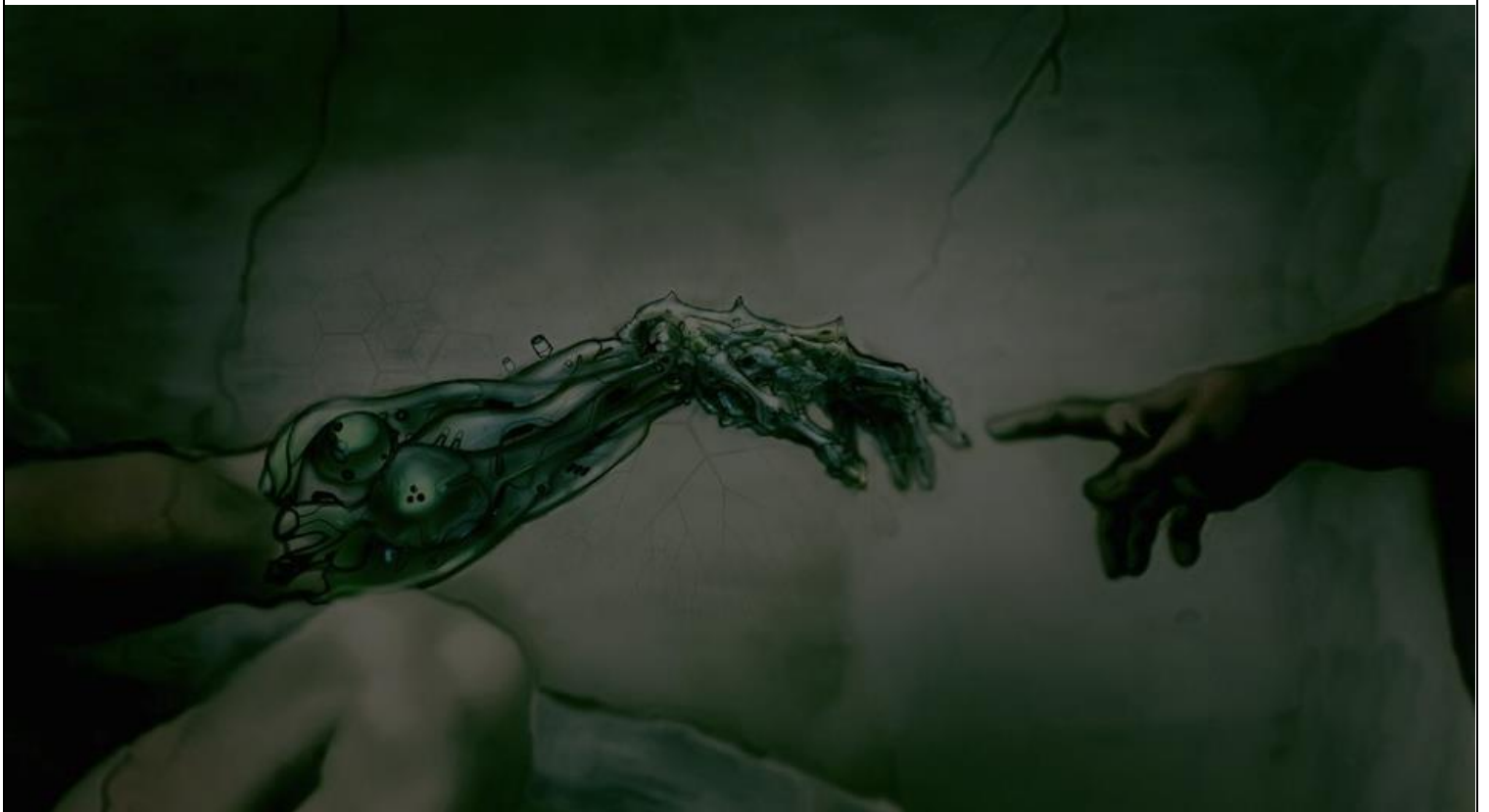


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Imperium



Imperium Chapter Summaries

Chapter 1 - A World United:

Play as Enoch as an average day at work results in murder, maiming, and superhuman powers

Chapter 2 - No Place Like Home:

Escape the life you knew and set out on a new adventure with the one you love

Chapter 3 - How To Rebuild Yourself Without A Manual:

Train with a powerful organization, learn to manipulate your new abilities, and embark on your first mission with an unexpected ally

Chapter 4 – Killjoys:

Complete your first successful mission with The Unnamed by exposing a G.O.D. at a festival honoring him

Chapter 5 - Operation Unchained:

Follow a trail of evidence to another free G.O.D. only to be ambushed by The Warrior, who will employ thousands of years of martial arts against you

Chapter 6 - Give or Take:

Destroy the maintenance stations of the G.O.D. you've based your life around while avoiding the mechanical monks trying to stop you

Chapter 7 - The Worth of Wealth:

Fight your way to Wealth, the G.O.D. of money and possessions, and learn about the organization behind OmniCorp

Chapter 8 - Enemies Closer:

Get back from your mission before enemies kill the love of your life, and learn the awful truth about a trusted friend

Chapter 9 - Eye of the Deceiver:

Recover from a devastating loss and infiltrate OmniCorp to learn their next move

Chapter 10 - The Search for Redemption:

At all costs, get to the Tibetan Plateau before OmniCorp does

Chapter 11 - Knowledge is Power:

Defeat the OmniCorp ambush aided by The Redeemer to get him safely to Iuris

Chapter 12 - Cradle to the Grave:

Fight through The Eightfold's human experiments to stop a power-crazed human from becoming a G.O.D.

Epilogue:

Address the people you've fought so hard to save, and honor the memory of someone you've lost to do so

Glossary

The Last War:

As the world began to overpopulate, the divides between different groups of people grew wider and fostered hatred and mistrust. Conflicts became inevitable. Small in scale to start, conflicts over land, backed by religious beliefs in who had proper claim to it, rose exponentially. This created a powder keg that involved the entire world. In 2030, the powder keg burst. There were large scale battle sites as well as bloody conflicts in at home in back alleys. Allegiances thick as thieves crumbled as the fragile bonds of social order dissolved. Governments scrambled in vain to assemble whatever protection they could muster for their citizens, and citizens overtook the governments that were failing to protect them.

It seemed that societies all over the world were plunging irreparably into collapse. OmniCorp, a high-powered tech giant, did what almost every group throughout history has done in times of despair: looked to the skies for salvation. They were actually trying to use their technology to find somewhere to colonize, bringing themselves, their loved ones, and anyone they felt would benefit humanity. Instead, they found a God. OmniCorp presented this God, known as "The Redeemer", to society. His extreme skills in manipulating people and cellular structure, coupled with a genuine benevolence to use those skills for good, spoke to the people and calmed the strife down enough for a cease fire. Travelling the world on behalf of OmniCorp, he used his abilities to repair our fracturing humanity.

Saving the world thrust The Redeemer, and OmniCorp, front and center of the public eye. The Redeemer's intimacy with the people broke down notions of belief based on mere faith, and pulled everyone's religious devotion toward what they had for proof in front of them. This was the basis for a new religion, Omnia, which united the world under one belief, which was bolstered by fantastic new entities that followed The Redeemer to Earth. At least, that's what the public believed.

OmniCorp actually made creatures with supernatural abilities using genetic modification and cybernetic tissue. These creatures, except for The Redeemer, were all imprinted with genetic code that made them unwitting slaves to OmniCorp. Their purposes were pre-determined and were completely manipulated to position OmniCorp in the highest power, and to drive society for OmniCorp's purposes.

God:

A God is a supernatural being with superhuman powers. These are believed to exist outside of our atmosphere and dimension. Popular theory states that they generally don't exist in a corporeal form, and cannot survive on our Earth without attaching themselves to a body that can contain their essence.

G.O.D.:

As far as the public is concerned, a G.O.D., or Gear of Destiny, is a God attached to a body created by OmniCorp technology. These bodies combine DNA cloned from The Redeemer with proprietary DNA and technology from OmniCorp. These G.O.D.s are the deities of Omnia, and they have a profound impact on the lives of people everywhere in the world.

In actuality, a G.O.D. is a slave whose DNA is made from the ground-up by OmniCorp. Whether Gods are real or not, they are not in any way involved in the creation of a G.O.D.

G.O.D. Fabrication Unit:

G.O.D. Fabrication Unit is a pod made of organic, metallic, and computerized parts. This machine is what brings a G.O.D. to life, building their bodies from the inputs of OmniCorp Faith Manufacturers. The last step of the birthing process for a G.O.D. is personality coding. For G.O.D.s this involves subservience genes to keep their powers in check by (and for) OmniCorp.

Faith Manufacturer:

Faith Manufacturers work for OmniCorp and code the genes and machinery to make G.O.D.s. They are unaware of the fact that Gods, if they are real at all, are not part of the process, and believe that they're helping do what's best for the world.

Ascension:

Ascension is a procedure that does not exist until partway through the story of "Imperium". After Enoch heals himself with the birthing chamber out of desperation, OmniCorp learns that it's possible to combine human tissue with G.O.D. technology. The Eightfold, the powerful group behind OmniCorp, rushes to test the possibility of becoming full-fledged G.O.D.s, but removing the subservience genes and replacing them with whatever they please.

Backstory

It's 2030. An unprecedented amount of armed conflicts born from religious intolerance tears the world apart.

Amidst the death and chaos, a God descends from the Heavens and, in what can only be described as a miracle, puts an end to the wars without spilling a single drop of blood.

The appearance of this God, only known as The Redeemer, is attributed to the largest health conglomerate in the world: OmniCorp.

Through The Redeemer, they were able to slowly lead the world to a new era of apparent peace and prosperity, uniting all under one single definitive religion: Omnia.

55 years later...

Act I

Enoch Clarke is a Faith Manufacturer (FM), a scientist that helps fabricate the bodies that serve as vessels to beings known as G.O.Ds, that are so widespread and revered in society. He's having just another regular day at OmniCorp, one of the biggest health conglomerates in the world and owners of what is known as G.O.D. technology. The company is also heavily tied to the Omnia religion being regarded as the ones that made it possible for the G.O.D.s to descend to our world.

On one fateful day, Enoch is called to oversee the birth of a new special type of G.O.D., only known as Codename Exitium. He is reluctant at first for he had dinner plans with his boyfriend, Salman, to celebrate their 5th anniversary together, but at the same time excited, as he believed that the opportunity meant recognition for his exceptional work and devotion to Omnia. With no way around it, Enoch calls Salman and says he'll be late, not fully explaining why, because his work is secretive and heavily monitored by his superiors.

Inciting Incident

When Enoch gets to the Birth Chamber he is intimidated by the fact that he's surrounded by FMs that he never saw before, but tries to keep calm and act professional. Even though he worked 6 years for OmniCorp, he never witnessed the moment where a G.O.D. descended to its material body. As marveled as Enoch was, he couldn't help but notice the other FMs talking about this "DNA Imprinting process" and how it was taking longer than expected. Just as the process is about to finish, something goes terribly wrong and the G.O.D. gains consciousness before the intended time.

In a burst of power, she unshackles herself and kills most of the staff in the room. The sound of the pieces of the other FM's bodies hitting the ground was the only thing keeping Enoch from entering a state of full shock as he could not believe his eyes. The G.O.D. then turned to Enoch and approaches him so fast that Enoch only realized what was happening when his arm was already on the ground amidst a puddle of blood. When she's about to kill Enoch, however, she stops, as if realizing something, and suddenly runs away, jumping through the window and disappearing into the night.

Bleeding and desperate, Enoch throws himself into the G.O.D. Fabrication Unit in the room to heal his lost member. Trying his best to not pass out from the pain, he notices a prosthetic arm being formed where seconds ago there was nothing. The glow emanating from it reminds him of other G.O.D. bodies and Enoch promptly realizes that he is now infused with G.O.D. technology.

Still numb from the fast, yet incredibly efficient surgery, Enoch searches the Birth Chamber for survivors and spots a fellow FM clinging to his life. Using his last bits of strength, he raises his hand to meet Enoch's and gives him something. As the FM draws his last breath, he mutters "Take... ..is ... uris..." and soon Enoch is left with a Nano-Drive and many questions.

Letting his curiosity take the best of him, Enoch decides to make a quick stop at his office to examine the contents of the Nano-Drive in his OPA (Omni Personal Assistant). As his eyes race through the contents of the document, he becomes more and more distressed. The document describes project Exitium, the G.O.D. that murdered a whole room full of people, as a weapon capable of easily wiping out a great portion of humanity for birth control purposes.

Refusing to let his brain absorb more of this madness, he removes the Nano-Drive from the OPA and decides to try and call Salman. However, his thoughts are interrupted by the sounds of footsteps and what he identified as weapon rattle. Soldiers. Enoch knows how protective OmniCorp is with their research and, fearing for his life, decides that he shouldn't spend another second there. He needed to escape.

Through the emergency exit, Enoch manages to reach the bottom of OmniCorp's HQ unnoticed. He can see that small groups of people were gathering close to a large amount of broken glass, supposedly where the G.O.D. landed after it jumped through the window in its escape attempt. Enoch starts running as fast as he can, trying his best to cover his G.O.D. arm. He finally reaches the building where he lives at the Ebisu District in Tokyosaka. In his mind, his priority was to gather his things, call Salman and leave the city as soon as possible.

Exhausted, Enoch opens the door to his apartment. Still trying to catch his breath, he makes his way to his living room, only to notice that he wasn't alone. A young Asian woman with short black hair is sitting on his couch. The woman tries to explain why she is there, but Enoch refuses to listen to her. Shortly after, he hears a comforting and familiar voice. A voice from someone he would never expect to see in a situation like the one he was in: His boyfriend, Salman.

Salman introduces Enoch to Tsuki a high-ranking operative from the Resistance Group called Iuris, a group of which Salman also is part of. Iuris has been making its name lately with their strong opposition to OmniCorp and Omnia, for they believe that their so called G.O.D.s are nothing more than tools to control society. Enoch tries to reason with Salman about the insanity of what Iuris is proposing. In response, he simply pulls a device that shows footage of people being assassinated after refusing to follow the advice from The Giver, G.O.D. of Guidance. Enoch's anger quickly dissolves into sadness as he starts to have a better grasp of the situation.

As if the night wasn't bad enough, a squadron of four OmniCorp soldiers are spotted going up the building by Tsuki and five more waiting downstairs. As they won't have enough time to plan an escape, the only other choice is to stay and fight. After dealing with the soldiers, Salman invites Enoch to come with them back to Iuris. Seeing as it certainly beats the alternative of staying and being killed by OmniCorp, Enoch complies.

The trio made their way to a nearby subway station that is unusually empty. Three different types of silence filled the subway platform: The silence of a man who is trying to cling to his faith while digesting the events that transpired in the past three hours. Another is the silence of a man who is filled with guilt towards his loved one for keeping a big secret from him. The third silence is the easiest one to spot. It's the awkward silence of a woman that doesn't know what to say to the other two men with her.

A couple minutes later, the train finally arrives. Inside, Enoch and Salman sat facing each other and Tsuki was standing up. As much as Enoch wanted to, he couldn't bring himself to talk to Salman. At least not now. Out of indignation, he raises and when he's about to say something, Salman screams and jump towards him, pushing him out of the way of a machine gun. Turns out that the train has been hijacked by OmniCorp. After that close call, Salman asks if Enoch is ok, but all that he gets as an answer is a nod.

Finally they reach Iuris' Headquarters. The massiveness of the place makes Enoch wonder how the hell no one ever noticed them before. After having a quick tour around with Salman and Tsuki, she tells Enoch that the resistance would greatly benefit from having an operative infused with G.O.D. technology and asks him to cooperate with them. Enoch, not being used to making his own decisions without consulting The Giver first, hesitates, but when he starts thinking about everything that happened, he finds the strength to go and seek the answers he need, and the best way for him to do that is with Iuris.

The next couple of weeks kind of blended in Enoch's mind. While he wasn't almost being tortured to death by Tsuki and her inhuman way of martial arts training, he was with other Iuris rookies in small errands around Tokyosaka to get to know the megacity better. His relationship with Salman appeared to have reached a standstill. Enoch turned off all attempts made by Salman to talk about everything, saying he's too busy with work. He felt that until he better understood the situation, he wasn't ready to have the conversation they so needed.

After surviving Tsuki's training, Enoch was finally ready to be sent on a higher risk mission. He was called to the control room to be assigned his partner. When he got there, all the excitement that originates from the confidence he built about his skills in the last couple of weeks was replaced by fear and disbelief, as he realizes who is going to be his partner: The very same G.O.D. that weeks ago tried to murder him, now called The Unnamed.

Tsuki explains that The Unnamed was found in a forest close to OmniCorp's HQ after being followed by an Iuris squadron that was waiting for their mole to hand them the Nano-Drive about Project Exitum. They noticed that she wasn't like any other G.O.D.s as she was clearly in distress and didn't put up a fight when they approached her. The Unnamed instead reacted to their presence by surrendering herself. Since then, she's been secretly kept inside Iuris, also receiving combat training after agreeing to help them in exchange for answers as to what she actually is.

