







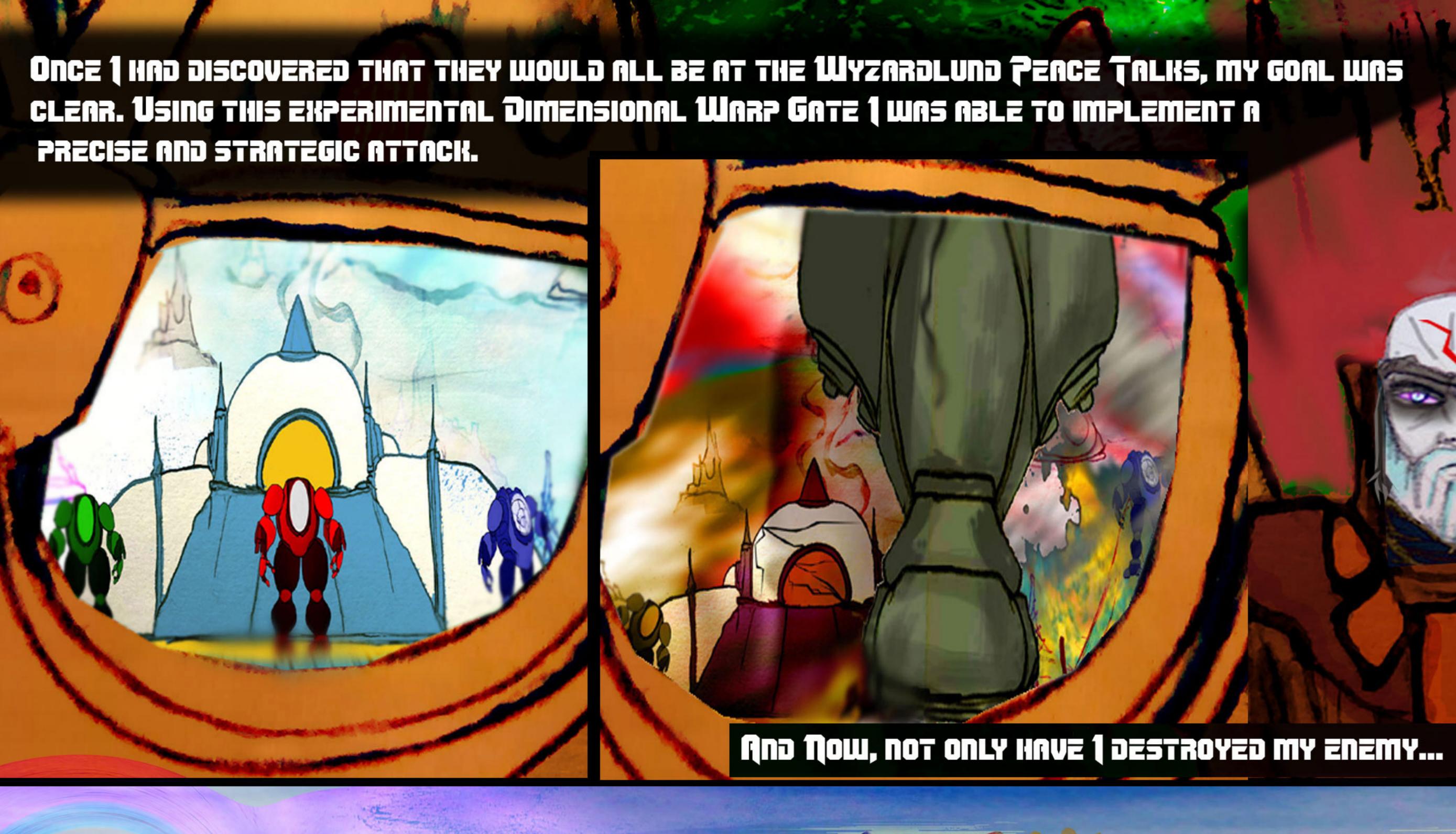






Planetoid 431 D The Industrium Warp Gate Infiltration Site...







HAVE GAINED A NEW REALM TO CONQUOR FOR THE INDUSTRIUM!







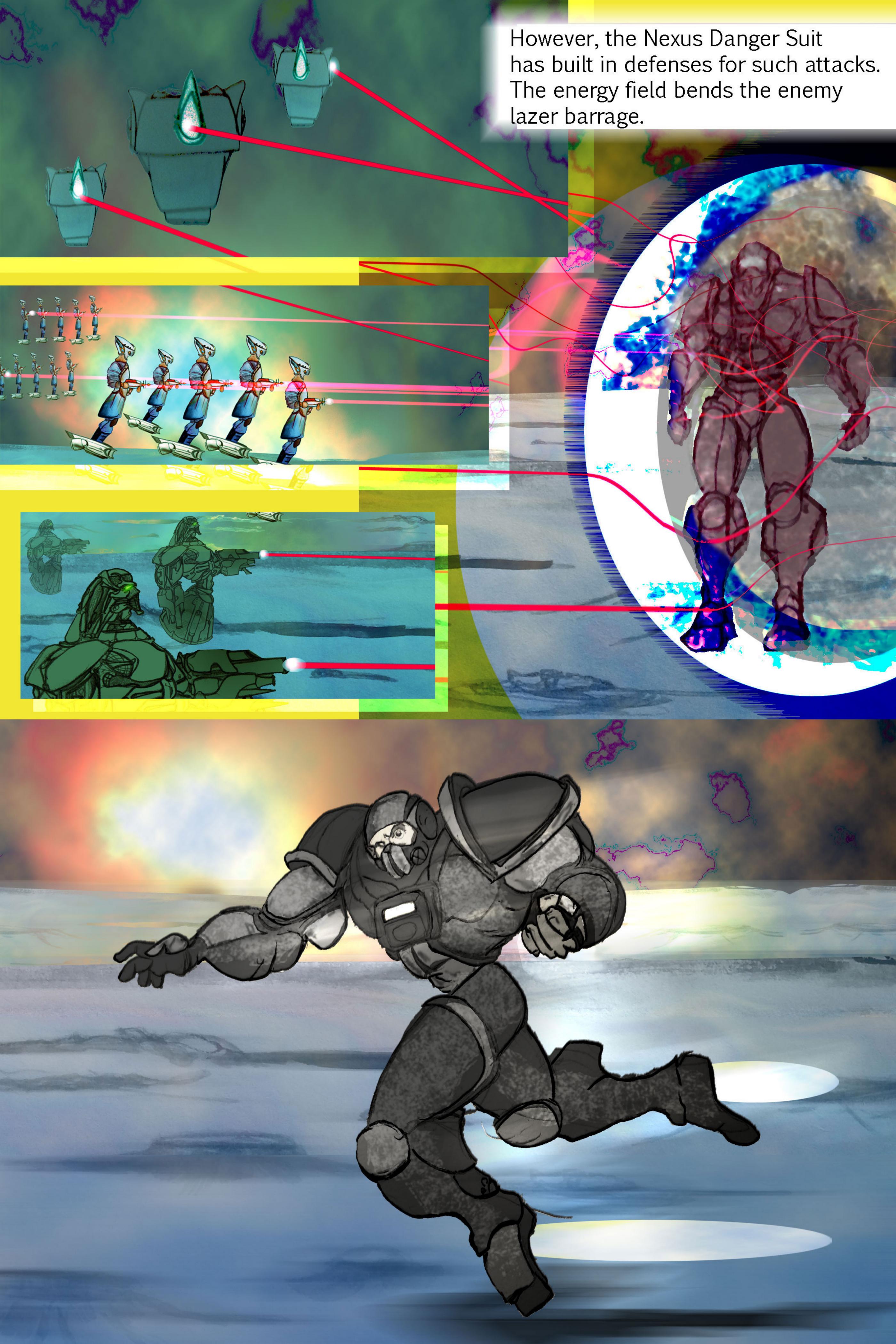
I AM GOING TO GET IN SO MUCH TROUBLE FOR THIS.













