



The Earth and Beyond Storyline Reference

## **Earth and Beyond**

### **Movement I**

#### **Act I - The Search for the Shard**

**Just a few days ago . . .**

While exploring various sectors of Aragoth, a group of Progen Sabine Explorers uncover a fragment of a mysterious crystal. It is at once both ancient and advanced, and when the dust of excavation is brushed away, the crystal appears to pulse with some sort of natural energy.

Unusual as this is, several of the explorers immediately suspect the fragment is a piece of the legendary Codex -- an primeval crystal once used by the Ancients to open and create the long dead intergalactic star gates that ring known space. Could they have stumbled across a piece the fabled Codex? If so, the Progen Sabine now hold the key to space travel between the galaxies. Under orders from Vinda, the Sabine explorer leader, the Sabine agree to turn the shard over to the Progen Centuriata Warriors for high-security military transport back to Epsilon Indi where it can be examined.

But the Centuriata realize at once what may be at stake. They accept the mission by sending their commanding officer, Amah, to oversee the shard's transport. She is a shrewd and relentless warrior who has been regenerated too many times to fear death and who holds the traditional Centuriata view that regeneration is more than strength, it is the Centuriata's most sacred rite and responsibility. Unshakable faith in this precept has made her invincible in combat.

But like many Centuriata, Amah learned her faith from the fearsome Kahn, a Centuriata extremist who was forced into retirement by the peace leaning Sabine. When Amah informs Kahn of the Sabine discovery on Aragoth, he reminds his protégé of the limits the Sabine have begun to impose on their warriors, of the rumors that the Sabine are already supporting a new, less volatile, class called the Sabura, and of the humbling biological revisions that may lie ahead for them all. Kahn further suggests that the Sabine as a class have forgotten the horrible lessons of the Gate Wars, and are too soft-hearted and naïve to be entrusted with the shard. Behind Vinda's back, Amah and Kahn decide to use the shard on behalf of the Centuriata before returning it to the Sabine. Using the guise of transporting the shard back to Vinda, Amah heads for the heretofore dead ancient gate at Epsilon Indi where she will chant what little she knows of the Rite of Opening and try to open the ancient gate.

As she approaches the gate, a powerful light begins to coalesce in space. A strange wind blows through the stars. What can this be, Amah wonders aloud. First softly, then louder and stronger, a thousand, a million voices seem to answer. They speak of time, history, of civilizations darkest ambitions, and most brilliant achievements. "To Earth" they whisper, again and again. Entranced, Amah recalls, almost unknowingly, the second part

of the ancient koan. Has she heard of this oath in some forgotten lesson she had learned long ago? Or is some older, more passionate force that is already beginning to instruct her? “To Earth,” the voices repeat. “And beyond,” Amah answers, as the shard begins to glow. In a blast of light the gate opens. The voices rise to an unbelievable pitch and intensity. They pour out the stories of all ages and races, the screams, cries, threats, and fears of all the years of civilization. Unable to contain them all, Amah screams and with a terrible groan, the Centuriata Warrior, her ship, the light, the wind, and the voices all whirl away.

But the Ancient gate in front of her ship stays open. Epsilon Indi is now forevermore linked to Deneb, 1600 light years from Earth. And a Maelstrom materializes near the Mondara shear in Progen space near Vega.

### **At launch . . .**

As news of the Maelstrom sends panic through the Terran holdings of Alpha Centauri, Tau Ceti, Proxima and 61 Cygni, the Jenquai explorer and leader Merjan is the first to act. Having carefully kept secret the Ancient Gate from Capella to Antares for so long, she knows full well what the Maelstrom signals and is the most determined stop a Progen claim on any ancient gate. She orders Jenquai Explorers to avoid the maelstrom itself, but to look for any possibility of a new Ancient Gate opening in Epsilon, Vega, and/or Altair. As her Sha’ha’dem elite test Merjan’s suspicions, the Jenquai Shinwa Warriors are ordered to escort them and defend their path. And the profit-loving Sharim Traders agree to spy as they ply their trade routes.

With a Maelstrom growing in Mondara, a rush of questions coming from the Sharim, and the movement of hundreds of Sha’ha’dem to Sol, Beta Hydri, and all of the neutral areas, the Terrans soon suspect a Gate opening as well. GetCo sends its Terran Explorers towards Aragoth and Sol, and InfinitCorp posts immediate buy orders for ancient crystals of any kind. Soon all of known space is alive with travel as Explorers, Warriors, and Traders of all races rush to exploit what they can of a new gate opening. By the time Vinda admits to the original Aragoth expedition, the discovery of the Progen shard is an open secret and hundreds, perhaps thousands, of outsiders are on their way to Epsilon Indi.

Vinda will try to control the tide into Progen space by peaceful means. She instructs her Sabine to divert travelers away from all Progen systems. But while Vinda and the Sabine are turning the Jenquai and the Terrans away, Cassel, the leader of the Progen Collegia Traders, has asked his fellow Guild members in Altair to let all outsiders in. If Vinda wants to waste her time directing traffic, Cassel reasons, why not let her? In the meantime, he will try and broker a deal with the Centuriata for control of the new Gate. The confusion in Progen space soon reaches enormous proportions. When Vinda accuses Cassel of trying to undermine the Sabine plan, he smiles and suggests they call Kahn back from retirement to blockade the Epsilon Indi gate. Vinda has little choice but to agree.

Meanwhile, no one has seen Amah. Was she destroyed in the blast? Was she flung to another galaxy light years away? Is she unable to return? And where is the Codex Shard? Forced to give their best officer and the Crystal up for lost, the Centuriata begin digging in along the blockade when another mysterious ripple occurs in the space near the Terran system of Alpha Centauri. This time the conclusion is swift and unanimous. Only a Gate opening could cause such phenomena. Only the Shard could open a gate. Both the Jenquai and the Progens accuse the Terrans of somehow finding Amah, stealing the shard, and finally opening a new Ancient route. They demand an accounting from deWinter who leads Terran InfinitiCorp traders, from Loric who runs the Terran GetCo Explorers, and especially from the head of the Terran EarthCorp Warriors, Hernan. Not quite expecting to be believed, a senior officer at InfinitiCorp named Damien MacGregor tells an incredulous Progen and Jenquai military that neither deWinter nor Hernan can be found.

The Progen reaction is swift and relentless. They launch a military strike against 61 Cygni, Proxima, and Tau Ceti. Additionally, Kahn demands passage through Sol on to Capella, but the Jenquai refuse. As Loric and EarthCorp Warrior Thorne frantically search for Hernan, MacGregor promises to find deWinter and with her the shard. Fighting erupts in all systems.

It is then that a group of pirates led by the renegade Shou Tzu claim to have put the shard “up for taking” somewhere in the Odin’s Belt sector of Aragoth. Tzu is lying, but hundreds of Jenquai, Progen, and Terrans are boarded and robbed as they are drawn into the pirate ambushes near Muspelheim, Odin Rex, Freya, and Archeron’s Gate. War reaches new heights as battles spread to Ishara’s Tomb. Meanwhile, Kahn, who has seen through Tzu’s charade, begins directing his warriors to 61 Cygni. Alarmed by the nearby build-up of Centuriata, Loric and Thorne send fresh explorers to try and find Hernan, MacGregor, deWinter, as well as the shard. They return with a wild story to report.

A mysterious shadowy figure has begun hailing ships within the boundaries of Terran space. He says the gate at Epsilon Indi is just one of the doors to the other world. He lists the new gate in Alpha Centuri as another example. He goes on to claim the existence of a third gate in Capella which he believes the Jenquai have kept hidden all along. Meanwhile, a second, equally sinister messenger appears to Progen fleets. This messenger adds that the gates do not belong to any planetary power and that no ancient gate ever will. Together, the two sites ancient prophecies related to the Codex Shards demand that the shard itself and the sector known as Ishara’s Tomb be turned over to a new force in the galaxy, a force they describe as “the light that is shadow.”

Everyone laughs. Two overly dramatic messengers will not gain for themselves what all in known space have sought for so long and with so little result by invoking a prophecy and by simply announcing their request. Class leaders of all types instruct their factions to proceed with their plans. But the Messengers will appear again to express their disappointment at being ignored and, in sudden burst of light, each of the Ancient gates is shut down. Kahn is stunned. Merjan is furious. The loss of the ancient gate at Capella cannot be ignored. Naming MacGregor, deWinter, Loric, and Hernan, she demands the

return of the Shard so that the Sha'ha'dem Explorers may reopen their gate, and to give her demands even more force, the Shinwa Warrior leader Silva orders his forces to join the fray in 61 Cygni. The Terrans are the guilty ones, he explains, and a loss of that system would hurt all Terrans equally. Until the Jenquai Gate is restored, Silva says, Shinwa Warriors will hold and blockade all InfinitiCorps gates into 61 Cygni. He informs both the Centuriata and EarthCorp that the Shinwa are already on their way. Kahn responds by attacking Jenquai ships and moving on Cygni Prime. He also dispatches Centuriata to Sol with orders to take the Jenquai gates leading to Io. In the face of total war, MacGregor rushes toward Sol where all he sees is devastation, hatred, and destruction. Shaken, he astonishes everyone by admitting InfinitiCorp actually has the Shard.

He promises to return it to Kahn but only if all agree beforehand to the reopening of the gates on Epsilon Indi, in Alpha Centauri, and in Capella. Second, all must agree to and enforce a galaxy wide cease-fire. MacGregor also proposes the formation of a new interplanetary force called Sol Security to insure the safety of the Shard, the future neutrality of the Sol gates, and order on the non-aligned worlds. With little to gain without the shard, and much to lose in continued war, the Jenquai and Progen agree to the plan.

The leader of Sol Security is elected, order is restored to Sol, and traveling from Earth to Capella, SolSec oversees the reopening of Merjan's ancient gate. The gate in Alpha Centauri is opened next. Now SolSec will travel to neutral Aragoth where Kahn will accept the Shard and return it to Vinda at the Epsilon Indi gate. But in an unexpected betrayal, the SolSec convoy is attacked as it enters Odin's Belt. The mysterious shadow messengers steal the shard and moments later, the Jenquai warrior Silva is reported gone. Before Kahn can explode again, MacGregor quickly proposes a deal. In lieu of the shard, the Terran government will transfer to the Progen the entire system of 61 Cygni. For their part, the Jenquai will guarantee unlimited use of the Capella gate. The Progen accept -- Vinda eagerly to end the months of terror and bloodshed, and Kahn arrogantly, begrudgingly accepting 61 Cygni now but vowing to find the shard eventually.

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#### Act I - The Search for the Shard

##### *Just a few days ago . . .*

While exploring an uncharted sector of Aragoth, an expedition of Progen Sabine Explorers unearths a fragment of a mysterious crystal. It is at once both ancient and advanced, and when the dust of excavation is brushed away, the crystal appears to pulse with some sort of natural energy.

Unusual as this is, several of the explorers immediately suspect that the fragment is a piece of the legendary Codex -- an primeval crystal once used by the Ancients to open and create the long dead intergalactic star gates that ring known space. Could they have stumbled across a piece the fabled Codex? If this is true, the Progen Sabine now hold the key to space travel between the galaxies. Under orders from their leader, Vinda, the Sabine turn the shard over to the Progen Centuriata Warriors for high-security military transport back to Gallina where it can be examined.

But the Centuriata realize at once what may be at stake. They send their commanding officer, Amah, to oversee the shard's transport. She is a shrewd and relentless warrior who has been regenerated too many times to fear death and who holds the traditional Centuriata view that regeneration is more than strength, it is the Centuriata's most sacred rite and responsibility. Unshakable faith in this precept has made her invincible in combat.

But like many Centuriata, Amah learned her faith from the fearsome Kahn, a Centuriata extremist who was forced into retirement by the increasingly pacifistic Sabine. When Amah informs Kahn of the Sabine discovery in Aragoth, he reminds his protégé of the limits the Sabine have begun to impose on their warriors, of the rumors that the Sabine are already supporting a new, less volatile, warrior class called the Sabura, and of the humbling biological revisions that may lie ahead for them all. Kahn further suggests that the Sabine as a class have forgotten the horrible lessons of the Gate War and are too softhearted and naïve to be entrusted with the shard. Amah and Kahn decide to use the shard on behalf of the Centuriata before returning it to the Sabine. Instead of returning the shard to the Sabine, Amah heads for the heretofore dead ancient gate in Gallina. There, she will chant what little she knows of the Rite of Opening and attempt to open the ancient gate.

As she approaches the gate, a powerful light begins to coalesce in space. A strange wind blows through the stars. What can this be, Amah wonders aloud. First softly, then louder and stronger, a thousand, a million voices seem to answer. They speak of time, history, of civilizations' darkest ambitions, and most brilliant achievements. "To Earth," they whisper, again and again. Entranced, Amah recalls, almost unknowingly, the second part of the ancient koan. Has she heard of this oath in some forgotten lesson she had learned long ago? Or is some primal and passionate force already beginning to instruct her? "To Earth," the voices repeat. "And beyond," Amah answers, as the shard begins to glow. In a blast of light, the gate opens. The voices rise to an unbelievable pitch and

intensity. They pour out the stories of all ages and races, the screams, cries, threats, and fears of all the years of civilization. Unable to contain them all, Amah screams and with a terrible groan, the Centuriata Warrior, her ship, the light, the wind, and the voices whirl away and are gone.

But the Ancient gate in front of her ship stays open. Gallina is now linked to Deneb, 1600 light years from Earth. And a Maelstrom materializes in Progen space, near the Mondara Shear.

### **At launch . . .**

Jenquai explorer and First Emissary Merjan Kathrada has been keeping a secret of her own. Using a second shard, discovered years ago by her Sha'ha'dem explorers, Merjan has already opened a second ancient gate. This gate leads from the Jenquai home system, Capella, to the distant Antares.

Merjan has kept this secret even from her own warriors, the Shinwa. Her intentions are noble – she does not believe that anyone, even the Shinwa, are spiritually prepared to handle the power of the Shard. Indeed, although Merjan's spiritual strength enabled her to maintain her sanity when she opened her own Gate, Amah has already succumbed to madness and has become the first of the "Shadows." As other warriors attempt to wield the power of the Shard, more will join her. For her part, Merjan has been quietly preparing the most promising of her Sha'ha'dem to withstand the power of the Shard. But her decision to keep secrets from her own warriors will soon lead to disaster.

As news of the Maelstrom spreads, Merjan is quick to understand its significance and is most determined to stop a Progen claim on any ancient gate. She orders Jenquai Explorers to avoid the Maelstrom itself, but to look for any evidence of a newly opened Ancient Gate in Gallina or Vega. As her Sha'ha'dem test Merjan's suspicions, the Jenquai Shinwa Warriors are ordered to escort them and defend their path.

With a Maelstrom growing in Mondara and hundreds of Sha'ha'dem moving through neutral space, the Terrans soon suspect a Gate opening as well. InfinitiCorp posts immediate orders to buy ancient crystals of all kinds. All of known space comes alive with traffic as Explorers, Warriors, and Traders rush to exploit what they can of a new gate opening. By the time Vinda admits to the original Aragoth expedition, the discovery of the Progen shard is a hardly a secret and hundreds, perhaps thousands, of outsiders are on their way to Gallina. Vinda attempts to stem the tide into Progen space by peaceful means. She instructs her Sabine to divert travelers away from all Progen systems.

But Amah's betrayal has done more than inconvenience the Sabine. The rift that already existed between the Sabine and the Centuriata now widens dangerously. The Centuriata resent the Sabine for forcing their respected leader, Kahn, into retirement and for guarding the secrets of "calling forward," or regenerating, dead Progen warriors. The Sabine see Amah's betrayal as proof of a critical flaw in the Centuriata biostruct. These warriors are not to be trusted. Development of the new class of warrior – the Sabura, who apply force with reason and conscience – is accelerated. Fallen Centuriata are regenerated as Sabura revisions of their former selves, and they quietly slip away from their Centuriata compatriots to follow the Sabine. Among the Centuriata, paranoia mounts.

A two-bit trader and hustler, the Progen known as Cassel, now steps forward to aid the Centuriata. Sabine explorers are refusing to trade with the warriors. Desiring power, Cassel proposes an alliance with Kahn. He spreads rumors that Vinda is involved in secret dealings with the Terrans. He uses the opening of the Gallina gate to disrupt traffic and travel in Gallina, allowing pirates and mercenaries through Gallina gates and encouraging them to do their worst. When Vinda, whose rapport with the Centuriata is at an all-time low, is unable to guarantee the safety of ordinary citizens in her home system, Cassel steps forward with the obvious proposal: call Kahn back from retirement to restore order. The Sabine have no choice but to agree. Kahn returns and rewards Cassel by giving him Altair and the control of an emerging group of Progen. These are the traders now known as the Collegia. Cassel also spreads rumors that the Sabine are developing a new type of warrior and that the Sabine revision of the Progen race is already well under way. A few Centuriata have noticed that those who have recently been called forward seem different than they once were. Cassel's rumor begins to spread among Progen fighters. Cassel recommends a quick death for all false Centuriata.

But Cassel's plan to end the generation of false Centuriata is not favorably received. Many Progen warriors consider it disloyal to attack one of their own, whatever biostruct they may be. These warriors find a relationship with the Collegia impossible and begin sympathize with the Sabine.

### **The Aquitaine Gate**

Meanwhile, no one has seen Amah. Was she destroyed in the blast? Was she flung to another galaxy light years away? Is she unable to return? And where is the Codex Shard? Forced to give their best officer and the Crystal up for lost, the Centuriata are astounded when another mysterious ripple occurs in the space near the Terran system of Alpha Centauri.

The cause is obvious. Only a Gate opening could cause such phenomena. Only the Shard could open a gate. Someone has stolen the Shard and used it to open a route from Alpha Centauri to distant Aquitaine. Both the Jenquai and the Progen blame the Terrans. They demand an explanation from Lady deWinter, CEO of InfinitiCorp, and from the commander of the Terran EarthCorp Warriors, Herrera. Not quite expecting to be believed, a senior officer at InfinitiCorp, Damien MacGregor, admits that deWinter and Herrera have vanished, and neither can be found.

Outraged, the Centuriata launch military strikes against Terran holdings in 61 Cygni and Tau Ceti. Additionally, Kahn demands passage through Sol to Capella, but the Jenquai refuse. In Herrera's absence, command of EarthCorps passes to Morgan Thorne. Thorne frantically searches for Herrera, while MacGregor promises to find deWinter and with her the shard. Fighting erupts in all systems.

It is then that Shou Tzu, lord of the Red Dragon Pirates, claims to have put the shard "up for taking" somewhere in the Odin's Belt sector of Aragoth. Tzu is lying, but hundreds of Jenquai, Progen, and Terrans are boarded and robbed as they are drawn into the pirate ambushes near Muspelheim, Odin Rex, Freya, and Akeron's Gate.

Kahn, who has seen through Tzu's charade, directs his Centuriata to 61 Cygni. Alarmed by the build-up of Centuriata, Thorne sends fresh warriors to try and find Herrera, MacGregor, deWinter, as well as the shard.

The open gate in Aquitaine causes further unrest in Terran space. For two centuries, InfinitiCorp's rival GETCo has steadily lost ground to its competitor. Now, Loric, a seasoned GETCo explorer, lobbies for the creation of a new Terran explorer class to survey these new systems. Most importantly, these explorers must be free of InfinitiCorp control. Clearly, he reasons, given InfinitiCorp's irresponsible behavior, they cannot be trusted to fairly exploit new systems for the good of all.

With strong popular support, Loric announces the creation of the new explorer class under the auspices of GETCo. InfinitiCorp is powerless to stop him, particularly since Loric receives support from EarthCorps. InfinitiCorp is known for selling weapons to whoever will buy, and EarthCorps pilots have frequently found themselves being shot with Terran missiles and lasers. Thus, Thorne's warriors have also tired of InfinitiCorp's ruthless and selfish policies.

### **Enter the Shadows**

Thorne's warriors return with unsettling reports. A mysterious shadowy figure has begun hailing ships within the boundaries of Terran space. He says the gate at Gallina is just one of the doors to other worlds. He lists the new gate in Alpha Centauri as another example. He goes on to claim the existence of a third gate in Capella which he believes the Jenquai have kept hidden all along.

Among the Jenquai Shinwa Warriors, this news is cause for outrage. Why have Merjan and her Sha'ha'dem withheld knowledge of a gate and a new system? Silva, the Shinwa leader, reasons that Merjan's plans must be similar to Vinda's. She will create and regenerate her own army of warriors and usurp the rightful place of the Shinwa. Fearing the power of the Sabine gene technology, Silva directs his warriors to attack and destroy the Sabine and the Sabura. And he formulates plans of his own to steal the shard for himself, giving him the power to open additional systems for his own followers...

Meanwhile, a second, equally sinister messenger appears to Progen destroyer groups. This messenger adds that the gates do not belong to any planetary power and that no ancient gate ever will. Together, the two site ancient prophecies related to the Codex Shards demand that the shard itself and the sector known as Ishara's Tomb be turned over to a new force in the galaxy, a force they describe as "the light that is shadow."

Everyone laughs. Two overly dramatic messengers will not gain for themselves what all in known space have sought for so long and with so little result by simply invoking a prophecy and by announcing their request. Class leaders instruct their factions to proceed with their plans. But the Messengers appear again to express their disappointment at being ignored. Then, in sudden burst of light, each of the Ancient gates is closed.

Kahn is stunned. Merjan is furious. The loss of the ancient gate at Capella cannot be ignored. Naming MacGregor, deWinter, and Herrera, she demands the return of the Shard so that the Sha'ha'dem Explorers may reopen their gate, and to give her demands even more force, the Shinwa Warrior leader Silva orders his forces to join the fray in 61 Cygni. The Terrans are the guilty ones, he explains, and a loss of that system would hurt all Terrans equally. Until the Jenquai Gate is restored, Silva says, Shinwa Warriors will hold and blockade all InfinitiCorp gates into 61 Cygni. He informs both the Centuriata and EarthCorps that the Shinwa are already on their way. Kahn responds by attacking Jenquai ships and moving to consolidate his control over Cygni.

In the face of total war, MacGregor hurriedly returns to Sol. There, he finds devastation, hatred, and destruction. Shaken, he astonishes everyone by admitting that InfinitiCorp actually has the Shard. DeWinter's agents, he explains, discovered the Shard on Amah's derelict ship. The InfinitiCorp CEO commanded Herrera to use it to open the Aquitaine Gate. He was successful, but the ancient ritual shattered his mind, and the once-loyal warrior disappeared to join the Shadows.

### **The Birth of SolSec**

Now, MacGregor promises to return the Shard to Kahn. But first, all must agree to the reopening of the gates in Gallina, Alpha Centauri, and Capella. Second, the three races must sign and enforce a galaxy-wide cease-fire. MacGregor also proposes the formation of a new interstellar force called Sol Security to insure the safety of the Shard, the future neutrality of the Sol gates, and order on the non-aligned worlds. With little to gain without the shard, and much to lose in continued war, the Jenquai and Progen agree to the plan.

The leader of Sol Security is elected, order is restored to Sol, and traveling from Earth to Capella, SolSec oversees the reopening of Merjan's ancient gate. The gate in Alpha Centauri is opened next. Now SolSec will travel to neutral Aragoth where Kahn will accept the Shard and return it to Vinda at the Gallina gate.

But in an unexpected betrayal, the SolSec convoy is attacked as it enters Odin's Belt. The Jenquai warrior Silva is reported missing and is assumed responsible. Before Kahn can explode again, MacGregor quickly proposes a deal. In lieu of the shard, the Terran government will transfer to the Progen the entire system of 61 Cygni. For their part, the Jenquai will guarantee unlimited use of the Capella gate. The Progen accept -- Vinda eagerly to end the months of terror and bloodshed, and Kahn arrogantly, begrudgingly accepting 61 Cygni now but vowing to find the shard eventually.

### **Act 2 Opens...**

#### **The Transfer of 61 Cygni**

In 61 Cygni, the transfer does not go as smoothly as planned. Terran settlers are reluctant to leave, and the Centuriata have little patience for them. Resettlement quickly becomes wholesale slaughter, further aggravating the split between Sabine and Centuriata. Further, some Centuriata question Kahn's methods and begin to side with the Sabine. The stage is set for a Progen civil war...

### **Rise of the Mordana**

During Act 1, some Sha'ha'dem fundamentalists develop increasingly radical tendencies. These Jenquai reject all contact with the other races and, in time, even shrink from relations with the Shinwa. They await the return of the purist Jenquai hero, Dai'Shao Mordane, who supposedly died during the Gate War. Calling themselves the Mordana, they insist that opening Jenquai society to the other races would be racial suicide.

Thus, the gap between Sha'ha'dem and Shinwa widens. The Shinwa have greater contact with the other races, and they know that the Progen and Terrans fight and bleed as they do. Most Shinwa scoff at the Mordane legend and at the Mordana conviction that "he will come again, in fire." The new Shinwa leader, Gray Feather, gathers a group of like-minded explorers who reject Mordana prejudices. Some begin to travel freely among the Terrans and Progen, trading Jenquai goods. These become the new order of the Sharim Traders, led by the open-minded Ariad. Merjan sides with Gray Feather and Ariad against the objections of the Mordana.

Meanwhile, Silva – now a Shadow - draws some of his loyal Shinwa to his side. War erupts between the two factions of Shinwa, tearing apart the Sirius system. Forced to choose sides, the Mordana drift into the Shadow camp...