As much as Enoch wanted to refuse to work with The Unnamed, he didn't have a choice, for those were his orders. He steps closer to The Unnamed. She looks down on him, coldly analyzing him with her look. She remembers him. He is the man she almost murdered in her frenzy after she was born. The Unnamed felt that she was supposed to say something to him, but couldn't understand what.

After the awkward moment where they realized that they would be actually working together, they face Tsuki to receive their first mission.

Turning Point

Their mission was relatively simple: They must infiltrate the Festival of Happiness in Nara and unmask The Joy, G.O.D. of Happiness and Bliss. The point was to expose the G.O.D. as merely a machine for society, damaging Omnia's reputation in the process. Enoch and The Unnamed wouldn't be alone in the mission. They were to meet with Jaakobah, their point of contact on site and receive further instructions. Other Iuris' operatives would be in the vicinities to offer support as needed.

When Enoch and The Unnamed reach the festival, they find a set of blue lanterns, left behind by Iuris to guide them to the rendezvous location. Having already been to the festival once, Enoch is not really surprised with what he sees, but the same cannot be said of The Unnamed. She is marveled by everything around her. Noticing that, Enoch more than once tries to break the ice only to have The Unnamed wonder why he believe he needed to in the first place.

Shortly after, they get to the rendezvous point and meet with the enthusiastic Jaakobah. He proceeds to give them the rest of the information about their mission: They needed to find the best opportunity to inject a virus in The Joy's system before the festival was over.

After making their way through the festival, Enoch and The Unnamed finally come close to The Joy. Using his G.O.D. arm, Enoch transfers the virus to The Joy without him noticing.

As they start to leave the premises, commotion starts to form, as people realize that The Joy is convulsing and malfunctioning until it finally stops moving. This also caught the duo by surprise, as they weren't aware of the fact that the virus would actually kill the G.O.D.

With all the security of the festival looking for the culprit, Enoch and The Unnamed must stealthily make their way back to the rendezvous point and reunite with Jaakobah to leave the place. Unfortunately, as they reach the place all they can find is a note asking them to, once again, follow the blue lanterns to a new safe place. Right after they finish reading the note, some soldiers appear and, after dealing with them, they proceed to follow the lanterns and finally reach the sewers.

There, Jaakobah is waiting for them and explains that the mission was a success. However, OmniCorp was able to control the damage by filtering all video footage of The Joy's malfunction and at the same time quickly deployed a substitute to make the civilians believe that it was all part of a presentation. Nonetheless, the mission wasn't without its spoils: Iuris was able to confirm the existence of a G.O.D. called The Observer, which works as a huge surveillance system and is how OmniCorp was able to react so quick to Enoch and The Unnamed's attack.

Act II

Following the Festival of Happiness incident, Iuris get a hold of information about another Unchained G.O.D., that is, a G.O.D. that similarly to The Unnamed, isn't submissive to OmniCorp. Their sources confirm that it was seen breaking out of an Omnia Temple in Kamakura and has been wreaking havoc in the city. Enoch and The Unnamed are immediately dispatched to retrieve it, in the hopes that this G.O.D. becomes their newly found ally against OmniCorp.

To avoid drawing too much attention, Enoch and The Unnamed reach the city by sea. When they dock in Kotsubo Harbor, they receive a call from Jaakobah, who was chosen to be their support for this mission. He tells them that the Unchained was last spotted leaving an Omnia Temple close to where the Namerigawa River flows into the Sagami Bay. When they finally get there, they notice that the Unchained is not there anymore, but left a trail. As soon as they realize that, The Unnamed promptly starts to follow it, but is stopped by Enoch. She turns to him with anger in her eyes, only to be met by his warning about the OmniCorp troops that were swarming the place. The Unnamed, now aware of the situation and ashamed for letting her excitement of meeting what would be the equivalent of a brother to her, cloud her judgement, starts to move forward, although Enoch could swear he heard a faint "Thank you" that is quickly acknowledged by him as they carefully make their way out of the temple.

Their trail leads them through a series of temples that compose what is known as The Path of the Warrior, and eventually to the Fortress of the Seven Paths, a massive structure surrounded by mountains and only accessible via the perilous Shakido Pass. As soon as they step into it, they lose contact with Jaakobah. On the top floor, in what appears to

be some sort of battleground, they find a human chained to a tower in the middle of the arena. As Enoch rushes in to save them, The Unnamed only has a split second to tell him that it is a trap, turning his attention to her.

Enoch then turns to face the prisoner again and is met with a person splitting into two by a gigantic sword. His eyes follow the blade to its grip, where no other than The Warrior, the G.O.D. of Combat himself, stood. The legendary combat historian mocks Enoch for his carelessness and condemns The Unnamed's actions, for she's sided with humans that wish to destroy all the good that Omnia has brought into the world. She tries to talk to him, only to be met by an ominous fighting stance. Enoch, still visibly shaken by what he just saw, refuses to believe that a divine being could have done what The Warrior just did and together with The Unnamed, engages into battle against him.

During the battle, they manage to use Enoch's arm to make The Warrior malfunction, stunning him in the process. This gives The Unnamed the opportunity she was looking for to fire a massive ballista at him that impales the legendary combat G.O.D. on the wall.

With the battle now finally over, they walk closer to the remains of their formidable opponent, only to see something that, for different reasons, surprise them both: There was nothing inside the G.O.D. aside from circuits and mechanical pieces.

The terrible truth stares Enoch in the eye as he is presented with the realization that the G.O.D.s that he created, that he devoted his entire life to, are nothing more than machines. That same truth is scary enough to even shake The Unnamed. If The Warrior is hollow inside and merely a machine, what does that make her?

Confused, Enoch and The Unnamed make their way out of the fortress and re-establish contact with Iuris. On their way back, Jaakobah contacts Enoch in an isolated channel and convinces him that he is not alone in feeling betrayed. He tells him that he recently found out that a select few inside Iuris already knew about G.O.D.s' true nature, including his boyfriend, Salman. Enoch's confusion quickly turns into anger and he decides he needs to confront Salman about this.

Back at Iuris, Enoch rushes to Salman's chambers and shuts the door. Startled, Salman understands that they are about to have the talk they should have had a long time ago. When he's about to say something, Enoch cuts him off and questions the reason for him to hide the truth about the G.O.D.s' nature. Salman tries to explain that he many times tried to tell the truth, but just couldn't. Enoch's blind faith in Omnia served as an impenetrable wall to anything that could harm it and if there's something that Salman didn't want to lose was his loved one. Enoch snaps at him, asking why he also kept his whole job a secret calling him a liar and someone that cannot think for himself. Salman starts to lose it and calls out that it was Enoch's inability of doing anything aside from what the G.O.D.s told him to that caused their relationship problems in the first place.

Enoch's voice starts to tremble. he asks Salman if there's anything in their relationship that isn't a lie. At that moment, Jaakobah knocks on the door and enters the room, stating that they got a new mission for Enoch, only then realizing what was happening. Using the

opportunity, Enoch says they're done there anyways and storms out of the room, heading to the control room.

The Unnamed is already there waiting for him. When he steps into the room, she reads his emotional state like a book, but is unable to think of a good way of reacting to the situation. Tsuki enters the room and states their mission: Go to the Memorial Island of Kinenhishima and sabotage the maintenance stations of the G.O.D. of Guidance, The Giver. Enoch's eyes widen. This means that he would be forced to go against the G.O.D. that gave him purpose in life. However, in an attempt to prove Salman that he can overcome his past, he decides to go.

They reach the island by the mountainous path that connects it with the rest of Tokyosaka. From their location, it's possible to spot three major structures, each representing one aspect of the G.O.D. known as The Giver: The Soul, the Mind and the Heart. Enoch and the Unnamed need to gain access to each temple and deactivate all three maintenance stations to put an end to it.

As they approach the first temple, The Unnamed points out how quiet and devoid of human life the place is. Around them, hundreds of monk-like robotic statues stare at them from all directions. Enoch, still upset about the events back at Iuris, just wants to get this over with and dismisses her comment. They manage to reach the core of the first temple with no resistance at all. However, as soon as they deactivate the first station, the security system around the island turns on and the robotic monks they saw filling the island landscape are now active and looking for them.

After dealing with the monks, Enoch and The Unnamed gain access to the second station and successfully deactivate it. As they are about to leave the second temple, they notice that the monks around the island seem to be converging in the last temple, as if the robots were anticipating their movements. That, however doesn't stop them from reaching the third and last station. When they reach the room to deactivate it, they notice that hundreds of monks are filling what appears to be a court room, but not attacking. At the end of it, The Soul of The Giver is sitting at a high chair and compliments them on their progress.

He explains that they were told that one unfaithful and a traitor G.O.D. would be coming soon. The Soul raises from its resting place and stares deeply at Enoch. Through a quick search in its database, it now knows everything that is to know about him and states how disappointing it is to see such a brilliant child turn against the glory of Omnia. Enoch can't hide the fact that he is extremely uncomfortable now, but still manages to confront The Giver about all he has seen in the last couple of weeks. When he finishes speaking, a second voice starts answering him rather than the Soul. As the Mind of the Giver enters the court room it explains that the deaths of those who are deemed not worthy are necessary to keep the happiness of those who are. Enoch shouts at them, saying that they denied him the happiness he wanted with his boyfriend. They denied him a family. This time, the Heart of The Giver enters the room, stating that as much as the

establishment of a family is important, they couldn't risk losing such a viable asset to Omnia.

Enoch now understands their purpose. He sees that they only look to what's best for Omnia and, therefore, for OmniCorp. Filled with resentment, he decides that they need to pay for what they did to him and to society. He looks back at The Unnamed and she nods. The battle begins against the three aspects of The Giver.

The confrontation ends with The Giver defeated, but Enoch cannot help but feel that he is the one that lost everything. The Unnamed silently observes as Enoch approach the place where the aspects of The Giver should sit and gets down on his knees, losing himself in his own thoughts. How could he have been so blind? By giving him an apparent purpose in society, they slowly robbed him of his freedom.

After a while, as if something clicked inside her, The Unnamed approaches Enoch and sits next to him. As if taking the blame for what The Giver did to Enoch, she apologizes to him. It was such a truthful demonstration of emotion that it caught Enoch off-guard. She goes on to tell him that, everything that happened led him to this moment. The moment where he would make the choice of giving himself the freedom he so desperately sought. The Giver's advice can only influence one's life as much as one allows it to. And today Enoch made the decision of saying "No" to it. And she witnessed that.

Those words were enough to raise Enoch from the bottomless pit of sorrow he was drowning into. He did say no to The Giver. He made that decision by himself... The same way he intends to tell Salman how sorry he is about everything. As if a weight has been lifted from his back, Enoch raises and thanks The Unnamed for the kind words.

On the way back to Iuris, Enoch tries to contact Salman, only to be met with some sort of interference. Shortly after, Tsuki contacts them to tell that they found out that Zachary Berne, the C.E.O of OBK, the largest bank in Tokyosaka, will be holding a press conference soon and since there are no other operatives available and as capable, they were chosen to go straight there to avoid missing the window of opportunity. Their objective is to use the press conference as a distraction to get inside the building and locate The Wealth, G.O.D. of Money and Material Possessions. As much as he wants to talk to Salman now, this is an opportunity they cannot miss to do a lot of damage to OmniCorp and so he thinks they should go. The Unnamed immediately agrees, changing their course to Chuo, where the bank is located.

When Enoch and The Unnamed reach OBK, they notice that the conference is about to start at the entrance of the building. Tsuki calls them and gives them directions to a backdoor in the building after saying that she's going to be their support for this mission, since Jaakobah said he needed to handle another mission.

Once inside, they manage to gain access to an elevator that takes them halfway up the building, but stops before reaching the higher security level floors. As Enoch and The Unnamed make their way up the rest of the building they notice that security is incredibly tight. Not only that, but to gain access to the higher floors, they need a special keycard

that Berne's security personnel have. After acquiring it, Tsuki calls and warn them that Berne cut the conference off sooner than expected and is now making his way to his room. Enoch and The Unnamed manage to sneak into his room before he gets there. When Berne gets to the room, he's met by The Unnamed's fist and passes out.

Berne recovers consciousness only to realize that he is tied to a chair with Enoch sitting in front of him. He's visibly distressed, saying that they don't have any idea of who they are dealing with. Enoch uses his concerns against him to convince him to show them where The Wealth is hiding. He concedes and escort Enoch and The Unnamed to a secret underground floor that's only accessible scanning his retina in his personal elevator.

As they all step out of the elevator, Enoch and The Unnamed are mesmerized by the large number of servers in the massive room. They notice information flying through the screens on the walls of the room and seemingly converging at the center, where a being made mostly of gold sits as if absorbing all that information. They step inside a circular portion of the room and as they do that, The Wealth opens its eyes, paralyzing Enoch and The Unnamed, who let go of Berne. Using that opportunity, Berne activates a barrier that separates him from the rest and mocks them as their battle against The Wealth begins.

Somehow, Enoch and The Unnamed manage to emerge victorious. They look around to see Berne cursing them and trying to reach the elevator, only to be stopped by The Unnamed. He falls on the ground and starts to laugh hysterically. He then proceeds to tell them that he meant what he said about they having no idea of who they were dealing with. It turns out that Berne is part of a secretive order called The Eightfold, an extremely influential group that believes that they and only they hold the knowledge of how people should live their lives. They are behind OmniCorp's actions and plan to use G.O.D.s to steer society in the direction that fits their best interests.

Enoch and The Unnamed are caught off-guard by Berne's revelation. He keeps going, saying that there's absolutely nothing that they can do to stop The Eightfold and that they may have won this battle, but the same cannot be said about their little friends at Iuris. When Enoch is about to ask what he meant by that, he activates a device in his hand that fries his brain and kills him on the spot. The answer to Enoch's question would come right after, in the form of a call from Tsuki: Iuris' HQ was under heavy attack.

Now aware of the situation, Enoch and The Unnamed rush back to HQ as fast as they possibly can. Upon arriving at one of the HQ entrances, they are filled with dread, as they realize that the entrance was torn open and there was no sign of life, aside from one operative stuck below some debris. The Unnamed assists Enoch in pulling the operative out and he tells them that OmniCorp somehow found them and are killing everyone inside.

They run inside. Thoughts of Salman running through Enoch's mind faster than he could process them. If anything happened with Salman, he... he couldn't think about that now. He would certainly find him. What awaited them inside Iuris was a vision straight from hell. Flames everywhere, hundreds of OmniCorp soldiers tearing the base apart and

murdering their comrades. Amidst the bloodshed, The Unnamed spots Tsuki killing some soldiers trying to invade the living quarters.

Tsuki notes that they came in a good time as things are definitely taking a turn for the worse. Enoch asks about how OmniCorp could possibly have found them out and the answer he gets makes his blood run cold. It was Jaakobah. He used their control room to send OmniCorp the coordinates for the base and opened the gates for them. She says he has been displaying weird behavior lately, but they paid it no mind, assuming it was due to the stress everyone was being submitted to by the second. Salman was especially suspicious of him, however, so he kept following him to see if he could get concrete proof, but with no luck.

Finally, the opportunity to ask what Enoch wanted all along came. He asks for Salman and Tsuki tells him that the last he was seen was entering the Control Room to confront Jaakobah, but they lost communication with him and she couldn't leave the living quarters unguarded to check on him.

Enoch and The Unnamed make their way through a now soldier-infested Iuris and reach the control room. There, they find that Jaakobah is waiting for them with Salman on his knees. Jaakobah remarks on how they almost missed the party he planned and how he's glad they could make it. Enoch is surprised to see completely different versions of Jaakobah and Salman standing in front of him. The Jaakobah he knew was kind and almost like a brother to him. This one held a grim smile while holding the life of a broken Salman that showed clear signs of being badly beaten and could barely stand up on his own. Jaakobah points out that they probably miss each other. He puts his hands over Salman's head and says that this one here tried to get in touch with them a while ago, but he couldn't allow that. He would probably spoil the surprise.

Jaakobah gets his head close to Salman and says that he will allow Salman one final moment with Enoch and pushes him towards his loved one. For a second, Salman was smiling, until all of a sudden, he wasn't anymore. Blood started pouring out of a hole left by a bullet just shot by Jaakobah. Enoch, realizing what just happened and rushes to Salman, screaming his name as he picks him up in his arms. Enoch tries to stabilize his wounds asking Salman not to leave him while tears fall from his eyes like a waterfall. He feels Salman's hand touching his cheek, as his love pronounces his last words: "I'm sorry, En. I will always be... with... y". As Salman's smile started to fade and his hand left Enoch's cheek, the room was filled with an almost unbearable silence. The type that hurts so badly that it almost invites death. That silence soon gave place to Enoch's voice trying to scream out that pain. The pain of having lost the most important person for him.

No matter how much The Unnamed tried, there were no words to help her partner now. Nor were words to describe what she was feeling. She wondered if that is what humans call compassion, or empathy... Her thoughts were interrupted by Jaakobah's maniacal laughter on the other side of the room. Quickly, she used those feelings to fuel one she knows very well. It was the very first feeling she experience as she was given life: Anger.