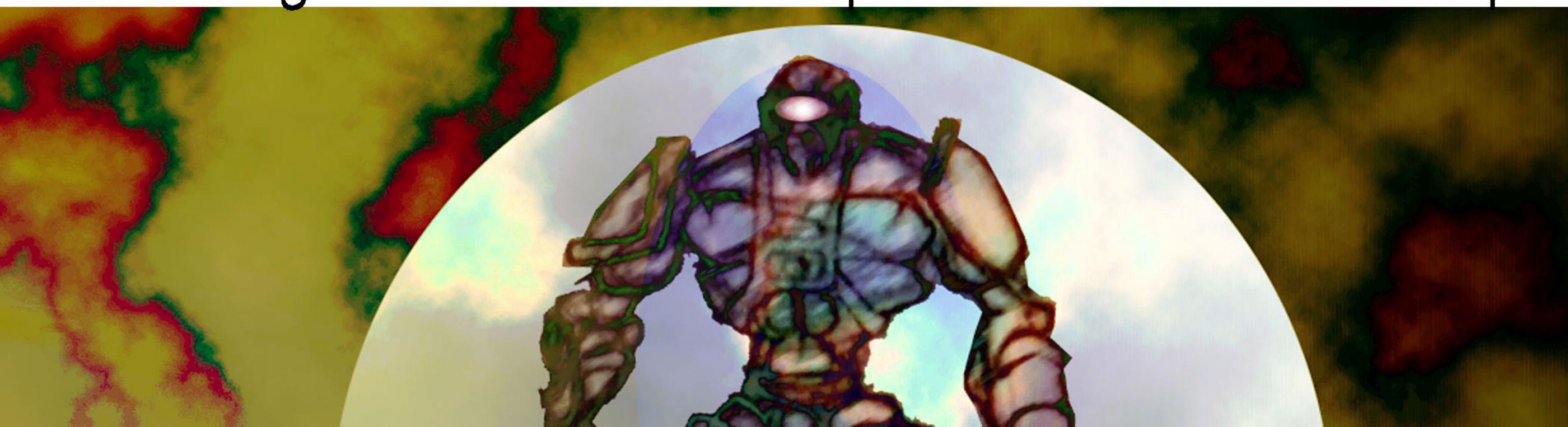
I begin to motivate, progressing steadily...Soon I am at a full charge, the speed of the Nexus Danger Suit accelerates my efforts. It was made for this. I push forward and as

I do, I become a powerful force of raw demolition...