### **Terran Infighting**

The Terrans endure troubles of their own as traders and warriors polarize on the issues of DeWinter's scheming and MacGregor's offer of 61 Cygni. Some sympathize with DeWinter's clever schemes, while others oppose her. Battle lines are drawn more firmly after MacGregor transfers 61 Cygni to the Progen, and the slaughter of innocents ensues. On one side are the traders who agree that MacGregor's decision is the only way to avoid war with the Progen. On the other are those who are willing to let EarthCorps do the fighting as long as InfinitiCorp keeps the shard.

### **The Frontier League**

Loric further antagonizes InfinitiCorp by offering shares in the new Aquitaine system to those who wish to leave InfinitiCorp and help establish the Frontier League. The League, of course, fully supports Infiniti's rival, GETCo. It is a coup for GETCo and a serious blow to Infiniti. Further, Loric decrees that in Aquitaine, Psionics will have full rights. Psionics have been abused by Infiniti for centuries, and they flock to the new "safe" system.

Knowing that EarthCorps supports Loric's actions, Infiniti "fires" EarthCorps and looks to the emerging SolSec for its security needs. Battle lines are drawn between GETCo and EarthCorps, on one side, and Infiniti on the other.

### **Pahmoud Pirates**

Former Infiniti trader Pahmoud, who was forced to abandon his lucrative operations in Cygni, encourages his people to follow another path. The days of corporate affiliation are over, Pahmoud tells them. Now we are all free agents. He moves to Aragoth and soon begins to rival the lawlessness of the Red Dragons.

### **The Future**

As each of the Three Races stands on the brink of civil war, a few individuals, such as Damien MacGregor, will continue to provide a voice for peace and unity. As the forces for unity struggle against overwhelming odds, a new enemy turns its attention toward human space. With the ancient gates opened and the powers of the ancients resurgent, humanity has caught the attention of an evil alien race, the V'rix. And if MacGregor and

others are not successful in unifying the three races, the war-weary human race may prove to be easy prey...

## **The Epic Players**

### **Dr. Kalif Rashid**

Dr. Rashid is a Progen Alpha-class Leader who is the founding father of the so-called Paxis Movement within the Republic. The Movement is at first a political bid to break down Progen restrictions on genetic classes. It quickly mushrooms into a full-scale rebellion with Rashid's organization receiving backing in both weapons and money from Terran operatives working to destabilize the Progen Republic. The organizations headquarters is based within the Asteroid Belt of Sol, hidden by Jenquai cloaking technology given to them by InfinitiCorp.

### **Mendis a umm Rashid**

Although Mendisa was born a Jenquai. She met, fell in love with and under a special dispensation from the Progen Presidium, married Dr. Rashid. This has a great deal to do with Rashid's eventual decision to form the Paxis Movement.

### **Kasha**

Girl from Gamma Sulani. She is a Rogue Telepath who joins the Paxist Movement. She uncovers Lady de Winter's scheme and tries to convince Julien Batiste to refuse to contract.

### **Nikolai Petrov**

Terran/Progen emissary. Part of InfinitiCorp. Nikolai is stationed along the Denebian Span of the Republic representing InfinitiCorp interests. He is subverted by Lady de Winter and inadvertently aids Shadow Cabinet in delivering treachery into the heart of the Progen Republic. After he realizes his role in allowing the V'rix egress into Progen Space he commits suicide in a last redeeming effort.

### **Admiral Vladimir Kuroyedov**

SolSec Rear Admiral in charge of the 13th Frontier Fleet. He is especially well known – and hated – among Pirate and Freebooter circles having tasked a number of SolSec system boats with the specific mission of hunting down and destroying Pirates.

### **Nostradamus Smythe**

Charismatic leader and founder of Black Eleven. Prior to the V'rix Invasion Black-11 has limited effect beyond propelling quests relating (directly or indirectly) to acquiring Ancient Artifacts. After the Invasion, Black-11 becomes extremely influential and a subversive force that tries to undermine the New Unity among the Factions.

### **Isandros**

Progen Alpha who, under the manipulation of Infiniti, becomes a "sleeper", an agent genetically engineered to respond to InfinitiCorp promptings. It is Isandros who infiltrates and slays the leader of the Sabine, thus making the Virtuals vulnerable to Julien Batiste's attack, the inciting incident that eventually leads the Republic to Civil War on the eve of the V'rix Invasion.

**Kitsune** (Nicknamed Kitfox by his compatriots)  
Young Jenquai Shinwa Novice.

**Ergane**

Ergane is a female Progen Centurion loyal to Anjuren Khan until his betrayal at Gamma Sulani. She attempts to slay him.

**Ereshkigal Gui**

Jenquai Warrior-Priestess and nominal Abbess of the Cloister at Kurnugia Prime.

**Grey Feather**

Jenquai Pirate and rogue. His “fleet” operates along the Forbidden Zone’s Frontier arc.

**Dr. Taliesin Bach**

Dr. Bach is an anomaly within Jenquai society. He is the son of a Progen Alpha-class Centurion and a Jenquai Priestess. To many he is a symbol of the potential unity – or at least cessation of hostilities – between the Progen and the Jenquai.

**Sha ho-Shang**

Jenquai Grand Master and Psionic.

**Praenoman Selene**

The Lady Selene is chief among the women who head the Sabine.

**Major Rachel Santiago**

Santiago is chosen to lead an expeditionary force to establish the first Progen colony beyond Sol because of her experience as a pirate hunter. The Presidium is made aware of the fact that the infamous Nagato Maru survived its tangle with the ship of Command D’kan – the event that set off the discovery of the Gate at Charon. The Presidium also discovers that Rashid – leader of the Paxis Movement – is still alive and fighting. It is decided that who is needed is someone capable of colonization and leadership/management efforts as well as someone who knows the mind of the criminal and terrorist.

**Artemis Var**

Sister of Selene

**Chancellor Krius Goth**

Powerful Progen Nomarch.

**Baroness Jett van Els**

Wealthy and honorable Terran (mainly appearing in the Novels). She is an ally of Mallory Bishop and nemesis of Lady de Winter; Jett is young, tall, raven-haired and well versed in a number of skills not usually ascribed to the aristocracy. Her cousin is the self-proclaimed Duke David LaCrix of the House O’Brandon.

**Baroness India van Helkein**

**Ariadne ben Joseph**

Adept Matron who heads the Cloister at Charon that discovered the First Gate. She predicted that it was folly to go so blindly down the path of exploration using the Gates.

**Iain MacGregor**

Black Sheep of the House. He plays a pivotal role in the War with the V'rix.

**Governor Nathan Fokker**

Governor of Gamma Sulani's Highport. A stationer to the core.

**Captain Miguel Chavez**

Legendary pirate and captain of the ship called the Nagato Maru. Every human government wants him. He and his crew operate cleanly and efficiently and should not be an easy kill for anyone.

**THE NAGATO MARU CREW**

**First Mate Jason Fokker**

Spacer. 27-year-old. First Mate. He has been with Chavez the longest.

**Charlie 7**

Progen. 20-year-old Beta-Class Technician-clone. Crew/second helm.

**Siobhan MacLeod**

Terran. 25-year-old Weaponeer/Gunner. She leaves the Crew to join SolSec right before the War.

**Sacristan de Troyes**

Terran. 26-year-old chief Navigator/Gunner. Kimburle is his wife.

**Kimburle de Troyes**

Progen. 24-year-old Chief Engineer.

**Bastien Lafrate**

Terran. 19 year old Interloper (hacker)/Communications.

**Katsyn Roh**

Jenquai 23-year-old Shinwa-telepath. Crew/second navigator.

**Natchez**

Terran. 16-year-old Amerindian boy and assistant engineer.

**Nikita (Nikki) Phoenix**

Spacer. 21-year-old Medic/cook.

**Tailgunner**

Female. 17-year-old Spacer. Gunner/Helm.

**Tobias Red Hawke**

Terran. 19-year-old Cheyenne youth. Gunner/Helm.

**Silas Craven**

Silas is a cruel, violent and deadly pirate and Chavez's chief rival for supremacy. Craven and his three ships terrorize Terran exploration and colonization efforts because he is

aware that Chavez has strong ties to one of the Terran Houses. He is not sure precisely which House. When Tobias Vaughn – agent of GETCo – meets up with Craven they strike a deal. Vaughn, having discovered InfinitiCorp's quest for the so-called Genesis Engine, proposes that they beat InfinitiCorp to the punch and find this Genesis Engine first. As part of how Craven accomplishes this, whenever a Terran colony begins to establish itself, he and his other ships will systematically attack the colony, especially colonial expeditions centering around Ancient Sites.

**Proconsul Anjuren Khan**

Powerful Progen senator and governor. Anjuren forms a secret alliance with Lady de Winter.

**Finn Raziel**

Blood Mark commanding officer and Khan's hatchet man. Finn Gore is single minded in both his ruthlessness and dedication.

**Party First Secretary Wolfgang Bock**

Clone of the original Bock, who was commander of the Mars mission.

**The Prime Minister**

The most impotent human in Republic government.

**Chief of Military Intelligence Rafi Guriel**

Guriel is the most powerful human Republic. He's known as 'Ha-Zaken' the 'old man'.

**Lady Madra and Praenoman Tianna** – Progen Sabine Warriors. Lovers, together they command the Primigenia Legion for Lareth. When Lareth becomes First Matron of the Sabine Theocracy, Tianna becomes Praenoman of Skarlas Krinn. She commands the force of warriors who fend off first Anjuren Khan's assault force – led by Finn Raziel – then the V'rix War Party that swarms Deneb after the Wasting of Arrakis.

**Black Moran Kathsidhe** – Mordane's nephew. Moran leaves the Maléfari just prior to the destruction of the Heliades. He and several of the Maléfarum Adepts take opposition to Mordane's plans. They try desperately to reach Progen Space and warn the Sabine. They make it instead to the Frontier and want Jordan Naverre. She breaks SolSec orders and turns her Frontier Fleet toward the Heliades to stop Mordane's Shadowshrike Fleet. During his adventures, Moran meets Karella, daughter of Lareth. The two fall in love and become life-mates. Moran – and other displaced Jenquai – finds an unlikely home among the Warrior-Priestesses of the Sabine, taking part in the forming of the Frontier League.

**Sahib al-Barid**

The Postmaster. Term as it applies to the chief spymaster in an Islamic Intelligence Organization.

**Merjan Kathrada**

Merjan is tall, slender, and athletic in build. She has olive complexioned skin and tends to wear her hair back. Although an initiate of an Ecumenical Order (the Religious Caste), Merjan hopes to one day assume a role within the Black Guard. It is because of her unique position that the Jenquarum personally selects her to join the expedition through Charon's Gate.

With the 1st Sephira worried that the Black Circle is up to its typical machinations, it is decided that someone trusted should be included in the initial colonization Team that travels through Charon's Gate to Terra Alpha. Merjan is selected to carry out this mission because she is recognized as an independent capable of resenting the manipulations of Mordane, who is de facto leader of the Terra Alpha mission.

Merjan is the youngest daughter of a powerful member of the 1st Sephira – Kaled Kathrada – and although she recognizes her father's hand in getting her this mission, she is determined to see it through to the end.

### **Kaled Kathrada**

Kaled is father to Merjan. Kaled and his daughter are at odds. He sees her election to the 1st Sephira and the assumption of the Mantle of State as the beginning of the end for her. Although her destiny has been directed toward this position since her youth, Kaled has never embraced the thought of his first born assuming the role of First Emissary.

### **Black Moran**

Moran is a 3rd Tier Adept of the Warrior Caste. Moran is a member of the Shinwa, and vehement opponent of the Maléfari.

Moran wears his hair long and in a tail; his complexion is swarthy – being a genetic mix of East Indian, Teutonic, and North African. He is stockier than most Jin-Qui due to his birth on Earth.

Costume

Chinese-style black leather tunic, sleeveless

Belted with an obi

Baggy Samurai-style trousers tucked into black tabi

Moran was an outcast – a Harijan – from both his caste and his family. He is called back to serve the Sephirum who fear that the Black Circle have been keeping too much from the people and must be held in check. The choice of Moran is purely political. Should he do something that dishonors and offends the Circle, it can be said that he was a Harijan and no dishonor would then fall upon the Sephirum for their actions. Moran is keenly aware of this but accepts his duty all the same. Moran had at one time been part of the Circle, serving as an Acolyte within the Exsurge Domine.

However, under a cloud of dishonor for actions he would not take against his clan, he was excommunicated. He lost all of his belongs, was stripped of rank and title, and separated from his partner. For years he wandered, traveling with Outsiders as well as from city to city within the Jin-Qui regime. He finally made his way to the Shinwa and their

monastery on the moon Pan. There he took up the robes and the vows of an aesthetic and monk. His solicitude was short-lived. The discovery of Charon's Gate and the disclosure that the Black Circle had known of its existence for years caused the Sephirum to finally take notice and scramble about to see what else the Circle kept to themselves.

Moran is the choice of the Sephirum to carry out missions that they will give him directly. His primary and overall task is to oversee the establishment of a colony beyond the Gate at Charon. From there, his secondary task is to maintain watch over the Black Guard known as Mordane, who the Circle has sent to advise the Expedition sent through the Gate.

It does not help matters that Mordane is Moran's brother and that the blood between them is very bad.

#### **Dai'shao Mordane** of the Ordo Maléfaram

Mordane is the driven leader of the renegade Maléfari. He has led them for the past ten years, since the death of their Leader, the one who led them during the Gate War, whose passion evoked their self-imposed exile nearly fifty years before the Coming of the V'rix. Mordane has gone from simply their leader to something of a religious icon. It is no overstatement to say the members of the Maléfari that serve him would live and die by his words. Prior to taking command of the Maléfari during the Gate War, from the Jenquai Adept of the Black Guard. He is summoned by the Black Circle to head the expeditionary effort into the secrets of the Ancients that created the Gates. He discovers part of the secret of the V'rix. It is primarily through his exploits that the Jin-Qui story is told. His adventures are described throughout the story as he makes one discovery after another. As Jin-Qui go, he's something of a rogue.

#### **Theseus ben Joseph**

Acolyte of the 3rd Order of the Black Guard Son of Ariadne ben Joseph. He is an apprentice of Mordane and a member of the Black Guard.

#### **Jöga**

Beta class clone servant of Lady Winter. They are technically illegal within the Terran Alliance, however ... Jöga, as with all Betas within Progen Space, was bred to be a loyal and ever present companion to her mistress. In the case of Jöga, however, she was augmented with a mild telepathic ability that Lady de Winter utilizes in business and social matters.

#### **Jarred Thorne**

Jarred is InfinitiCorp's ranking Director, Outside Projects. He is a corporate pretty-boy; tanned, cooker-cutter good looks, Anglo; he could have stepped from the pages of any number of trend setting fashion magazines.

Despite having clawed fought, and otherwise schemed his way to the Inner Circle of InfinitiCorp, the truth is Jarred is a street kid that made good. He is a true speculator and merchant prince who has made InfinitiCorp a great deal of money and earned them a

great deal of prestige through his acquisitions. Because of his background, Jarred has unsavory connections from one end of Sol System to the next. It is for this reason – and not because he’s sleeping with her – that Lady de Winter chooses him to spearhead the Terran Exploration and Colonization effort. Jarred is also in the know. He is aware of the InfinitiCorp spy that went through the Gate with the first Jin-Qui expedition. Because of this, he is up to speed on what has happened in the Terra Alpha system when – five years later – the Expedition returns.

Jarred’s primary motivation is to build his own private Empire outside of Sol, (on behalf of InfinitiCorp, of course). He has a nose for where profit lies and every operation he is given from InfinitiCorp HQ will lead him down paths where he has the most opportunity to expand and build Terran Alliance colonies.

### **Silvia Shaw**

Beautiful woman of Caribbean decent; she wears her hair short and practical; she’s very buff, and has the unmistakable attitude of someone who has been there and done that.

Silvia is chosen to spearhead the effort of Terran colonization because she has not particular loyalty to any one of the Five Houses. In fact, she is just this side of being a pirate. For the Alliance Ministry that makes her a perfect choice for the expansion effort they have in mind. However, it does suggest that her colonization process will not go as smoothly as Jarred Thorne’s. Working in her favor is the fact that most pirates know her and will not attack her colonies. Working against her is the fact that most Progen patrol ships know her and will attack her colonies and convoys.

### **Colonel Hannibal Bishop**

Hannibal is Commanding Officer of the Black Hammer Detachment; Former head of Blood Mark Detachment Omega. He has one black; one red (cybernetic right eye). He has a solid, iron hard powerhouse brown complexion (black ethnic descent) Cybernetic right arm.

As a Commanding Officer of a Black Hammer Detachment, Colonel Bishop has the unenviable task of traveling to strange worlds, meeting strange creatures and killing them in the name of the Republic. Although he exists at the top of his class, caste, and genotype, he feels an slight twinge at some of the missions he is tasked to carry out. Before assuming his command of the Black Hammer Detachment, Hannibal served as a member of the Blood Mark. His command was one of the shock units dispatched to the Miranda Mining Colony above Uranus to quell the Paxis uprising. Two years he and his soldiers fought a blood-soaked guerilla campaign through the tunnels, caves, and domed facilities of the deadly environment of Miranda. The 1st Directorate had delivered the Primarch’s orders: no mercy. No survivors. The entire crop was to be slashed and burned. As a Progen Soldier, Hannibal is genetically bred to follow his orders. But in his case, something misfired and he experienced – out of dozens of campaigns in his career – something resembling remorse. From then on, he knew he no longer belonged with the Mark.

When the Operation was completed and all of the Paxis forces destroyed, Bishop made a lateral move from the Mark to the Hammer. Less than a month later, he was given his orders: establish a Progen beachhead on the other side of the star gate discovered at Charon.

Hannibal assumed his command and took an expeditionary force through the Gate to a new star system and set about building a garrison.

### **The Adriel Cluster**

There was a time when Proxima in general and Adriel Prime in particular brought with it a sense of wonderment, respectability, and a dream of profit. Those days are gone. What is left is a failed colony, a backwaters place that has barely enough local resource to justify the presence of a population base, however broken, disenchanted, and otherwise beaten down. Adriel Prime still supports automated methane collectors, skimmers that dip down into violent atmosphere of the Brown Dwarf, scoop up their chemical cargo, and haul ass out of the crushing gravitational influence of so gigantic a body. The haulers rendezvous with drone ships for transfer of haul, then the drone ships proceed to the processing plant on Castores.

The whole affair is a never-ending circle of mind numbing monotony to the few thousand inhabitants who live in this sector, not the least of whom is Station Master Raynard Duvet. Aside from being French-born, in itself a cause for great personal misery, Duvet is a broken man. He embodies the flavor of Adriel in particular and Proxima at large. He once served as an officer within the ranks of SolSec, part of a peace keeping mission during the so-called Cold Water Crisis that brought the Terrans and the Progen once more to the brink. But he forgot his Charter as a SolSec officer, allowed a bribe to exchange hands and one dead civilian, a court martial, fines and time served later, Duvet managed to get this gem of a position running the Infiniti-Orsini Operations in this little corner of heaven.

**Loric de Grey** – InfinitiCorp representative and founder of Gamma Sulani Colony under the banner of Caliph Omar Pahlmoud.

**Cassiopeia de Grey** – Progen-born woman.

**Governor-General Kyron Gui** was the first to stand and make his feelings and the feelings of his people clear: Spartak belonged to Spartak. It would not be pulled into a War being fought over some alien device over 500 light years away. There were merchant ships that plied the Trade Routes of the (then) four colonies that had never seen Earth or Sol or even Centauri Alpha and the other Core systems. Spartak rules would apply to any Terran, Progen or Jenquai ship that wished to dock at Sparta Station. Weapons down. Disputes to be settled in the Slaughtersphere.

**Loric de Gray**, having invited Omar Pahlmoud and Ariadne ben Joseph – two of Gamma Sulani's pre-eminent citizens – consulted with them. It was agreed that the Protectorate would make clear both its independence and neutrality as well.

**Faryn of Chandilar** and **Barusa of Altairus** both echoed this sentiment. Let Sol blow itself to pieces. Let their parent governments squabble like selfish children. There were worlds to be discovered and riches to be had on the Frontier and nothing as uncivilized as War was going to slow the current trend.

And so it was in the plush meeting chamber of Loric's fortress that the Frontier League was born.

## Earth and Beyond History: 101 – What has changed

### The Major Amendments (*And the down-and-dirty*)

A *Crystal Shard*<sup>1</sup> is uncovered by the Progen in Deneb; the shard is part of a larger codex; this particular Codex Shard contains a datacore intelligence that activates the dead-end Gates that ended the Expansion for humans following Charon's Gate some 80-years earlier.

Activated by the Sabine Seeress known as the Cumean Sybil, the Codex Intelligence reaches out through the Denebian Gate to the nearest Quadrifons (Sirius along the Gate-network). This activates the Gates at Sirius – also activating a booby-trap tied to one of the Sirius Gates.

### State of the Union At Launch

- Terrans have stolen the newly discovered *Denebian Shard* from The Progen Sabine; in the process, the Codex Intelligence that activated the Sirius Gates does the same at to Gate Quad in the *Aquitaine* (Alpha Crucis and it's surrounding regions) opening up new avenues of Expansion.
- As a result of the theft, the Progen have made very loud overtures toward War
- The Terrans initiate a series of forays into Progen Space to sabotage their facilities
- Skirmishes between EarthCorps and Progen Legion warships have been erupting all over the place
- SolSec and the Council have been called in to negotiate a peace, sending Fleet Supercarriers into hot-spots to keep the calm (...skirmish-skirmish, blast-blast, death everywhere)
- Sol System has suddenly become a hotbed of intrigue with ships coming and going...(think Cuban Missile Crisis, 196-blah-blah-blah); Progen Warships head toward Earth; Terran carriers intercept; stand-off in Space
- The Jenquai have sent *Black Guard* operatives into Terran Space (Tau Ceti) to retrieve the *Shard* – fearing it will reveal the fact that their Gate Quad at Antares has always been active and that they have been slowly (oh so very, very slowly) investigating those avenues
- The Jenquai steal the Shard from Tau Ceti (chaos-madness); when the Black Guard Psionics sent to retrieve the Shard first come into contact with the Codex Intelligence, they are driven mad, their mental powers

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<sup>1</sup> Yes, boys and girls, these Shards are keys needed to open up certain types of Star Gates, usually Gate Quads of some sort

augmented and fragmented on one fell swoop – this is the birth of the *Oni*

- The activation of the Sirius Gate has caused one Gate in particular to remain open, constantly spewing out ribbons/clouds of nebula-material; these are V'rix Automated Forward Observation Platforms – clouds filled with bio-organic drones that do every thing from analyze asteroid belt composition, take telemetry of surround clusters, and so forth. The Gate itself is linked to the newly appearing Mondara Maelstrom (a V'rix War Cloud the size of a Star System – it is visible within the skybox above Sirius and a number of near-Earth star systems [yes, I'm breaking every Law of the General Theory here])
- With War brewing on all sides the Primarch of the Progen Republic calls from retirement one of it's living legends, Anjuren Khan, whose Family name dates back to Colony One...(Think Caesar coming to Crossus to quell the Slave Uprising in Spartacus)
- Khan's Legion is *Hadrianis* – all Hadrianis NPCs are more aggressive, a lot quicker, and generally two cuts above standard Progen. They're brought on line to investigate the Mondara and help put the Terran's in check
- The Red Dragon Triad has been using the growing conflict as a means to spread its influence into Progen Space
- Despite all of this, InfinitiCorp is bringing it's new Omni-Class starports on-line in Tau Ceti, Alpha Centauri and Earth and celebrations are happening everywhere – pleasure cruises to the Star Harvest Hotel-Casinos and so forth

#### **House MacGregor-Winterbourne (Tradesmen)**

- The Bad-Guys Win the War of the Houses and become (sorta') Good Guys. Think of InfinitiCorp as the Devil You Know vs. the Devil you Don't. Think of MacGregor as 1000-years of Highland Pride and retribution breaking loose on everything.
- Winthrop is gone. Winter has been changed to Winterbourne (a bit more Aristocratic less sterile) and the 2 consolidated (a House divided type of thing). Stream-lines story bit plus the 2-Ws were confusing
- Winterbourne breaks away from InfinitiCorp (yes, MacGregor and InfinitiCorp are interchangeable), taking over Sulani Epsilon just prior to *Invasion Phase I* Winterbourne believes Science and Commerce must work hand-in-hand with a solid defense. *They're American New Money.*
- House Pahmoud is the InfinitiCorp House sent to tame Sulani Epsilon. They set up shop on Gamma Sulani (planetside) and build up the System – Sulani Epsilon eventually breaks away from the Terran Alliance altogether when Pahmoud and Winterbourne join forces and form the Frontier League. The timeline places this at the V'rix Invasion Minus 3 Months

- Obata, Orsini, Chavez, Jago, Pahmoud – All Minor Houses Under MacGregor fighting to move up the Food Chain. This means, not all Pirates have to be Pirates as mid-and-high came settings evolve
- ***La Familia Cervantes-Chavez de la Mondragón*** is New. They are the InfinitiCorp representatives in Deneb; they lose this position when IC moves Obata into the Terran Sector within Deneb; this precipitates the Rise of the Pirate Clans as Miguel Chavez leaves the *Familia* aboard a stolen experimental ship – the Nagato Maru (Jenquai-stealth tech with Progen armor) – and has the basic model duplicated at the facilities in Paramis. (Re: Rise of the Pirate Clans)

#### **The Noble House of Naverre (Explorers)**

- The Good-Guys. They lose. Up-and-coming *nasties* Jago-Orsini crushes Naverre, with Orsini scion, *er*, coercing – I mean negotiating – a marriage settlement with the remaining Naverre son, who adopts Orsini's family name. The Jago-Orsini's are the Kennedy-Onasis connection. Politics. Wildcatting. And bigass space ships.
- Naverre-Jenquai connection is an order of magnitude stronger to the point that Naverre-aligned Explorers have been known to spy/sabotage on Shinwa orders
- Naverre Systems - Alpha Centauri A, always loud, trashy, decadent. Metaphorically speaking, think of French Pirates sailing the High Seas in lace and ruffles. Over the top.

