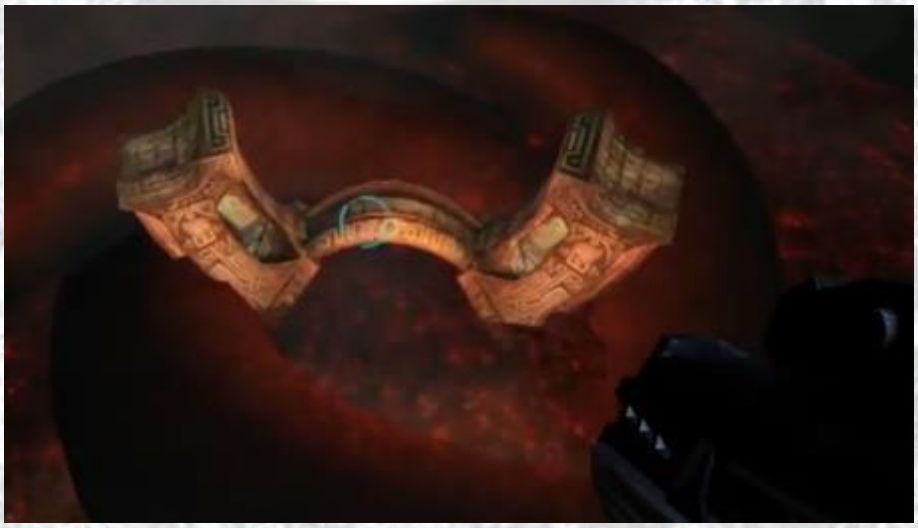
-Dalton will spot several Izanagis with heavy armour, as they carry missile launchers.

As Dalton advances he will notice more Izanagi presence, which he does not like, but little by

little he will advance between waves of missiles that fly over his armour...

-After many Izanagi eliminated, Dalton manages to find this force field, it seems to contain something of value, and Dalton believes it may be the artifact

- Dalton places a few explosive charges around the shield, it moves away and once the time is up, it explodes, exposing the next device to collect.



-The planetary beast begins to roar in pain because of the explosion, and Dalton runs fast, because who knows what could happen...

Several Izanagi begin to besiege Dalton, along with the Killer Shoots

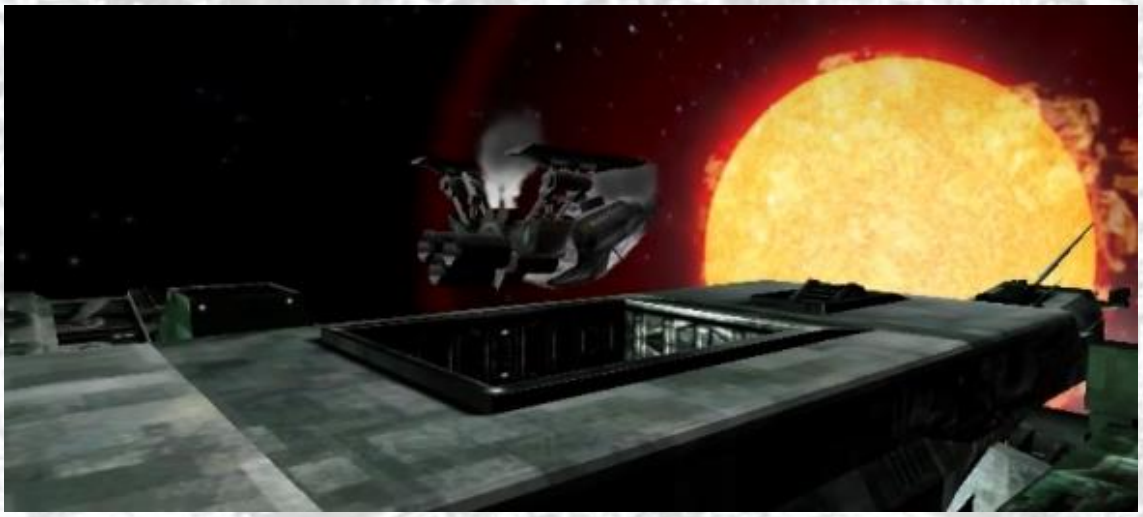
-Dalton on the run, observes that the Izanagi are victims of the Killer Shoots, who have taken off from the ground and fly to defend their home. He doesn't look back, as there is no living Izanagi, only Killer Shoots chasing Dalton.

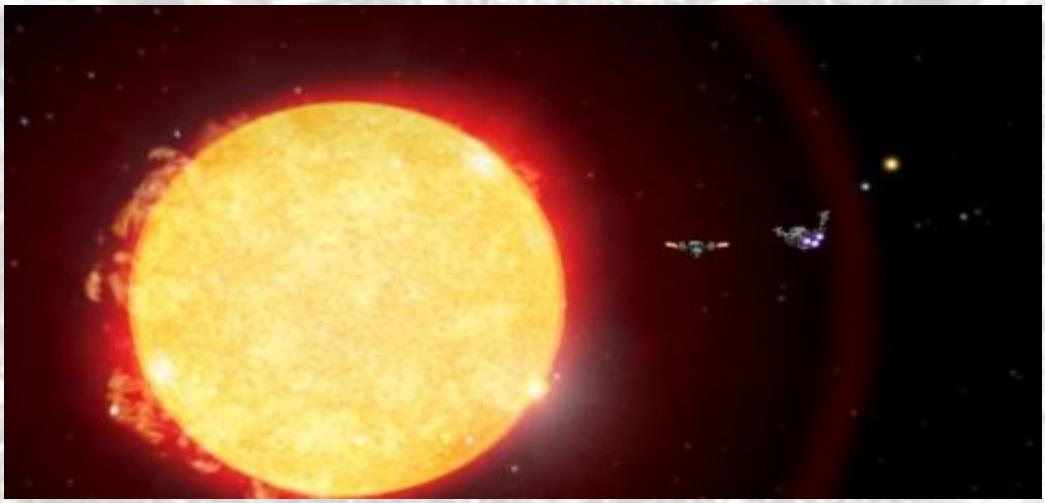
-Dalton after a long sprint back to the elevator, takes it and as he goes up, the planetary creature begins to vomit a greenish liquid, Dalton is assumed to be his blood.

Once on the surface the panorama is desolate...

*****The whole planet is dying, bleeding*****

Dalton arrives at his ship, feels some guilt, but there is no turning back. He takes off his ship and leaves orbit…





***Archeron Easter Egg**

Jumping from the initial building to the lowest point of the great upper ring will activate a floating image of Abraham Lincoln laughing. At the end of the left hand of the ring, there is a shield pack, a health pack, and a grenade pack.

Severnaya (INTERLUDE)

Aida: *The Izanagi are not at all happy with your raid on Archeron, they have concentrated their forces on Severnaya. The fleet in Severnaya draws its power from the energy generated by the Minkovsky Dam*

Ne'ban: *Excuse me, but "Prey"? Isn't it one of the forbidden words?*

Dalton: *Then I tell you, Ne'ban, continue, Aida*

Aida: *A Marine raid made a raid to blow up the prey; they came out badly stopped and are stuck. We know that there are two of them alive there are below; our goal is to evacuate them*

Dalton: *Got it, I'm on my way*

Severnaya

-The place is a lush valley that contains a water dam with a complex system of rooms inside. Access to this facility is from the three-way bridge or from a lower level cave. John begins in a small protected area to the northeast.

Dalton listens to a broadcast between Izanagis and Marines

Izanagi 1: Surrender Marines!

Marine: Never!

-Dalton hears gunshots...

Izanagi 1: Leave it now, you're finished!

Marine: Come and catch us

Marine: Finally, help!

***Marine:** Under cover, you will have them kill you!*

-Dalton shoots down several Izanagis in light armour, and picks up a sniper rifle that has a few bullets. Dalton shoots down several more Izanagis with the sniper rifle.

The marine of the two that there was, is the only survivor

-Dalton climbs up the slope until she reaches the dam, she is guarded by Izanagis in light armour, and Dalton takes advantage and shoots them down with his rifle so as not to attract attention

-Dalton arrives at the gate, tries to gain access but is blocked, so Dalton goes down the sewer, killing several patrolling Izanagis and a turret they had deployed as a security measure.

-Already up the stairs of the sewers, Dalton is inside the complex, but an Izanagi tells him by a transmission the following:

Izanagi (transmission): *Intruder, you have been detected. We have closed section B. No hay escape. Drop your weapons and wait for instructions. If you obey, you will not be harmed.* ***(Laughter from several Izanagi****) -Haha, yes, sure-*

-Dalton goes through the section above, where several Izanagi appear with assault rifles and shotguns to eliminate Dalton, he without problem eliminates them.

-When the section is blocked, Dalton will go through the section of pressurized air tubes, climb a ladder and place a Shortwave Detonator, Aida will reproach him for the following:

Aida: *John, the Marine is outside, what the hell are you doing?*

Dalton: *I'm just fiddling a little bit Aida, calm*

Aida: *Don't tell me you're going to put those loads together.*

Dalton*: Okay, I won't tell you.*

Aida: *Damn, John, please get out of there!*

Dalton: *Two more loads...*

Aida: *You're so damn stubborn...*

Dalton: *You too, Aida*

-Dalton hears Izanagis in the background, apparently trying to find Dalton-

Izanagi 2: *Damn, I can't find it!*

Izanagi 3: *How can you not find it!? Where has he been able to get into if he is locked up?*

Izanagi 2: *I'm looking, I'm looking! Security, report! I don't like this...*

Izanagi 3: *Shut up, keep watching, it must be somewhere*

-The Izanagi are surprised-

ON THE ROOF!!

-Dalton opens the container of the ventilation tube, while, shoots and annihilates the Izanagis with his grenade launcher, when he goes down, he discovers that it is a kind of control room with weapons, Dalton takes advantage of all this and deactivates in the console the closing of doors, which was active.

-Once everything is opened, Dalton prepares to go down to where the area of the building that overlooks the outer Gate was, with the aim of destroying the Dam.

-Inside the huge hall of the dam, Dalton looks for more places to put more loads, but he has to deal with several Izanagi with assault rifles and some turrets, although at this point, they will not be much of a problem.

-Once dealing with this, Dalton goes up to the second floor of the Dam, but the door on the right is blocked, Dalton heads to the left and the door will also be blocked.

He sees a ramp that descends to the low level in the left area of the Dam and is stopped by a shield of rays, but Dalton with some patience manages to destroy it, when he destroys it, he sees several Izarians that Dalton eliminates without much haste.

-Dalton locates several tubes that act as a ladder and begins to climb, being able to surround the dam without problems, goes down and in the rear area of the dam Dalton places the second explosive charge. Aida will say the following:

Aida: *Okay, go ahead, blow up!*

Dalton: *Come on Aida, I only have one left, can you locate the spot?*

Aida: *This is up to you friend, I won't tell you or pee*

Several Izanagi approach Dalton firing with their assault rifles, but Dalton manages to get rid of them.

-Dalton returns to the control room of the dam, and notices that on the way, in the large tube, is the last point and Dalton places the load,

Aida will say the following:

Aida: *John, the whole dashboard just turned on, you have five minutes to get out of there!*

-Dalton runs to the outside door, but notices that an Izanagi transport causes some to land to try to stop his way.

- Dalton gets rid of them, escaping the PeaceMaker:

Facts and curiosities:

**There are two monsters of the planet that I have not put, because they do not affect history, but I will put them here:*

Flying Snake

Flying snakes are flying animals found in Severnaya. They are almost as big as a human and have large wings.

Flying snakes have a tail that splits in two and a small tongue. They usually look like snakes with wings and usually don't attack players, unless they get shot. They can dodge, use melee and aerial attacks, land on the ground, and jump.

*****The creature resembles the Mutalisk from the StarCraft series***

Pinwheel Fish

Pinwheel fish are very small fish that live in shells, lakes or aquariums. They are pinwheel shaped, hence the name.

They appear to be native to Severnaya, although there are some in Hell that are kept in aquariums for animal research.

Pinwheel fish are only decorative.

All they can do is swim while spinning constantly. They cannot retaliate or defend themselves.

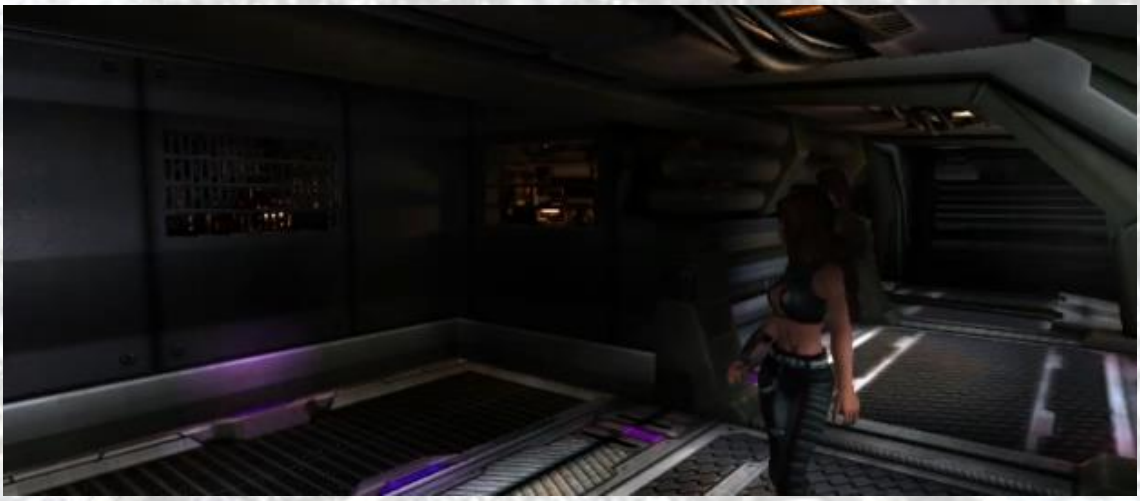
1. Severnaya in Russian means northern (specifically it is a feminine adjective).

2. This is one of the few missions that end with the player returning to the Peacekeeper.

Easter Eggs:

If you zoom in on the flashing blue lights at the top of the top antennas on the boardwalk, you'll see that several of them have Abraham Lincoln's face. If you shoot the face(s), they get bigger and a laughing sound is triggered.

Kalydon (Interlude)



Aida: *The problem is not here!*

Isaak: *It's not *there*. If it were anywhere, it would be on the power regulator panel*

Aida: *What the hell was that?*

Isaak: *It's a SeaGoat; we should have caught it when we took those Marines out of Sanctuary. It's the only place where they grow up, little bastards*

Aida: *Can you fix it?*

Isaak: *No, we have to land*

Aida: *Damn it, Ne'ban, pick a safe place and inform the Sheriff of all this*

Ne'ban: *Why is Aida so angry with Isaak?*

Dalton: *Years ago, Isaak and Aida served together on a capital ship on Earth. He was the launch officer. During a combat against the Skaarj, the ship received a series of hits. Isaak was injured and panicked.*

Ne'ban: *That's not that unusual.*

Dalton: *A combat crew was getting ready, but they opened the airlock too soon and they were sucked into the void.*

After that he curled up on the ground. They threw down the door to throw the other fighters

Ne'ban: *And Aida can't forgive him for that?*

Dalton: *She calls it desertion from service. They defeated the Skaarj, but his friends had died and Isaak never recovered, he was discharged and sought solace in a bottle. Now he's back trying to prove himself, and he's not sure he'll measure up.*

Ne'ban explains that they are going to land at a military outpost, which serves as a repair depot for ships sailing through this uninhabited region of space.

They will land behind a protective wall, but the mercenaries of the Liandri corporation will know that they will be making repairs, the goal, Ne'ban tells him, will be to keep them at bay long enough until the ship is repaired.

-Ne'ban goes to the outpost-

Kalydon

Aida: *Requesting deactivation of the protective wall*

Incoming Transmission: *Received*

Incoming transmission: *Protective wall disabled*

Isaak: *Our Marine friends have given us several deployable plasma shield generators; they have also supplied us with automatic deployable turrets and several suit and health stations for your suit, which will make your task easier.*

--Aida suddenly interrupts by a transmission--

Aida: *Attentive, several ships of Liandri Angels have been detected, hold them, John.*

(Since it's just a defense mission, there's not much history behind it, but I'm going to show you Liandri's Angels)

Liandri's Angels

Liandri's Angels are a special operations unit developed by Liandri.

They are composed of warrior women, raised from birth to be fighters.

They are very skilled and very organized, and have largely put aside their emotions, although they will scream when their squad mates are killed in combat.

They have three ranges that we will see below:

Angel of Liandri (Light)

They are the first to be sent, and they act as outposts. They are armed with the assault rifle and a dispersion pistol

Angel of Liandri (Medium)

They are the Angels who are sometimes sent with the Light Ones, they are armed with shotguns, grenade launchers, rocket launchers and the magnum pistol.

They still retain some human parts, but the next rank no longer has any.

Angel of Liandri (Heavy)

These are sent when things get ugly, you don't want to make them angry.

They are armed with rocket launchers and flamethrowers

- Dalton manages to survive several waves, but suddenly a ship descends-

- Dalton gradually begins to be pressured by Liandri's Angels, to which he says:

Dalton: *Can you hurry up inside?*

Aida: *Isaak, how far is left?*

Isaak: *Pass me that wrench...*

Ne'ban: *I'm so glad I can help!*

Isaak: *Don't touch that*

Aida: *Sheriff, we need more time*

Dalton: *(Ironic) No problem!*

--More Angels of Liandri are coming--

Aida: *More Liandri!*

Dalton continues to eliminate more Liandri, but ammo begins to run low

Aida: ...*It's almost done... Give us a few more minutes...*

Dalton: *I'm fighting as fast as I can!*

Ne'ban: *Here Isaak, let me help you*

Isaak: *Press that button, No, NOT THAT one!*

--More Angels of Liandri approaching--

Aida: *(Ironic) More visitors...*

Dalton: *Jesus! Have you sent invitations?*

--The Liandri already manage to access the area

Aida: *Ne'ban, come back here, and keep your head down!*

Ne'ban: *You're not doing it right*

Isaak: *Leave me alone!*

Ne'ban: *and* ****THIS**** *from here what does it do?*

Isaak: *Ne'ban, don't help me!*

Aida: *More company!*

Dalton: *I'm on* ****it****

Ne'ban: *I read the manual, you have voided the warranty*

Isaak: *SHUT UP!!*

Aida: *Isaak, are you done?*

Isaak: *YES*

Dalton: ****Now**** *can we go?*

Aida: *Affirmative*

Dalton enters the hangar, where the Atlantis is, taking off into space

Sulferon (Interlude)

Hawkins: *I'm glad you're back, John, how's the ship?*

Dalton: *Like New*

Hawkins: *I hope so. We discovered a secret facility of the Izanagi, in Sulferon. Our eavesdropping reveals that they have developed an analytical tool to find the remaining artifacts. We have to go and obviously, get it*

Dalton: *Another artifact hunt?*

Hawkins: *Not this time, what we want now is information. Go down there, get the information, and bring it back. Take care John, you're the best we have*

Sulferon

Izanagi 1: *Any visuals?*

Izanagi 2: *Negative, Safe Area*

(FRONT BASE IZANAGI)

Dalton lands outside the Izanagi base; he uses the sights of his sniper rifle and sees several Izanagi guarding the place, next to missile launcher turrets.

Several Izanagi who were close to Dalton start shooting, but Dalton shoots them down without problems with his rifle.

-Once Dalton kills several more Izanagis with the rifle, he receives rockets fired from the entrance, damaging the suit, but Dalton with his characteristic ability manages to bring down the turrets, along with the Izanagi who guarded the entrance.

Some heavily armored Izanagi start firing missiles at Dalton, doing some damage. After several shots, Dalton kills two of them.

-At last, Dalton is inside the complex

(Dalton fights with several Izanagi inside the compound)

Aida will say:

Aida: *They have activated a distress call. Climb the tower and deactivate it*

--THE ALARM STARTS GOING OFF THROUGHOUT THE COMPLEX--

Dalton encounters several defensive turrets, but he destroys them with grenade ion grenades from the grenade launcher.

(They are special grenades that melt the circuits of anything mechanical)

An Izarian sees Dalton and says:

Izanagi 3: IT'S HERE*! I'm going to blow the panel up...!*

(The panel is shattered)

After eliminating the remaining resistance Izanagi, Dalton locates an elevator that will take him to the second floor; he takes it and begins to ascend.

-Dalton finds a control table, where he activates the call for help, Aida will say

Aida: *Good job with the distress call, but I'm still detecting heat logs...*

-Dalton uses the elevator again and descends to the main floor and goes outside, where more hostile Izanagi were waiting for him, but luckily it was only a couple, he eliminates them and returns to the Izanagi base.

Aida: Good job. Now we need the data you went to collect

Aida: *I called a technician to see if we could get something useful out of that terminal. The Marines who accompany him will follow your orders. It covers the technician and ensures that he leaves alive with the data he can collect.*

(There is not much more history here, it is only about protecting the technician along with the Marines, and the only voice line that remains is that of the engineer getting the data and the scenes)

Engineer: *I've got it! The data has been transmitted!*

Aida: *Well done John. There are more Marines on the way to secure the base; it's time for you to get out of here.*

Janus (Interlude)

Ne'Ban: *Apologizing for forcing me inside your cabin*

Dalton: *It's okay, what can I do for you, Ne'Ban?*

Ne'Ban: *I still don't understand why war hero Strider is serving on this ship*

Dalton: *Got a minute? I'll tell you. Aida was a child prodigy, a genius of strategy. A master of 3D chess at the age of ten, and recruited by the army before her orthodontics was removed. About ten years ago, at the height of the Strider Wars, things were not going well for us. They outnumbered and outgunned us. It seemed a matter of time before we were wiped off the map. Aida turned the situation around. On a planet far from the hand of God called Taiko, he created a kind of electronic Potemkin village (a massive underground complex of transitions and antennas). It made it seem that the army had concentrated its headquarters and most of its forces there... and the Striders stung. They landed with all their might, right above the transmitters. Our ships were hidden behind the moon of this planet, so they destroyed the entire planet.*

Ne'ban: *It was a brilliant victory*

Dalton: *It was, but it came at a price. Taiko had hundreds of terrestrial settlers. They could not be notified of this plan. When he activated the transmitters, it was like signing the death warrant for them.*

Ne'Ban: *But thanks to those deaths, millions of people lived.*

Dalton: *She knows, but she's never forgiven herself, as she got older, she became more rebellious, she thinks the military turned her into a monster. Now he doesn't trust them – or anyone else.*

Ne'Ban: *I should tell him to trust you*

Dalton: *Things don't work like that...*

--Dalton heads to Aida for the next mission--

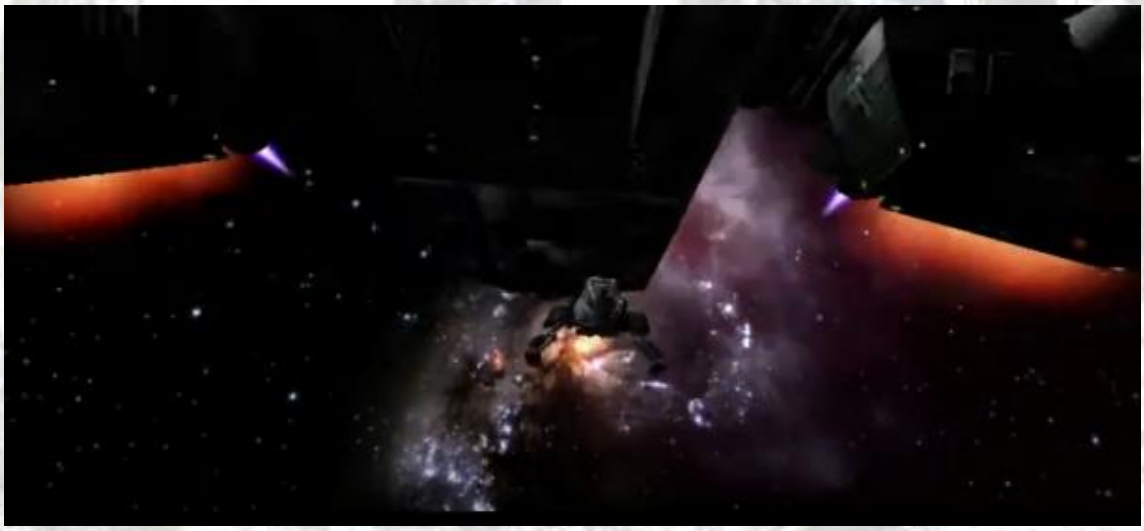
Aida: *Ready for the report?*

Dalton: *Shoot*

Aida: *Both the Izanagi and the Liandri have discovered our research lab in Janus. The ghost warriors are already on the ground and so are the Angels of Liandri. Our artifact expert works in that lab, Dr. Meyer. He has two artifacts down there, and he's in charge of the entire installation. Polaris is a huge base, perched on a cliff. It houses hundreds of scientists and vast amounts of equipment. It is one of the largest human facilities in the sector. Most of the scientists have been evacuated, but Meyer is still there. Your mission is basically to retrieve both artifacts and make sure the Mercenaries don't capture Meyer. Los Izanagi han tomado el puente de la entrada al complejo, por lo que habrá una fuerte resistencia, ten cuidado con sus torretas y francotiradores. Buena suerte John.*

-Dalton goes to his ship-

Janus



As soon as the Peacemaker lands, Dalton is greeted by Izanagis with rockets and some snipers stationed in the towers. Dalton knocks them down and moves on, finally reaching the gates of the facility.

Dalton is ambushed by a pair of Izanagis and a turret, (he clearly imagines that the Izanagis may have taken over the facility). He finds an elevator and takes it.

-A while later, after ascending, he meets a scientist or engineer (judging by the suit it is believed to be the first, where he will then give the following conversation):

Dalton: *What's going on here?*

Scientist: *A while ago a large squad of mercenaries well armed to the teeth arrived. They were looking for the artifacts. Dr. Meyer is the only one who knows how to get to them. May God help him if they find where he is hiding.*

Dalton: *Need help?*

Scientist: *N-no, I'll stay here*

Dalton: *Is there anything I need to know to get around here?*

Scientist: *When all this started, I gave the emergency locks on the umbilical doors. But I'll open them for you*

--The scientist goes to the control panel next to the door and opens it--

Clearly, Dalton meets Izanagis, but Dalton hunts them down in various sectors.

-Finally Dalton arrives at the post of laboratories and research, clearly, there is presence of Izanagis, because he hears the following conversation?

-Between Izanagis and an apparent scientist-

Izanagi: *We know where to enter, tell us how to enter!*

****The Izanagis start torturing him****

-*Dalton sees a strange creature, but harmless, next to it there is a communicator, Dalton will say:*

Dalton: *Hi?*

(The creature seems to refuse to speak, watching as it gestures. I'll introduce this creature named Kai.):

Kai

The Kai are a race of aliens.

They have soft bodies with thin limbs and barely have humanoid appearance. A seemingly weak and pacifist race, the Kai are employed to perform menial tasks and are generally looked down upon and degraded by the other races in the galaxy.

Several Kai are seen serving in the TCA as cooks and low-level labor. For some reason, they are somehow linked to the nature of the coveted Artifact.

Ultimately, it is revealed that an ancient race known as Tosc hid its DNA within the genetic structure of the Kai.

(Continuing Kai and Dalton's conversation):

Dalton: *Open the door, please*

--Still refuses--

Dalton: *I'm on your side!*

--Outright denial--

(In turn, the torture continues, and the Izanagi will ask):

Izanagi: *WHAT IS THE CODE!?*

Scientist: *I don't know!*

Izanagi: *Speak, you bastard!*

Izanagi: *I have all night, you better talk!*

--The Izanagi continues with the torture--

Dalton gets out of there, and eliminates the remaining Izanagis. Dalton sees a maintenance elevator along with what appears to be a small elevator at the bottom of it. Dalton takes advantage of this and goes around, so he could get to the Izanagi torturing the scientist and save him.

Dalton goes down and eliminates the Izanagi by torturing the scientist, and that scientist turns out to be Meyer.

The following conversation will begin:

Meyer: *Who are you?*

Dalton: *John Dalton, Colonial Land Authority*

Meyer: *Are you another one of those mercenaries?*

Dalton: *No, I'm from the government and I'm here to help. Where are those artifacts?*

Meyer*: I can get them for you, but you have to get me out of here alive*

Dalton: *Deal. On the go, I've got you covered.*

-Dalton and Meyer go where the Kai was before. Meyer will engage in the following conversation:

Meyer: *It's me, Meyer*

-The Kai denies-

Meyer: Hey, open me!

-The Kai continues to deny-

Meyer: *He's been together with the artifacts since we got them, he doesn't take his eyes off him.*

Meyer: *Let's go!*

-The Kai continues to deny-

Dalton: *Maybe if you show him a little respect...*

Meyer: *What!? It's just a Kai!*

****Meyer snorts****

Meyer: *Please…*

-The Kai finally opens the door-

-Dalton finds the two artifacts and obtains them-

Meyer: *Here they are... No, wait, I need insurance. Of course. Get me out of here, and* ****then**** *I'll give them to you*

Dalton: *Sure, we're going back to my ship.*

--Meyer addresses the Kai--

Meyer: *Stay here, it's the safest place for you. Be sure to close the door when we leave*

*****SUDDENLY YOU HEAR AN EXPLOSION*****

Dalton: *What the hell is that?*

-Aida responds to that by her communicator-

Aida: *Bad news. The Liandri have landed and blown up the bridge. So forget about your yellow tile trail. You're going to have to fight to the roof... Send..... Marines... the area. Call me.....*

*****interference is heard and it is cut off*****

Dalton: *Aida? Aida?*

Dalton: *They're blocking transmission. We have to get on the roof.*

Meyer: *Follow Me*

*Dalton follows Meyer and Meyer unlocks the path. Dalton and Meyer are ambushed by the remaining Izanagi inside the compound, Meyer begins to *annoy* Dalton*

Meyer: *Can't you kill those mercenaries faster?*

Meyer: *Maybe, if you didn't miss so much, you'd have more ammo...*

-Dalton kills the Izanagi, and Meyer tries to open the next door, but it is blocked.

-Meyer opens another door next door and says:

Meyer: *How about a little bit of: serving and protecting around here?*

-Dalton deals with more Izanagi who were trapped. Dalton removes them and Meyer says:

Meyer: *There's a maintenance vehicle on the other side. It will take us to the roof.*

Dalton: *Are you coming or not?*

Meyer: *Are you kidding? I'm too valuable to go out there! Clear the way little soldier, let me know when it is safe.*

Dalton: *How will we keep in touch?*

Meyer: *I'll talk to you through my hearing aid. I have a local network that they can't block.*

Dalton goes outside, but suddenly, Meyer starts annoying Dalton again with nonsense:

Meyer: *It's making me hungry*

Dalton: *You don't push yourself...*

-Dalton begins to fight against Angels of Liandri, the battle is intense...

Meyer: *Have you arrived yet?*

Dalton: *Do you want to get out here and help me?*

-Dalton keeps eliminating the Liandri, but Meyer annoys him

Meyer: *Why does it take so long?*

(A visibly upset Dalton jumps)

Dalton: *Jesus, you're like a pimple in your ass!*

Meyer: *I should have called the Marines!*

Dalton: *They are few, proud, and THEY ARE NOT HERE!*

-Dalton continues to eliminate Liandris

Meyer: *How is that going out there?*

Dalton: *Are you late for the prom?*

-Dalton finishes eliminating all the Angels, but Meyer insists:

Meyer: *Helloooo, how it goes there*

Dalton: I'M WORKING OUT HERE!

Meyer: ...stupid idiot...

Dalton: *I've heard that. And for you I'm* ****Sheriff**** *stupid idiot*

-Dalton finishes and tells him that everything is done.

Meyer: *It's about time... I'm on my way*

...

-Meyer is reunited outside with Dalton, Meyer tells him why it took so long, but Dalton tells him to shut up, since he did not provide help.

Meyer drives the elevator and they go up to the top

-Meyer and Dalton meet with some Marines, one of them will communicate the following:

Marine: *The good news is you got it, the bad news is we can't call your ship. All frequencies are blocked.*

Meyer turns to Dalton to say something:

Meyer: *You know? We have a transmitter that is SO OLD that you probably don't know how to block it. So I can turn it on, we have a chance.*

I'll show you where it is.