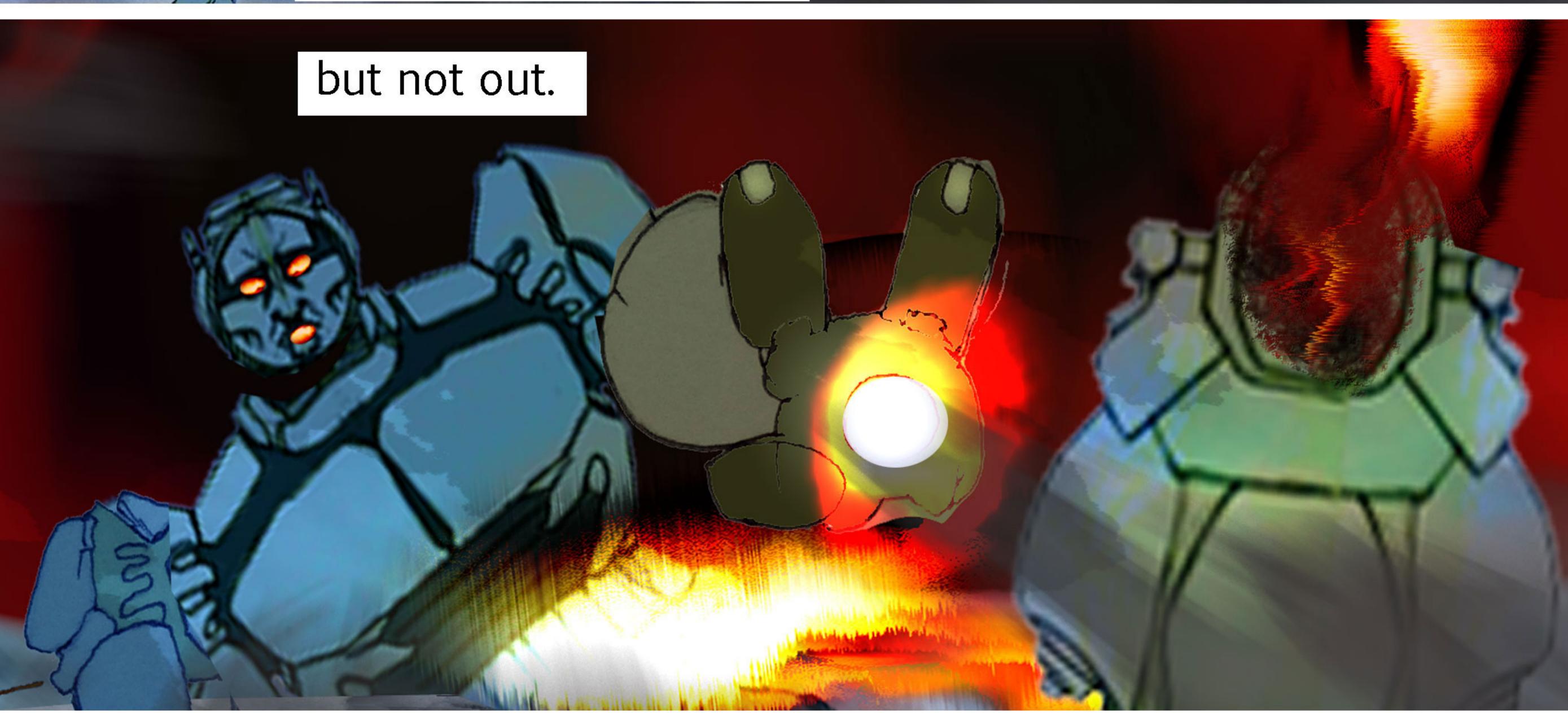




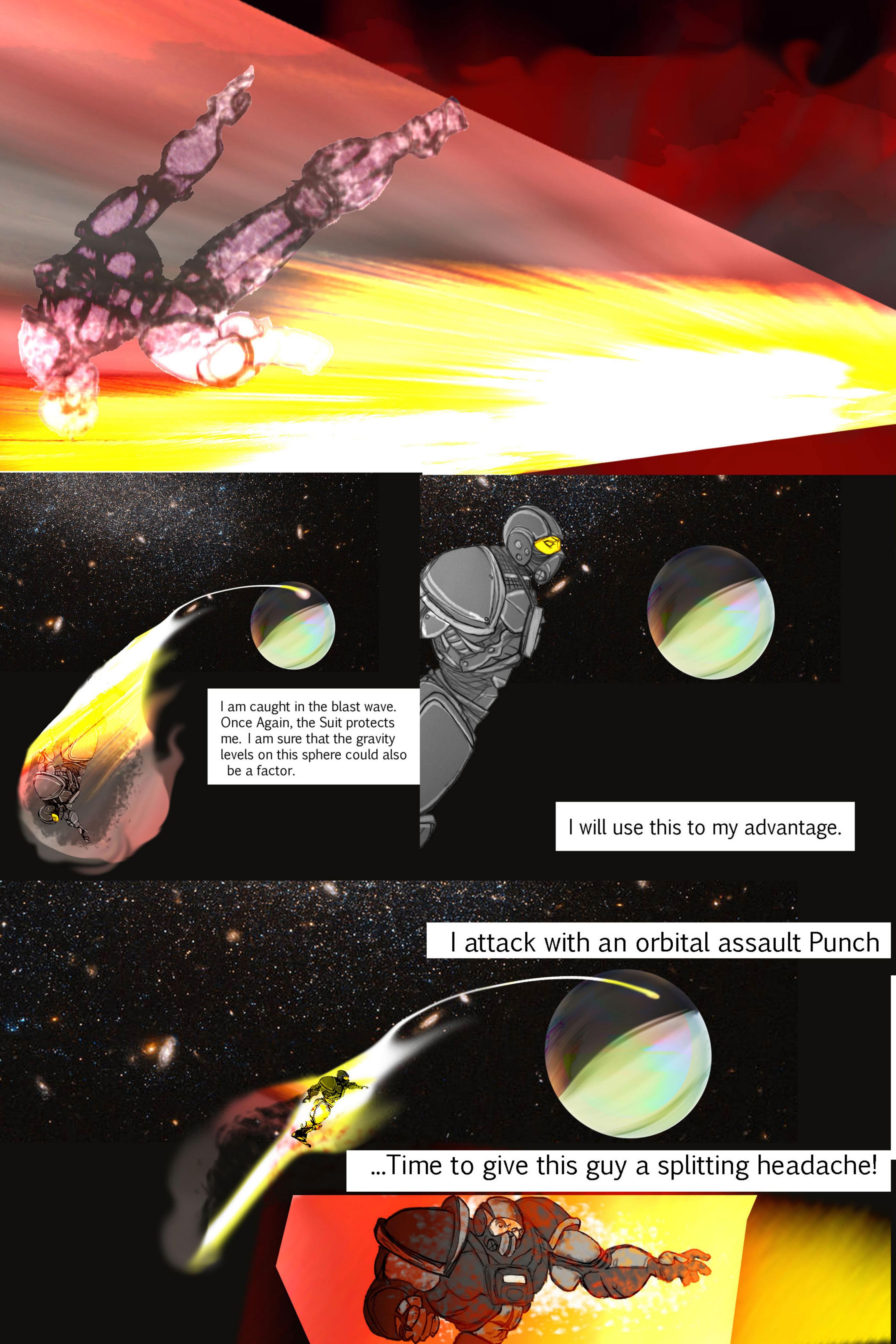
I cut through the ranks like a sharpened blade slices the crop.