#### **EarthCorps – The Arm of Terran Government (Warriors)**

- They lose as well. Too Obata. By Invasion Phase I the Houses and Mega Corps end all pretense of Alliance Autonomy as the governing body. InfinitiCorp positions Obata to storm EarthCorps bases, stations, and territory. Down with the EarthCorps Flag, up with Obata.
- EarthCorps Military is fighting for its survival feeling put upon in many instances to act as Caravan Guards along the Lanes – this is why the majority of SolSec's number reflects a high number of Alliance volunteers.
- This is the Emperor vs. the Shoguns.

#### **The Terran Contra-Faction (Renegade/Defector Psionics)**

- The Malacore have been renamed to the ***Domine***; the name shouldn't appear in talk trees, references, etc. until the Tau Ceti Act of Accordance, which basically outlaws Psionic Use within Terran Space by unregistered individuals.
- The Malacore thread weaves through every faction in one way or another; the Jenquai are helping them flee Terran Space; the

Progen (Warriors) want to capture them for experimentation – they want to synthesis the process that breeds Psi-Talents for use in future semi-organic systems

- The Domine home system of Sanctus Kyrie opens up post-live; content in all Terran Systems should indicate the increasing (Government-initiated) hostility towards Psionics
- The Domine are pawns. Dr. Malacore figures this out too late. InfinitiCorp wants all Terran Psi-talents under one roof, so to speak: theirs. Psi's have been key to InfinitiCorp's dominance

#### **The Sha'ha'dem – The Backbone of Jenquai Society (Explorers)**

- The Sha'ha'dem are the devout good-guys. They believe in what they are doing with the fervor of a zealot; however, like every elitist cabal they like their secrets – reflect this in the manner in which mission/quest data is disseminated; the nature of encounters and so forth. Basically, the xenophobe angle has been increased
- Merjan Kathrada starts as the Leader of the Order and Leader of the Jenquai People. This removes her as an “epic player” in the Gate War, with much of her role in the previous Backstory being placed on her father's shoulders. He was the Leader of the Maléfari before Mordane. (You see where this is going, *nes pas?* She is 50%-Golda Meir/50% Margaret Thatcher).
- Mordane is Merjan's son – family ties abound. It is one of the Jenquai Secrets. Behind the scenes, Shadow Cabinet liaisons pressure her into ‘looking the other way’ when Maléfari activity gets too out of hand
- The Sha'ha'dem and the Shinwa (Warrior Caste) are in a subtle power-struggle over the Vega System; the Maléfari use it as a secret ingress/egress point into Jenquai Space
- The Sha'ha'dem is fighting Ahzmundi (Traders) to retain Jenquai cultural purity in the face of Terran pop-cultural influence.

#### **The Shinwa – Jenquai Warriors**

- Increased the heat between Warrior and Religion; this manifests itself in Vega, which is the door-step to the Per Nefer (Dyson's Sphere)
- The Legacy of the Gate War permeates the Order. Many feel the Maléfari and the Shoda'kan were correct in feeling betrayed when no retribution was sought after the Occupation; Shinwa hate Progen Warriors

#### **The Ahzmundi – Jenquai Traders**

- The Ahzmundi are the swing vote; they actively engage in trade with the Terrans and the Progen. Likely neither Faction

more or less than the other, they feel both are not Jenquai so why even bother thinking about them

- It is the Ahzmundi who prompt exploration through the Gate Quad at Betelgeuse (activated by the Codex Intelligence) citing the fact that since the Terrans and Progen have gone forward (even as war brews) the Jenquai must proceed as well

#### **Jenquai Contra-Faction (Renegade/Displaced Warrior Caste)**

- The Maléfari are 50%-Hezbollah/50%-Templars. They are *not* subverted by Shadow Cabinet, although members are recruited; they retain status as a 'minor evil' following the apparent death of Mordane
- The Maléfari destroy the Progen system of Heliades at the 6-month Post Live mark, precipitating the Progen-Jenquai War

#### **Centuriata Legionnaires – Progen Warriors (Roman Legion meets Israeli Defense Force)**

- The Progen are an Ordered Society. Clone Culture who feel as though all of Mankind Depends upon them (whether mankind knows it or not)
- Khan is brought out of retirement by the Primarch to shore up the Republic
- The Centuriata and the Sabine are in a state of cold war; the Centuriata feels the Sabine are diluting the purity of the stock with their cyber-prophecy and strong religious thread; the do not like the fact that so much of Progen Culture is now being dictated by the Sabine
- The Centuriata uses the loss of the Codex Shard as an excuse to increase Centuriata presence in Deneb
- This general tightening of Progen Strictures leads to certain members of Society speaking out – namely Dr. Kalif Rashid, who feels the theft of the Shard would not have occurred had the genetic stock been more diversified; the Progen have a weakness when it comes to understanding the thought and motivation processes of outsiders

#### **The Sabine Sisterhood – Explorers (Warrior-Monks; 50%-Shaolin/50%-Vatican Guard)**

- The Sabine feel the only path of The Warrior is through Righteous Faith and Exploration both inward and outward; their theocratic leanings have been increased

#### **The Collegia Segmentata – Tradesmen**

- Firmly entrenched within Progen Society and Culture, the Collegia is a Trade Guild of engineers of war – the

Forgemasters. They run the supply and logistics lines for the Legions. In this respect, they side with the Centuriata during the Great Rift when the Sabine breakaway from the Republic

### **Progen Contra-Faction – Nationalists who want Diversification**

- Whether because his wife is Jenquai (an occurrence that happened only through a Special Dispensation from the Primarch himself) or he has spent so many years traveling Human Space, Kalif Rashid feels the Progen are doomed unless they broaden the gene-pool
- This leads to the Paxis Movement – think PLO meets Aryan Nation. They are very, very Pro-Progen, only their idea of Progen.

### **System/Sector-wise**

See below for the major swap-outs, however, thematically speaking, here are some direction amendments:

- Fewer Post-Charon Ancient Built Gates. Humans exploited maybe a dozen before dead-ending.
- The FTL Trade-Colonies are almost exclusively Terran (for Backstory and future sector expansions); this means when and wherever possible the idea of ‘lost’ or ‘forgotten’ Terran Colonies can be explored and exploited.
- The Original FTL Settlements (the Terran’s call them the ‘Cold Sleep Colonies’) are the silent majority the Houses and Alliance Parliament are fighting to control (internally) so play up the Terran-Warrior discord between the other two Terran Classes
- The Star Gates pose a love/hate thing with the Terrans – prior to their discovery they were the Super-power (Naverre living in the past InfinitiCorp in the future is a good metaphor – Naverre still relies heavily on old Jump-ships to maintain its territories (meaning there should be a lot of ‘help me I’ve fallen’ DSSR Missions in Naverre (Terran-Explorer) regions.
- Ancient Star Gates the Bigger the Star the More Powerful the Gate; suggest wherever possible that Gates do *waaay* more than fold space/time.
- Bernard’s Star/Procyon/Spica are now all Terran Holdings. Spica is an Ancient Gate System (one of the Last in the 1<sup>st</sup> Wave)
- Antares is the darkest of the Jenquai Systems. The Shinwa are very hostile to non-Jenquai and non-Warriors without special dispensation. Jenquai Warriors should be made from moment 1 to feel as though they are the foot soldiers in a holy war. (We’re talking Israeli Defense Force vs. Everyone else)

## **Earth & Beyond**

### **Storyline Content Plan**

1/20/2004

#### **Charcter Factions & Motivations**

<b>Character</b>	<b>Faction</b>	<b>Primary Goal/Concern</b>	<b>Secondary Goal/Concern</b>	<b>Likely Actions</b>	<b>Notes</b>
Vinda	Sabine Order (PE)	Humanity – Improving Mankind	Stability	Learn to control the gates. Engineer changes in humanity to make them more stable.	“Crazy as a fox”. Will eventually lead the Progen.
Memnon	Centuriata (PW)	Power for the Republic of his dreams.	Self improvement	“Fix” things. Engineer ways to make the Republic what it once was.	Destined for a cell at DET Onorom.
Kahn	Centuriata (PW)	Be a Hero/Savior for the Progen	Ego	Defend Cygni. Defeat the V'rix	Lead the Progen into battle.
Cassel	Collegia (PT)	Win Cygni Back	Destroy Vinda	Do everything he can to attack Vinda.	Ally with Memnon
Merjan	Sha'ha'dem (JE)	Ego, Power, Glory. Be a God		Attempt to ascend. Bring Mordane back.	Becomes the Mordana uber encounter.
Silva	Shinwa (JW)	Honor	Vengeance	Burn out in a frenzy of actions. Guilt over Gray Feather's death.	Die fighting the V'rix
Ariad	Sharim (JT) and Sha'ha'dem (JE)	Understanding, Knowledge	Balance	Work with Vinda to heal and understand.	Will eventually lead the Jenquai.
Shou Tzu	Red Dragons (Pirate)	Ariad	Reforming Jenquai society	Heroic battle, lead the pirates to join the fight against the V'rix	Will eventually take Silva's role as leader of the Jenquai Warriors.
deWinter	InfinitiCorp (TT)	Power, control	Credits	Wait and see, support all sides.	
Herrera	EarthCorps (TW)	Security, safety for Terrans	Humanity	Free the Psi and declare martial law.	Lead joint military effort vs. the V'rix.
Loric	Hyperia (TE)	Make his gate work.	Fame, respect, wealth	Betrayal	
Nostradamus	Alliance (Alliance) and Psi (TerranPsi)	Redemption	Peace	Destroy Mordana, seek freedom and peace for Psi	Sacrifice himself
P3889	Psi (TerranPsi)	Freedom	Ascend		Dies/poisoned
Buford	Bogeril (Bogeril)	Sam Bogeril's return	Be left alone.	Never ally with EarthCorps! Will defend people, will find a way to bring Sam back.	The Bogeril are steadfast in their hatred of outsiders, whether they're V'rix or EarthCorps.
Malhause	Mordana (Mordana)	Return of Mordane	First to ascend	Working with Merjan, the secret comes to light and she ascends and is instrumental in the return	Fire and brimstone.

				of Mordane.	
Wole	Anseria (Anseria)	Freedom and revenge		Establish relationship with the Oni and the Zenrei Tempest	They're really out there.
T2Z	V'rix (V'Rix)	Acknowledgement of the ancients	Close the gates	Use the Eye of God to terrorize humanity. Use fear and history.	T2Z is getting tired of this assignment – working with the slime from DigiApogee is enough to make him ill.

## ***Story Step Summaries Patch Message Notes***

### **Step 2 – 1/22/03**

The V'rix make a second attempt to communicate. Silva pressures Merjan. Gray Feather sees damage in Sirius. Merjan tries to open the maelstrom. Ariad follows the aliens. Tzu and '89 accept players in the underground. Var gets angry. Kahn returns from exile to build a wall around Cygni. The Gatekeeper goes after Amah. Amah comes back with a scary surprise. The Progen crew sends one last message. Vinda tries to steal the codex from Deneb. Cassel decides to send the Sabura gene map to Kahn. Herrera demands more information about Aganju. Nostradamus begins relocating Psis. Loric announces the discovery of a new type of gate. Quantum silk traders appear in various sectors. And deWinter offers the best trade route ever.

### **Step 3 – 5/8/03**

After months of cryptic communications and debilitating scans, tensions with the mysterious V'rix have reached the breaking point. From his great warship in 61 Cygni, Primarch Kahn has declared war against the alien interlopers, drawing all of humanity into a galactic clash. As the Progen Republic throws its military might against the V'rix, all the inhabitants of the Earth & Beyond universe will find their lives impacted by the conflict. Players will find a spectrum of reactions to the war from faction leaders and characters within the game, ranging from enthusiastically jumping on the war-wagon to urging caution and restraint. Players can expect a multitude of opportunities to make personal choices about which side of the war they want to be on.

### **Step 4 – 7/22/03**

Humanity suffers a stunning blow as the V'rix draw first blood and seize the mighty Progen Citadel of Praetorium Mons. Primus planet lies in ruins after a V'rix assault captures the base that was once home to Primarch Kahn himself. Amid the carnage, the leadership of the Progen lies in shambles, with the head of all Centuriata, Legatus Var, missing in action. The war continues in earnest, as the struggle to control the Ancient Gates comes to a head. While Jenquai forces fight a desperate battle against the invading V'rix and their deadly hive weapon, Terran EarthCorps forces square off against First Emissary Merjan in her bid to do the impossible and open the way to Aquitaine sector. Meanwhile, shadowy conspiracies and fanatical zealots make their plans to seize power. Players will face hard choices as they choose sides in the galactic struggle to control the fate of humanity.

### **Step 5 – 10/28/03**

The V'rix have overrun Grayfeather's position in Swooping Eagle and the Kokura have taken significant losses in their efforts to defend Typotal Maw. The Kokura leader valiantly fights on (some would say foolishly, but what do they know of a true warrior's resolve?), against overwhelming odds and cannot hold much longer. With the opening of the Aquitaine Gate, Terran space is now threatened by the advance of the V'rix, rousing the ire of Admiral Herrera. Meanwhile, the struggle to understand the Ancients and their mysterious gates is reaching a fevered pitch in the sacred halls of the Jenquarum.

### **Step 6 – 12/9/03**

A hero has fallen.

Grayfeather has been slain defending Typotl Maw even as Du'Shao Silva, leader of the Shinwa, rushed headlong into the conflict to reinforce the valiant Kokura warrior. Breaking from Progen tradition, Magna Vinda boldly announced that members of the Sabine Order will be able to perform genetic interpolation on any Progen, Terran or Jenquai individual. The highly controversial decision has supporters cheering and proponents calling for Vinda's removal from duty. Several key-ranking officials are expressing extreme dissatisfaction over this decision. Members of Jenquai society are distressed over Merjan Kathrada's sudden disappearance. Search parties continue to search the Galaxy for evidence of Kathrada, but have been unable to find evidence of her trail to-date.

(Call Forward affiliation skill available.)

### **Step 7 – 2/3/04**

On the heels of a key scientific breakthrough, Ariad and Vinda appear to have found some common ground and are urging cooperation between the Progen and Jenquai for the benefit of humanity as a whole. In Merjan's absence, members of the Jenquarum have become more outspoken and forceful in support of their individual interests and their own areas of responsibility. A long circumscribed skill is now being taught to ranking members of the Sha'ha'dem and careful collaboration between formerly sequestered researchers has turned conservative isolationists, both Progen and Jenquai, on their ears. Where the Terran leadership fits into all of this remains to be established, though a frenzy of diplomatic discussion is certainly underway.

(Compulsory Contemplation skill becomes available.)

## ***Missions***

<b>Character</b>	<b>#</b>	<b>Step 2 1/22/03</b>	<b>Step 3 5/28/03</b>	<b>Step 4 7/22/03</b>	<b>Step 5 10/28/03</b>	<b>Step 6 12/09/03</b>	<b>Step 7 2/3/04</b>	<b>Step 8 3/16/04</b>	<b>Step 9 May</b>	<b>Step 10 June</b>
Silva	1074	Banner of the Shinwa	Vishao will be Shinwa	The Smoking Mirror	Avenging Typotl Maw	The Shame of Failure (Jenquai) & V'rix killing mission (repeat)	>> >>	x >> (repeat)	Looking for a fight. Finds one in Deneb.	Dead.
Var	1075	Into the Maelstrom	>> Rebel Cygni	<b>Dead</b>	---	---	---	---	---	---
Herrera	1066	What Landauer Knew	>> The Hunt for the Vishao Codex	The Voltoi Crystal	The War in Aquitaine	Personal Condolences	>>	Allies? X (detachment 6 – repeatable)	Allies with Tzu? – reward players with pass to BBW	Allies with Kahn and Tzu. Distribute weapons and go after V'rix.
Gray Feather	1071	Wreck of the Red Quarto	The Kokura Awake	---	<b>Dead</b>	---	---	---	---	---
Memnon	1294	The End of Amah	The New Warriors (PW)	The Sabura Continue	Death to the V'rix	>>	Dealing with Traitors	<b>Imprisoned</b>	---	---
Merjan	1027	Unlocking Mazzaroth	>> The Defense of	The Gate in Aquitaine	>>	<b>Disappeared</b>	<b>Disappeared</b>	<i>Uber Encounter –</i>	---	---

[illegible]

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										Affiliated Skill
?		---	---	---	---	---	---	---	---	Atonement (TW)
?		---	---	---	---	---	---	---	---	EarthCorps Affiliated skill (might slip to July)

## **The Universe of Earth & Beyond :A History**

From the archives of the University of New Edinburgh

NOTE: This document is in a very rough draft form. It is not complete. It is presented here for informational purposes only, and should not be considered a complete history. A great deal is still missing, and even more is unknown to us at this time.

### **The Early Colonists (2020-2160)**

In 2020, the first human colony was established on the planet Mars mainly as a scientific and military outpost. Within the next few decades, human exploration and colonization of our solar system took off in great force. The Good Earth Trading Company (GETCo) was founded in 2034 with a mission statement to promote inter-planetary commerce, the first such corporation. Then, in 2050, the Ganymede Project launched a starship called the Jin-Qui Maru, which set off from Earth headed to Jupiter.

The original colonists to Mars went on to form the Progen Republic, while the crew of the Jin-Qui Maru formed the Jenquai Hierate. Those left behind formed the Terran race.

#### **Elias ben Joseph and the Jin-Qui Maru**

The Jin-Qui Maru was led by the charismatic philosopher-physicist Dr. Elias ben Joseph. During the five year voyage to Jupiter, ben Joseph wrote The Four Inspirations, which have guided the Jenquai people ever since. Upon arrival, they began constructing Ganymede Station, which was completed in 2062. But ben Joseph envisioned something greater; an "orbital metropolis" populated by space faring people who shared his vision of the Inspirations. Shortly after his death, Jove City was constructed near Jupiter, and his vision became reality.

The metropolitan and cosmopolitan Jove City quickly eclipsed the Martian colonies for attention, and while a great deal of interest and attention was lavished upon the Jovian colonies, the Martian colonies were largely ignored and mostly forgotten.

In 2149, the descendants of the Jin-Qui Maru colonists declared themselves the "Jenquai Autonomous Region."

### **The Rise of InfinitiCorp**

In 2102, Caithan and Crispen MacGregor founded InfinitiCorp and the company quickly shot up to become a galactic hegemony. Their early work focused on space travel technology, and they developed a technique called "comet jockeying" which used hollowed-out comets and asteroids for interplanetary travel. This technique quickly rivaled GETCo's monopoly on space travel. In 2190, InfinitiCorp unveiled humankind's first true warp drive engine (MK8 Infiniti Pulse Drive), an invention which pushed InfinitiCorp ahead of GETCo.

Two years later, in 2192, IC sleeper ships arrived in Alpha Centauri and began the first colony outside our solar system. GETCo ships arrived just two months later, and disputed InfinitiCorp's claim to the sector. The conflict was eventually mediated by EarthCorps,

which took control of the Alpha Centauri system largely for its own purposes. In 2196, InfinitiCorp, along with GETCo, bought out the Unified Earth Government (UEG) and assumed administrative control of Earth.

### **The War of Secession**

In 2155, The United Earth Government ship, the UEG Pegasus, attacked the Free Trade Vessel (Progen) Orion, setting off a chain of events that would lead to the bloodiest war in human history. Very little is known about what exactly precipitated the incident, but the results were dramatic.

The Martian colonies declared war on Earth. They had been developing a new kind of technology that blended every conceivable destructive force known to humans. This Ensis technology, as it is called, was stronger than any other weapon ever designed or used in human history. Its devastation was incredible. The Progens leveled every city on the planet, sparing only Paris, for reasons that are still a mystery.

After five years, the Terrans finally surrendered and the Progens became independent. Megacorporations took over control of Earth's political structure, and EarthCorps was formed to prevent the kind of devastation seen in the War of Secession. That same year, in 2160, the Jenquai officially became the Jenquai Hierate ["Hierate" derives from the Greek word hieratikos, from hierateia, which means "priesthood"]. The end of the war cemented the divisions that would become the Terran, Jenquai, and Progen races.

### **The Great Migration (2160-2286)**

For over 125 years (2160-2286), humans peacefully explored the galaxy in the tradition of their ancestors in the 20th and 21st Centuries. Sleeper ships were dispatched to colonize Sirius, Vega, Capella, Lagarto, and Endriago. Although the three races (Terran, Progen, and Jenquai) were headquartered so close to one another (Earth, Mars, and Jupiter), they were light years apart. Each concentrated on their own part of the galaxy, and in this 125 years, the three cultures grew to be sufficiently different from one another. In 2244, the Terrans ceded control of the Vega system to the Progen Republic, for reasons that are unknown to modern historians. The Progens proceeded to develop cloning and genetic technologies, while the Jenquai focused on religious exploration of space, and the Terrans focused on enterprise and commerce.

### **The Prasad Expedition (Sirius)**

During this period, a group of explorers led by Anish Prasad ventured into the Sirius star system. Sirius is the brightest star visible from Earth and has been an important force in human mythology and mysticism since the dawn of civilizations. The star was named for the Egyptian god Osiris, and hence is often called "the dog star." The star has immense cultural importance; it is regarded as sacred in certain Hebrew texts; by a tribe of West Africans called the Dogons; Allah is called "The Lord of Sirius" by the Qu'ran (53:49); the Hopi Indians call it the "Blue Star Kachina" and believe that the god Kachina, who inhabits the star, will hasten the end of the world.

## **The Freespacers**

In the devastation of the War of Secession, a small group of ideologues left the planet Earth. These Freespacers, as they were called, rejected categorical human constructs like race, class, religion, etc. They were mostly fleeing from the strong racial tensions that were boiling over on Earth after the secession of the Jenquai and the Progen, and which had been festering throughout the 21st Century. These early Freespacers experienced tremendous hardship as they sought to develop the first truly space-based culture. Many died in their attempts to build a new life for themselves and their families. The few families that survived are revered in the Freespacer culture, and are called "The Old Families."

A second group (the Middle Families) set out around 2190, using the new InfinitiCorp warp drive. They were mostly members of one of the three races who had become disgusted with their governments' policies. They believed, like the early Freespacers, that divisions of people based on race was artificial, and saw the growing distance between the three major races as just another example of the problems humans had brought upon themselves throughout the course of history.

The Freespacers moved out into every direction and built successful space-based colonies all over the galaxy. There are credible reports that Freespacer communities exist far outside the realm of known space. Freespacers have shunned the rest of human society, and have tended to build settlements as far away from other cultures as possible. In 2220, the Freespacers colonized the Vega system, only to have InfinitiCorp buy the rights to the sectors four years later, and then to have them cede the region to the Progens four years after that. The Progens, who were angry about the Vega deal to begin with, successfully purged Vega of any Freespacers.

Freespacers gather for special occasions at "Voidmoots." Records exist of various parties and social gatherings at these Voidmoots. This is the primary social outlet for Freespacers, who tend to remain on their own in the vastness of space for long periods of time. Terran historian Desmond Huxley was able to gain the trust of the Freespacers (who are notoriously untrustworthy of non-Freespacers) and he published a celebrated tome on their culture, titled "20 Years of Voidmoots."

However, the Freespacers' solitary and often socially detached lifestyle has a darker side. Several of the "Old Families," who have been out on their own in space for the longest amount of time, seem to have "gone feral" according to one historian. They have become the Bioharvesters -- an "inbred and animalistic" offshoot of the Freespacer sect. They usually sort through wreckage fields to salvage body parts which they sell to pirates (which helps to drive the black market on organs used for transplants and disease research). However, many have taken to outright attacks against ships, "simply to harvest their body parts." These bioharvesters are a collective embarrassment for the Freespacer establishment, which has largely succeeded in keeping the nature of the bioharvesters a secret.

## **The Bogeril**

The Bogeril are an enigmatic Terran sect whose members live in space "camps" around the Alpha Centauri system, concentrated primarily in the Witberg sector. The main sect of the Bogeril, who are sometimes called the "ExAmericans" are descended from some of the first colonists to arrive in the Alpha Centauri system. Leading anthropologists who have studied the ExAmericans believe their ancestors came from the Appalachia region of North America, where most of the resource-rich land was owned by absentee landlords who operated mining operations and other business interests in the region from larger cities on the East Coast of North America, with little interest for the harmful effects on the local population.

One cannot understand the current Bogeril rebellion without a basic understanding of where they came from, and the political realities of the lives from which they sought escape. On Earth, people from this region were marginalized by the mainstream. They often lacked basic necessities like health care, which was a serious concern for people suffering from the lasting effects of coal mining. The Appalachian Mountains region is rather hostile environment, with most of the inhabitants living in rural areas, making it all that much more difficult for social services organizations to provide relief. They were often ridiculed or outright ignored by the mainstream population, especially the government, which often looked the other way at charges of wrongdoing levied against the absentee landowners.

The first sleeper ships to arrive in Alpha Centauri carried thousands of people, most of them very poor, not only from the Appalachia region, but from every corner of the globe. In addition to the ExAmericans, Rastafarians (a religious sect based primarily in the Caribbean), Africans, and Europeans from England, Monaco, and Germany were represented in large numbers. Most experts believe these people left Earth out of economic desperation, hoping for a chance to start over and live a better life, much as the first Americans had done hundreds of years before when settling the western regions of North America.

