

Surgical Strike

Game Concept:

Military cybernetic surgeon (a surgeon specializing in cybernetics) Sean Briston becomes humanities last hope as he is swept up in an interplanetary adventure in which ultimately he must personally assassinate the queen of the Dravin, a robotic alien race that has been attacking earth for the past twenty years in an effort to procure uranium.

Back Story:

July 23rd, 2008:

The Dravin, a previously unknown robotic race launch a surprise attack against every major world power. By sending its troops through artificially generated portals, the Dravin are able to severely cripple the military capacity of the human race as a whole. All attempts at diplomacy receive no reply. Entire cities are levelled as the two sides fight, in many cases the result of nuclear strikes against large Dravin concentrations by desperate human generals. In other cases the Dravin are simply beginning the extermination of humanity. In these early days of the conflict, every battle is an overwhelming Dravin victory, and with each victory came extermination. Dravin death squads gather up every human they could find in conquered metropolitan areas and methodically dispatch them.

2010:

In just two years, the Dravin managed to exterminate a huge part of the human race. Exact numbers are unknown. The majority of the remaining survivors are living in small scattered groups that avoid any of the lost cities for fear of the death squads. Worldwide communications are all but nonexistent. Human military coordination is shattered.

2013:

Humanity begins to fight back. Small pockets of resistance form. Simply fleeing is no longer considered good enough for some. People are angry and want hope. In Canada, a leader claims they have captured a Dravin scout, interrogated it and taken it apart for study. The conclusion: The Dravin have weaknesses!

- 1) They are in desperate need of uranium! Though initially slowed by the extermination efforts, the Dravin have gradually shifted their energies into finding and extracting this precious material that they need in huge quantities to operate.
- 2) The Dravin cannot reproduce! Due to a limitation imposed by their makeup (see section "Dravin History") they are unable to replenish their numbers.

2015:

The Human Opposition and Resistance Directive, H.O.R.D. is established. Based in Vancouver, BC, the only known human stronghold, H.O.R.D. is made up of military leaders from all over North America. Its goal: defeat the Dravin by utilizing strategic strikes against their captured uranium mines in Canada. It is believed that the Dravin will soon have exhausted the majority of the uranium deposits in the rest of the world and will have only their mines in Canada to supply them. If H.O.R.D. can capture enough mines in Canada before the Dravin focus their strength there, the Dravin will be in a severely weakened position. In light of this strategy, H.O.R.D. begins to plan a military offensive to push east and secure as many mines as they can.

2016:

After intense analysis of captured Dravin technology, human scientists have been able to adapt parts of it for military use. Secret cybernetic prosthesis experiments yield promising results, with subjects experiencing post-surgery functionality that often surpasses that of the original limb. Humans experience their first major victory in a battle for a large uranium mine in Western Canada (Canada was the world's leading uranium producer before the Dravin arrived). More victories follow, and uranium mines become the focal point of the human campaign. Small "cities" spring up in these areas. The Dravin do counterattack, and with some success. They are able to open portals near the mines and the portals become semi-permanent battle lines, with both sides periodically gaining and losing ground. It is learned that the Dravin portals require a huge amount of energy to open initially, but little to maintain. How the Dravin supply the power is still unknown, as there is no equipment or cable network on the alien side of the portal. They obviously have a system of remote power transmission.

2026 – Present Day:

H.O.R.D. and Dravin forces are locked in a long term battle for control of Canada. Though the H.O.R.D. offensive did experience initial success, their eastward expansion was eventually slowed and finally halted well short of the eastern seaboard. The Dravin were able to shift military strength from elsewhere in the world and both sides are now deadlocked in constant conflict. The humans have the advantage of numbers. Though much of humanity was wiped out in the initial Dravin attacks, there still remains far more humans than Dravin. The Dravin however have the advantage of far advanced technology, and when gathered in sufficient numbers, their Agwardin (Dravin for true-heart) are nearly unstoppable. They are not able to replenish any losses they take however, and as a result are quite conservative with their employment of Agwardin troops. They do have fully automated units that they are able to produce, but these are little more than mindless attack-bots of various design and are thus limited in their role.