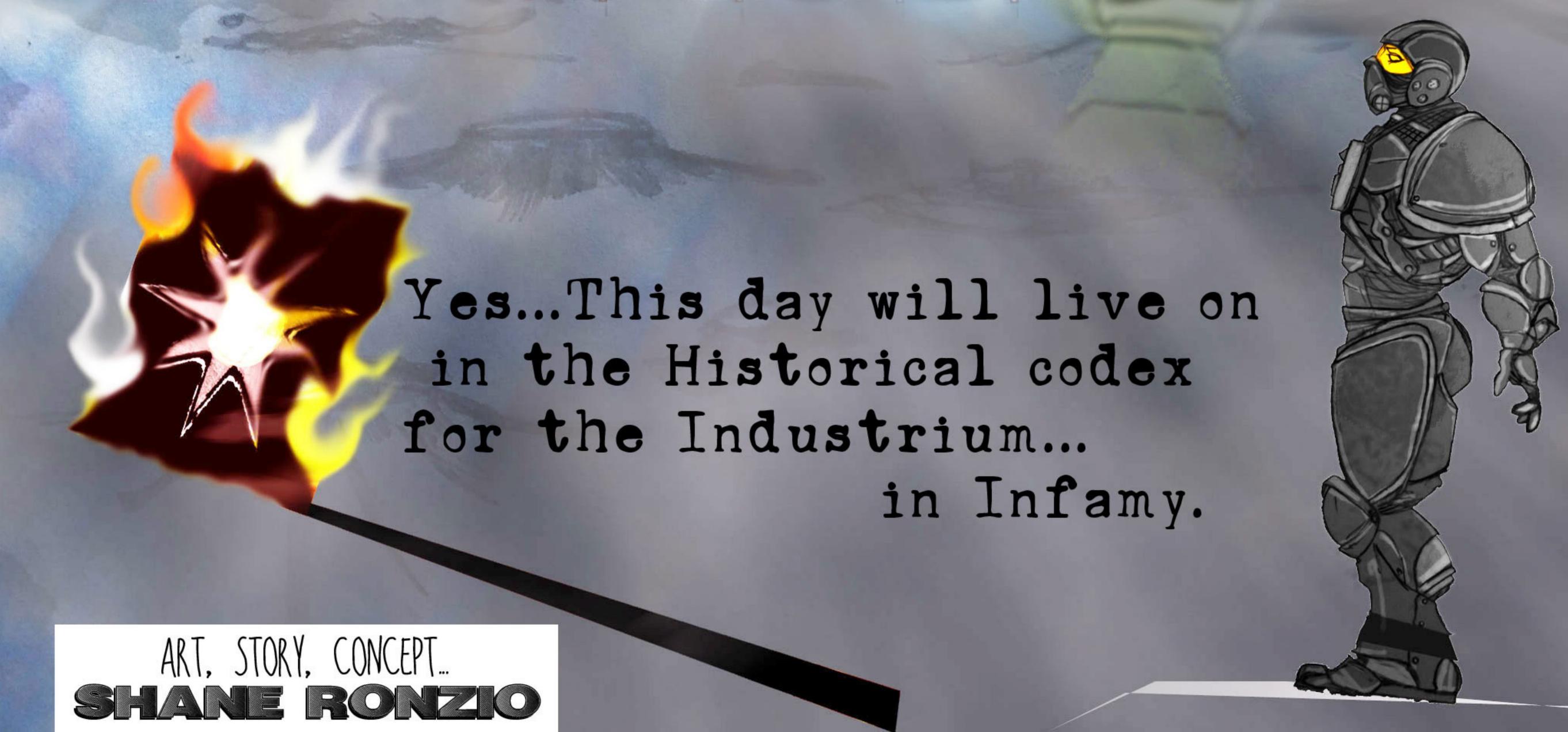




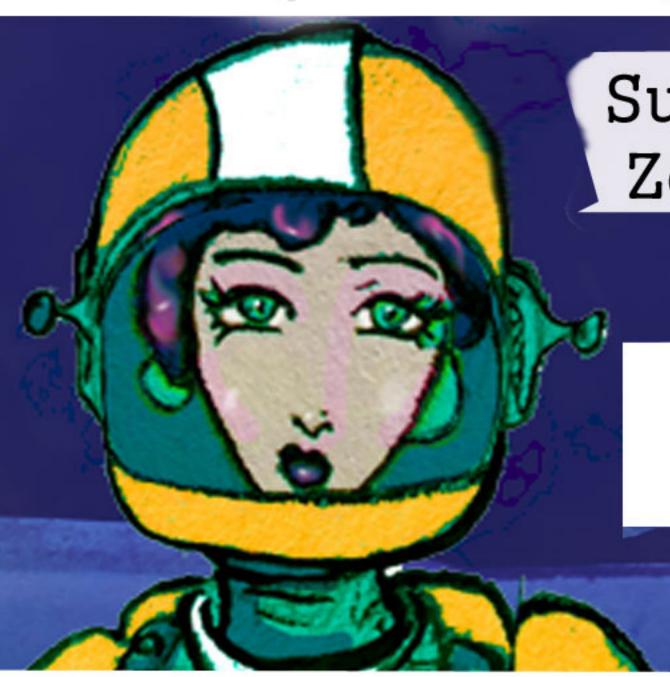












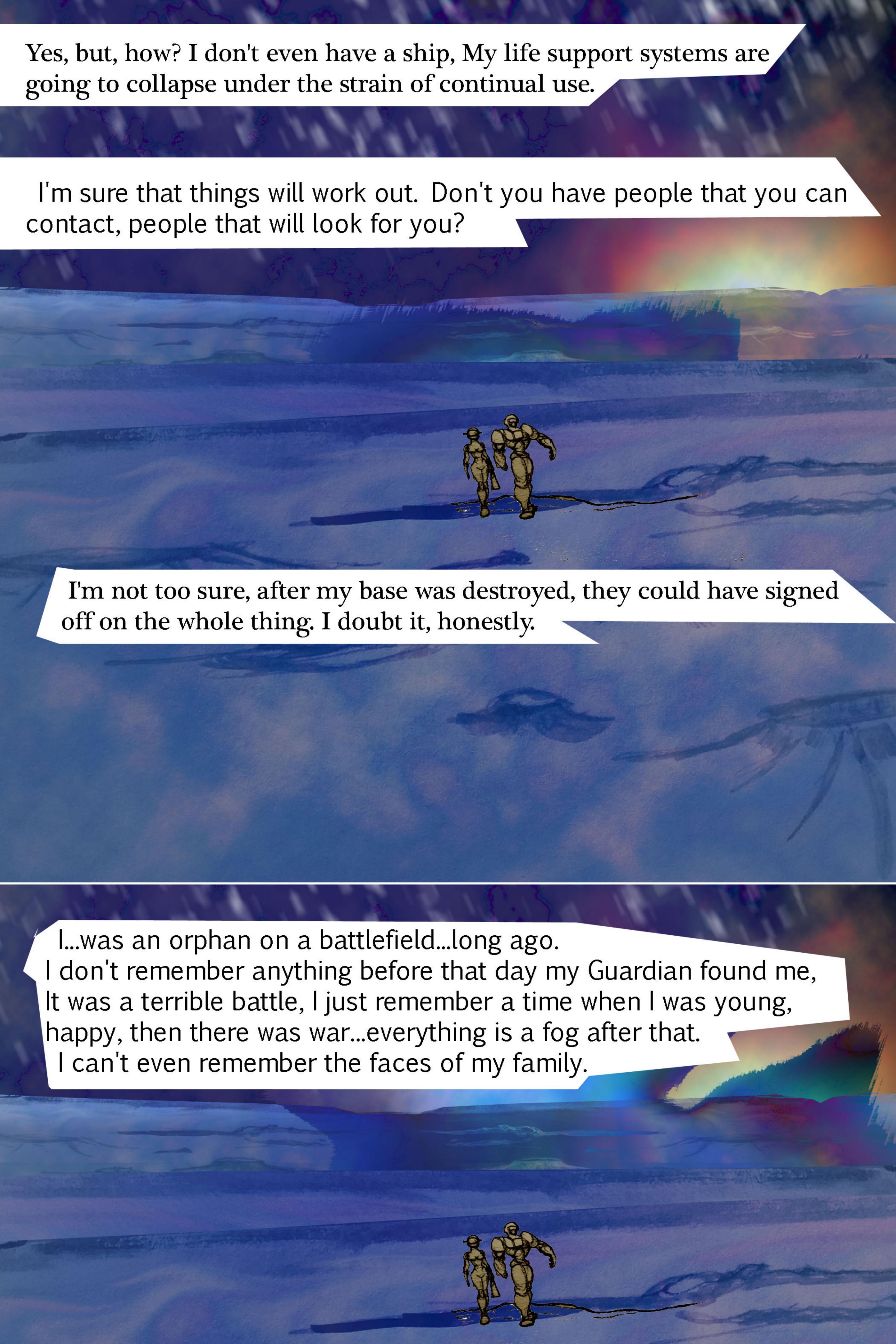
Survey crew member Zeno 10 reporting.

Oh? Your base was destroyed?

Where will you go?