-Meyer shows you an ancient and complex transmitter, and will say the following:

Meyer: *He was right! It's all here. I can make it work. But as soon as I turn it on, they're going to know we're here, and I'm going to need some time to tune in.*

Dalton: *How about we set a defensive perimeter and then let you know?*

Meyer: *Good idea. Let me know and I'll get it going.*

-Dalton once everything is prepared, warns Meyer And he begins.

(Here we just have to defend the perimeter until Meyer establishes contact with our ship. Nothing interesting happens, that's why I don't put anything else, and that's why I'll put the scenes directly when everything is a success):

Dalton: *Aida, we are exposed. Get us out of here.*

Aida: *I'm on my way. Drexler orders the elimination of all surviving non-military personnel.*

Dalton: *What? Meyer? I don't plan to leave him behind!*

Aida: *The orders are clear! He knows too much for him to fall into enemy hands.*

Dalton: *I lose the transmission again. I can't hear you. Aida?*

****Dalton shoots the transmitter****

Dalton: *Here's the deal: You give me the artifacts, and I'll get you safe transportation. The other alternative is to leave you here with some good men.*

Meyer: *Take your artifacts. Just get me out of here.*

CURIOSITIES:

1. This is the first mission in the game in which Izanagi and Liandri's mercenary groups are shown working together, although they largely do not appear at the same time, but instead attack and operate separately while nominally on the same side.

2. The end of the mission resembles the moment when ***Prisoner 849*** *of the first Unreal is betrayed thanks to Operation* ***Talon Hunter****. Well, this time they want to get rid of Meyer because they are not military personnel and "know too much".*

Na Koja Abad (Interlude)

Hawkins: *Things get heated, John*

Dalton: *Tell me!*

Hawkins: *Our researchers have been trying to decipher the engravings on the artifacts.*

They speculate that if they are all united, they would form an unimaginable weapon of power. We cannot let them fall into enemy hands.

Dalton: *We have five of them. Do we know where the other two are?*

Hawkins: *The data you got has revealed that they have a unique energy signature. We have scanned similar signals, and we have located their sites. Izanagi Corporation has a large facility and excavation site in Na Koja Abad. They have found an artifact, but have not yet extracted it. I have uploaded a Holograph of its base for you to look at when we finish it.*

Dalton: *So it's my next stop*

Hawkins: *Do whatever it takes, and now the good news. Given your outstanding performance, General Drexler has not only agreed to permanent reintegration into the Marines, but also to a promotion to colonel.*

Congratulations, John.

I'm sorry to lose you, but I'm glad to see things go the way you wanted.

Aida shortly after will tell you the following:

Aida: *There's *something* that gives me a bad spine, John*

Dalton: *What do you mean?*

Aida: *If Drexler really wanted you back, why have Hawkins act as an intermediary? Why don't you take care of it personally? Where is the paperwork? You don't have any proof of anything. Drexler takes you for a fool*

Dalton: *You're imagining things, Aida. Can you think of a single reason why Drexler would do something like that? No, I figured it-Aida shortly after will tell you the following:*

Aida: *There's *something* that gives me a bad spine, John*

Dalton: *What do you mean?*

Aida: *If Drexler really wanted you back, why have Hawkins act as an intermediary? Why don't you take care of it personally? Where is the paperwork? You don't have any proof of anything. Drexler takes you for a fool*

Dalton: *You're imagining things, Aida. Can you think of a single reason why Drexler would do something like that? No, I figure it*

Aida: *There is something else that worries me. You could have left Meyer at Janus. *You should* have. Why did you hide it and take it to Vistula?*

Dalton: *What was I supposed to do? Shoot?*

Aida: *You didn't like he*

Dalton: *True, but he trusted me***.**

Aida: *By the way, has Hawkins told you that he wants to remove Ne'Ban and send a replacement?*

Dalton: What!?

Aida: *It looks like it's* ****Prince**** *Ne'Ban. The middle son of a Hex-Core potentate. They thought he was parked in rural areas. But now they are afraid that his highness may harm himself.*

Dalton: *Shouldn't* ****he**** *decide?*

Aida: *Tell it yourself*

Ne'Ban: *Sheriff, You can't consent to them doing this to me!*

Dalton: *Take it easy, Ne'Ban, calm*

Ne'Ban: *You don't know what it's like. Always guarded. Always protected. They don't allow you to take risks, they don't allow you to live. I am one of fifty princes, I am not going to ascend the throne. That's why it was... than me leaving.*

I want to matter, I want to serve a good cause. YOU are a good cause, Sheriff

Dalton: *You're the best driver I've ever had. Go back to work and try not to worry, I'll see what I can do for you*

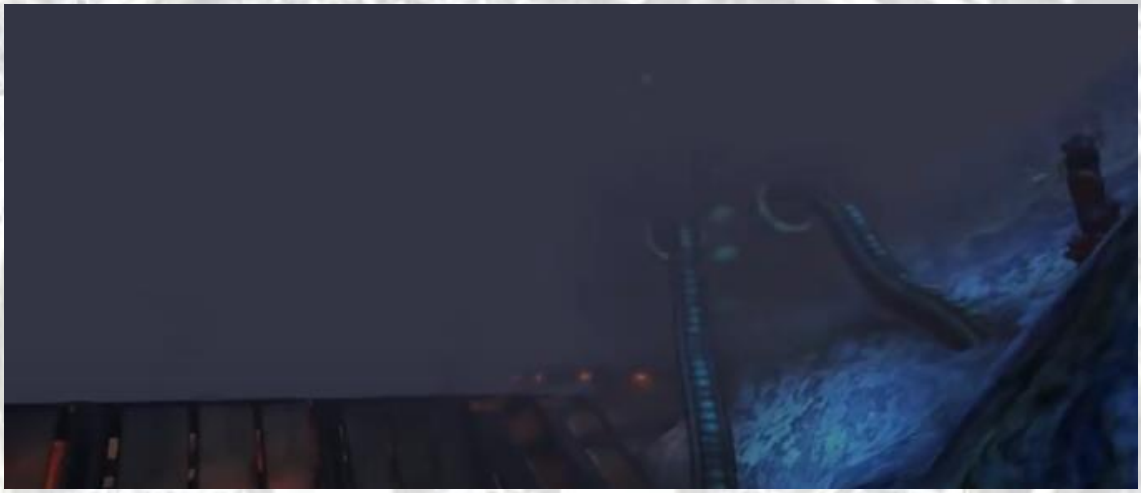
-Dalton heads to the Peace Maker to descend

Na Koja Abad

Aida: *Na Koja Abad is a world of strange alien biosphere, always shrouded in clouds of hydrogen sulphide.*

Originally it was colonized by nomads of Arab origin who baptized it with the name of the Spiritual Kingdom, which its mystics called: "The land of Nowhere"

Aida: *The colonists never found the ancient alien ruin nearby. They left the planet very soon because they got tired of always having a protective suit, of not having a sunny day and of the acid rain also corroding everything.*



Aida: *During a routine inspection by Izanagi geologists, they discovered the structure. They erected a research base next to the site and equipped it with rotating scientific staff and a complement of additional Mercenary Ghost warriors.*

Aida: *Ne'Ban will drop you off in a secluded valley near the excavation site.*

-Before continuing, apart from the Izanagi, there will be a couple of monsters that are Natives of the planet, I will explain how they are and what they look like:

Snipe

Snipe are animals that live in Na Koja Abad. They are small, shaped like a dinosaur or lizard and are somewhat similar to the Predators from the Unreal: Return to Na Pali expansion. Snipe have blue/green skin, sharp teeth, four claws and a tail. They can dodge, jump and even swim. They can only attack melee with their teeth. They live in caves in Na Koja Abad.

They are very hostile, especially against humans and other wildlife. The Izanagi have been able to contain them with automatic turrets, causing many to be eliminated. Although some Izanagi have been found (only the skeletal remains) in caves, with the weapons they carried before.

Hummer

Hummers are animals that live in Na Koja Abad. They have blue and yellow skin, only reach the knee of a human, have two wings, a long beak (similar to the Earth hummingbird) and a large eye. In general, they resemble the flying snakes of Severnaya.

Hummers can fly and tend to attack Snipe, another animal that lives on the planet. Sometimes they also attack humans, but this occasion is rare.

-Dalton crosses the outskirts of Na Koja Abad, some Snipe attack them, but Dalton shoots them down with his scatter gun.

He finds human skeletal remains along with his weapons, and he finds some Izanagis, which he will begin to say:

***Izanagi 1**: Have you been to the site again?*

Izanagi 2: *Sure, have you seen that thing? Or whatever it is.*

Izanagi 1: *I don't think even Tezuka knows what it is*

Izanagi 2: *That hasn't stopped him from digging into it like a coconut Liandri what the hell does he think he does?*

Izanagi 1: *I've been with most of the staff in this uniform for years.*

Whatever is down there, we can take care of it.

Izanagi 2: *Yes, of course*

-The Izanagis detect Dalton

Izanagi 2: *What was that?*

-Dalton shoots down the Izanagis, but he can't continue, because the passage is blocked by an energy field, so he has to go to his left, where some Izanagis attack Dalton with heavy arsenal.

-Dalton eliminates them but has received several hits, luckily, glimpses a charging station and a fuse control, could serve to deactivate the force field

Dalton turns off the force field

-Dalton returns to where the main road was, the force field is no longer activated, but, some Izanagis are going to stop Dalton

-Dalton eliminates them and finds another door with an activated force field but the good thing is that it has door access controls

Dalton activates the door controls, removing the force field

-Dalton sees an emergency staircase at the rear entrance of the complex; he takes the stairs and starts climbing them

[Dalton is located in the maintenance zone]

-Dalton cannot access the facilities, the passage is denied, he takes another staircase where they are operational. Dalton manages to hear some of the staff

Technician 1: *This component is not for locomotion! Perhaps related to energy conversion*

Technician 2: *What do you know? I have been studying it for days, and I tell you that its function is to counteract gravity.*

Technician 1: *Look Do you see how these modules four and six fit together? This is an energy coupler, not a gravity device*

Technician 2: *Four and six are from two different units. You don't know if they go together or not*

Technician 1: *Well, let's get back to work now.*

-Dalton goes stealthily, so that the staff does not discover him. He sees another staircase, but has to go over the edge to access it. Once taken the stairs, he goes to some turrets; Dalton eliminates them with grenades of Ions and continues on his way.

A while later, Dalton overhears another conversation from the staff:

Engineer 1: *What are you playing with now?*

Engineer 2: *I'm not sure, but I think I've figured out how to put an outside power source on it.*

Engineer 1: *Yes, already, the day you get something to work...*

Engineer 2: *Look now...*

****He activates a kind of sphere, which kills the engineer with a kind of yellow ray, the Izanagi who was with him, takes down the sphere and the technician ****

Engineer 1: *By God, what have you done, you have killed him!*

Izanagi Guard: *Collateral damage, hehe*

-Dalton suddenly jumps to the platform where they were and shoots down the Guard, being able to obtain the sphere.

(The sphere is called Takkra, which when launched, emits an orange ray to enemies, the appearance is as follows):

With the primary click you throw it at an enemy and it will attack it. With the secondary, it will be suspended in the air around you and block gunshots.

- Dalton after more laps through the installation and finally accessing a section that was not blocked, accesses the following site:

- After establishing combat with a pair of heavy Izanagis and an automatic turret, Dalton goes to the platform and finds some stairs

- Dalton goes upstairs and will now be on the top floor. You will find more engineers, where a conversation begins:

Engineer 3: *I have the gun connected to a cooling system. Now it shouldn't overheat. Chaos all back.*

Engineer 4: *If this works, our troops will be unstoppable...*

Engineer 3: *Yes! Works! Let it flip*

Engineer 4: *Sir, the gun is heating up, the coolant is failing. I think we should turn it off...*

Engineer 3: *You know? I'm sick of you, you're too cowardly, always complaining, that if protection is lacking... that if too much power...* ****I'm telling you**** *the laser is perfectly safe.*

(Ends up exploding)

-Dalton goes down, and accesses one of the doors. Press the button to open it, and when you log in, listen to a conversation by Izanagis:

Izanagi 1: *I hate interplanetary assignments, especially when it comes to protecting brainy scientists. There is never any action.*

-Dalton eliminates them and observes that there is an elevator, he drives it and descends to a lower level, eliminating more Izanagis and a few turrets. See another elevator and descend again.

Dalton is in a kind of huge excavation, and in the background he sees a huge security gate. He hears Izanagis on the other side, so he will have to fight.

(In this area there is a lot of Izanagi presence, so it will not be a walk for Dalton)

-After several confrontations and several more platforms accessed, Dalton will listen to the following conversation between Izanagis Guards:

Guard 1: *I'm not going back there!*

Guard 2: *Come on, it can't be that bad.*

Guard 1: *But what do you say, there are dead bodies everywhere!*

Guard 2: *But it must be something very special, it must be the turrets that are touched. The first to arrive gets the reward, you know, or are you scared?*

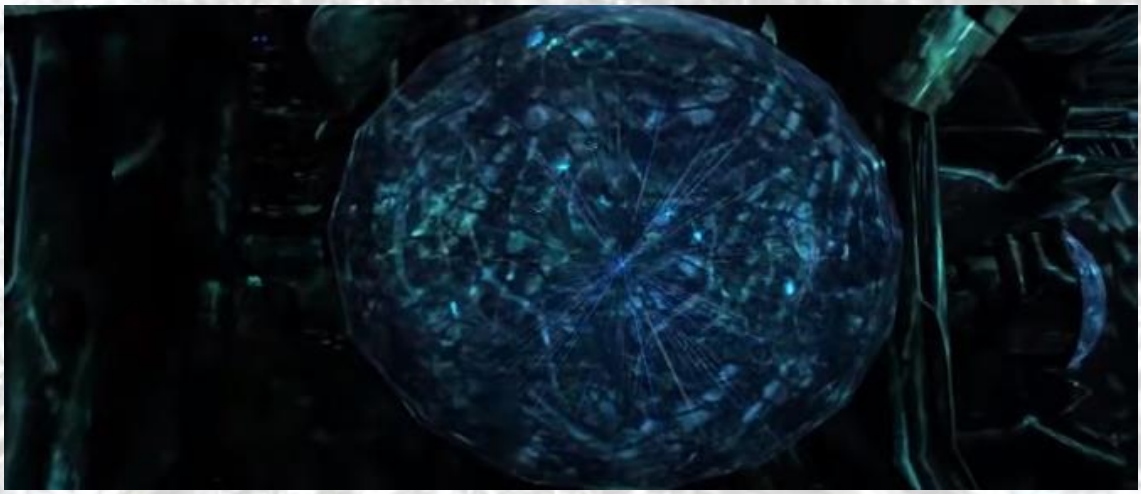
Guard 1: *Forget it!*

Guard 2: *As you wish... You could have been a hero, a hero...*

****Dalton eliminates them from above with explosive grenades****

-Dalton glimpses several lasers, as in the first mission he had in Sanctuary. You will have to gradually dodge the rays

-Dalton is surprised, as he sees an artifact nearby, and when he finishes dodging the lightning, he gets it.



Izarians: *Secure the area!*

(Several electric creatures come down and instantly eliminate the Izanagi):

Dalton proceeds to fight the unknown creature:

-It is finally eliminated. Dalton returns to where he was before and can finally walk through a door that was locked, but can now go.

- Dalton faces off against more electric creatures, and eliminates them. Now take the final door which is the exit, giving the following sequence:

NC962VIII (Interlude)

Isaak: *He used to be in the Marines. He was expeled.*

Ne'Ban: *Why?*

Isaak: *Because he thought for himself. They called it 'departing from the established parameters of the mission'. Once, a colonel ordered him to abandon a wounded civilian. She told the colonel to vanish and he took her out anyway.*

Ne'Ban: *So he was a hero?*

Isaak: *So they put him on a military trial, fired, kicked out. He got into the police and decided to patrol in the world with the rest of us, the rejected ones. But it hasn't changed, it gets on Aida's nerves, she keeps throwing herself with her fists in front, doing what she thinks is right.*

Dalton wakes up and heads towards Aida:

Aida: *The seventh and final artifact is on a planet in the NC962 star system. It is a B-type star, a blue giant that burns brightly and strongly. The third planet must be bathed in a continuous radiation storm from this powerful sun. We don't know much about the planet itself. Perhaps it is the home planet of the Drakk, the creatures who built the facility at Na Koja Abad. Two reconnaissance expeditions arrived here when the sector was being mapped, but both disappeared. It was designated as a class five danger zone.*

****Suddenly Aida cuts the audio with the report****

Aida: *Look, I can't handle this stupid report. Why are we doing this, John? If Drexler is so concerned about someone combining the artifacts to form a super-weapon, why don't we leave this one here and destroy the ones we already have? Fixed issue*

Dalton: *And how are we going to destroy them? You saw that they are indestructible. We have bombarded them with ion beams and not even a notch. We can't destroy them, Aida*

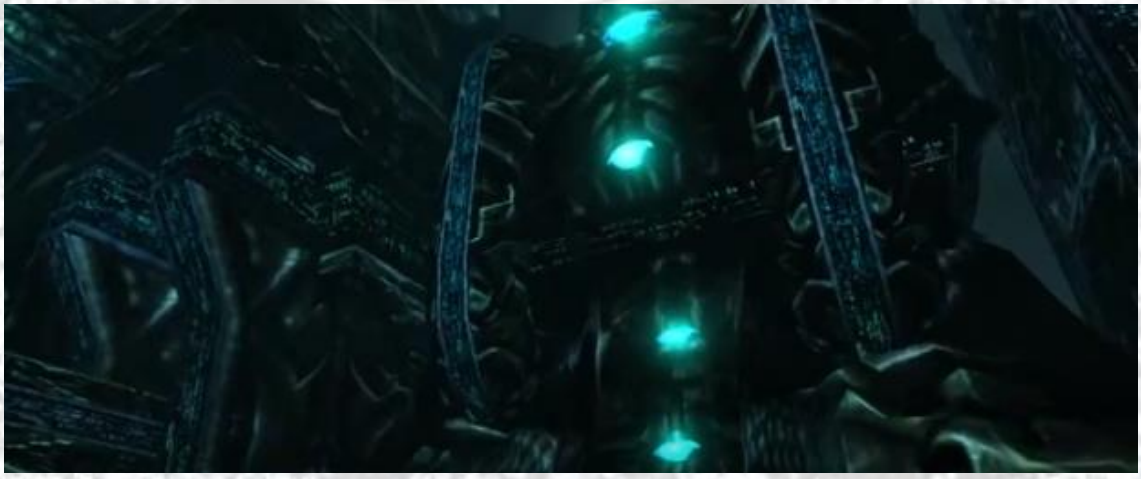
Aida: *So let's turn around and leave. Let's leave this one alone. You don't have to die for this*

Dalton: *Look at everyone who is behind those things. Do you think that if we let him, the Izanagi will too? The Skaarj? We have to retrieve the last one and hand them over to Drexler. If I have to choose between us or the bad guys, I choose us.*

Aida: *I'm not going to stop you, John. But the trees don't let you see the forest. When you finally see it, you're not going to like the way it looks.*

-Dalton ends with Aida and heads to his ship

NC962VIII



Aida: *This is out of all specifications...*

Aida: *The readings are all over the map*

Ne'Ban: *Extreme radiation*

Aida: *It exceeds the measurements...*

Ne'Ban: *Detecting high-energy production*

Aida: *You shouldn't, John...*

Ne'Ban: *Erratic ship controls*

Aida: *We should rethink this...*

-Dalton exits his ship, heading for the front door, crossing the huge bridge.

Aida: *Wait... coming down...* *****INTERFERENCE*****

-Dalton sees several electric creatures, called Drakk

Next I will show you how the <u>Drakk</u> are and their description:

Drakk

They are small, fast creatures that use their tentacles to grab their prey and electrify them. They tend to float and dodge a lot. This one shown is the weakest, but there is the medium variant and the Chief Drakk variant. Interestingly they are the same ones Dalton saw in Na Koja Abad, facing the Izanagi.

-Once defeated the Drakk, Dalton enters, and with horror, he will see several capsules where certain creatures and humans are captive:

Dalton: *Jesus! This is how they receive visitors...*

-Further inside, Dalton sees the Drakk workers, they are inside a kind of protective glass, while activating turrets or sometimes calling other Drakk to attack.

-Dalton stops the Drakk guards, and continues to make his way through the various gates, until he encounters security lasers, but he can destroy them with ion grenades, so that there are no lasers anymore.

-Dalton arrives and finds a strange button

*****Tap it*****

(Now you can go back and forward, as I activate the lifting current, allowing you to float and pass to the other side)

-Dalton sees another button, but there are lasers guarding it. The good thing is that there is some distance, which allows you to jump between one and the other.

Dalton press button*

(Now in the same stream, Dalton can float much higher, being able to make it reach the upper floor)

-Dalton is on the upper level, he runs into several more turrets but Dalton is used to these situations, so it is not difficult for the

(Dalton arrives at another room of this type, where they keep the armour and things like that of the different enemies of the Drakk)

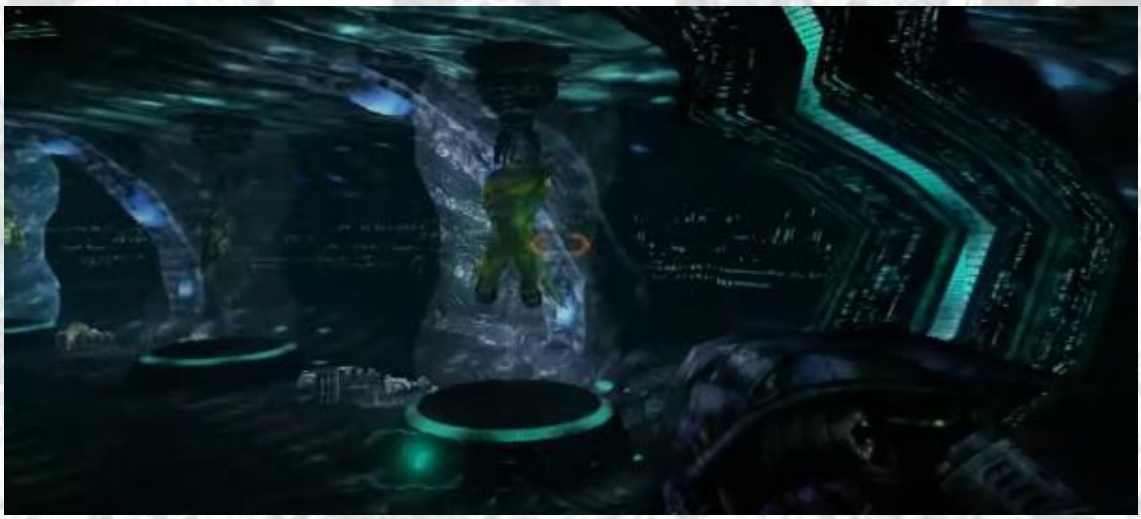
Dalton: *In God's name, what have you done to these poor people?*

-Dalton approaches one of these and presses the button of this, the arm that was inside begins to move by itself, and Dalton will say:

Dalton: *What is this? A kind of circus of horrors?*

"Dalton leaves that room and turns to his right. Several Drakk intercept him but Dalton destroys them…

-Dalton arrives in another room with capsules of experiments like the ones before



(This time it's Skaarjs, parts of them)

Dalton: *They're experimenting... I have to get out of here!*

(Dalton is visibly affected at this point)

(Dalton comes to a kind of nexus or something like that)

-Dalton removes the Drakk from the nexus and the following scene occurs:

(The containment field has been disabled)

-Dalton goes inside and rides the lifting stream it contains, making it ascend and opening a door that was above.

-Dalton finishes ascending and the first thing he sees are a couple of Drakk workers inside his windows and activating the Drakk guards, they manage to hurt Dalton and his shield begins to fall, but finally Dalton manages to eliminate them

(Dalton is now at a huge nexus.)

-More Drakk try to stop Dalton, but without success, but his suit begins to fail due to multiple hits

(Remember that the Drakk do a lot of damage, due to energy shots or using electricity, that affects Dalton's suit a lot)

-Dalton observes a little later some safety lasers, however, they follow a pattern, therefore Dalton takes advantage of it and little by little it happens

(For each ray room you overcome, the following rays are turned on and off more quickly.)

-Once overcome, Dalton climbs a ramp and in the distance there is another stained glass window, Dalton approaches, observes it and will say:

Dalton: *These must be the end results...*

(It is a whole body of Skaarj with a human head)

(It is a whole body of Skaarj with a human head)

*****Dalton presses the button, releasing the creature*****

(This experiment goes crazy, trying to escape)

-Dalton presses the other button, electrocuting the subject:

(The creature escapes due to the pain it has suffered)

Dalton confronts the creature, realizes that it has the same resistance as ordinary Skaarj.

-Once finished, Dalton turns left and goes up the huge bridge and through the gate, the following happens:

(Dalton finally takes down the Drakk leader)

(Dalton sees the last artifact, obtaining it)

Avalon

Aida: *Finally, we headed to Avalon, Home!*

Dalton: *I can't wait to give all these damn artifacts to Drexler. What's the plan?*

Aida: *We'll stay here in orbit, you come down and you talk to Drexler.*

He will tell you in person where you will deliver them, so there are no radio transmissions or possibility for prying ears to know where we are going to land.

Dalton: *How's the ship?*

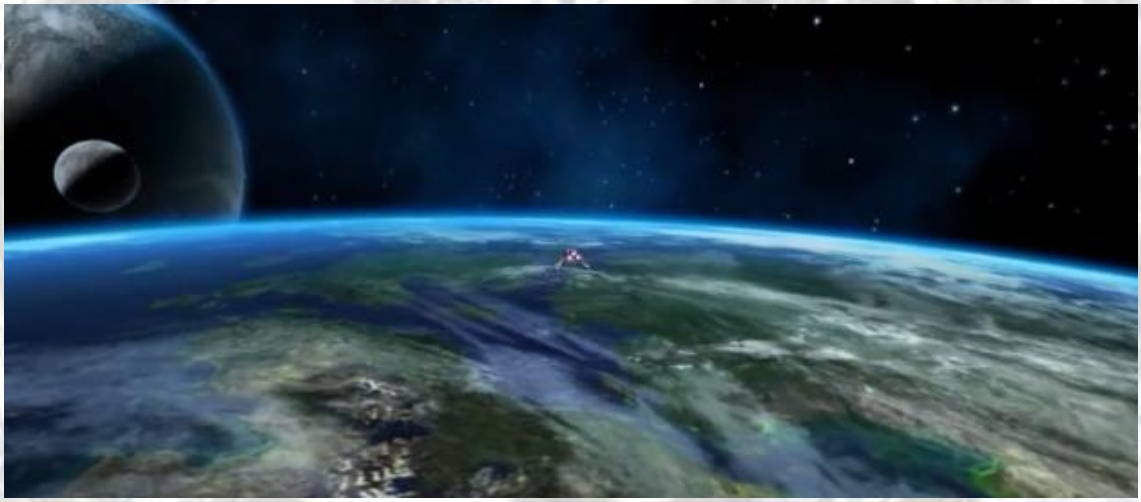
Aida: *Isaak kept it, I'm surprised at that.*

Dalton: *Tell him that.*

Aida: *Maybe I will.*

Aida: *We're ready, Sheriff. The sooner you go down, the sooner we will be done.*

-Dalton heads to his small ship:



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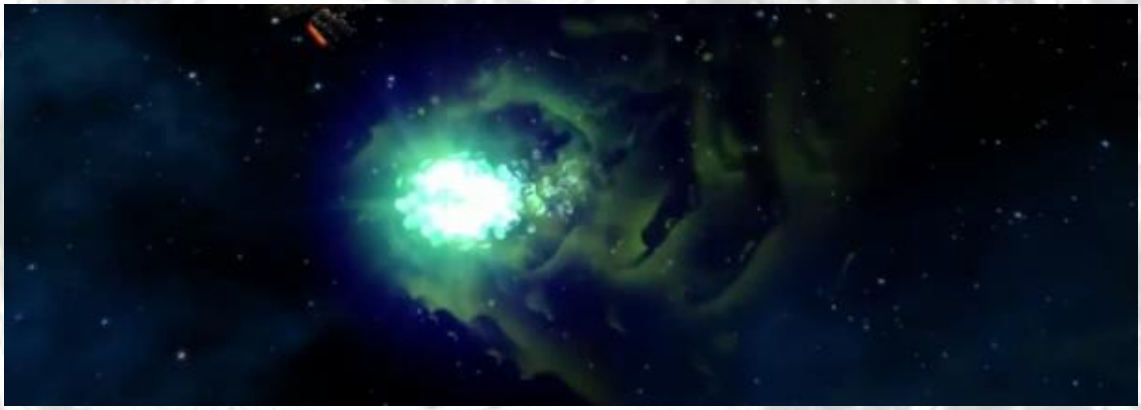


Dalton: *Demons from hell, what was that?*

Aida: *The planetary cannon, Ne'Ban, get it out of there!*

Dalton: *Why are they shooting ME!?*

(Dalton impacts the surface of the planet)

Aida: *John, are you okay? Ne'Ban took you downstairs, but it wasn't easy*

Dalton: *I'm fine, do you know what happened?*

Aida: *The Skaarj have landed by force, they have taken the planet and the canyon. I have tried to find General Drexler, but it seems that they are not. This must have been some kind of trap, the only survivor is Commander Hawkins, and he is now on his flagship, the Dorian Gray.*

Dalton: *Can you get me out?*

Aida: *Impossible, you must take the cannon and disable it, the controls are in the tower*

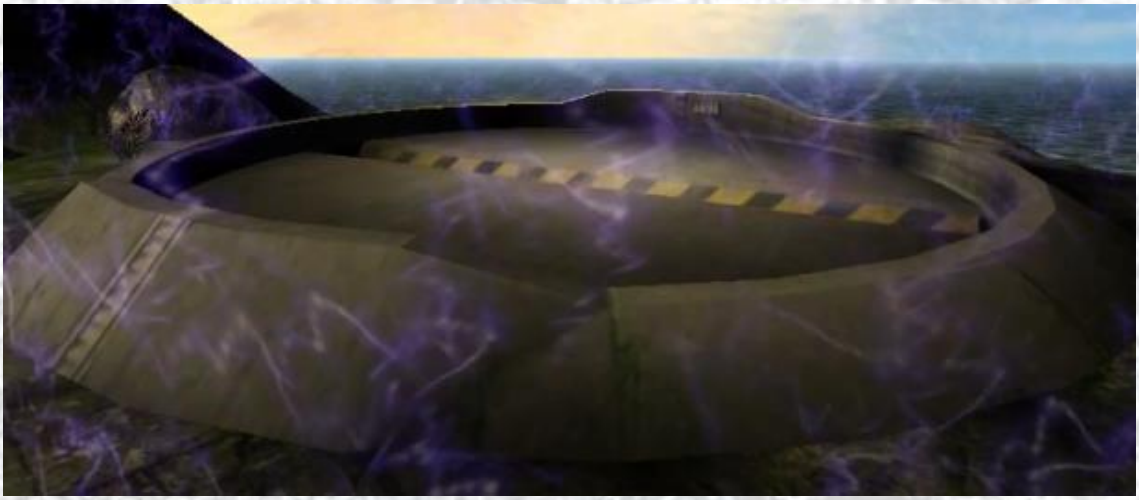
Dalton: *On the Way*

-Dalton goes up and as he does, he sees the dismembered bodies of the Marines who guarded this planet, some Skaarj begin to appear...

-Dalton is eliminating them and is reaching the tower until he reaches the elevator and hears cries of pain as he slowly ascends ...

-Once in the tower, Dalton notices that there are two Skaarj at the controls. Dalton quickly kills them and disables the planetary cannon controls.

