

THE UNION MAGAZINE

UNIONSPOT

002 | JAN 12 2025

THE UNION UNTOLD

HOW IT ALL BEGAN

DISCOVER THE WHOLE STORY ABOUT THE
ORIGINS OF TGM'S MOST INFAMOUS TEAM

INTERVIEW WITH

VOID

"DON'T BE A HERO OR
YOU'LL GET ZERO"

THE LOVE BOAT

GERMAN & SCOTTISH WORK WELL?
RUSSIANS LOVERS: I LOVE YOU, I HATE YOU
... BUT I LOVE YOU

CROSSWORD PUZZLE

GET EVERYTHING RIGHT
AND WIN 10M DIAMONDS



EDITOR'S LETTER

OFFSEASON & NEWCOMERS

We finally entered the offseason. A time to rest from GW, right? No! Now it's time for hard work, welcoming the new members, updating them on everything and preparing for the next GW.

In this edition we will **introduce THE UNION** to the new members, and tell the story of our team to those who don't know it yet.

A group of enemies who found affinity, synergy and complementarity. All with strategic and management skills, the way to equalize, even if only a little, the advantage of the big spenders.

Our fundamentals for everyone who joins The Union, and what we always need:

- open hearts
- open minds
- goodwill

We build a united and committed team.

And to this commitment we add specific skills at The Union, which are part of our DNA:

- strategic planning
- management of talented people
- rss management

Nothing we do is random or by chance. Everything we do has a purpose and is aligned with our long-term planning.



Three wins out of five GWs, thanks to strategy and teamwork

And that's how we build ourselves. And with our new members we will continue to grow and progress. Because The Union has just won its "third ring": 3 wins in GW out of 5 played.

HUH!

DWIN, THE SEXIEST GORILLA
Chief Editor



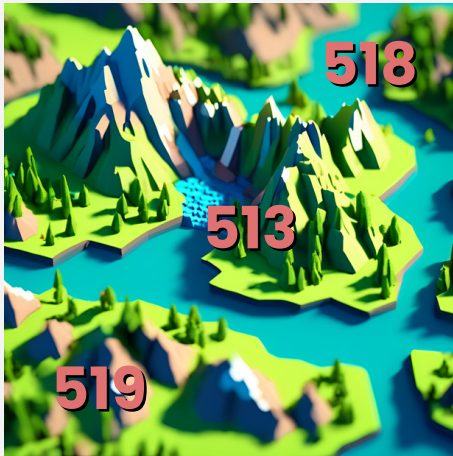
COVER HIGHLIGHT

THE UNION UNTOLD



GW1: THE BEGINNING

It all started in GW1, involving factions and cities 513, 518 and 519.



On a boring day, bLZ (519) decided to attack the towers of A45 (513). That's when everything started to happen.



We quickly realized that we wouldn't progress in the game by wearing ourselves out. We had synergy and were complementary. And that's when we started to design the first merger. And bLZ and A45 spent the whole time fighting OLZ (518).

ENEMIES & FRIENDS

GMB (519) was called and we formed a team called Zo0, and with that team we flew to city 527 to compete in GW2.



GW2 was very tough, with bloody fights between Zo0 (527), OLZ and XRP (518).



And so it all happened: at first we were furious enemies, but we ended up respecting each other, merging and planning a strong team.

Focused on strategic planning and management. The only way to defeat teams of big spenders.

THE INFAMOUS TEAM

And so **THE UNION** was created. With the name chosen so that we could always welcome new members.

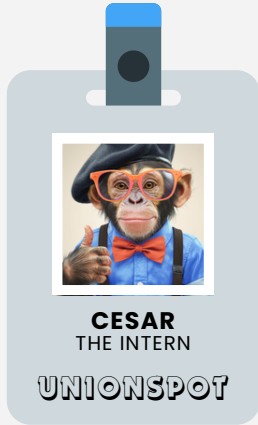
We forgot about our old teams and embraced a new one that would be global and inclusive, and that new members could always feel at home and integrated.

BAND OF BROTHERS

And so we began to welcome new members every month, with open arms and a home to call their own.

Like now!





INTERVIEWS VOID

the Union raid leader
and 3x GW winner

CESAR THE INTERN

how did you start playing this game?



[T U] VØID

It was October 2023, in #518 Outlawz, honestly I can't remember the reason I downloaded TGM.

CESAR THE INTERN

just a moment, I have to pee ...

DWIN

of course not! are you crazy? pee in a bottle right next to you and then throw it away

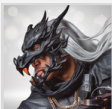


CESAR THE INTERN

hmmmm, ok ... ahhhh, what a relief

CESAR THE INTERN

Void, what part of the game do you like the most? is all the money and time spent on the game worth it? and why are you still playing the game?