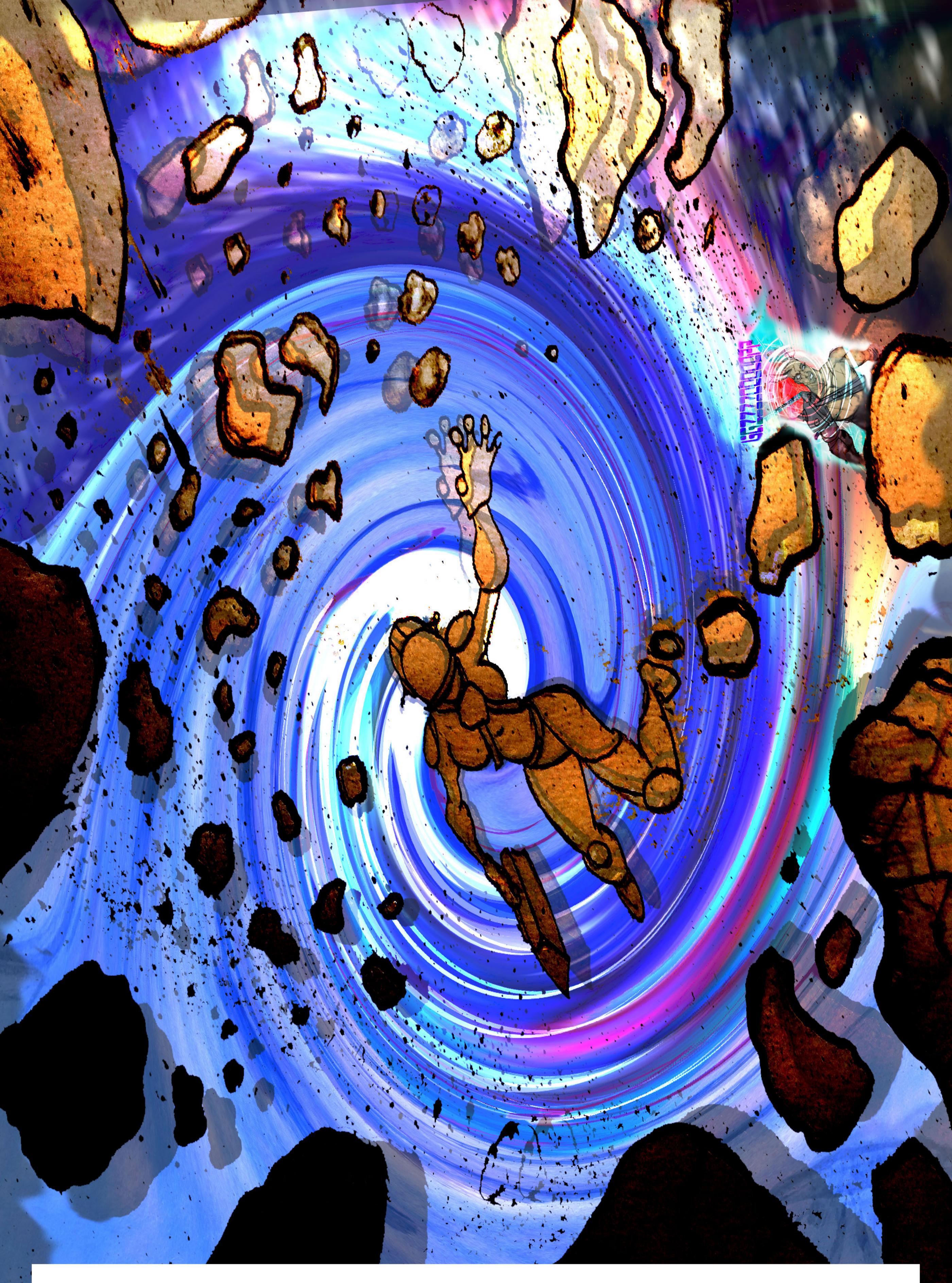
I...don't know. I'm sort of... stuck, homeless. I was a forager for my research group, we were stationed here on this barren rock. I signed up for 5 cycles. Pay out was after the 5th...now...everything is...

