

STAR TREK: DEEP SPACE NINE – THE FALLEN

THE MAXIMUM WARP DEMO

Unclip your tricorder, ready your phaser rifle, and embark upon 3 intense, action-packed missions from the release version of *Star Trek: Deep Space Nine - The Fallen*, playing as either *Captain Benjamin Sisko*, *Lt. Commander Worf*, or *Major Kira*.

Sisko's Mission

Starfleet has determined the location of a *Cardassian* subspace-weapon research facility in the *Badlands* that threatens to radically shift the balance of power in the *Alpha Quadrant*. Located on the frozen planet *Hass'terral*, the base is heavily guarded by what remains of the *Obsidian Order*. Sisko must lead a small team of operatives to infiltrate the military base and gain access to the subterranean research center. Due to the *Obsidian Order's* unrivaled security measures, stealth is crucial for the success of this mission.

Worf's Mission

The Dominion has captured the *U.S.S. Defiant* and its crew. Incarcerated within the brutal internment camp on *Arduria*, Worf, Sisko, and Kira must fulfill a series of daring objectives to escape from the camp, regain control of the orbiting *Defiant*, beam the others onboard, and flee at maximum warp. Intrigued by Worf's Klingon hand-to-hand fighting skills, the *Jem'Hadar* have been using him as a punch bag. Worf must seize an opportunity to escape and quickly locate equipment and weaponry to increase his chances of survival.

Kira's Mission

Kira returns to *Bajor* to meet with Obanak Keelen, a former resistance operative during the *Cardassian Occupation* and now the leader of the *Cult of the Pah-wraiths*— an unorthodox religious sect. During her visit, Obanak's monastery falls under attack from a paramilitary group sanctioned by unknown members of the *Bajoran Militia* and mainstream religion, known as the *Kahl-Taan*. Kira must defend herself from these masked assailants and, with Obanak's help, find an alternative path to the tower so that she can signal the orbiting runabout and beam the survivors to safety.