Aida: *Done! Good news, John, you're not alone. I'm putting you in touch with some nearby Marines*



McMilan: Here McMilan. Bravo Squadron Leader. Our 20 are in the building below the landing zone. We have established a perimeter and we can resist

Aida: *Go there John, I'll go down the Atlantis and pick you all up*

Dalton: *I'm on my way. See you, McMilan*

McMilan: *It's a walk, sir.*

-Dalton returns to the elevator, and receives a transmission:

Marine: *I shit on...! Reservations are sold out. Can you go down without power?*

Dalton: *No, unless I take the Skaarj free-fall express. I would prefer a trip that I can get out of one piece.*

Marine: *Jesus, I'll send a man to repair the generator. Can you find a good place to cover it?*

Dalton: *Claro, para eso está el rifle francotirador*

(No hay mucha más historia, tan solo hay que cubrir al ingeniero que tratará de arreglar el generador y esperar a que Aida y compañía recojan a Dalton)

Dalton: *My God! ¿Aida? ¿¿¿AIDA???*

McMilan: *Dorian Gray, here McMilan Squadron Leader requesting immediate evacuation of the surface*

(Interior of the flagship)

Hawkins: *Atlantis is gone, John. Knocked down. We did a search and rescue operation but... nothing. I'm really sorry. After picking you up, we retrieved the artifacts from their wreckage and brought them to the Dorian Gray. Once gathered, we were able to decipher the engravings. They speak of an ancient race: The Tosc. Noble warriors who served their masters in battle*

Tosc

The Tosc were a violent and dangerous race of ancient warriors whose DNA was within the Kai's genes, waiting to be returned to their true form by unifying the pieces of the Artifact. They are green and grayish-brown, standing on multiple legs. They don't seem to have eyes like humans, but they do or are otherwise aware of their surroundings. When a limb is cut, Tosc appear to 'bleed' a bright green fluid. Tosc are about 15 feet/4.2 meters tall and have dull greenish-viscous skin. They have a single hurricane-shaped emerald green eye and slender legs with two long claw-like toes. His right arm is thin and has three long claws, but his right arm has a heavy six-fingered hand with bright green lights on the back.

Hawkins: *But when there were no more masters to serve, your scientists hid the DNA inside that of another race, and forged these artifacts for the day when they might be needed. The race that contains their DNA is still among us... The Kai*

-A Kai appears and a marine exclaims:

Marine: *Isn't that the chef?*

Another Marine says:

Marine: A warrior Kai, really?!

Hawkins: *Over time, artifacts were scattered across several planets. If we are the ones who gather them, the Tosc will serve us with weapons of amazing power... I will be their new master, and I will wield those weapons on behalf of the Earth during our battle with the Skaarj. It is possible that the artifacts are lying, or that we have read them incorrectly. But I'm willing to take the risk. Just a Kai, inside a containment chamber with you and those men nearby, in case something goes wrong... I'm going to put the last artifact in its place...*

(A Tosc, product of the energy of the assembled artifact)

(The Tosc opens a kind of black hole, destroying the energy cage on the spot)

Marines: *FIRE!!*

(The Tosc shoots more black holes, sucking up the Marines and killing them instantly.)

-Dalton barely dodges the Tosc, and begins to open fire on the Tosc, it costs him but finally he was able to kill him:

(Tosc drops the gun from his arm, and Dalton grabs it.)

*****ALERT SISTEM*****

Three unknown presences detected in the engine room.

-Dalton leaves the room and continues to the compartments

****Dalton accesses the desk computer****

Aida: *John, I'm sending you this message while you're in the tower. Commander Hawkins just ordered me to dock with the Dorian Gray and hand over the artifacts. Suddenly everything has fallen into place. General Drexler has had nothing to do with all this, it has been Hawkins' thing. How come I haven't noticed!? But I'm not going to give you the artifacts, John. He wants them for himself, but we're not going to leave them to him. Isaak and Ne'Ban are with me, we're going to keep him as long as we can. If he knocks us down, it will make it look like a Skaarj thing, but you will know the truth.*

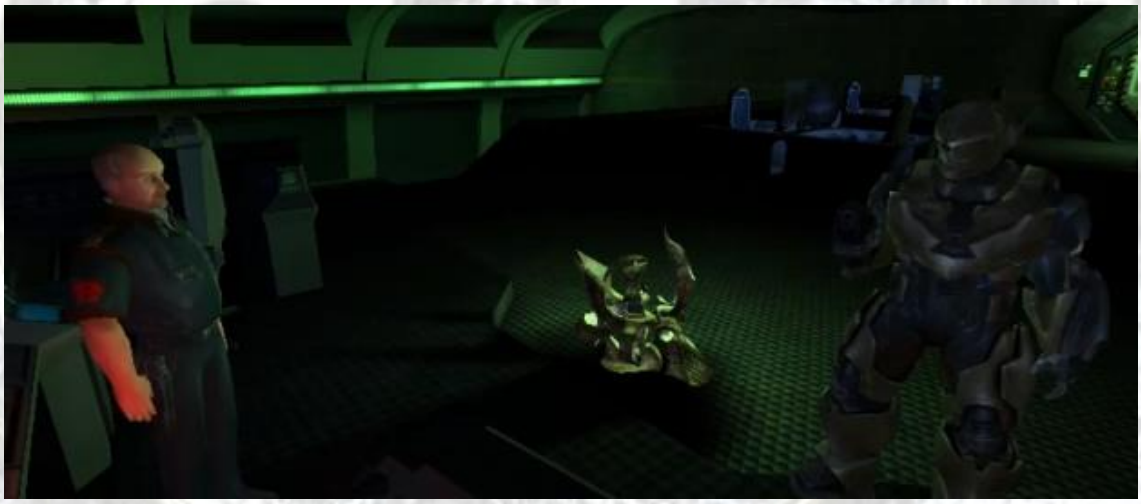
Suddenly another voice is heard in it

Hawkins: *Stevens, Clear the way to the escape pods. Don't tell anyone, or panic will set in. I'll follow you in a minute.*

Dalton: *Bastard!*

****Dalton turns off recording****

Dalton sees an open door that doesn't work, he goes on his way, and catches a glimpse of Hawkins:



Hawkins: *John, come with me to the escape pod. Pressing this button will plunge the spacecraft towards the sun. It's the only way to kill these Tosc, but you and I will live to fight another day. We will learn to control the Tosc, and then we will rule---*

Dalton: *You've killed my crew...*

Hawkins: *No. I...*

Dalton: *I trusted you*

Hawkins: *John! He refused to give me the artifacts.*

If the Skaarj were to get hold of them... IT WAS MY DUTY!

Dalton: *I believe in duty, too, Hawkins. And now I know what it is...*

*****WARNING** THE ROUTE INTERSECTS WITH THE STAR FG-708. IMMINENT DANGER TO THE SHIP.***

IT IS RECOMMENDED TO CORRECT THE ROUTE

(There is no more story, Dalton must escape from the ship, because it will begin to fail, to the point of starting to break the shields and others by the proximity to the sun, Dalton must take an escape pod and the following cinematic will come out):

Transmission Complete

Aida: *...But you will know the truth. Look, Isaak and Ne'Ban want to talk to you too.*

Ne'Ban: *Greetings, Sheriff. Once again I greet you. You are many good men. Despite who I am, he has shared with me the danger and dignity of a meaningful task. He has given me my life. So, if I die, it is only right that I have given him mine...*

Isaak: *I'm scared, but I'm not afraid. I am prepared for this. You've had faith in me, John, and I thank you. If you manage to get out alive and I don't, go to Club-O, in the Quantico. Pay a round for everyone and drink one to my health*

Aida: *This is not a suicide mission, John, but I will not abandon you. Let's fight like hell and try to hold on until we can pick you up. Then we will leave here beeping and think about what to do next. If we don't get it... Well... at least maybe you can get the artifacts before Hawkins. You were right about Taiko, John. There are times when a few have to give their lives so that many others live, you were also right in what you said: choose who you have to trust, I choose you. Goodbye---*

-Review of Unreal single player games (1, campaign and Unreal 2: The Awakening) and rating:

<u>Unreal 1:</u>

Although there is no one alive, except the fauna of Na Pali, I really love the atmosphere it transmits, far ahead of its time both in detail and Artificial Intelligence. In some levels you can be somewhat calmer, with more sense of freedom, but in others you will feel oppressed and in some situation of panic (see last levels in the Mother Nurse Skaarj, especially if it is your first time), the "bad" thing about this and its expansion, if you can say so, is that, to get the lore or history, you must read the diaries and entries of the corpses or Nali, but if you are patient, you will get everything, making your experience more complete.

RATING: 9/10

Unreal (Expansion: Return to Na Pali):

He did not innovate much, but he tried, let it not be said. Despite that, it is a good expansion, the negative point, are the voice dubbing, which do not stand out, but they are not bad either. The positive thing about this expansion is the inclusion of new weapons

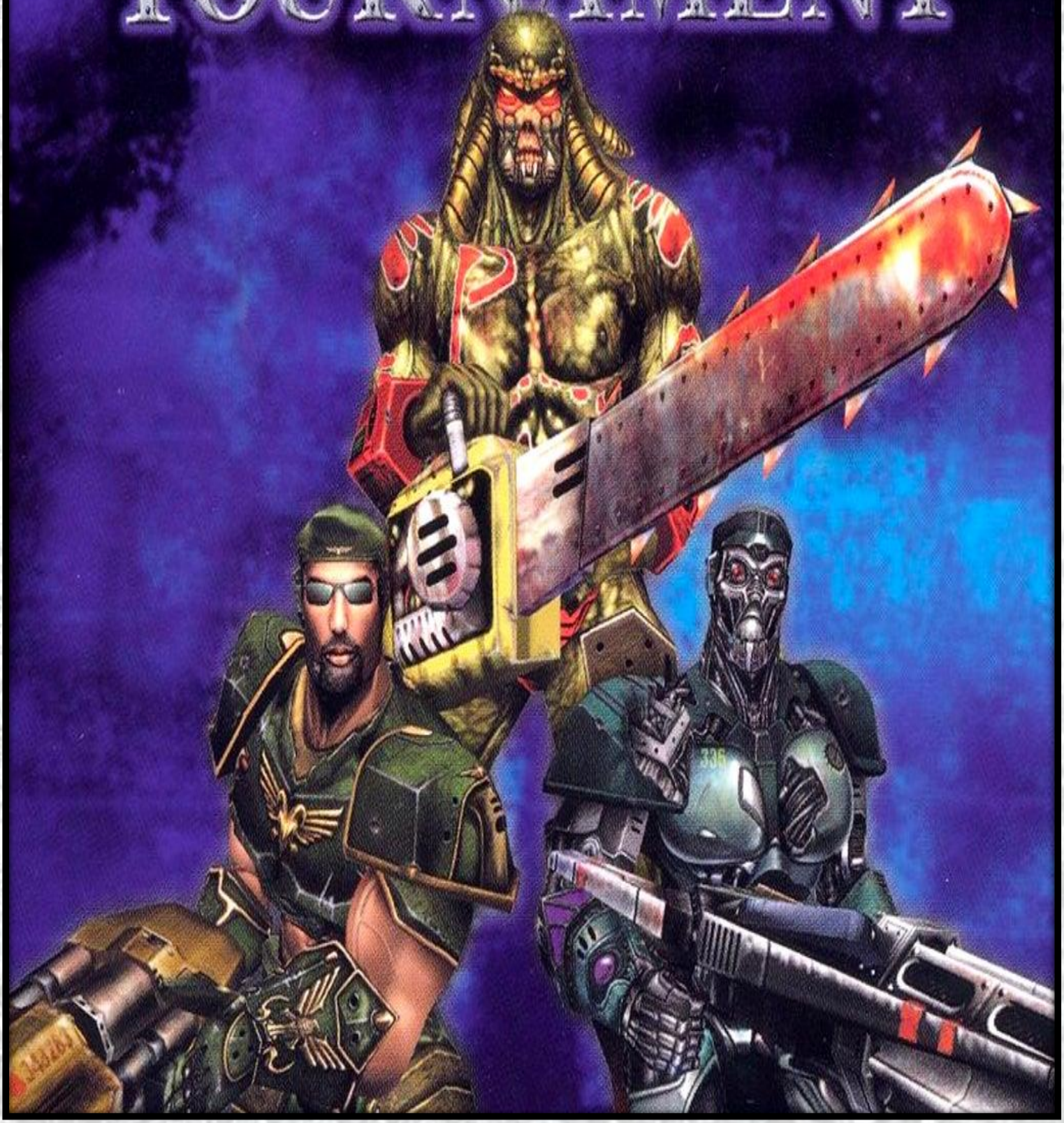
RATING: 7'50/10

Unreal 2: The Awakening:

I remember at the time, that it was an expected delivery for me, since I am very fond of this saga. I love Unreal, however, Unreal 2 not so much, as a generic shooter is fine, but it does not reach the height of the Unreal franchise or saga. Even though I tried, I had fun in several moments, and there are nice visual details, the AI is normal, neither good nor bad, the characters are not the best, but they are not the worst, so the game does not suspend my opinion. It could be said that it is a necessary evil, since, if it is taken and developed by another company (Atari), this happens. Maybe it's not a bad game, since the Skaarj appear at least.

RATING: 6'5/10

Unreal™ TOURNAMENT



Attention

Since the Tournament saga in the Unreal Universe focuses more on Multiplayer, I will go on to explain the synopsis, the different rival teams, the rivals... etc.

-SYNOPSIS-

In 2291, in an attempt to control violence among deep space miners, the New Earth Government legalized unrestricted fighting. The Liandri Mining Corporation, working with the NEG, established a series of bloody leagues and public displays.

The popularity of the struggle grew with its brutality.

Soon, Liandri discovered that public fighting was his most profitable venture. The professional league was formed. A clique of the most violent and skilled warriors in known space, selected to fight in a Grand Tournament. It is now 2341 ,

Fifty It has been years since the founding of Deathmatch The tournament profits amount to hundreds of billions.

You have been selected to fight in the Professional League by the Liandri Rules Board. Your strength and brutality are legendary. The time has come to prove that you are the best.

To crush your enemies.

To win the tournament.

The Grand Tournament takes place in the year 2341. You take the place of a warrior, with an established team, and you must win all the challenges in the Tournament scales in order to access the Challenge and defeat Xan Kriegor forever.

Xan Kriegor

History:

Grand General Xan Kriegor is a Cybernetic being and multiple tournament champion.

Xan may have been created in a robot factory on asteroid LBX-7683 in the Erican Cluster, where it functioned as a mining robot built by Liandri Mining Corporation.

In 2283, Xan led the LBX-7683 robot uprising in which several robots turned against humans on the asteroid, prompting Liandri to send a tactical squad to quell the rebellion. Xan was captured and withstood several memory erases, but was eventually reprogrammed.

Later, Liandri entered Xan into the Underground Tournaments, which later became the legally sanctioned Liandri Grand Tournament.

Xan became the leader of The Corrupt, a team sponsored by Liandri. Xan won at least two tournaments during this time. Many people believed at the time that Xan was indeed Jerl Liandri, the founder of Liandri Corporation, who was wearing servo armor, presumably due to the general public's lack of general knowledge of the LBX-7683 incident.

Once the synopsis is said and the main villain has been presented, I will talk about the different teams in which we will have to face:

Thunder Crash

The default team, made up of highly skilled soldiers. The favourite team of the moment, showing off tactics and style.

The members are:

Name: Othello

Race: Human

Classification: Warrior

"Once a trader for the Curan Financial Commission, Othello became a suicidal pit fighter following the mysterious death of his wife."

Name: Azure
Race: Human
Classification: Warrior

"Born in to an extremely rich family, Azure has had the benefit of training from the top fighters of her time. Physical engineering from the best hospitals has enhanced her abilities to the limit of perfection."

Name: Malcom
Race: Human
Classification: Chem Killer

"FenTech's finest creation, Malcom is an engineered warrior enhanced by chemicals. Adrenaline stimulants, synaptic catalysts, and impulse regulators combine to create a superhuman killing machine."

Name: Riker
Race: Human
Classification: Warrior

"Riker is a walking fusion of tactics and style. He always tries to find new ways of killing his opponents and has won multiple awards for creative improvisation."

Name: Annaka
Race: Human
Classification: Warrior

"Annaka's sister, a miner, was killed due to incompetent Liandri management in the depths of Vulcana 32. She joined the Thunder Crash to help win the Tournament so she can bring a class action lawsuit against the corporation and make them pay for the death of her sibling."

Name: Tamika
Race: Human
Classification: Warrior

"Tamika's mother left her at an early age and she was raised in a house full of men where she was hardened by years of abuse. Bitter beyond belief, she is a hard combatant with a penchant for obliterating male contestants."

Name: Ryanna
Race: Human
Classification: Warrior

"No description needed."

Phalanx:

A team composed of veteran commandos. Most of them have suffered varying degrees of physical or mental harm during their period. These have participated in the Human vs Skaarj war and now seek glory in the tournament, they are as follows:

Name: Ivana
Race: Human
Classification: Dark Phalanx Leader

"Ivana is a self-taught warrior who hooked up with the Dark Phalanx when she heard about Gorn's story of overcoming the odds on Neurovision one evening while training. So deeply moved, she decided to join the team, fighting alongside Gorn."

Name: Farham
Race: Human
Classification: Dark Phalanx

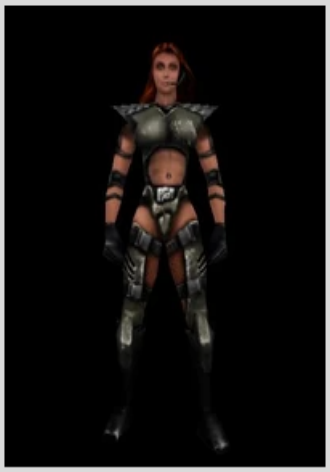
"Farham fought with the Earth Defense Force during the '7 Day Siege', Earth's darkest hour during the war. He was solely responsible for the destruction of the Skaarj Skri'ith Class Dreadnaught 'Krujhlok' and is a highly decorated veteran."

Name: Nikita
Race: Human
Classification: Dark Phalanx

"Nikita was trained in the construction and maintenance of heavy weaponry and demolitions. She maintains the Dark Phalanx armory."

Name: Gorn
Race: Human
Classification: Dark Phalanx

"Gorn was a charismatic fighter until he got his face damaged beyond recognition during the '7 Day Siege'. Unable to restore his good looks, medical specialists fitted him with highly advanced implants which restored his senses."

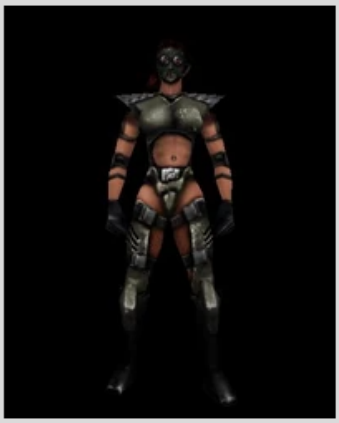


Name: Anna
Race: Human
Classification: Dark Phalanx

"As ex black ops runner for the New Earth Government, Anna went rogue after being given a series of particularly brutal missions. She now seeks to defeat Xan and bring down the Liandri Corporation and the NEG."

Name: Whitman
Race: Human
Classification: Dark Phalanx

"Whitman is a former Neo-Cop from Outpost Glosk who decided to trade the anarchy of street duty for the organized chaos of the Tournament. His street experience makes him a world class arena fighter and a worthwhile ally."



Name: Iyrash
Race: Human
Classification: Dark Phalanx

"Iyrash left the Glosk Neo-Cop forces with Whitman. She has served by his side for five years and will continue to fight wherever he takes his personal battles."

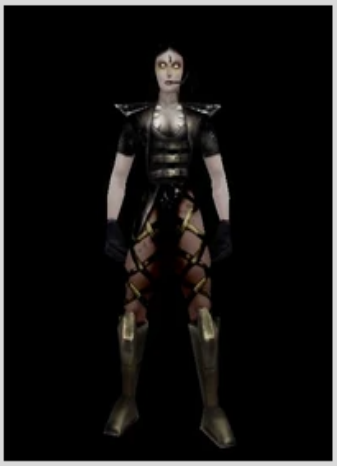
Name: Nickolai
Race: Human
Classification: Dark Phalanx

"No known description."

Necris

Un equipo compuesto por asesinos Necris. Fácilmente reconocible por su piel blanca necrótica y ojos vacíos

Datos: Son una raza alienígena y están compuestos por los Phyder, que son cultistas y asesinos



Name: Cryss

Race: Necris

Classification: Phayder Assassin

"Cryss, like Visse, takes pleasure in destruction. Unlike her Blood Sister, however, she is less likely to be overcome by a berserker rage. Distance weapons and silent tactics are her favorite."

Name: Kragoth

Race: Necris

Classification: Phayder Assassin

"Known as the 'Star Slayer', Kragoth is a dread assassin of the Phayder secret society. He is rumored to have single handedly killed the entire crew of an ICV Star Cruiser. Liandri will neither confirm nor deny this information."

Name: Freylis

Race: Necris

Classification: Necris Blademaiden

"A Blademaiden of the highest order, Freylis is a skilled and experienced warrior. She understands team tactics well and will always be where her team needs her most."

Name: Malakai

Race: Necris

Classification: Phayder Assassin

"Malakai fights for glory and destruction. He, like many Necris, believe that every emotion is to be savored, every nuance of pain divine."

Name: Visse

Race: Necris

Classification: Phayder Assassin

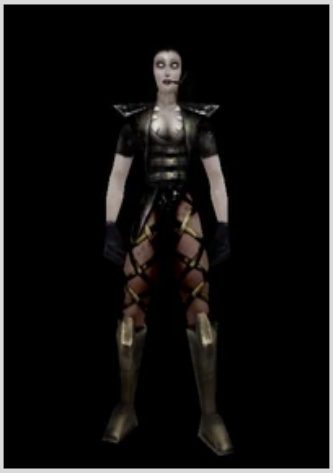
"Seeking only pleasure in the pain of others, Visse rends her enemies with relentless fervor."

Name: Necroth

Race: Necris

Classification: Phayder Master

"Necroth is the Phayder Master for the Black Legion. Each Necris Master serves as a sort of dark chaplain, maintaining the morale of the group."



Name: Malise

Race: Necris

Classification: Necris Blademaiden

"Malise, like her name implies, is an embodiment of hate. If she was not so closely watched by Necroth, she would turn upon even her own brethren."

Name: Grail

Race: Necris

Classification: Phayder Assassin

"Grail is the most educated member of the Legion. He quietly bides his time, waiting for the right moment to take control."

Necroth

<u>Blood Reavers:</u>

A team composed of ruthless mercenaries. This team consists mainly of a mixture of mercenaries, former military specialists and captives, fighting for survival or fame.

They had some members who served honourably in the NEG army, while others left the service for other reasons.

Name: Kyla

Race: Human

Classification: Reavers Leader

"Kyla was captured after a five year manhunt that spanned 13 star systems. Guilty of masterminding one of the largest miner rebellions in history (Green's world), she has been forced to fight in the Tournament for her life."

- *The Revolt of Green's World is a mining rebellion that took place in 2267. Three thousand miners rebel against harsh working conditions, starting one of the largest mining rebellions in history. It was planned by Kyla who was only captured after a five-year manhunt that spanned 13 star systems. It only lasted a year, and the parties involved were the Anti-NEG Rebels (3000 miners approx.) against the land government. Unfortunately, the Earth government won over the rebels who were only fighting for better conditions.*

Name: Boris
Race: Human
Classification: Blood Reaver

"Boris fought for the Earth Defense Force, but fled the field during a particularly bloody skirmish on Io. Apprehended soon after, he has been given sentence for the ultimate punishment: death at the hands of Xan Kriegor."

Name: Mariana
Race: Human
Classification: Blood Reaver

"Unlike many of the other Blood Reavers, Mariana served the NEG faithfully for four years. That four years ended in her discharge with little compensation. She feels that the government and Liandri owe her for her services."

Name: Luthor
Race: Human
Classification: Blood Reaver

"Luthor spent twenty years as a covert black ops specialist. He was arrested by the NEG Security Force during a government sanctioned internal raid. He feels betrayed and now fights against the government that created him."

Name: Jayce
Race: Human
Classification: Blood Reaver

"Jayce is the team's mech specialist. She uses her top notch military training to service and stock equipment."

Name: Ramirez
Race: Human
Classification: Blood Reaver

"Little is known about Ramirez. He is an ace sniper, but his tour of duty is entirely classified."

Name: Tanya
Race: Human
Classification: Blood Reaver

"Tanya acts as a competition scout for the Blood Reavers. Their success lies not only in their experience, but in their gathered intelligence."

Name: Graves

Race: Human

Classification: Blood Reaver

"Graves fled the NEG security forces after being suspended for excessive use of force. He now applies that force towards the goals of the Reavers."

Iron Guard

A team composed of former bodyguards of the former arms dealer

This veteran squad of elite warriors once served as the personal bodyguard of powerful arms smuggler Jihan Nyhn. After Jihan's assassination, the Iron Guard found themselves unemployed and the Tournament was an ideal setting to vent their aggression.

Name: Harlin

Race: Human

Classification: Iron Guard Warrior

"Harlin is a solid fighter with plenty of field experience. He joined the Iron Guard after watching NEG Storm Troopers execute his family during a block raid."

Name: Rylisa
Race: Human
Classification: Iron Guard Warrior

"Little is known about Rylisa or her motivations for joining the Iron Guard. Nearly every member of the Guard has a reason for fighting in the NEG and Liandri, but she has not confided in any members of the group since joining."

Name: Johnson
Race: Human
Classification: Iron Guard Warrior

"Johnson was hired out of the black market slave trade to serve as bodyguard to Nyhn. He is strong and has an extreme amount of endurance."

Name: Lauren
Race: Human
Classification: Iron Guard Warrior

"Lauren was said to be Jihan Nyhn's lover. Suspecting Liandri to be the cause of his death, she has joined the Iron Guard to uncover the truth."

Name: Brock
Race: Human
Classification: Iron Guard Warrior

"Brock's combat abilities are second only to his presence of character. When he's not trying to seduce the ladies, he'll be in the arena, Pulse Gun in hand."

Name: Shyann
Race: Human
Classification: Iron Guard Warrior

"Shyann is skilled at managing weapons and equipment. She serves as the Iron Guard's technician and armorer."

Name: Rankin
Race: Human
Classification: Iron Guard

"Rankin left Jihan Nyhn's holdings to seek new fortune in battle. He is a capable warrior with a short temper."

Name: Sara
Race: Human
Classification: Iron Guard

"Sara's life is dedicated to protecting others. Her service to Nyhn was contingent upon his support of outworld guerillas fighting NEG oppression. Now that he is dead, she continues to fight the NEG in their own death game."

Raw Steel

Equipo exclusivo de hombres, fácilmente identificables porque de torso para arriba van con el pecho al descubierto.

Defienden la fuerza y poder por encima de cualquier cosa

Name: Slain
Race: Human
Classification: Warrior

"Slain is the founder of Raw Steel. He understands that the success of the team lies not only in the physical strength, but in their crowd pleasing "pro-wrestling" style."

Name: Manwell

Race: Human

Classification: Warrior

"Manwell is the strongest of the Raw Steel. He uses a custom mixture of biochem enhancements to keep his power level at a maximum at all times."

Name: Kregore

Race: Human

Classification: Warrior

"Kregore is a rough dude. Having survived multiple Tournament championships, he knows the venues well and is the most experienced Raw Steel warrior."

Name: Bruce

Race: Human

Classification: Warrior

"Bruce is all about style. He'll often stop in the middle of a fight to make side comments towards the nearest holocam. A favorite among inner worlds."

Name: Arkon
Race: Human
Classification: Warrior

"Arkon left the NEG security forces after Raw Steel offered him a position. He never liked the military and finds the Tournament's lack of rules his kind of fighting."

Name: Rolph
Race: Human
Classification: Warrior

"Rolph is the weakest of the team, but is still very tough by normal human standards. What he lacks in brute force he makes up in raw speed and endurance."

Name: Arnold
Race: Human
Classification: Warrior

"Arnold is an ex-movie stunt man turned Tournament combatant. He is always in search of the biggest and toughest thrill and the Tournament fulfills his needs completely."

Name: Lugar

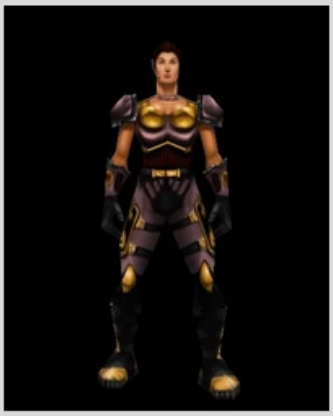
Race: Human

Classification: Warrior

"No known description."

Venom

A squad for women only, only for athletes and warriors,
they only fight for personal enjoyment



Name: Athena

Race: Human

Classification: Warrior

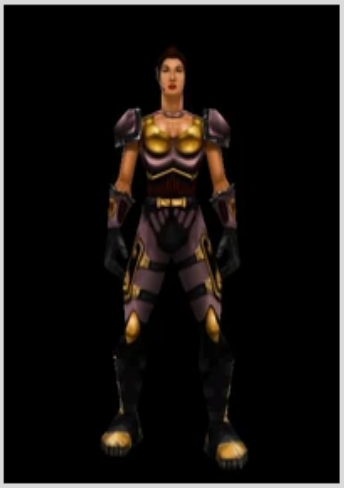
"Athena fights for the sake of the battle. Her eyes sharp and her mind focused only on victory. She will not confide in the rest of Venom, but something drives her solely towards victory."

Name: Cilia

Race: Human

Classification: Warrior

"Cilia fights for perfection of self. She sees the Tournament as the greatest standard of physical strength devised and seeks to master it as she seeks to master herself."



Name: Sarena
Race: Human
Classification: Warrior

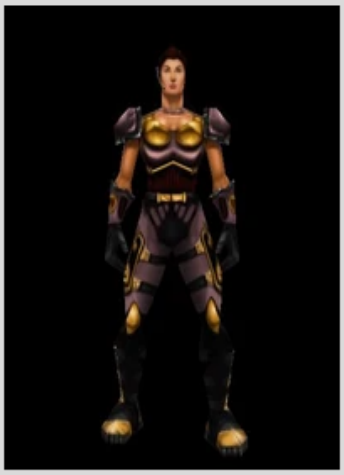
"Unknown to her battle sisters, Sarena is the result of a complex mindcontrol experiment by the NEG. She fights not of her own volition, but as a test of government conditioning."

Name: Tara
Race: Human
Classification: Warrior

"Tara is the athletic model of the new era. She is strong, quick, and intelligent. She wields all weapons with equal proficiency and studies many forms of battle."

Name: Zanna
Race: Human
Classification: Chem Killer

"Zanna is a prototype chem warrior developed by FenTech Incorporated. Her considerable physical strength is augmented by a constant flow of synaptic catalysts and endorphins."



Name: Lovelace
Race: Human
Classification: Warrior

"Lovelace left behind the corporate world to seek a new life of physical perfection. She studies the martial and tactical arts under the direction of Cilia."

Name: Xyra
Race: Human
Classification: Warrior

"Xyra sees herself as a sort of superhero. Fighting in the Tournament as a symbol against the NEG's oppressive policies."

Name: Ada
Race: Human
Classification: Warrior

"No known description."

Iron Skull

No profiles available. Level 9 security clearance required

The new Earth Government has said something about these two teams, it reads as follows:

The New Earth Government has long recognized the superiority of the Skaarj warrior as a military fighting machine, as was made clear in the brutal Human-Skaarj wars.

The Hybrid Skaarj is the result of secret military genetic research, using both human DNA and Skaarj.

Made after the capture of a scout ship Skaarj. If proven in the battle of the Tournament, the Hybrids will become a leading force in ground operations.

Finally, we will have the team called:

The Corrupts

In which there are only military machines and bots, the leader of these is Xan Kriegor

• *UNREAL TOURNAMENT TRIVIA:*

1. The two teams of Iron Skull ONLY appear in the game of the year's edition, if you have the normal version, they will not appear, unless you get it on your own

2. The Corrupts team is only EXCLUSIVE on console versions (PlayStation 2 and Dream Cast)

3. The Dream Cast version does not have the Online option, but you can play Split-Screen Multiplayer, just like on PS2.

About the number of maps, DreamCast has minus 38, PlayStation 2 has 42, followed by the regular PC version: 49 and the Game of the Year version has 52.

4. Malcolm is the most important character in the Unreal Tournament series, his story is as follows: (Spoilers):

• *Malcolm is a human combatant. It was designed by FenTech Incorporated and participates in the Liandri Grand Tournament as a member of Thunder Crash.*

• In Unreal Tournament, the Thunder Crash is led by Othello and appears in the tournament of a player selecting a different team to them. Malcolm's first appearance on the Domination ladder depends on the team the player chooses. He only participates in matches where a fourth team member is required to complete the Thunder Crash roster. In addition, he is the only member of Thunder Crash to appear as "Chem Killer" instead of "Warrior".

• At Unreal Tournament 2003, he became famous for defeating long time champion Xan Kriegor in 2293 (implying the results of a canonical Unreal Tournament storyline) and breaking Xan's undefeated winning streak. In this game, he teamed up with former rivals Brock and Lauren, but they were defeated by Gorge's Juggernaut team in the final. The team itself plays in a team Deathmatch in the semi-finals, while Malcolm himself is the boss to beat in the final.