Upon arrival, however, it seems their dream was not to become reality. The poor among the colonists were immediately marginalized yet again, as wealthy InfinitiCorp executives chose the best plots of land on the planets to build their cities and homes, leaving the more undesirable regions for the poor. In what most likely was a process of "gentrification", a phenomenon wherein poor people are forced out of blighted areas by rising home prices as areas become more fashionable, the Bogeril were constantly moved out of their homes by waves of new executives from InfinitiCorp, and later GETCo, and then EarthCorps. These people were always on the bottom of the social ladder and their prospects for upward movement seemed grim.

During the early 2300s, Zweihander was hit with a deadly plague. The poor often received substandard health care, or none at all, and were left to die on the streets. There is evidence that Terran officials overlooked these parts of the city, and the bodies of their dead literally piled up outside their homes. Anger was so pronounced that an "urban

legend" arose among the people, and remains strong even today, that EarthCorps purposefully spread the plague in impoverished areas of the planet in a concentrated effort to drive the local people out of their homes.

The continued ownership of the Alpha Centauri system by InfinitiCorp, and then later GETCo and EarthCorps, no doubt evoked memories of the absentee coal mining interests which had used their ancestors for cheap labor and then discarded them, often ignoring their basic human needs. The economic status of the Bogeril peoples did not improve over their counterparts on Earth; and may even have declined substantially. Out of this despair arose Sam Bogeril, a charismatic (if not entirely sane) individual who rallied his fellow insurgents and began what would be called the Bogeril Rebellion. Although he spoke mainly to people from his same culture, they were not the only disenfranchised people in Alpha Centauri. He quickly became a leader and spoke out for all of the poor and destitute people of Alpha Centauri.

Taking a hard line against the rebellion, EarthCorps engaged in a bloody "Bogeril Pacification Campaign" in 2348. Although the number of Bogeril rebels was "drastically reduced," according to internal EarthCorps documents, the rebels continued to survive and seem to have dug in even deeper than before. There is little doubt that EarthCorps' overwhelming and brutal response to the rebellion probably led more people in the area to see Sam Bogeril as their hero, and probably had the effect of strengthening the Bogeril resolve, rather than weaken it.

Sam Bogeril was killed in 2351 in a skirmish with Captain Gerard Braun, who currently leads EarthCorps' ongoing anti-Bogeril campaign. Before his death, Bogeril had compiled a "manifesto" for his followers, which gives some fascinating detail about his motives and his complaints against EarthCorps. His purpose is clearly to return Alpha Centauri to the "old ways" -- to abolish what he sees as EarthCorps' quest for homogeny in the region and a return to the rich cultural pluralism of ancient Earth. His manifesto contains a number of rather bizarre predictions, including an apparent conversation with a supernatural being, which no doubt helps explain why the Bogeril remain a marginalized and ridiculed minority.

Nevertheless, Bogeril have perfected the art of using regular household products to improve technology and in some cases surpass the quality and usefulness of Megacorporation products. Bogeril are widely acclaimed for their excellent engine-building, which uses standard engine frames and various types of household debris to accomplish a remarkably fast, yet low-signature engine. Many of their inventions are both whimsically named and quite useful. The Bogeril are an excellent example of a colonial culture that has adapted to their surroundings and has been able to thrive, despite the most oppressive conditions.

### **The Crystal Age (2287-Present)**

In 2286, a Progen transport freighter exploded near the orbit of Pluto in Sol, a region of space belonging to the Jenquai Heirate at the time. Eyewitness reports of the accident are

sketchy, and the investigation ended in confusion. There are indications that the explosion originated in the antimatter reactor of the ship, however, reports suggest that the sheer size of the explosion was too great to have come from a single ship.

Nevertheless, the explosion revealed an ancient gate embedded within a nearby asteroid - Akeron's Gate. The Jenquai claimed the Gate as their own, and covered up any record of its discovery.

Reports indicate that over time, the gate has had many names. Early Progen reports indicate it may have been called "Charon's Gate," and other reports call it "Acheron's Gate." We know from ancient Greek and Roman sources that Charon, Acheron, and Akeron are all different spellings of the name of the mythical figure who piloted a boat on the River Styx, guarding the underworld. It is unknown precisely when "Akeron" became the accepted moniker for the Ancient Gate, but the other two spellings are now archaic and not widely used.

#### Aragotha Expedition

In 2287, Varen Aragotha, with his brother Andaren, Merjan Kathrada, and several other notable scientists and explorers, traveled to the gate and found themselves instantly transported to the Sigma Draconis sector, which was later renamed "Aragoth" in memory of this expedition.

Aragotha explored the sector, and the team assigned names from Norse mythology to the planets and other phenomena that they encountered there.

Andaren's death by Scaracens (GSE: Scaracens)

Anything on Jenq lvl 30 promo mission?

#### **Battle of Jove City and the Beginning of the Gate War**

Akeron's Gate was kept secret for a short time by the Jenquarum, but Terran spies quickly learned of it and shared that information with Progen leaders. In 2298, bitter talks over access to the gate and to the Aragoth system ended in violence when the Progen, fed up with Jenquai stonewalling, stormed Jove City and completely destroyed it. Led by Dahaka Khan (Brother of Progen Primarch Anjuren Khan), so-called "Dog Soldiers" attacked the city and killed everyone and everything they saw. The Dog Soldiers were the result of years of unregulated genetic manipulation which created bloodthirsty warriors with little regard for life. Unfeeling and animalistic, they toyed with the Jenquai citizens of Jove City, torturing them before killing them. (Insert story about the Jenquai ship -- see Jupiter memorials for details)

#### **The Shinwa**

Just before the sack of Jove City, two leading Jenquai men, Mordane Kathrada and Shigehiro Yasuragi, proposed the need for a Jenquai Warrior class to protect Jenquai interests. However, the two men could not agree on the structure of the new group, and thus were unable to convince the Jenquarum to allow the creation of the Shinwa order.

After the destruction of Jove City and the decimation of the Jovian Jenquai population, the need for a Warrior class was made obvious, and the Shinwa were born. However, different beliefs about the purpose of the Shinwa remain, even to this day.

Today, there are three identifiable "sects" within the Shinwa; Sev Tushnim, Kokura, and Kaojin.

### **Sev Tushnim**

These Shinwa follow the instructions of Yasuragi that the nature of the Shinwa is to protect and serve others, even Terrans and Progen. In this way, their philosophy somewhat mirrors that of the Freespace, although only Shinwa are welcome among their ranks. The Sev Tushnim are also very secretive, and prefer that those they serve do not know the source of their assistance. They are the masters of cloaking.

### **Kokura**

Little is known of the Kokura. Led by Grayfeather, they are a right-wing sect that seeks to defend Jenquai interests against any invaders. They are typically considered more "hawkish" than mainstream Shinwa.

### **Kaojin**

The most radical of Shinwa, the Kaojin (meaning "The Destroyers") are an unpredictable sect that seeks complete destruction of all material things. Fascinated by destruction, they seek the "glorious dance of annihilation." They embrace chaos, and believe that everything that happens in the universe is random and chaotic. They believe that nothing in the galaxy is real, and therefore, that destruction has no consequences.

### **The Battle of Akeron's Gate**

The most important battle of the Gate War was the famous Battle of Akeron's Gate.

## **DEATH OF MORDANE**

### **The End of the Gate War**

Khan and Tyr... NB Andronicus Tyr in Arx Spartoi, grandson of the Tyr who killed Khan's brother and how he never forgot that, blah blah...

### **Lagarto and the Risco Colony**

Recently, remains of a GETCo ship, the ECS Sierpe, have been discovered in the Lagarto sector of Gallina. On the surface of Risco, a small moon orbiting the planet, the ruins of a GETCo colony and sleeper ships have also been found. Both GETCo and EarthCorps remain tight-lipped about the details of this failed expedition, and have not released exact dates or information about the crew of the Sierpe or the founding of the Risco colony.

What little we know comes from logs found at the scene of the wreckage; from the Captain and Chief Engineer of the Sierpe. Researchers have also been able to reconstruct a few distress signals from the moon's surface, but they do not shed much light on the

situation. Apparently, the Sierpe had seen the Appian Gate and what they describe as a large maelstrom, with "hounds" that poured out of the maelstrom and attacked the ship and the colonists. After nineteen days, the Sierpe apparently was unable to hold off the attackers. In a last ditch attempt to send a distress signal back to the Sol system, they attempted to open a wormhole using their warp drive. It does not appear that their attempt worked as they had planned.

Some scientists have suggested that the Sierpe's attempt to generate a nano-wormhole led to a massive explosion which closed the Lagarto maelstrom, leaving an enormous gravity well and a strange anomaly (called the Sierpe Anomaly) behind. The Anomaly appears to be a strange kind of wormhole, which allows travel about \_\_\_\_K from the wreckage of the ship. However, it visually appears more like a black hole than a wormhole, and exerts considerable gravitational force on ships which attempt to travel through it.

Other scientists insist that there was no "maelstrom" as we know it, but that the Sierpe Anomaly was what the ship's crew called a "maelstrom." They point to strange creatures (called \_\_\_\_\_) that exist only on the other side of the anomaly as the "hounds" in question. However, to this day, none of the \_\_\_\_\_ have ever been seen traveling through the anomaly, and they do not seem generally aggressive toward exploring ships.

Still others have suggested that the maelstrom may be linked with the opening of Akeron's Gate, but this has proved to be a fairly controversial hypothesis. Some scientists insist that there is no evidence that the opening of Akeron's Gate ever produced a maelstrom, and point to research done by \_\_\_\_ Ravenlock which seems to support that position. Until GETCo and EarthCorps release their data on the Sierpe and the Risco Colony, these questions will remain unanswered.

## **Beta Hydri and the First InfinitiGate**

### **Plague and Rebellion in Alpha Centauri**

#### **The Cygni War**

Details of the Cygni War, and the events which precipitated the conflict, are still relatively sketchy. We do know that the sector was discovered by InfinitiCorp, who quickly realized its value, and began setting up operations for the mining of Aganju planet. The discovery fueled a great deal of resentment from the Progen factions, and possibly from GETCo as well. Although not proven, there is a great deal of anecdotal evidence that GETCo constructed a gate from Gallina to Cygni, in order to allow the Progen access to the sector.

The Progen did indeed move in, and under the leadership of Primarch Anjuren Khan, quickly began constructing bases on planets claimed by InfinitiCorp. InfinitiCorp, incensed by what they considered a hostile move by the Progen, enlisted the aid of

EarthCorps, led by then-Captain Diego Herrera, who quickly amassed a fleet and began to defend the system.

What came next is a matter of even more speculation and uncertainty than those initial events. Terran sources report successful battles at Eshu (a water planet in the Cygni system which remains heavily guarded by EarthCorps troops), and in other areas around the system. The Progen battle troops, led by Kahn and Gatekeeper Memnon, fought fiercely. There were tremendous losses on both sides. The Battle of Theluji Rift is widely seen as a watershed moment in the Cygni campaign, when Herrera, along with a secret EarthCorps regiment called "Detachment Six" defeated the Progen in battle, forcing Kahn to retreat his position.

Progen sources indicate that the Republic was well on its way to victory in the Cygni campaign, until a back-room deal was struck between Vinda and the Terrans brought the war unexpectedly to an end. Khan was driven into exile, and Vinda took over the administration of the Progen government.

### The Gate War.

Otherwise known as the 2nd colonial war. It began about 60 years ago in 2289 and lasted until 2298. After the gate war, even the bloodbaths of the 20th century seemed like minor skirmishes. It began after the discovery of Akeron's gate in Sal. The Jenquai tried to keep the gate secret. But Terran spies discovered the truth. When the Jenquai refused to share access to the gate with other races, the Progen and the Terrans declared War. Progen and Terran warships bombarded Ganymede City. In the first battle of the war, the Terran Captain Hannibal Idowu faces the great Jenquai hero, Mordane. It was a brutal fight. Mordane led Idowu's battle ship at the Kuiper Belt where it was heavily damaged by asteroids. Idowu attempted to ram the Gate. But in the final moments, a second Jenquai fleet emerged from the gate, commanded by Merjan Kathrada. She destroyed Idowu and his ship... but Mordane was also lost in the explosion.

Despite their victory, the Jenquai slowly began to lose the war. Jove City, their Capital was occupied by Dahaka Kahn and his Progen Warriors. Thousands of innocents were slaughtered. Eventually, the Progen-Terran alliance split, and all 3 races fought one another. Humans might have wiped themselves out if the Terrans had not appealed to the Progen Primarch, Aurelian Tyr. Tyr agreed to stop the bloodshed. He traveled to Jove City, ended the occupation, and personally executed the war criminal, Dahaka Kahn. I don't think Anjuren Kahn, his brother, has ever forgotten that...

### First Human Colonies

Of course the first major human colony was established on Mars, in 2037. It eventually gave rise to the progen republic. But the Colonial period really began with pusher-ships like the Jinqui Maru. Jinqui Mary is revered as the mother of the Jenquai people. It's crew constructed Ganymede Station in 2062. Large expeditions to Alpha Centauri, Tau Centi, and Capella were forced to cryogenically freeze their crews. These were the famous 'sleeper ships'. Before the discovery of the Gates, travel between systems could take decades. The Terrans established early colonies in alpha Centauri and Tau Centi. Meanwhile the Jenquai quietly explored and colonized Capella. I'm afraid the Progen were too busy developing their military to notice. Everything changed when the Jenquai discovered Akeron's Gate - the first of the Ancient Gates. Later during the gate war, Terran scientists studied Akeron's Gate and partially replicated the technology. This led to the invention of Infinitigates, which revolutionized space travel. Gates to new, nearby systems can now be constructed using the patented 'fling and catch' method.

### Fling and Catch

An infinitigate is constructed in the system of origin. It is 'tuned' as accurately as possible - to focus on the target system. Then a shipful of volunteers is 'flung!:', through the Gate toward the target star. If they survive, the crew builds a corresponding Infinitigate in the new system. Unfortunately, the process only works about 20% of the time. So the volunteers are paid very, very well. This was the method used to explore and colonize this system (Glory's Orbit), Beta Hydro, and many others. Even the progen have managed to expand into Vega and Gallina, thanks to their newly-engineered Sabine explorers.

### Path of Shared Memory

30 years ago, Glenda Ruth Shirra arrived at Mercury Station on a school trip. She was a descendant of the ancient astronaut Wall Schirra, and she felt moved to memorialize her ancestry in some significant way. Glenda received permission from the Glenn

Commission to place a handmade sculpture in Glorys Orbit. It's purpose was to honor all though who have committed themselves to the pursuit of knowledge and science.

## Epic Characters – The Good, the Bad, the Ugly

Epic Characters are defined – here – as those characters whose name and influence stretches well outside of their base of operations, crossing borders into different sectors, and influencing events of different classes and races.

### The Good Guys<sup>2</sup>

**Damien MacGregor** – Terran-Trader. Second-in-Command within InfinitiCorp and Clan MacGregor. Engaged to Lady de Winter. Calls wedding off, rallies the troops during V'rix Invasion, succeeds his father as Clan and Company *hefé* when de Winter blows up InfinitiCorp HQ above Tau Ceti. Very visible – through NPCs, Cap Ships patrolling, etc. – in Tau Ceti sectors. He's a cross between Gordon Gecko and Mother Teresa. His Reps hand out Lo Level Missions along the lines of 'find-this-return-to...', 'Search-and-Rescue – non-hostile', 'Gold-in-them-thar-Hills...' etc. Hi End Campaigns involve Information Trading; Ancient Tech uncovering, and so forth. Currently he's feuding with all of SolSec, all of House Naverre, Admiral Fleetwood of EarthCorps, Tau Ceti Fleet, and Anjuren Khan of the Progen Republic. Major allies are Oyabun Sugai Obata of House Obata, Miguel Chavez, leader of the Pirate Clans, and all players that increase his wealth. Secret Affairs: Edwina Thorson-Monsoon, Net-7 "personality" and jet-setter.

**The Marquis India van Helkein Naverre** – Terran-Explorer. She is the Good side of the Face of Naverre throughout Human Space. Having married into the House, she brings a fresh prospective to their old-world ways. She's 25% Madame Cure. 25% Elizabeth the First, 50% Lara Croft. She and de Winter are in a blood feud.

**Loric and Cassiopeia de Grey** – Terran-Explorer. Husband/wife combo. They're all about the Frontier. Appears in and around Gamma Sulani. He's spearheading Terran efforts there. When civil war breaks out, leads the Frontier secession. He's very hands-on so can appear as a Mission-giver from time-to-time. Missions: Search-and-rescue; Interdiction (against Pirates); Mine/Prospecting; Convoy escort; Capture-the-flag. They are Hart-to-Hart meets Marco Polo. Currently, they're feuding with Shaykh Pahmoud (who resides Planetside on Gamma Sulani).

**Captain Nathaniel Ramirez** – Terran-Warrior. Cavalier-*Mérchande*. Believes in honor, integrity, and open merchant-ways. Hates piracy. Hates corruption. All around good guy. Based in the Aquitaine (Alpha Crucis) at EarthCorps' Terra Epsilon Station. Hands-on-approach to the Troops finds him occasionally giving out Hi End Campaigns. He begins somewhat

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<sup>2</sup> A very relative term. Here, 'good or bad' is based on Factional Relativity. The Jenquai do not see Anjuren Khan as a 'good guy'.

naïve. He ends a battle hardened Warrior and marries into House Obata when they assume control of EarthCorps.

**Dr. Elijah Malacore** – Terran-Renegade. Psionic. Visionary. He heads the Underground Railroad that is started to help psionics escape Terran Prejudice. He begins as an out-spoken Free Trader in Tau Ceti. He ends as a god-like entity of pure-psionics energy that travels time and space chronicling the History of Humanity.

**Ariadne ben Shadar** – Jenquai-Explorer. Grand Master. She comes out of seclusion at her Cloister to act as Nominal Head of her Order (the Sha'ha'dem) when Merjan Kathrada is made 1<sup>st</sup> Speaker of the Jenquarum (their Leader). She is one of the few Jenquai who doesn't think sunlight shines out of Merjan's bottom. She moves into residency from Sol to Capella (a background event). Being very hands-on her presence is evoked from Newbie moment on. Half Mother Teresa. Half Queen Mother.

**Black Par Moran** – Jenquai-Warrior. Shinwa Grand Master. Unlike most of the Warriors, he thinks the Maléfaram are giving the Jenquai a bad name. He's the youngest Warrior to ever hold the position, bring a charismatic youth in his mid-20s and gifted Psionic. He is known as Black Moran because he and those under him offer no quarter to those they go after. He begins as a naïve voice in Vega, ends as a seasoned Warrior in Antares. He and Mordane become blood-enemies. Lancelot meets Luke Skywalker.

**Kayen Silva** – Jenquai-Trader. Former Shamballah Master of the Warrior Caste, Silva left his brothers feeling their way was straying too far a field of Jenquai principles. Castor is his Home Domain, but his influence is felt everywhere within the Jenquarum. Like Ariadne, he feels Merjan Kathrada's status, as semi-religious state-head, is dangerous and unwarranted.

**Sha ho-Shang** – Jenquai-Explorer/Warrior-Psionic. Grand Master and of the Shoda'kan. He is the living legend that rallies his Order against the Maléfaram during the Civil War. Gandhi meets Rommel with a dose of Qui Chang Kane. He is based within the heart of the Shoda'kan Nebula.

**Grey Feather** – Jenquai-Renegade. Nominal Leader of the Leaderless Cenovar. Grey Feather is the Free Thinking Tech-Sharer and patron saint of good-hearted black Marketeers. Think Kevin Melnick meets Robin Hood.

**Trimarch Anjuren Khan** – Progen-Warrior. He is King Arthur returned to save Britain. Lured from Retirement to Head the Progen Legions as they set-up a Blockade above Tau Ceti, he becomes much more. With a

bloodline stretching back to the founding of Mars Colony, a number of campaigns over the decades, he is something of a folk hero to young warriors within the Republic. During the Invasion, he becomes Primarch of the Republic. Anjuren is part General Patton, Part Alexander the Great with a dash of Julius Caesar. He takes up residence on Sirius, leaving his ancestral estates in the hands of his Nephews on Mars. He and Lady de Winter are rumored to have had an illicit affair during her marriage to Progen Legatus-General Risharde de Winter (one of only four State-sanctioned Progen-Non-Progen marriages in 100 years).

**Praenoman Lareth Vinda-K** – Progen-Explorer. Head of the Sabine Sisterhood, the Religious Arm of the Progen Republic and Keepers of the Erebus – the Cybernetic Presence that is a coalescing of all the consciousnesses of past Progen leaders back to Nassir Khan. Lareth begins as a Visionary within the Deneb System and ends leading the Sabine breakaway from the Republic. She is part Joan of Arc, part Boadacia, Amazon Queen, and part Linda Carter's Wonder Woman.

**Nomarch Cassius Guriel** – Progen-Trader. He is the young, dynamic voice at the helm of the Collegia of Tradesmen. Cassius is also known as Ha-Zaken, 'The Old Man'. This is in his capacity as Chief of the Ministry of Intelligence. In other words, he's the Top Spy for the Republic and as such one of the most dangerous Progen in known space. He and Khan are thick as thieves and it is the Blood Mark strike squads of Guriel that give Khan the heads-up regarding the Sabine move to secede as well as the initial theft of the Shard. Guriel is based out of Rigel where his Ministry keeps watch and sends its agents on "Trade Missions" into enemy territory. Guriel is part Bill Casey (ex-CIA head under Reagan for you guys too young to remember), part 'M', and part Demo Dick Marcinko (the SEAL of SEALs).

**Dr. Rashid and Mendisa umm Kalif** – Progen-Explorer/Jenquai-Warrior and Renegades. Dr. Rashid is a Progen Alpha-class Leader who is the founding father of the so-called Paxis Movement within the Republic. The Movement is at first a political bid to break down Progen restrictions on genetic classes. It quickly mushrooms into a full-scale rebellion with Rashid's organization receiving backing in both weapons and money from Terran operatives working to destabilize the Progen Republic. The organizations headquarters is based within the Asteroid Belt of Sol, hidden by Jenquai cloaking technology given to them by InfinitiCorp. Khan uses Rashid's activities in Deneb to discredit Lareth and the Sabine. When Rashid dies, his son assumes leadership of the Movement. Mendisa is a Jenquai Warrior-Caste defector.

**Legatus-General Kyron Gui** – Progen-Warrior. He is the founding voice in Epsilon Indi following the opening of the New Gates. He and Loric join

forces (with House Winterbourne) and form the Frontier League. He begins as head of the Legion facing the first wave of the Mondara Leviathans before Anjuren Khan arrives in Sirius.

### The Bad Guys

**Lady Paula Isobel Forbes-Blakeney De Winter** – *Terran-Warrior*. With Origins lost somewhere in red tape and disinformation, Lady de Winter is the current COO of InfinitiCorp, with a particular interest in their Special Projects Section. She is all over Human Space with her agents and confederates meddling in affairs from spice mining on the frontier to sabotage in Sirius. She's part Catherine the Great, part Jackie O, with a dash of Emma Peel and Lady Guillotine for good measure. Think a female Gordon Gecko. She begins as a Corporate Raider (engaged to Damian MacGregor) and the Face of InfinitiCorp and ends as a Star System Raider and the Face of Shadow Cabinet (no longer engaged to Damian MacGregor but vowing his torturous and lingering death).

**Merjan Kathrada** – *Jenquai-Explorer*. Leader of the Jenquai People. She is mother of Mordane, a fact she plays down. Her father headed the Maléfarum during the Progen Occupation and was the voice that led to their withdrawal from the Jenquarum. The Shadow Cabinet seduces her during the years of Reconstruction after Charon's Gate is discovered and becomes 1<sup>st</sup> Shadowkeeper following the V'rix War when she is 'outed' by Net-7 reporter Edwina Thorson-Monsoon. Lady de Winter and Merjan are allies; both feeling that a Human Race United and pooling the best all the Factions has to Offer is the Only Way to Survive.

**Chancellor Krius Var** – *Progen-Warrior*. Head of the Progen Senate, one step below the Primarch (who resides in a gray area between President and Emperor).

### The Way-way Backstory

This is simply meant to inspire Designers into thinking in truly epic terms whenever creating content that brushes the players against the Big-Ass Story we're telling.

- **Shadow Cabinet** Pre-dates SolSec with roots back to ancient Egypt and Mesopotamia, when the first Visitation was recorded and *understood*. They were initially formed to stand watch against the 'off-world malignance' many felt would consume humanity. This means their technology, philosophies, and modes of operation are as deeply rooted in the Old Mysticism as the New Supersciences.
- **Dr. Ben Joseph** – founder of the Jenquai Movement that later became the Jenquai Commons, and later still the Jenquai Hierate – describes the first true *Jenquai* as

Chinese Astronomer and Feng Shui Master Wu Quia'ji'an, born circa 1030's AD. who predicted cosmic events (such as the formation of the Crab Nebula) by interpreting the sensations of his unfocused *ch'i*.

- **The Grays** are back. And they've been around since the beginning. They're bitter, sinister, and like to meddle in alien affairs in general, human affairs in particular. (Legend and whispered warnings at first, sometime prior to Invasion EnB, we'll need to see some in-game representation of their tech, general tendencies, and what not).
- **The V'rix** come from the Great Magellanic Galaxy. They are bound to humanity from the ancient-times. Many swashes of V'rix legend and Myth describe a warm-blooded, bi-pedal, 3<sup>rd</sup>-planet-from-G-class-star living species as the progenitors of their version of Armageddon, which of course entails the usual galaxy rending-clashes, big ships, big guns, 10,000-years of slavery, genocide, horrendous death, bad hair-dos, and really annoying British talk shows.