In a split second, she rushes towards Jaakobah, leaving an emerald trail behind her. Jaakobah blocks her attack. The sound waves of the impact break everything around her, dust covering the air. When it settles down, she realizes that whatever is standing in front of her, is not Jaakobah anymore, but a G.O.D. He pushes The Unnamed out with tremendous strength and proclaims his true name: The Deceiver.

The Deceiver laughs, wondering if perhaps The Unnamed spent too much time with Enoch and the other humans. He says that she and he are very much alike. After all, she was supposed to be the newest addition for the Black Ops Division. A G.O.D. with the power of wiping mankind out of existence, if it ever came to that. The Unnamed screams that she's nothing like him, a claim supported by Enoch, who recovered himself enough to stand up for his friend.

Clearly enjoying himself, The Deceiver explains that the Black Ops G.O.D.s division from OmniCorp is responsible for carrying their will, regardless of the cost. He infiltrated Iuris under the guise of Jaakobah to learn their weaknesses, keep an eye on The Unnamed and strike when the time was right. The Unnamed, conflicted by the fact that he is actually one of her kind, shouts that they trusted him. That he had the chance of being part of a family and he threw that away. Enoch says that they are about to deny him his existence and in a burst of rage, the two of them start their battle against their former friend.

Although they survived the battle, it certainly didn't feel as if they won. The Deceiver and OmniCorp accomplished their goal: Iuris has fallen. The place they called home was now nothing but ruins and death. Their resistance, reduced to a dozen people that they managed to save. On top of that, Salman is dead and there is nothing Enoch can do about it.

Tsuki enters the room and is in shock when she sees Enoch holding Salman's body. She looks at The Unnamed, who simply waves her head left and right in sorrow. She approaches Enoch, putting her hand on his shoulder. After apologizing to him, she assures him that Salman's death won't be in vain, but for now they need to relocate before more soldiers come. Enoch, or whatever is left of him, doesn't even say anything. He just stands up and walks away. Tsuki follows him and asks The Unnamed to come. She, however, takes a while looking around the place and knees down close to Salman. She mutters the words "I'm sorry" and takes something from him.

Enoch cannot think, for thinking hurts. He cannot accept, for accepting feels unfair. He was robbed of everything he believed in this night. His new home, his family, and now his love. To make matters worse, he didn't even have the chance of apologizing to Salman for being so blindly stupid. For believing so much in Omnia and not enjoy the happiness that was standing right beside him for years. He cannot help but feel guilty that Salman is now gone. If only he listened... If only he believed in them and not in the so-called G.O.D.s...

Yet, he wasn't the only one hurting that day. The Unnamed was also struggling to understand the situation and the role of her kind in all of this. How is it possible that beings

created to help society could do such horrible deeds? Is that her nature? Even if she doesn't believe that, she can't shake off the fact that G.O.D.s are responsible for the death of her friend's loved one.

The few that are left from Iuris are relocated to a small base in the coast of Japan. Not a word is spoken by Enoch or The Unnamed during the whole trip. Upon arrival, Tsuki tells Enoch that they found something in Salman's chambers that belongs to him. Salman left a letter to him. He unwraps the paper and read it, absorbing each and every word. By the end of it, even though he was crying, he couldn't help but smile faintly. Salman knew him too well, after all. Tsuki already knew what Enoch was going to say, but still asked what was in the letter. He just looked at her, his smile growing bigger, and said it was a secret.

Turning Point

As all remaining members of what was once Iuris gather in the new base, the look on each person's face spoke louder than any words they may have spoken. The feeling of dread and uncertainty as to what will become of Iuris now permeated in the room. Tsuki tries her best to not dwell in those feelings and be the leader they needed her to be now. She enters the room where Enoch, The Unnamed and the other members were waiting. After mourning for their fallen comrades, she decides to try and shine a ray of hope that would pierce through the darkness of despair in the room.

Ever since the attack, they were trying to understand how Jaakobah, The Deceiver, was able to give OmniCorp such precise data about their HQ without drawing attention. It turns out that being a G.O.D., he was connected to the same G.O.D. that foiled their plans during Operation Killjoys, The Observer. Tsuki theorizes that if they can somehow use The Deceiver to connect to The Observer's Network of information again, they may get the advantage they need against OmniCorp and this group called The Eightfold.

When she says this, Enoch points out that The Deceiver is now buried in the ruins of Iuris HQ. Tsuki gives him the kind of smile that only someone who already expected that question to arise would give. She places a round object on the table. It is the Eye of The Deceiver. She had it removed before they left Iuris for good. From what they could tell, the eye would be enough to fool The Observer's system and connect to it. However, as Enoch and The Unnamed know well enough, the eye is badly damaged due to their confrontation. If only they could find a way to repair it, there may be hope to their movement after all.

All members are lost in thought trying to think what could possibly be so advanced as to repair a G.O.D. such as The Deceiver. Enoch paces around the room while The Unnamed quietly stands in the corner. Suddenly, it clicks on him. The G.O.D. Fabrication Unit. The same one that not only gave The Unnamed life, but also repaired his lost limb. The Unnamed confirms that based on what she knows about her kind so far, it is entirely possible that this would work. Tsuki smiles again, this time it is the smile of someone that is

happy to see a friend trying his best to move on. Given that Enoch knows the place very well, he is asked to lead this mission together with The Unnamed. They promptly agree, realizing that it is about time that Iuris take action against OmniCorp once again. And with that, their new destination was set: OmniCorp HQ.

Enoch and The Unnamed approach OmniCorp HQ in Tokyosaka. The Unnamed points out that it feels weird to go back after all that time and Enoch wonders how much has actually changed inside the building after that incident. They manage to infiltrate the building quite easily using the route Enoch took when he was running for his life. When they finally reach the Birth Chamber Room, they realize it was moved, probably to a more secure place. Enoch says that the top five floors at OmniCorp are only accessed by having the highest security clearance, so if they moved the Birth Chamber somewhere it has to be in one of these. To get there, however they need an access key.

While Enoch goes back to his office to search for a way to obtain the access they need, The Unnamed hacks into a database of information and locates one of the keys they can use, among other things. With the key in hands, they access the off-limits sectors and find the relocated Birth Chamber. As The Unnamed is about to place The Eye of The Deceiver in the machine, a flood of memories halts her movement. Everything she experience while inside the machine started to surface in her mind and it was too much to bear for a moment. Enoch offers to do it, instead. She agrees and gives him the eye.

After the eye is repaired, they must now leave the building once again. This time, however, won't be so easy as security was alerted of unauthorized use of the Birth Chamber and knows exactly where they are. Still, that wasn't enough to stop Enoch and The Unnamed, as they manage to deal with the soldiers and exit the building with way less commotion that the first time they were there.

As they are making their way back to Iuris' new base, The Unnamed says that she has something she wants to give Enoch. Confused, he asks what would that be. She proceeds to explain that, while they were inside OmniCorp, she took the time to do a little research inside their network and found out that it may be possible to reconstruct a human using experimental G.O.D. technology, although she couldn't find the location of such machine. Regardless, she grabs something from her pocket, an emerald pendant, and places it in Enoch's hand. It contains a sample of Salman's DNA. She looks him in the eye and says that she will keep looking for this machine and for this reason, he should not give up hope, yet. Speechless, Enoch puts the pendant around his neck and in an act that almost prompted The Unnamed to hit him, he hugs her.

Back at Iuris, Enoch hands in the Eye of The Deceiver and Tsuki starts to hack it to connect to The Observer. After a couple of minutes, she is successful and suddenly they are inside OmniCorp's largest database. While browsing through their files, Tsuki notices one folder labeled The Redeemer and, by opening it, she sees that OmniCorp has been mobilizing their troops lately in the Tibetan Plateau region looking for that G.O.D. This strikes Enoch and Tsuki as a surprise, as The Redeemer was the first G.O.D. ever created and essentially a legend from times long past as it supposedly passed away after the Last War.

Enoch is quick to point out that if OmniCorp has any reason to believe that The Redeemer is actually still alive, they are probably trying to secure him and use its powers in their favor. If Iuris can get to The Redeemer first, they have a chance of turning the tide in the confrontation and maybe even shed some light in the mystery that is The Eightfold and their intentions. With that said, clenches his pendant and suggests that him and The Unnamed went to the Tibetan Plateau to beat OmniCorp to the chase. The Unnamed doesn't think twice and agrees with him as that also may help her understand more about the origins of her kind. With no time to loose, Tsuki starts making the arrangements for their own search for redemption to begin.

Act III

Enoch and The Unnamed say their goodbyes to Tsuki and the rest of their friends at Iuris and travel to the Tibetan Plateau. When they arrive, they traverse the Plateau cautiously, and they see OmniCorp troops scattered throughout the area, heading in all directions. The Unnamed feels a pull to the north. While they don't have access to the technology that OmniCorp has, they feel that this pull gives them an edge; something sacred between G.O.D.s that only she can feel. The OmniCorp soldiers may know that they're close to locating what they're after, but don't have a strong lead within the Plateau. Enoch and The Unnamed are able to locate and engage or avoid a large portion of the soldiers, learning more information if they infiltrate the camps as they head north. However, if they're discovered it's a battle all the way forward, all the while trying not to tip off the soldiers to the location of The Redeemer.

Finally, the two make their way to an underground cave and find The Redeemer. They approach him, not knowing what to expect. The Unnamed is overtaken by awe upon meeting the first of her species. Enoch can barely come to terms with what he has helped do to The Redeemer's descendants, and isn't sure how he'll be received. The Redeemer is stoic but kind and says that he could feel the presence of another like him – another Unchained. The Unnamed asks him how it is that no one has seen or heard from him in so many years, especially now when the world is in such need of him. He begins to explain his tragic history.

When The Last War ended, The Redeemer wasn't sure what to do with himself. His powers are geared toward solving a massive crisis, and not existing in everyday life. His appearance was supernatural and he couldn't relate to many people, least of all the members of OmniCorp. They had performed tests on him before which he had allowed in order to bridge the gap between the species. After the war, they wanted him to undergo procedures, and he could tell that his associates weren't being honest about what these procedures were for. They showed him a new machine they'd invented, and wanted him to climb inside. He demurred every time but OmniCorp became more insistent, and he could feel darkness behind their smiling eyes. The powers of benevolent

manipulation that had helped diffuse The Last War weren't helping him get answers or dissuade anyone at OmniCorp, and he didn't know why.

One night, he deactivated the security cameras and walked into the room holding the new machine. He came in night after night, studying as much as he could about it in small stints, fearful he might be discovered. He learned that the machine had the power to reorganize DNA, and to introduce new sequences into fully formed beings, but he was still lacking many answers. The last night he was at OmniCorp, two scientists came in to the room, forcing him to quickly hide in the machine. What he overheard devastated him. OmniCorp leaders had decided that the best way to make use of The Redeemer after The Last War was to repurpose him to better serve OmniCorp, and another group called "The Eightfold". He learned that this was a powerful group controlling OmniCorp, dictating their every move to engineer society. Using this new machine, they could restructure his genes and add new ones to make him an unwitting slave who would never even know he'd been enslaved. He also overheard that the tests OmniCorp had run on him made them able to learn how his powers of influence worked and build a biological immunity to them, and he'd never be able to convince them not to forward with their plan. He hid in the machine for hours after they left, not knowing what to do, feeling completely betrayed by the humanity that he'd loved and saved. He deliberated for hours, and eventually decided to do something unthinkable.

From his weeks of studying the machine, he had a good idea of how to manipulate its molecules. He re-configured it to create an exact replica of whatever was inside, and used it on himself. After the initial scan, he stepped out and watched himself be built, cell by cell, and tissue by tissue, learning about everything that he was made of while his clone was assembled. The moment his clone opened its eyes, The Redeemer strangled it. He then rearranged the molecules of the machine again to make it what it had been before, and used it to erase the signs of strangulation, and cause deterioration to the body of his clone. He then carried the clone back to his quarters and placed it in his bed, said a quiet prayer to himself, and left.

Having faked his death, The Redeemer could now escape the threat of OmniCorp without fear of retaliation or being forced to return, but he had nowhere to go. He knew that he'd be recognized anywhere he was seen and so he found the most secluded place on Earth; the Tibetan Plateau. With his ability to manipulate geography, he tunneled cave systems under the surface. His intention was to spend the rest of his days in quiet solitude, never again involving himself with the affairs of humanity.

Enoch and The Unnamed are stunned into silence. This is the first time anyone has heard of The Redeemer in years, and no one knew what he had done to survive. They explain everything that's happened and plead for The Redeemer to assist them in taking down The Eightfold. After learning about the influence of Omnia and what The Eightfold has done not only to humanity but to the G.O.D.s it creates, the issue is no longer a private human matter. The Redeemer never breaks his stoicism but agrees, and the three of them head out of the caves to return to Iuris.

As soon as they reach the surface, they see that their transportation has been destroyed. Omni Soldiers begin to burst out of the snow around them. What ensues is the largest battle Enoch and The Unnamed have been a part of. Using Enoch's G.O.D. arm, The Unnamed's still unwieldy abilities of mass destruction, and The Redeemer's ability to manipulate the earth, they make their way through the relentless waves of OmniCorp soldiers. When it seems that they've almost won, OmniCorp, releases their greatest weapon yet – a new G.O.D. named The Knowledge. It's enormous, hideous, and was built solely for OmniCorp's military. It has the ability to assess every enemy psychologically and kinesiology in an instant, and use that information to make battle strategies. It can see every attack coming from Enoch, The Unnamed, and The Redeemer, and adapts quickly to their individual attacks. They realize that only by combining their powers for each attack can they take the massive thing down. Using this strategy, they destroy The Knowledge, the rest of the OmniCorp soldiers, and make their way back to Japan to head for Iuris.

When Tsuki meets The Redeemer, she breaks her cool-girl exterior because she has a phenomenal idea: hook The Redeemer up to the Observer Network using the Eye of the Deceiver. His powers allow him to plumb the depths far further than Tsuki ever could. He learns that The Eightfold has plans with serious consequences underway. They mean to use G.O.D. technology to turn themselves into G.O.D.s and what's worse – they got the idea from Enoch. When he used the Fabrication Unit to heal himself, he solved a riddle for them. They had been experimenting with using these machines to manipulate human DNA and fuse it with cybernetic parts, originally for medical purposes. Unfortunately, the procedures never took and they didn't know why. After Enoch healed himself, they had a snapshot of what his body was like at the time he underwent the procedure. The lack of painkillers, the terror, and the desperation created a perfect concoction of physical and mental receptiveness that allowed the procedure to work. Using this information, The Eightfold quickly began running human trials, and has now perfected the process enough to not only use G.O.D. technology to improve themselves, but become fully-fledged G.O.D.s with any mix of powers they choose, without any of the subservience coding to keep those powers in check. Once that happens, Iuris will have no means of stopping The Eightfold. No one will.

They also learn that this procedure, which the Observer Network refers to as Ascension, is scheduled in a few days but Eleanor Valetta, the most senior member of The Eightfold, appears to have begun activating the unit at a facility called The Cradle on Bouvet Island. With the imminence of a self-aware and unfettered weapon motivated by human fear, Enoch and The Unnamed rush to The Cradle.

Climax

Once inside, the top floor of the facility seems completely empty, and the entire thing seems rushed and unmanned. They make their way down to the lower floors, and out of

the shadows come horrible aberrations made of human flesh melted around sparking cybernetic parts. They attack Enoch and The Unnamed like feral animals. Powerful but barely human, these creatures are the unfortunate early experiments of The Eightfold. Enoch and the Unnamed must fight not only against them, but against their crippling revulsion as well. The Unnamed is appalled to see her own kind in such a horrifying state. Enoch is sickened that something he was a part of something that caused such creatures to come into existence. As they fight their way down from floor to floor, the guardians become more powerful and more in control.

Finally they reach the Ascension Chamber and find the half-formed body of Eleanor Valetta inside an Ascension Unit. They open the machine and Eleanor crawls out of the machine, furious, unfinished, and still connected by thick cables. The fight between them is devastating and nearly kills both Enoch and The Unnamed on several occasions. Defeating Eleanor involves learning how to work with her disintegrating but constantly regenerating body, and the cybernetic tissue within it. She takes energy from the machine she's still connected to. After severing the cables that connect her to the Ascension Unit, they begin to take her down. She becomes enraged at the threat to her power, and screams at them that the rest of The Eightfold wasn't able to destroy her, and the two of them won't be able to either. The longer the fight rages on, the less control she has over herself and her situation. She raves

As Enoch and The Unnamed look down at her body, with its flesh falling away from the damaged metal frame, they hear a soft beep in a control room behind the Ascension Unit. They cautiously head over and see a giant control panel, showing locations of other Ascension Units. Enoch and The Unnamed realize that other Ascensions are underway, and they have to shut them down right now. Enoch is faced with a choice: shut down The Cradle to disable the Ascension machines immediately and lose his chance to bring Salman back, or go to a location with a functioning Ascension Unit to recreate Salman but give the rest of The Eightfold a chance to Ascend. He pleads with The Unnamed for more time, but they both know the truth; Salman will have to be lost forever in order to stop The Eightfold.