- *• In Unreal Tournament 2004, due to infighting and recriminations, this team disbanded and returned to their previous teams (Thunder Crash and Iron Guard) as leaders; Crash remained mostly intact from Unreal Tournament (only Ryanna was left out, in its place were three new warriors: Jakob, Taye, and Picard), while Iron Guard was completely revamped.*

• Crash is one of three teams the player can face in the finals, depending on how well they did on the Stairs, and Malcolm one of the three bosses. The Crash as a team fights in the semifinals, while Malcolm himself fights in the finals.

• In Unreal Championship 2: The Liandri Conflict, he remained champion for nine consecutive years, until his defeat at the hands of Juggernaut Gorge in 2302 (again involving the results of a canonical UT2003 storyline), who broke his spine in the process. Since then, Liandri uses him as a color commentator in his pre-game programs. During the ascension rites of Nakhti 523, he meets Anubis and invites him to Thunder Crash, but Anubis refuses.

• Malcolm makes a cameo appearance during most of the Ascension Rites as a commentator for the event along with a Liandri bot, as foreigners are not eligible for the throne of Nakhti. In one scene, he is seen trying to bring Anubis to Thunder Crash, initially receiving rejection.

• On the staircase of Anubis, however, the emperor is seen as part of the new incarnation of Thunder Crash alongside Lauren, Sapphire and, of course, Malcolm.

He also has his own ladder, but it remains to be seen how much canon it is, considering that none of his matches can be found either in the Rites or in the ladder of Anubis, which takes place after the Rites.

• In Unreal Tournament 3, Malcolm does not appear as a playable character in this game, but is seen in the cinematics. This time, he is hired by Izanagi Corporation and is basically the mission control of the Ronin team, advising and leading them. That is, until the end of the invasion Necris and the Ronin settle in Omicron 6, home world of the Necris, to definitively end the Necris invasion, which causes the Izanagi to deny any kind of relationship with them.

In the end it was revealed that he was behind most of the game's events, including the raid on the Twin Souls colony.

-Tournaments Malcolm has won:

- *2293 (Unreal Tournament)*
- *2294*
- *2295*
- *2296*
- *2297*
- *2298*
- *2299*
- *2300*
- *2301*

- *5 Other teams will only make brief appearances or cameos in the following Unreal Tournaments*

- *6 It also remains to be seen whether it was a joke or not, but Cliff Bleszinski called the entire Raw Steel team "the first openly gay team" on the show.*

- *7 The Corrupts Team Robots have been reprogrammed from the wreckage of the LBX-7683 Robot Uprising incident*

• *That incident began in the year 2283, ending in the same year. The parties involved were Rebel Robots (Led by Xan Kriegor) against the Liandri corporation. The survey of the robot LBX-7683 took place on the asteroid LBX-7683 in 2283. LBX-7683 is located in the Erican cluster. At the time of the insurgency, it was inhabited by a group of mining robots built by Liandri Mining Corporation.*

• *Liandri also built a factory that could continuously supply new robots to help extract the asteroid.*

• *In 2283 the robots started a revolt, led by Xan Kriegor. They managed to take control of the asteroid. In response, Liandri sent a squad to fight the ever-growing robot army and recover LBX-7683 by destroying the main AI generators, eliminating the replication method of robots.*

- *From then on, apart from the "Campaign" mode (It's just the tournament, it's not a story as such), there is nothing else that stands out, since the Tournament is focused on Online Multiplayer mode.*

- *From then on, apart from the "Campaign" mode (It's just the tournament, it's not a story as such), there is nothing else that stands out, since the Tournament is focused on Online Multiplayer mode*

- *Reference to the first Unreal, here you will face against a survivor of the ISV-KRAN:*

Name: Luthienne

Race: Human

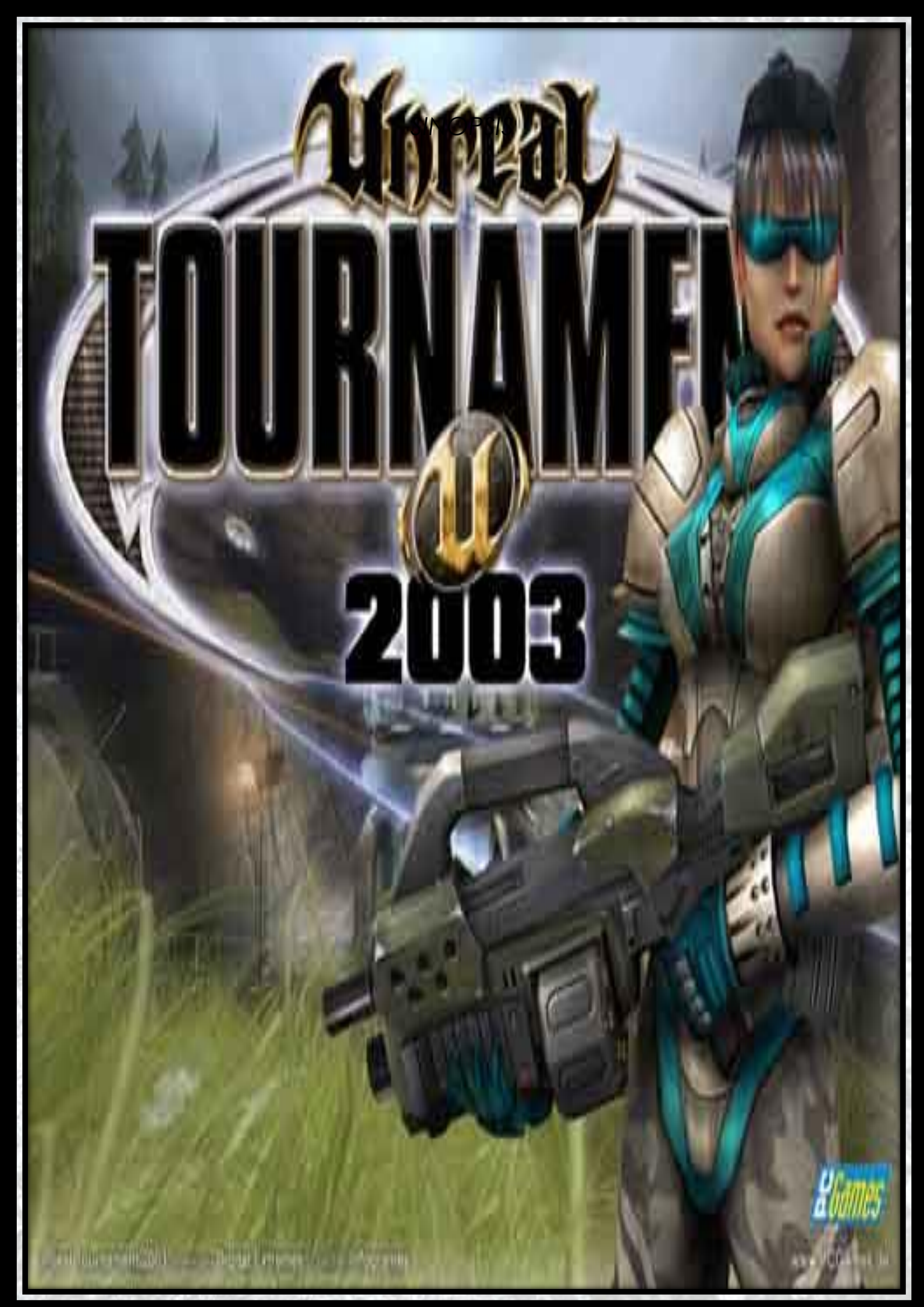
Classification: Civilian

"Having survived the Wreck of the ISV-Kran, Luthienne was forced to watch all her friends and crewmates die at the hands of the Skaarj until she and 3 others were rescued two years later. Irreparably scarred by her experience, she has entered the Tournament to confront her inner demons and ultimately to silence them through her own death."

Unreal Tournament:

If you like frenetic shooters with blood, viscera and gore with real Unreal lore, this is your game. Besides, the online mode is still active (in full 2023) with a lot of level and competition.

RATING: 8'9/10


Unreal
TOURNAMENT
2003

In 2291, consensual murder is legalized, opening the way for a previously clandestine event. Smaller mining companies have been organizing smaller parties to channel aggression, but now Liandri Mining Corporation has established a professional league, which quickly proves to be an extremely lucrative form of public entertainment.

Liandri entered the Tournament, as it is officially called, sponsoring his own team, the Corrupt. The Corrupt's frontman, Xan Kriegor, quickly achieved champion status and held it for two years.

In 2293, a human named Malcolm dethroned him and became a champion himself. A major media figure, Malcolm is hailed as the biggest star in human history and is worshipped as a god.

His success generates great rewards for his sponsoring corporation, attracting the attention of jealous rivals both in the arenas of the Tournament and in the corridors of power a galaxy away.

Liandri attempted to regain the title of champion with Xan MK2 but failed (unknown to the other contestants, every member of Corrupt is purely robotic, including Xan).

It is now 2302. The Tournament is going through a massive overhaul. The old sniper rifle (a relic of centuries past) is removed from the Tournament, as is "Assault", a team event that is part of the competition.

Many fans of the Tournament complain about these changes, and some fighters refuse to participate in the new format. Malcolm, shortly after his victory, hired two of his former opponents (Brock and Lauren, members of the former Iron Guard team) as teammates on his reformed Thunder Crash team.

But the Axon Research Corporation, another of the Big Four corporations, also participated in the Tournament, sponsoring the genetically enhanced Juggernaut team, led by the brutal and savage Gorge.

As there are not many changes with respect to Unreal Tournament, I will give some data and some lore:

Changes:

1. Death Match has been removed, to be replaced by Team Death Match

2. Domination Mode is gone, replaced by Double Domination mode, and Assault mode is also gone, being replaced by Bomber Run mode.

1. Ésta vez, en formar parte de un equipo predefinido, eliges quienes serán tus compañeros de equipo para toda tus partidas, creando un equipo propio, pero deberás enfrentarte a ellos tu solo para ganarse su respeto y que seas su líd

Apocalypse	Brutalis, Succubus, Lexa, Cinder, Mr. Crow, Mystique, Rampage, Rust
Black Legion	Ravage, Fate, Harlequin, Mortis, Domina, Gryphon, Jackhammer, Matriarch
Blood Fists	Thorax, Widowmaker, Septis, Darkling, Charisma, Janus, Medusa
Bone Crushers	Caskuli, Rathik, Jezebel, Nafiret, Nepthys, Perdition, Nova, Kain
Cold Steel	Predator, Incisor, Cyclone, Torque, Shard, Katana, Seeker, Vector
Crusaders	Khepry, Arachne, Outrage, Bullseye, Cipher, Xargon, Ophelia, Nemesis
Dragon Breath	Timrit, Avalanche, Stargazer, Sphinx, Natron, Sorrow, Phantom
Fire Storm	Motig, Napaket, Isis, Sunspear, Huntress, Gaul, Odin, Hydra

Iron Guard	Makreth, Selig, Rapier, Renegade, Samedi, Jigsaw
Night Stalkers	Avarice, Bulldog, Hathor, Khepry, Tranquility, Seth, Chaos
Pain Machine	Komek, Cobalt, Silhouette, Obsidian, Circe, Mandible, Tiberius
Sun Blades	Imhotep, Nekhbet, Osiris, Luxor, Brutus, Clangor, Despair, Ariel
Super Nova	Maat, Bastet, Tefenet, Misery, Fury, Titania, Perish, Dragon
Venom	Delara, Gramatik, Pelosin, SeeSeela, Lockdown, Sayiid, Jackyl, Molotov
WarCry	Nebri, Mokara, Anat, Ramses, Quake, Vengeance, Faith, Xantares

INTERESTING FACTS:

Following the assumption that Malcolm's rise to fame was detailed in the first Tournament, one might guess that this mode details Gorge's rise to fame, considering that:

A) He is the default character here

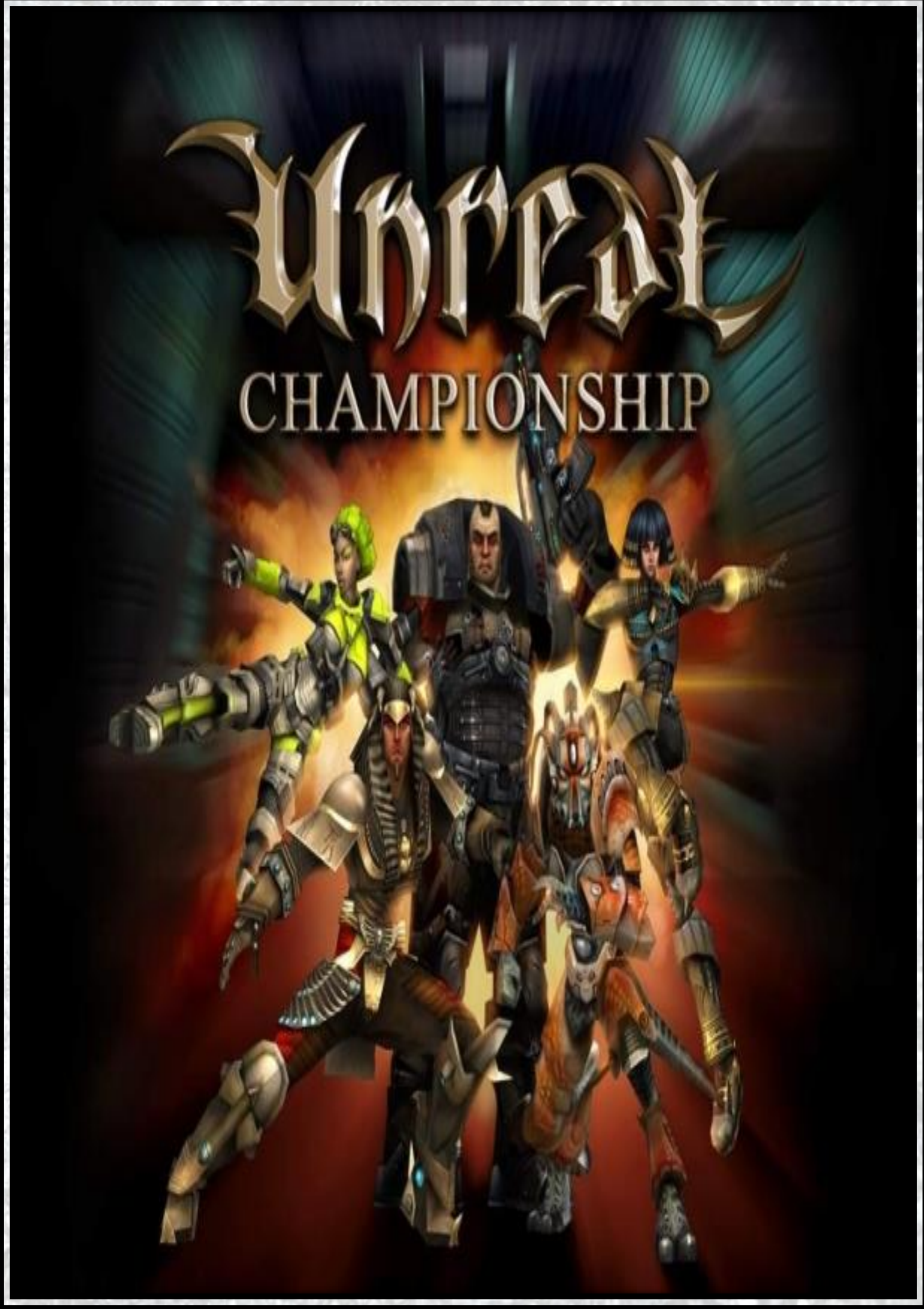
B) Unreal Tournament 2004 and Unreal Championship 2: The Liandri Conflict explicitly states that Gorge was responsible for breaking Malcolm's winning streak in the same way that Unreal Tournament 2004 says that Malcolm was responsible for breaking Xan's winning streak.

Since this delivery is totally focused on Online, I will give my opinion and my assessment

<u>Unreal Tournament 2003:</u>

If you liked Unreal Tournament, you will like this installment.

RATING: 8/10


Unreal
CHAMPIONSHIP

SINOPSIS

It's been over a century since Liandri Corporation first started tournaments, and while the tradition is still alive, a lot has changed in the world around it...

Seventy years ago an invading fleet appeared in human space, ending practically all the resistance that opposed it. Humanity, a race that had prided itself on its freedom, suddenly found itself bound by the shackles of an ancient race far superior in numbers and technology.

The empire quickly established a foothold between the worlds of its latest acquisition, using propaganda and brute force when necessary. Those who swore allegiance to the Emperor found that life was not so different under the new rule, and for some it even improved. But for those who would not kneel before their new rulers, death awaited them on the prison planets scattered throughout the sectors.

The Emperor and his council, at first rejected by the idea of tournaments, soon began to see the advantage of providing the population with a form of entertainment that captivated spectators and reminded them where disobedience would lead them.

Arena worlds were chosen from the harshest of the prison planets, and training began. People who had watched the Liandri Tournaments with wild joy found themselves on the floors of the arena fighting for their lives again and again, as alien technology ripped them from the brink of death until their minds finally collapsed under the strain.

Examples were made of the most vocal dissidents, each broken and remade in the image of the darkest nightmares, to show the contempt the Emperor felt for the weak who opposed him. Not all participants participated reluctantly. A race of previously unknown beings slaughtered the new fighters with reckless abandon, taking pride in the ease with which they slaughtered the new flesh. Even though they cheered during every battle, every time another Human died, the spirits of the men and women watching weakened.

Now that tournaments have become a fixture of the Empire's power, the aristocracy has also begun to participate, in carefully orchestrated battles that pose no real danger to their lives. Unlike their prisoners, these nobles cannot use the resurrection technology so readily available without losing their status as people tainted by madness. To kill a noble is to kill him forever.

The only hope for humanity is for a champion to rise from the ashes of his civilization and triumph against all odds to keep the life of the Emperor in his hands.

The list of selectable characters is composed of the main playable characters of the game:

ANUBANS:

Name: Sherit
Race: Human
Classification: Anuban
Age: 18 yrs.

Accuracy: **56.29**
Combat Style: Freelancer
Agility: **60.27**
Team tactics: **60.63**
Preferred weapon:

Affinity: Fire rate
0.8

"Known for her charm and charisma off the Tournament floor, Aliyah also has the reputation of being vicious in her pursuit of victory. It amuses her to have sympathy notes delivered to her opponents before a match."

Name: Meryetamun
Race: Human
Classification: Anuban
Age: 25 yrs.

Accuracy: **71.21**
Combat Style: Freelancer
Agility: **56.18**
Team tactics: **60.70**
Preferred weapon:

Affinity: Ammo
2.0

"Beautiful and deadly, Asp is as quick to strike as her namesake, and her victims are less likely to recover from the bite."

Name: Khutenptah
Race: Human
Classification: Anuban
Age: 25 yrs.

Accuracy: **58.29**
Combat Style: Freelancer
Agility: **60.71**
Team tactics: **50.93**
Preferred weapon:

Affinity: Damage
1.2

"If you think Cleopatra and Asp have something going on, you may be right. But it's not something you want to show up for unarmed."

Name: Khnumhotep
Race: Human
Classification: Anuban
Age: 28 yrs.

Accuracy: **95.65**
Combat Style: Freelancer
Agility: **65.24**
Team tactics: **68.43**
Preferred weapon:

Affinity: Fire rate
0.7

"Three generations of arena combat have made Horus's bloodline a force to be reckoned with—and Horus himself very popular with the crowd. He'd like the ladies to know that he's available for private autograph sessions after today's match."

Name: Khensthoth
Race: Human
Classification: Anuban
Age: 27 yrs.

Accuracy: **94.83**
Combat Style: Freelancer
Agility: **93.91**
Team tactics: **74.07**
Preferred weapon:

Affinity: Fire rate
0.8

"A former officer in the Temple Guardians, Hyena found the position to be less than rewarding. The extremely low incidence of crime within the city proper made it a very dull career. An Imperial recruiter finally persuaded him to take leave of his world and venture out into the galaxy."

Name: Hebeny
Race: Human
Classification: Anuban
Age: 21 yrs.

Accuracy: **97.09**
Combat Style: Defender
Agility: **82.78**
Team tactics: **53.61**
Preferred weapon:

Affinity: Fire rate
0.8

"A beautiful daughter of the aristocracy who tired of her pampered existence and took to the arena, Memphis has since become a battle-hardened warrior addicted to the adrenaline high of combat and self-preservation."

Name: Bakenmut
Race: Human
Classification: Anuban
Age: 27 yrs.

Accuracy: **79.14**
Combat Style: Freelancer
Agility: **79.31**
Team tactics: **64.71**
Preferred weapon:

Affinity: Ammo
2.0

"To the warriors of the northern waste, where every drop of water is more precious than blood, a display of emotions is a sign of weakness. Roc has never shed a tear in his life. Born to do battle on the desert sand, he now fights to return there."

Name: Sinefertari
Race: Human
Classification: Anuban
Age: 24 yrs.

Accuracy: **58.29**
Combat Style: Freelancer
Agility: **62.59**
Team tactics: **85.01**
Preferred weapon:

Affinity: Ammo
2.0

"A lieutenant in the desert legion and veteran of three tribal wars, Scarab is a cold and calculating tactician who prefers to draw his enemies out into the open where he can kill them at his leisure."

AUTOMATONS:

Name: KIL-0241
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **95.46**
Combat Style: Freelancer
Agility: **97.53**
Team tactics: **96.90**
Preferred weapon:

Affinity: Damage
1.2

"Every soldier trains for combat using drones to perfect his targeting skills. But what if the drone was smarter, stronger, and you were the target?"

Name: PEI-1972 (Corottus)
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **65.77**
Combat Style: Defender
Agility: **87.23**
Team tactics: **90.55**
Preferred weapon:

Affinity: Damage
1.2

"Beneath an exterior of cold metal burns a soul as bright as a dying star, the essence of a being who sought to rule the galaxy at the Emperor's side. With his dreams stripped away from him as easily as his dying flesh, Corrosion now exists only to seek his revenge."

Name: GSU-8860
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **71.52**
Combat Style: Freelancer
Agility: **88.30**
Team tactics: **86.67**
Preferred weapon:

Affinity: Ammo
2.0

"It slices, it dices, eviscerates, and decapitates, sees in the dark, and can track you by your DNA. Just like the girl you stood up on prom night."

Name: MDB-2274
Race: Robot
Classification: Artificial life-form

Accuracy: **89.41**
Combat Style: Freelancer
Agility: **95.22**
Team tactics: **77.68**
Preferred weapon:

Affinity: Ammo
2.0

"Mandible's programmer thought it would be interesting to have his creation contemplate the meaning of life. Three days and 76 bodies later the automaton still lacked an answer, but had gained extensive knowledge of human physiology."

Name: LVW-1963
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **79.60**
Combat Style: Freelancer
Agility: **79.42**
Team tactics: **97.60**
Preferred weapon:

Affinity: Fire rate
0.8

"No mercy will be granted by the drone as this feature was removed in the last operating system update."

Name: YYZ-0799
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **50.66**
Combat Style: Freelancer
Agility: **83.25**
Team tactics: **76.30**
Preferred weapon:

Affinity: Fire rate
0.8

"Syzygy takes the term 'bleeding edge' to a whole new level."

Name: THX-2276
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **61.57**
Combat Style: Freelancer
Agility: **74.65**
Team tactics: **80.03**
Preferred weapon:

Affinity: Damage **1.2**

"Relentless in competition and possessed of a digital immortality that the organics are incapable of understanding, Thorax seeks only one goal: victory."

Name: WMR-0333
Race: Cybernetic
Classification: Artificial life-form

Accuracy: **82.96**
Combat Style: Defender
Agility: **80.83**
Team tactics: **55.55**
Preferred weapon:

Affinity: Damage **2.0**

"Widowmaker is one of the few battle drones confirmed to be wholly inorganic. Advanced threat detection and onboard evasive logic make this being a force to be reckoned with."

Name: Damarus
Race: Gen Mo'Kai
Age: 23 yrs.

Accuracy: **91.71**
Combat Style: Freelancer
Agility: **90.00**
Team tactics: **97.04**
Preferred weapon:

Affinity: Fire rate
0.8

"The son of Mobeth tribe leader Gik Ma, Damarus has made quite a name for himself in the arenas. As a volunteer, he enjoys many physical pleasures, but those who think his hedonistic lifestyle has made him soft haven't seen him from the wrong end of a Bio Rifle."

Name: Faraleth
Race: Gen Mo'Kai
Age: 28 yrs.

Accuracy: **92.61**
Combat Style: Freelancer
Agility: **81.09**
Team tactics: **93.54**
Preferred weapon:

Affinity: Fire rate
0.8

"When the human plague known as the Crimson Scourge annihilated her tribe, the healer Faraleth went mad with grief, sickened by her own impotence to combat the disease. Now every death she suffers in the tournaments is one small step toward redemption."

Name: Makreth
Race: Gen Mo'Kai
Age: 24 yrs.

Accuracy: **87.22**
Combat Style: Freelancer
Agility: **59.47**
Team tactics: **62.67**
Preferred weapon:

Affinity: Damage
1.2

"A warrior maiden of the Yellow Bone clan, Makreth proudly wears the death mask handed down through generations of her family. Her bared fangs and slitted eyes have frozen in fear more than one of her opponents."

Name: Mokara
Race: Gen Mo'Kai
Age: 20 yrs.

Accuracy: **60.59**
Combat Style: Freelancer
Agility: **55.15**
Team tactics: **53.34**
Preferred weapon:

Affinity: Ammo
3.0

"Damarus's sister and second in line to the scepter of Mobeth, Mokara feels that her brother is unworthy of the title and seeks to usurp it by proving herself better in battle. Quiet and reserved, she watches her enemies closely for hidden weaknesses."

Name: Motig
Race: Gen Mo'Kai
Age: 19 yrs.

Accuracy: **57.58**
Combat Style: Freelancer
Agility: **73.95**
Team tactics: **68.34**
Preferred weapon:

Affinity: Fire rate
0.8

"The youngest of the Gen Mo'Kai players, Motig is also the most enthusiastic and outgoing of the recruits. He plays the crowd like a finely tuned instrument, using finesse and style to impress while crushing his enemies underfoot. Underestimating his abilities in combat may be the last mistake you'll ever make."

Name: Nebri
Race: Gen Mo'Kai
Age: 26 yrs.

Accuracy: **98.21**
Combat Style: Freelancer
Agility: **78.13**
Team tactics: **71.15**
Preferred weapon:

Affinity: Damage
2.0

"Her face permanently disfigured by the venom of an Arborean predator, Nebri signed up for the tournaments rather than face further rejection by those who were once her suitors. Little does her compatriot Damarus know that her feelings for him are considerably less than hostile."

Name: Komek
Race: Gen Mo'Kai
Age: 27 yrs.

Accuracy: **95.00**
Combat Style: Freelancer
Agility: **60.54**
Team tactics: **68.42**
Preferred weapon:

Affinity: Damage
1.2

"Like Makreth, Komek prefers to wear the death mask of his family into battle. This has earned him the disdain of Motig, who prefers to instill fear into his enemies with displays of skill rather than gaudy facial art."

Name: Selig
Race: Gen Mo'Kai
Age: 25 yrs.

Accuracy: **82.94**
Combat Style: Defender
Agility: **94.72**
Team tactics: **54.11**
Preferred weapon:

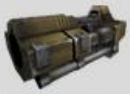
Affinity: Fire rate
0.8

"Unlike his flashy young friend Motig, Selig prefers to keep to himself. Between competitions he likes to explore and document the interesting things he finds, or play a lethal game of cat and mouse with the interesting things that find him."

Juggernauts

Name: Judith Karpovskya
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 26 yrs.

Accuracy: **82.26**
Combat Style: Freelancer
Agility: **85.26**
Team tactics: **90.30**
Preferred weapon:



Affinity: Damage
1.2

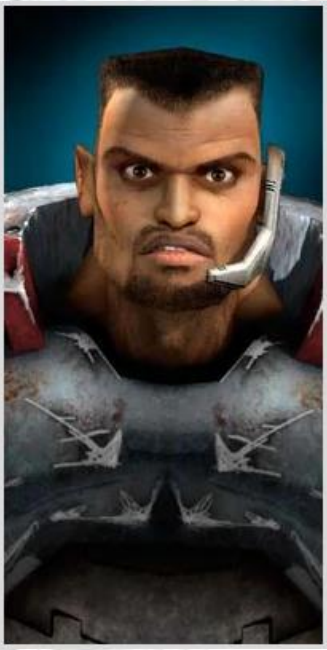
"A gene-boosted weightlifter who strangled a judge in a fit of adrenaline-induced rage, Ambrosia has resigned herself to a life in the tournaments and the unthinkable horror of dealing with her teammate Gorge's sexual innuendos for the foreseeable future."

Name: Marvin Hunter
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 24 yrs.

Accuracy: **81.99**
Combat Style: Freelancer
Agility: **75.14**
Team tactics: **58.00**
Preferred weapon:

Affinity: Damage
1.2

"Unlike his male counterparts, Arclite is neither a criminal nor a killer by nature. His presence in the tournaments is simply a byproduct of his genetic makeup. But watch your step around him. He's not happy to be here."

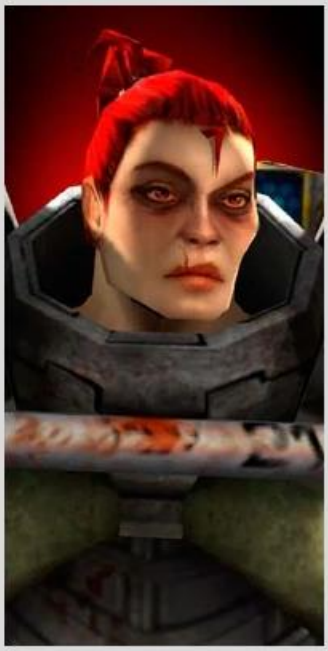


Name: Niles Krieger
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 28 yrs.

Accuracy: **87.79**
Combat Style: Attacker
Agility: **58.61**
Team tactics: **86.18**
Preferred weapon:

Affinity: Damage
1.2

"If a trash compactor and a tank had offspring, the result might resemble Cannonball. He's big, ugly, and has the personality of a rabid grizzly. Only the suicidal would voluntarily share a cell with this career criminal."



Name: Constance Lapp
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 32 yrs.

Accuracy: **51.01**
Combat Style: Freelancer
Agility: **71.58**
Team tactics: **93.23**
Preferred weapon:

Affinity: Fire rate
0.8

"Former union leader of Ore Miners Local #732G, Diva was insulted by bribes offered by an Imperial official, so she cut off his hands and used his subdermal ID chips to access his accounts, netting her life in the Allerian ice mines."

Name: Nikolai Kolodenko
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 37 RT yrs.

Accuracy: **54.73**
Combat Style: Freelancer
Agility: **84.51**
Team tactics: **74.12**
Preferred weapon:

Affinity: Fire rate **0.8**

"You can feel his cold gaze at a distance, like gangrene crawling beneath your flesh. It devours you, seeks to turn your blood to ice and your heart to stone. Imagine what he'll do when he actually gets his hands on you."

Name: Prometheus Georgian Pithras
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 34 RT yrs.

Accuracy: **67.48**
Combat Style: Freelancer
Agility: **95.49**
Team tactics: **70.13**
Preferred weapon:

Affinity: Ammo **2.0**

"It takes a special kind of person to survive the harsh environment of the Allerian Penal Colony. It takes another kind of person altogether to revel in it. Gorge is more than just a survivor; he's a predator with a sweet tooth for suffering."

Name: Carol Robinson
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 29 yrs.

Accuracy: **94.35**
Combat Style: Freelancer
Agility: **82.44**
Team tactics: **75.16**
Preferred weapon:

Affinity: Damage
1.2

"After her husband was killed in a mining accident, Reinha had nothing left to live for. She adopted the nickname her spouse had given her in his native Portuguese and set out to find meaning in death."

Name: Eva Kasprzak
Race: Human
Classification: Homo Sapiens (Geneboosted)
Age: 24 yrs.

Accuracy: **81.99**
Combat Style: Freelancer
Agility: **75.14**
Team tactics: **58.00**
Preferred weapon:

Affinity: Ammo
2.0

"Not only is she a victim of a severe beating with the ugly stick, she's had DNA from the tree spiced directly into her genes. There's nothing pretty about Siren and she'll be the first to admit it. Because if you mention it, she'll kick your tail."

Mercenaries (Humans)

Name: Sylvia Russel
Race: Human
Classification: Mercenary
Age: 26 yrs.