### Closer History and Backstory

The Big Changes are mainly in scope, time, and beefing up the presence of the Historical Players who were at the foundation of our Three Factions.

### Main Event Line

c. 2020 – Earth Goes to Mars. This time the Probe doesn't get stuck in the dirt. It's a manned mission. It is funded in part by *InfinitiCorp Global Expansions Group*, a Venture Capitol Organization trying to get its hands into the pot-of-gold Beyond Earth.

c. 2025 – Dr. Nassir Khan joins the Mars Colonization Team bringing his precepts of genetic engineering a *world* – from the population base up – as a viable means to taming the Red Planet. From algae to people, he seeds it, breeds it, feeds it, and watches it run wild. Life returns to Mars.

c. 2030 – First credible telepaths start coming out of the closet; Dr. Ben Joseph is one of them. UN gets nervous. What will they do if no one can lie to each other anymore? Russian Consortium fields first open group of Telepathic Advisors in its *Kiril Negotiations* with Japan. They walk out of the talks. Ten years of littorals skirmishes ensues between the two nations.

c. 2050 – United Nations Council on Extra-terrestrial Colonization sees cash-flow in the wake of Dr. Khan's unprecedented success at taming Mars. That and its rich mineral resource foundation turn it into a one-stop cash-cow for Earth

c. 2060 – Earth finally goes to Jupiter; Dr. Ben Joseph heads the Project. Following a vision he had while in cold sleep on a return trip from the Mars Colonies, he handpicks

his Team assuring a philosophical leaning toward ‘what he knows must come’. (A meddling Gray is setting him – and by extension humanity – up. Divide and conquer.)

c. 2065 – Genetically augmented Clones are fine on Mars, in the Inner Belt Ore Mines, or reigning in the growing number of ‘space pirates’ (ore jumpers to their victims), but all of a sudden they wanted immigration rights to Earth and the newly forming Lunar Colonies. *Riiiiight*. The UN Colonial Watch-group sends a hardline by-the-book warhorse to handle the situation. He is American war-veteran and all-around badass, Marine aviator Lt. Colonel Alexander

Marchinko. His mission is to go to Mars with his Advisory Group and tame those wacky scientists. What the hard-charging devil dog finds instead is an unparalleled socio-cultural efficiency. He and his boys ‘go native’. (*Colonel Kurtz, Apocalypse Now* – you get the picture).

c. 2085 – Jen-qui Maru Crew Rebellion. Leads to the concept of Independent Space Explorers.

c. 2097 – Dr. Khan is assassinated by a UEG Sanction Team following his out-spoken stance of Clone Rights both on Earth and Mars – his “*I have a Dream...*” speech to the United Nations Committee on Clone Rights. The Assassination prompts Boch to slap a self-imposed quarantine around Mars. Earth responds accordingly. Big-city headlines go something like; “*Insane Military genius holds Mars captive...*”

c. 2100 (Actually, March 15<sup>th</sup>, 2100, get it?) Mars Claims Independence; Colonel Alexander Boch forces the issue of both Clone-rights and Earth’s continued resource-stripping of the once Red Planet. Oh, his Nassir Khan-engineered Dog Soldiers hand the UN Peacekeepers sent to “take him in” their collective asses. No quarter given. None asked. The UN slaps a trade embargo around Mars. An InfinitiCorp Trade Rep, following a promised disclosure of certain delicate aspects of key players in the standoff, plays intermediary, opening up “light trade” with Mars Colony.

*2100-2125 – Earth/Mars Cold War Period.* InfinitiCorp makes a mad-crazy fortune in both tangible assets and intangible influence. Playing both sides against each other, the notorious MacGregor Twins (who head the Clan that owns InfinitiCorp) sweep between Earth and Mars in state-of-the-art *Gulfstream XXVIII Supershuttles* (based on the latest designs straight from Jupiter Colony) like they own both worlds.

c. 2120 – Earth slaps down immigration barriers as it watches it’s brightest luminaries make for the growing Astrophysics and Zen of Space Living Commune growing around the King of Planets – Jupiter Colony One. Dr. Ben Joseph, de facto leader and guru of Jupiter Colony One, begins a policy of financing free traders on the ore routes between the Outer Worlds and Earth, provided each return trip carries a haul of, quote, free thinkers who wish to live among the stars, unquote.

c. 2125 – It really hits the Fan. Spacer ship Orion gets shot down. So the spacers – in protest – stop hauling to and from Earth. (InfinitiCorp Ore pushers exempt, of course).

Earth Gov responds. Take back the ships given to the free traders as part of the expansion project. Or not.

c. 2125-2135 – War. Nasty. Unrelenting. High body counts on all sides. It isn't until a partnership of Earth's most powerful multinationals over throws Earth Gov and seizes power is the War ended. This marks the first and last time Naverre and MacGregor worked together. However, not before Mars fleet Admiral Jericho Khan returns to Earth and gives his response to the assassination of his father 30-some odd years ago. He'd been six. Grown to specifications by his father's loving hands. An example of the normalcy of Clones. The phantom itch of his fathers dried blood on his face – now scarred from numerous campaigns - still plagues Jericho.

c. 2136 – United Earth Government officially dissolved. The Terran Federation is born, a “democratically elected, globally based, sovereign nation” that measures electoral votes in shareholder terms. It later becomes the Terran Alliance. Not well known, ‘*Alliance*’ was the term used in the Contract the Multinationals used to define its “limited partnership” with the “elected” puppet-state – *er* – Government.

c. 2140 – The Martian Consortium renamed to the Mars Republic. This evolves into the Progen Republic with the completion of the Iron Fortress and Mars Progenitor Institutes on Elysium Plateau, an imposing edifice cut into the very face and top of Olympus Mons. The spot was chosen to say clearly to all comers, “we reshaped a world; we bent the winds and mountains of Mars. Mess with us if you want to.”

Hannibal's Raiders were the last foreign power ever step foot on the planet whose namesake is the embodiment of War. Hannibal's remains are still preserved in the War Memorial Hall. His genetic/social aspects recorded, dissected, and integrated into next-Gen War-Breeds.

Progen waste nothing.

c. 2150 – The new Jove City completed. It is a floating city-station above Ganymede. It is the technological marvel of human engineering. Correction, *Jenquai* engineering, for by this time, that is the name by which they refer to themselves. The Hierate solidifies. Science, enlightenment, exploration of all things, all places, becomes the material by which all things Jenquai evolve.

Okay. Now jumping ahead. Ya-da-ya-da-ya-da. Murder, betrayal, skirmishes. The Usual. We come to the Breaking of the FTL Barrier by the Terrans (lifting Jenquai technology).

c. 2190 – Justin Winterbourne and Indara Kobe (with indirect help from Lysander ben Joseph).

For the intervening two-centuries, the Factions spread very, very slowly out across the stars. The first InfinitiCorp jump-engines took the sidereal-scenic route – cold sleeps and the lot.

## Proposed story steps and themes

### Act 1: Enter the V'Rix

Before start, our story remains much the same. Sabine explorers discover the Shard in Aragoth. While transporting it back to Gallina under Centuriata escort, the warrior Amah steals the Shard and is drawn to the ancient gate in Gallina. Using the Shard, she opens the Gate, and then disappears, along with the Shard.

The Sabine, who had previously been analyzing the Gate, the ruins, and the remnants of the failed GETCo expedition in Gallina, are immediately aware of the Gate opening. Explorers are dispatched to the system and return with promising reports, albeit with rumors of shadowy presences on the other side, blips on scanners that quickly disappear.

Remembering her debt to GETCo (for the Progen Cygni Gate), Vinda offers GETCo the opportunity to survey for badly needed minerals in the new system (much to Centuriata disdain). GETCo survey ship Galapagos enters the sector, and at its outer edge, disappears...

A major theme in the story steps is Unity vs. Disunity. This conflict will be played out in the player's choices. Sometimes it will be obvious which side (unity or disunity) the player is choosing and sometimes the choice will be muddy.

**Story Step 1 – The Gate is open. The Shard has vanished. Galapagos missing. GETCo blames the Centuriata, requests EarthCorps involvement.**

**MacGregor is sent to Gallina as Inifniti's "man on the scene" (read: ambulance chaser). Hoping to profit from the confusion, he is contacted by Kahn and convinced that the best bet is to sell weapons and supplies to Kahn (plus, Kahn pays better).**

Shinwa – Do I gather information on the strange rumors from Progen space, or do I ignore the affairs of the outsiders and investigate reports of a secret Sha'ha'dem Gate in Capella?

Sha'ha'dem – Do I search for Amah's Shard for Merjan, or do I ignore the affairs of the outsiders and continue exploring Antares?

Centuriata – Do I investigate the potential threat in Deneb, or do I get proof of Sabura research?

Sabine – Do I remain loyal to Vinda and investigate the missing Galapagos / strange reports in Deneb, or do I side with the Centuriata and investigate Sabura research and Vinda's potential treachery?

InfinitiCorp – Do I take advantage of the confusion in Gallina by selling weapons to the Progen, do I only sell to EarthCorps, or do I sell to ex-Primarch Kahn (who promises MacGregor that only he has the power to halt the rising chaos)?

EarthCorps – Do I threaten the back-stabbing Progen and their interests, do I investigate these shadowy rumors in Deneb, or do I search out Amah and her Shard?

## **Story Step 2 – V'Rix ships begin attacking Progen in Deneb.**

**MacGregor continues to sell and deliver weapons to Kahn, but he's a bit curious to discover what exactly Kahn is up to.**

Shinwa – Do I investigate these new aliens and bring information to Merjan, or do I ignore Deneb and seek out more information on the secret gate in Capella and whatever lies beyond?

Sha'ha'dem – Do I continue to search for the Shard, or do I kidnap those Shinwa who have evidence of Antares in order to keep them quiet (mind wipe?).

Centuriata – Do I attack the V'Rix / defend the Progen forces in Deneb, or do I help Kahn gather those forces who are loyal to him?

Sabine – Do I assist the fighting Centuriata (bring bodies back from Deneb for the Call Forward), or do I help Cassel cover the tracks of Kahn's spies?

InfinitiCorp – Do I deliver weapons to Kahn's forces and snoop around to see what he's up to, or do I sell weapons to pirates who will fleece the Progen while they are confused and distracted by the V'rix?

EarthCorps – Do I continue to raise havoc with the Progen when they are distracted or do I see if the Progen require mercenary assistance?

## **Story Step 3 – Progen Offensive (When Progen Attack)**

**MacGregor hears from players that Kahn is contacting Cygni Psis. His next question: Why?**

Shinwa – Do I push the Sha'ha'dem out of Sirius, or do I defend those Sha'ha'dem who are in the Sirius system?

Sha'ha'dem – Do I admit to the Antares Gates and take that information to Gray Feather, or do I cover up the evidence of the Shinwa kidnappings?

Centuriata – Do I recruit mercenaries for the Progen and fight the V’Rix, or do I recruit Sabine turncoats and extend a hand to the Terran psi rebels in Cygni (for Kahn)?

Sabine – Do I help muster and Call Forward new Centuriata while also slipping in some Sabura, or do I recruit Sabine genetisicts for Kahn?

InfinitiCorp – Do I look into the Cygni psi rebels for MacGregor, or do I cut supplies to Ivanov and step up trade with Pahmoud?

EarthCorps – Do I join the Progen offensive, do I send intelligence recommendations to Central Command that the V’Rix are a threat to EarthCorps, or do I ignore the Progen and their problems and help Infiniti/Pahmoud tighten the noose on the rebellious Cygni psis?

### **Notable Arcs and Events for Later Steps**

In Story Step 4, the tide will turn against the Progen in Deneb, and they will be forced back to protect the Deneb Gate (and keep the V’Rix from entering human space). In Story Step 5, however, the V’Rix will appear in Gallina anyway. This is the first hint that the V’Rix have actually learned to “tune” the Gates, using psionics, so that any (activated) Gate can lead to any other Gate. It is a realization that will dawn on the humans later in the Act, when V’Rix appear in Antares and Capella, and at the end of the Act, when the V’Rix launch a devastating attack on Sol using Akeron’s Gate.

Kahn, meanwhile, is raising an army of loyalists (including rebel Sabine and geneticists) in the hopes of retaking the Primacy from Vinda’s moderate ally, Andronicus Tyr, and exposing the “treachery” of the Sabine and their Sabura project. Conspiring with the downtrodden psionics of Cygni and their leader, Wole, Kahn and his private army will launch an attack on Cygni, hoping to make it his base of operations for the reconquest of Progen space. He suspects that this reconquest will be made easier by the V’Rix confusion, and he is confident that he and his elite warriors can then deal with the V’Rix.

Wole and his allies will, in the first few story steps, attempt to stir disorder amongst the psis in Cygni, instigating a Terran crackdown, that will in turn increase the anger of the Terran psis. In this atmosphere of confusion, Kahn will launch his attack and claim the victory that was denied him in the Cygni War. (Malacore will protest this violent means of achieving psi objectives.)

Kahn has also been using MacGregor in this – telling him that he is buying weapons and ships to save the Progen, not to overthrow Vinda and Tyr. Taken in (because Kahn offers more profit than Vinda and Tyr and because MacGregor believes Kahn’s story that only he and his Centuriata can defeat the V’rix), MacGregor will continue asking players to sell and deliver weapons, etc. to Kahn, though he becomes suspicious in the steps leading up to Kahn’s invasion and asks players to poke around (see above). The inciting incident for MacGregor’s change and new resolution that the races must work together comes

when Kahn betrays him and attacks 61 Cygni. After this, MacGregor becomes a force for unity and, by the end of the Act, has assembled an unsteady coalition of Vinda and Tyr's Progen, Gray Feather's Shinwa, GETCo, and Thorne's EarthCorps to confront the V'Rix in the Act's climax. This confrontation, however, will be disastrously unsuccessful, primarily because while the groups are allied, they are fighting under many banners and are not unified. The defeat will convince MacGregor that a single banner is needed, and SolSec will be born at the start of Act 2.

In step 6 or 7, the V'Rix may also appear in Antares. This will become evident when Merjan suddenly loses contact with all the Sha'ha'dem in Antares and sends players to investigate. This will allow another front to open in the V'Rix war, if we need it.

**Var's Arc:** We've changed Var somewhat from the first iteration of the story to more closely track and symbolize those Centuriata who will join with the Sabine not because they've been genetically programmed to do so, but because they've actually overcome their gene-mapping and decided that the old Centuriata ways are not the right ones. Var is the grizzled Centuriata veteran who has followed the ways of Kahn unquestioningly; his crises comes when he discovers that his sister and long-time companion in battle (she was "killed" in the Cygni War) has been brought back as a Sabura. By Act 3 or so, Var will be giving missions to track down his sister, then to deliver messages back and forth, and he will undergo a change of perspective by the end of the Act (spurred on by the brutality and selfishness of Kahn). When Tyr, the moderate Primarch, is killed at Akeron's Gate (end of Act 1), Var will rise as the new leader of the "good" Centuriata and as a leader in SolSec.

The "Search for the Shard" subplot (carried primarily by Merjan) and the "Psionic Problem" subplot will become increasingly important as the humans realize they must analyze and understand the technology of the Ancients in order to successfully defeat the V'Rix.

### **Other Arcs:**

There are other arcs and plot threads we haven't detailed here but could elaborate on if you wish (they mostly happen in later story steps anyway). They are:

### **The Nature of the V'rix**

Who are the V'rix? What do they want? Why are they attacking?

### **The Shadows**

What happened to Amah? What are the Shadows doing during the invasion? What is the ultimate goal of the Shadows?

### **Zenrei Revenant**

What is the evil force the Shinwa have uncovered in Sirius? How will it become important and lead to the first real victory against the V'rix?

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### **The Ancients**

Who were the ancients? How do they relate to the humans, the V'rix and the war?

### **The Pirates**

What is the pirates role in the story/war? Why are the V'rix interested in the Pirates?

**Can we deliver a step every two to three patches, instead of our current rate?**

**Act I**

**Step 5:**

deWinter: deliver Shield Anchors to Kahn; reverse engineer the anchor before you deliver it so that deWinter can gain access to Cygni.

Nostradamus: Bring me a V'rix deceptor.

Loric: Thread the Hyperia gate.

89: Deliver Psi to Merjan

Vinda: Make Antile's codex. I finally get a codex, about time.

Silva: Take mirror fragment/get three Vishao battle imprints.

Kahn: Rebuild shield anchors.

Herrera: Bring three Aquitaine battle imprints or quicksilver phoenix.

T2Z: Deliver consumables to the Eye of God.

Amah: Her ghostly voice is heard near the remnants of her ship. Her DNA is fueling new V'rix weapons and items. Is Amah still alive?

Ariad: Analyze and build consumable, but this is never going to pay off.

Merjan: Deliver a Psi to Antile.

Tzu: Get three battle imprints.

Malhause: Bring back an Eye of Re

Memnon: Bring three Cygni Battle imprints.

Cassel: Rant and rave about how to get revenge against Vinda. He obtains one of Vinda's gene maps and plans to use it against her.

Eye of God moves to Saturn.

## Step #6

89 (poisoned) goes to Xango, becomes crazy and dies. This happens thusly: he sends the players to take a message to Var; the Psis need Progen help against deWinter and the Terrans. Wouldn't Var like to help? Var, of course, is dead. Players return to 89 to tell him. He panics and takes his ship to get help from the V'rix instead. The V'rix kill him.

deWinter: Spy on the shield to make sure that the altered anchors are in place and used. Kahn is missing!

Loric: Dark matter worked! V'rix have visited me. Go to T2Z and give him samples of Dark Matter, he asked for. What is important enough to Loric that he does this?

Nostadamus: When players take his mission to investigate the Eye of God and where it's moving they find out about deWinter's plans to sabotage the shield.

Vinda: Wow. Gray Feather is dead. Hmmm. I might be able to use that. I need you to go get some of his DNA. I also need you to go out and start scouting Aragoth. I think there are some things we never found there.

Silva: Join my ship in space. Defend Swooping Eagle. What are the Sentinels doing with Gray Feather?

Kahn: Mission to investigate problems with the shield. Unable to discover deWinter's sabotage. Begins to doubt himself. Is taking back Cygni worth it. Debates negotiating with Nostradamus. Progen can't do it alone. If players bring him DNA from Gray Feather, he'll begin changing his point of view about the war.

Herrera: Moves to EC High Command. The war isn't going well, let's send a mission to scout the Bogeril. Multipart mission to go deeper and deeper into Bogeril territory and bring back a bucket of Texas Tea. V'rix attack Witberg.

T2Z: Sends people off to look for dark matter. Visit Loric to ask questions. He also sends players off to talk to Vinda. Starts to build a weapon that prevents Call Forward. Maybe Vinda would like that? She hates the Call Forward.

Amah: Her voice continues to echo through Akeron's sector.

Ariad: Merjan asked me to move to Paren while she is on a trip. Try to find the Aquitaine maelstrom please.

Merjan: Move to Aquitaine, a bit discredited because the new maelstrom does not appear as she predicted. Her confidence is shaken – set up a downfall here. Come with me to Aquitaine. Meet Antile. Join me in my ascension. The Psi was a gift offering. I hope Antile likes them. Circular time – there are always the oppressed and the master. Guess which I am?

Tzu: Moves to Antares; Ariad needs someone to cover for her. We need to get this station finished, get that stupid broken gate working and clean this sector up. Did the lack of oxygen in this half-finished station addle that woman's brain? And, to boot, the Jenquai are fractured, they need our help.

Malhause: Get pieces of Gray Feather's body, they'll become relics, don't you see?

Memnon: Tries to send spies to Deneb to see what the V'rix are up to; foreshadow the use of Loric's gate. What is Vinda doing with Gray Feather's DNA?

Cassel: Use Vinda's gene map against her. Memnon would probably help out.

Eye of God moves to Jupiter.

## Step #7

Loric: Gate opens to second Cygni sector. Players go thru the gate. Initially only players that have shares in Hyperia can go through.

deWinter: The V'rix have closed the ancient gates, so she uses Psis to keep them open secretly. deWinter proposes to Herrera that she can help in Cygni. Herrera's letter about Damien brings up old feelings for Herrera and she reaches a decision.

Nostradamus: Move to Xango Moon. The Deceptor isn't working. Oh well, things you plan don't always work out the way you planned. Maybe we need to bring the war to them. Send players to get WWI battle imprints in Aquitaine.

Vinda: Cassel is a pain. Okay now we're going to use Gray Feather's gene map. No telling anyone, now. Okay well that item you built in Freya, it didn't pan out so go check out Jotunheim.

Kahn: Leaves Cygni and goes back to Progen space. Vinda's doing something interesting that will improve the Progen as a whole.

Silva: Realizes that Vinda's ideas have merit. Merjan having lost it and destroying Jenquai culture, Vinda might be the only solution.

Herrera: Take letters to the families of dead Earth Corps soldiers. One goes to deWinter. Send players to talk with the Bogeril. Also take battle imprints to Kahn.

T2Z: What's Vinda up to? We have to find out. If she's after another Codex, we can't let that happen.

Amah: Nothing yet.

Ariad: Mission to get part of Zenrei DNA to work on creating a better weapon against the V'rix. Needs help from Vinda for this and negotiates such that Vinda gets something and Ariad gets Progen Lore skill to teach to all Explorers.

Tzu: The Chavez took over our base in Aragoth!

Malhause: He's attempting to bring back Mordane. Use Amah artifacts.

Cassel: Yah, Vinda's going too far, we have to stop her.

Memnon: Send players to Kahn and discover he's left Cygni. He's abandoned us again, just like his last retirement. And Kahn's shield isn't working. The man is getting too old. Vinda's going to use that DNA to mess us up. We have to stop her, she's destroying Progen tradition.

Loric's gate opens to Thujuli Rift

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Eye of God moves to ABA

Gate opens from Antares to BBW

Voltoi are removed from Antares

## Step #8

Nostradamus: Figures out that when all the imprints are put together, they form the collective unconscious of all pain from all war. Sends them to Ariad.

Loric: Strikes a secret deal with the V'rix to get them in thru Cygni's back door.

deWinter: Agrees to go to Kinshasa-Mbali as Herrera's representative to bring order there. She takes this mission with an ulterior motive – perfect chance to seize Cygni.

Vinda: What do you mean the V'rix are asking about me? I'm sure Kahn has them in check. You say you didn't find anything in Jotunheim, well try Varen's Girdle now. Now that we've synthesized Gray Feather's essence, let's try to make ourselves a new warrior.

Kahn: Returns to the scene of his greatest battle, looking for imprints. Finds out Herrera has some and decides to seek him out.

Silva: Offers alliance with Vinda and defends her against Memnon and Cassel.

Merjan: In Aquitaine. Tries to ascend and fails.

Tzu: Breaks with Merjan and sends players to defend memorials in Jupiter.

Araid: Unravels the mystery of the Zenrei and the OCD. Connection to the Oni. Convinces the Jenquarum to open the Jenquai newbie gates. Takes over leadership of the Sha'ha'dem. Gives all Jenquai wormhole ability in Jenquai space.

Malhause: That didn't work – but go find this relic of Mordane and I'll get it next time.

Memnon: Send players on a mission to confuse anyone on Vinda's mission.

Cassel: Begin to build robots based on Vinda's gene map to fight against her. Reject the idea that a Jenquai gene map can make Progen better.

Red Dragons support Silva and Ariad against the V'rix.

## Step #9

deWinter: V'rix attack Cygni and destroy it all. Mines are destroyed and weapon's grade ore is lost. The Maelstrom's cease. deWinter dies at Kinshasa-Mbali, but she manages to evacuate and save the Psis in the mines.

Nostradamus: Xango is besieged by the V'rix. Defend Xango! Trying to find out who killed 89. (Nostradamus worked on a project long ago that harvested Psis neurons for an experimental Psi-tech device.)

Loric: Takes over InfinitiCorp in deWinter's absence. Sends players to establish new trade routes given the rearrangement of the galaxy.

Vinda: You found it in Varen's Girdle? Cool. Lets try and open it with an Uber Codex. We'll send in these new warriors. Move to Varen's Girdle.

Kahn: Meets with Herrera and they discover that the battle imprints, when put together form a core of knowledge. The V'rix are using the imprints against us. We must destroy all imprints.

Silva: Vinda needs our help.

Herrera: Creates new Joint High Command with new headquarters along with Kahn and a Bogeril commander.

T2Z: Help out in the assault in Cygni. Spy for us. Vinda has found something. Kill her, destroy the Sabine.

Merjan: Moves to Mordana home, leader of the Mordana.

Ariad: Mission to get part of the Zenrei DNA. Combo with OCD does something cool.

Tzu: Diplomatic mission to see if Chavez will join the Red Dragons. They won't.

Malhause: Get the psionically active artifact.

Memnon: Move in ship to Varen's Girdle and stop Vinda.

Cassel: Steal parts of Hardenburg drones.

Maelstroms all go away.

## Step #10

Eye of God destroys Earth. Cygni is quiet.

Vinda: The V'rix destroy earth. We really need to open the gate now. But we have to fight a bunch of V'rix to do it. Why are they so angry with us?

Silva: Fight with Vinda against Memnon and the V'rix.

Kahn: Goes after Memnon to get his battle imprints. They fight and Kahn defeats and kills him.