Open! You are free to go anywhere now. There is a whole Universe to explore, and the Industrium won't be in this sector anymore, at least not for a while.



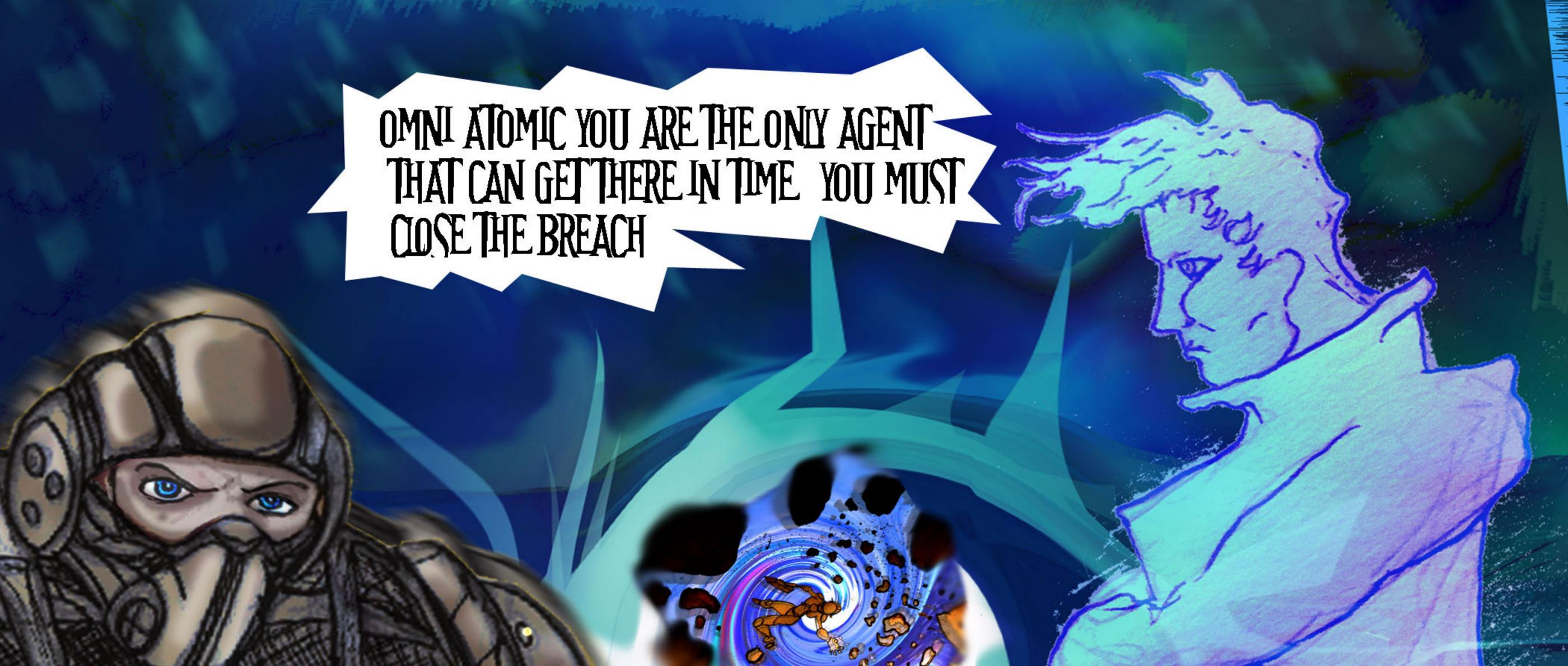






Just then the unthinkable happens, Omni looks on in horror as the girl is swept in by the undertow current of the Collapsing industrium rift.