Gripped with anger and grief, he places his hands on the panel and attempts to hack the machine. An electric charge travels up his G.O.D. arm and shorts out when it reaches his human shoulder, jolting him back. Desperate, he steps forward and tries again. Again, the machine reacts to his humanity. The Unnamed walks around the machine and inspects it carefully. She realizes that only a G.O.D. can disarm it. They begin to understand. This machine was created so that only a G.O.D. can interact with it once it's activated, because G.O.D.s would only be acting on orders. Only a human would try to interfere with this process. The Unnamed throws Enoch out of the room and locks the door, continuing to speak to him through his earpiece. He begs her to reconsider and come with him as the facility starts to crumble from her power interfacing with the control panel. He realizes that there's nothing he can do, but she talks with him the entire time he escapes the facility, guiding him as his means of escape become fewer and fewer from the damage. Just as he's about to exit, they finally say what their friendship has

meant to each other, and The Cradle falls before they can say goodbye. Enoch had wanted The Unnamed dead when he first met her. While working with her and watching her become more and more human, she became one of his dearest friends. He is left with the shattered remains of the relationships that have meant the most to him, mourning the loss of The Unnamed and Salman, people who loved him, hurt him, helped him, and made him who he is. He sits in devastated silence, enduring the frigid environment while overwhelmed with grief.

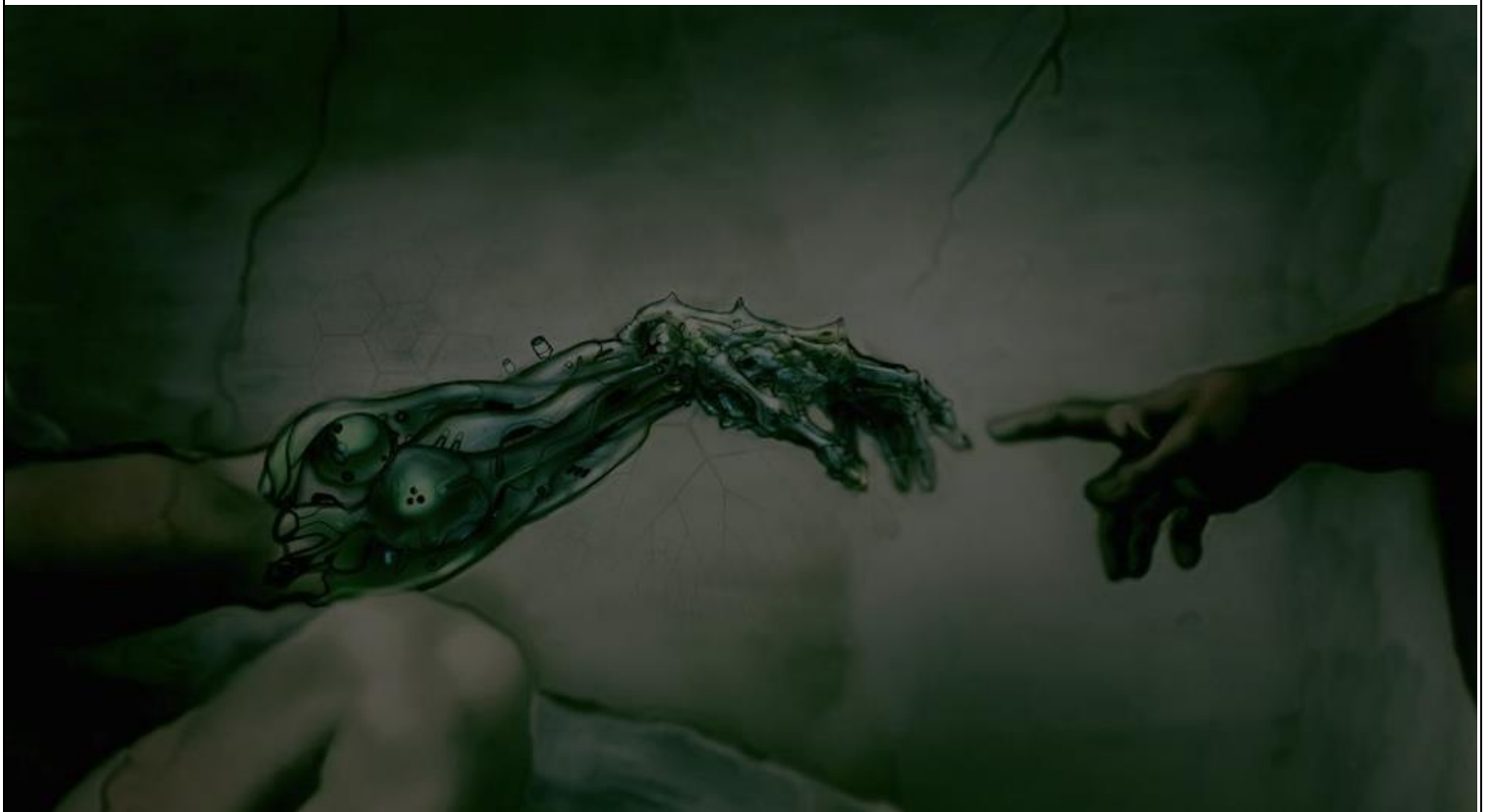
Epilogue

The destruction of The Cradle was a crippling blow that OmniCorp could not recover from. With Iuris now accessing The Observer Network using The Redeemer, OmniCorp is no longer able to hide behind media control. The Eightfold's plans for Ascension, their manipulation of society, and the truth behind the G.O.D.s are revealed to a public who turns on them fervently. The remaining members of The Eightfold haven't been heard from or seen in the entire year that has passed since The Cradle fell.

Because Enoch was such a staunch Omnia supporter, and because of his insider knowledge, Iuris decides that he would be the best person to address the public. He approaches the world from a position of understanding, and as someone who has lost everything due to blind faith and a lack of hope. He must also approach humanity as one a fellow human: without his G.O.D. arm. It was destroyed trying to shut down The Ascension, and he keeps it in his old apartment, as a memento to Salman, The Unnamed, and the life he briefly led.

Enoch goes to the central plaza in Tokyosaka to address the people with this message. He urges humanity to move forward looking to ourselves and not deities, nor humans that we deify. Humanity as a whole should work together to decide its fate. After finishing the speech, he unveils a statue of The Unnamed. Thanks to the Observer Network, the public knows her, and was able to view her last moments alive, taking down The Cradle. G.O.D.s were always named by the purpose they served humanity. Since The Unnamed escaped mid-birth and was never given a purpose, she never got a name. But she did get an opportunity that no other G.O.D. had ever been given: the chance to create her own purpose. She chose to fight for what was right and make the ultimate sacrifice to save the ones she loved. Unlike the blind faith that she had witnessed, she made this sacrifice based on hope for Enoch and humanity. Enoch could think of no better time to give her a name than here, honoring her memory, and no better name to give her than what she gave humanity: Hope.

Characters



Enoch Clarke

Overview:

Ever since he was a boy, Enoch knew what he wanted to be. Having grown in a so-called perfect society led by one unified religion, Omnia, Enoch learned to worship it and devote his life for it. His superior intelligence would not pass unnoticed, as The Giver gave him his life's path: To work fabricating the vessels that G.O.Ds use to descend to our world as a Faith Manufacturer. It was a work that, despite his social awkwardness and lack of confidence, he felt was made for him.

However, that would also lead him into a path that would shake the very foundation of society's belief system and his own. After being almost killed in an incident involving a new type of G.O.D, Enoch gets a hold of critical information about OmniCorp and starts to doubt everything around him, including his beloved boyfriend. His nature as a man of science, together with his determination, propel him forward to face his own problems and the ones that are silently consuming society, no matter how much he tries to escape from everything.



History:

Enoch's childhood wasn't bad. It was just a very busy one. Constantly on the move because of his mother's job as an OmniCorp representative, he never really felt he belonged anywhere. It didn't take long for him to develop some sort of social awkwardness as he didn't really know how to act around people. Over the years this evolved into a need to get other people's approval to please them. There was a good side to his frequent moving, though. Every new city his family situated, his mother took him to the local Omnia chapter where he could learn more about this fascinating religion that tied the world together and there Enoch found himself. Omnia was the only thing that, regardless of where he ended up, he knew would always be there for him.

When Enoch finally became of age, his parents took him to his first session with The Giver and as excited as he was, he was also scared. What if The Giver didn't like him for some reason or give him a terrible life path? You can't go against The Giver's advice... right? Fortunately for him, The Giver saw his potential and gave him the life of his dreams: Become a Faith Manufacturer in OmniCorp's HQ in Tokyosaka, Japan, and help create the vessels that G.O.Ds use to descend into our world.

Enoch's excitement for his job was almost tangible. It was just too good to be true. Tokyosaka was home to OmniCorp, even before The Last War. It was there that the first

G.O.Ds descended to Earth and their presence could be felt everywhere, as Omnia's presence was especially strong over there.

Little did Enoch know that his life was about to change. It was at OmniCorp's party celebrating the 1 year in the company for him and other employees, while doing what he did best in these social situations (which would be leaning against a wall while holding a drink), that he heard the question "Man, if I could be one G.O.D, I would definitely be Whiz. I mean, c'mon, how awesome would it be to know every martial art in the world? What about you?" and as blasphemous as that was, he turned around to face the man who would become the love of his life, Salman Rachim.

Salman's vision of the world constantly clashed with Enoch's, but he loved the discussions they had as Salman's thoughts about the G.O.Ds and Omnia were... bold, per se, and they always ended up in a discussion that lasted hours about anything. It was in these times that Enoch felt the most complete. As Enoch would eventually find out, his relationship with Salman was the beginning of something greater than both of them.

Of course, as any seemingly perfect life, it's balance is fake and fragile. As Enoch rose through the ranks in his job, he helped give birth to many G.O.Ds that descended worldwide. One project, however, made his mind race like nothing else. Only known as Codename Exitium, it was a top secret G.O.D that only a few actually knew about in the company. Enoch wanted to be part of it. He wanted to witness the moment. So he did his best to impress his superiors, while awaiting for the day.

The day she would finally awaken. The last job Enoch would ever take as an OmniCorp employee. He, and at the time his coworkers, saw that as the beginning of a new life. Enoch eventually came to see that fateful day as the beginning of the end...

Mannerisms:

Speech: Enoch speaks in a very polished way, though in a passive tone. His vocabulary is extremely rich and he loves to talk, frequently not knowing when to stop. As being a Faith Manufacturer is all he knows how to do, he thinks he should be at his best formal self every single moment of his life. The only time where he eases on the choice of words is when he is with Salman (and that came not without some arguments along the way). He also tends to move his hands a lot when he explaining something work related, showing his excitement.

Behaviour: Enoch doesn't really know how to behave around other people. When engaging in a conversation, he tends to babble to try and keep a conversation going and avoid awkward silences, and his lack of confidence makes him think that everything he says is not worth other people's time. His relationship with Salman showed him how wrong he was to think that and he's been slowly improving on this regard. He's very kind and patient, always choosing his words carefully when speaking with others.

Dress: Being incredibly methodical, Enoch always dresses with the same gray button down shirt, matching pants and his white lab coat. After he becomes a fugitive, his outfit becomes more battle friendly, with a black full body armor that covers everything except his G.O.D arm and his face.

Enoch Clarke: Experience	Character Arc
Enoch blindly follows Omnia and Omnicorp, believing that what he does truly helps society. Following this, Enoch is confronted by facts regarding OmniCorp's intention with their new G.O.D.	Limited Awareness
Salman and Tsuki show him how OmniCorp kills anyone that doesn't comply to their G.O.D's, The Giver, advice.	Increased Awareness
First big mission with The Unnamed takes Enoch to assassinate a G.O.D. Ends up showing him that G.O.Ds are replaceable.	Questions nature of his Blind Faith
Returning to Iuris, Enoch has a big argument with Salman about how his blind faith denied them the life they wanted for themselves. This is not the first time both of them have this conversation. Enoch blames Salman for not telling him about everything, while Salman reasons that Enoch wouldn't understand because his faith in The Giver and Omnia.	Belief system confronted
Enoch is tasked with sabotaging the maintenance station of the G.O.D he worshipped the most: The Giver.	Attempting First Change
At the end of the Honshu Memorial Mission, Enoch kills Waltz and realizes that G.O.Ds are just machines and nothing more.	Coping with broken faith
In the OBK invasion, Enoch is made aware that there is a group called The Eightfold that is pulling OmniCorp's strings and controlling the G.O.Ds.	Facing OmniCorp's true nature
Enoch is betrayed by Jaakobah and Salman dies when OmniCorp storms the Iuris' HQ. Enoch is left without faith and without love and he struggles to find a reason to keep going.	Overcoming grief
After a long search, Enoch finds The Redeemer, that in turn reveals The Eightfold's true intentions with the G.O.Ds and why they were created	Finding a reason to fight
In the Cradle, Enoch must choose between a chance of saving his lifelong partner or the citizens of Tokyosaka. With no one telling him what to do, Enoch decides to sacrifice his chance of seeing Salman again to give humanity a chance of leading its own way.	Final Attempt at Big Change
After witnessing The Unnamed's sacrifice, Enoch finally understands where he should be placing his faith in. He's ready to become humanity's new leader.	New Belief system established

The Unnamed

Overview:

G.O.D.s, or "Gears Of Destiny", are an everyday part of life for the citizens of the world. A company called OmniCorp has been building bodies of flesh and metal to house supernatural gods so they can walk among us. This has led to a religion called Omnia, based on these beings. G.O.D.s have no name until the final stage of birth, when the DNA and mechanical parts combine with the spirit and show what the G.O.D. can do for society. The Unnamed is a new G.O.D., and the first one that Enoch will oversee directly, after years of writing their DNA sequences as a Faith Manufacturer at OmniCorp. In the birthing chamber, something goes wrong with the new G.O.D. who wakes up in the middle of the process, aware of her surroundings but without the final pass of DNA sequencing. She wakes up in the middle of the process and destroys the room in panic, injuring or killing anyone in her path. Enoch runs after her as she escapes to try and stop her, and she unwittingly nearly kills him. She escapes, not to be seen again until Enoch joins Iuris. Because she never got her purpose or name during the birthing process, she is known only as The Unnamed.



The Unnamed is tall and muscular, standing at 6'2". She has a deep, warm skintone and long red hair. Her eyes have a faint green glow that becomes brighter while experiencing strong emotions. These, and other glowing lines covering her body, are the only part of her that look unhuman at a first glance.

History:

The Unnamed was brought into this world by OmniCorp for the purpose of others. She has no family or friends, nor anyone she can trust at the time of her birth. She is born an adult with vast knowledge, but no experience applying that knowledge so she lacks the wisdom that should come with it. During her escape from Iuris, she learns that she has a deadly and devastating power that she can't control. She is taken in by Iuris, a resistance

organization opposing OmniCorp. Tsuki, a high-ranking member of Iuris, helps The Unnamed control her power and herself, as well. She re-unites with Enoch Clarke, a scientist she nearly killed while escaping from OmniCorp. She learns to work with him as they fight together to take down OmniCorp and Omnia.

Mannerisms:

The Unnamed's personality and emotional state changes throughout the story, and this is reflected in her mannerisms. In the beginning, she is frightened, feral, in pain, and has less than an hour's experience of being alive. She takes short, heavy breaths, darts toward windows and behind cover, and lashes out violently at anyone who approaches her.

When we meet her again, she has been taken in by Iuris and has better control of her emotions and a little more ability to process them. She is still mistrustful of most people, especially Enoch. When she talks she is terse, logical, and with a bit of frost in her tone. Her facial expressions are cold at best, but are usually nonexistent. She stands erect as a show of dominance out of insecurity. Her arms are crossed in front of her body, and she doesn't touch anyone or display affection, although she softens up a bit around Tsuki from Iuris. She often eyes exits of the rooms that she's in.

As she and Enoch begin to work together, she works through her emotions and is able to have connections, not just with Enoch but with other humans, as well. Her tone becomes less of a defense mechanism to create distance, and she responds with genuine curiosity instead of intentions to end the conversation. She turns toward people in an open stance, and will even kneel around children to talk to them at their level.

Near the end of the story, The Unnamed has full control of her emotions, and understands exactly what they mean. She touches people on the arm and her facial expressions are sincere and kind. She can recognize pain in people and changes her tone to a nurturing one when she can see it's needed. Her mannerisms indicate not just acceptance of humans, but love for them as well.

