



MAJOR DEE UNIVERSE



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#1

ORIGINS

IT
ALL
BEGINS
HERE

MAJOR DEEJ PUBLICATIONS PROUDLY PRESENTS:

MAJOR DEEJ UNIVERSE

<http://www.majordeejuniverse.com>

ORIGINS

In the beginning...

...there was light...

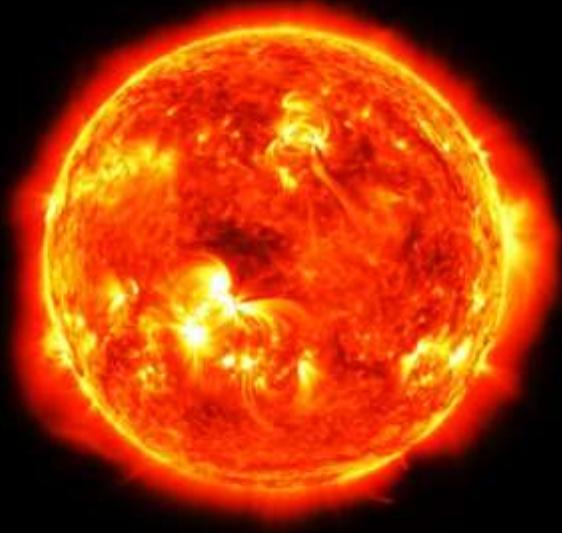
...separating the darkness.

The heavens were made abundant with a variety of life...

...some from chaos...

...some from order.

Amongst those hundreds of billions of stars and planets...



...only one stands out from them all.

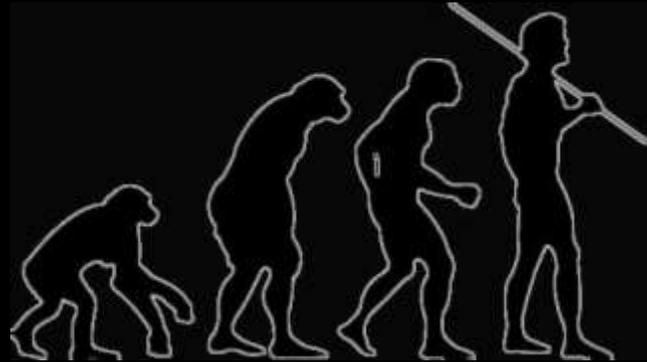


EARTH

Earth is the focal point for most of the changes that the universe generates...whether good or bad.



From its endless variety of life to its evolved inhabitants...



...no other world compares with Earth's qualities.



How can so I make a claim so bold about Earth?



The answer is quite simple.



I've seen multiple universes time and again and in each instance, in each universe, Earth is always the Pearl.

How do I know this?



I know this because of whom and what I am.



To you, I am...

CHRONOS PRIME.



I have come to tell you about this universe's Earth; an Earth that, for the most part, is not much different than your own.

*I am the leader of the **Order of Chronos** from my Earth's 28th Century. The Order of Chronos chronicles the history of the universe and the multiverse as well as...*



... correct the wrongs of time and ensure that my Earth's future will continue to progress as naturally as cosmically possible. Should my Earth fall before its time, the multiverse will be fated to its own destruction by an event we simply call:



***The
End of
Time.***



I have seen the end of the multiverse...and its devastation is truly all-consuming.

We of the Order of Chronos have set forth a plan to ensure this event, this... fate, does not occur.

IN each universe I have travelled to, it is prophesized that one day...

... a human from my universe's Earth will save the multiverse from its untimely destruction.

Our undertaking is to ensure my Earth's future role for the sake of all other universes...including yours.

Unfortunately, there have been, and continue to be, forces at work seeking Earth's premature demise.



Some of them are considered to be my Earth's most evil and vile
VILLAINS.



Others are dangerous groups and organizations set to conquer, destroy or prevent Earth from reaching its potential.

There exist galactic despots bent on destroying or subjugating Earth, ignoring this planet's prophesized multi-universal role.



*Yet, amidst this wall of
villainy and tyrannical
miscreants, this Earth
has the means to
protect itself.*

*They are our
HEROES.*



THE GAME IS GONE...



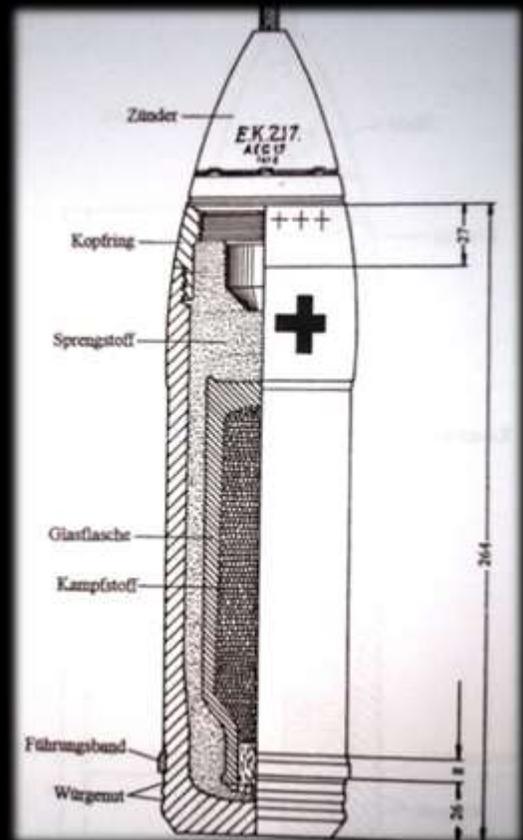
...BUT THE STORIES GO ON!

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To understand more about this Earth, you must first know where its history diverged from your Earth's history.

This divergence occurred during World War I, between 1914 and 1918 A.D.



In this Earth's past, Kaiser Wilhelm's Germany unwittingly added an unknown mutagenic compound, X-65, to their mustard gas artillery shells and grenades.

The grenades and shells were used at every German front line. Thousands of the world's troops were exposed to the X-65/Mustard Gas, including Germany's own troops on occasion.



Most troops didn't survive the direct exposure to the gas/mutagenic, however, some did. Those few that did survive either received the immediate effects of the mutagenic by gaining new powers or instead weren't immediately affected. The mutagenic instead lied dormant in their DNA sometimes through multiple generations.



By World War II, many of these super-powered individuals were emerging all over the world. Most kept their powers a secret. Some, however, used their new abilities to join either the Allied good... or the Axis evil.



After World War II, the world's population exploded in post-war revelry as did its normal and super-powered population. Soon thereafter, the world became embroiled in a nationalistic "Cold War".



At the start of the 21st Century, this world's political intrigue and technological advances brought forth humanity's most patriotic and heroic, as well as its most despicable and evil.

Regardless, humanity saw the value of its next stage of evolution and although exploited on occasion, these 'supers', as they became known to be, proved their worth time and again in heroic and epic adventures.



Although this Earth's nations and people stumbled from time to time, they always strove for a better world.

Sadly enough, others wanted Earth's "better" world for themselves.



They were known as the Soltan Star Empire.



15 January 2000 A.D.

The Soltan invaders bombed and destroyed hundreds of this Earth's cities and killed hundreds of thousands of its inhabitants, including most of the planet's 'supers', heroes and villains alike.





Nine months into the invasion, this world's remaining military forces and super-powered teams were not only able to stop the Soltans, but sent them back into space, broken and defeated for the first time in the Soltan Star Empire's known history.

Not that I or the Order of Chronos had anything to do with that...

Officially.

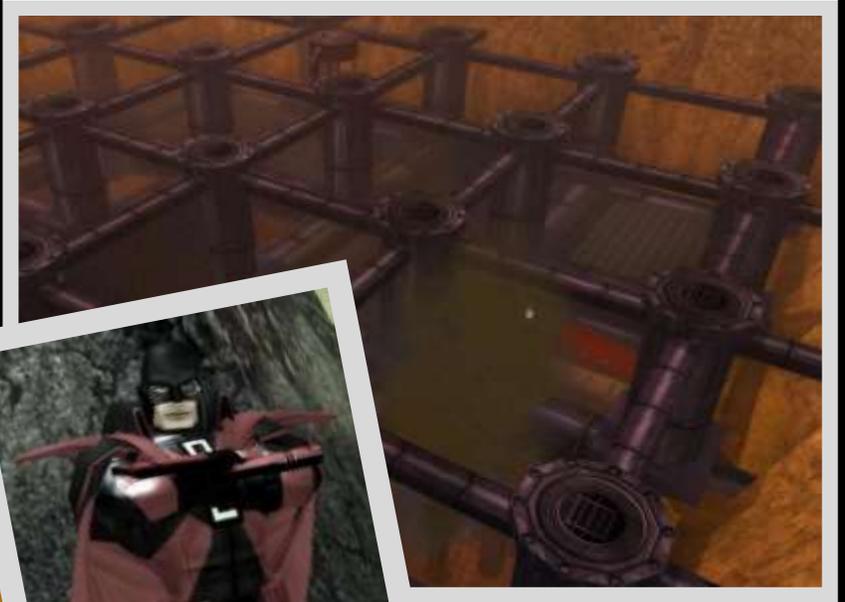


The world was left to rebuild itself in the aftermath of its victory over their first intergalactic aggressor.