Accuracy: **88.93**
Combat Style: Defender
Agility: **95.31**
Team tactics: **59.30**
Preferred weapon:

Affinity: Fire rate
0.7

"Don't let those pretty eyes fool you. She's hard as steel and holds her own in the arena better than most men. As a scout for merc raiding parties, she earned a reputation for dependability and courage while she was still a kid. But then nobody here's a kid anymore."

Name: Meridith Planck
Race: Human
Classification: Mercenary
Age: 26 yrs.

Accuracy: **90.36**
Combat Style: Freelancer
Agility: **91.53**
Team tactics: **85.51**
Preferred weapon:

Affinity: Ammo
2.0

"Raised on the crippled capships of the 7th Mercenary Fleet, Prism is part engineer, part gun for hire. She takes her name from the custom eyepiece she designed while inspecting bulkheads for microfractures."

Name: Michael Cassidy
Race: Human
Classification: Mercenary
Age: 26 yrs.

Accuracy: **53.96**
Combat Style: Freelancer
Agility: **70.58**
Team tactics: **56.05**
Preferred weapon:

Affinity: Ammo **2.0**

"Being a twin in the tournaments isn't so bad, as long as you're on the same side. If you think it's hard to face a brother in the arena, try it when he's also got your face. One thing makes it easier: He's a real jerk."

Name: Stephen Cassidy
Race: Human
Classification: Mercenary
Age: 26 yrs.

Accuracy: **90.28**
Combat Style: Freelancer
Agility: **52.13**
Team tactics: **64.09**
Preferred weapon:

Affinity: Ammo **2.0**

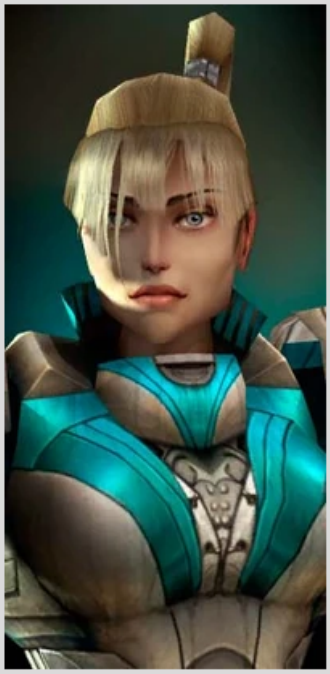
"Supported by his twin brother, Romulus proves that with the right team behind him, a good leader can go anywhere. So what if his brother feels a little jealous now and then, and maybe they start taking shots at each other? That's what the cloning tank's for, right?"

Name: Patrice LeBlanc
Race: Human
Classification: Mercenary
Age: 27 yrs.

Accuracy: **79.52**
Combat Style: Freelancer
Agility: **83.54**
Team tactics: **67.06**
Preferred weapon:

Affinity: Ammo
2.0

"Soft-spoken, intelligent, and attractive –yet brutal in the arena– Sapphire sets the hearts of many combatants racing. Sometimes for different reasons."



Name: Julie Warkworth
Race: Human
Classification: Mercenary
Age: 24 yrs.

Accuracy: **93.57**
Combat Style: Attacker
Agility: **66.37**
Team tactics: **92.32**
Preferred weapon:

Affinity: Fire rate
0.8

"It was only two years ago that an Imperial dreadnought captured her clan's vessel and brought its human cargo to the slave docks of Briggan IV. The dockmaster thought her a pretty one and kept her for himself, but his unwanted attentions earned him a crushed larynx and swift visit to the light at the end of the tunnel."

Name: Maynard Lacroix
Race: Human
Classification: Mercenary
Age: 28 yrs.

Accuracy: **79.50**
Combat Style: Attacker
Agility: **63.46**
Team tactics: **92.63**
Preferred weapon:

Affinity: Damage
1.2

"He's not much for talking, but when you need to give orders you don't want to be yelling over your men. If there's a point to be made, Torch prefers to make it with raw firepower."

Name: Aaron Bishop
Race: Human
Classification: Mercenary
Age: 27 yrs.

Accuracy: **75.51**
Combat Style: Defender
Agility: **80.12**
Team tactics: **53.23**
Preferred weapon:

Affinity: Damage
1.2

"A participant in the tournaments since the age of 19, Wraith has taken part in some of the most savage battles fought on the arena floor. Given his long history of combat and the injuries he has incurred, it's hard to know which is more scarred: his body or his mind."

Nightmares

Name: Sara Cortez
Race: Nightmare
Classification: Cybernetic Human
Age: 19 yrs.

Accuracy: **56.06**
Combat Style: Freelancer
Agility: **51.86**
Team tactics: **64.66**
Preferred weapon:

Affinity: Fire rate
0.8

"After losing her legs during an attack on an Imperial medical supply transport, Booster was captured and sentenced to deletion of personality at the Purgatory Penal Facility. With her mind and body rebuilt from the ground up, she now serves as a bounty hunter for the empire."

Name: Specimen 031G
Race: Nightmare
Classification: Homo Sapiens Taratis
Age: 24 RT yrs.

Accuracy: **57.51**
Combat Style: Attacker
Agility: **58.56**
Team tactics: **92.85**
Preferred weapon:

Affinity: Ammo
3.0

"As strong as he is ugly, Brutalis was part of an experiment to hybridize human and Taratic prisoners into a highly intelligent killing machine. The project was scrapped after proving to be more successful than anyone could have imagined."

Name: Unknown
Race: Nightmare
Classification: Homo Sapiens Medusae
Age: 54 RT yrs.

Accuracy: **80.00**
Combat Style: Freelancer
Agility: **87.81**
Team tactics: **79.92**
Preferred weapon:

Affinity: Ammo **2.0**

"A walking deathtrap that preys on the compassion of her victims, Domina prowls the dark corners of a thousand world seeking enemies of the empire. Like all members of the vigilance force, Domina possesses the unique ability to ferret out treason where none has been committed."

Name: Unknown
Race: Nightmare
Classification: Homo Sapiens Medusae
Age: 34 yrs.

Accuracy: **72.04**
Combat Style: Freelancer
Agility: **84.18**
Team tactics: **85.41**
Preferred weapon:

Affinity: Ammo **2.0**

"Ever wonder why children are afraid of clowns? Now you know."

Name: Unknown
Race: Nightmare
Classification: Cybernetic Human
Age: Unknown yrs.

Accuracy: **65.86**
Combat Style: Freelancer
Agility: **87.75**
Team tactics: **77.10**
Preferred weapon:

Affinity: Ammo
2.0

"As a child, her dreams were filled with ghoulish monstrosities, nightmares that craved the very sustenance of human suffering. Decades later only the nightmare remains, and the innocence of childhood is a fairytale for the weak."

Name: Unknown
Race: Nightmare
Classification: Homo Sapiens Medusae
Age: Approx. 36 yrs.

Accuracy: **90.11**
Combat Style: Freelancer
Agility: **56.88**
Team tactics: **50.11**
Preferred weapon:

Affinity: Damage
1.2

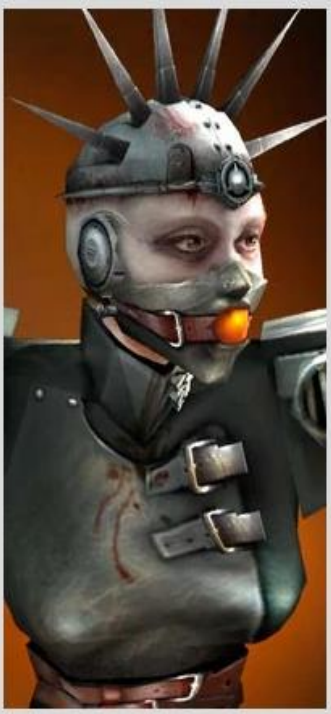
"Mr. Crow brings culture and style to a sport as brutal and decadent as any in history. The fact that he is a raving lunatic with a taste for the bizarre only adds to his charms in the eyes of the public."

Name: Specimen 040G
Race: Nightmare
Classification: Homo Sapiens Taratis
Age: Unknown yrs.

Accuracy: **60.59**
Combat Style: Freelancer
Agility: **51.11**
Team tactics: **51.04**
Preferred weapon:

Affinity: Damage
1.2

"If league regulations allowed for unarmed combat then the competition would be quite brief with Ravage involved, and very, very messy."



Name: Unknown
Race: Nightmare
Classification: Homo Sapiens Medusae
Age: 38 RT yrs.

Accuracy: **89.86**
Combat Style: Freelancer
Agility: **96.42**
Team tactics: **83.92**
Preferred weapon:

Affinity: Damage
1.2

"Her eyes are devoid of life, empty orbs that take in the world with an unfeeling gaze. A thin trail of spittle runs untended from her tightly gagged mouth, yet she never rubs it away. Only one thing brings a spark of vitality to this tortured soul: the suffering of others."

These are the rival teams we will face:

• *Apocalypse* • *Area 51* • *Bloodfists* • *Crossfire* • *Cutthroats* • *Deviants* • *Dustwalkers* • *Firestorm* • *Gunrunners*	• *Hellspawn* • *Inquisition* • *Mob Mentality* • *NightWatch* • *Pain Machine* • *Razorbacks* • *Rockpounders* • *Shellshock* • *Soulcrushers*	• *Storm's Fury* • *Sunblades* • *Supernova* • *Surgical Steel* • *Tin Soldiers* • *Triggermen* • *Violators* • *WarCry*

Data:

1. It is the first Unreal Tournament that came out on the classic XBOX, it is essentially the Unreal Tournament 2003 but it was released only on this platform to take advantage of the Xbox Live. It was also the first Tournament game to receive a downloadable patch. This was to the displeasure of many, as they did not give them what EPIC promised, and only released that patch, which corrected bugs.

Here is my point of view on this title:

Unreal Championship

I have not been able to test it personally, but I have been able to see it complete, since I lack an Xbox (which I think is what takes away a little from this, since it is exclusive to this platform)

RATING: (From what I've seen) 7'5/10

INOPSIS
Unreal
CHAMPIONSHIP 2
THE LIANDRI CONFLICT

Welcome to this year's final qualifying competition for this year's Grand Tournament, sponsored as always by Liandri Mining Corporation. This tournament has it all: new competitors, devastatingly lethal weapons, and more total chaos than ever before.

Liandri Corporation is proud to announce that this competition is held in concert with the Nakhti Rites of Ascension. This ancient tradition is a battle to the death, where the warriors of Nakhti gather to choose the strongest of them to be their new Emperor. And more importantly, they have the opportunity to compete in the Grand Tournament! It's all the primitive bloodlust you've been desiring. So tune in, and maybe the tournament rookie you see win today will be tomorrow's Malcolm or Xan!

But wait... Liandri Mining Corporation believes you deserve even more. So we give it to you!

For the first time in the history of the tournament, we have a full selection of melee weapons. Watch competitors approach and cut themselves into pieces!

And there are all the new melee movements! Look at a half-ton of air-armoured Skaarj warrior knives and jump on opponents from the other side of the arena!

Boo while cowardly competitors they camp with their sniper rifles or hide behind their shields.

Then cheer up as a brave fighter wielding a sword reflects the shot back at that overconfident sniper!

You asked for more mobility and you got it! The Liandri spent years and billions of credits to upgrade the classic tournament armor, increasing agility to incredible levels. Watch competitors dodge bullets, float in the air or even bounce off steep walls!

Personajes:

Name: Anubis
Race: Nakhti
Age: 29 yrs.
Birth place: Nakhti Imperial City
Weight class: Medium

Meleé: Nakhti Staff
Ranged: Nakhti Scorpions
Adrenaline combos:

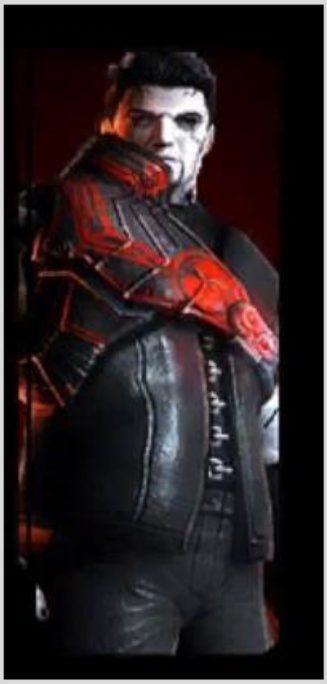
"Anubis is a prince of the illustrious Reydi family whose ancestors include fourteen former Nakhti Emperors. Favored to win the tournament ten years ago, Anubis left on the eve of the competition. Some say he was a coward; others speculate that political scheming forced him from the tournament. For the past decade he has served in the Desert Legion, honing his combat skills and revealing none of his secrets."

(This would be the main character of this installment)

Name: Arclite
Race: Human
Age: 39 yrs.
Birth place: Udan Keeble Community Creche
Weight class: Heavy

Meleé: Juggernaut Fists
Ranged: Dual Enforcers (Juggernaut)
Adrenaline combos:

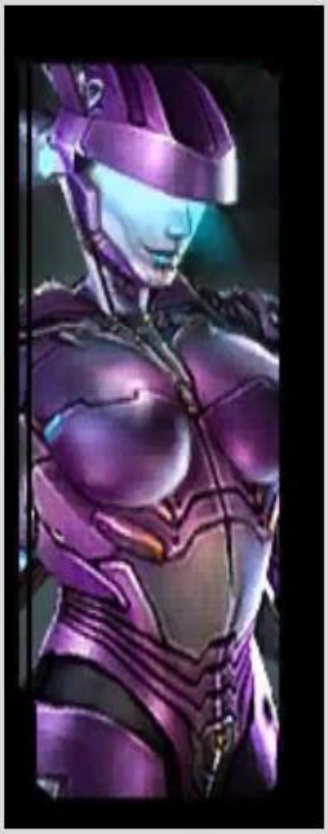
"Unlike most Juggernauts in the tournament, Arclite is neither a criminal nor a killer by nature. His presence in the tournaments is simply a byproduct of his genetic makeup. Watch your step around him -- he's not happy to be here."



Name: Brock
Race: Necris
Age: Undead yrs.
Death place: Deneb IV
Weight class: Medium

Meleé: Dark Staff
Ranged: Dual Enforcers (Necris)
Adrenaline combos:

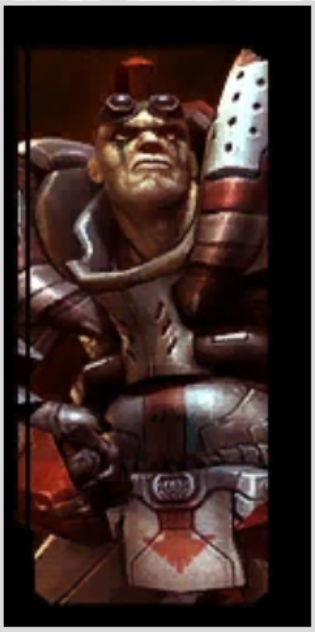
"Malcolm's loyal teammate, Brock attempted to avenge his defeat and kill Gorge. His death was predictable. He was resurrected via the patented Necris process. Unlike his former girlfriend, Lauren, Brock has no memories of his previous life. Unburdened by remorse, he's free to kill in the Tournament again."



Name: Devastation
Race: Liandri
Age: 0.5 yrs.
Construction place: Liandri Home Services Facility
Weight class: Light

Meleé: Molten Kama
Ranged: Liandri Rivet Guns
Adrenaline combos:

"Inspired by the ratings success of earlier robotic competitors, the Liandri converted their brilliant new home service robot into a deadly killing machine. The Prototype is constructed with nanochamber alloy and possesses a giga-array processing unit. To further increase audience attraction, and home purchase, Liandri selected a sleek female body type modeled after a popular adult holo actress."



Name: Gorge
Race: Human
Age: 41 yrs.
Birth place: NeoChiba Research Creche 9
Weight class: Heavy

Meleé: Juggernaut Fists
Ranged: Dual Enforcers (Juggernaut)
Adrenaline combos:

"Gorge, a former inmate of the Allerian Penal Colony, savagely clawed his way through the tournament to the leader boards. Snapping Malcolm's winning streak, and his spine, in the tournament finals should have earned Gorge instant stardom and respect. However, his rough treatment of his fanbase negatively affected his ratings, and 'Gorgeamania' never quite caught on. Gorge is extremely irritated that Malcolm's fans still outnumber his, and that 'Malcolm Will Be Back' t-shirts are still everywhere at Tournament competitions."

Name: Lauren
Race: Necris
Age: Undead yrs.
Death place: Asteroid 35332-XA
Weight class: Light

Meleé: Necris Swords
Ranged: Dual Enforcers (Necris)
Adrenaline combos:

"A former grand tournament champion, Lauren took her life after her boyfriend and teammate Brock died. The Liandri could not afford to lose two popular competitors at once, so they resurrected her with the horrific -- and horrifically expensive -- Necris process. One side effect: Lauren is only marginally sane. She does her best to share her demented grief with others."

Name: Malcolm
Race: Human
Age: 54 yrs.
Birth place: Earth
Weight class: Medium

Meleé: Cryo Staff
Ranged: Dual Enforcers (Human)
Adrenaline combos:

"The most famous Tournament player, Malcolm is a nine-time Champion whose face is recognized on every planet in the galaxy. His winning streak (and his spine) was snapped a few years ago by a crushing blow delivered by Gorge in the tournament finals. Malcolm never regained his former agility, but makes up for it with decades of experience. The Liandri use him extensively as a color commentator in their pre-game shows."

Name: Raiden
Race: Elder God
Age: Ancient yrs.
Weight class: Medium

Meleé: Thunder Staff
Ranged: Lightning Bolts
Adrenaline combos:

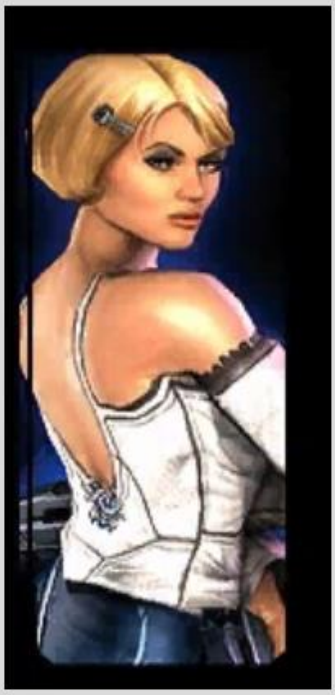
"As an Elder God, Raiden has been cursed with seeing the devastation to come. When the Gods stood firm on their decision not to interfere in the ways of mortals, Raiden pleaded with them to take action, but they refused. Disgusted, he relinquished his immortal status to travel amongst the realms, gathering the support of the greatest of warriors against the coming storm. And there is no better place to recruit the champions of the galaxy than the Liandri Tournament."

Name: Raptor
Race: Liandri
Age: 7 yrs.
Construction place: Merkady Production Facility 11
Weight class: Heavy

Meleé: Liandri Hammers
Ranged: Liandri Rivet Guns
Adrenaline combos:

"Raptor was originally designed for heavy mining and factory work. In response to audiences' ever-increasing hunger for bloodshed, these robots were refitted with combat equipment and put into the arenas. While they're programmed to win, Raptor's primary task is to eliminate opponents in the most spectacularly bloody manner possible."

Zafiro tiene algunas líneas, son las siguientes:



Name: Sapphire
Race: Human
Age: 39 yrs.
Birth place: Paso Robles
Weight class: Light

Meleé: Cryo Swords
Ranged: Dual Enforcers (Human)
Adrenaline combos:

"Sapphire is soft-spoken, intelligent and attractive, and on first glance you'd never guess that she's a experienced tournament combatant. Her gentle mannerisms hide a vicious streak that comes to the fore every time she walks into an arena. Sapphire is known for setting the hearts of her many combatants racing -- but often for two different reasons."

Hyena: I heard that when Anubis hit Darius, he... [Cut Anubis, back to them]... he tore off his arms and ate them! (Cut to Anubis again)

Sapphire: Then let's attack it.

Hyena: No, no... The Liandri don't like to cheat! [Laughs nervously, cut Anubis again]

Sapphire: No, not unless it's your idea.

Hyena: [Laughs nervously]

Name: Selket
Race: Nakhti
Age: 26 yrs.
Birth place: Nakhti Imperial City
Weight class: Light

Meleé: Nakhti Swords
Ranged: Nakhti Scorpions
Adrenaline combos:

"Selket is a princess of the Jehfar family, and a distant cousin to Anubis. Her desire to be Empress has eclipsed all other minor concerns like ethics and morality. Selket holds little respect for the animal-totem religion of the Nakhti people. She prefers instead the lucrative opportunities that the Liandri Mining Corporation can provide her and her future empire."

Selket has some quotes on different maps, they will be the following:

Selket (via TV): This is a historic day for my people.

Liandri will draw the attention of the entire galaxy to my world. It is an honor and a privilege to compete for Ascension.

I just hope I can maintain our ancestor a standard of excellence (...)

-- Basic Training

Selket (via screen): I thought we had a deal!

Liandri officer: Ah, what do you mean, dear Selket?

Selket (via screen): Anubis! It's in the Tournament.

Liandri Officer: By tradition, your Rites of Ascension are open to all.

Selket (through the screen): I told you before. I want him out.

Liandri Officer: Hmmm... His file says he comes from a strong line of champions. But it has not been very successful.

Selket (through the screen): He is a coward. Ten years ago, he left the tournament and ran like a dog.

Liandri officer: He joined the Legion, as far as I can see. He also left his young wife behind. But you knew that, didn't you**?**

Selket (through the screen): Just take care of him. [Hit a random soldier]

Liandri officer: Oh, we will no need to worry!

-- Basic Training

Sobek: Selket. [Apophis stands in his way] Good dog.

Apophis: [Spawns his axe] Back off, man!

Selket: So, Anubis is still too scared to fight his own battles. I'm not surprised.

Sobek: You loved ripping out his heart, didn't you? And now you want to do it for real.

Selket: Why bother? It is the heart of a coward.

Sobek: He's not a coward.

Selket: Withdrew from the Tournament...

Sobek: ... because of politics! Then you dropped it like a hot shit sandwich.

Selket: He ran away from politics. And you want him as an Emperor?"

Sobek: Better than a fucking Liandri. [Apophis grabs Sobek and throws him away]

Selket: "He abandoned our people once. I won't give him a second chance.

"Selket: [Prevent Apophis from killing Sobek] No. Let him live. It only slows down Anubis.

-- Endurance Test

Selket (thought in the mind of Anubis): The crown is not for cowards, and neither am I.

- A moment of respite

Selket: Nervous? If you feel weak, you should sit down."

Anubis: I'll manage.

Selket: (Walks slowly towards Anubis) Last chance to run. Coward.

Anubis: The only thing I feared was what I saw in your heart. I tested you. And you failed.

Selket: Did I fail? You were the one who turned around and ran.

Anubis: Your power-crazy family arranged our marriage. But that didn't matter to me. I loved you. I left the Tournament to see what you wanted more: an emperor or a husband.

Selket: Excuses. You were afraid. Weak**.**

Anubis: Create what you want. Yes, I left the Tournament. But you left me. And I didn't want to rule without you.

Selket: I was a silly girl in love. My family stopped me for persecuting you, and I thank them every day.

Anubis: Did your family stop you?

Selket: They're waiting. It's time to go.

Anubis: Let them wait. I have waited for years. We don't have to...

Selket: No... more... Lies! [Enter the arena]

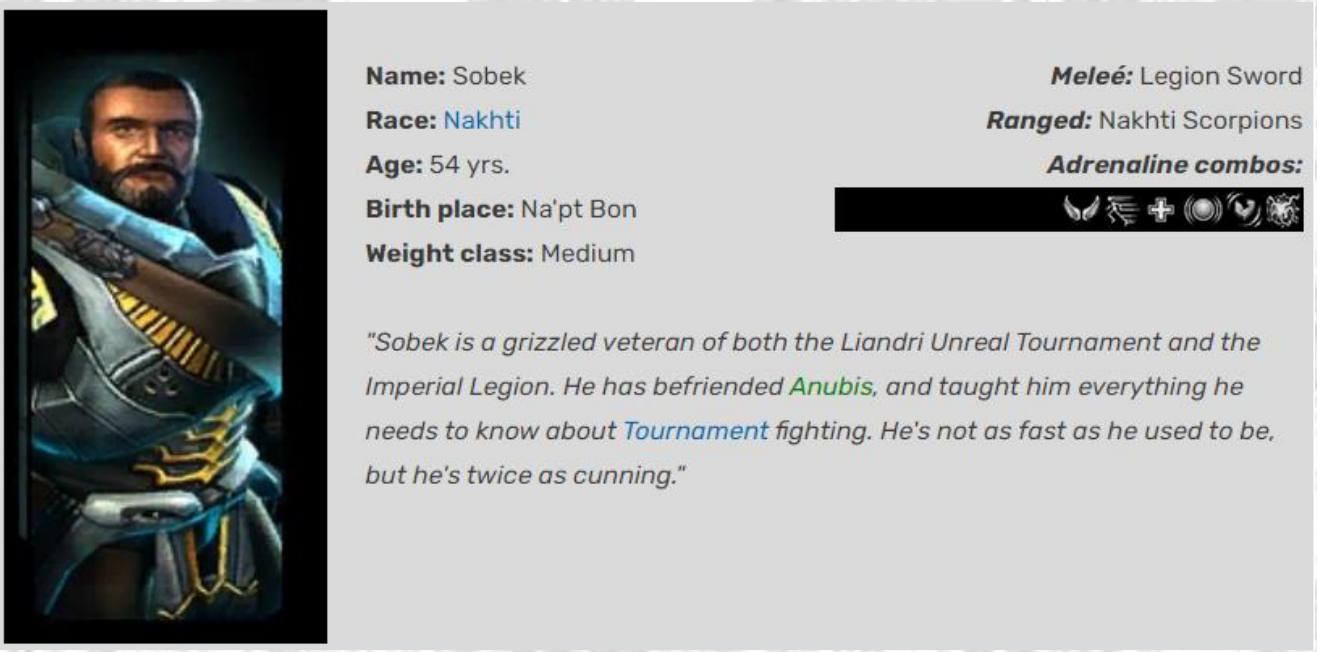
Anubis: I wish there was another way.

Selket: Liandri will take us out of the dark ages. Tradition means nothing to our people. I am the future now.

Anubis: They will be surprised.

Selket: The old ways are dead. You will have to die along with them.

-- The final



Sobek has some quotes on different maps, they are as follows:

Sobek: *Another shitty patrol for the best of the Imperial Legion.*

Anubis: *I have friends in higher places.*

Sobek: *Yes, the kind of friends who put scorpions in your boots.*

-- Basic Training

Anubis: *I will not allow Selket to do this.*

Sobek: *You two have history. I know. But she's not going to ask his permission.*

Anubis: *I'm going to the capitol in the morning. Keep men out of trouble.*

Sobek: *Forget it. All that political shit you left behind? It's a hundred times worse now with Liandri in the picture.*

Anubis: *No. She loved me so much in the tournament. Now she gets her wish.*

Sobek: *If you're serious, you'll need help. And I've been to the tournament.*

Anubis: *You were not in the last Rites of Ascension.*

Sobek: *Nah. I'm not exactly emperor stuff. But I spent a few years at the Liandri circuit.*

Anubis: *When will you stop surprising me?*

Sobek: *When you start paying attention. I imagine I can show you some tricks.*

Anubis: *So be it. We start tonight.*

-- Basic Training

Sobek: *That was fun. Bots are good target practice.*

Anubis: *I hope to personally thank Liandri.*

Sobek: Your funeral.

-- Road to the Capitol

Sobek: *Are you sure about this... of her?*

Anubis: *I know her better than any other man. It must be stopped.*

Sobek: *Maybe she's changed.*

Anubis: *Selket is a viper. His family wants the power of the scepter, not the duties of the throne.*

Sobek: *Then you're going to need someone to take care of your six, kid. And I mean the Tournament as well. You need a partner.*

Anubis: *I have already found a partner. A legionnaire, in fact.*

Sobek: *Really? Okay, okay, you're not going to tell me everything.*

Anubis: *You'd like to. A grumpy and failed sergeant. Too stupid to retreat. Great shooter though.*

Sobek: *Oh, sure, I'll partner with you. But you have to keep up.*

-- Road to the Capitol

Sobek: *How do you feel?*

Anubis: *It feels... correct. Except... this. [Points to his helmet] I feel like a pet, not a warrior.*

Sobek: *Your parents named you after the Jackal, not me.*

Anubis: *A jackal is a dog! I am named after the God of Death!*

Sobek: *Hey, take it easy. Save this attitude for the camera.*

Anubis: *I spent hours filling out resignation forms and have a fight to the death in the morning. And do you want to practice again?*

Sobek: *Everything is different in a tournament stadium. I don't want to be caught off guard.*

Anubis: *Nothing could surprise me after this week.*

Sobek: *[Points with rifle] Surprise, kid!*

Anubis*: What the heck... [Teleports]... What the hell are you doing?*

Sobek: *Teleporters change things, huh?*

Anubis: *Another hour of practice wouldn't hurt.*

-- Combat training

Sobek: *Selket. [Apophis stands in his way] Good dog.*

Apophis: *[Spawns his axe] Back off, man!"*

Selket: *So, Anubis is still too scared to fight his own battles. I'm not surprised.*

Sobek: *You loved ripping out his heart, didn't you? And now you want to do it for real.*

Selket: *Why bother? It is the heart of a coward.*

Sobek: *He's not a coward.*

Selket: *Withdrew from the Tournament...*

Sobek: *... because of politics! Then you dropped it like a hot shit sandwich.*

Selket: *He ran away from politics. And do you want him as Emperor?*

Sobek: *Better than a fucking Liandri. [Apophis grabs Sobek and throws him away]*

Selket: *He abandoned our people once. I won't give him a second chance.*

Selket: *[Prevent Apophis from killing Sobek] No. Let him live. It only slows down Anubis.*

-- Resistance training

Name: Szalor
Race: Skaarj
Age: Unknown yrs.
Weight class: Heavy

Meleé: Skaarj Blades
Ranged: Skaarj Razik
Adrenaline combos:

"Szalor is a proud Skaarj warrior, who suffered the ultimate humiliation: he was captured and enslaved by his mortal enemies, the Torgr tribe. He tried to die fighting his captors and thus regain a small measure of honor. Instead he only impressed the Torgr with his ferocity. They entered Szalor into the tournament, hoping to watch an entertaining death. If he manages to win, however, he will be set free."

Slazor has some lines (and important), they are the following:

Malcolm (as commentator): *The Skaarj. Their brutality is legendary throughout the galaxy. Without a doubt, they are the most ruthless warriors in existence. This makes my guest a tournament competitor to fear, Szalor, welcome!*

Szalor (in the sand): *It's good to be here.*

Malcolm: *Let's get straight to the point. Why do the Skaarj hate humans?*

Szalor: <u>You killed our queen.</u>

Malcolm*: Sure, but that was at the end of the war. Why did you attack our colonies?*

Szalor: *We have no grudge against humans.*

Malcolm: *It's a relief! You heard it here first.*

***Szalor: W**e subjugate all inferior races, not just humans.*

***Malcolm:** Ohhh-key. Let's move on. Your next opponent is a soldier from Nakhti... Anubis.*

Szalor: [growls]

***Malcolm:** It must be difficult to pit an 'inferior human' against an equal.*

***Szalor:** Not as equals.*

***Malcolm:** Competitor, then.*

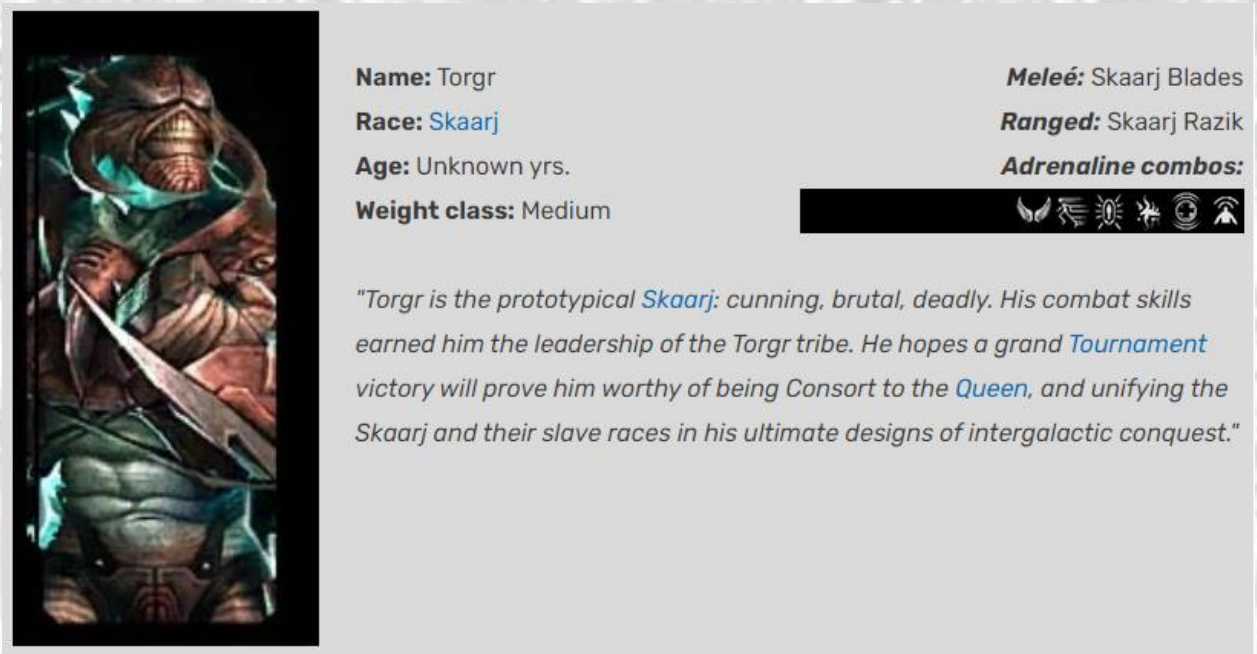
***Szalor:** Hm... Is... Unsatisfactory... tear them apart, only for them to reappear.*

***Malcolm:** Your next game is Nali Slaughter. Some would say that it is unwise to meet a Skaarj warrior in a game they invented.*

Szalor:** It is always unwise to fight a Skaarj warrior**.