Herrera: Kick the V'rix out of Witberg with the aid of the Bogeril. Tzu and Herrera work together to fight Red Dragons that won't join humanity's side.

T2Z: Now will you listen? Stop Vinda.

Tzu: Kill rebel Red Dragons who won't help humanity. Paying bounty.

Ariad: Assume leadership of the Jenquai.

Merjan: Missing again.

Malhause: We've got Mordane's essence, now we need an appropriate vessel. Setup Act II, Malhause goes into hiding.

Memnon: Fights battle with Silva and Kahn. Kills Silva but is killed by Kahn.

Cassel: Hears of the death of Memnon and flees ...

## Step #11

Loric: Begins building a new gate.

Nostradamus: Offers an alliance with Kahn and Herrera if they help him with Landauer and the Anseria.

Vinda: It's Open! The V'rix go after Vinda. The new warriors are there to defend. Vinda retreats to Andaren's Tomb to try and explore the new sector through the Gate. The V'rix try to stop her. The Shinwa and the new warriors fight to the death to defend her. The V'rix are driven back.

Kahn: Aids Vinda in exploring the new sector.

Herrera: Approaches Ariad and Tzu. Backs Tzu as the Shinwa class leader.

Bogeril: Give players missions to help gather battle imprints.

T2Z: Prevent players from getting battle imprints.

Tzu: The gate in Andaren's Tomb is open. Pirates and the Shinwa are allies. Many of the Red Dragons die defending the gate.

Ariad: Synthesizes a new anti-V'rix weapon out of the battle imprints and the OCD and DNA from the Zenrei. Something in the new sector helps in this. All that's needed is something Memnon had.

Open BBW to all players?

## Step #12

Nostradamus: In some low-key way sacrifices himself to enable the V'rix to be defeated. This atones for past atrocities he committed.

Herrera: Big holding action with the V'rix in Witberg. Bogeril and Terran Psis are allies. In this battle Herrera knowingly sacrifices Psis to win the day.

Bogeril: Join Herrera to save their people.

T2Z: If Ariad gets her hands on that last imprint, we're cooked. Attack the Jenquai.

Tzu: Becomes leader of the Shinwa.



## **Jenquai Culture October 08, 2001**

**Net-7 archive transcript 08242410:01002311**

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### **One Origin, Three Paths**

To understand the three major cultures of the Sol System - Terran, Progen, and Jenquai - it is first necessary to know their common background. All inhabitants of Sol System originated on Earth. Humans thrived there for thousands of years before two factions, the Progen and Jenquai, led the migration to other planets in the system. Terrans are the direct descendants of Earth's original inhabitants.

### **The Jenquai**

The Jenquai are descendants of the first colonists of Jupiter, or more accurately, the moons of Jupiter. Their ancestors set out from Earth on long-haul ships, knowing that their return was unlikely. They have evolved into a culture that values knowledge above all else, and they have become masters of their space environment.

The Jenquai government is both political and religious in nature, and is made up of several rings, each of which controls various aspects of Jenquai life.

Money is viewed as a vulgarity by most Jenquai, though they accept it as a necessary evil when dealing with the Progen, and especially the Terrans. The Jenquai believe the universe is abundant in resources, which should be available to all. All basic needs and items are available to the Jenquai people without a system of money or credit.

This indifference to economic concerns leads to interesting, and frustrating, dealings with Terrans. In fact, the Jenquai have developed a computerized droid simply for dealing with Terrans over monetary concerns. While this economic system works in Sol, the outlying colonies rely more on a barter-and-trade system out of necessity.

Jenquai society is based upon the principle that knowledge and illumination are the only worthy virtues to which sentient beings can ascribe. From birth to death, every Jenquai is measured by how he or she advances Jenquai society and technology. They are very conservative in all aspects of their culture except the pursuit of knowledge. Traditionalism and ceremony are evident in all aspects of Jenquai society.

An individual's caste and clan define his or her role in Jenquai society. From early life, Jenquai are taught and trained by an adept of the religious caste. These mentors, called adepts, are part-scientist, part-researcher, part-philosopher, and part-theologian. Upon reaching maturity, the Jenquai chooses a caste and clan to which he or she will belong for the rest of their life.

The three castes of Jenquai society are the explorers, or Sha'ha'dem; the warriors, or Shenwa; and the tradesmen, or Sharim. However, these castes are not as factional or as rigidly defined as those within Progen culture.

In addition to a caste, each Jenquai belongs to a clan. Jenquai clans more closely resemble monastic orders than blood-related families. There are nine major clans and dozens of minor clans, each being known for a particular characterization or philosophy.

The Jenquai physiology is a result of adapting to the alien environments they initially encountered. They are strict vegetarians, and they are generally tall and thin. Their metabolism adjusts quickly to the available food supply, whether feast or famine. This allows the Jenquai to be comfortable in a much-colder climate as long as food is available.

The low gravity of most Jenquai worlds means that Jenquai are weaker than either Terrans or Progen. But they do have faster reaction times and acute sight and hearing. Dexterity is also highly valued, and nearly 40% of Jenquai are left-handed or ambidextrous. Equipment designs reflect this by being neutral as to handedness. Musical talent is also widespread.

Jenquai technology is the most advanced overall, especially in areas of gravitational control and electromagnetic manipulation. Jenquai technology is widely regarded as the most elegant and graceful.

Jenquai are often seen by the other races as taciturn, aloof, and irritable. This has led the Jenquai to seem, to an outsider, almost xenophobic.

## **Jenquai Government**

**October 29, 2001**

### **Net-7 Educational Series-Special Report** **A Primer on Governmental Powers** **By Stella Galaxia**

This series of Net-7 educational specials focuses on a comparison of Terran, Progen and Jenquai Governments. As one might expect, the governmental

operations and philosophies are quite different between the three races. This special report will look at the basic structure and operation of each of these governmental structures.

## The Jenquai Government

The Jenquai government, called The Jenquarum (Ruling Council), is a hierarchical system that embodies both the judicial and religious philosophies of the Jenquai race. The top tier of the Jenquai Government is the Triumvirate (Council of Three), which presides over nine J'aati. Part III of this educational series focuses on this governmental system.

### The Triumvirate

The highest level of power within the Jenquai government is spread amongst three leaders, each with ultimate power over the Triumvir (or branch) they control. The First Triumvir governs issues dealing with Creation, which includes exploration, colonization and religion. The Second Triumvir oversees all aspects involving Preservation, including resource management, infrastructure development and production of necessary products such as food, water and air. The Third Triumvir is responsible for Destruction. That is, overseeing the military or other defense departments and the judicial branch.

Like the Jenquai culture, the government is based on both a religious and political system, with members of the Triumvirate appointed from the highest J'aat. The Triumvirate is the body that creates laws and hands down the decrees to the J'aati.

### The J'aati

The J'aati are governmental groups that serve The Triumvirate and are both political and religious entities. There are a total of nine J'aat and each governs a particular area and is headed by one of the Triumvir.

#### First J'aat (The K'shatriyan Order)

This is the top level J'aat and contains the best and the brightest members of society. It is responsible for deciding which issues or recommendations are passed from the J'aati to the Triumvirate. When a law has been passed, it is the responsibility of the First J'aat to ensure that the law is administered by the appropriate J'aat. The nine Jenquai Elders belonging to the First J'aat govern the remaining J'aati and are the liaisons to the Triumvirate.

#### Second J'aat (The Shido'sha Order)

The 18 members of this J'aat are elected from the public to act as a check and balance for the First J'aat. Members are selected from the general public into this sphere of government. The main function of this J'aat is to oversee Jenquai law and make recommendations, if necessary, to amend those laws.

### Third J'aat (The Wei Shun)

The Jenquai diplomats reign from this J'aat. The main focus of the Third J'aat is to serve as ambassadors, delegates and emissaries to the Progen and Terran governments.

### Fourth J'aat (The Shinwa Order)

The Jenquai military, called the Shinwa Order, is governed by this J'aat. They are also in charge of the Internal Police, called the Endoguard, and the Jenquai special forces unit.

### Fifth J'aat and Sixth J'aat (The Ahzmundi)

The Fifth and Sixth J'aat operate together to oversee Jenquai workers and laborers. The function of these governing powers is to oversee resources, trade, transportation, infrastructure and everyday administrative or organizational issues within the communities.

### Seventh and Eighth J'aat (The Sha'ha'dem)

The Seventh and Eighth J'aat are scholars, researchers, thinkers and explorers.

They are also responsible for all religious activities in Jenquai society. Although members of the Sha'ha'dem come from every level of society, they are considered to be the most influential of the J'aati - and possibly the most powerful.

### The Ninth J'aati (The Black Circle)

The exact duties of this J'aat are unknown to the majority of Jenquai. It is believed the Ninth J'aat is responsible for Security and Governmental Intelligence but their methods of administering those duties have been kept secret.

## **The Shinwa**

The Shinwa Faction was formed in response to the horrors of the Gate War and the destruction of Jove City, in 2289, which decimated the Jenquai Jovian population. The Shinwa Order functions as a defense against the ravages caused by the Progen and Terrans, and exists to protect and serve the great cultural experiment that is Jenquai Society.

Just prior to the Gate War, Mordane Kathrada (nephew of Merjan Kathrada) and Shigehiro Yasuragi presented the need for an organized Jenquai Warrior group to the Jenquarum. However, the two men had vastly different views on the structure and implementation of this order and neither was able to convince the Jenquarum members. Mordane later died during the war and the leadership of the Shinwa fell to Yasuragi by default when the necessity for such a group proved true. To this day, conflicting opinions concerning the true purpose of the

Shinwa remain.

Du'Shao Shigehiro Yasuragi led this new group of Jenquai warriors on a dangerous mission, in an attempt to establish the Sirius System as a base of Jenquai Operations. Previous attempts to populate Sirius ended in failure when the original exploration mission sent crews spiraling towards the inner reaches of the sector, only to find insanity and death. Realizing these new Jenquai warriors were unsurpassed in mental discipline, Yasuragi successfully established headquarters on the planet of Swooping Eagle (named for the Kyogan Dragons swooping after prey in the ravines of the planet) in the Sirius System. Consequently, other bases were colonized on the planets and in the sectors of this imposing area of space.

Presently, young Du'Shao Silva, a prodigious warrior born on the harsh Xipe Totec planet, leads the Shinwa. Prior to his appointment as the Shinwa leader, Silva was an elite warrior spy noted for accessing crucial information concerning Progens and Terrans inside their territories and unbeknownst to them. The Shinwa remain small in number, but strong in their discipline.

Several sects have splintered from the Shinwa Order, each following the Shinwa way but with different methods for application. Two of the larger sects are the Sev Tushnim and the Kaojin.

### **Sev Tushnim**

The Sev Tushnim (We Who Serve in Silence) follow Du'Shao Yasuragi's doctrine of service and selflessness to a religious fervor. Members of this sect are entirely devoted to the well being of others with little or no racial discrepancy. Members of the Sev Tushnim consider others' safety above their own to the point of sacrificing themselves in order to save another, if the need arises. In non-Jenquai space, the Sev Tushnim will still follow this devotion but are extremely careful to maintain a covert cover so others will not know whom they received assistance from. The Sev Tushnim are masters of concealment and cloaking skills.

All Shinwa are expected to serve for a time with the Sev Tushnim but only a few choose to devote their lives to this sect.

### **Kaojin**

The Kaojin (Destroyers) are strange, unpredictable and growing to a sizable number of Jenquai Warriors within this sect of the Shinwa. They are similar to other Jenquai in their philosophical beliefs concerning the lack of desire for material goods. However, they differ from other Shinwa (and Jenquai in general) by their longing for destruction of such things. The Kaojin are fascinated with the concept of destruction and long for the "glorious dance of annihilation". The nihilistic Kaojin embrace both chaos and randomness and the Kaojin believe everything happens without purpose or reason. In fact, their destructive

tendencies are explained by their philosophy that stresses, "nothing in the galaxy is real and therefore, destruction has no real consequences."

### **The Mordana**

Despite attacks from Red Dragon pirates and discouragement from First Emissary Merjan Kathrada, the secret cult of the Mordana continues to thrive in many sectors of Jenquai space.

"The age of prophecy is not dead," explained one follower, who refused to be named. "People watch the sky. They see ships. They turn to the legacy and they know what they know."

Mordana sect members call themselves "believers" and follow the teachings of Mordane, a discredited last age prophet. In addition, Mordana followers covet the compound mordanite, a naturally occurring mineral often found in certain sectors of Jenquai space. Mordanite is typically purported to convey a sense of unity and purpose to even the most barren styles of existence.

"It is the true gift," said one follower. "Mordanite is the source, the touchstone, and the Way."

Like most mordanite traders, she claimed to enjoy wholeness and fulfillment at a deep personal level.

In contrast, those seeking enlightenment through the long and arduous path of the Sha'ha'dem have obtained mixed results. Many experience a questioning of their faith in themselves and in their role in the outer worlds. More than a few Sha'ha'dem may experience personal crises of identity. "Indeed. These are times of uncertainty and the Path is demanding," admits Emissary Merjan. "Unfortunately, there are no easy routes to wisdom."

In the past, the phenomenal craze for mordanite has caused conflict among the Jenquai and, during certain periods, has even produced violence. The Mordana's resurgence during a period of invasion may be one more reason Jenquai leaders will attempt to bring the sect to an end.

"A ban is not leadership," said one Mordana halek, speaking under a guarantee of anonymity. "These ignorant restrictions are merely prejudice. The Jenquarum does not want to preserve the peace. They want to monopolize the wisdom of the Book and the learning of the Ancients."

Meanwhile, there is talk of a new task force at Paren Station, as well as a special psychiatric front mobilized to combat deviant religions. Called the United Jenquai Action for Mental and Psychic Freedom, the group seeks a prominent

Sha'ha'dem for its leader. The group's bylaws also cite the code of the Capella explorer faction which dictates complete neutrality in all matters of religion.

### **Glory's Orbit Memorial**

In the year 2350, the Jenquai people celebrate the 300 anniversary of our maiden voyage to the stars. We salute the courage of our esteemed ancestors aboard the Jenqui Maru.

This memorial is dedicated to the memory of those Jenquai who perished during the occupation of Jove City by Al'Mu'azib, Fahaka Kah, and his Progen defilers. May it stand as a testament to their unjustified acts of brutality.

In the name of the Ancients. To those Sharim who have upheld our code, we offer our thanks. Our goods will be sound. Our word will be true. Our trades will be fair, such are the ways of the Sharim.

## The tale of the Ngozi Maru as told by the Jenquai Loremaster



Look before you. What you see is all that is left of the Ngozi Maru, defender of the Jenquai people. The Ngozi Maru was stationed to Jove City during the great tragedy that was the Gate War. This is her story.

The Prodgen attacked us and though we Jenquai are strong, we are not many. The Prodgen, bred for war in their genetic tanks, would hear no talk of peace. Our fleet fought hard, fought bravely, but their plight was hopeless. The Progen were too many.

When it was clear that the Progen would win control of Jovian space, the Jenquarum recalled all of the fleet to facilitate evacuation of the civilian population. Though we had many transports, only the Ngozi Maru remained of our fighting ships that could reach us, and she was already scarred from battle.

The people were afraid. Panic, even among Jenquai, was setting in. The masses pushed toward the docking bay in fear and dread, but only a small percentage could fit on each transport and the first of those, the Eski Maru, launched with a few hundred of our people under the watchful eye of the Ngozi Maru.

Then, from behind the moon of Thebe came a Progen Battle Cruiser. First one, then another, then another. They flew in like vultures, like demon birds of prey, and blocked the Eski Maru's escape. Only the Ngozi Maru stood between them and oblivion, the graceful lines of her hull backlit by the sun.

The odds were against her. Ngozi Maru stood no chance. She set a course away from the Progen battle group and engaged her cloak. The Progen saw this tactic as cowardice and they moved to fall upon the defenseless Eski Maru. Not a soul stirred in the domes of Jove city as they watched.

Then, in the shadow of Jupiter, a crackle of light heralded the return of Ngozi Maru. She came about with a great roar of engines and flew full speed at the Progen flank, guns blazing. She struck the Progen again and again, bright lances of light slashing at the bulky Progen ships as they wheeled to face her.

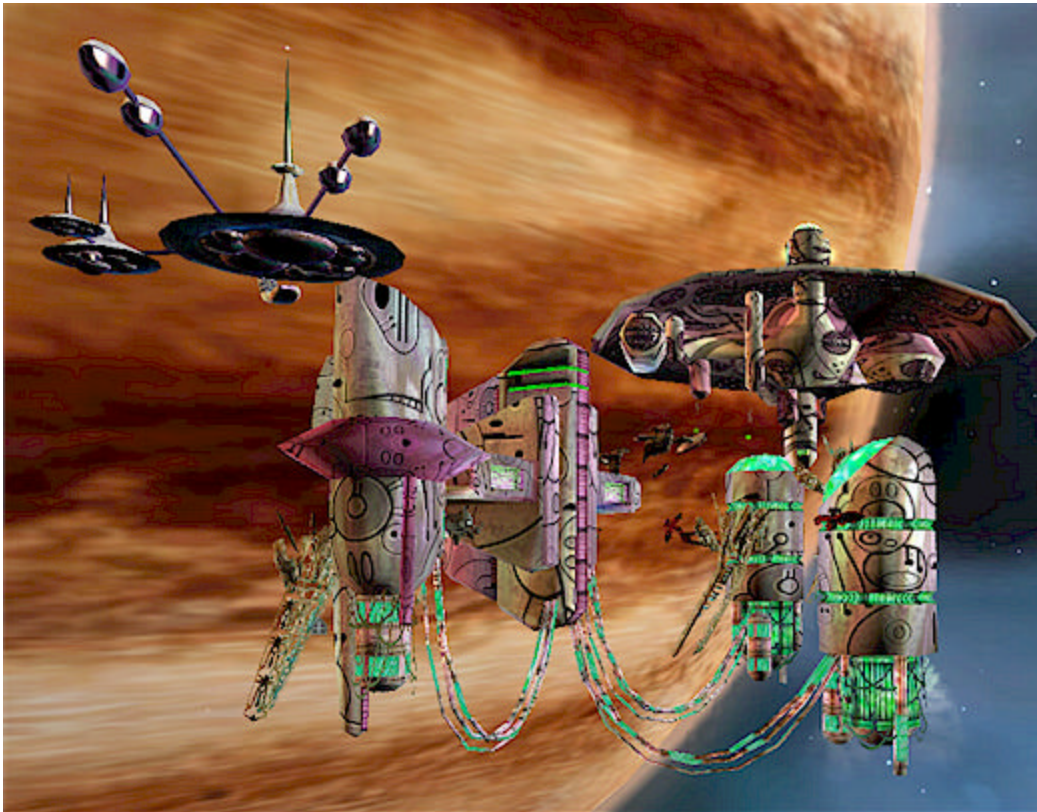
With a burst of flames and a mighty explosion one of the Progen cruisers went down under the withering fire of the Ngozi Maru. Still she fired. And as weapons lit up the Jovian sky, so was a spark lit among the people still stranded in Jove City, a single spark of hope. The call began, first as a whisper, then growing to deafening roar. "Come on Ngozi Maru! Come on."

The ships exchanged deathblows, but by now the Progen had turned to face their enemy, and they were soon joined by others. There were too many. Her hull shook with impact after impact and finally rent. Ngozi Maru died. And as the last flames within her shattered hull faded, so faded the last hope of Jove City. Jovian Space belonged to the Progen.

But in the distance flew Esdi Maru, safe. The silent crowds of Jove City watched her dwindle in the distance, those few hundred lives bought with the blood of the captain and crew of the Ngozi Maru. Remember this. Remember what transpired here those many years ago. Remember Ngozi Maru.

It is traditional that Jenquai who visit here meditate upon what they have seen. It brings us peace and insight, two commodities that are very rare. Would you meditate now, Brother Jenquai?

## The Tale of Jove City as told by the Jenquai Lore Master



Before you lie the ruins of Jove City, first city of the Jenquai, founded by the crew of the Jin-Qui Maru. For years, Jove City was the center of our science, art, and philosophy. We built a shining city of knowledge unsurpassed to this day.

But this golden age was not to last, and our city was doomed to fall beneath the boots of the Progen. Our fleet, though valiant was defeated, and the Progen owned all of Jovian Space, but for Jove City itself. The remaining warriors dug in and prepared for a long and drawn out siege, confident that the mighty defenses of Jove City could hold off even the Progen.

They were wrong. The Progen proved more cunning than we thought. They tunneled in from beneath the city where the defenses were weakest. They carved their way through miles of hull, and pipes, and machinery, crawled through places we thought no human could survive.

But survive they did. Dahaka Kahn's Dog Soldiers emerged behind our defenses and slaughtered the warriors guarding Jove City. Our beloved Jove City was lost.

The fight was over, but the horror had only just begun. Dahaka Khan and his Dog Soldiers were not satisfied with the destruction of the warriors. They thirsted for blood and it did not matter to them that all that remained were unarmed civilians. They tortured,

they maimed and they killed. They swam in Jenquai blood. Would that they had drowned in it.

The Proden played games with living human beings, used them to test their weapons and tactics, spaced them for sport, and murdered for sheer pleasure. Dahaka Kahn let his Dog Soldiers do as they pleased, and the only thing that pleased them was suffering.

Dahaka Kahn himself became known as Al' Mu'azib "The Tormentor". He took dark glee in murder and torture. The only reason his name was not purged from Jenquai consciousness is to remind us that this must never happen again.

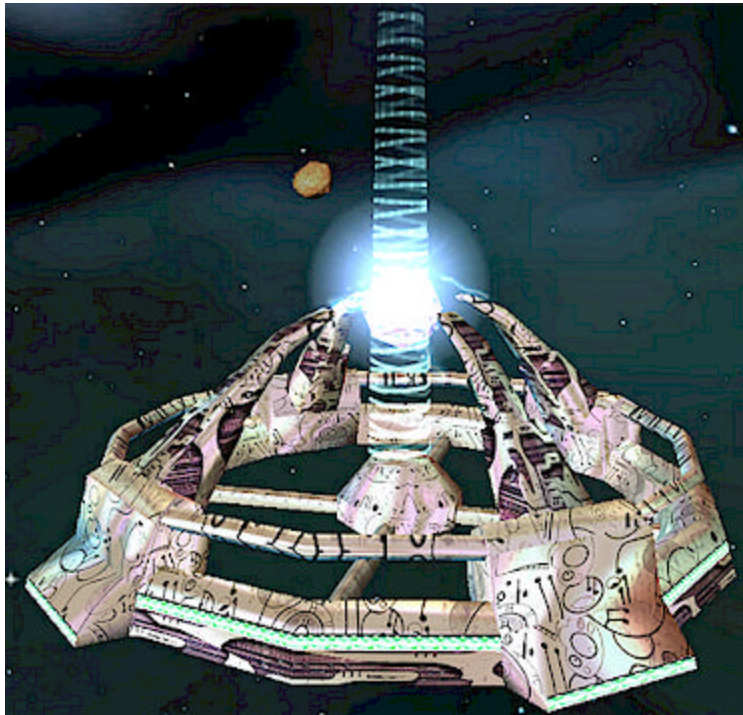
No citizen of Jove City, save those aboard Esdi Maru, survived the occupation. Eventually the Progen left this place, but their taint never did. No Jenquai could stand to be here where the smell of blood still stood rank in their nostrils, where the ghosts of those slain still howled for vengeance.

We preserved this place, both as a reminder and a place to mourn. This once great city is now a burial ground for our honored dead. A new station was built in its place, not a city, nor a university, nor a place of meditation. We did not build the new station for our grief or our sadness. We built it for our rage, so that no one forgets what happened here.

That station is Jove's Fury. It is the fury of all Jenquai. Never forget what has happened here. Remember the dead. Brother. Remember them in honor, in sadness, and in fury.

It is traditional that Jenquai who visit here meditate upon what they have seen. It brings us peace and insight, two commodities that are very rare. Would you meditate now, Brother Jenquai?

## Tale of the Mourning Circle as told by the Jenquai Loremaster



This is the monument to every Jenquai who has ever perished in conflict. This is the circle upon which we focus. The circle has many meanings.

The circle illuminates our own nature. Every Jenquai is joined, like every point upon the circle. We are all brothers and sisters. An attack on one is an attack on all. We must be conscious of this, remain together in spirit, and protect one another.

The circle grants us vision. With every disaster comes the birth of new hope. It is good and right to mourn those who have passed before us, but the memorials you have seen also serve to remind us of what may yet be built.

The circle serves as a reminder. We Jenquai have endured despite those who would destroy us. As the circle doubles back upon itself, so must we always look to our roots. Remember the price of freedom so that we may never suffer disaster again.

Around the circle, you see the Shinwa honor guard. They circle this monument. We are circles within circles, ever vigilant to those who would harm us. Remember the circle. Remember your roots and those who passed before. When the circle comes around once more, we will be ready.

It is traditional that Jenquai who visit here meditate upon what they have seen. It brings us peace and insight, two commodities that are very rare. Would you meditate now, Brother Jenquai?

## Tale of Sha'ryun's Tear as told by the Jenquai Loremaster



This is the monument Sha'ryun's Tear. Sha'ryun was a ship captain and a honored Sha'ha'dem. After the devastation of the Jenquai fleet at the Battle of Jove City, he was the highest-ranking officer left alive. His ravaged fleet huddled at the edge of Jovian space... and listened.

Dahaka Kahn was a monster. The Progen are monsters, cold creations of genetic factories. Not satisfied to torture and murder our people, he broadcast his depravity across the sector. Sha'ryun watched in helpless horror. His heart broke at the sight of his people in such terror and pain.