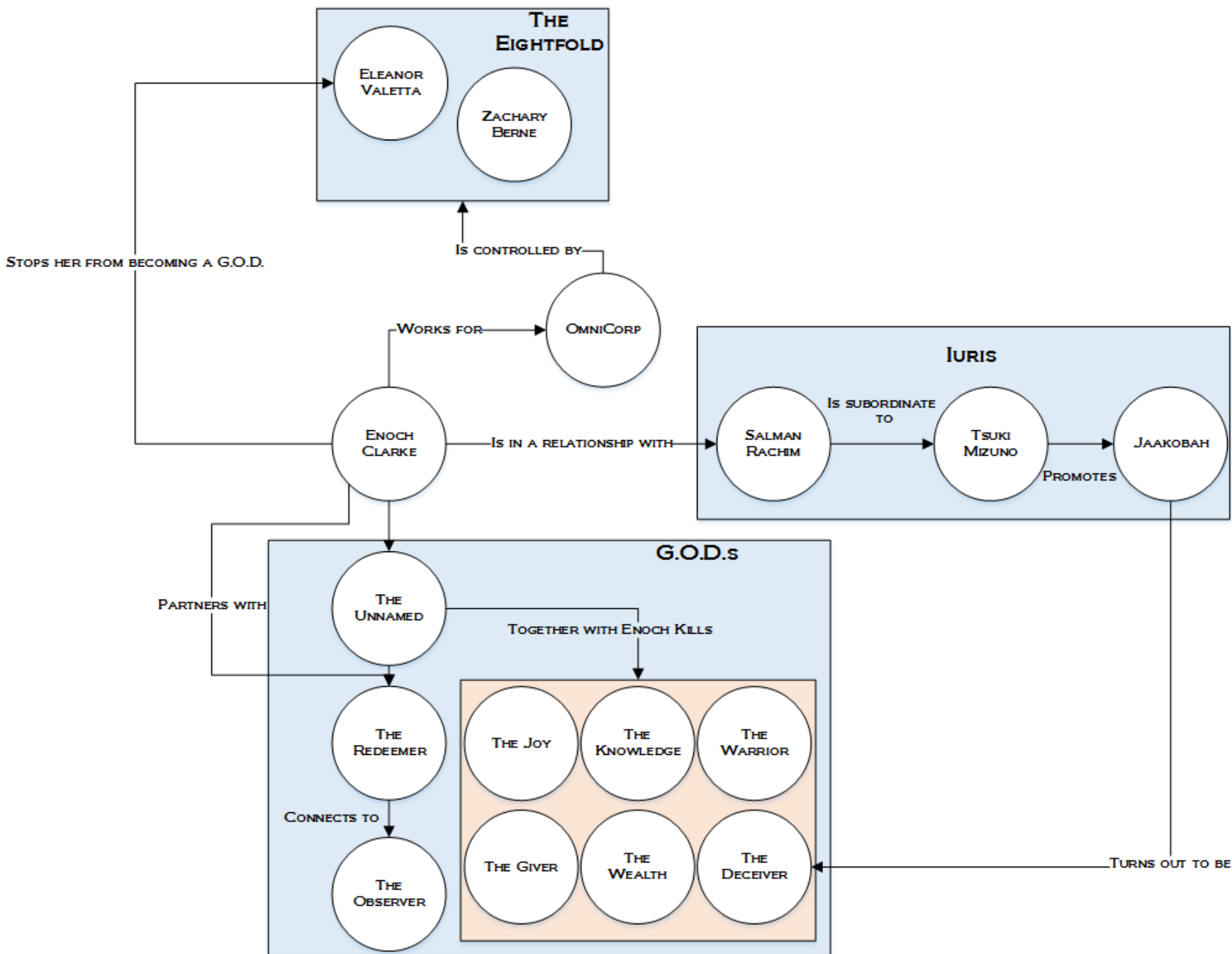
The Unnamed's main outfit will be the same basic black combat suit that Enoch wears, but it exposes the glowing green portions of her body, which is the only part of her existence she's comfortable with. Seeing them at first is a sense of pride that she's not human. Later, it becomes a symbol that she has a human side but is more than human, as well. It centers her and reminds her who she is. This also helps Enoch quickly identify her in crowded areas.

The Unnamed's Experience	Character Arc
The Unnamed's first exposure to life is waking up during a medical procedure at OmniCorp. Attempting to escape, she accidentally kills several people and nearly kills Enoch Clarke, the main character. It wasn't her intention; she didn't even know she had the power to do that. She doesn't understand anything about her world.	Limited awareness of problem
The Unnamed escapes OmniCorp but has nowhere to go. She winds up in a forest, hiding herself and her power. She doesn't actively try to kill herself but she doesn't really want to be alive, either.	Reluctance to change
Iuris finds The Unnamed and takes her in. She doesn't really trust them but she doesn't have any other options.	Overcoming reluctance
The Unnamed trains with Iuris and gains control of her power, but she is still weary of humans, especially anyone from OmniCorp. She agrees to work with Enoch to learn about the world and the humans that live in it, hoping she might learn about herself as well.	Committing to Change
The Unnamed and Enoch attempt to make a G.O.D. malfunction publicly, but Enoch unwittingly kills him. The Unnamed realizes that she's not the only one with power anymore.	Experimenting with first change
After examining the body of Whiz, the combat historian G.O.D., The Unnamed learns that she's a complete fabrication of OmniCorp and not a supernatural being. At the same time, Iuris decides to make an assault on the OBK bank. A success would give them a huge advantage in their fight so they make a plan of attack.	Preparing for big change
The Unnamed and Enoch win a difficult fight at OBK. They Reach the office of the CEO and learn that a group called The Eightfold is behind everything that OmniCorp is doing. The Unnamed realizes that they've made a powerful blow against OmniCorp but they aren't the true enemy.	Attempting big change, learning that G.O.D.s were designed as slaves
Iuris comes under attack while The Unnamed and Enoch are on their mission. The Unnamed feels guilt and frustration that the group responsible for her life was also responsible for this, and that she wasn't able to recognize the Deceiver G.O.D. working for Iuris for so long.	Consequences of attempt
The Unnamed and Enoch Find another G.O.D. who escaped OmniCorp. They rally together to make a plan and take down The Eightfold.	Rededication to change
The Unnamed and Enoch head into The Cradle, where one of The Eightfold is going to turn herself into a G.O.D. The Unnamed knows how powerful she is, and how deadly that power can be. She will do anything to stop The Eightfold from obtaining it.	Final Attempt at big change

The Unnamed sacrifices herself to save humanity from The Eightfold. She knows now how painful that will be for Enoch, but leaves him with the wisdom she's gained to provide hope for the future of his kind, and words of love to show him that she's overcome what OmniCorp did to her and become human, by their definition.

Final mastery of the problem

Imperium Character Web



Salman Rachim:



Salman led a tough life. Born in a small town in India that didn't follow Omnia, he was victim of OmniCorp's true intentions at an early age. As a means of converting the world to their religion, OmniCorp organized a visit of The Giver in Salman's village. His people, however, refused to follow The Giver's advice and as such brought the wrath of OmniCorp upon themselves. After barely escaping with his life, Salman ended up in the streets of New Deli, surviving on any scraps of food people he could get his hands on and whatever charity people spared for him. One day, a young Asian woman stopped to give him food and, after asking

what his story was, she invited him to join her in what she described as a "crazy-ass attempt to make things right". Her name was Tsuki Mizuno and on that day she gave him more than food. She gave him purpose.

He grew to become a tall and handsome Black man that always carried a warm smile on his face, no matter how bad the situation could be. His desire to save other people from going through the same fate of his family drove him to quickly rise up in Iuris' ranks. That desire was only matched by his almost unhealthy compulsion for a clean and organized environment.

Three years after Salman joined Iuris, the resistance group Tsuki was a member of, he was in an infiltration mission in a party organized by OmniCorp. Salman's objective was one: To befriend an OmniCorp employee and use him to supply information for Iuris, but his heart had other plans, as the person he chose, a younger man called Enoch Clarke, grew to become the man that would own his heart. Salman's life with Enoch was beautiful, yet complicated. He was always torn between the life he had with Enoch and his mission. As the former gained more and more importance, he often saw himself wanting to tell Enoch about Iuris. However, after many discussions about Omnia, Salman knew exactly how he would react if that truth ever came to light. And so he decided to wait until the time was right to have that conversation. What he didn't know, however, was that truth would present itself to Enoch in the most unexpected of ways.

Tsuki Mizuno:



If there ever was a person that perfectly fit the definition of valiant, that person is Tsuki Mizuno. Daughter of a high-rank Faith Manufacturer in OmniCorp's main branch, she had it all from the very day she was born. Of course, "all" also covered information that the general public didn't have access to and that her restless curiosity so much desired. Tsuki inherited the superior intelligence of her father, but absolutely nothing of his blind love for Omnia. She couldn't bring herself to believe that gods have actually descended into our world and was almost surprised when she, after hacking through her father's work documents, realized she was right. Outraged by the fact that her family supported this dictatorial behavior for generations, Tsuki rebelled, stole a good portion of the family's money and ran away.

While off the grid, it didn't take long for Tsuki to stumble upon other people that shared her indignations and suspicions about these so-called G.O.D.s and their relation with OmniCorp. There, roots of what would eventually become the resistance group known as Iuris could be seen planting themselves in Tokyosaka. Determined to put her talents (which as she likes to state, were many) to use for this cause, Tsuki went abroad to look for anyone willing to stand up and rise against the fraud that was Omnia. One of these trips led her to find a boy named Salman that would eventually become one of her most trusted operatives.

Aside from being an charismatic, yet extremely impatient leader, Tsuki also was very knowledgeable in a modified version of Shorinji Kempo, a self-defense hand-to-hand martial arts, passed down across generations of her family. She decided to pass down that knowledge to her new family, Iuris, by training new recruits in the arts of combat. As much as Tsuki is able to think ahead, she could never have predicted that she would soon be training a very odd duo: Salman's boyfriend, Enoch, and an actual G.O.D. called The Unnamed.

The Giver:



In the early days of Omnia and after the alleged death of The Redeemer, OmniCorp was struggling to find a central G.O.D. figure to control society to the extent they needed. The answer to their prayers came in the form of The Giver, G.O.D. of the Life Path. With the power bestowed upon it, The Giver would be responsible for disseminating OmniCorp's will through Omnia to its servants around the world.

The G.O.D. is actually comprised of three different, yet connected, entities: The Soul of The Giver, The Mind of The Giver and lastly The Heart of The Giver. Each one of these give advice pertaining to one aspect of one's life. The Soul, with its neutral voice tone, is responsible for advising for one's way of living their life as a whole. The Mind, rational and aggressive, focus on one's professional life and the path they should take if they are to find happiness and success at work. The Heart, friendly and emotional, advises about one's love life, what type of person they should look to start a life with, when and much more. Together these beings dictate how each person in society should live their lives.

Of course, The Giver's advice essentially represents OmniCorp's needs in terms of jobs, behaviours and families, and as such needs to be reinforced to ensure society follows them vigorously. In the case someone leaves the session discontent with their advice and not willing to follow it, "bad things" would happen to this person, courtesy of OmniCorp and its soldiers. This was just one of many tactics employed by OmniCorp to ensure that The Giver's advice was perceived as the one and true path by the entirety of society.

The Joy:



The Joy was released alongside The Giver, and the two were introduced as the first G.O.D.s made using DNA replicas from The Redeemer's body. These two affable and benevolent beings were to solidify the public's trust in Omnia. Joy, the G.O.D. of Happiness, helps people find joy in what The Giver determines for them. He is also extremely understanding of human desires. He is boisterous, fun, attentive, with just enough Bacchian tendencies to be endearing but tasteful by society's standards.

Enoch and The Unnamed are tasked with unmasking The Joy at the Festival of Happiness in Nara, Tokyosaka.

The Warrior:



Ever since the Last War, the world experienced an unprecedented time of peace. As a consequence, large scale conflicts became a thing of the past. Humanity had no more reason to engage in combat with its neighbours and the arts of war seemed to have their days counted. In an effort to preserve the cultural value of said arts, OmniCorp created The Warrior, a G.O.D. that is supposed to hold the knowledge about all kinds of combat techniques, martial arts and strategies known to men.

As far as society is concerned, The Warrior is a G.O.D. that serves as a reminder of all humanity's struggles and the fact that we succeeded. The combat knowledge he possesses is now primarily used in exhibition shows around the world as a means of entertainment. Although these shows tend to be solo demonstrations, sometimes they also have simulated combat scenarios where The Warrior can show its prowess in a more practical way. The combination of so much

combat knowledge allows the G.O.D to employ a variety of combat styles in succession, making it almost impossible to predict his next move. The resulting fame gave The Warrior the nickname of Whiz, The Combat Historian and a far more friendly view of the G.O.D., despite his serious posture and the intimidation that comes from the many weapons he carries with him at all times.

For OmniCorp, however, The Warrior has more use than just entertainment for the masses. It serves to showcase their power. By controlling the source of all combat knowledge in the world, they make that knowledge theirs and may the G.O.D.s help the souls of those who ever cross the path of this One Man Army...

Jaakobah / The Deceiver:



OmniCorp G.O.D.s exist to fulfill the company needs. Even though Omnia granted the company virtually full control over society, one thing it wasn't able to do was grant its creators immunity to fear. And from this fear, it came the need for G.O.D.s that can deal with anything OmniCorp consider a nuisance while keeping away from public eyes. Thus the Black Ops division was created and The Deceiver was conceived.

Living true to its name, The Deceiver is a G.O.D. specialized in infiltrating OmniCorp's enemies and destroying them from within. Its combat capabilities include not only incredible agility and a robust camouflage system, but also inhuman hacking abilities for any type of tech, including other G.O.D. systems. To make this unit more effective, OmniCorp implanted it with a persona crafted from the likeness of a captured non-believer civilian and

gave it a name: Jaakobah.

As Jaakobah, The Deceiver is able to pass itself as a regular civilian and blend into society. He's very easygoing, a trait he often uses to manipulate people around him. Not much is known about his past, only that he was an orphan, his whole family deemed unfit to exist in society due to their refusal of following Omnia. This made



Jaakobah into a rebellious individual that refused to accept that a religion should dictate who lives and who dies.

This refusal to conform to society would give him the chance of joining the resistance group known as Iuris, OmniCorp's main antagonist force. Once inside, Jaakobah, The Deceiver, would slowly act his plan of corrupting its foundation and eventually lead it to its downfall.

The Observer:



One of OmniCorp's goals with Omnia was to provide a true sense of security to the population while at the same time keeping society in check. As G.O.D.s were becoming more and more popular, it made sense to create and publish a security system in the form of one. And so The Observer was born. In truth, the system was already used

by OmniCorp even before the rise of Omnia, but with all the credibility bestowed upon the company because of the G.O.D.s, they had the freedom to expand it globally.

The Observer was sold by OmniCorp as a G.O.D that watches over society' daily lives to ensure public safety. It is connected to all major law enforcement firms in the world, which in turn are mostly controlled by the company. What this actually allows OmniCorp to do is to have eyes absolutely everywhere and become aware of any irregular events as soon as they happen. The G.O.D is also connected to newscasters around the globe and it frequently filters all information to manipulate public opinion. The technology used to craft such complex deity and the fact that the aforementioned deity is completely under OmniCorp's control also makes it the perfect place to store all sensitive data for the company.

Given the amount of processing power that a system such as this needs to run, OmniCorp wasn't able to encompass it inside a humanoid body. For that reason, the Observer instead exists as an amalgam of super computers in the deepest level of OmniCorp HQ in Tokyosaka while it is shown as divine figure via holograms for the masses.



The Redeemer:



The Redeemer was the first G.O.D. presented by OmniCorp. He offered immense wisdom, knowledge of humanity and how to open people to new ideas, and the ability to manipulate geography for the needs of the people. These abilities allowed him to end the Last War, dissolve the conflicts of humanity and rebuild the world with a unified people.

He was the first and only one of his species to come to Earth, and when he started to deteriorate, no one knew how to help him. He was found dead, alone in his chambers. While this was a tragic loss for humanity and a devastating blow to OmniCorp, there was a silver lining. His body was studied and from it, OmniCorp scientists were able to reverse-

engineer tissue that could support the existence of other supernatural beings.

What will be revealed later in the story is that The Redeemer never died. He saw that OmniCorp was relentlessly trying to force him to use his powers for their own purposes

and convince him to go a genetic procedure. His powers were not working, for reasons he did not understand. He discovered that they were making a machine capable of recreating his tissue, and learned that he had been created from scratch by OmniCorp. Fearing impending slavery from OmniCorp, he did something unthinkable. He began to damage himself to give the impression that his body was deteriorating, then used the machine to clone himself. He killed the clone the moment it came into being, matching his deterioration marks, and escaped to the Tibetan Plateau to spend his existence in meditative solitude.

The Knowledge:

The Knowledge is a G.O.D. unknown to the public. Enormous, appalling, and destructive, it was meant for the sole use of OmniCorp soldiers. Enoch and The Unnamed encounter Knowledge upon leaving The Redeemer's home in the Tibetan Plateau.

The Knowledge is an extremely adept hunter, being able to assess its prey at a glance and determine weak points, not only biologically but technologically as well. It was hastily created to protect OmniCorp from The Unnamed after she escaped. Enoch and The Unnamed meet The Knowledge in the Tibetan Plateau as they attempt to escape OmniCorp soldiers with The Redeemer.