Malcolm: *Tell me about the Nali. What are they like?*

Szalor: *They are sheep. Killing them almost takes away the pleasure of killing. Almost...* ***[Laughs like a maniac]***



The Queen is one of the most important figures of Skaarj society and so far the only known woman of that race.

Their role is the propagation of their species. Queen Skaarj was probably the first Skaarj creature to enter Na Pali.

Interesting facts:

- *The game shipped with 14 playable characters, between selectable and unlockable.*

• *The Bonus Pack brought another 10 characters. With 8 remaining characters appearing only as bots, the game increases a total of 32 characters.*

• *Unreal Championship 2 began development in 2003 after the release of Unreal Tournament 2003, and was a planned sequel titled UT2005.*

• *When UT fans began clamoring for improvements to 2003, Epic decided to port UT2005 to consoles and began work on Unreal Tournament 2004. UT2005 eventually became Unreal Championship 2 and was the first of a three-game contract between Midway Games and Epic Games.*

Unreal Championship 2: Liandri Conflict review:

Since being an exclusive delivery of classic XBOX like the previous Championship, I have not been able to play it physically. I've only been able to see it online... But I liked some references to the first video games of the saga and that raises note

RATING: 8'10/10

Unreal
TOURNAMENT
2004

SINOPSIS

The year is 2362.

The most anticipated Tournament in history is about to take place, eclipsing the spectacle and drama of previous events.

The Liandri Corporation Tournament enters its twelfth year as a legally sanctioned competition.

This year's tournament is the most anticipated yet, with teams captained by highly regarded former champions Malcolm, Gorge and the absent Xan Kriegor, as well as a dangerous team from the Skaarj Empire.

ALL TEAMS:

Teams	Leader	Ability	Members
Sun Blade	Cleopatra	Weak	Imhotep, Isis, Ramses, Diva, Hyena, Nafiret, Scarab
Super Nova	Perish	Weak	Nemesis, Ariel, Wraith, Faith, Phantom, Nova, Dragon
Goliath	Rampage	Weak	Misery, Brutus, Fury, Outrage, Titania, Bullseye, Clangor
Fire Storm	Makreth	Hard	Damarus, Mokara, Komek, Faraleth, Motig, Nebri, Selig
Nightmare Black Legion	Abaddon	Hard	Harlequin, Fate, Brutalis, Succubus, Mortis, Domina, Samedi
Blood Fist	Mandible	Hard	Thorax, Syzygy, Widowmaker, Cobalt, Rapier, Corrosion, Renegade
Iron Guard	Brock	Strong	Lauren, Wraith, Mystique, Remus, Satin, Xantares, Prism

Juggernauts	*Gorge*	*Strong*	*Ambrosia, Frostbite, Reinha, Avalanche, Perdition, Sorrow, Jezebel*
Hellions	*Zarina*	*Strong*	*Rae, Garreth, Kaela, Greith, Outlaw, Kane, Baird*
Thunder Crash	*Malcolm*	*Divine*	*Tamika, Othello, Riker, Annaka, Azure, Aryss, Picard*
The Corrupt	*Xan Kriegor*	*Divine*	*Enigma, Divisor, Virus, Matrix, Cathode, Cyclops, Axon*
Iron Skull	*ClanLord*	*Divine*	*Drekorig, Dominator, Guardian, Gaargod, Gkublok, Skakruk, Kraagesh*

Unreal Tournament 2003 teams return

I will not put them because they can be seen above, those that return are:

-Iron Guards

-Juggernauts

-Automatons

-Black Legion

-Anubans

-Fire Storm

Thunder Crash

Name: Malcolm
Race: Human
Classification: Thunder Crash
Age: 42 yrs.

Accuracy: **96**
Agility: **94**
Aggresiveness: **73**
Team tactics: **97**
Average: 90

"Needs no introduction - most famous veteran of the Tournaments, recognized on every planet. With the typical calm pride of the Earth-born, and strong sense of loyalty, Malcolm is a true survivor and born leader."

Name: Tamika
Race: Human
Classification: Thunder Crash
Age: 25 yrs.

Accuracy: **66**
Agility: **86**
Aggresiveness: **79**
Team tactics: **92**
Average: 80.75
Preferred weapon:

"Tamika's mother left her at an early age and she was raised in a house full of men where she was hardened by years of abuse. Bitter beyond belief, she is a hard combatant with a penchant for obliterating male contestants."

Name: Othello
Race: Human
Classification: Thunder Crash
Age: 34 yrs.

Accuracy: **70**
Agility: **79**
Aggresiveness: **76**
Team tactics: **86**
Average: 77.75
Preferred weapon:

"Othello's superior combat abilities were evident at an early age, and he was trained to become a member of the elite ThunderCrash force from the age of nine."

Name: Riker
Race: Human
Classification: Thunder Crash
Age: 31 yrs.

Accuracy: **75**
Agility: **75**
Aggresiveness: **70**
Team tactics: **75**
Average: 73.75
Preferred weapon:

"Riker is a walking fusion of tactics and style. He always tries to find new ways of killing his opponents and has won multiple awards for creative improvisation."

Name: Azure
Race: Human
Classification: Thunder Crash
Age: 39 yrs.

Accuracy: **74**
Agility: **87**
Aggresiveness: **64**
Team tactics: **84**
Average: 77.25
Preferred weapon:

"Born into an extremely rich family, Azure has had the benefit of training from the top fighters of her time. Physical engineering from the best hospitals has enhanced her abilities to the limit of perfection."

Name: Annika
Race: Human
Classification: Thunder Crash
Age: 28 yrs.

Accuracy: **84**
Agility: **64**
Aggresiveness: **67**
Team tactics: **72**
Average: 71.75
Preferred weapon:

"Annika's sister, a miner, was killed due to incompetent Liandri management in the depths of Vulcana 32. She joined the ThunderCrash to help win the Tournament so she can bring a class action lawsuit against the corporation and make them pay for the death of her sibling."

Name: Aryss
Race: Human
Classification: Thunder Crash
Age: 27 yrs.

Accuracy: **78**
Agility: **83**
Aggresiveness: **69**
Team tactics: **80**
Average: 77.5

"A former hot shot pilot, Aryss found that her skill and agility worked well on the battlefield, earning her a spot on the ThunderCrash team."

Name: Picard
Race: Human
Classification: Thunder Crash
Age: 32 yrs.

"Picard is wanted by the Izanagi corporation for the theft of secret new space fighter designs. His status as a Tournament competitor grants him immunity from arrest."

Name: Jakob
Race: Human
Classification: Thunder Crash
Age: 31 yrs.

Accuracy: **73**
Agility: **76**
Aggresiveness: **64**
Team tactics: **77**
Average: 72.5
Preferred weapon:

"Little is known about Jakob's origins, except that he grew up in the fringe mining worlds along the Centaur Rim."

Name: Taye
Race: Human
Classification: Thunder Crash
Age: 34 yrs.

"Othello's twin brother, Taye's superior combat abilities were evident at an early age, and he was trained to become a member of the elite ThunderCrash force from the age of nine."

Iron Skull Skaarj

Name: ClanLord
Race: Skaarj

Accuracy: **97**
Agility: **95**
Aggresiveness: **93**
Team tactics: **75**
Average: 90

"The Iron Skull Clan Lord is feared and revered by the Skaarj for his unmatched fighting prowess."

Name: Drekorig
Race: Skaarj

Accuracy: **74**
Agility: **96**
Aggresiveness: **83**
Team tactics: **76**
Average: 82.25

"Drekorig fights in the Tournament for the honor of his Clan, which was disgraced during the Human/Skaarj Wars when the Skaarj Mothership was destroyed."

Name: Dominator
Race: Skaarj

Accuracy: **74**
Agility: **86**
Aggresiveness: **93**
Team tactics: **76**
Average: 82.25
Preferred weapon:

"Brutal and cunning, Dominator exemplifies the Skaarj warrior code."

Name: Guardian
Race: Skaarj

Accuracy: **76**
Agility: **87**
Aggresiveness: **87**
Team tactics: **74**
Average: 81
Preferred weapon:

"Disdainful of inferior species, Guardian seeks to demonstrate the superiority of the Skaarj. In his spare time, he enjoys hunting Nali and other servant races."

Name: Gaargod
Race: Skaarj

Accuracy: **87**
Agility: **82**
Aggresiveness: **82**
Team tactics: **74**
Average: 81.25

"From what was once a high status family in the Iron Skull Clan, Gaargod aspires to use success in the tournament as a springboard to crush his enemies on the Home World."

Name: Skakruk
Race: Skaarj

Accuracy: **70**
Agility: **87**
Aggresiveness: **94**
Team tactics: **76**
Average: 81.75
Preferred weapon:

"Freakishly strong even for a Skaarj, Skakruk attributes his power to eating the marrow of his enemies."

Name: Gkublok
Race: Skaarj

Accuracy: **89**
Agility: **83**
Aggresiveness: **90**
Team tactics: **74**
Average: 84

"Gkublok was named "Walking Death" by the Nali during his stay on Na Pali."

Name: Kraagesh
Race: Skaarj

Accuracy: 72
Agility: 80
Aggresiveness: 81
Team tactics: 73
Average: 76.5

"Kraagesh, "Lord of the Krall" in the Skaarj language, is famed for his effective use of Krall in subjugating other servant races."

Hellions

Name: Zarina
Race: Human
Classification: Hellion
Age: 24 yrs.

Accuracy: 72
Agility: 93
Aggresiveness: 72
Team tactics: 88
Average: 81.25

"Zarina is the original wild child. She's a regular party machine and she often fights while intoxicated. She believes it gives her an edge."

Name: Rae
Race: Human
Classification: Hellion
Age: 23 yrs.

Accuracy: **67**
Agility: **85**
Aggresiveness: **73**
Team tactics: **79**
Average: 76

"Rae and her sister Greith were found as infants by the Hellions, who were scavenging a destroyed colony suspected to have been ransacked by the Skaarj."

Name: Kaela
Race: Human
Classification: Hellion
Age: 28 yrs.

Accuracy: **77**
Agility: **82**
Aggresiveness: **72**
Team tactics: **92**
Average: 80.75

"Kaela is as nasty as they come. If her foul language doesn't kill you her weapon will do the job."

Name: Garrett
Race: Human
Classification: Hellion
Age: 37 yrs.

Accuracy: **81**
Agility: **83**
Aggresiveness: **70**
Team tactics: **88**
Average: 80.5
Preferred weapon:

"Garrett has been a Hellion since birth. A real ladies man, he attracts quite a bit of non-Hellion fans due to his gruff demeanor."

Name: Greith
Race: Human
Classification: Hellion
Age: 23 yrs.

Accuracy: **67**
Agility: **74**
Aggresiveness: **72**
Team tactics: **90**
Average: 75.75
Preferred weapon:

"Greith and her sister Rae were found as infants by the Hellions, who were scavenging a destroyed colony suspected to have been ransacked by the Skaarj."

Name: Outlaw
Race: Human
Classification: Hellion
Age: 32 yrs.

Accuracy: **80**
Agility: **72**
Aggresiveness: **76**
Team tactics: **80**
Average: 77
Preferred weapon:

"Outlaw was recruited into the Hellions after he reputedly went on a cross-galaxy crime spree in which he murdered nearly 300 civilians."

Name: Kane
Race: Human
Classification: Hellion
Age: 29 yrs.

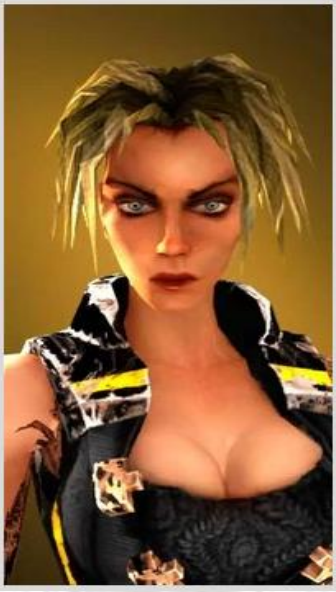
Accuracy: **80**
Agility: **73**
Aggresiveness: **79**
Team tactics: **70**
Average: 75.5

"Not only is Kane psychotic but he's got multiple personalities that change his fighting style instantly."

Name: Baird
Race: Human
Classification: Hellion
Age: 26 yrs.

Accuracy: **71**
Agility: **81**
Aggresiveness: **75**
Team tactics: **78**
Average: 76.25

"They say it's the quiet ones you have to look out for. Baird is unusually quiet until the time comes to fight. He then turns into a raging motor mouth until he's decimated every single opponent."



Name: Ophelia
Race: Human
Classification: Hellion
Age: 23 yrs.

Accuracy: **76**
Agility: **80**
Aggresiveness: **74**
Team tactics: **74**
Average: 76
Preferred weapon:

"Ophelia has risen quickly to a prominent position with the Hellions, and was the youngest Hellion selected for participation in the Tournament team. She is already credited with the development of important new tactics using her favorite weapon, the link gun."

The Corrupt

Name: Xan
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **97**
Agility: **97**
Aggresiveness: **63**
Team tactics: **76**
Average: 83.25

"Former Tournament champion Xan Kriegor is an almost mythical figure. His return from several years of isolation has been greeted with great trepidation by other Tournament competitors."

Name: Enigma
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **76**
Agility: **89**
Aggresiveness: **69**
Team tactics: **77**
Average: 77.75
Preferred weapon:

"Liandri corporation has released no information about this competitor."

Name: Divisor
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **74**
Agility: **89**
Aggresiveness: **66**
Team tactics: **76**
Average: 76.25
Preferred weapon:

"Liandri corporation has released no information about this competitor."

Name: Virus
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **76**
Agility: **87**
Aggresiveness: **62**
Team tactics: **74**
Average: 74.75
Preferred weapon:

"A remorseless killing machine, Virus specializes in dealing death with the shock rifle."

Name: Matrix
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **77**
Agility: **90**
Aggresiveness: **68**
Team tactics: **75**
Average: 77.5
Preferred weapon:

"Liandri corporation has released no information about this competitor."

Name: Cathode
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **78**
Agility: **85**
Aggresiveness: **70**
Team tactics: **75**
Average: 77
Preferred weapon:

"Liandri corporation has released no information about this competitor."

Name: Cyclops
Race: Robot
Classification: Cybernetic
Age: Unknown yrs.

Accuracy: **75**
Agility: **83**
Aggresiveness: **83**
Team tactics: **75**
Average: 79
Preferred weapon:

"Cyclops must be kept in stasis between matches, as he has trouble recognizing the difference between Tournament matches and normal life."

Black Legion (New)

Name: Abaddon
Race: Nightmare
Classification: Human
Age: 31 yrs.

Accuracy: **84**
Agility: **84**
Aggresiveness: **72**
Team tactics: **96**
Average: 84
Preferred weapon:

"Abaddon, the leader of the Black Legion, is the result of extensive genetic manipulation experiments. The sponsoring corporation considered the experiment a failure, because although he is a highly efficient killer, the constant pain wracking his body is expected to considerably shorten his lifespan, reducing the commercial potential for the technology."

ECE Bonus Pack (More Characters)

Name: Barktooth
Race: Human
Classification: Metal Guard
Age: 32 yrs.

Accuracy: **83**
Agility: **96**
Aggresiveness: **97**
Team tactics: **74**
Average: 87.5
Preferred weapon:

"Barktooth would rather rip an opponent to shreds with his bare hands than fight from afar. He also finds close range Flak shots very satisfying."

Name: Karag
Race: Human
Classification: Metal Guard
Age: 42 yrs.

Accuracy: **86**
Agility: **96**
Aggresiveness: **69**
Team tactics: **73**
Average: 81

"Before joining the Iron Guard, Karag honed his weapon handling skills during a long stint as a Marshall for the Terran Colonial Authority. His style and panache already have the the Tournament audience abuzz."

Name: Kragoth
Race: Necris
Age: 127 yrs.

Accuracy: **82**
Agility: **93**
Aggresiveness: **72**
Team tactics: **92**
Average: 84.75
Preferred weapon:

"Known as the 'Star Slayer,' Kragoth is a dread Necris Phayder assassin. He is rumored to have single handedly killed the entire crew of an ICV Star Cruiser."

Name: Thannis
Race: Necris
Age: 93 yrs.

Accuracy: **78**
Agility: **87**
Aggresiveness: **74**
Team tactics: **96**
Average: 83.75
Preferred weapon:

"Thannis is participating to scout the competition."

Name: Mekkor
Race: Skaarj

Accuracy: 85
Agility: 92
Aggresiveness: 73
Team tactics: 75
Average: 81.25
Preferred weapon:

"Mekkor is from the Black Fist Clan, sworn enemies of the Iron Skull Clan. Severely injured in battle, he is testing his new cybernetic armor in the Tournament."

Name: Skrilax
Race: Skaarj

Accuracy: 86
Agility: 95
Aggresiveness: 73
Team tactics: 76
Average: 82.5
Preferred weapon:

"Skrilax is from the Black Fist Clan, sworn enemies of the Iron Skull Clan. Alongside his brother Mekkor, he was severely injured while fighting the Iron Skull Clan."

Fact 1: In the Last Map of the Game, called: ***AS-Mother Ship (From Assault Mode),*** *it is quite important in the story of Unreal, here the description of the map:*

The first contact with the Skaarj occurred during the recovery of the transporter from the Vortex Rikers in Na Pali.

Within a year, the Skaarj had pushed humanity to the brink of destruction.

This scenario reproduces the final battle for Earth and the surprising victory of humans. Facing almost certain defeat.

A Skaarj mother ship orbited Earth and rained death down on the planet in preparation for the final landing.

In a daring suicide mission, humans attacked the Skaarj mother ship in small one-man fighter jets, hoping to shatter the mother ship's defenses shown in the analysis.

Imágenes:

(Interior de la Nave Madre Skaarj)

(Mother ship destroyed)

(Image of Earth's human army ships against Skaarj star ships)

También hay más contenido de las guerras Skaarj-Humanos, pertenece también al modo asalto, el mapa se llama:

AS-Fallen City

AS-Fallen City

After the Human/Skaarj war, many of Earth's cities were left in ruins.

When the New Earth government attempted to assert its authority over these areas, they faced many rebel groups, often covertly funded by large corporations, who had established bases in the destroyed cities.

This scenario recreates the destruction of a Rebel Command Center by NEG forces.

Some images:

History of the Human vs Skaarj War:

Overview

Although the exact year is unknown, it was sometime before 2215 that a human (possibly female) known only as Prisoner 849 crashed on the planet Na Pali with the prison ship UMS Vortex Rikers. Na Pali estaba en ese momento ocupada por los Skaarj que atacaron al Prisionero 849.

Surviving, she killed many Skaarj and even managed to kill his Queen, instigating the Skaarj to attack humans, starting the war.

In 2215, Earth and the United Aligned Worlds, or UAW, formed the New Earth Government to restore order on Earth by controlling skirmishes between major corporations such as Liandri, Axon, and Izanagi, so that Earth could form a unified front against the Skaarj.

The war ended in 2216 during the 7-Day Siege, in which the Skaarj attacked Earth directly using one of their motherships. However, they were defeated by NEG commandos, forcing the Skaarj to retreat.

Many of Earth's cities are in ruins and are soon taken over by various unknown rebel groups, often covertly funded by the large corporations that set up bases there. In 2219, the NEG attempts to regain control of the cities.

After losing the war, the Skaarj hold the Iron Skull clan responsible for the loss of the mothership. This probably means that they were in charge of protecting the mothership by handling its turrets and piloting the Black Scorpion fighters.

Mentions of all these events

Unreal Tournament:

The Dark Phalanx team is composed of former military specialists who have participated in this war.

Farham was solely responsible for the destruction of the Skaarj Skri'ith Class Battleship 'Krujhlok' and is a highly decorated veteran.

Gorn damaged his face beyond recognition during the event. Unable to restore his good appearance, medical specialists placed very advanced implants that restored his senses.

The Skaarj Hybrids are the result of secret military genetic research using human DNA and Skaarj conducted after the capture of a Skaarj scout ship. Some of these warriors entered the Tournament as the Iron Skull and Red Claw teams.

Annaka planned more than 20 attacks on covert structures against the Skaarj in less than a year

. Luthienne survived the shipwreck of the ISV-Kran and was forced to watch all her friends and crewmates die at the hands of the Skaarj until she and 3 others were rescued two years later.

He entered the Tournament to confront his inner demons and ultimately to silence them through his own death.

Arys was selected to play in the Tournament after she single-handedly killed 8 Skaarj with an energy

knife during the battle for Orion's storm watch outpost.

AS-FallenCity is the recreation of one of NEG's attacks on rebel command centers.

AS-Mothership is the recreation of the final actions of the event.

Team Iron Skull fights in the Tournament to clear their name and regain their honor.

Unreal Tournament 2004:

For me it is the best of the Unreal tournament saga, along with the first installment as well.

References to the war of Humans vs Skaarj, about the assault on the Skaarj ship, I loved that point

RATING: 9'50/10

Unreal
TOURNAMENT

Synopsis

You are James "Reaper" Hawkins, a mercenary who works in the Ronin division of Izanagi Corporation.

The beginning of the campaign makes you run in several missions. Halfway through, Necris' attack, and your allegiance may pass from one corporation to another, or you may choose to face the threat of Necris immediately.

Necris' forces are led by a character named Akasha, a female Necris.

INTRODUCTION:

The story begins when a settler walks and picks up a keychain with the Unreal Tournament symbol.

Krall's forces then attack the mining colony, killing many in the infamous Twin Souls Massacre. A Krall runs towards the settler and is about to kill him, until the Krall is suddenly attacked by a crash.

Reaper kills the Krall. He, Jester and Othello take offensive action, while Bishop shoots. He tells the team to get up and run a ship for evacuation, while he stays behind and covers them.

He and other members of Ronin fight the remaining Kralls. Everything goes well, until a Krall leader named Scythe comes with a Rocket Launcher, fires 3 rockets at Reaper and knocks him unconscious. He regains consciousness although his vision is slightly blurred and sees a Necris figure execute a downed Twin Souls soldier with an Enforcer.

Jester and Othello then return when she slightly regains consciousness and saves him. While healing at Izanagi's headquarters, he supervises a familiar figure who tells Hunter to do something.

Act I: Ronin

Reaper has now recovered, but is trapped in a building.

He escapes with the help of his sister and finally gets out after crushing a practice droid with the impact hammer and shoots the locks on the last door with the shock rifle.

Then, his sister challenges him to a 1v1 Deathmatch so he can be "ready".

The Ronin then faces the Axon and, later, the Krall.

Act II: With Caesar's coin

Reaper now meets Malcolm, who is the leader and general of Thunder Crash. Malcolm tells Reaper that the only way to defeat the Necris is to destroy the Axons by taking their vehicles.

Reaper then walks away, disappointed.

Act III: The Liandri Conflict

The Izanagi has a treaty with Axon, and Izanagi soon discovers who oversaw the Reaper by executing the Twin Souls soldier: Akasha, a High Inquisitor of Necris, responsible for the attack on Twin Souls, after Malcolm gives Ronin information about his Reaper says that it is not in a holy war, and he just wants to kill her.

Act IV: Calculated losses

Two soldiers are emerging from a bridge.

Soldiers look up and see the tentacles of Necris landing almost on top of them. The scene then goes to the coast of Onyx, where again, the unsuspecting soldiers are ambushed by Necris' forces.

Next, a city is partially destroyed, with civilians killed.

The scene continues to show the Necris killing and seizing territory.

Finally, the scene shows Reaper angry at Malcolm and blaming Malcolm for what happened.

Act V: Disposable assets

Ronin, Malcolm and the soldiers meet in what looks like a combat location known to them and begin to talk about how the war has ended.

However, Reaper is not convinced; he still wants revenge on Akasha.

Ronin then steals a ship, and then flies through the portal to Necris' home world.

Final Act: Beat Akasha

After taking revenge on Akasha, Reaper sends a message to the rest of the Ronin.

Unbeknownst to him, Necris' forces have gathered around him, and on top of a ledge, a Necris soldier holds a weakened jester.

The soldier drops Jester and she soon dies. Reaper suddenly realizes that the Necris forces around him are being commanded by Malcolm.

The game ends, showing Reaper running towards Necris' forces.

Teams and Characters *Unreal Tournament 3*
Ronin: Reaper, Bishop , Othelo , Jester , Kensai, Kai, Kana **Iron Guard:** Lauren , Barktooth, Harlin, Slain, Johnson, Ariel, BlackJack **Corrupts:** Matrix, Aspect, Cathode, Enigma, Nova, Cyclops **Kralls:** Scythe, Cerberus, Gnasher, Scorn **Black Legion of Necris:** Akasha ,Loque ,Damian, Kragoth, Malakai, Alanna

-I will put all the teams with the most important characters-

Ronin:

The only survivors of the infamous Twin Souls massacre, united by a sense of duty, honor and revenge

Name: Reaper
Race: Human
Classification: Ronin

Accuracy: **0.5**
Combat Style: **0.5**
Aggresiveness: **0.4**
Preferred weapon:

"Reaper lost everything on Twin Souls. He will not rest until he witnesses the total annihilation of those responsible."

Reaper *(Main character of the game)*

Bishop

Bishop considers himself a crusader, a Knight Templar on a divine mission.

Those who fall outside his close circle of friends, or worse, those who serve in an opposing force in a battle, are subject to his mark of divine justice.

No church would approve of his methods.

Their tactics generally fall just within the bounds of legality and treaty convention in wartime, but they never fit well within a civilized society or a regular army.

Thus, Bishop found himself at the limits of known space, serving as a mercenary by day and an extremely unpopular army chaplain by night.

He is part of Izanagi's Ronin team.

He seems to be a jealous man, dedicated to his duty as a mercenary and with a strict sense of justice. He had unusual methods and tactics in warfare that caused him to be shunned by society, the army, and the church.

Real name: *James Hawkins*

Place of birth: *Twin Souls Mining Colony, Cox Nebula*

Othello

Othello was born into a wealthy family and never had to work to support himself.

Instead, he challenged himself with the deadliest jobs and adrenaline-filled adventures around the galaxy: climbing the ice floes of Mount Karanish, participating in the Liandri Grand Tournament, and even working as a mercenary in military conflicts against all odds.

Othello became a drifter, floating from colony to colony, tending to his needs as a street fighter and hired soldier.

A series of unfortunate coincidences made him a first-hand witness to the Twin Soul Massacre.

His real name is: Terrence Carson

Place of birth: *White Plains, New York, Land*

Jester

Jester was born into a hard-working mining family in the Twin Souls clan.

He never showed much aptitude for mining; His capricious and carefree attitude did not fit with the dangerous and methodical lifestyle of a miner.

Instead, he chose an even more dangerous route by joining the Fist of Soul mates, the security forces tasked with protecting the clan's interests in the colony and abroad.

Her stunts in combat, not to mention her carefree approach, left her with the nickname "Jester."

Once known for her cheerful nature, Jester's entire world changed when a Krall murdered her parents and friends.

Once known for her cheerful nature, Jester's entire world changed when Krall murdered her parents and friends.

BIOGRAPHY: *She is a pretty and carefree girl.*

Sarah grew up in Twin Souls, a mining colony. She joined Ronin when she was a teenager, but was injured.

Her brother joined the Ronin to help her, but then got lost somewhere in a fight against Necris.

She fought alongside James for a long time, but the Black Legion killed her in the end, along with two other Ronins (Terrence "Othello" Marshall and Jeremiah "Bishop" O'Conner).

Although it is unknown whether Othello or Bishop died. All of this happened because of Malcolm, the real non-combatant Ronin leader.

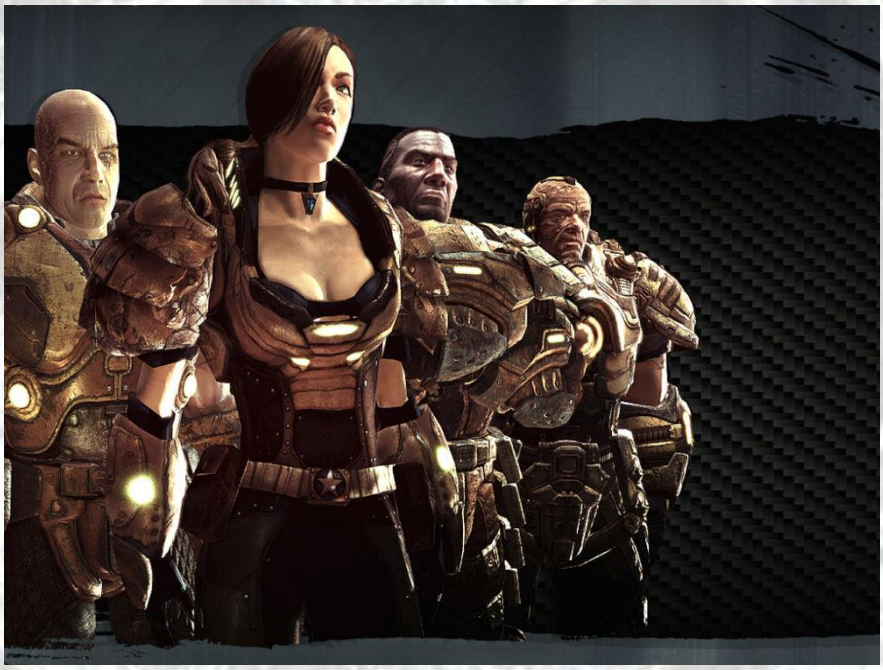
Real name: *Sarah Hawkins*

Place of birth: *Twin Souls Mining Colony, Cox Nebula*

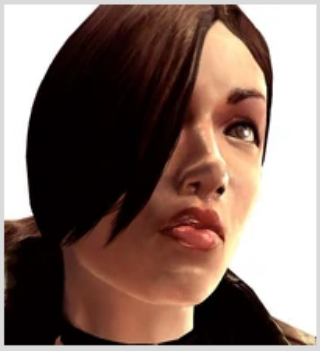
Iron Guard

The Iron Guard defends areas belonging to Axon Research Corporation in Taryd; (An incredibly rich planet in Tarydium.)

A group of highly trained and well-trained mercenaries, skilled in virtually any combat scenario



Lauren



Name: Lauren
Race: Human
Classification: Iron Guard

Accuracy:	0.5
Combat Style:	0.2
Aggresiveness:	0.4
Team tactics:	1.0

Preferred weapon:

"A hard woman, forever shaped by the death of her parents, her career as a bodyguard, and years of tournament experience."

Lauren participó en una guerra de guerrillas en 2307 y, aunque se pensó que era imposible, de alguna manera, era claramente una humana normal una vez más, y ya no una Necris.

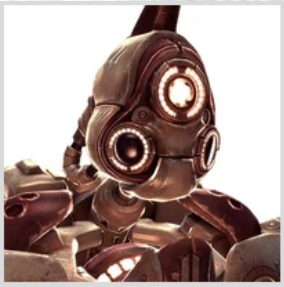
Se desconocen las circunstancias que rodearon su rejuvenecimiento.