The Jenquai fleet was battered and broken and in no condition to drive out the invaders. And the Progen had concentrated their strength around Jove City. The massacre went on. Sha'ryun hailed the Progen again and again, beseeching them to stop and to allow him to evacuate his people. Dahaka would not listen.

Not wishing to risk what ships he had left, Sha'ryun resolved to face Dahaka alone. In a tiny, unarmed shuttlecraft, he flew toward the Progen under flag of truce. Surely they could not refuse a parlay if he went in person. He would offer himself as hostage, the leader of the remaining Jenquai forces, in exchange for the lives of helpless men, women and children.

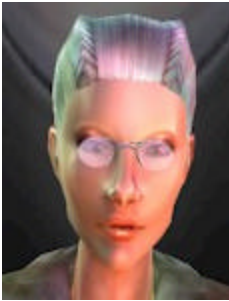
Behold the cruelty of Al'Mu'azib, Dahaka Kahn. He had Sha'ryun stopped at the Progen perimeter and permitted him to speak. Sha'ryun, still overcome by his grief, spoke with tears pouring down his face. "You have won." he said. "Show mercy to the helpless."

Al' Mu'azib laughed. He took Sha'ryun's tears for weakness. Without a thought, he ordered the Progen fleet to open fire on Sha'ryun who died within sight of Jove City. And still the massacre went on.

This is Sha'ryun's Tear, frozen in space as the vacuum took him. This is the reminder of crimes past. This is our monument to the soul of the Jenquai people and to the soul of Sha'ryun. We will never fall to the Progen again. Remember. We have what they do not. There is no gene bank that can manufacture a soul.

It is traditional that Jenquai who visit here meditate upon what they have seen. It brings us peace and insight, two commodities that are very rare. Would you meditate now, Brother Jenquai?

## Jenquai History as told by Master Sevti



*Q. What exactly WAS the Gate War?*

It was a war in name only, <player>. The Progen and Terrans call it a war. In truth, it was a shameless slaughter.

The other races sought to steal from us, as they always have. And when we refused their demands, they forged an alliance and descended upon Jove City with warships.

*Q. What happened then?*

Two terrible battles. One here, against the Progen, for Jove City. The other against the Terrans, at Akeron's Gate. We Jenquai have always been few, then as now. The Terran military, alone, outnumbered our entire population. We could do little but die.

Against the Progen, we were helpless. They surrounded Jove City, swept aside our paltry fleet, and laid a siege. Then Dahaka Kahn – the brother of Anjuren Kahn, whom you surely know – tunneled into the city from below. He captured Jove City, occupied it, and murdered the population at will.

All eight members of the Jenquarum, along with the First Emissary, were killed. The Progen held Jovian space until the end of the war, though Yasuragi and his warriors continued to harass them amongst the lesser moons.

*Q. What about the battle of Akeron's Gate?*

It is legend among the Jenquai, though the Shinwa don't talk of it, much. Mordane Kathrada made his final stand there, defending our research bases against the Terrans. Kathrada was vastly outnumbered, but the battle lasted weeks.

You must remember – the Terran fleet was the pride of EarthCorps. Its Admiral was Hannibal Idowu, the son of the EarthCorps commander! Kathrada held them long enough for a complete evacuation of our scientists. Then, as the battle turned, the Gate came to life...

In our moment of defeat, our survey fleet re-emerged from the Gate. Varen Aragotha, the cleverest of our explorers, had spent two years in the Aragoth system. We'd scarcely heard from him. Yet he arrived at the pivotal moment, and his ships joined the attack on the Terrans.

*Q. And then?*

Idowu's flagship was isolated. It had been pursuing Mordane Kathrada, but it now found itself surrounded by Jenquai ships. Idowu must have realized that he was doomed, and he changed course, as if to ram the Gate. If the Terrans couldn't have the Gate, no one would. It reveals the depths of Terran ignorance.

Aragotha's fleet opened fire on Idowu, but it was Mordane who was the hero, Mordane who engaged his primitive cloaking system and directed his ship close enough to the Terran ship to target its fuel cells. He succeeded... rather too well.

Idowu's flagship imploded upon itself. Mordane, having maneuvered inside the Terran shields to make his attack, went with it. It was a terrible blow to the Terrans... and to us. But the loss of the younger Idowu is said to have softened the heart of his father. And led to the end of the war.

*Q. How DID the Gate War end?*

The war lasted nine years. In time, the Progen turned upon the Terrans. Fighting raged throughout Sol. No planet was spared. Ultimately, it was a father's grief that ended the war. A father's sorrow for a lost son.

Galen Idowu was Hannibal's father, and the EarthCorps Commander. After Akeron's Gate, he slowly lost his will to fight. Finally, he met secretly with the Progen Primarch, Aurelian Tyr, and convinced him to visit Jove City, to see the horror for himself.

Tyr saw a city in ruins. Dog Soldiers roamed the streets in packs, hunting Jenquai survivors, gnawing Jenquai bones. Gangs of mad, ravenous Progen hoarded ruined bodies, in pieces and piles.

And above it all, Dahaka Kahn sprawled in his 'palace,' in the old hall of the Jenquarum, amidst torn books, ruined artifacts, and hundreds of skulls. Gibbering, slaving, and starving, Kahn was the besieged king of madmen and cannibals. THAT is where the Progen pursuit of perfection had led.

*Q. So... what did Tyr do?*

He was filled with revulsion. Tyr ordered his troops to round up the remaining Dog Soldiers, and to leave him alone with Dahaka Kahn. When they returned, Khan's head had been added to the pile of skulls. Primarch Tyr stood above him, blood running from his ceremonial blade. The next day, Tyr declared an end to the Gate War and resigned his position.

Most of the Dog Soldiers were slaughtered. It's rumored that a few escaped, fled to neutral space. Aurelian Tyr was replaced by the even-tempered Lucius Aetius.

Aetius had spoken against the Gate War, and he presided over the creation of the Sabine Order. They would govern genetic science among the Progen and ensure that the Dog Soldier abominations would never reappear. It was, perhaps, a truly enlightened period in Progen History.

And, as you might expect, it was brief. Anjuren Kahn – the bother of Dahaka – unseated Aetius after only six years. Aetius himself was the victim of an ‘accident’ – the supposed misfiring of the Romulus Cannon. And his genetic material was allegedly lost, so he was never Called Forward.

*Q. And the Jenquai?*

We Jenquai decided to abandon Jupiter and relocate ourselves to the Capella system. It is farther from the Progen and Terrans. Safer. Jupiter remained a memorial, as you see it now.

Jove City was never repopulated. No Jenquai has set foot there since the death of its last citizen. Squatters of Terran descent populate its lower regions... but even they fear to enter the city proper.

*Q. What else has been stolen from us?*

Ah. A question that is asked far too infrequently. We Jenquai THINK differently, <player>, and we see things that the other races have missed. We are responsible for many technological wonders that the other races assume are their own.

Take warp drive, for example. The Terrans would have you believe that THEY discovered it. In fact, InfinitiCorp spies obtained the secrets of the warp engine from our Sundari labs. They neglected to test it sufficiently, and thus were able to release it first.

*Q. What happened to Jupiter after the Gate War?*

Ah, but you mean to ask a different question. Why is Jupiter no longer our home? In the aftermath of the Gate War, the Jenquarum had to be reformed. They paid the ultimate price for their complacency. The new leaders deemed it necessary to move our home out of Sol.

Sol will always be our birthplace, but it is too close the Progen and the Terrans. For this reason, we moved our capital from Jupiter to Kailaasa, in the Capella system.

*Q. Why Kailaasa?*

Kailaasa is a garden world. It is the only world yet discovered that might compete with Earth for richness and fertility. This allows us a greater measure of independence from the Terrans. Until recently, we had to buy most of our food from InfinitiCorp and GETCo.

But as we develop Kailaasa, and seed it with Earthborn plants and animals, we can live as an independent people. For the first time, we may truly be free of the Terran grasp. And we may grow and change as we see fit.

*Q. Did the Shinwa fight in the Gate War?*

But there were no Shinwa at the time of the Gate War. Not long before the war, two men had voiced the need for a class of warriors. They were Mordane Kathrada and Shigehiro Yasuragi. Their visions were vastly different, but both recognized the same need.

The Jenquarum, at that time, was weak. They ignored the teachings of Elias ben Joseph and had become mere politicians. Some sided with Kathrada, others with Yasuragi. In the end, nothing was done. Then the war began.

Mordane Kathrada fought fiercely in the Battle of Akeron's Gate, but he was killed in the explosion of the Terran flagship. Yasuragi had retreated to the uninhabited Jovian moons long before the war, and he had begun training a secret army.

Yasuragi's followers were few, but they harassed the Progen throughout the war, making brilliant strikes against the occupation forces, and mounting the only effective Jenquai resistance of the war. These few young warriors formed the core of the Shinwa, once the war had ended.

*Q. Where are these warriors now?*

Many of Yasuragi's followers died in the war, <player>. Others were killed during the efforts to colonize Sirius – a hard and brutal star system. Some succumbed to age.

But a few remain. Many of the survivors have risen to become Shoda-kan masters, and have cloistered themselves away in isolated corners of Sirius, teaching those clever enough to find them.

Shou Shen, the commander of the Shinwa base at Prasad, is one of Yasuragi's original followers. Though, he likely won't mention it unless asked.

It probably isn't worth mentioning, but some Shinwa insist that Yasuragi himself is still alive... though such reports are most likely nonsense. Sometimes, with Shinwa discipline comes a certain... gullibility.

## The Progen Race

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### Progen History

The Progen are descendants of the original settlers of a scientific and military colony established in the year 2037 on the planet Mars. No notable history is found on the Progen race for the first 100 years of its existence. Then in the year 2155 the Progen Free Trade Vessel, Orion was attacked by the UEG vessel Pagasus. The attack caused the death of many innocent people and pushed the Progen people to break away from Earth Governments and form their own republic. The first notable Progen head of government was Artimus Jericho. He was the first Primarch and much of what the Progen Republic is today is based upon his founding principals.

The next notable event in Progen history was the Progen-Cygni war of 2341. During this war future Progen leader Gratis Augustus Var received his first commission and served in the Bayanni colonies. The final battle of the war, the Battle of Theluji Rift and was a turning point in Progen History. It resulted in the Progens losing the war and shamed the Primarch, Anjuren Kahn. Kahn was removed from office because of this failure and the Progen Secretary of State (Legatus Magnus) Agustus Var assumed the role of the Primarch in his place. In 2346 Gratis Augustus Var was given authority over all Progen gates.

The 2nd colonial war began in 2289 and lasted until 2298. It ended with the following events when Aurelian Try was Primarch of the Progen Republic.

### Progen Culture

**Net-7 archive transcript 08242410:01002311**

**September 24, 2001**

***(Originally transmitted 08.24.2410 as part of Net-7's annual almanac, produced by Sol System Cultural Resource Council and underwritten by Celestia University.)***

#### One Origin, Three Paths

To understand the three major cultures of the Sol System - Terran, Progen, and Jenquai - it is first necessary to know their common background. All inhabitants of Sol System originated on Earth. Humans thrived there for thousands of years before two factions, the Progen and Jenquai, led the migration to other planets in the system. Terrans are the direct descendants of Earth's original inhabitants.

#### The Progen

The first colony on Mars, established in 2020, was intended to just be a military and scientific outpost. When more-lucrative colonies near Jupiter attracted more resources and attention from Earth, the Mars expedition was essentially forgotten - for a while.

The Progen are descendents of the original settlers of Mars Colony. The hardships endured, and overcome, by their ancestors have led the Progen to believe that they are the future saviors of the human race. The general Progen mindset is one of overcoming adversity by bending the environment to their will. They see "First Contact" with alien races as inevitable, and most of their culture and society is built around surviving, and dominating, this event.

Because of their unrelenting desire for superiority, the Progen have evolved into a clone culture. Every Progen's skills, traits, and behavior are planned and implemented before he or she is born. One trait common to all Progen is obedience to authority; their militaristic mindset seems foreign to Jenquai and Terrans, but to a Progen it is necessary for an ordered society.

Progen society is divided into rigid castes determined before an individual is conceived: Warriors, Workers, Proles (servants), Technicians, Athletes, and Leaders. Within each caste there are classifications, ranging from Alpha (the leaders), to Beta, Delta, Gamma and Theta. These are broken down even further into specific ranges within a certain caste. Caste can be changed at any time during a Progen's life, except for proles.

There are specific laws governing the intimate interactions of the genetic classes. Any genetic class can couple with any other genetic class; however, where mating and marital unions are concerned, the lines are more rigid. As a rule, Betas and below are allowed to mate with any other Beta or below. A genetic profile must be determined before a child can be conceived, and the embryo is incubated at a Life Institute for the full nine-month term. During this period, development is constantly monitored, and extreme aberrations are fixed as soon as detected.

The newborn is placed in the care of the mating pair for a period of five to six years so that family bonds can be established. Aptitude is closely monitored, and the child is introduced to indoctrination and conditioning in whatever caste he or she has been determined to join.

While the Terrans have a much-larger population, the Progen have the fastest-growing population base. This is the result of a policy that has accelerated within the last decade as they see the Terran numerical advantage potentially threatening Progen sovereignty. There are currently about 10 billion Progen throughout the system. A side effect of Progen genetic engineering is that they live longer than the other races. A typical Progen will outlive his or her Terran counterpart by 50 years, and the average Jenquai by 20 years.

Progen economic policy is more socialistic than capitalistic. Basic needs are available to all, and non-essential luxury items fetch a higher price. The successful Progen businesses work closely with the government, and most have some military aspect.

One recreational activity that Progen allow themselves is sports; Progen sporting events are typically ultra-violent and some enjoy a cult-like following.

Crime and other aberrant behaviors do exist in Progen society, and are dealt with as diseases, not behavioral problems. If aberrant behavior cannot be changed,

the person in question is removed from the population. There are no long-term Progen penal facilities. Those Progen criminals who manage to survive are among the most successful, and feared, in the galaxy.

**Progen Government**  
**October 15, 2001**

***Net-7 Educational Series-Special Report***  
***A Primer on Governmental Powers***  
***By Stella Galaxia***

This series of Net-7 educational specials focuses on a comparison of Terran, Progen and Jenquai Governments. As one might expect, the governmental operations and philosophies are quite different between the three races. This special report will look at the basic structure and operation of each of these governmental structures.

**The Progen Government**

The rulers of the Progen people aren't just trained in politics; they are genetically bred with specific leadership traits. The Progen and their government believe in the Orbis Progen -The Progen World. That is, all that exists will one day be Progen.

The Progen Government is a Technocratic Republic consisting of a core Senate and headed by The Primarch. Part I of this educational series focuses on the Progen Government.

**The Senate**

The senate is segregated into two houses. The seats of the Upper House (Comitia Centuriata) are held solely by Progens belonging to the Alpha class, while seats from the Lower House (Comitia Tributa) can be held by Progens from the Beta and Delta classes. Election to the senate is based on popular vote.

**The Primarch**

Members of the Senate elect the Primarch into office. The position of Primarch is restricted to Alpha class Progen from the Leader Caste. Therefore, Primarchs may only be selected amongst members of the Upper House. Traditionally, the Primarch is also a native of Mars. The term of office for the Primarch is 5 years, and up to five successive terms may be served for a maximum term of 25 years.

The Primarch's duties include serving as the Commander-In-Chief for the Progen Military, Head of State, setting foreign policy, and overseeing the executive branch of the government. The position of a Primarch serves as a check and balance for the Legislative branch of the government. The Primarch also has the power to grant special pardons and dispensations. The Primarch does not have the power to overturn decisions made by The Tribunal.

Assisting the Primarch is his Cabinet, called the Decimvirate (Council of Ten), which organizes and heads the Upper and Lower Senate. The Decimvirate also acts as a collective Second in Command to the Primarch.

### The Tribunal

The true power of the Technocratic Republic is held by the Tribunal. This is the only Progen governing body that has the power to remove a Primarch from office and even then only during extreme circumstances. The Tribunal is given responsibility as the Progens' Law Givers and the Tribunal is responsible for handling problems between the City-States, Colonies and Stations. The Tribunal is also in charge of handling capital offenses. The Lower Tribunals, which are the equivalent of local government, handle non-capital offenses within their governing districts.

### Legatus Magnus

The Legatus Magnus is an appointed position similar to a Secretary of State. If the Primarch were to die or be removed from office during his term, the Legatus Magnus would assume the role of the Primarch in his place.

### The Virtuals

The Virtuals are actually recordings of all previous Primarchs who have served in prior years. Each Primarch's consciousness has been recorded and stored into a living computer called the Machina Republica. All of the past recordings serve as a collective mind for the current Primarch, who is the only Progen outside of the Sabine Order allowed to access this information. The Virtuals are only referred to only in times of extreme duress.

## **Michah's Summary of The Progen Plotline**

In 2037, the first human colonies were established on Mars, starting the migration into space that would ultimately divide the human race. Over the next 118 years various factions struggled for control and/or autonomy from traditional governments. This struggle reached its conclusion during the War of Secession ' ~2155-2160. With the invention of the Warp drive (2190) the human race expanded further into neighboring star systems.

The Vega system was originally established as a Freespacer colony, then later acquired by InfinityCorp, and later ceded to the Progen (2244). It became the home system for the Centuriata.

The Gate War (2286-229 is perhaps the defining event of human history. After Akeron's gate was uncovered (by a still unexplained explosion of a Progen ship) the Jenquai Hierate attempted to conceal it's existence from the other Human factions. During the ensuing war, the Progen extended their manipulation of DNA to engineer the most deadly warriors ever seen. The resulting atrocities shocked even the most hardened, and eventually led to a cessation of hostilities, and the signing of the Glenn treaty. Boundaries for the current star systems were established, and 'neutral' space defined. The InfinityGate was invented by reverse engineering some aspects of the 'Ancient' gate opening new horizons for human expansion.

The Cygni War (2340-2341) will be covered in some detail later. This event still motivates factions today, and could lead to hostilities in the near future.

## II. Amah and the Appian Gate

Soon after the Gate War ended, Varen Aragotha's 'Revelations' was published outlining the events of the first expedition into the system that now bears his family name. InfinityGates allowed exploration to expand and two discoveries now threaten to send the human race to war again. The first is the Vishao Codex which was used by Merjan Kathrada to open the Vishao Gate to Antares (2286), and long kept secret from the Terrans and Progen. The second is the Appian Codex.

Less than a year ago, a research expedition led by the Sabine order leader Vinda and the Centuriata warrior Amah to Varen's Girdle, (and more specifically to Andaren's Tomb it is theorized) resulted in the discovery of what has commonly become known as the 'Appian Codex.' Though still somewhat of a mystery, it is believed that the Codex is one part of a larger entity, or that it can in some way be duplicated. The rarity of the artifacts and events after its discovery have complicated additional research (as you will see).

Entrusted with the Codex by Vinda, Amah and her crew began the trip back to Progen controlled space. In yet another unexplained event, Amah somehow managed to 'activate' the Codex at precisely the right spot, opening yet another 'Ancient' gate in Legarto system, to Deneb.

The results were disastrous.

Amah and crew crossed into Deneb and were immediately assaulted by the V'Rix. The crew did not survive the conflict, but Amah was spared and is captive still in the system, along with the Codex. Numerous attempts to free her have failed. Attempts to destroy her ship and in system captors are fruitless. In the neighboring Vega system, a Maelstrom appeared - the exact properties of which are still unknown.

More disturbingly, Amah is undergoing a change. Over time it is becoming clear that she is being brainwashed - or programmed - by her captors. She is speaking in riddles, often using the obscure language of the V'Rix or code similar to that found on the now prevalent ancient fragments. Always unnerving, her warnings are sometimes dire. Are the ramblings from Amah or her captors? We may soon know. The V'Rix have promised to 'Return your Warrior as a guide.'

Tucked away in a hidden gorge on the fiery planet Endragio is a highly secret DNA engineering facility. It is here that the Sabine, at the direction of Vinda are designing the next breed of Progen warrior, the Sabura. The Magisters Magna are aware of the activity in their 'search for perfection'. Curious pilots can see

these new warriors in training in the Endragio system. The Centuriata Diversus, aligned with the Sabine.

In Progen space secrets can only be kept so long, and so it is with the Sabura. Theodoric Cassel, leader of the Collegia Traders has a spy network attempting to uncover what he considers the treachery of the Sabine. His efforts so far have resulted in proof of the Sabura, and he is now attempting to convince the recently returned Khan that the Centuriata are in danger. Khan is skeptical at this point (or disbelieving). Gatekeeper Memnon warns allies of Cassel to watch their step.

#### IV. The Cygni War 2340-2341

The repercussions of this brief conflict over the resource rich Cygni system are still with us today, and represent a major sore spot for Progen and Earthcorp Terrans alike. Cassel was perhaps the Progen with the most to lose in the conflict, as he had a deal in place that would have given the Collegia control of the ore mines of Aganju. Events did not unfold the way he would have liked.

From the limited history available, it is clear that the Cygni war was a brief but ferocious battle, culminating in a showdown between Admiral Diego Herrera, and Khan, where Khan was forced to retreat. But other battles are becoming known, including a vicious bloodletting by 'Memnon' at the rumored Cygni/Legarto Gate. By all accounts, Nostradamus and his fleet were on the receiving end of the Progen assault. Memnon has ever since been known as Gatekeeper Memnon.

As Khan was executing a strategic rearward maneuver, Vinda was negotiating a settlement with InfinitiCorp. This agreement ceded 61 Cygni - and with it the Aganju mines - to InfinitiCorp. It is rumored that the InfiniGate linking Cygni and Progen space (possibly Legarto) was shut down and hidden as part of the agreement.

In a political masterstroke, Vinda completed the agreement ending the war, shut down the aspirations of the Collegia Traders, and rose to the top of the Progen Republic. Khan, disgraced, went into self imposed exile. Perhaps the Sabura project was begun by Vinda fearing the inevitable return of Khan and the sure rallying of the Centuriata under Var and Memnon.

And the inevitable has happened. Khan has returned to the site of his defeat and begun construction of a wall. The function of the wall is not known yet, but like any wall, it can only have 1 of 2 purposes: Keep something out, or keep something in. Who (or what) the something is, and keeping them in or out are questions open to speculation.

In Progen space, there is perhaps no stranger sector than Legarto. There has been much speculation regarding it, and I will briefly mention some of the oddities to be found there.

First, of course is the previously mentioned Appian Gate to Deneb. The Progen have set up a security system that allows friendly vessels to utilize the Arroja Array for quicker access. Others must seek out a longer path and wind their way among massive gravity wells.

The Ruins of the ECS Sierpe are a source of continued speculation. The remaining logs give hints of what may have happened, but the mystery remains. Who were they? What was their purpose? And what happened out there? An intriguing anomaly inside the wreckage transports the brave pilot to an isolated location across the sector.

The GetCo facility on the moon Risco. Another catastrophe destroyed this facility, but not before the Ancient Wormhole to Endragio Planet was discovered. It is rumored to be very ancient, its builders unknown.

The Hyperion Gate Complex. Why the leader of the Hyperia Explorers would choose Legarto to build his experimental gate is open to argument. The proximity to the Appian Gate for research may be the reason. Actively selling shares in his fledgling company and recruiting volunteers to assist, Loric may soon break the InfinityCorp monopoly on gates with his new design.

The mystery about the ESC Sierpe isn't exactly as you put it. The logs clearly state that the ship was full of Terrans. It also tells what did happen to them. I would hope the Progen could read ships logs. Then again they are Progens (oooppss sorry that the Jenquai in my slipping out LOL).

Concerning Aragotha's Revelations... Your actually missing information. The Revelations were only published after the Progens stole it and released them to the public.

Concerning the Gate War. Your missing the fact that the Progens and the Terrans formed an alliance against the Jenquai when the gate was discovered to be hidden by Jenquai (which makes me wonder, why if a progen ship found it, were the Jenquai able to hide it from Progen eyes... not found until Terrans spies noticed it). Also this information was given in game

"Despite their victory, the jenquai slowly began to lose the war. Jove Sity, their Capital was occupied by Dahaka Kahn and his Pogen Warriors. Thousands of innocents were slaughtered. Eventually, the Progen-Terran alliance split, and all 3 races fought one another. Humans might have wiped themselves out if the Terrans had not appealed to the Progen Primarch, Aurelian Tyr. Tyr agreed to stop the bloodshed. He traveled to Jove City, ended the occupation, and personally executed the war criminal, Dahaka Kahn. I don't think Anjuren Kahn, his brother, has ever forgotten that..."

## **Notes on Sabine Methods**

The Sabine are in charge of creating each new Progen, and they aim for perfection. They use traditional gene methods during pre-embryonic and early embryonic development. During later stages of development, they use wave generators to influence specific areas of the brain to increase development speed, and other, less useful area of the brain to slow development.

**Targeted Mutagenesis** (custom mutations) is done by dosing a cell with specific chemicals then introducing it to the embryo. The idea is to have specific genes mutate to affect the end result Progen. This is was the original basis for the Sabine Methods. Once a stable genome was developed (still not perfect!) it has been used primarily to correct developmental errors when they are discovered in early-stage embryos.

**Genome building** is done by actually building the desired genome OUTSIDE the embryo, then introducing the new genome into the embryo by way of a viral placebo and a donor nuclei.

Important: desirable embryonic stem cells and fibroblasts, donor nuclei

**Cloning** is essentially genome building - but using a live sample rather than creating it whole cloth. This tends to be more successful. The Sabine have found that there are some social problems that develop later on if too much pure cloning is practiced. Many of these examples currently reside in DET Onorom.