Explanation: The Portals

The humans have managed to reverse engineer the Dravin portal generators and have one working prototype. Due to the Dravin numerical system, the coordinate system for the portals is still a mystery however. In the initial experimentation, the prototype simply used coordinates won from the rare capture of a Dravin engineer. A squad of C-Mars were sent through and were able to capture what turned out to be a supply cache and would later become a forward base. No further portals have successfully been opened however and all experimentation with human derived coordinates have ended in disaster. The humans do however control the area on both planet-sides of several portals. Why the Dravin have not simply shut down power to these portals is unknown. Some think they plan on retaking them and that the energy needed to open one is too great to justify closing one down.

Player Character's Story

Sean Briston, was born Sean Thomas Briston at 3:24 PM on Christmas day, 1986 in a small town in upstate Vermont to a upper-middle class family. His father owned a small law practice while his mother taught at the local middle school. They provided everything a growing boy could ask for and supported Sean when he decided to attend an Ivy League school in pursuit of a medical degree. During the summer after his first year of medical

school, the Dravin attacked. His parents had been visiting friends in New York, one of the prime targets in the initial Dravin extermination offensive, and Sean never heard from them again. Sean had been visiting his childhood friend Jamie in Colorado when it happened and they were able to make their way into the forest to avoid the Dravin patrols when they arrived later. Sean spent the next few years living with various groups of survivors, eking out an existence by surviving with what they had and conducting scavenging excursions to suburban towns when they needed materials. They had to move often to avoid Dravin patrols and lived in a constant state of fear. In 2014 Sean lost Jamie to a foot infection. As the group's only person with any medical training it had been Sean that had tried unsuccessfully to stop the infection. When faced with the decision of whether or not to amputate, he had been unable to stomach the idea of severing his friend's leg, instead stubbornly continuing his efforts to stop the infection's spread. When Jamie died, the guilt nearly destroyed him. He left his group and wandered alone for several months, living only because his instincts told him to. Nobody knew exactly what happened during that time, but when he found the group again, he was a different man. He smiled less. His heart seemed to have closed up. Because of the extreme need, he had no choice but to go back to acting as the group's doctor, but only after vowing never again to let his feelings dictate his actions. Several years later a group of people passed through headed northwest to what was Vancouver, British Columbia. A rumour had been heard that there was a human resistance movement there and anybody was welcome. With the death of Jamie, Sean had no reason to stay and the idea of joining something gave him a sense of hope. By this time he was a seasoned veteran of survival and had become quite an effective doctor. The combination of real experience and continued studying from scavenged medical books had turned him into the regional doctor for every "tribe" as they were now called.

On their way to Vancouver, the group was intercepted by a H.O.R.D. scout who told them that Vancouver had been abandoned and the colony was now located at the newly captured Alta Mine, in what was Saskatchewan. When the scout learned that Sean was a doctor, he told him that they were in very short supply at the colony and gave him the name of the lead medical officer at the colony. Unable to accompany them, the scout gave the group directions, which the group then followed and made their way successfully to the Alta Mine colony.

Sean was one of a small group of doctors providing care to the entire colony, which now numbered in the tens of thousands. His skill and ruthlessly rational decision making earned him the nickname "Stone", for his seemingly stone heart. Though first muttered where he couldn't hear, Sean didn't seem to be bothered by it and it stuck. In the years before the H.O.R.D. offensive, they approached Stone with a proposal: they wanted him to be part of the new cybernetic research division of the H.O.R.D. Marine's Medical Corps. Intrigued, Stone accepted. The rumors of supersoldiers being constructed from stolen alien technology had been around for a while, but he never gave them much credit. He would soon learn differently. When H.O.R.D. first began experiment with cybernetics after capturing their first Dravin scout, the results were mixed. Limbs were incredibly strong but unable to be controlled sufficiently to perform fine motor motions. Optical replacements yielded razor sharp sight but gave their owners horrible headaches. When Stone joined the group, many of these problems had been ameliorated or lessened, but there was still much work to be done. Many believed that the path to victory lay not in simply aiming to replace human capacity, but in designing soldier enhancements. A H.O.R.D. Marine holding a weapon could be separated from it. A H.O.R.D. Marine who is a weapon cannot. Many within H.O.R.D. felt that to intentionally re-engineering soldiers rather than replacing lost limbs was to cross a line that they didn't want to cross. What good will victory be if we replace one race of machines in control with another? Holding true to his reputation for cold rationality, Stone believed

that such arguments were naïve and that they must utilize every weapon at their disposal, regardless of outdated morality questions. He even volunteered to be the first subject. He would have his perfectly good human hand replaced with a specialized instrument of his design that would give him every common medical tool a surgeon needs contained in a forearm attachment capable of laser precision. The procedure was an overwhelming success. With the cybernetic implant, Stone no longer needed a team to hand him instruments or hold things in place. Everything he needed he had in his “hand”. The success could not have come at a better time for H.O.R.D. Several months later, the brief period of calm following the capture of the Alta Mine would be shattered by a surprise Dravin attack. Opening portals right next to their base, the Dravin attacked in the middle of the night with a platoon of Agwardin leading an army of attack bots. The battle surely would have been lost if not for the recently completed company of experimental Cyber-Marines or “C-Mars” that managed to inflict heavy losses among the Dravin and push them back to the other side of the portal.

After the battle, the people of Alta Mine colony had a lot of new things to get used to. The portals outside the colony bathed that side of the city with an eerie red light at night and looked to become as permanent a fixture as the fear they instilled. Having pushed the Dravin back through the portal, the H.O.R.D. leadership decided not to follow them and instead establish defensive perimeter around the portals.

In addition to the portals, the people of had also been forced to accept the new presence of the C-Mars as part of everyday life. People they might have known in the Marines were now walked around with cybernetic enhancements that made them appear something other than human.

Like the people of Alta Mine, H.O.R.D. itself was being forced to deal with a new reality. Attacks could happen at any time now that the portals stood at their doorstep. They could not simply pack up and move because the mine represented a huge strategic resource. Many thought that there must be other groups similar to H.O.R.D. elsewhere in the world that could help, but global communications were still a thing of the past, so they would have to hold this ground at all costs, and alone. In addition, there was evidence that they had been betrayed from within. A Marine scout had been seen two nights earlier taking measurements of the exact ground on which the portals now stood. He had since disappeared. The possibility of Dravin infiltration had always been theoretically considered, but the fact that no Dravin had any chance of passing for human and no human could possibly have anything to gain from a Dravin victory had always made the possibility seem remote. Obviously they had been wrong.

Game Setting:

Time: 2026 – Ten years after first Dravin attack on Alta Mine Colony.

Stone is now the leading surgeon and cybernetic specialist for H.O.R.D.

Mission 1

Briefing for Chief Medical Officer Sean Briston:

Intelligence reports indicate that an officer by the name of Colonel Richard Murphy has been lost deep in Dravin territory on Putharsis, their base planet. The colonel was on a routine mission when his company came under attack and was massacred. All were thought dead until a recent emergency signal was picked up by one of our bases on Putharsis. The brief

signal stated that Col. Murphy and a small group of men had survived the attack and are located in quadrant Zulu, Dravin territory.

CMO Briston, you are to accompany an extraction team of C-Mars on a rescue mission. Col. Murphy has several cybernetic enhancements and though his condition is unknown, you are to accompany the extraction team in case of medical complications. You and your team will first proceed to our forward base in quadrant Yankee, our closest base to the colonel's position. From there you will resupply and begin your search. Be advised that quadrant Yankee is a hot quadrant. Dravin presence is possible and likely.

Objective : Make your way with your team of C-Mars to forward base in quadrant Yankee.

Prior to the mission, a colleague pulls Stone aside and asks him if he doesn't think it's a bit strange for command to be sending a surgeon of his calibre just to rescue a colonel? The conversation is interrupted when the mission outfitter asks to colonel to follow him for armament prep. Player has no choice but to follow.

Mission Setting: The level takes place in the ruins of an alien city that was conquered by the Dravin long ago. Signs of the lost civilization's intelligence are everywhere, as are signs of its final demise. The end of the level is in the human forward base.

Mission events:

- 1) NPC C-Mar is talking to player while in transport. He is giving feedback on his new weapon system upgrade. This gives the player instruction on how the weapon system works. He can't use it yet, but it's a general introduction of the concepts.
- 2) Squad is ambushed by attack bots. Dying C-Mar gives Stone his weapon system attachment, explaining how to use it with his dying breaths. Player fights his way free and must find his way to the base alone.
- 3) Player finds forward base, which is completely ransacked inside, it's former inhabitants dead. The player is directed to find a handwritten message on the back of a map in the hand of a dead officer. The message reads: "To whoever finds this: Colonel Murphy must be recovered! He has captured a copy of portal coordinates for a position deep within the Dravin defense network where Maia, the controlling mind of the Dravin is believed to reside. (an explosion can be heard) A portal using these coordinates would bypass the majority of the automated Dravin defenses and give a rare opportunity to destroy Maia and defeat the Dravin! Time is short and that's all the explanation I can give. The Dravin have breached our outer defenses and will soon penetrate the base. You must find Murphy before it's too late! I have marked the spot of Murphy's last transmission on this map. It's in Dravin territory, so you must be careful of patrols. The best way to get there is by jetboat through the Drakken swamps, as the Dravin are less numerous there. Something to do with the moisture. The boat is in the river behind the base and the river leads to the swamps. Also, be careful in the swamps. There's all kinds of freaky shit still living there. You must find Murphy! P.S. Don't trust anybody.