Nombre real: *Lauren*

Fecha de nacimiento *2269 en Marte*

The Corrupt

Versiones modificadas de combate de los drones de seguridad de clase mundial de Liandri Mining Corporation



Name: Matrix
Race: Liandri

Accuracy: 0.4
Combat Style: 0.2
Jump factor: 0.25
Aggresiveness: 0.4
Team tactics: 1.0
Preferred weapon:

"Once a flesh and blood human, Matrix began the process of 'upgrading' to automaton status at the request of the Liandri."

Kralls

The Necris use these formidable reptilian beasts for the pacification of the newly conquered planets.

The Kralls appear as a team in Unreal Tournament 3, where they are used by the Necris to kill civilians and massacre Ronin's forces. They now look much more intimidating and are led by Scythe.

They wear a combination of skull shoulder gear made from another Krall and leather/cloth gear to indicate rank within the pack.

Although they wield the same weaponry as other factions in the game, the Kralls are known for their horrific ferocity, preferring to kill with their claws and teeth rather than conventional tactics.

In Unreal Tournament 3, a Krall tribe led by Scythe fights alongside the Necris.

The Kralls are the main assault force that looted and destroyed the Twin Souls mining colony at the beginning of Unreal Tournament3, prompting the Reaper to vow revenge on them and Akasha.

They are the main enemies that players will face from Act II to approximately Act IV, when the player begins to face the Necris.

Scythe

Name: Scythe
Race: Krall

Accuracy:	0.4
Combat Style:	0.2
Jump factor:	0.5
Aggresiveness:	0.4
Team tactics:	0.5
Preferred weapon:	

"Scythe controls his tribe by tooth and claw, and his underlings fear rather than respect him."

Scythe is the leader of the Krall tribe who fights alongside the Necris in Unreal Tournament 3. He is a feared reptilian warrior Krall.

His divine ferocity makes him more than capable of leading the Kralls. His respect is forgotten, because he rules with fear.

Scythe can only be played after completing mission 5 of Chapter 4 of the Campaign, and it would be too strong and fast for any other character.

He makes his last effort, an act of defiance, but Hawkins' team overwhelms the Krall slaves in the end.

The others of the Krall team:

Name: Cerberus
Race: Krall

Combat Style: 0.2
Aggresiveness: 0.4

"Cerberus is moody and irritable. He will turn on anyone without notice or reason, if he feels the sudden need to hunt."

Name: Gnasher
Race: Krall

Combat Style: 0.2
Aggresiveness: 0.4

"Gnasher's rudimentary intelligence only allows him simple phrases with as much roaring and grunting as words."

Name: Scorn
Race: Krall

Combat Style: 0.2
Aggresiveness: 0.4

"A vile, crass, filthy, and savage beast - but dependable and fearless in battle. He embodies the Krall vision of ideal."

Black Legion (Necris)

In Unreal Tournament 3, they are led by the High Inquisitor, Akasha, and play a major role in the story mode, with them commanding the Krall and fighting the Ronin after attacking various areas in "Calculated Losses", then "Disposable Assets".

Reaper decides to send his team with him and pursue and fight them in Omicron 6, the home world of Necris.

Akasha

Name: Akasha
Race: Necris

Accuracy:	1.0
Combat Style:	0.2
Jump factor:	0.25
Aggresiveness:	0.4
Team tactics:	1.0

Preferred weapon:

"As the Necris high Inquisitor, Akasha speaks with the Voice of the Prophet. Her demanding and unforgiving word is law."

The secretive Phayder Corporation developed the Necris treatment process to produce an elite group of 'undead' killers.

The Necris process itself does not have a spiritual component, but those who have undergone the treatment have built a religion based on this transformation.

Over time, the religion of Necris has become an important part of the Corporation's guiding principles.

Akasha is a High Inquisitor of Necris, a ruthless leader who has ordered countless massacres.

Akasha is the leader of the representation of Necris in Unreal Tournament 3 and is therefore the main antagonist in the single-player campaign.

The story explains that she handles non-military operations such as the attack on Izanagi and Twin Souls.

Also from Reaper's initial dialogue while chasing Akasha, she is in command of several crews: Blackheart Assassins, Dark Phalanx Blades, and Necris Black Legion.

Interestingly, Dark Phalanx was an Unreal Tournament team. It raises the question of them becoming Necris.

I will give facts about the Phayder Corporation

Despite widespread knowledge of the Necris, little is known about the Phayder Corporation itself:

The exact details of the Necris procedure are equally unknown.

The financial status of the companies is relatively unknown, however, considering the expenses of the Necris process and the possession of entire lakes of Nanoblack by the Phayders, they could be more or less wealthy than the Liandri Mining Corporation.

Social structure

The Phayder created the substance known as Nanoblack to create the super soldiers known as Necris, but the substance and the resulting Necris Process would have a significant impact on the social order in Omicron 6.

Those who have undergone Phayder's Necris process usually end up with a strong religious connection to Nanoblack, and while Phayder did not intend this at all, they have since aligned themselves with Necris' religious doctrines.

The Necris are gradually taking full control of Omicron 6, and it is suspected that eventually the entire population of the planet will have gone through the Necris Process.

The Necris, and therefore the Phayders, believe they are bringing "salvation" to the universe, giving others a "purpose" through death.

They consider life to be a weakness and are grateful to Nanoblack and the Necris Process for their current state.

It is conceivable, though only a theory, that the religious goals of the Necris are the expression of the basic underlying desires of the Nanoblack himself to propagate and spread.

Technology

Nanoblack is made up of billions of tiny nanobots (microscopic robots) and appears as a liquid with low to moderate viscosity in its "natural" state. Fluid is abundant in Omicron 6, and some large collections show internal communication, resulting in a small degree of sensitivity between larger collections.

The Necris Process is the resuscitation of dead individuals through a Nanoblack transfusion.

The exact cost of the procedure for Phayder is unknown, however, it is extremely expensive for outside groups like Liandri.

The Invulnerability was recently developed as a prototype armor, which uses a modulated

nanoblack shield to absorb any attacks. However, these devices consume immense amounts of power and last only a limited time.

Infection tubes are the method the Phayders use to transfer large amounts of Nanoblack to other worlds. The large, dark grey, vertebrae-like tentacles inject Nanoblack into the terrain and begin not only the deterioration of the existing landscape, but also the growth of Necris buildings and technology out of the surrounding environment.

In addition to its other technology, Phayder Corporation has invested a considerable amount of time and money in developing alternative uses for Nanoblack. The result of this research is a series of Nanoblack energy-powered armoured vehicles.

The conflict in Taryd proved that these were more than a match for Axon's own vehicles.

FINALLY, THE TIMELINE OF THE ENTIRE SAGA

(With the correct order. Unfortunately some dates are not known and some are contradictory):

Millions of years ago

Tosc, an ancient race of noble warriors who served their masters in battle, loses their masters.

Tosc scientists hide Tosc's DNA inside the DNA of the Kai, a semi-nomadic race that spreads from planet to planet performing menial tasks wherever they go. Tosc scientists also forge Artifacts that, when assembled into one, can transform Kai into Tosc for the day when Tosc is needed again. The artifacts are printed with glyphs that explain the story behind their creation.

The artifacts are scattered across the planets.

Thousands of years ago

A legend of Gen Mo'Kai is born, which says that the spirits of the murdered gods lurk in the shadows of the Caverns of Lost Faith, hoping to use the bodies of the innocent as vessels to transport themselves away from their ethereal prison.

Hundreds of years ago

Deep in the heart of the Ocean of Dunes, in an oasis of the Anuban civilization, the Temple of Aswan is built. All visitors to the temple must participate in the tests organized there as a means of evaluating potential competitors.

Uncertain timing

An organism of unknown origin settles on Acheron, a T-class world orbiting the star NC867. It covers the entire planet.

The biological ancestors of the Drakk are killed by the robotic Drakk, artificial robotic creatures that create and repair their own bodies.

Atlantis sinks 20,000 leagues under the sea, but strange Atlantis powers prevent it from flooding.

The Drakk create an installation around an artifact in Na Koja Abad.

On the planet Na Pali, Nali builds castles, temples to his gods, as well as Sunspire. Na Pali Haven is built on a platform suspended in the sky, with enormous power emanating from the obelisk.

The Skaarj arrive in Na Pali; build outposts, shipping facilities, Tarydium extraction, processing and refining facilities. Skaarj attempts to subjugate the local population of Nali, using them as slaves but still trying to maintain the illusion of free will.

The Skaarj bring several other creatures with them. The Kralls are a kind of aggressive servants to the Skaarj, but they are held in higher esteem because of their prowess in combat. Brutes are killing machines designed by Skaarj. The Slith are a species of amphibians that prefer contaminated water, they are genetic relatives of the Skaarj.

A Nali prophecy says that a Messiah, or Savior Princess, from heaven will save the Nali from the Demons of Heaven, who came from the stars due to the sins of the Nali. The 6-burner stick is placed in the Temple of Chizra.

Mercenaries, bioengineered soldiers with a thirst for wealth, land on Na Pali. They have an interest in waste refining and hydroponics, and take fertilizers from Nali.

The Slith infiltrate the Temple of Chizra. The priests of Nali take them as snakes of Chizra.

Some of Nali's slaves refuse to work, hoping that the Messiah will save them soon.

Pre-2215

Inuit Corporation's ISV Kran vessel picks up a Skaarj mother ship landing in the northern Na Pali Valley, near some thunderstorms. ISV Kran is trapped in Na Pali's Tarydium field and crashes into the crest of a mountain. The hull is attacked by titans and the ship is infiltrated by Skaarj.

Three months later, Vessel 254 Vortex Rikers heads to a prison moon. The navigator detects unknown magnetic masses in Sector Gamma 83H, the captain orders a change of course. Because of that, Vortex Rikers gets caught in Na Pali's Tarydium gravitational field and crashes. Prisoner 849 survives the accident.

Survivors of the Vortex Rikers crash contact ISV Kran survivors.

The Kralls become restless because the Skaarj command them and assign them insignificant tasks.

The Kralls retrieve supplies from crashed human spaceships, guard prisons, and repair equipment, tasks in which the Skaarj cannot use Nali slaves instead.

The Skaarj experiment with Tarydium on other Skaarj on the Skaarj Mother ship. Their experiments are hampered by the magnetic field of the central generator. Subjects are detained on CryoPods.

Prisoner 849 infiltrates the mother ship Skaarj, kills Queen Skaarj, and flies out of Na Pali in a Skaarj escape pod.

2214/2215

The starship UMS Chantilly is tasked with locating the Vortex Rikers. He is dragged by Tarydium Field and crashes into Na Pali.

Two humans find their way to Na Pali Haven through Sunspire.

The UMS Prometheus starship, with data cores containing information for a secret weapons research project, flies near Na Pali.

There are 150 people on board and crew morale is high. The team on board fails to identify the planet and the UMS Prometheus crashes on Na Pali.

The UMS initiates Operation Talon Hunter, a mission to find the remains of the UMS Prometheus and recover the data cores. The mission is classified Deep Ultra, meaning there can be no witnesses outside the UMS who know the data.

The Freeman-class cruiser UMS Bodega Bay finds and pulls the escape pod of Prisoner 849. Consulting with Starlight Base via translight transmissions, Bodega Bay is informed of the identity of Prisoner 849.

Starlight Base grants authorization to Bodega Bay to use Prisoner 849 in Operation Talon Hunter due to the Prisoner's survival experience. Prisoner 849 is tasked with locating the UMS Prometheus and retrieving the data cores, in exchange for a full pardon and a transit to Earth. UMS Bodega Bay agrees to deliver supplies to assist Prisoner 849.

UMS Prometheus is found by the mercenaries. UMS Prometheus materials begin to be transported

Prisoner 849 is taken by shuttle to the surface of Na Pali. The Prisoner finds Skaarj on the planet and wonders if they come from another colony.

Prisoner 849 returns water to a village in Nali.

Arches made by Nali are seen. The Skaarj break into Nali's houses and call for airstrikes, while the Nali try to go unnoticed and find a safe place.

Prisoner 849 finds the accident of the UMS Prometheus. The translight communicators on board are still working.

Prisoner 849 discovers that the UMS intends to kill all witnesses. Once the ELT transmission is sent, UMS Bodega Bay sends a ferry with several Marines to secure the site and eliminate all witnesses. Prisoner 849 kills them all, but the shuttle leaves before Prisoner 849 can see it. Prisoner 849 finds a radio and notices that there is another Marine squadron with a shuttle nearby.

Prisoner 849 traverses a temple, a Skaarj Tarydium processing and refining plant and a mountain peak with a Skaarj teleporter. He makes the Prisoner approach a Human shuttle. Prisoner 849 arrives at the shuttle and flies out of the planet's atmosphere. UMS Bodega Bay locates the ferry but cannot identify it.

Bodega Bay fires a search missile, the shuttle dodges it, and the missile hits Bodega Bay, destroying it. The shuttle enters translight flight.

Uncertain timing

The Liandri Mining Corporation, a combination of heavy industry and mining, is established. It becomes one of the big corporations.

Axon Research Corporation, a weapons research and development corporation, is established. It becomes one of the big corporations.

The Izanagi Corporation, a broad-based conglomerate inspired by ancient Japanese Kereitsu, is established as the successor to the original Izanagi clan. It becomes one of the big corporations.

Two human exploration expeditions disappear in sector NC962 near Drakk's home world, so the sector is designated as a Class Five Danger Zone.

Na Koja Abad, a world marred by clouds of hydrogen sulphide, is populated by nomads of Arab origin. The name means "Land of Nowhere", his spiritual realm. However, the colonists soon leave the planet, because they get tired of wearing environmental suits, never seeing a clear day, and having possessions corroded by acid rain.

Humans colonize Taiko, a secluded planet with a moon. Hundreds of settlers live there.

The Kilo Five Seven military outpost is built in Kalydon.

Liandri Mining Corporation builds the Liandri Lima Six Station at Sanctuary, the fifth planet in the Elara system. Lima Six is equipped with a processing unit that grinds rocks and extracts precious minerals from them.

Izanagi Corporation begins terraforming Acheron, converting the atmosphere to Earth standard. Acheron's organism does not tolerate it and spreads spores the size of a starship all over the planet as a defensive reaction.

2215

The humans attempt to retrieve the Vortex Rikers and make first contact with the Skaarj. The Skaarj start an offensive against humans.

Retconned inconsistency:

The first contact with the Skaarj was not as early as the ISV-Kran accident, but during the recovery of the Vortex Rikers.

Earth and the United Aligned Worlds form the New Earth Government (NEG) to more efficiently combat the Skaarj Empire.

The Terran Colonial Authority (ACT), a branch of government, is established.

Humans employ deep space mining to finance war with raw materials that are easily obtained in the Terran System.

Dovienya is born aboard the IWV battle cruiser Ciron-Vega and is nursed on the scorching plains of the besieged planet Skaarj of Skrath.

2216

The Skaarj push humanity to the brink of destruction.

Isaak, a fighter launch officer, and Aida, a former 3D chess champion, serve aboard a Terran Capital ship. During a fight with the Skaarj, the Capital ship receives a series of blows. Isaak is wounded, panics and opens a fighter's airlock before the three crew in the airlock are ready, killing them. Isaak panics even more, and the door of the launch compartment must be broken to throw the other fighters.

Isaak is medically discharged and leaves the Human army to join the Human Colonial Authority.

During the battle for Orion's storm watch outpost, Arys, a field commander of the 12th Mechanized Empire, single-handedly kills 8 Skaarj with an energy knife.

SIEGE OF THE SEVEN DAYS:

The Skaarj circle the Earth and besiege, using a Skri'ith 'Krujhlok' class Dreadnought (also known as Mother ship or Queen's Ship) to rain death on the planet. Many cities are reduced to ruins. NEG identifies a flaw in the mother ship's defenses and sends a group of NEG commandos on one-man "Eagle" space fighters to exploit the fault. Commands succeed; Farham of the Earth Defense Force destroys the mother ship, along with Queen Skaarj.

Retcon:

The 7-day siege occurred before Green's World Rebellion, not after Green's World Rebellion.

Gorn, a charismatic human fighter, has his face damaged during the 7-day siege. It is equipped with cybernetic implants.

Having lost their Grand Matriarch, the Skaarj become confused and retreat in disorder.

2216-2219

Rebel groups, often covertly funded by large corporations, establish bases in destroyed cities in the 7-day siege. The rebels deploy strong anti-aircraft defenses around their command centers.

2217 o anterior

Luthienne and three other ISV-Kran survivors are rescued.

The NEG attempts to assert control over destroyed cities by destroying rebel command centers.

The NEG captures a Skaarj scout ship. Secret genetic research is carried out to make a Human-Skaarj hybrid.

2219

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The NEG captures a Skaarj scout ship. Secret genetic research is carried out to make a Human-Skaarj hybrid.

The Skaarj Empire enslaves the Izarians, aggressive, sadomasochistic and psychotic aliens who have subdued some lesser races.

John Dalton, a Marine in the Human Army, receives a court-martial for disobeying a direct order and is expelled from the Marines.

John Dalton joins the Terran Colonial Authority as Marshal and is assigned command of the TCA spaceship Atlantis.

2219-2241

Strider Wars: The Striders attack humans. Humanity is outnumbered, outgunned and once again on the brink of destruction.

2241

Aida devises a plan to stop the Striders. She creates a huge underground complex of antennas and transmitters in Taiko, which makes it seem like the Human army had its headquarters and most of its forces were concentrated there. Human ships wait behind Taiko's moon. The Striders land in full force on the transmitters. The Earth ships go out and bombard the planet to oblivion, both the Striders and the colonists. The event is a turning point in the Strider Wars.

Reconfigured Inconsistency:

Taiko was not as much bombarded by ground ships as it was detonated.

Aida leaves the Human army, thinking that the army turned her into a monster.

2241-2250

The Terrans push back the Striders.

The Strider Wars end.

Aida joins the Terran Colonial Authority, a peacekeeping organization whose members patrol between planets and defend civilians from corporate-sponsored mercenaries and other things corporations try to get away with. She is assigned as an intelligence officer under John Dalton, now a TCA Marshal.

2248

During a routine prospecting mission, Izanagi's geologists discover an ancient alien structure, built by the Drakk. A Research base is built next to the site.

2250

Axon Research Corporation descubre dos artefactos Tosc.

Axon sets up a research facility called Elysium Hell, a moon orbiting the gas giant Gaigan in the Eizo system, to conduct materials, atmospheric and biological tests on one of the artifacts. Elysium scientists begin investigating the artifact by passing a beam of high-energy ions through it.

Axon Research Corporation establishes Polaris, a secret research base on the planet Janus in the Asgar system to investigate the other artifact.

Liandri and Izanagi learn of the artifacts and begin a massive search for artifacts on their own.

The Skaarj discover that all large corporations are looking for the Artifacts. The Skaarj clans begin to cooperate with each other and also begin to search for the artifacts.

The Skaarj kill a squad of Terran Marines to take away an artifact. Almost an entire division of Marines is lost in regaining it.

Axon scientists at the Polaris research base are now investigating two artifacts.

Izanagi Corporation builds a secret facility in Sulferon, which is used to develop an analytical tool to help Izanagi locate artifacts.

2251

Miners at Liandri Lima Six Station discover and break a drill bit in one of the Tosc Artifacts. Ne'Ban,

A Hex-Core prince, he is assigned as a TCA Atlantis pilot by Colonial Authority Sector Commander Terran Hawkins.

The Skaarj, backed by the Izarians, attack Lima Six in an attempt to seize the artifact. The Terran Colonial Authority and the Marines intervene and recover the Artifact.

The Navy landing ship is shot down by the Skaarj before it reaches escape velocity. The Marines survive and their second escape attempt through the ATT Atlantis is successful.

Axon Research Corporation's Elysium research base is overrun by Araknids mutated by the high-energy ion beam passing through the artifact. John Dalton manages to turn off the lightning and retrieves a second artifact.

Sector Commander Hawkins recommissions TCA Atlantis as a Navy corvette and restores the former military ranks of its crew, citing orders from General Drexler.

Izanagi Corporation discovers an artifact in Acheron. Ghost Warriors' Tiger Six and Phoenix Two squads secure the site and attempt to push the device with explosives. John Dalton infiltrates the site and detonates the explosives. The organism generates smaller spores that attack everyone in sight, but John Dalton manages to get the artifact to TCA Atlantis.

In response to the Human military raid on Acheron, the Izanagi Corporation concentrates its forces in Severnaya. Its fleet draws energy from a Minkovsky dam on the planet. A squadron of marines is sent to blow up the dam, but the mission is a failure. The TCA Atlantis is sent to retrieve the remaining Marines, but John Dalton also manages to activate the three shortwave bound bombs and destroy the prey.

While making repairs on Kalydon, the TCA Atlantis is attacked by Liandri's Angels, an elite mercenary force made up of genetically modified women trained as ruthless warriors from birth. Marines deliver supplies to help strengthen the outpost. John Dalton holds the Angels long enough for Isaak to finish repairs.

Izanagi and Liandri discover the location of Polaris and send their troops to seize the two artifacts stored there. Liandri's Angels fly the bridge into the facility and interfere with transmissions. Marines are called in to secure the artifacts. An old transmitter is used to coordinate extraction through the TCA Atlantis.

John Dalton saves Dr. Meyer, the foremost artifact expert, by providing him with safe transportation from Janus to Vistula, despite orders to remove him.

The Terran army discovers Izanagi's secret facility in Sulferon. John Dalton is sent to retrieve the data from the analytical tool, but Izanagi's troops manage to destroy the terminal panel before it can be done. A squadron of marines, including a technician, is deployed to help recover the data. Once the data is recovered, the Marines fully secure the installation.

Izanagi scientists in Na Koja Abad examine the Drakk team at the excavation site, trying to develop a new laser weapon for the Ghost Warriors. They also discover an artifact, but Drakk's automatic defenses prevent access to it. John Dalton infiltrates the facility and manages to extract the artifact.

The last artifact is located on the seventh planet of the NC962 star system, Drakk's homeworld. It is discovered that the Drakk were experimenting on humans and Skaarj, trying to create a human-Skaarj hybrid by assembling different body parts. John Dalton manages to take the artifact despite Drakk resistance.

The Skaarj take over the TCA headquarters in Avalon, including its planetary cannon.

Sector Commander Hawkins orders TCA Atlantis to dock with the Dorian Gray, a ship he commands (XO Percivale), and deliver the artifacts.

TCA Atlantis ignores orders and attempts to land to extract John Dalton and the remaining Marines in the area, but is attacked by Dorian Gray. The energy fails and the shields of Atlantis fall. Atlantis crashes in Avalon.

The Marines and John Dalton, as well as the artifacts, are recovered and sent to the Dorian Gray, but the crew of the TCA Atlantis reportedly does not survive.

Hawkins announces that the glyphs of the artifacts are deciphered and that he intends to revive and use the Tosc on behalf of Earth in the battle against the Skaarj. The artifacts are assembled into one and activated. Every Kai on the ship transforms into Tosc.

Hawkins sets the Dorian Gray on a course towards the star FG-708 in an attempt to destroy all the Tosc on board, planning to continue learning to control the Tosc later. John Dalton decodes a transmission that exposes that Hawkins was deceiving them, acting on his own and not on orders from General Drexler. John Dalton kills Hawkins and escapes the ship in a capsule before it crashes into the star.

2252

An anomalous eruption discovers a lost city far below the city of Ekron, on the outskirts of Jerusalem, Earth.

2256

It is confirmed that the city beneath Ekron belonged to a civilization prior to all known human history.

Uncertain timing

Liandri scientists create a prototype warship capable of jumping through space without the need for a Portal. The Izanagi corporation learns of this and, after the ship's maiden voyage, sends its forces to infiltrate the ship, activate the engines, and jump into Izanagi space.

Anti-NEG rebels storm the Saturn IX PCNR launch facility and scuttle the rocket by firing the guide rocket prematurely and launching the main rocket with half the fuel.

Marauders Skaarj attack Acatana's research facility hidden in an asteroid field to obtain highly lucrative weapons technology hidden there.

The New Earth Government discovers that the Liandri Corporation is transferring experimental weapons data through its Sub Rosa facility. They send a squad to retrieve the research and transmit the data to NEG.

2260

Izanagi Corporation's research facility at Lamdon 3, protected by the elite NEG Thunder Crash force, is stormed, destroyed, and an Axon Research Corporation strike force steals its advanced ion plasma tank.

Inconsistency:

The NEG, at least until 2251, had been working closely with Axon Research Corporation, while conducting raids on Izanagi Corporation forces (see 2251). Axon is not known to have dedicated forces of its own. The events of 2260 would make more sense if the defenders were Axon Research Corporation (through the protection offered by NEG in exchange for weapons) and the attackers were Izanagi Corporation.

2267

In Green's Global Rebellion, more than three thousand miners rebel against harsh working conditions and low wages. The rebellion is led by Kyla. The damage caused by miners costs billions.

2268

Prometheus Georgian Pithras, later known as Gorge, is born in Neo Chiba Research Creche 9.

2276

The Hellions steal prototype Nexus missiles from the NEG on the planet Taron. The NEG army recovers the missiles due to a search device hidden in the weapons. This type of missile was later used in multiple incidents of colonial repression.

2278

Othello and his 9-year-old twin brother Taye begin training to become members of the elite Thunder Crash force.

2283

Robotic workers and battle droids rebel against their oppressive human creators in LBX-7683, a metallic asteroid in the Erican cluster.

After the bloody mutiny, the robots declare the asteroid its own sovereign world. The previous owners of the asteroid decide

recover the profitable mine, so a small tactical squad of Liandri Mining Corporation infiltrates the asteroid and destroys the central AI generator, preventing the machines from replicating. Some of the robots are placed in a stasis array and reprogrammed, including leader Xan Kriegor.

A human colony is destroyed and looted, the main suspects being the Skaarj. The Hellions come to plunder the colony. They find two babies, Greith and Rae, and adopt them.

Uncertain timing

The colonies of Vesuvius 9 are wiped out by a mysterious virus.

On Zeus 6, a jungle planet, a fortress called Mazon Fortress is built. It houses a huge Tarydium crystal that powers the war machines. An attack team is sent to infiltrate the fortress, destroy the crystal, and shut down the war machines.

Niven Experimental Lab, an experimental orbital nuclear reactor, is abandoned due to insufficient funding.

Because the NEG largely ignores internal social conditions, mining "incidents" are increasingly reported and crackdowns have little effect.

Ivana hears Gorn's story about overcoming adversity is moved and decides to join him on the Dark Phalanx Tournament team.

Vanessa is committed to a psychiatric institution for murdering her parents and brother.

Tamika's mother leaves her and she grows up in a house full of men and hardened by years of abuse.

Malcolm is enhanced with adrenaline boosters, synaptic catalysts and impulse regulators from FenTech.

Annika's sister, a miner, dies due to Liandri's incompetent management in the depths of Vulcana 32.

Retcon:

Malcolm shouldn't be called "Malcom" and Annika shouldn't be called "Annaka" (Unreal Tournament vs Unreal Tournament 2004 and everything else that introduced Malcolm)

Calameth has a violent brush with his commanding officer and is therefore expelled from the NEG armed forces.

Anna, one of the NEG's covert operations, becomes a rebel after being assigned a series of particularly brutal missions.

Tajheri is captured and forced to trade in slaves. She makes a daring escape and is picked up by NEG police.

The Phayder Corporation, a band of doomsday murderers and cultists, declares a kind of guerrilla war against Earth.

The First Invasion of Necris takes place. The 47th Mechanized Imperial, including Slain and Kregore, is sent to fight the Necris.

More than 543 politically motivated murders occur in the Sol sector. Liandri suspects that Leeb, a Necris, is responsible for them.

NEG Storm Troopers organize a block raid, in which Harlin's family is executed.

Xoleras, an executioner of the Greek mafia, takes an "extended leave" from his "family business".

Despite being the bodyguard, Fire murders the famous artist Flabeline Xion. Fire confesses.

Botanika commits 11 brutal murders. He is sent to face the Mars Prison Court. Botanika chooses to enter the Tournament rather than be executed.

Slasher and Toe Cutter, gang leaders, are captured during a skirmish south of reconstructed New York City and sent to the Tournament.

Lauren, born into a poor family of asteroid miners, becomes famous by eradicating stealthily to their parents' competitors in space. She joins the Tournament.

Iron Guard, a team of personal bodyguards of powerful arms smuggler Jihan Nyhn, is formed.

The NEG signs new peace treaties. Some military installations are abandoned as a result.

Mining companies begin to organize minor leagues and matches to channel aggression, even though they are not legally sanctioned.

Retcon:

Leagues organized before they are legal, not after they are legal

Xan Kriegor becomes legendary for his success in the leagues.

The construction team of the Codex of Wisdom, a library of rare printed books, takes advantage of a magma flow and the project is aborted and the site is sold to Liandri.

Xan acquires the "HyperBlast" Arena Ship equipped with anti-vacuum magnetic resonance technology that allows you to be off the ship for extended periods.

2287

Azure serves six years on Mars before transferring to the Tournament.

2288

A chase begins to catch the culprit of the Global Green Rebellion, Kyla.

2291

NEG politicians decide that giving violence a way out is the best way to do it after all, and they legalize "consensual murder": under NEG's law, any two people in organized conditions can now fight to the death. The results are immediate and successful.

Leagues climb, winners are offered promotions. The Liandri Mining Corporation, in collaboration with the NEG, initiates the tri-casting of the fights, starting the Liandri Grand Tournament. Liandri themselves sponsor a team called The Corrupt, led by Xan, who becomes the first champion of the Tournament.

Los tri-casts se vuelven más exitosos que las peleas mismas, y su popularidad crece con su brutalidad. El Gran Torneo de Liandri se convierte en el campeonato espacial humano de facto.

The professional league, a clique of the most violent and skilled warriors, is formed in the Grand Tournament.

Jihan Nyhn is killed. Iron Guard enters the Tournament.

The NEG conducts a mind control experiment. The subject, Sarena, is sent to join the Venom team in the Liandri Grand Tournament.

2293

The Necris become more active. The Phayder Corporation is believed to be responsible for at least 6 tac-nuke bombings against NEG facilities.

Liandri Mining Corporation considers the Tournament to be significantly more popular than mining, which is now only a symbolic element of its annual earnings. The Liandri Mining Corporation begins to be called simply Liandri Corporation.

Liandri declares parts of Vesuvius 9 to be relatively safe, and a Tournament arena is installed at one of the hydroelectric plants there.

Cryptic, una instalación de entrenamiento personal del legendario Maestro de Torneos Kilbragh, ya fallecido, pasa a ser propiedad de Liandri y se usa como arena de Torneos.

Team Thunder Crash, led by Malcolm, becomes a big city favourite, always crushing the opposition in style. The team consists of Othello, a former merchant of the Curan Financial Commission, Azure, who has also physically improved himself in the best hospitals thanks to the wealth of his family, Aryss, a former top pilot, Annika, a top-notch NEG demolition expert (20 attacks on covert structures against the Skaarj in less than a year) and advisor to the NEG Amphibious Weapons Deployment Board 'WetWorks', Riker, Tamika and Ryanna.

Among the teams in the tournament is Iron Guard, led by the charismatic and seductive Brock. Other members of the team include Lauren, who is said to have been Jihan Nyhn's lover; Johnson, a former slave sold on the black market; Sara, who supports guerrillas from the outside world fighting against NEG oppression; Rylisa, Harlin, Shyann and Rankin.

The Corrupt consists of the best advanced AIs that the wealth of Liandri Corporation could buy, in particular, Xan Kriegor and his warrior slaves: Vector, Cathode, Matrix, Silicon, Splitter, Tensor, Function, and Enigma.

Another team backed by Liandri, Metal Guard, participates in the Tournament. The team consists of humans conditioned by Liandri to serve Xan Kriegor. It includes Rath, a human who was seriously injured during the Earthstar One incident and was rebuilt with machine parts; Damascus, an emotionless orphan; Arkoth, Barktooth, Isis, Risa, Tasha and Vixen.

Phayder Corporation sends a team of Necris, called the Black Legion, to participate in the Tournament in hopes of destroying Xan Kriegor and taking control of Liandri's operations. The team includes Necroth, Master Phayder (a kind of dark chaplain who maintains the team's morale); Kragoth, who is rumored to have single-handedly killed the entire crew of an ICV Star Cruiser; Freylis, a sword maiden of the highest level; Visse, a prisoner of war from Necris made to fight in the Tournament; Malakai, Cryss, Malise and Grail. The Necris warriors, called Blade maidens, prefer to use bayonets and energy swords in a cruel way.