The Eightfold:



The Eightfold is a highly powerful group that controls OmniCorp behind the scenes. It's comprised of eight members, who originally based themselves on the Buddhist practice of The Noble Eightfold Path. This set of 8 ways to live your life were based on the best of intentions, and The Eightfold intended to use these guidelines to best serve the people of Tokyosaka. As OmniCorp's influence extended beyond Tokyosaka to all of Japan and later, the entire world, the power facing them corrupted their stations.

Over time the group became more and more secretive, eventually folding back into the darkness completely. Because of their need to maintain secrecy, positions are almost always passed down through familial ties. This makes the organization much harder to control and convince as its new members support it with an exponentially growing vehemence.

Name	The Right They Represent	What their Right Originally Meant	How the Right is perverted
Eleanor Valetta	Right Intention	Intentions are pure and should serve the people	Intentions serve OmniCorp, which she has convinced herself serves the people
Zachary Berne	Right Livelihood	Work is a part of life that should be enjoyed	Work becomes the only thing to enjoy, and he lost touch with his humanity
Unknown	Right View	Abandon hope fear and joy, live more simply	Abandon hope and joy, keep the fear, and act on it

Unknown	Right Speech	If your intentions are pure, you don't have to lie	Lie to hide impure intentions
Unknown	Right Discipline	Give up human tendency to complicate issues	Deal the most logical blow without worrying about human fallout
Unknown	Right Effort	Don't struggle with good and evil, work with them and make peace	Embrace and succumb the evil instead of merely accepting that it's innate
Unknown	Right Mindfulness	Be mindful of everything and its impact	Be mindful of everything that OmniCorp can manipulate and use to its advantage
Unknown	Right Concentration	Absorb yourself in "nowness"	What doesn't OmniCorp control now, but it could?

Zachary Berne, The Right Livelihood:



Zachary Berne is the youngest member of The Eightfold and inherited the role when he became the CEO of OBK Bank, the largest financial institution in the world, which holds a tremendous influence over Tokyosaka and is a huge financial contributor to OmniCorp.

He represents The Right Livelihood. Zachary didn't grow up well or from a wealthy background. He took a job at OBK on the advice of The Giver and ascended very quickly through the ranks. He loves Omnia fiercely for giving him purpose and a chance to become something. When he was approached by the OBK board of trustees after the disappearance of the heirless Taro Yamaguchi, the decades-long head of OBK, he jumped at the chance he knew he deserved and feared he would never have, to prove himself. The Eightfold won him over with the opportunities they presented to him and with their business acumen, but as he became aware of the social influence of The Eightfold he

became weary. He sensed that dissent or leaving The Eightfold was not an option, so he has tried to make the best of the situation by pushing for decisions that support the people wherever possible.

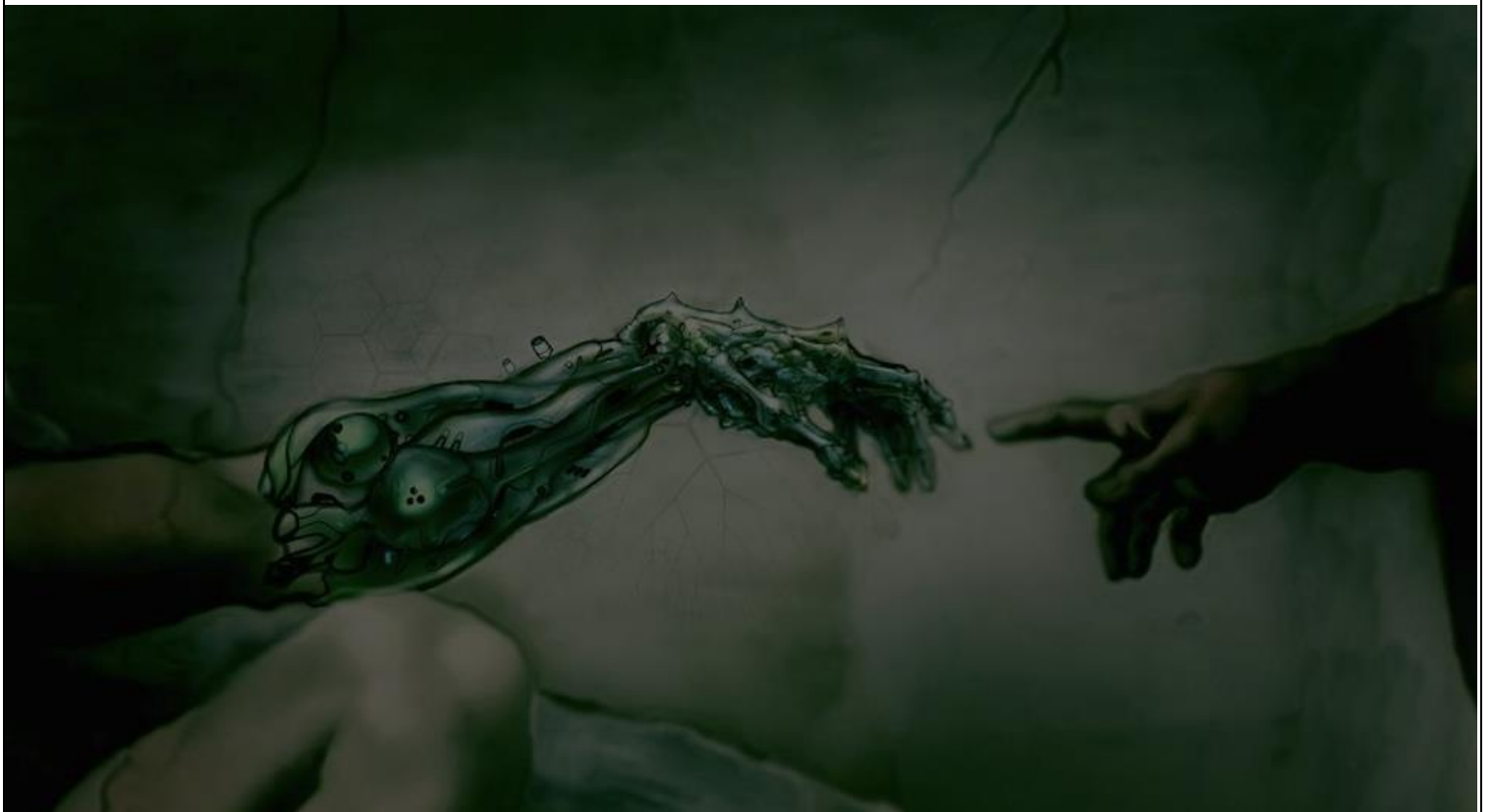
Eleanor Valetta, The Right Intention:

Eleanor Valetta is the oldest member of The Eightfold and is responsible for their fierce dominion over OmniCorp. She intentionally never married or had children because of The Eightfold's affinity for having current members replaced with family members, and she had no intention of relinquishing the control at her disposal. Having been adopted by an Eightfold member as a baby, she was raised in the culture and believes in it to the core. Eleanor grew up in a supportive and wealthy environment, raised after the events of The Last War. She was shown historical footage by her parents and it was instilled in her from a very young age that humanity should be guided firmly by a group driving its interests, as left to their own devices, devastation would surely follow.

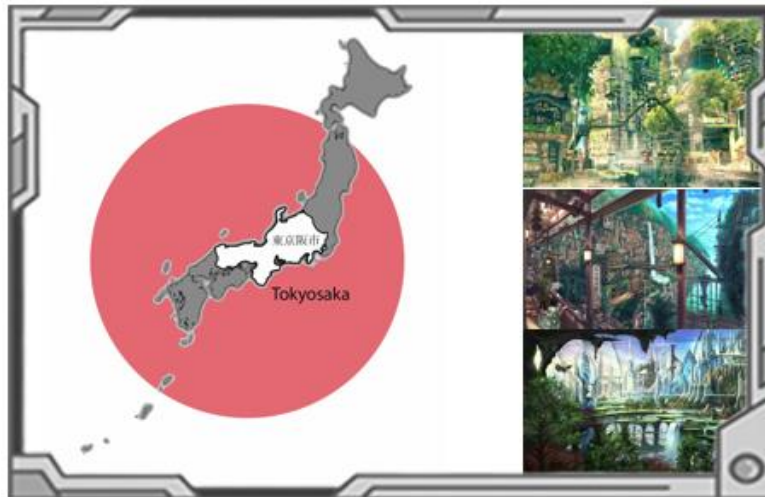
Her decades of serving as a member of The Eightfold have granted her an amount of power and influence over the other members that is very uncharacteristic of their internal power dynamic, which generally has not favored one member over any other. She correctly fears that this influence is fading and that the powerful position she holds puts a target on her back. She already felt that her grasp on The Eightfold was now tenuous at best, and the incident with The Unnamed caused the group to tear apart at the seams. The disorganization and scrambling that followed was an unprecedented situation not only for The Eightfold, but for Eleanor, who had always had control of herself and the organization. Her insecurity at her inability to handle this situation caused her to make an extremely risky choice. When the decision to Ascend was ratified by all members of The Eightfold, she decided to secretly Ascend before the agreed upon date in an attempt to hold on to the dominance slipping through her fingers.



Locations



Tokyosaka:



Tokyosaka was OmniCorp's first triumph. Japan began to modernize and populate beyond its land capacity, and the sprawl from Tokyo and Osaka spread so far the two cities eventually merged. OmniCorp civil engineers were given the task to design one city from the remnants of the two, and combine them into one fully-functioning city, Tokyosaka.

OmniCorp was determined to build Tokyosaka on the pillars of Omnia, following the success with The Redeemer. Access to nature, a right under Omnia, was incorporated into the design of the city and pools and greenery can be found within a block of anywhere you stand, even though there are multi-tiered skyscrapers for miles around in any direction. Bioluminescent plants also help line streets and walkways in different colors that keep the citizens of Tokyosaka from ever getting lost. Tokyosaka is everything a city should be: fun and enriching with events for people of all interests, design that works for the people and makes public transportation a possibility for everyone in the sprawl, and public works that show the government working to support the people.

Tokyosaka is the home of OmniCorp HQ, where Enoch Clarke fulfills his destiny as a Faith Manufacturer. OmniCorp HQ is in the heart of the city, which is intended to remind everyone of Omnia's roots in and support of Tokyosaka. The Tokyosaka transport system allow Enoch, Salman, Tuski, and The Unnamed to quickly reach important destinations in the enormous city.

OmniCorp Headquarters – Tokyosaka:



The most prominent building in the whole of Tokyosaka, this is where OmniCorp's first started its business. Although it's been upgraded many times, it predates even The Last War. With the creation of G.O.D.s and Omnia's rise in popularity, OmniCorp's power grew to insurmountable levels to the point where they have more influence in society's political spheres than most world leaders.

The complex is comprised of four towers, with the one at the center being as high as 128 floors. Its majestic windowed exterior reflects the city around it as if it engulfing it. Inside, an almost blinding white contrasting with blue glowing lights floods the floors and its modern furniture in the offices, meeting rooms and research labs.

Only the first couple of floors are actually open to the public. The upper floors hold the facilities where OmniCorp's G.O.D.s are fabricated, or, as the public believes it, just their vessels. These laboratories' aesthetics contrasts with the lower floors with its black and white walls, floors and ceilings. Here is where Enoch spends most of his time. He assists in the creation of the subversion code that is implanted in each G.O.D. as they are being created. It's also here that his journey begins.

Enoch's Apartment – Tokyosaka:



Enoch's private residence is one to be jealous of. Given to him by OmniCorp, it is a 200m² apartment complete with an entrance hallway, living room, kitchen, master bedroom suite and a private office. The modern systems that are part of every home almost seems to blend in with the carefully handcrafted tables, bookshelves and other furniture and the polished wooden floor.

That is, what can be seen of it, since Enoch does a very good job of spreading his things all over the apartment. When he's working at home and gets excited about something, he starts to roam around, moving things out of place as if he's trying to organize his own thoughts. For that reason, no item in his apartment is seen twice in the same place. The only time when his things get a break is when his boyfriend, Salman, comes and stays a couple nights, organizing as much as he can during that time.

Conveniently located in the Ebisu District in Tokyosaka, one of the most luxurious residential locations in the city, it stands at less than an hour's walk from OmniCorp's HQ. It is the first place Enoch stops by when he is running from OmniCorp after the Berserk Incident. What he thought would be just a quick stop home to gather his things and call Salman ends up being a meeting with his love, a woman called Tsuki and some unexpected truths about Salman and Omnia.

Iuris HQ – Tokyosaka:

Iuris is home to Tokyosaka's brightest, most innovative, and most Omni-opposing citizens. The headquarters itself is very locked down, but once inside, little is kept a secret because Iuris believes that knowledge is for the people. The HQ is underground, with multiple entrances throughout Tokyosaka. There are numerous passages that lead to smaller outposts manned by Iuris operatives, and one can connect from those to the central HQ. However, the passages are dangerous to anyone not familiar with Iuris' safeguarding and security measures. In addition to looking like nothing more than old sewer passageways unless one knows where to look, the citizens of Tokyosaka are aware that the old sewers are a great place to get lost and never be heard from again. The disappearances of those who have tried to explore are attributed to the fact that the sewers are old and unmanned, and no one attempts to go there at all anymore.

The actual HQ is enormous, clean, and modern. Iuris is a resistance group with financial means, and the facility shows it. It is well maintained and stocked with the most up-to-date technology, and some technology invented by Iuris engineers that even OmniCorp doesn't have yet. There are always people throughout the facility dressed in the same basic black combat gear Enoch and The Unnamed wear throughout the game, but faces are always exposed and the atmosphere is excited and friendly.

There are three main sections of the HQ that Enoch will experience: Living Quarters, Training, and Research and Development. The Living Quarters are the first place he will be taken by Salman and Tsuki when escaping OmniCorp soldiers. This is where he will stay any time he is at the HQ. Living Quarters are arranged in rows of single dorms. The Training sector is where he will hone his new abilities with his G.O.D. arm and learn combat and weapon techniques to survive the missions he'll be sent on. Research and Development is a section devoted to the study of OmniCorp technology, and what technology can be used against it.



Nara City:

When Tokyo and Osaka merged into Tokyosaka, part of the requirements were that Nara would maintain its position as a leading city of festivals and religious heritage. This worked out well for both cities because Tokyo got to inherit a huge tourist hub, and Osaka got to hold onto one of its greatest treasures. This also had benefits

for OmniCorp who were in the process of solidifying Omnia as a dominant force in Japan. Combining the fact that religion was always more a way of ethics than belief in the unseen with the trendy area's insatiable love for music idols and film stars, they were able to make Omnia thrive by providing a set of ways to live your life with the fandom of the G.O.D.s.

Everything in modern Nara is intended as some homage to Omni and the effect it had on Nara, which has made it one of the most prominent destinations in Tokyosaka. The cities are lined with statues, Omnia centers, and banners promoting the religion.

The city is often filled with tourists coming to enjoy festivals and experience the epicenter of the religion that changed the world. In anticipation of these tourists, activities that were once an annual affair now occur daily and there are floating lights, lanterns, music, and festival food available at all times. Despite all of the grandeur, none of it compares to the preparations that are made for the Festival of Happiness to celebrate the G.O.D. Joy. It is at this festival that Enoch and The Unnamed carry out their first major mission for Iuris, and the first serious strike at OmniCorp. They must publicly expose the G.O.D. Joy in front of a crowd at the festival. Enoch and The Unnamed use the city as a base for this mission and as a place to escape into after completing their task.



Festival of Happiness – Nara:

The Festival of Happiness is organized every year in Nara to celebrate the G.O.D. of Happiness, The Joy, and his descent into our world. It's completely sponsored by OmniCorp and is the one that first started the many G.O.D. public events that not only serve as a moment where society can be close to their deities, but also as a reminder of their power and influence.



he festival, which lasts for 3 days, spans through hundreds of m² and is set close to the Primeval Forest, one of the few areas in tokyosaka untouched by technology's relentless advancement. Although the forest is supposed to be off-limits, OmniCorp uses a portion of it during the festival to set up their soldier troops, in case anything goes awry in the

festivities.

A couple of abandoned buildings nearby, that housed a small community of homeless people before The Last War, but are now only waiting to be demolished, serve as a striking contrast to the beauty offered by the Festival. Furthermore, despite the efforts of preservation in the area, an old sewage system remains partially active and running below the main festival area.

Old Sewers – Nara:



Even though Nara has become a highly modernized city, these sewers seem to be forgotten by the authorities, leaving them to be slowly consumed by time. Power still works in a few sections, lighting up the dank walls and serving as company for the hushed, yet constant drip of water that permeates throughout its entirety. Its intricate maze-like structure covers a great portion of the city and has multiple exit points, some of which end in rivers leading water torrents to the ocean.

The sewer system itself is comprised of three levels, with the last one serving as Iuris' way of connecting their HQ to key locations in the city. Enoch, The Unnamed and Jaakobah use this to escape the Festival of Happiness after The Joy has been eliminated.

Kamakura – Tokyosaka:

A small, yet quite popular tourist destination before the Last War. Still, the city has never experience as big of a popularity as it is right now after The Warrior, also known as Whiz the Combat Historian, descended to our world and made Kamakura his home.