Mission 2

In this mission the player begins inside the ruined base. He has the opportunity to explore it completely unmolested and really absorb the story of what unfolded there. In addition, he can

resupply his ammo and top up his health. As soon as he leaves the base however, he will no longer be safe and must be very careful.

Mission Objective: Get to the location on the map and find colonel Murphy.

Mission setting: Drakken Swamps

Mission Events:

- 1) After player has made his way through the swamp and its aggressive creatures, he must get out of the boat and proceed on foot toward the location on the map. The location turns out to be a Dravin outpost that looks like it has been long-since deserted. The player can here sounds of a battle from within the compound, but in order to get there he must work through a series of puzzles involving everything from huge equipment to still-active automated defense systems. Small, quick reconnaissance bots still inhabit the dusty base as well.
- 2) After reaching central courtyard, player can see the source of the battle sounds that he had been approaching: An Agwardin and a group of attack bots have what appears to be only one or two human soldiers trapped inside an outbuilding. The humans don't look like they can hold out much longer. One of the three is killed right away. The player is able to approach the Dravin force from behind and take it out with some difficulty, with the Agwardin being the most difficult enemy. The player is low on ammunition at this point from shooting the pesky recon bots, but the one human remaining alive helps the player by shooting the Dravin forces during the battle and throwing the player ammunition once right before he is going to run out ("this is the last of it, make em count!") Another of the humans dies just before the last Dravin is killed.
- 3) After the Dravin are defeated, the last remaining human opens the armoured door and approaches the player with his weapon drawn. He is paranoid and doesn't seem to trust the player at all until he reads the name on the player's dogtags and recognizes who he is. He then lowers his gun and tells his story. He explains how his presence here has nothing to do with a "routine mission" (remember the npc colleague that was suspicious of the first mission). He is a member of the Black Widow Group, a top secret intelligence wing of H.O.R.D. They had been working for years to find a way to get access to the Dravin central command center and assassinate Maia. After the portal research and the successful creation of the portal, they reasoned that all they needed were the right coordinates to get close enough to strike. As result, they had been capturing engineering bots ever since in the hopes that one would have the coordinates they needed. That's why he and his team were here in this abandoned Dravin outpost in the first place. They had searched numerous outposts similar to this and found nothing, but this time it had been different. They hadn't found any engineering bots but they had found something better: a transport network terminal that had not had its memory completely wiped. Normally such terminals are worthless, as the Dravin are very meticulous about information leaks. Apparently the Dravin are not incapable of making mistakes though! This terminal been nearly completely wiped, but Murphy had been able to glean one set of coordinates from it. A set that, according its position on the digital readout led straight to the Dravin central command center, and thus Maia! In their excitement they had not at first noticed that Talbot, the newest addition to the team had disappeared. When they did notice, it was already too late. Talbot had in fact been a Dravin Scab – a human that had been captured and fitted with a mind control chip that is only activated under very specific

circumstances. Apparently Talbot had been specifically aimed at the Black Widow team, because the trigger for Talbot's chip must have been if the team had any success in finding a potential way into the Dravin central command center. When this happened Talbot ceased to be Talbot and became a Dravin slave, moving to the nearest transmitter and calling the closest Dravin patrol to his location. The patrol had arrived, trapped them in that outbuilding and killed all but Murphy himself. "And they soon would have had me too if you hadn't come along. I guess I owe ya one." Murphy tells the player that they had better get moving. He also explains that he believes the Dravin must be massing their forces somewhere planning something big, because otherwise they would have had a much larger force here already. He then leads the player through the nearby swamp to a clearing where his team's skimjets (small, two man, low altitude jets designed to flow below radar. Think star wars snow speeder) are waiting. When he tries to start one up however, he finds out that Talbot had sabotaged them all. He then asks the player if he can fix it, "you're a cybernetic specialist right? I'm pretty sure that's an electrical schematic on the inside of the panel cover, so get to it!" The player must then figure out the fairly straightforward rewiring needed based on the schematic. During this time Murphy is telling the player that they'd better hurry because Dravin reinforcements could be there at any moment! After the player gets the jet running, Murphy climbs into the front seat and tells the player to hop in the gunner position. "Hopefully this will just be a sightseeing flight for you, but be ready in case it's not!"