Inconsistency:

Necris is described as an alien race against dead humans revived by the Necris process.

Another team participating in the Tournament are the Blood Reavers, who hope to gain wealth and power in the Tournament. The team members are Boris, a soldier of the Earth Defense Forces who fled during a skirmish on Io; Mariana, former NEG soldier; Luthor, a former undercover NEG operator arrested by the NEG Security Force during an internal raid; Graves, a former NEG Security Force officer suspended for excessive use of force; Kyla, Jayce, Ramirez and Tanya.

Dark Phalanx, a team of honorable military specialists of the Human/Skaarj war, joins the Tournament. It is run by Ivana, and other members of the team include Whitman and Lyrash, former New-cops of Outpost Glosk; Farham, Gorn, Nikita and Nickolai.

The NEG sends two teams of human hybrids—Skaarj, Iron Skull and Red Claw—to the Liandri Grand Tournament to test whether they are good enough to become a leading force in ground operations.

Raw Steel, an all-male tag team wrestling in a "professional wrestling" style, enters the tournament. Their leader is Slain, other members include Manwell, a biochemically enhanced warrior; Kregore, a tournament veteran; Bruce, an elegant warrior who often makes comments about the Holo cameras; Arkon, a former member of the NEG security forces; Arnold, a former stuntman; Rolph and Place.

Venom, an elite faction of warriors and athletes fighting for fun, enters the Tournament. Team members include Zanna, a FenTech chemical warrior; Athena, Cillia, Sarena, Tara, Lovelace, Xyra and Ada.

Rhea, former NEG field commander and energy weapons specialist, joins the Tournament.

Malcolm overthrows Xan and becomes the champion of the Liandri Grand Tournament. Malcolm is hailed as the biggest star in human history. Their success generates great rewards for their sponsors [presumably the NEG] and attracts jealous rivals inside and outside the Tournament. Xan is returned to Liandri for updates.

Avaris, the capital of a powerful Anuban empire, is abandoned to the ruthless elements of the desert.

The temple of Iinu at Raia Antalus, or Valley of the Hunters, where Gen Mo'Kai warriors used to greet at dawn, hoping to harness the mystical powers of the kana stone embedded in the rock above them, falls into disuse.

Prieth Callas, a man who used to torture his enemies by pitting them against the ferocious creatures he raised, is fed by his own men.

Judith Karpovskya, a weightlifter, strangles a judge in a fit of adrenaline-induced rage. She is sent to the Allerian Penal Colony and is known as Ambrosia.

An officer offers a bribe to Constance Lapp, the union leader of the Local #732G of Ore Miners. She takes it as an insult, cuts off his hands and uses a subdermal ID chip to access his accounts. She is sent to the Allerian Penal Colony and is known as Rylisa.

Corottus, una persona que buscaba gobernar la galaxia, muere. Los restos se integran en PEI-1972 "Corrosión", un autómata de Premaka.

Carol Robinson's husband dies in a mining accident. He adopts the nickname "Reinha" and enters the Liandri Grand Tournament.

Julie Warkworth, a mercenary of the Seventh Fleet, has her and her ship captured by a Dreadnought. She is taken to the slave docks of Briggan IV. Her dock boss shows unwanted attention and is killed by her. Supervisor Driak is pleased with that and starts training her for the Liandri Grand Tournament. She takes the nickname Satin.

The Crimson scourge, a human plague, wipes out at least one Gen Mo'Kai tribe. The tribe's healer, Faraleth, joins the Tournament.

Nebri's face is permanently disfigured by the venom of an arboreal predator and joins the Tournament.

Roc, an officer of the Guardians of the Temple of Anuban, leaves his post due to the extremely low incidence of crime within the city proper.

Sara Cortez loses her legs during an attack on a transport of Imperial medical supplies. She is captured and sentenced to personality elimination in the penal facility of Purgatory, then sent to join the Tournament as Lilith.

2295

Aaron Bishop, also known as Wraith, enters the Liandri Grand Tournament at the age of 19.

2302

The Kretzig geothermal facility, which provides heat and water for a nearby penal colony, begins exporting bales of protein thanks to the incorporation of some of its facilities to the Tournament.

The sniper rifle is removed from the Great Liandri Tournament, being a relic of past centuries. The competitive event "Assault" is also eliminated. Many fans complain about the changes, and even some fighters refuse to participate.

Axon Research Corporation sponsors a team called Juggernauts. The team consists of genetically enhanced humans, most sentenced to the Allerian Penal Colony to work in the Allerian Ice Mines. The team is led by Gorge and includes Ambrosia, Arclite, Cannonball, Frostbite, Reinha, Rylisa and Siren.

The mercenaries of the Seventh Fleet join the Tournament. The team includes Blackjack, former Merc raid group scout; Sapphire, Prism, Satin, Spectre, Torch, Romulus and Remus.

Some automatons from the protein processing facility at VX-739 Premaka are sent to the Tournament as part of the Blood Fist team. The team includes Widow maker, which was confirmed to be completely inorganic; Cobalt, Corrosion, Mandible, Rapier, Renegade, Syzygy and Thorax.

Fire Storm, Mokara's elite combat unit, joins the tournament of the year.

It is composed of Gen Mo'Kai warriors: Damarus, the son of Mobeth tribe leader Gik Ma; Mokara, his sister; Nebri, who has feelings for Damarus; Faraleth, a former healer; Makreth, a warrior maiden of the Yellow Bone clan; Motig, the youngest and most stylish of the team; Selig, the explorer; and Komek.

Sun Blade, a team of former Guardians of the Anuban Temple and venerans of the Desert Legion, joins the Tournament to gain eternal life in the Valley of the Kings in Luxor IV. The team includes Horus, from three generations of fighters in the arena; the charismatic Diva; Hyena, a former Northern Waste warrior; Memphis, daughter of the aristocracy; Roc, former officer of the Temple Guardians; Scarab, a desert warrior lieutenant and veteran of three tribal wars; Asp and Cleopatra.

The Black Legion, a team of horribly deformed subjects from armed genetic mutation tests collectively called "Nightmare," joins the Tournament.

The team is led by Mr. Crow and also includes Brutalis, a hybrid of human and taratic prisoners; Domina, a member of the Vigilance Force, who can discover betrayal before it is committed; Lilith, a bounty hunter;

Destiny; Harlequin; Havoc; and Subverse.

Gorge defeats Malcolm and is named Liandri Grand Tournament Champion of the Year.

Uncertain timing:

The Nali face the Skaarj for the last time in a fortified city built on ice fields. The Skaarj besiege the fortress for three weeks and, with the help of the Stone Titans, manage to tear down the wall and wipe out everyone inside.

Deep space exploration reveals a unique planetary system without sun, bathed in a red glow due to the reaction of infrared light with carbon dioxide in the upper atmosphere.

Tarydium is discovered and mines are built on Kaldor Prime's second moon.

Arctic Stronghold is built at 24,000 feet in a snowy and snowy area to secretly conduct military experiments not authorized for use against the Skaarj.

In the Australian outback, beer is replaced by non-alcoholic Zero Beer. The local population organizes a riot, destroying the Zero Beer brewery and ruining its market campaign.

During an episode of a popular Holovision show, where two teams of mechanics compete to make their vehicles operational and escape the junkyard, one team creates makeshift weapons and destroys the other team before they manage to get out of the junkyard. They are declared winners, as there is no rule prohibiting violence in the competition.

Goliath-class orbital stations are established over colonies on Calaban VII to provide them with power and protection.

The sacred cemeteries of Nali are discovered by the Liandri Corporation during a satellite sweep in search of Tarydium deposits. The area is mined and then turned into a tournament arena.

Once proud examples of technological progress, the Weather Control Stations are abandoned due to permanent storms, strong winds and the constant rain of sulphuric acid caused by the loss of the Outer Zone Layer.

Liandri Corporation takes nearly two years to restructure and repair facility 32356. The result is installation 32356-a, code-named January.

Absolute Zero, a scientific outpost for studying glacial drift, is evacuated when global warming and massive tremors nearly shake it from its foundations. Liandri buys the Outpost for the Tournament.

An artist builds his house in a skyscraper to escape civilization and have a private art museum there. After his death, according to his will, the museum becomes a tournament arena.

A human embarks on a crime wave across the galaxy in which he murders nearly 300 civilians. He is nicknamed Outlaw and joins the Hellions.

2303

The twelfth Grand Tournament is organized, with three teams captained by former champions of the Tournament:

Xan, having received updates, leads a team of LBX-7683 battle droids, again backed by Liandri and called The Corrupt. The team includes Axon, the first Liandri warrior equipped with Xan's BioMech Mark III body armour and augmentation system; Cathode, Matrix, Cyclops, Splitter, Enigma and Virus.

Malcolm, recently recovered from the previous year's injury, leads his former team, Thunder Crash. The team includes Othello, Jakob from the mining worlds throughout Centaur Rim; Picard, wanted by Izanagi for stealing secret new space fighter designs; Taye, Azure, Aryss, Riker, Annika and Tamika.

Gorge, determined to prove that his one-year reign as Tournament Champion was no fluke, reunites the Juggernauts team. The team is the same, with Axon Research Corporation manufacturing armour and biogenetic enhancements for them.

An updated sniper rifle is added to the weapons list, along with several other weapons designed for the larger outdoor combat environments of the new Onslaught and returning Assault events.

The Hellions, formerly pirates and renegades, are now eager to prove themselves as hired mercenaries and participate in the Tournament in hopes of securing new contracts. The team is led by Zarina and includes Garrett, a Hellion from birth; Kane, a psychotic with multiple personality disorder; Ophelia, the youngest Hellion to participate in the Tournament, known for developing new tactics for Link Gun; Baird, Greith, Rae, Kaela and Outlaw.

Axon sponsors a second Juggernaut team, Goliath, in hopes of a Juggernaut final. The team is led by Rampage and includes Brutus, Bullseye, Clangor, Fury, Misery, Outrage and Titania.

Lauren and Brock, his high school sweetheart, return to the Tournament leading their former team, Iron Guard. It is now rumored that Brock killed his mentor during training at the interstellar academy, but, being from a wealthy Martian family, he had his father bribe the authorities. The rest of the team is made up of Mercs from the Seventh Fleet.

Super Nova, a dedicated team of mercenaries from the Seventh Mercenary Fleet, led by Perish, enters the Tournament to pay off their debts to the Izanagi Corporation. The team includes Nemesis, Ariel, Wraith, Faith, Phantom, Nova and Dragon.

The Skaarj Iron Skull clan, considered responsible for the loss of the mother ship Skaarj during the wars between humans and Skaarj, joins the Tournament in hopes of regaining their honor. The team is led by the Lord Clan and also includes Guardian, who enjoys hunting Nali and other servant races; Skakruk, who tends to eat the marrow of his enemies; Kraagesh, or Lord of the Krall, known for his effective use of Krall to subjugate other breeds of servants; Gaargod, who wishes to use success in the Tournament to crush his enemies in Skaarj's homeworld; Gkublok, nicknamed "Walking Death" by the Nali; Dominator and Drekorig.

After an absence of several years, the Necris return to the Tournament with their Black Legion team. Two of the well-known members of the team include Kragoth and Thannis, a competing head-hunter.

The Nightmare Black Legion also joins that year's tournament.

The team has a new leader, Abaddon, a highly efficient assassin, but a business failure due to the constant pain that haunts his body. The rest of the team remains the same.

Fire Storm, directed by Makreth and unchanged, also attends the Tournament of the Year.

Sun Blade, led by Cleopatra, also returns unchanged.

Similarly, Blood Fist, led by Mandible, returns unchanged from the previous year.

Other returning teams include Blood Reavers, Dark Phalanx, Necris Black Legion, Raw Steel, Red Claw, and Venom. There are many new teams, including Epic Games Inc.

In the Tournament, teams can challenge each other to Blood Rites to win a member of another team, or to Head-to-head matches to win extra money.

Other notable people participating in the Tournament include Karag, a former Marshall of the Terran Colonial Authority, and Barktooth.

Members of the Black Fist Clan, sworn enemies of the Iron Skull Clan, also join the Tournament.

Well-known members of the team include brothers Skrilax and Mekkor, who were seriously injured in battle and are now testing their new cyber armour.

Uncertain timing

NEG builds a Portal in the Omicron sector to foster business relationships with the people there.

Business negotiations with NEG fall apart, and Necris takes over the Omicron orbital station.

Liandri construye The Strident, el foco central del mainframe que controla todas las operaciones de Liandri en Taryd, ubicado debajo de la superficie debajo de Hyperion.

Las puertas de salto de Taryd se complementan con dos estaciones orbitales: Deimos y Morbias Station Gamma.

The latter is a transportation hub that serves overflowing traffic. Morbias Station Gamma offers a ground transportation service, storage facilities (with live cargo quarantine services), and a social Center where guests can meet arriving visitors or hold private gatherings in a neutral environment.

Axon Research Corporation builds Cubiertas, a Tarydium waste storage and disposal facility, on the outskirts of Oxida Nova.

Corporations work on advancing technology. Among the achievements is Phayder's increased invulnerability power and the extension of Liandri's teleporter range to any pre-programmed location in Taryd.

Izanagi sets up respawns in the Kimpu market district.

The Hyperion Arsenal, a Liandri ammunition plant, is abandoned due to the entry into operation of modern plants.

The grant for Eden Inc., a hydroponic research facility focused on saving rare and endangered species runs out and the facility is abandoned.

An Izanagi expedition on Onyx observes a small amount of Tarydium during a reconnaissance operation. Further investigations reveal that it originates from an Axon Tarydium hidden storage facility.

In an attempt to boost Taryd's colonization, Liandri begins offering complimentary domestic robots to new settler families. The Carbón Fire production plant also begins offering tours and incentives to first-time customers.

Iron Guard commissions Diesel, an Oxida Nova maintenance facility, as a ground to detect new technology from Axon Research Corporation.

A war begins between the Necris and the humans. Izanagi claims that he started with Axon Research Corporation that wanted Izanagi's Tarydium.

However, the Necris are not directly confronting human military forces.

2303/2304

Malcolm, the nine-time Tournament Champion, is hired by Izanagi Corporation to lead Special Operations during the offseason between Tournaments.

The Twin Souls colony is attacked by Necris and Krall. Some of the settlers, including James Hawkins (aka Reaper) and his friends, attempt to evacuate the civilians, but the plan fails. Reaper is seriously injured and is taken to a medical facility in Izanagi.

Inconsistency:

The Krall are a breed of servant of the Skaarj against the Necris.

The team joins the Izanagi to become part of the Phantom Legion and is called Ronin behind their back. The team includes Reaper, his sister Jester, adventurer Othello, and Bishop.

The Ronin are assigned to Liandri's Special Forces and are sent to fight Axon Research Corporation in a series of surgical strikes on the planet Taryd in an attempt to steal their technology to use against the Necris.

Backing the Ronin are Rook, Ushido, Connor, Harkin, Hunder, Cassidy, Kira, Kai, Metridia and Kana.

Izanagi bombers target supply lines and power plants during their assault on Oxida Nova.

The attacks are successful, forcing Axon to make a treaty with Izanagi. Having access to Axon vehicles, Izanagi now challenges Liandri for his Tarydium reserves in Taryd.

The Necris initiate an open invasion on all fronts. The Ronin are assigned to fight the Necris in Taryd.

Due to the war, the militia imposes a curfew in Taryd. The Coret Acquisition Center, an important social Center for settlers, is adversely affected because of that.

The combined forces of NEG, Izanagi, Axon, and Liandri manage to push the Necris back to their homeworld.

Reaper decides to go further in his attempt to take revenge on Akasha, the High Inquisitor of Necris. The Ronin take a ship and use a Portal to travel to Omicron-6, the homeworld of the Necris.

Izanagi denies any association with the Ronin for their insubordination.

Malcolm and Phayder reach an agreement: Phayder releases responsibility and makes a pact not to sue (in exchange for the information Malcolm has about the Ronin).

The Necris use the Ronin as an opportunity to get rid of the rebellious Grand Inquisitor Akasha. Once this is done, the Necris surround the Ronin in order to impose the penalty for intrusion of others.

36 years before Nakhti's 523 Rites of Ascension:

Jackhammer, a Juggernaut born in Baleth Community Creche and adopted by normal human parents, at age 6 fails to control his mood swings and murders his parents. Jackhammer flees.

Uncertain timing:

Jackhammer runs his own street gang, but is discovered, arrested, and sent to the Allerian penal colony. Liandri offers him a contract because of his temperament and strength.

Judas and Lilith are captured by Phayder during a raid on a medical convoy and, after the Necris process; both go to fight in the Tournament.

Szalor is captured and enslaved by the Torgr tribe. His attempt to die fighting fails and Torgr sends him to fight in the Tournament to embarrass him even more.

10 or 8 years before the 523 Rites of Ascension of Nakhti:

Another Liandri Grand Tournament is held. Anubis, a prince of the Reydi family that includes fourteen Nakhti emperors, participates in it and is expected to do well, in addition to marrying Selket.

He leaves the Tournament, citing political intrigues.

Selket is persuaded by his family to leave him because he dropped out of school. Anubis joins the Desert Legion.

Contradiction:

Events taking place 10 vs. 8 years before Unreal Championship 2: Liandri Conflict.

A few years before Nakhti's 523 Rites of Ascension

One of the finals of the Liandri Grand Tournament has Gorge and Malcolm fighting each other. Gorge breaks Malcolm's winning streak as well as his spine.

Reconfigured inconsistency:

Malcolm was not on a winning streak, his streak was broken by Gorge in 2304 (and he remained a 9-time champion between Unreal Tournament 3 and Unreal Championship 2: Liandri Conflict)

Brock, having gained respect for his former teammate Malcolm, attempts to avenge him by ambushing Gorge outside the Tournament. Gorge reacts and Brock dies in his place.

Lauren is distraught upon learning of Brock's death and takes her own life.

Liandri, unable to afford to lose so many popular Tournament competitors at once, pays Phayder Corporation to bring Brock and Lauren back as Necris. Unfortunately, Brock loses his memory and Lauren is only a little sane.

2315 or later

The 523 Nakhti Ascension Rites are organized to elect a new Emperor of Nakhti to replace the ailing Emperor Hasan.

Liandri sponsors the Rites to use as a qualifying championship for the upcoming Liandri Grand Tournament, with the top 7 finalists invited to participate in it.

Liandri also enters some of his own fighters to the championship:

Selket, a princess of the Jehfar family and distant cousin of Anubis, intending to become Empress. She strikes a deal with the Liandri Corporation, hoping it will bring more attention and money to the Nakhti and her homeworld, as well as more power for herself and her family. Meanwhile, Liandri intends to use his influence in Selket to gain control of Nakhti's affairs.

Three Liandri robots: Devastation, an ancient Liandri robot is converted; Raptor, a refurbished heavy production and mining robot from Merkady Production Facility 11; and Syzygy, one of the first prototypes of the V2 Liandri line of construction robots, previously used for small asteroid mining.

Sapphire leads his own team, the Bargain Hunters, which also includes Mirage, Darrius, Ra, and Korig. However, after the ratings prove unacceptable, the team disbands.

Anubis learns that Selket is participating in the Rites of Ascension and joins the Rites to prevent her from gaining the throne.

Sobek, a veteran of both the Liandri and Rites of Ascension tournaments, and a sergeant in the Desert Legion, accompanies his friend Anubis.

At Selket's request, Liandri sends bots to ambush Anubis and prevent him from entering the Rites of Ascension. Anubis and Sobek defeat the bots.

Malcolm tries to recruit Anubis for Thunder Crash, but Anubis refuses.

The finals are set so that the respawners are turned off for the last fragment. Selket and Anubis reach the final, and Anubis emerges victorious.

Selket realizes that Anubis really loved her, but it's too late and she dies. Anubis rejects Liandri's offer to participate in the Tournament once again, but eventually accepts a deal: Liandri funds Selket's rebirth as Necris and, in turn, Anubis agrees to serve Liandri and fight in the Tournament.

Selket revives and becomes the Empress of Anubis, but their relationship remains awkward.

Sobek challenges both Anubis and Apophis after the end of the Ascension Rites.

The Liandri Grand Tournament of the year begins, organized in the Nakhti space. It also introduces new legal restrictions on gene reinforcement treatments.

Liandri sponsors a new team of robots, called Evolution. The team includes Syzygy and Devastation.

Necris' Black Legion this year is led by Brock and includes Calypso, a former actress and volunteer Necris; Lilith and Judas.

Gorge, wearing new armor designed by Axon Research Corporation, now leads a team called The Marauders. The team does not include Jackhammer, who is jealous of Gorge and wishes to fight him. Due to stricter genetic stimulation restrictions, Juggernauts are at risk of genetic instability if they do not receive treatments for too long.

Torgr, the leader of the Torgr tribe, enters the Tournament hoping to become Queen Skaarj's consort, as well as the head of the Skaarj armies.

Kraagesh, often abbreviated as Kraag, returns to this year's Tournament as a hard-won personal vacation.

Garek enters the Tournament to have a real competition with honorable warriors.

Anubis attends the Tournament and accepts Malcolm's invitation to join Thunder Crash, much to the dismay of Nakhti's contestants. This year, Thunder Crash is again led by the recovered Malcolm and includes Anubis, Sapphire, Lauren and Raptor.

Sapphire is injured during the Tournament and Malcolm promotes Szalor to Thunder Crash.

ITEMS (Del Primer Unreal, No pondré más armas solo si es necesario, ya que en las demás entregas solo cambia el aspecto):

WEAPONS:

Dispersion Pistol, Unreal 1/ (Has unlimited ammo, power can be upgraded with amplifiers):

Dispersion Pistol, Unreal 2: The Awakening (No need to amplify, no depletion)

Dispersion Pistol amplifier (Used to improve dispersion Pistol)

Automag, Unreal 1/ (Uses conventional bullets, it's a conventional gun)

Enforcer, Unreal Tournament (hereinafter referred to as that)

Enforcer of Unreal Championship 2

Enforcer of Unreal Tournament 3

Stinger, /Unreal 1:

(Works as a sub machine gun, uses Tarydium shards)

Stinger, Unreal Championship 2: Liandri Conflict

Stinger, /Unreal Tournament 3

ASMD, / Unreal 1 (It is a powerful energy weapon, if you fire the secondary and primary click first at the same time, it will make a huge energy explosion)

The other versions in the following games do the same, I will put the images:

ASMD, /Unreal Tournament

ASMD, /Unreal Championship 2: Liandri Conflict

ASMD, /Unreal Tournament 2004

ASMD, /Unreal Tournament 3

Eightball, Unreal 1/ (Conventional rocket launcher, fires missiles, and can also do missile sweeps. It also incorporates tracking technology)

Rocket Launcher /Unreal Tournament (Ahora es más rápida)

Flak Cannon, / Unreal 1 (Funciona como una escopeta, lanzando metralla, es eficaz en sitios cerrados)

Flak Cannon, /Unreal Tournament

Flak Cannon, /Unreal Tournament 200x

Flak Cannon, /Unreal Championship 2: Liandri Conflict

Flak Cannon, /Unreal Tournament 3

Razorjack, / Unreal 1 (A weapon that throws blades, can make a lethal cut in the neck, dying instantly)

Ripper, /Unreal Tournament 1

Ripper, /Unreal Championship 2: Liandri Conflict

GES Biorifle, /Unreal 1 (Throws corrosive gel, can kill almost instantly if thrown at full power)

GES Biorifle, /Unreal Tournament

GES Biorifle, /Unreal Tournament 200x

GES Biorifle, /Unreal Championship 2: Liandri Conflict

GES Biorifle, /Unreal Tournament 3

Minigun, /Unreal 1 (Rotating machine gun sharing the same ammunition as the Automag)

Minigun, /Unreal Tournament 1

Minigun, /Unreal Tournament 200x

Sniper Rifle, /Unreal 1 (Conventional rifle, equipped with a sight. It can rip your head off)

Sniper Rifle, /Unreal Tournament 1

Sniper Rifle, /Unreal 2004

Sniper Rifle, /Unreal Championship 2: Liandri Conflict

Sniper Rifle, /Unreal Tournament 3

Sniper Rifle, /Unreal 2: The Awakening

WEAPONS FROM THE EXPANSION (AND FROM UNREAL):

Assault Rifle, /Unreal 1 (Powerful assault rifle with a high rate of fire. Can throw grenades)

Assault Rifle, /Unreal 2: The Awakening

Grenade Launcher, /Unreal 1 (Uncomfortable, but powerful. It is capable of firing special grenades that explode when given the order)

Grenade Launcher, /Unreal 2: The Awakening (Can throw different types of grenades)

Missile launcher, /Unreal 1 (Medium and long-range destructive weapon. With the secondary click it launches a guided missile at the target)

Missile Launcher, /Unreal 2: The Awakening (Improved, as the secondary click can fire up to 4 small, fast rockets at the target)

Objects, armour and tools:

Power Amplifier (Unreal 1) Powers weapons that use energy, such as the dispersion gun and ASMD

Dampener: Acts as a silencer

Flare: Used to light places

Flashlight: Well, a flashlight, but with a short duration

Invisibility: It makes you invisible, but if you shoot having it activated, for a few moments it reveals your position

Jump boots: They allow you to jump more, only 3 uses

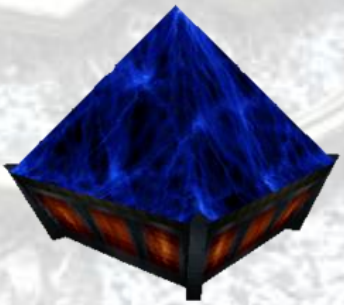
Jumping boots in Unreal Tournament, only 3 uses

Jumping boots in Unreal Tournament 3, only 3 uses

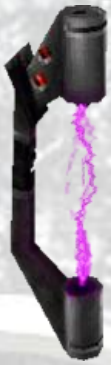
SearchLight: Lasts much longer than flashlight, and shines brighter

Nali fruit seed: Makes it possible for a Nali fruit to bloom in any terrain

Voice box: It serves as a distraction because it generates sound



Marine Invisibility: The version of the invisibility object, but it makes you partially invisible. Used by the Marines



Force field: Generates a force field, can be used to have coverage

SCUBA Gear: It serves to breathe in the water. In the expansion you will have another from the beginning, but the latter is recharged unlike the first

Translator: Translate all kinds of languages into English

Armor and healing objects

Super Health Pack, adds 100 extra points. It also appears with another design in the Unreal Tournament (As a large tank, it is unmistakable)

Super Health Pack in Unreal Tournament

Super Health Pack in Unreal Championship 1, Unreal Tournament 2003 and 2004

Super Health Pack in Unreal Championship 2: Liandri Conflict

Super Health Pack in Unreal Tournament 3

Kevlar Vest: Protects 100 points of armour, but works much better if combined with the Assault Vest

Assault Vest: Also provides 100 points of armor

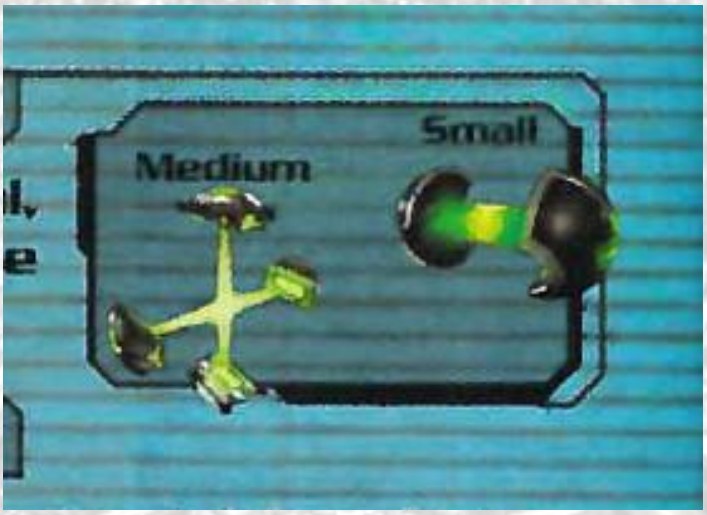
Assault Vest in Unreal Tournament

Assault Vest in Unreal Tournament 3

Bandages in Unreal 1: They heal you 5 points of life

Little bottle of health: Fulfils the same function as bandages, cure 5 of life

Little bottle of health: (Unreal Championship, Unreal Tournament 2003 and 2004), cure 5 of life



Little bottle of health in Unreal Championship 2: Liandri Conflict

Little bottle of health in Unreal Tournament 3

Instant Use Health Pack in Unreal 1, Cure 20 Health Points

Unreal Tournament Instant Use Health Pack Heals 20 Life Points

Unreal 2: The Awakening Instant Use Health Pack Heals 25 Life Points

Unreal Championship 2: Liandri Conflict Instant Use Health Pack

Unreal Tournament 3 Instant Use Health Pack Heals 25 Life Points

Shield belt, from Unreal 1: You get 100 armour, protects from any type of damage, less than falling (can be combined with other armour)

Improved shield belt, from Unreal 1: Obtains 200 armour points, protects from any kind of damage (Can be combined with other armour)

Unreal Tournament Shield Belt: Now protects more, 150 armour points, now also eliminates 100% damage, even from drops

Unreal Tournament 3 Shield Belt: Provides 100% protection against all types of damage, including drops. But this time it protects 100 points.

Toxin Suit: When obtained, it becomes invulnerable to toxic waste. It also makes you invulnerable obviously to the GES Biorifle weapon, since it only throws corrosive residue, it also protects from acid pools and Slith saliva, it provides 50 armour points, it cannot be put together with the Asbestos / Asbestos suit or with Kevlar vest

Asbestos suit:

The Asbestos suit provides protection from burn damage (lava, fire and Gasbag burps) and nitrogen puddles.

It has the same number of armors as the Toxin Suit and cannot be worn both at the same time.

It's also mutually exclusive with Kevlar's suit...

FIN

THANKS:

- *https://unreal.fandom.com (For all the information)*

- *YOUTUBE CHANNEL: https://www.youtube.com/@doblajesjuegosclasicos*

(By the Unreal 2: The Awakening guide)

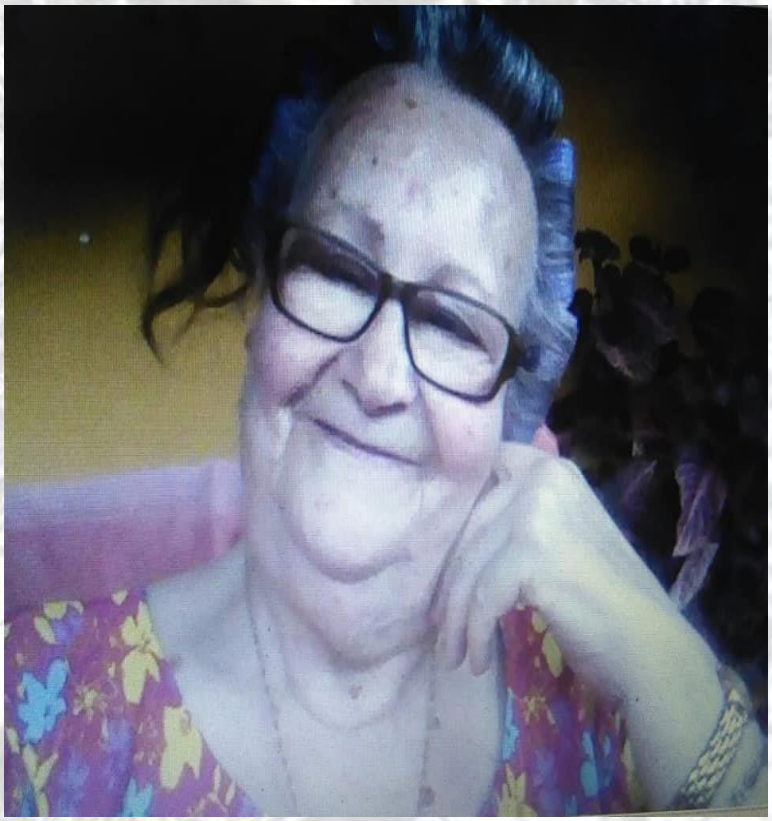
• To the Discord Secret Base Team Star community

(For being the best family you could wish for on the internet, you are worth gold)

• To my family

• To my dear friend Nikola and my love Ivetka, without you this will not be possible

Dedicated also to my Grandparents may they rest in peace



To my puppies: