

Parasite

Table Of Contents

- [1 Information](#)
- [2 Overview](#)
- [3 Background](#)
- [4 Layout](#)
- [5 Appearance](#)
 - [5.1 Resistance Campaign](#)
 - [5.2 Ghorkov Campaign](#)
 - [5.3 Multiplayer Levels](#)
- [6 Trivia](#)
- [7 Notes](#)

The article about the Mykonian Parasite energy harvester and doomsday machine.

(This article is currently under construction!)

1 Information

The Parasite is a colossal hyper-structure doomsday machine that has been implanted onto the crust of the Earth's surface by the Mykonians in order to harvest thermal [energy](#) directly from the planet's core.

2 Overview

In the game, Parasite is a symmetrical set of special and unique sectors that can be found in [Set 6](#) (Mykonized zone), which constitutes the primary component [sector](#) (the 'core elevator') at the centre, and four gigantic supporting energy pillars positioned at the adjacent diagonal sectors to support the core sector.

The Parasite serves as the primary strategic goal of the original [Resistance](#) campaign, and it is the ultimate objective of the player (SDU7) to effectively disable and destroy the Parasite Machine before it reaches its final phase in the campaign's final mission, Parasite City.

In the single-player campaigns, the Parasite has a similar function as the Stoudson Bomb (In fact, it is actually a type of the Stoudson Bomb in the context of gameplay) in that it is a large-scale superweapon of mass destruction with a countdown timer and supporting trigger sectors required for its operation. Upon detonation, the Parasite will propagate the massive energy shockwave towards all directions from its ground zero, eliminating all structures and hostile units in the level once the countdown timer reaches zero.

3 Background

Parasite is a gigantic doomsday machine and a planetary-scale energy harvester and converter that has been installed on the surface of the Earth by the invading alien group Mykonians. During the early phases of the [Mykonian](#) invasions upon the Earth, the Mykonians have quickly gained supremacy with their advanced weaponry and technological superiority; and most importantly, exploiting the unstable geopolitical and diplomatic situations amongst the fractured human [factions](#) on the Earth following the events of the Big Mistake. The divided human factions and alliances allowed the Mykonians to swiftly gain upper hand and install their Parasite machine unimpeded with minimal interference.

This 'core elevator' can harvest thermal energy directly from the Earth's core at an alarming rate, while also releases any excess heat gathered from it to the Earth's upper atmosphere, which gives rise to the temperature of the upper atmosphere and disrupting its natural functions. This entire process results in extreme cooling and withdrawal of the Earth's temperature due to the absence of greenhouse effect that is precipitated by draining of the core and weakening of the planetary magnetic field, and adversely affects to the Earth's magnetosphere, thermosphere, and ionosphere. The process also renders the already devastated and uninhabitable surface of the Earth after the Big Mistake more susceptible to the bombardment by unfiltered cosmic radiation at its extremity, while plummeting the Earth's temperature to the lowest for a total extinction of all lifeform and biosphere on the Earth.

The primary constituents and components of the Parasite machine can be described as a colossal superstructure with an equivalent function of a highly advanced magnetohydrodynamic generator (which has also become a standard technology for the power stations that make use of plasma geo-pockets from the human factions as well), whose massive energy output is directly employed to power their energy-intensive Mykonian war machines. The Parasite cooling down the Earth's temperature also creates an optimal cooling environment suitable for the superconductive operations of the Mykonians.

4 Layout

The Parasite contains one main component sector situated at the centre, with four supporting energy pillars positioned diagonally from the middle. Aside from the aesthetics and visuals, it serves a functionally identical purpose as the Stoudson Bomb in the most gameplay context. The central 'core elevator' sector is the main component of the bomb itself, while the rest of the supporting pillars are the trigger points. All five sectors are virtually indestructible, although they can still be damaged and captured.

5 Appearance

The Parasite is an extremely unique structure and makes its appearance in the game only a few times.

5.1 Resistance Campaign

Display Spoiler

The Parasite machine is the primary objective of the original Resistance campaign as mentioned in the game's intro [movie](#).

Parasite City: The Parasite Machine dramatically makes its first appearance in its namesake mission, and it is also the ultimate end-goal objective of the original Resistance campaign. By the time SDU7 arrives in the perimeter of the Parasite City, the Parasite is fully active and its countdown timer is still ticking, with 45 minutes left before it reaches its final phase. Aside from its unique design, it works otherwise functionally identical to Stoudson Bomb during the gameplay.

5.2 Ghorkov Campaign

Display Spoiler

During the course of the Metropolis Dawn Ghorkov campaign, the invading Mykonians manage to re-construct not just one, but two Parasite machines this time as their final effort.

Parasite Under Construction: The player (Conrade) receives a top military intelligence report that the Mykonians are busy constructing a new Parasite somewhere in Siberia regions, where the Mykonian presence and influence are still dominant. The Parasite is located on top of the iconic terraformed Mykonian hill that is situated at the south-western part of the level without any ground access. Initially this Parasite is not functional, but the Mykonians will soon activate it at some point during the battle. This Parasite has a timer of 15 minutes.

Parasite Dome: The Parasite Dome is the final level of the Ghorkov campaign. The remaining Mykonians are once again constructing their third and final Parasite on a huge, artificial volcanic island far off the coast of Japanese Archipelago (roughly matching the location of the Mariana Trench in real life). The Parasite is located at the central part of the level, and it is protected by substantial Mykonian forces and defensive lines. This Parasite has a timer of 45 minutes. It is implied in the mission briefing that the victory over the Mykonians here will terminate their invasion, potentially marking the beginning of the end of the alien interference on the planet Earth.

5.3 Multiplayer Levels

Under Construction.

6 Trivia

- The Parasite earned its name from how it extracts the energy by harvesting the planet's core, in which case the Earth would be the Host.
- The secret 'E3 Debug' level also features the Parasite inside of it, although its purpose is entirely decorative without any special functions.

7 Notes

Under Construction.