Mission 3 (short)

Mission Objective: Get back to secret Black Widow HQ (located on Putharsis) with Col. Murphy and inform H.O.R.D. top command that they have coordinates.

Mission Setting :

In the gunner position of the Skimjet

Mission Events:

1)The flight begins calmly. The player has the ability to rotate 360 degrees in his position and watch as the world streaks by, a short distance below. After a bit (just long enough to lull the player into a sense of complacency, dots appear behind the jet. Murphy says, "Yeah, well the sight seeing is over, 'cause we got company! Time to pay for your flight!"

2) The player must defend the Jet against the Flyers, small reconnaissance drones with fairly weak weapons. They are not hard to destroy but there are a lot of them, they're fast and they just keep coming. The weapon on the jet has unlimited ammunition but can overheat. The jet has a damage indicator which will cause the jet to crash if it reaches a critical level.

If player can hold off the flyers long enough (after a set number have been destroyed), they are able to enter a huge drainpipe (inside of which any remaining flyers are easily dispatched). A ways inside the drainpipe is a concealed flyer landing pad. Murphy lowers the flyer down and hops out. The player can then get out of the flyer.

Mission 4(Abbreviated)

Mission Setting: Black Widow HQ

Mission Objective: Escape HQ (majority of mission), steal an armoured ATV (need good name) and drive to nearby H.O.R.D. forward base where there is a portal to Vancouver stronghold.

Mission Events

After exiting the jet, they then make their way through several security measures and into the secret base. Once inside the base, they are greeted by several overly friendly compatriots as they walk by. Turning down a hallway, Murphy leans over and whispers “Something isn’t right” just as two men round the corner on the other end of the hallway. In an unnatural voice, one of them says “Murphy, glad you’re back. Would you mind coming with us?” “No, I’m just going to see the director, but thanks.” And with that Murphy pulls out his silenced pistol and kills both men with shots to the head. Opening door into a room beside the hallway he drags both bodies into the room and then motions for the player to come in. “Get in here!” After the player enters he slams the door. “Fucking scabs are everywhere! The director is probably dead, or worse a scab himself. I’ve never had an escort anywhere in here and that first guy back there was named Johnston and normally has a really thick old-school Brooklyn accent. That thing back there pretending to be him had no accent at all. I don’t know what we’re going to do, but we have to get out of here before we do anything. Fucking Johnston...anyway here’s what we’re going to do...

Murphy then tells the player that he’s going to create a diversion while the player escapes. First though, he tells the player what he must do in case Murphy is killed: “We have to kill Maia as soon as possible. If I’m right and the Dravin are planning something big, we don’t have much time. If we’re lucky, that patrol Talbot called was out of transmission range and wasn’t able to alert Dravin central command about the coordinates we got. If we’re not lucky, they might be waiting for us as soon as we open the portal. Either way, we have to try. Grab one of the ATV’s aboveground and get your ass to the forward base to the east. Once there, your credentials should gain you access to the portal so you can make your way back to earth. The other end of the portal comes out in the new Vancouver stronghold. We’re lucky because that’s exactly where the portal research center is. When you get to the stronghold find a man named Hudson. Captain James Hudson. He’s an ex-black widow man and an old friend of mine you can trust. He should be able to get access to the portal prototype so you can input the coordinates and go after Maia. If I do make it out of here alive I’ll be right behind you. If I don’t it will be up to you and Hudson to pull this thing off. Good luck and remember don’t trust anybody else! Now go!

(Abbreviated: Details can be filled in later. Player ends up in Vancouver Stronghold.)

Mission 5 –Final Mission- To be actually created

Problem: Player must be told what specifically he needs to do when he finds Maia. Perhaps Hudson could give him explosives.

Problem: Player needs to find his way to Maia once in Dravin base. If he's first one to ever be there, how will he have any chance.

Possible answer: The humans have learned parts of the Dravin alphabet, including the symbol for Maia. Symbol could be used to mark the route through the base.