As a result of the invasion, the world saw a new opportunity to make itself a better place...



...however, in the vacuum of the invasion, Earth once again became embroiled in new thirsts for power and domination by some of its more malicious and nefarious individuals and groups.



*Dark nations arose.
New villainy amassed.
Old nemeses returned.*

In opposition to those rising threats, the world set forth its own countermeasures. The United Nations sanctioned the Global Unilateral Aegis Response Directorate, otherwise known as G.U.A.R.D.



This internationally renowned organization was designed to identify potential threats and operate with nations and agencies to stop national, international and intergalactic threats to the world as a whole.



With its headquarters based out of Boston, Massachusetts, G.U.A.R.D. contains some of the brightest leaders, scientists and engineers on the planet, as well as four groups of 'supers' for their operations.

The super-powered community also saw a need to bolster their ranks to oppose the growing threats to the populace. Several new heroic groups, such as San Francisco's "Protectors" formed for just such a reason.



Other super-powered groups rose up all over the world. Great Britain and its Commonwealth of Nations created their own multinational consortium of supers simply called "The Commonwealth".



German 'supers' even banded together to create the "Teutonic League" shortly after the Soltan Invasion to fight against the growing threats in and around Germany and Europe.

*Out of all the existing and new super-groups, one has returned in the 21st Century from a painful past – **The Allied Fighters.***



This band of heroes first started shortly after the Japanese bombing of Pearl Harbor. With their tenacious leader, Captain Invader, the Allied Fighters fought victoriously throughout all of World War II.

After the team disbanded in 1945, two additional iterations of the team came to pass. One team formed during the 1970s, lasting for only one mission. The other team was formed in 2000 by (now) 'Major' Invader in response to the calamitous Soltan Invasion.

Nearly all of that team died within days of its formation; a situation that, to this day, haunts Major Invader in his waking nightmares.



Recently, that is, relative to ‘your’ understanding of time, the Allied Fighters reformed once more as a team under the leadership of the near centennial-aged Major Invader.



The reason the team formed once more is actually quite simple.

***Baron Berlin,** Major Invader’s arch-nemesis from World War II, had returned, and with a vengeance.*



Surviving time’s passage, Baron Berlin set into motion his plans to create a New World Reich with him as Earth’s Grand Fuhrer. Already, Baron Berlin has seized Nuremberg, Germany and created the nation of “Reichsland” in its place even before this new band of Allied Fighters can ever get traction.



As with all great plots and twists that have made up this Earth's volatile yet dynamic history, there is yet another danger that has been lurking in civilization's shadows for nearly two thousand years.

Originally trained as a Roman Centurion, he eventually led thousands of well-trained troops when Rome was once the power of the world.



Either through a freak accident, curse or genetic anomaly, this Roman became immortal.

Over the centuries, he routinely attempted to take power from rulers of their respective civilizations and nations, but time and again was thwarted by his own hubris and the numerous heroic fighters that opposed him.

*Over the last 100 years, this immortal has carefully woven every conceivable thread towards finally taking over the world, this time, with a powerful consortium at his command. Known only as "**Scorpius**", he and his highly secretive organization are close to their ultimate victory.*

His own stumbling block:

Earth's 21st Century Heroes

*As part of Scorpius' plan to control today's heroes, he recently had his secretive sect manipulate the world's political machine to force all super-powered, technologically-enhanced, alien or arcane-empowered individuals everywhere in the world to register themselves under the **Global Super-powered Registration Law**.*



This law has created a massive rift in the world's 'super' community, charging non-registrants as criminals and registrants as 'enforcers' for their respective governments and agencies.

*One such group in the United States, called "**The Peacekeepers**", is charged with capturing and detaining those who don't register, as well as performing operations only at the behest of the United States Department of Justice.*





*To compound Scorpius' control, he has amassed powerful men and women in influential positions, all willing to do his bidding. Companies such as the **Harmony Foundation** and **Zenith Labs**, although projecting seeming benevolence, secretly promote darker agendas meant for Scorpius' ultimate benefit.*



The heroes and villains of this universe are all driven to be the best at what they do to achieve the outcome they've chosen to take as their goal; heroism versus villainy, selflessness versus greed, sacrifice versus exploitation; good vs evil.