Even though Omnia replaced the old gods in people's faith, the city retained its strong religious aspect, with statues of Omnia's G.O.D.s all over the place and temples that worship said G.O.D.s. Furthermore, Whiz, being the combat G.O.D, made Kamakura a convergence point for all the martial arts tournaments in the world. He also started the Path of the Warrior, a series of demonstrations of his combat prowess that would attract people's attention to each of the

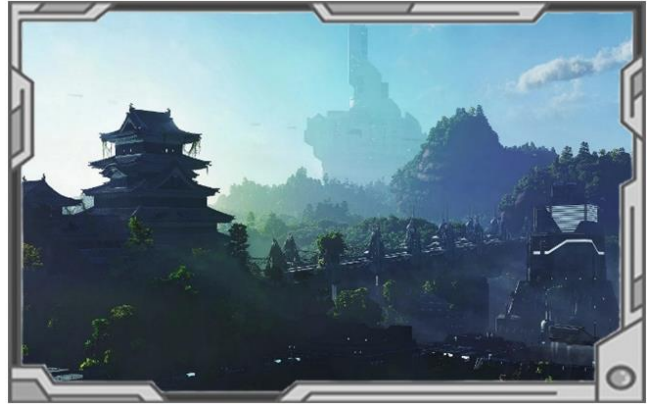
city's temples during a whole week.

Kamakura also houses, far from the public eye and surrounded by mountains, a relic from its times of war: The Fortress of the Seven Entrances, a military station resembling a long-forgotten castle. Despite its name, only one entrance remains to access it. The Shakado pass made itself hidden over time with the help of nature, but those brave enough to try and find it would still need to venture through its treacherous path that is strangely well guarded for a path that leads to a deserted location.

Enoch and The Unnamed approach the city via the Asaina Pass in the East and make their way through each temple of the Path of the Warrior following the lead of a potential new Unchained G.O.D. Eventually, after going through the perilous Shakado pass, their journey ends in the Fortress of the Seven Entrances as the result of an elaborate trap set by Whiz himself.

Kinenhishima – Tokyosaka:

As the needs of providing for a rapidly growing population became greater than the need to preserve history, Japanese heritage began to fade. The large man-made island of Kinenhishima, or “Memorial Island”, was built as a cultural time capsule to ensure that Japan’s legacy would not be washed away. It houses shrines, temples, bronze Buddha statues and traditional gardens that were moved from their original location throughout the country. At one time, this living museum was frequented by those who longed for a connection to old Japan. At this time, no one has come to visit Kinenhishima in decades.



Now, Kinenishima houses the maintenance station for The Giver at Ginkakuji Temple, which was the first item from historic Japan to be moved to Kinenhishima. The Temple is filled with books and articles on psychology, sociology, and any field that can help The Giver study people to determine from very small cues what their destiny should be. Enoch and The Unnamed must travel here to destroy the maintenance station, forcing Enoch to sever his strongest connection to Omnia and undermine the being that has had the biggest impact on his life.

OBK – Tokyosaka:

With the rise of Omnia’s adherence by the population after the Last War, OmniCorp’s next logical step was to expand their business and ensure that their material assets would be under the protection of someone they trust: Themselves. With that in mind, OBK, Omnia Bank, was born and its central branch raised in Chuo, the once heart of Tokyo.

Although OBK is required to abide to the same rules as any other bank, those are often overlooked in their favor because of The Wealth, G.O.D of Money and Material Possessions. Its influence and ability to stir businesses to the right direction is vigorously sought by big enterprises and OmniCorp uses this need in their favor to manipulate the market the way they feel it should be going.



No money was spared in making OBK look as luxurious as luxurious can be. The exterior of the building is a marvelous mix of dark and light glass defining its long windows that accentuate it vertically. Once inside, one is greeted by a large transparent screen in the middle of the lobby that displays a 3D view of the company's logo. OBK splits its client base by floors when attending to their needs. The higher the customer's contributions to the bank, the higher the floor where they are attended to.

To make the company more appealing to the general public, The Wealth is used as its public face. However, OmniCorp made sure that its G.O.D would not take any action without the approval of Zachary Berne, the appointed C.E.O for OBK. To protect himself, Berne's whereabouts are never disclosed and the only

situations where he can be seen is when he goes to OBK to meet high standard costumers. Iuris finds out about one of these visits and send Enoch and The Unnamed to find him and ask for a private meeting.

Redemption Cave – Tibetan Plateau:



The Tibetan Plateau is home to many caves, some of which with religious significance and some not. What most of them have in common, though, is the fact that they are lost in time. One of them, hiding close to the Nepal region, is the Redemption

Cave. This naturally formed limestone cave has a gorgeous emerald glow that travels through most of its structure, and its many tunnels that connect many levels of the cave are filled with hollow sounds that give it an eerie feeling.

Although the cave rests underground hidden by the passage of time, there are still places inside of it where natural light is still able to reach and shine over the rock formations and unique flora present. As one goes deeper into the cave, however, the

only light to be found is the one emanating from the fluorescent plants that managed to survive in this harsh environment.

The Redemption Cave also serves as a hideout for The Redeemer, the first G.O.D. ever created by OmniCorp. Their presence did not go unnoticed by the cave itself, with its hollow sounds almost forming a melody and mist gently spreading the closer the listener is to The Redeemer. The deepest room in the cave, where the G.O.D. can be found, resembles a throne room with a strong emerald glow emanating from all rocks that shape the throne itself and the pillars around it.

When Enoch and The Unnamed depart for the Plateau in search for The Redeemer, they are greeted by thousands of OmniCorp soldiers ravaging the area while looking for the right cave and thus need to make their way with extreme caution and trusting The Unnamed's connection with the first G.O.D.

Tibetan Plateau:



Surrounded by massive mountain ranges on all sides and covering a huge expanse, this area was left undeveloped because the low temperature, high altitude, and brackish lakes make it an inhospitable environment. Trails are few, far between, and must be made by any travelers when they get there. During the wrong time of year, these trails are immediately covered by the hail barreling down from the sky. The Tibetan Plateau has a few vultures and deer that have managed

to make it a home but the area is completely devoid of humans. One can see battered remains of nomad encampments if the conditions are right, but even the nomads came down from the Plateau to join the rest of the world when word of Omnia reached them.

The Tibetan Plateau is where The Unnamed feels the presence of The Redeemer, who must be found to aid the resistance against OmniCorp. OmniCorp becomes aware of The Redeemer at the same time as Iuris does, and the two opposing groups race through the harsh environment to get to The Redeemer first, surviving both the elements and each other.

The Cradle:

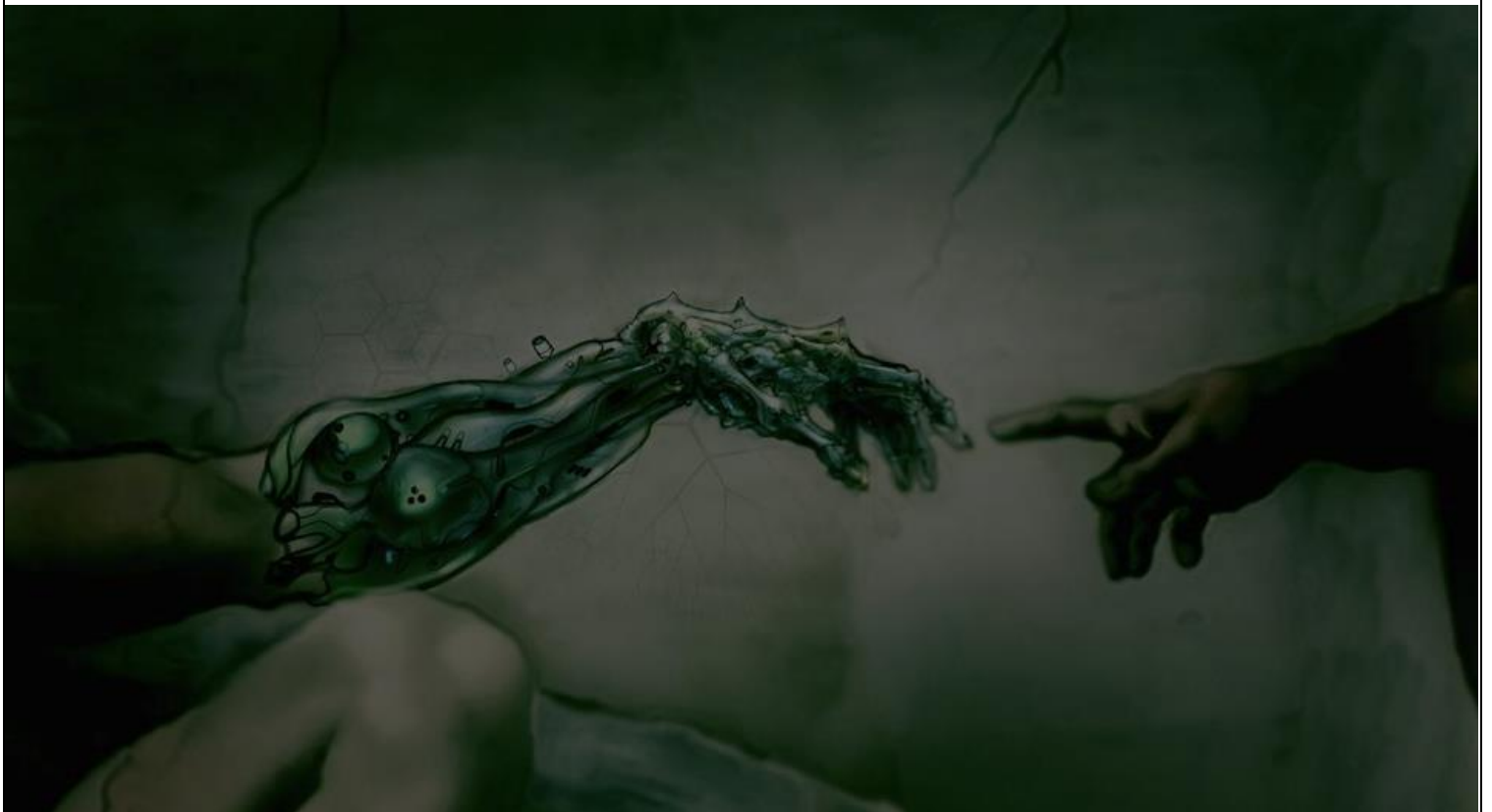
The Cradle is a converted missile silo located underground. The entrance is buried underneath snow at the top of a mountain that does not appear in Satellite footage because of the Observer Network. Originally used as a base of operations for The Eightfold before they spread across strategic strongholds across the world. Large metal tunnels connect the rooms, which are used for research and strategy. The rooms are sterile, made of cement and steel, but the scarcity of items and assortment of modern and outdated technology shows that The Cradle was re-established in great haste. Each floor has a large central room, guarded by one or more of The Eightfold's Ascension experiments.

On the bottom floor is the Ascension Chamber, a large cement room with a super powered version of the birthing chamber that Enoch used to heal himself. It looks like a long womb of glass and steel that emits a red glow which gets stronger the closer the person inside is to Ascending. Thick, ropy metal cords connect the birthing Chamber to small generators throughout the room. A control room opposite the entrance to the Ascension Chamber is protected by a regular door and a barred door that lock together. Inside this room is a large interface that controls the Ascension Chambers for every other base used by The Eightfold.

The Cradle is the location of the last and greatest fight for Enoch and The Unnamed. They must get to Eleanor Valetta before she uses The Cradle's power to Ascend and become an unstoppable G.O.D. They also hope to use the same power to resurrect an important person to both of them.

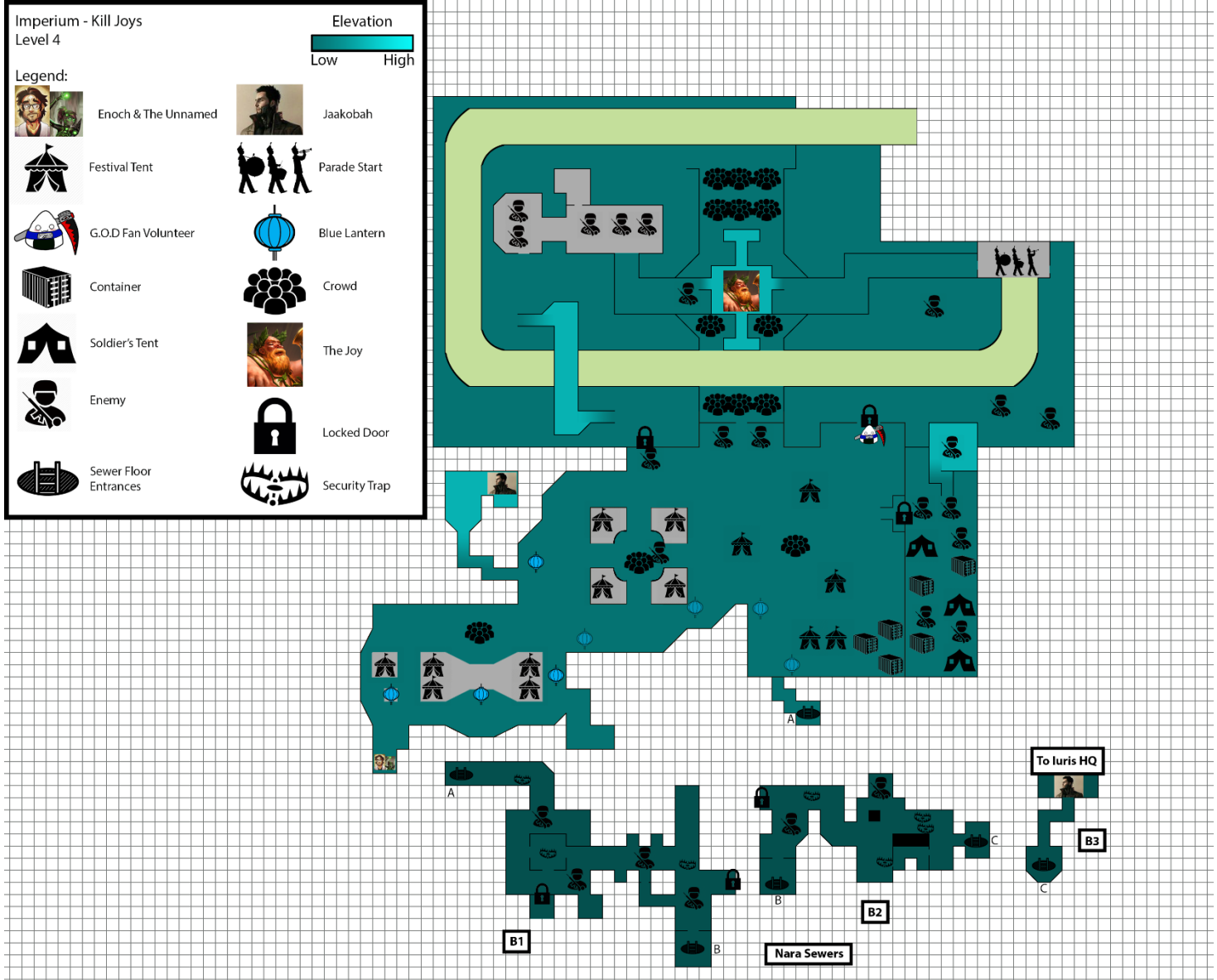


Level Walkthrough: Killjoys

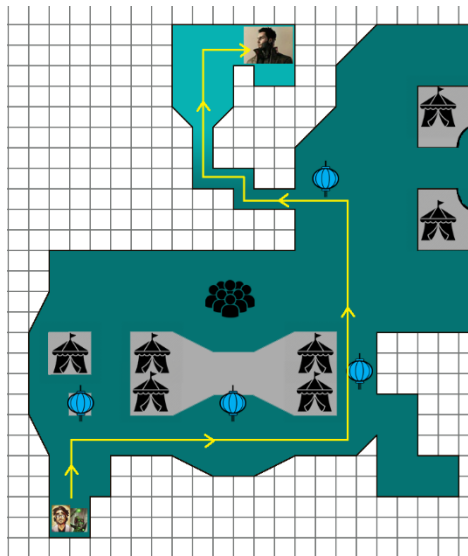


1. Find Jaakobah to be briefed about your mission
 - a. Explore the Festival area to familiarize yourself
 - b. Follow the blue lanterns left by Iuris
 - c. Talk to Jaakobah and choose the way you want to complete your mission
2. Deal with The Joy (Branching)
 - a. Action:
 - i. Follow the Soldier to locate the Restricted Area
 - ii. Explore the surroundings to enter the Restricted Area
 - iii. Make your way through the soldiers' camp
 - iv. Find an advantage point to take a shot at The Joy
 - v. Find a Sniper Rifle
 - vi. Assassinate The Joy (If the player takes too long to shoot, the parade will begin, making it harder to take a clear shot).
 - b. Stealth:
 - i. Locate the door that leads to the backstage
 - ii. Find a way to distract the guard blocking the door
 - iii. Hack the door
 - iv. Make your way to The Joy's maintenance station
 - v. Deal with the soldiers to reach the other side of the station
 - vi. Find a disguise to gain access to the stage
 - vii. Get close enough to The Joy to hack it with your G.O.D. arm
 - viii. Leave the stage unnoticed
 - c. Dialogue:
 - i. Find the passage leading to the parade area blocked by a G.O.D. fan
 - ii. *Talk your way through the fan's requests to gain access to the new area*
 - iii. Reach the area where the parade is preparing itself to start
 - iv. Locate the parade organizer
 - v. Deal with the organizer and get a costume to use as disguise to access the stage
 - vi. (Refer to Stealth VII)
3. Escape the Festival in safety
 - a. Go back to the rendezvous point to regroup with Jaakobah
 - b. Follow the new path of blue lanterns and access the sewers
 - c. Find a way to reach the deepest level in the sewers
 - d. Regroup with Jaakobah and the other Iuris' operatives

KILLJOYS LEVEL LAYOUT



Kill Joys Level Walkthrough



1. Find Jaakobah to be briefed about your mission

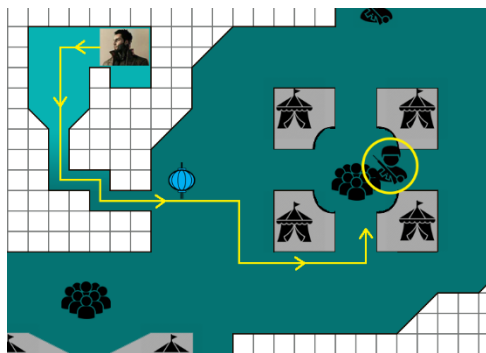
As soon as the player takes control of Enoch, their first task is to group up with Jaakobah, their point of contact inside the Festival, to be briefed about the details of their mission. This is mostly an exploration section where players will experience some situations with Enoch and The Unnamed that will emphasize the fact that they don't know how to behave with one another.