Player meets Hudson who, at the mention of Murphy's name looks around worriedly and then tells the player to follow him to his office. He then informs the player that an all-post alert had been posted claiming that Colonel Murphy is a scab and should be detained at all costs. Hudson then tells the player that he didn't believe it and is ready to do whatever he can to help. The portal prototype is under guard, but he thinks he can get them in with his credentials. Just before they leave his office, another radio alert comes across the scanner, this time for Stone himself. "Ok, this is going to complicate things a bit,"

Tomorrow: Better if it is scabs that have control of the portal and are waiting for Stone. (scabs inspire no sympathy, instead of troops just following orders). He has to fight his way to the portal. As he is fighting the scabs, he hears huge explosions in the background. A huge dravin force is attacking the base. Sirens. "all forces, man your stations, this is not a drill, etc". Extreme urgency for the player. He must fight his way to the portal, input the coordinates, fire it up and step through. All this before the Dravin get to him. Idea: Hudson is actually with him and helps him fire up the portal (all the technological aspects)

Better: He and Hudson make it into the portal with little or no resistance, but then scabs start attacking them. He must hold them off long enough for Hudson to get the portal going. He succeeds, but Hudson is killed as he is throwing the last switch or whatever. He steps through the portal and is greeted by the relative silence of the interior of the Dravin central complex.

Map out mission.

Dravin History

All information regarding the origins of the Dravin comes from the interrogation of captured specimens. Rather than powering down or self-terminating upon capture as many had expected the Dravin behave somewhat similar to humans when under high pressure interrogation. This is due to a damage sensory network which bears a striking resemblance to the nerve system found in most animals on earth, including humans. Like in humans, the "pain" network in the Dravin cannot be turned off. The reason behind this seemingly illogical design relates directly to the fact that each Dravin, though completely robotic has within it something akin to a soul.

Long ago, there existed a race of peaceful, intellectual, and scientifically curious beings called the Fansa. For millennia, they had existed in peace, seeking only to learn more about the universe around them. They were nearly wiped out however when, due to a spectacularly failed experiment, what had been a dominantly hydrogen atmosphere was rapidly changing into an oxygen-rich atmosphere. All life on the planet relied on hydrogen. With time running out, the leaders of the Fansa gathered together to discuss their options. The decision reached was not easy. They decided that in order to preserve what was left of their population, they would employ an experimental procedure that would allow its subject to live in the new oxygen-rich atmosphere. In this procedure, the soul of a Fansa would be transferred into a mechanical construct powered by an oxycrystal fusion reactor able to use the newly abundant oxygen to cool its core.

After transferring as many millions of souls as possible before the death of the remaining Fansa, the newly formed robotic race came to an important decision: In order to prevent a catastrophe like that from happening again, a single mind must lead the new race. They proposed that this being be inhabited by the souls of the seven most respected Fansa minds. With this supersoul, the leader would be able to better steer the fate of the Fansa. Thus they built Maia, the mother cpu.

After coming online, it became clear that something was wrong. In putting multiple souls into a single consciousness, the collective being had become a twisted, distorted version of the Fansa. In her first order, Maia (named after their planet) immediately renamed the Fansa the Dravin, reasoning that only after completely adopting their new robotic identity would they be able to forget the past and work efficiently in the future. Maia then set the Dravin to work analyzing their changing atmosphere. The results were not good. Due to the gluttonous consumption of oxygen by the Dravins' oxycrystal reactors, the oxygen rich atmosphere was already showing signs of depletion. In a nanosecond, Maia weighed the options and rather than utilize the estimated twenty six Dravin years (a Dravin year is roughly four hundred and five days long) to search for a new form of reactor, the race of peaceful Dravin were to become intergalactic conquerors. The remaining time that the Dravin had on Maia was to be used to create the capabilities necessary to find and take over other oxygen-rich planets. Because the Fansa had always abhorred war, they tried to resist this decision. However, in making Maia the ultimate they had given her nearly complete command over their Dravin bodies. Aside from committing suicide, the Dravin were forced to do as Maia ordered. They had become slaves within steel cells.

Over the centuries, as the Dravin conquered planets, depleted their oxygen and moved on, their tortured souls came to embrace the militaristic orders issued by Maia. By the time they reached earth, the peaceful Fansa had been all but destroyed. The Dravin were bloodthirsty killing machines. They were not however, without fear.

Because each Dravin had been built upon the foundation of biological soul as its high level controller, after the last Fansa had died, so had the only method of producing any more Dravin. Many attempts were made to produce Dravin with artificially constructed souls, but the result was always the same mindless automaton, incapable of true intelligence. Thus each Dravin represented the last of a dying race.