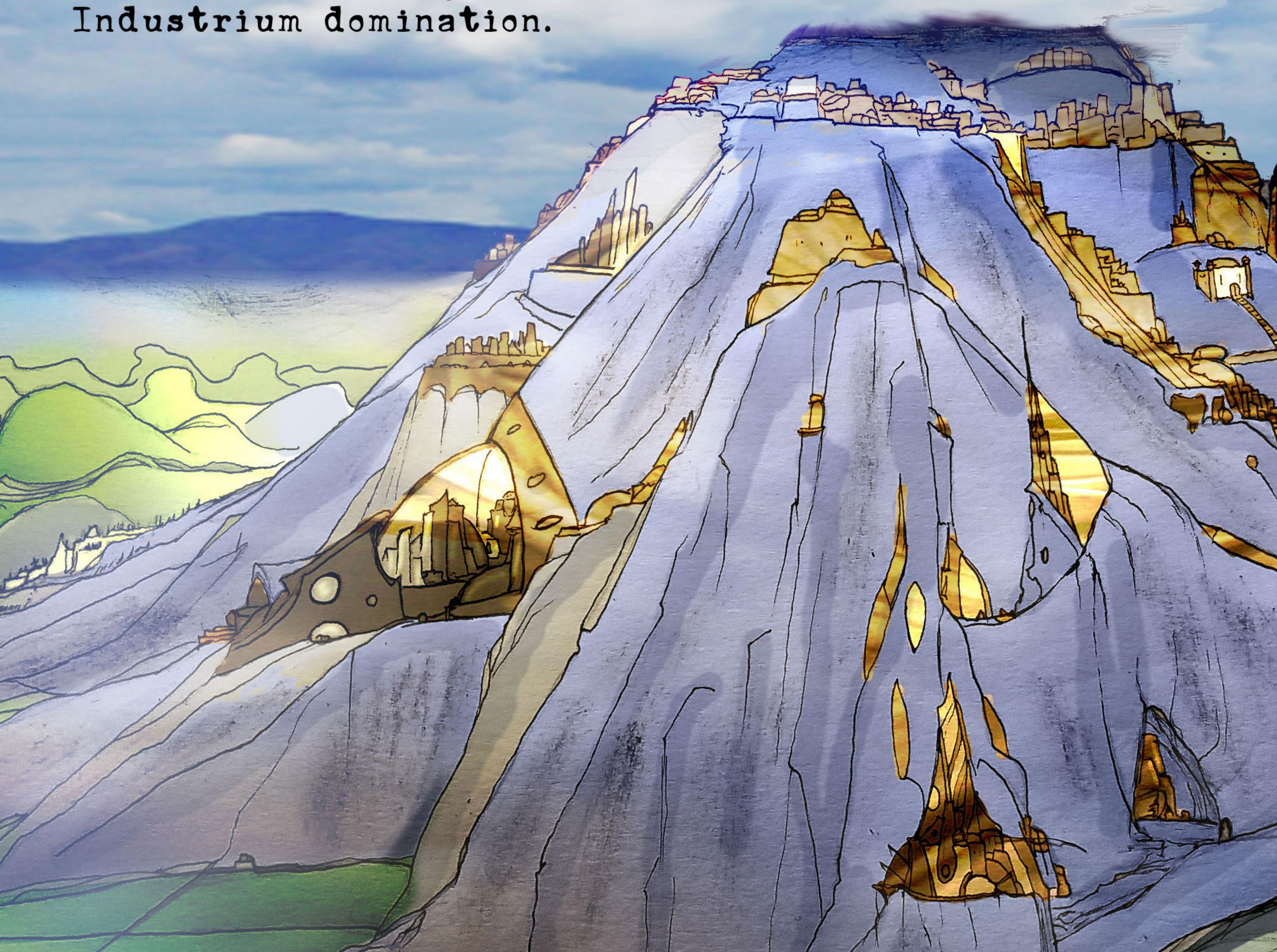








In the Realm of Wyzardlund, the Invasion comes to a grinding halt, the sky above the ruins of King Xard's palace loses it's menacing appearence ... And a new era dawns on this Magical Realm... One free of







Greatest leader, I am ever most humbled to have the privilege to deliver this message for you. I should get on with it then, yes, you see, there has been a Delay with the invasion of Wyzardlund. The forces at the experimental warp gate site have all been laid asunder by none other than the same Fugitive Faction that destroyed the All Factory recently.



Only this time it was just one man.

...And now that makes a total of 3 a'hem 'indestructable' Industrium Monoliths that have been reduced to rubble by them...in only a short ammount of time.

Word of your weakening reign has spread far and wide as they continue to steal victory from your grasp.







But why can't we just go back before the incident in Wyzardlund and get our people out before it happens?

Because you activated the suit prematurely and took the available Flux Point, that's why our missions are planned out and implemented by responsible experts.

Now a year will pass before we can even find out what happened to our field operatives.



Time flows differently between here and there, the next available entry point is about a year later. Why can't we just go back before? The Time Break made everything unstable.

The Invasion by the Industrium affected the stability greatly.

That's why you can't just go back and try to change things. We can respond to Time Breakers, we can shut down the people who try. When that happens we have to go to the time break and stop the crisis before it fractures and splinters into infinity! That's also why your supersuit there knew exactly where to go, it went in autopilot to the time break.

Look, just don't.

























INDUSTRIUM HOME WORLD ONE.

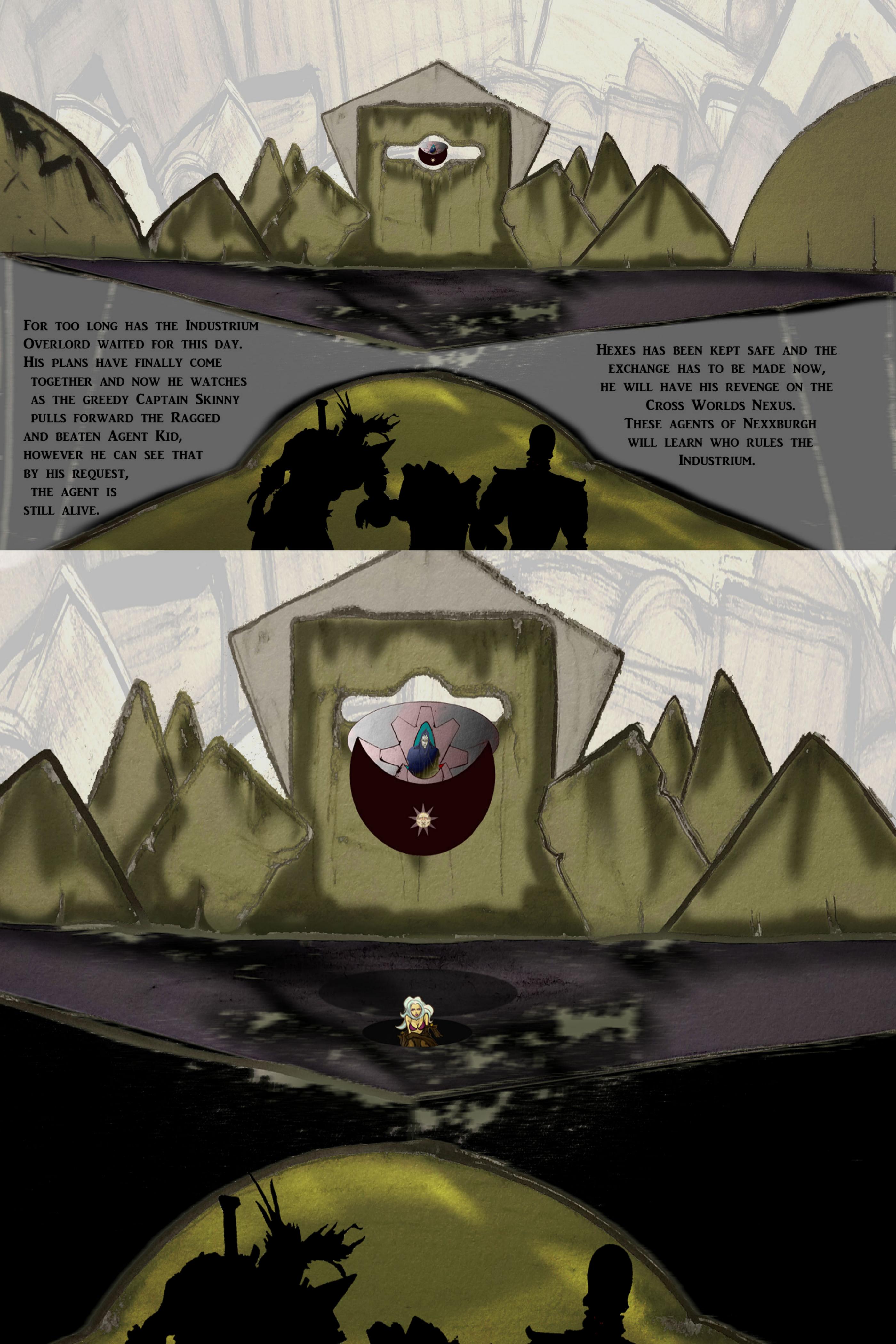
CAPTAIN SKINNY PILOTS HIS SHIP THE NAUTEE LASS.

