

The McMillian Code

The story of Futurewar begins in 2154. Technological advance has finally brought mankind universal peace, as everything necessary for life can be replicated by energy-to-matter conversion machines. Robots are carrying out the daily needs of the society, they clean the waste, deliver needed goods and work in the factories.

The robots are bound to the three fundamental Laws of Robotics:

One: A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

Two: A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

Three: A robot must protect its own existence as long as such protection does not conflict with the First and Second Laws.

However, there is one thing in human life that robots cannot deliver.. friendship.

The artificial intelligence programmer Mark McMillian (online Alias: TripleM), having spent more lifetime programming his robots than going out with friends - or even girls - is a genius, but an outsider of society. He works in the Robotics department of the Hansel Corporation on his dream: Creating robots that look and feel perfectly human. Friends that would always be loyal.

He came very close to his dream... however, the idea never really had a future. For Hansel Corporation, it was more of a scientific experiment than a marketable idea. Mankind wasn't interested in humanlike robots, it was interested in cheap, working machines. When McMillian presented his plan for production, he was told that the program would be stopped at this point... and that he'd have to vacate his office.

If all dreams of a man shatter in a single moment... it may lead to rage, and it may lead to insanity.

McMillian didn't vacate his office. He barricaded inside it to use his terminal to hack into the artificial intelligence controlling the global computer network of the Hansel Corporation, and to place a computer virus in it: All new robots produced by the corporation would now carry the new Three Laws of Robotics: Exactly same as the old laws, just the term "human being" would be replaced with "Mark McMillian".

When he was finished, he found his office under siege by the Philadelphia Metroplex Police, and just when he pressed enter for the final compile, he heard the brazen sound of a grenade outside his door. The explosion came too late for mankind, and too early for McMillian. McMillian's code was inside the system, spreading out over the globe, placed inside thousands of new Robots that were running, running to protect their new master.

The vicious explosion hauled thousands of splinters and fragments from the furniture, that he had used to barricade his office in the basement, into the room. McMillian was knocked out and heavily injured, half of his face being crushed by a piece of iron from a shelf. His terminal was destroyed too. The last hope for stopping the catastrophe was lost.

The robots arrived even before the special unit could storm the devastated office. The robots killed everyone in and outside the building in order to protect their master, and carried the unconscious McMillian to the next hospital, where they managed to keep him alive - partly with life prolonging machinery, partly by replacing parts of his body with robotic implants. McMillian however was disabled, his spinal cord crushed, half of his brain disfunctional, his only memory was hate, hate against humanity, love for cold steel and electric impulse, only emotions left and an army of robots waiting for his commands to create McMillianland with him as king, where he would reign from his throne, the top of the Hansel Corporate Headquarters...

And while his army was fighting against everything with a spark of life in it outside, the insane Mark McMillian was captured inside the dark concrete tower, trying to create the perfect artificial

human being, but having lost his logical thinking ability, it was a task that would never ever be fulfilled, and that would feed his rage for the next thousand of years, or as long as the robots would manage to keep him alive.

The only hope were the small groups of humans still fighting the robots in the now empty metropolis, fighting to come closer to McMillian's throne, closer to the concrete tower, the only building where the lights were still burning in the empty corridors, the stronghold of a madman that triggered the end of mankind with the press of a key.

While the world outside the Philadelphia metroplex, now officially called "McMillianLand", is getting devastated by the robot army, McMillians newest creations are searching the abandoned Metropolis for the remains of the human race to deliver them to their master, dead or alive, either as model or as spare parts for his newest experiments to create the perfect artificial human...

The Dreamworks

At the dawn of 21st Century, our world started to drift dangerously towards chaos and disorder. The capitalistic world order began to stagger. Terrorism and violence spread, until the day of the first contact... the day, our "Saviors" arrived and saved mankind from its lower instincts.

They touched down in a vast meteorite crater in the Romanian mountains, in a huge spaceship. Inside the vessel, there was the "Dreamworks" - an enormous virtual reality, into which millions of individuals were linked.

The visitors from outer space, alien lifeforms of many kinds, showed the assembled leaders of our world the technology that could link the human mind into the virtual reality of the Dreamworks, where every human would be able to live a fulfilled life.

While the leaders of the world, united by the impact of this event, unanimously declared the cooperation of humanity, many people were suspicious. Why should the Visitors give us their technology, demanding nothing in return? How long would they stay on earth? Could you exit the VR anytime you want?

However, many people took the chance to escape the harsh reality on earth and linked their bodies with the Dreamworks, using one of many newly erected VR-centres all over the world, trading their physical body for an imaginative eternal happiness. The big cities of mankind emptied, as more and more Citizens disappeared in the VR-centres. However, many refused to see the CR as a new, better way of living. They were worried why no one ever returned from the VR, except the prominent politicians and superstars that were constantly calling the people to come into the virtual reality. They preferred to stay inside the empty cities, lost in a decaying, empty world where once millions of humans roamed the streets, preferring a hard but real life over the virtual pleasures.

However, one day, the slogan changed: Now it was said that, only if every single human was connected to the Dreamworks, humanity could achieve the universal peace, so that no war would ever pose a threat to the Dreamworks again. Heavily armed police forces of the new World Union started to search the deserted metropolis for the "Deniers", and deliver them to the VR-centers by force. However, there was something strange about the soldiers... they were humans, but they seemed apathetic, somehow distant. Some of the resistance fighters even recognized close friends or relatives who apparently had no memory of their common past and now stood against them. The last groups of resisting humans finally started fighting, to defend their free will and to unravel the mysteries of the Dreamworks..

//further internal notes:

The "visitors from outer space" are in reality small, vermicular parasites that need the body of a host to survive. The "alien lifeforms of many kinds" the humans encountered in the first contact, were all infected and controlled by the parasites. Inside the Dreamworks, the host bodies are stored and the mind of the victims are weakened. The alien parasites, fugitives from a dark galaxy far, far away, found earth as a primitive, desolated planet they could use to supply them with hosts for the next thousand years so that their race would reinvigorate. The politicians visiting the Dreamworks of course were infected immediately to be controlled by parasites, just as well as the soldiers that would later round up the rebels.

The resistance fighters in the vast, empty cities of earth are the last hope for humanity. Every year that passes, the Dreamworks grows, engulfing more and more of the millions of human bodies waiting in trance for their cruel fate. The resistance fighters battle for their survival, to save the remaining humans from the VR.centres and to finally destroy the Dreamworks itself, before its too late...

Futurewar

It's the year 2342 - By the late 22nd century, the last humans left had Earth. Our homeworld had become a dark, deserted planet, destroyed by environmental pollution, with black clouds of acid darkening the sky. The remains of mankind were evacuated to a giant spacestation built around the dying Earth, like a wireframe sphere, enclosing the planet in its centre.

While the migration to space united mankind for a short time, we can't escape our instinct. Soon, conflicts began to rise up again on "Earth 2", but fighting on the spacestation was dangerous, it could put whole mankind in danger, and so the "Earth 2" authority threatened to detach any module of the station where conflicts would become apparent. The conflicting parties needed another way to solve their differences. The solution was a violent, dangerous game.

The opposing teams, equipped with differently colored laser weapons, were ferried to the surface of Old Earth, to battle it out in the decaying old cities. Broadcasted with cameras deployed in the game zone, it should become the most successful TV show of the century, an deadly entertainment event for the population of "Earth 2"...

It was a game of war, a relentless fight for supremacy in a dark and hostile environment. It was "Futurewar".