Lest we forget them, there are others who also operate in the realm of the grey, combining both a little good and a little bad in what they do.

***Legacy Corporation**, a front for cost-based troubleshooting for companies, governments, hero groups and villain groups alike, led by the enigmatic **Omega Commander**, is one such organization.*

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WALLANCE

Aside from mutagenics, technology and the travails of good, evil and those in between, another power exists on this Earth that others crave –

MAGIC

For centuries, Earth's arcane energies have been sought and used by its own inhabitants, but on this Earth, these same powers are even more sought...and not just by Earth's own population.

Earth contains the highest amount and most pure arcane energies than any other planet in the known universe.



The Soltans, when they invaded in 2000, knew of Earth's massive arcane reserves and actually tapped into it, powering some of their more elaborate weapons and generators. After the invasion, the ranks of arcane-empowered individuals and groups steadily grew.

Earth's abundance of arcane energy, readily accessible through magical "Ley Lines" crisscrossing the planet, is indeed another reason why Earth is considered to be the "pearl" of the universe.

Although secret societies and conspiracies are part of this universe's fabric just as much as any other universes, there is still plenty to be said of gangs, syndicates, cartels and your basic street-level crime.



*The mob-like **Solano Family** continues to rule crime in East Coast cities of the United States while a more cartel-like group called **Crimewave** runs the west coast.*



*International money laundering, gambling and loan sharking are done through such gangs as the **Aegis Alliance** or **Blackjacks**; Drugs and human trafficking, the **Golden Dragons**; Protection rackets, **Blood Bolts**; High Seas Piracy, the **Maritime Marauders**; Gold, the **Gold Syndicate**. Even vampires in the **Crimson** gang have a 'stake' in crime.*





So, as you can see, this Earth in this universe is quite different than yours, although most nations, people, cultures, celebrities and locations are still the same.

The Order of Chronos categorizes different universes, timelines and dimensions based on a unique coding system. We call your universe:

Alpha-65-Omega.

This universe, however, due to its definitive nature, is noun named after one of its pivotal and wholly unique heroes, thus cataloged as:

THE MAJOR DEEJ UNIVERSE

What makes this “Major DeeJ” so special as to have a whole universe named after him? Well...

...that is a story for another day, my friend.

As for now, our relative time together is over.

May our next meeting be timely and peaceful, for should the Order of Chronos fail in its duties...

...there may be no tomorrow for us to meet in.



MAJOR DEEJ UNIVERSE

ORIGINS

Next Issue:

So who is this “Major DeeJ” and why does he have a whole universe named after him? Join us with MDU Origins issue #2 for the origin of Major DeeJ!

THE MDU’S “ORIGIN”AL COMMENTS

First off, thank you for reading our premiere issue of the Major DeeJ Universe with Major DeeJ Publications as part of Major DeeJ Comics! Your patronage and entertainment are what we strive for in our continuing pursuit of building the MDU!

It’s been about three years since my last publication, *The New Allied Fighters*, completed its last issue. The basis of the series was about characters I’d created in my youth and applied them in the City of Heroes MMORPG gaming environment, applying said gaming environment’s characters, locations, local villains and events as a foundation for my characters to bound from. When City of Heroes was shut down by NCSOFT, I will truly say I was angry and quite irritated with losing my only canvas I could create on.

Over the years, the incredible folks with Titan Network have worked long, diligent hours to give back to many in the City of Heroes community what we considered our 2nd home. We were able to access the maps, character creator and most importantly, a finite amount of actions, emotes and stances for our characters to at least look like they were functional in this rebuilt world. Sadly, the masters of NCSOFT have continued to deny their previous customers with a home to fully return to, but in its stead, Titan Network’s efforts on the ICON program and ParagonChat have done an admirable job in getting us halfway there.

So, again, here we are three years later. I asked myself, ‘self, what should we write in our new Major DeeJ Productions and Comics series?’, and my Id, Ego and Superego and exclaimed in one voice “Origins”. You see, how else can you start enjoying a character’s story if you have absolutely no idea what their world entails? For all anyone would know, this Earth was a Bizzaro planet with cars that drove backwards and planes that flapped their wings, or other strange and oddly fascinating unknowns. Thus, I thought it only fair to start you off on the same ground that we can all understand...and marvel at.

I hope you enjoyed our 1st Issue! See you with #2!

- Don “Major DeeJ” Finger, MDU Creator