[T U] VOID

I would say the strategy aspect of the game. Tower and Arsenal fights all need a good game plan. Nothing is set in stone until clock strikes 00:00.

[T U] VOID

About the money, I would say 50/50 ... Anyone can spend money on the game and still get their ass handed to them. I feel it differs from person to person, but I will say to those who want to spend money to make sure you are spending it wisely and that the purchase makes sense.

[T U] VOID

About still playing the game ... that's a good question ... at first it was mainly to meet a couple of friends that were in 518 a long time ago that left and ZERO their asses. Then it was to win a GW especially after the lost i took in GW 1. Now I continue to play to see how far I can develop and master a few strategies and skills

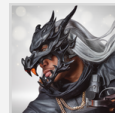
“ ANYONE CAN SPEND MONEY ON THE GAME AND STILL GET THEIR ASS HANDED TO THEM.



DAMIEN (DAEMON) VOID
37 YEARS OLD • USA

CESAR THE INTERN

you are one of the founders of The Union, are you happy with the whole journey so far? how do you see the evolution of the whole team? are you happy with the results?



[T U] VØID

To that I will say trust the process, I trusted the process and it has worked out great. And more than happy with the results

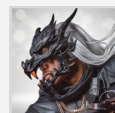
[T U] VOID

About the team and the leadership: I expect everyone to take the time out to analyze the previous GW's and ask themselves "What can I do better? What things do I need to work on to be at the highest level that my stats can give?

“ DON'T BE A HERO OR YOU'LL GET ZERO.

CESAR THE INTERN

any final message to the unionists?



[T U] VØID

I don't ask for much from the Union, I only ask that you all focus on getting stronger and having confidence in your stats. Winning and losing is all apart of the game, you can't win them all. But you can't win if you don't try. I am always available to answer any questions dealing with "mansion set up" - "gear set up" - "raids" - and "solo attacks".

CESAR THE INTERN

thank you Void! brilliant interview! now I'm thirsty, let me drink this yellow juice in this bottle here ... **HAWK TUAH!!!**



THE LOVE BOAT

WHEN LOVE IS IN THE AIR ... OR IN THE SEA

GERMAN ORGANIZATION



SCOTTISH CHAOS

MRS W (The Nun) and **CARNAGE** met in the game. It was during GW2 in the city 506.

"I used to laugh at people who fell in love on the internet or in a game, I was very mean to people like that", says MRS W. "And then he came into my life and everything changed, at first I was against it, but it happened."

“**WE GERMANS ARE VERY STRICT... I LOVE HIS LIGHTNESS, HE ALLEVIATES THE SERIOUSNESS OF MY LIFE.**



CARNAGE shares the secret to having a successful long-distance relationship: "the best thing I can say is if in that situation just be open and honest about everything, communication is key", and adds "it won't always be easy".



A SCOTTISH AND A GERMAN IS A WEIRD COMBO!

They recently met again in Scotland, for New Year's Eve, and spent a few days together. So virtual life meets real life.

AM I THE ONLY ONE
WHO THINKS SHE
CHOOSES HIS CLOTHES?



RUSSIAN MADNESS



RUSSIAN MADNESS

We have the Russian Roulette, I mean, **the Russian Couple**. And these two are opposites in every way, but lovely. They met during GW2 MD, FanatiK was hit by Cupid's arrow and lost his UB ... and dignity.

In the game, **FanatiK** is a monster. Fearless, hits like a nuclear bomb. But with **Insomnia** he is a baby bear.

Insomnia is from Bulgaria, but with Russian origins. She is the opposite, sweet to everyone, brings the balance that the team needs. But if someone messes with her little bear, she turns into a beast!

And here we are cheering for all the couples in the game, while the big gorilla remains abandoned, hopeless. Life is so unfair ...



THE UNION SPECIAL EVENT

THE BACHELOR



LET'S FIND A ~~VICTIM~~ GIRLFRIEND FOR FABIFREIRE



If you are an adult woman, determined, beautiful, intelligent, independent and only wants good things... stop reading here. Please don't continue.

But if you are desperate, have had disappointments in love, are picking up anyone and have no criteria ... stop reading here too. You wacko!

As for you, woman, who likes nerds, intelligent and sensitive men, with a great sense of humor, you play TGM and also used to losing your UB ...

COME AND MEET THE LOVE OF YOUR LIFE!

DISCLAIMER: we do not accept returns.

SIGN UP FOR THE SHOW WITH OUR HOSTS **QUEEN OF DEATH** AND **INSOMNIA**, AND FIGHT FOR YOUR FUTURE BOYFRIEND.

CROSSWORD PUZZLE

FIND THE MEMBER'S NAME, FROM ALL SHELLS