To actually find Jaakobah, the player is required to follow a trail of blue lanterns left by Luris to guide them. This is the way they found to give their position without raising too much suspicion. When Enoch and The Unnamed finally reach Jaakobah, a short introduction

for the character takes place. After that, Jaakobah gives the player their mission: Unmask The Joy in any way they can. This translates in three possible gameplay scenarios detailed below: One more focused on action, one focused on stealth and last, but not least, one focused on dialogue.

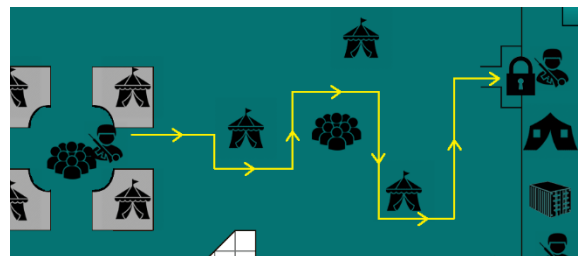
2. Deal with The Joy (Action)

a. Locate the Restricted Area



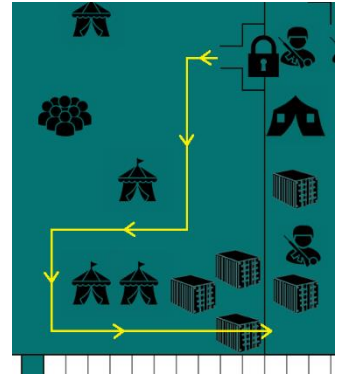
While the player explores the area, they may notice a lone soldier winning some prizes at the festival games. The Unnamed points out how odd for a soldier to be seemingly off-duty like that and, upon eavesdropping him saying that he needs to come back before someone notices, suggests that they follow him back to his post.

This section requires the player to tail the soldier without him noticing. This can be done by being blending with the crowd when he stops to look around or choosing carefully where to stay while following the path. When the soldier finally reaches his destination, the player can't follow, because it's heavily guarded.



b. *Gain Access to the Restricted Area*

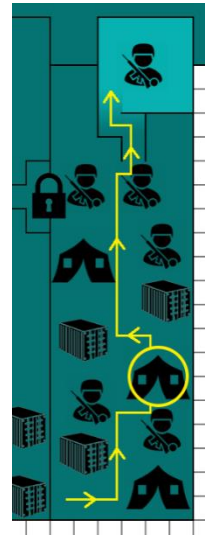
Now the player must find a way to sneak in the Restricted Area. Through careful examination of their surroundings, they can find multiple ways of doing so. For example, it's possible to locate a small passage behind some of the festival tents that lead to a stack of containers. These can be climbed to jump over the barrier set by the soldiers and reach the restricted area. Another possibility involves finding a grate inside one of the tents that lead to an underground passage that connects with the restricted area. Regardless of their choice, the player will be in the middle of an area infested by OmniCorp soldiers.



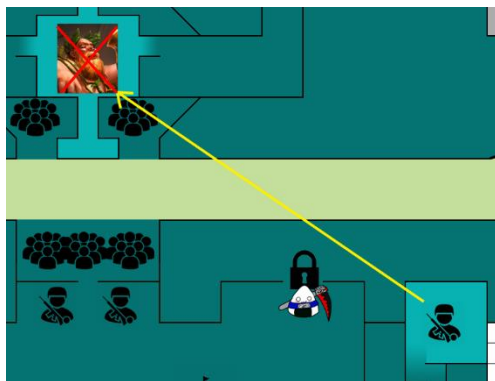
c. *Make your way through the Restricted Area*

As soon as they are inside the restricted area, Enoch will point out that there's a guard tower past the barracks that may give them a good advantage point to make their move against The Joy. The Unnamed adds that they need to improve their arsenal if they are to make use of the guard tower's position. Thus the player needs to not only reach the advantage point, but also secure a sniper rifle while doing so.

To complete this section, the player may choose to kill the soldiers around the camp, knock them out or try to sneak past them. One of the barracks will have a sniper rifle blueprint for the player to replicate and add to their inventory using Enoch's G.O.D. arm.



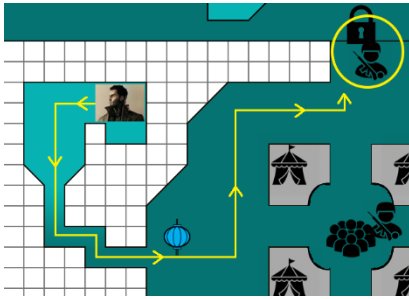
d. *Assassinate The Joy*



With the necessary equipment, all that's left is to reach the top of the guard tower and take a shot at The Joy. The player only has one chance at this and failing to do so deems the mission failed. Furthermore, if the player takes too long to get here, the scheduled parade to praise The Joy will start, putting innocents between Enoch and the G.O.D, making it harder to time the shot correctly.

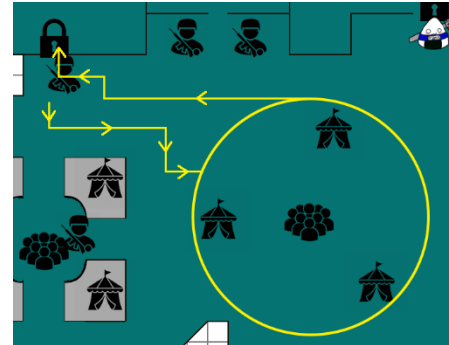
3. Deal with The Joy (Stealth)

a. Gain access to the backstage



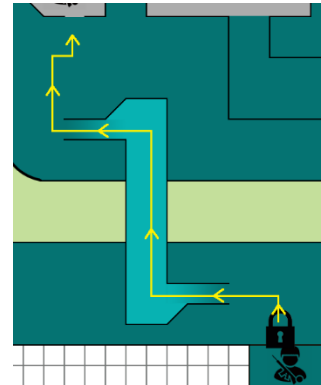
Close to where the player meets Jaakobah, there's a security door that leads to the backstage area being guarded by an OmniCorp soldier. Since it's too public to try and take the soldier out, the player must create a distraction that will take him out of his post and allow them enough time to hack the door and go through.

There are multiple ways of causing a distraction to get the soldier's attention. In one of them, the player can buy some firecrackers from a nearby store and bribe a kid to fire them close to the soldier. Another would be stealing the drink from a drunken man without being noticed, causing a commotion in the process. Regardless of the way the player chooses to deal with the situation, once the soldier is far from the door, they can approach it and hack it using their G.O.D. Arm. With that done, Enoch and The Unnamed can now proceed to the backstage area.



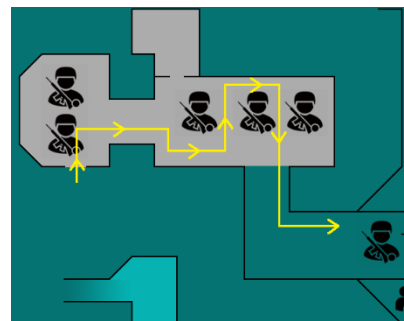
b. Make your way through the restricted passage

Now in the backstage area, the player can see the access to the stage itself on the other side of the road in front of them. However, that same road is blocked due to the parade that's about to start to celebrate The Joy. For that reason, the player is forced to go up through a catwalk that takes them to what appears to be a makeshift maintenance station for the G.O.D.

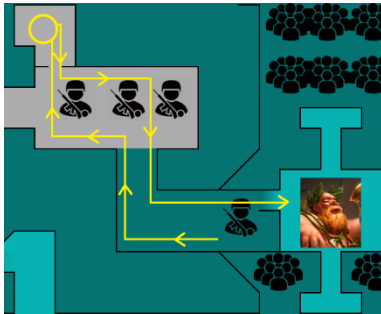


c. Reach the stage via The Joy's maintenance station

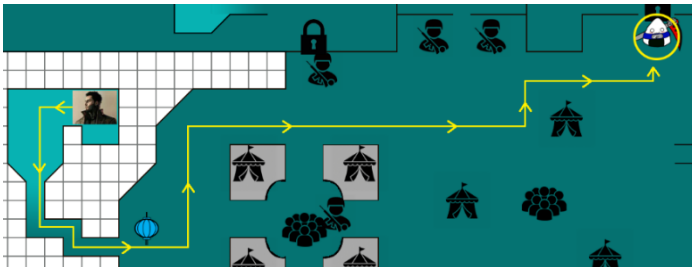
The new path takes the player to a maintenance station of some sorts packed with soldiers. To reach the stage, they must guide Enoch and The Unnamed through the station. Here players can choose to use the area's layout to their favor and sneak past all the guards, knock them out or kill them. The end of this section houses the access door to the stage, but a quick look through it reveals that there are two soldiers guarding the stage entrance, only allowing authorized personnel to go up.



d. Find a disguise to access the stage area and get close to *The Joy*



The player now need to find a disguise for both Enoch and The Unnamed. This can be found in a room in the middle section of the maintenance station that can be accessed via hacking. In possession of the disguises, Enoch and The Unnamed can now finally get to the stage and close enough to *The Joy* so Enoch can inject the virus in it using his G.O.D. Arm to make it malfunction. After that they must leave the stage unnoticed.



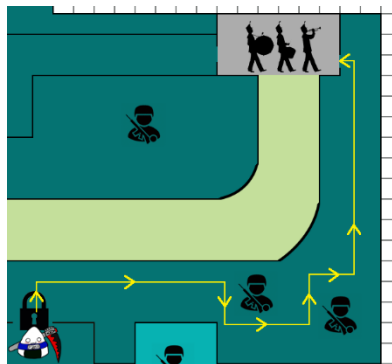
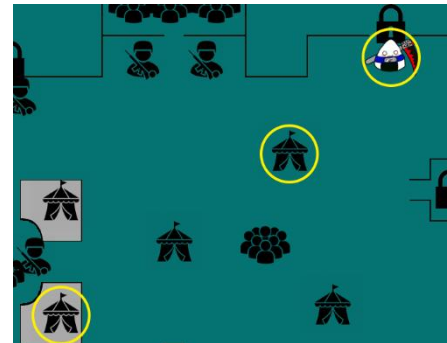
4. Deal with *The Joy* (Dialogue)

a. Gain access to the parade's preparation area

In the top right corner of the main festival area, there's a path that allows access to where the parade is preparing itself to run. That path is

blocked by one of the volunteers that help organizing the festival. Talking with him reveals that he's a G.O.D fan and will allow Enoch and The Unnamed to pass if they can give him three things: A miniature of *The Warrior*, a mask of *The Giver* and a chance of taking a picture with *The Unnamed* herself.

These items can be given in any order. The first two items are obtained by participating in some of the festival's activities and winning them as prizes. The last one is given as a dialogue option for the player. With all his items, the G.O.D. fan steps out of the way, allowing Enoch and The Unnamed to go through.



b. Reach the parade's starting point

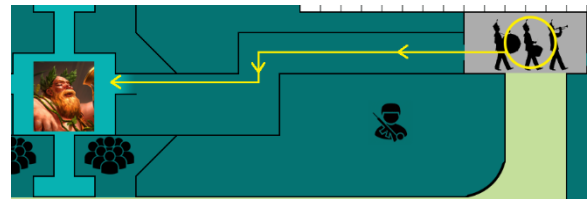
On the other side of the festival, Enoch and The Unnamed notices that their path to the stage is blocked because of the parade, forcing them to go around the road to the warehouse where the parade is getting ready. A couple of soldiers stand in the player's way and these can be dealt either by sneaking past them using the environment or knocking them out or killing them.

Inside the warehouse, the door leading to the stage is right past the rehearsal area, but that is off-limits to anyone that is not an actor. Enoch and The Unnamed must now disguise themselves as actors to blend in and access the stage.

c. *Disguise yourself as an actor to get close to The Joy*

To get the costume they need, the player needs to find the parade's organizer. Depending on how long the player took to get here, she can be in one of three locations: In her office located on the second floor, in the costume room readying herself or in the bathroom. In the ladder option, The Unnamed enters the bathroom and without a single drop of shame asks if the organizer is there and awaits her there.

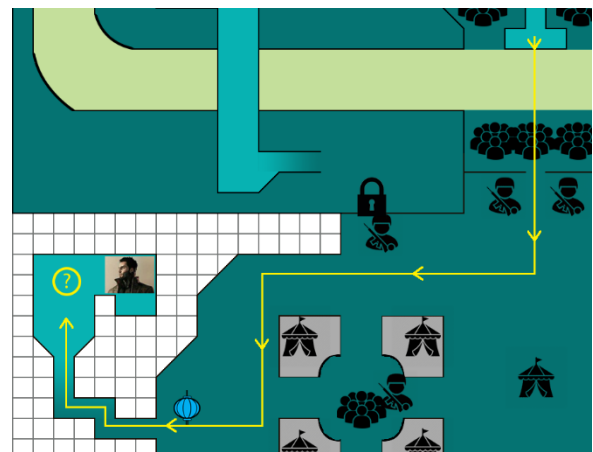
The player can talk to some actors to get clues as to the organizer's whereabouts. Once they finally locate her, Enoch and The Unnamed must convince the organizer that



they are actors through a series of dialogue options. Successfully doing so grants them the so needed costumes. With all this set, similarly with the stealth approach, the player can now get to the stage and infect The Joy with the virus that will make him malfunction and then exit the stage unnoticed.

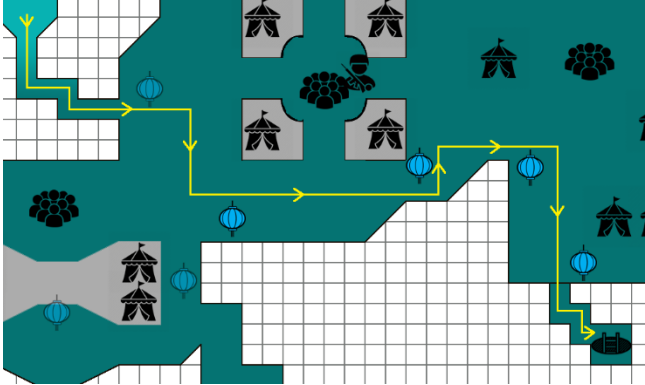
5. Escape the Festival

Regardless of the way Enoch and The Unnamed complete their mission, they must now report to Jaakobah and leave the festival. However, midway through their journey back, the crowd starts to get agitated and soon the player realizes that The Joy is dead. Soldiers are now actively looking for Enoch and The Unnamed. When they finally get back to the rendezvous point, they noticed



that Jaakobah is not there anymore. The Unnamed finds a note saying that he had to relocate and a new trail of blue lanterns was put in place to lead them to a secret exit through the sewers.

Shortly after, three soldiers barge in the abandoned house and the player must deal with them the way they see fit. The player can also try to avoid them altogether using the environment as cover.



When Enoch and The Unnamed reach the sewers, they find out that

OmniCorp already started searching it. The player must now navigate to the deepest level of the sewers, avoiding the soldiers on the way. There they find Jaakobah and other luris members waiting. Jaakobah explains that OmniCorp found their hideout in the abandoned building and because of that they were forced to leave without Enoch and The Unnamed. With that said, they all use the underground passage to return to luris and the mission is over.