HE HAS MADE AN ARRANGEMENT WITH THE LEADER

OF THE INDUSTRIUM FOR A PRISONER EXCHANGE.























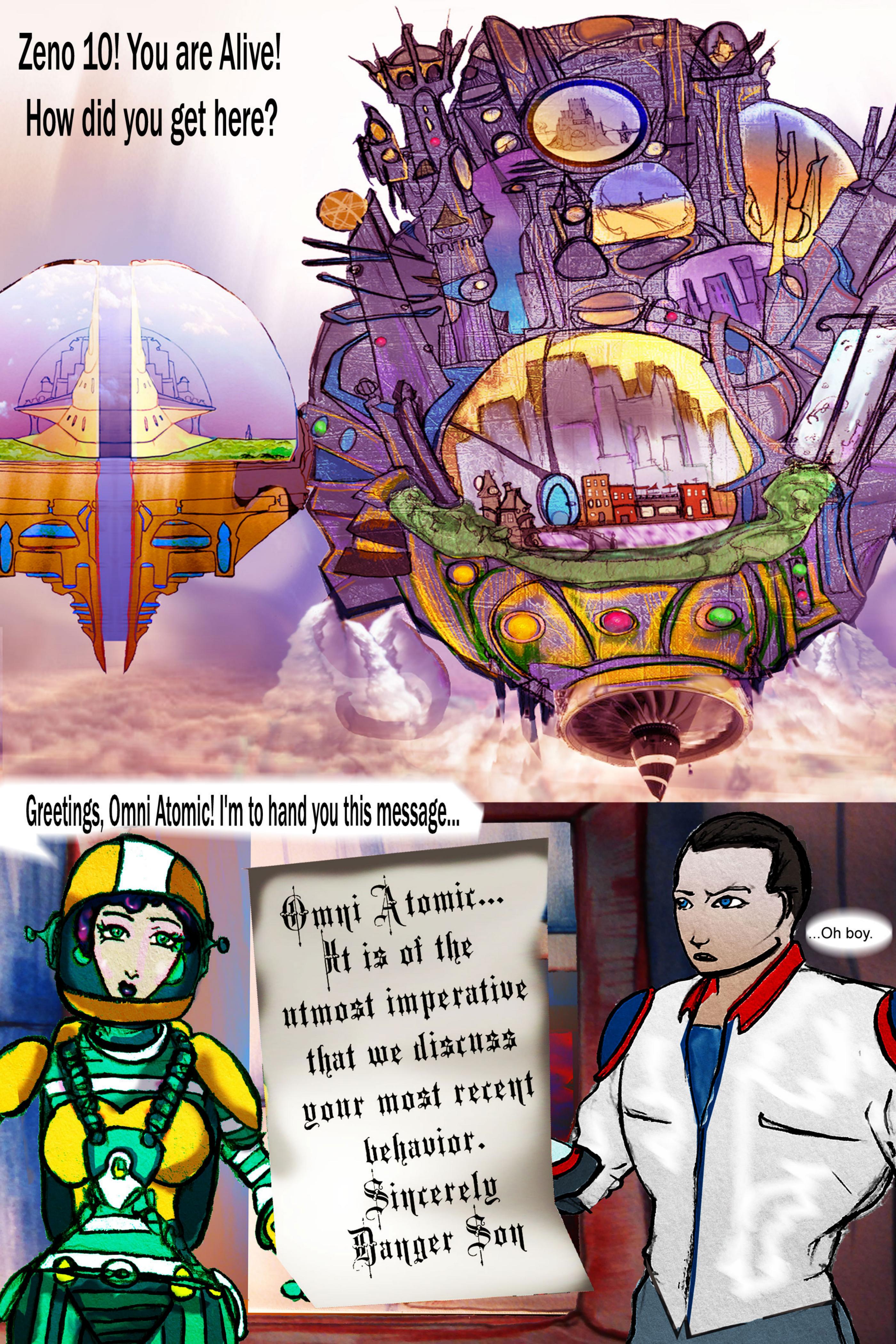












TECHNOLOGICALLY ADVANCED FUTURE WARRIORS
BATTLE EVIL ACROSS TIME AND SPACE

COLLECTION

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