## **Memory transplant and iterating a successful Progen**

Standard Sabine methods also involve taking a successful Progen design (at early middle age), storing the memories (mapped from the Temporal Lobe), cloning the Progen with changes or enhancements to embryonic development, and remapping the memories into the new clone. Whilst this is not pure in the sense that creating a new Progen from scratch, it has the added advantage of a stable base for iterating on. If the iteration proves unsuccessful, the memories can be unmapped, the iteration destroyed, and a new one created.

The process of cloning a successful Progen, and recreating him with all of his memories intact is call **The Call Forward** or **Calling Forward**. The Progen refuse to Call Forward someone who is not yet dead. Note the above reasons for not using cloning too often.

They also refuse to clone someone outside the Progen race. While it is not explicitly against the rules, it is so out-of-bounds to the Progen mindset, it has never been done.

The gestation period from fertilizing an embryo with the genome of a fallen Progen until it has been mega-grown into early adulthood and is ready for the Call is 9 months.

Progen are also beginning to use nanobots to do the chemical/wave work for them in rebuilding and modifying genomes. However, they have not perfected this process yet.

Doing genome and mutagenesis work is only the start, and provides a strong foundation upon which a true Progen is built.

During the later stages of embryonic development, once the brain starts specializing, the Sabine inject streams of nanobot wave generators that suppress or increase electricity flow to parts of the brain. For scientists and the like, they tend to reduce the social and violent parts of the brain, to the give the reasoning and memory sections more room to grow. For warriors, they tend to enlarge memory and violence, and reduce social and empathy. This process is called **Supmult NanoTherapy**.

### **SupMult Therapy Concentrations**

#### Frontal Lobe

- Emotional control
- Motor function
- Problem solving
- Spontaneity
- Memory
- Language
- Judgement
- Impulse
- Social interaction
- Sexual Behavior
- Right - language related functions
- Left - Non verbal functions
- Creativity
- Risk-taking
- Following the rules/authority
- Empathy
- Humor
- "Human Essence"
- Mathematics

#### Parietal Lobe

- Sensation and Perception
- Integrating sensory input (esp visual)

#### Temporal Lobe

- Hearing
- Visual
- Long term memory
- Interpreting Auditory
- Musical abilities
- Left - Verbal Memory
- Right - Visual Memory

#### Cerebellum

- Motor movement
- Balance
- Equilibrium
- Muscle tone

#### Occipital Lobe

- Visual perception

#### Brain Stem

- Basic functionality

The above chart shows the functional sections and subsections of the human brain. Most of the normal Supmult Nano therapy that the Sabine use is focused on the “human” portion of the brain.

They do have some methods of enhancing the neural connections a bit in the other sections, but this has very subtle effects on the resulting Progen embryo. They end up a bit better than normal, and have few drawbacks.

Messing with the Frontal Lobe has proven to be a much more delicate procedure. This is where the humanity of each person is ‘controlled.’

The Frontal Lobe has been very resistant to more than minor overall size changes, so the Sabine are playing a zero-sum game. In order to focus on and grow one or more areas of the lobe, other areas must have their growth stunted. The more areas that are stunted, the less and less stable the end result becomes. To date, the Sabine have only successfully created Dual Subfrontal Growth Progen with any regularity. Tri Subfrontal and above have met with disastrous results, and many of the results can now be found locked away in DET Onorom.

In actuality, the Dog Soldiers used in the Gate War were Quad and Quint Subfrontal Growth experiments. They performed well in the Gate War, but were far too primal and unstable for non-Wartime. The Sabine try to keep this quiet, and one will find very few Dog Soldiers in Progen space these days.

Each of the different elements of Progen societies have different area of the Frontal Lobe chosen for growth and stunting. "No job is too small to Engineer for!" One can make blanket statements about how warriors all have certain areas stunted, but the reality is far different.

Each Progen is highly specialized to the job he is being built for. During the Post Gate War population explosion, many different combinations were tried, and the successful ones cloned and mapped and kept around.

It was during this time that the convention for Centuriata to have Empathy stunted came about. The current development of the Sabura is a movement to create a successful warrior prototype without sacrificing the Empathy portion of the frontal lobe. The Sabura experiment is a subject dealt with better in another document.

It **is** possible to clone a Progen with one genome, and then provide a different memory map for it, but this has always met with horrendous results - completely abnormal personality traits, and ends in acute schizophrenia, as the brain remembers the body completely different than it is. Whenever the Progen do a genome iteration without a matching memory map, they just let the new iteration grow up unimpeded, and do not mega-grow it. Thus it develops a new personality, and can be used to iterate and clone apart from its original.

It is akin to assassination or murder to destroy a memory map or genome.



ELABORATE  
HEAD GEAR

HIGH COLLAR  
OF RIBBED  
MATERIAL

SENSORS FAN  
OUT FROM  
SHOULDERS

SHOULDER  
ARMOUR RISES  
HIGH ABOVE  
SHOULDERS

DECORATIVE  
ARMOUR

ARMoured  
GAUNTLET

WEAPON  
IN HOLSTER

HIGH BOOTS  
ABOVE KNEE

CEREMONIAL  
"BALDRIC" WITH  
MEDALS

Subject: FEMALE

PROBEN  
EXPLORER

MORE ELABORATE  
HEAD GEAR

HIGH UPRIGHT COLLAR

SENSORS

MORE DECORATIVE  
ARMOUR

CEREMONIAL METALIC  
"BALDRIC"  
WITH MEDALS

ARMOUR GAUNTLET

WEAPON IN HOLSTER

KNEE HIGH BOOTS

subject: M A L E



EXPLORER PROGEN

EXPLORER  
PROGEN

00.55

subject: M A L E

subject: FEMALE



PROGEN  
MERCHANT

SHOULDERED WEAPON  
BELTS, STRAPS,  
INSTRUMENTS, AND  
ARMOUR STRAPPED OVER  
FABRIC-NOT BUILT IN

FABRIC UNDERNEATH  
ARMOUR



subject: M A L E

PROGEN  
MERCHANT

PROGEN MERCHANT CLASS

HELMET::



BUILT IN SENSORS::

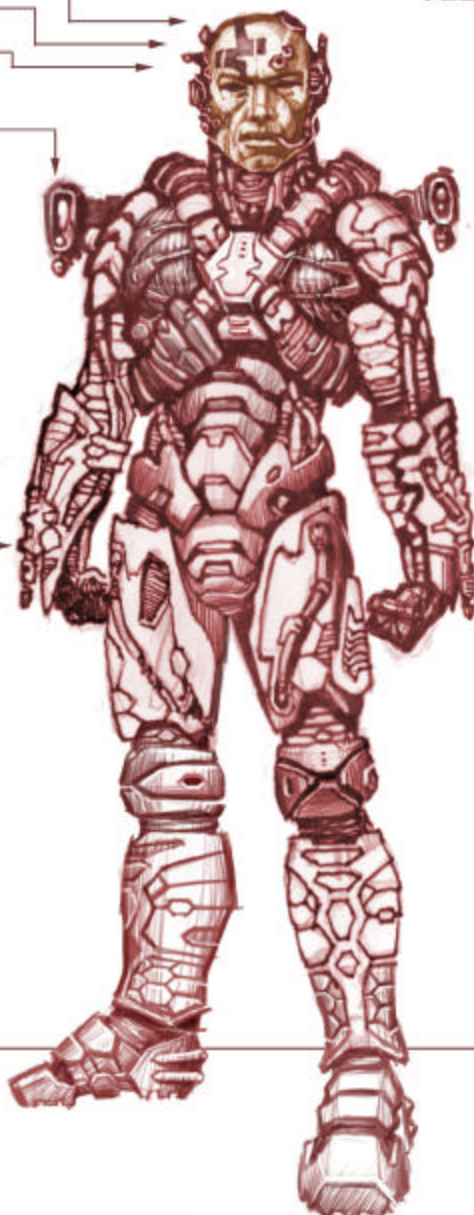
TATTOO/ARAK::

PLUGS AND JACKS::

RETRACTABLE  
WEAPONS::

BUILT-IN TOOL  
WEAPON::

SLEEK AND AGILE  
ARMOUR OVERALL::



subject: M A L E

PROGEN  
WARRIOR

PROGEN WARRIOR  
INTELLIGENCE UNIT

## The Terran Race

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### InvaderRavager's Version of Terran History

Terrans: We're rich. We're greedy. We don't like war unless we'll make money, and we don't like spirituality unless we are getting tax deductible donations. That's the credo, and that's why we do our thing.

Back in the early days of space exploration/exploitation, there were several corporations that were starting to control the earth sphere area. Triad Tech, IC, GETCo, and Tada-o. This was just a basic deal for quite a while, and Earth Government kind of kept stuff straight and corporate wars from going bonkers.

The wacky Progens decided that they wanted to be perfect. They were on mars, and freakin' hated the corps, so they rebelled, so to speak, and broke off. The corps didn't quite like seeing any profit share going away, so WAR. Progens used things called Ensis drivers, and blasted earth with them, and mars got pretty blasted also. But things eventually settled down, and mars was independent.

Oddly, if it weren't for the Progens, Akerons gate and gate travel might never have been developed. IC and Jenquai hierate didn't really think about it until a big Progen freighter blew up in the vicinity of Pluto, which smashed apart a big rock, which contained the entirety of the ancient gate, so now the Jenquai were able to locate Akerons.

The Jenquai meanwhile were busy doing their thing, finding the first ancient gate, and debating whether or not whatever was whatever or not. Complicated. But IC was all-knowing, because money speaks, and money sees. So IC found out about the gate, and the earth government, the precursor to EC, and the Progens decided to get they selves a slice and went to war again to get some access to Akerons gate area, out in Pluto. Eventually, the war was resolved, with much death, good EC people blowing up their ships, and crazy ass Mordane getting caught in the explosion. Kaboom.

And during all this, IC had got the info out of the gate, and was reverse engineering it for Terran use, while also developing warp drives, for fast intra system travel (think going from Grissom's cooper gate to the RD gate would be fun on impulse?). So that's why we now have gates all over the place in sol, and other places like Akerons that were first colonized.

Now, that takes care of most of IC for now, and the 3 other corps aren't big deals.

EC really came into its own when Alpha Centauri was colonized, and then they had a place to be crazy lawmen. They basically oppressed the Bogeril, and

hunted them out of the civilized parts of space. Its suspected that to this end, they unleashed some VERY nasty viruses on Zweihander, which killed off most of the people there.

EC hasn't done anything particularly amazing since then, to my knowledge, except hunt down RDs and make space safe (which they suck at, I know).

## **Terran Culture**

**Net-7 archive transcript 08242410:01002311**

**October 01, 2001**

(Originally transmitted 08.24.2410 as part of Net-7's annual almanac, produced by Sol System Cultural Resource Council and underwritten by Celestia University.)

### **One Origin, Three Paths**

To understand the three major cultures of the Sol System - Terran, Progen, and Jenquai - it is first necessary to know their common background. All inhabitants of Sol System originated on Earth. Humans thrived there for thousands of years before two factions, the Progen and Jenquai, led the migration to other planets in the system. Terrans are the direct descendants of Earth's original inhabitants.

### **The Terrans**

While Earth's current inhabitants and their representatives throughout the galaxy often consider themselves the only "true" humans, in some ways they have evolved from their origins as much as Jenquai or Progen.

Wealth is the driving force behind Terran culture. Those who don't have wealth are trying to accumulate it, and those who have it are trying to get more. Four major corporations are inextricably tied to all Terran dealings, and numerous minor corporations are involved as well.

Major families, or "houses," control each of the corporations and play a large part in Terran society as well. The two major houses are House MacGregor, which operates InfinitiCorp., and House Naverre, which operates the Good Earth Trading Company (GetCo). Other major houses are Obata and Orsini. The major houses all have their own security forces and space fleets, and in the case of MacGregor and Naverre, colonies as well.

The Terran tendency toward accumulation of wealth has also produced a culture that is extremely materialistic, with ever-present displays of ostentation and extravagance. Terrans judge each other by how much they have, how well they can show it off, and who they know.

Social functions, trends, fads, and gossip all play a large part in Terran life. While all these factors are to a large degree influenced by the corporate presence and marketing, Terrans also pride themselves on their unpredictability. Many a fad has progressed from a simple extravagance into a planet-wide obsession that would baffle a Progen or Jenquai with its insensibility.

Terrans view Progen and Jenquai as unpleasant mutants, but their predilection toward wealth usually overrides any xenophobic concerns. After all, Jenquai and Progen money still spends just as well as Terran money. Though they typically see Progen and Jenquai as unclean annoyances, Terrans are still more tolerant of racial differences. This is probably due to the fact that Terrans themselves are highly diverse, with myriad combinations of physical appearance, spiritual affiliation, and genetic background.

The Terran fascination with gadgets and machinery has led to many advances beyond even those of the Jenquai. Terrans are particularly adept at making things that go fast, and that can be made cheaply and in large quantities. It was InfinitiCorp, after all, that introduced the first faster-than-light hyperdrive. And of course, the Terran agricultural industry has a virtual monopoly across the system, as food grown on Earth simply tastes better than that grown anywhere else.

Religion is common in Terran society, and in addition to the more traditional religions, newer faiths have sprung up as space travel flourishes. Many groups that were considered cults 200 years ago are now widely accepted religions.

With 25 billion people on more than a dozen populated planets, Terrans are much more widespread than the other races. However, due to its materialistic nature, the Terran society has a staggering gap between the "haves" and "have-nots."

## **Terran Government**

### **October 22, 2001**

#### **Net-7 Educational Series-Special Report**

#### **A Primer on Governmental Powers**

#### **By Stella Galaxia**

This series of Net-7 educational specials focuses on a comparison of Terran, Progen and Jenquai Governments. As one might expect, the governmental operations and philosophies are quite different between the three races. This special report will look at the basic structure and operation of each of these governmental structures.

## The Terran Government

Two distinct groups control the Terran Government: The Parliamentary Government, called The Terran Alliance, and The Four Houses. An examination of these governmental groups is summarized in part II of this series.

### The Terran Alliance

Although the Terran Alliance is responsible for the main political duties such as laws, military presence, infrastructure development, negotiations and treaty signings, it is often considered to be more of a ceremonial presence than a ruling power. Large galas, military parades and grandiose speeches are all the responsibility of the Terran Alliance.

The Terran Alliance operates as a Parliamentary system replete with a Prime Minister and governmental officials serving as members of Parliament. Parliament incorporates several Ministries within the organization including a Defense Ministry and Ministry of Colonial Affairs. The majority of Parliament members belong to either the conservative Centrist Party or the liberal Expansionist Party, though a few members may belong to one of the lesser renowned (and financed) political parties.

### The Four Houses

While members of Parliament are kissing babies and shaking hands, the real governmental power resides within The Four Houses.

The Four Houses are comprised from the four largest corporate entities in the Terran Society. It may be trite to say 'Money is Power' but it happens to be true in the case of the Four Houses. Every Terran, including members of Parliament, is aligned with one of these Four Houses and this allegiance is expressed with logos and purchases. What you buy, where you live and even whom you associate with are all representative of which House you have chosen to be aligned with. The two largest, ergo wealthiest, Houses are InfinitiCorp - House MacGregor and The Good Earth Trading Company (GETCo)-House Naverre. Rounding out the remaining major houses are Tadakastu-Obata (Tada-O) - House Tadakatsu-Obata and The Triad Intergroup Consortium - House Orsini. There are also many Minor Houses but most of these are at least marginally affiliated with the Major Houses.

It is not hard to imagine that tension is great and relationships are strained between each of the Houses and Parliament. The political system is rife with potential for corruption and espionage within the Terran governmental structure. However the Terran Government remains in unison towards any perceived threat against the populace and the Terrans' way of life. When it comes to Nationalism, this government stands as one.

## VRIX

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### *Summary*

Type: Insectoid  
Height : Combat Vrix 6-7', Normal 5-6'  
Weight : 150-500 lbs. varies with type  
Eating habits: Omnivore  
Primary motivation: Knowledge of and protection of Star Gates  
Hostility factor: Typically low  
Intelligence: High (Hive Mind)



Technology level: High, uses unique form of biotechnology.

Climate: Environments with large life / vegetation concentrations.

### **Back-story**

The V'rix are the descendents of a race genetically bred to monitor use of the Star-Gates and protect them.

The Gates were created by one of the Ansarium, the Ancient Races who inhabited the universe at the beginning. The Ansarium used the Gates to travel instantaneously from place to place and from 'then' to 'later.' The Ansarium had the strictest of prohibitions in traveling backward through time, as theory and grim experience indicated that even the slightest of temporal anomalies would result in dire consequences to the very fabric of reality.

The Ansarium were what we would call gods. They lived as deities, setting events into motion, then jumping ahead in time to observe the results, while their subjects, (humans amongst them), lived and died through the intervening eons. Their very thoughts created reality.

It was inevitable that somewhere, some 'when,' the prohibition on travel into the past would be violated, and so it was, although the violation did not come from the Ancients themselves.

Millions of years ago, humans, like thousands of races before them, discovered the Gates. And like a thousand races before them, Humans gained some minor mastery over control of the Gates. For centuries humans used the Gates to expand through the galaxy, meeting alien races, becoming part of the Great Chain of life amongst the Stars. But unlike the thousands of races before them, Humans dared to use the Gates to discover The Answer.

It was supreme folly, supreme arrogance. To travel back to The Beginning. To meet the Ansarium in their own time. That was the goal. The anomalies generated by this act rippled through space-time in a self-sustaining chain reaction that tore reality asunder, splintering infinities into infinities. Catastrophe came to unnumbered galaxies and the

Ansarium, through it all, just disappeared.

Only faded remnants of the Ancients survived. And the Gates. Some working. Some not. And the Key to the gates lay in pieces strewn throughout the time/space continuum.

As humans picked up the pieces of their own splintered reality, they realized the universe would never be safe so long as the Gates existed. They further realized that no human would be up to the task of destroying them all. And so the GateKeepers were bred. Genetically engineered Homo Sapiens programmed with the singular genetic program to close all the Gates. And keep them closed.

Their mission got sidetracked. The humans did not appreciate how stern a task this would be. Somewhere through their travels the human Gate Keepers encountered another race. Who this race was and where this race came from is lost, buried in the ruins of a thousand dead civilizations. But what came from the meeting of this race and humanity is the new construct, the V'rix. Humanity brought the construct the concepts of height, depth and width, while whatever else brought to the V'rix time, blood, and gravity. The 'other' was Light; it was Humanity that was Dark.

The V'rix are drawn to the power of the Gates like bees to a field of flowers. Wherever a Gate is awakened, the V'rix will go. There the V'rix will build hives dedicated to the singular goal of unlocking the secrets of the Gates.

### ***Vrix Technology and StarShips***

Their ships are individually crafted and not the product of an assembly line. Think bees and hives; they create perfect geometry out of seemingly chaotic behavior and no two hives are identical even though individual building blocks may be.

Vrix technology creates living organics Their ships, weapons, shopping carts are all alive and symbiotic with the Vrix. Imagine picking up a laser gun and having it purr in your hand. Or wearing one of the Vrix atmosphere processor masks, which is strikingly like having an alien strapped over your face.



A V'rix Ship



The Underside of a V'rix Ship



A V'rix Ship

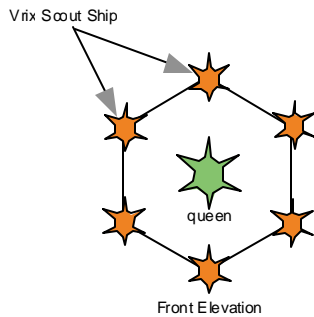


Left V'rix Warrior Class Ship – Middle and Right V'rix Explorer Class Ships

**Vrix do not have Warp. They cannot use human Warp. They surf gravity waves to travel in normal space. They do not have propulsion engines.**

### ***Vrix Formations***

The Vrix fly through space in hexagonal formations. When guarding a Queen, they fly in The Perfect Hex, as noted below:



In this formation, the Vrix fire their weapons independently in defense of the Queen. Their Queens are Vrix capital ships. Vrix are their space suits, Vrix are their scout ships, Queens are their capital ships.

### Energy Hex

When in full formation and when a queen is not present, the Vrix can combine their weapons to greater effect, as below:



Their weapon could fire from the yellow center, not from the external six ships. In this supportive mode, the weapon's power is not simply 6 times the normal power but 36 times. So, six Vrix level 1 scout ships in formation would fire as a level 36 Vrix ship. Six level 3 Vrix scout ships would fire as a level 108 scout ship. The highest level Vrix scout ship is level 5.

The x/y coordinate within the overall hexagon where the energy node forms indicates what kind of weapon it is and what its strengths and weaknesses are. This weapon...

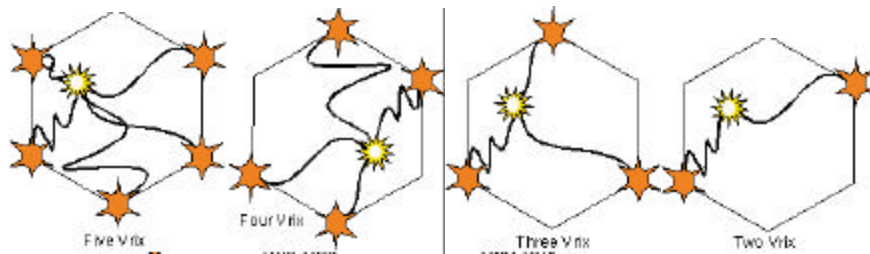


Would do a different type of damage than this weapon...



This is designed so that the player can have a sense of what kind of defense to raise against a Vrix attack and also allows us flexibility to designate many different Vrix attack types with little new artwork. But this would require AI code.

If there are less than six Vrix ships present in a formation, there are standard patterns they form based on their numbers:



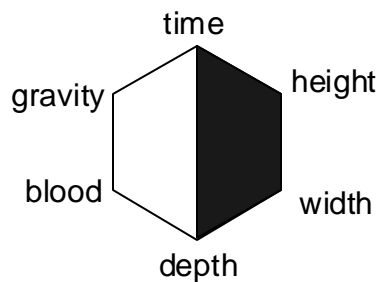
The choices of which Measurement (see Vrix Philosophy, below) to leave empty affects the types of weaponry that can be used in that formation. And the power drops dramatically; 6 ships = 36 x, 5 ships = 25 x, 4 ships = 16 x, 3 ships = 9 x, and two ships = 2 x.

### ***Vrix Philosophy***

We would describe the Vrix as insectoid, but that certainly would be a simplistic view of them.

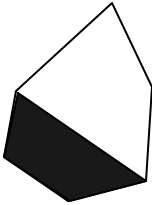
Hive mentality; never see less than two of them. They tend to travel in sixes (the hexagon is sacred to them. The hexagonal shape itself represents their view of reality, the six dimensions they perceive (height, width, depth, time, gravity, blood)).

### **The Vrix Double Triad**



This is the Vrix view of reality; however, don't assume they think symmetrically. They just see six dimensions; and not every point on the hexagon has equal weight.

In the above diagram, the Vrix do not evaluate the opposites as having any meaning or weight simply because of their opposition. The only meanings they would attribute to the orientation would be the following: that gravity and blood, being adjacent and both of the 'light,' are closely related; that Time and Depth sit both in the 'light' and in the 'dark,' and are both unique essences; and that Height and Width are both 'dark' and thus both related essences. Note that while 'blood' could be translated literally (humans smell like copper to a Vrix) it could also be translated as 'odor' or 'smell.'



This shape is just as appealing to the Vrix as the one drawn above. How a shape varies from perfect balance forms the foundation of Vrix philosophy. Note that the light and dark balance of a Vrix year is not symmetrical; the shape immediately above might be a symbolic representation of their hibernation cycles.

### ***Light and Dark***

Everything in a Vrix is made up of Qualities and Measurements. The Qualities are Light and Dark, and these are spiritual. The Measurements are how the thing expresses itself within the material plane and comprise all things that can be measured by a Vrix (time, gravity, blood, height, width, depth).

### ***The Vrix attack Plan***

At story step #1, the Vrix have been attracted to the local stellar group because of Amah's use of the shard. The ships in the game at live are all scout ships, really. No Queens. The scout ships come in a variety of sizes and orientations, but their 'level' is always appropriate to the sector they are found in. The Vrix enter through all the open Ancient gates and through both maelstroms. They enter through the Charon, Antares, and Gallina gates and the Vega and Sirius maelstroms. They head for Beta Hydri and for Aragoth, search and then go home the way they came. We need Vrix scout ships, traveling in pairs, heading along Infiniti Corps Gate routes if needed, heading for Gates that would get them to Aragoth and Beta Hydri. The Vrix do NOT agro on you, but they are social. They will attack back if attacked in this phase of the Invasion.

### ***Physical Attributes***

NOTE: Because of the Vrix' mastery of biotechnology, it is difficult to describe what an individual Vrix may look like. For the sake of this text, the most "common" of the Vrix is described here, or perhaps this is really the "purest" form of them. We have seen modifications to individuals that completely alter their appendages and functionality of

them (see the combat Vrix pic above), most likely to allow that particular Vrix to fulfill a certain role in their colony. The Vrix appear unconcerned as to the manipulation and modification of their bodies for single purposes – perhaps this is what has helped them to master their unique technology.

Vrix are angular, jagged insectoid-like creatures, primarily dusty brown to dark green in color. They are roughly 5'4 in height (6' and over if standing completely upright), the males slightly larger than the females. Covered with chitinous plates, the Vrix appear to be wearing armor at all times, which considering their mostly spindly appendages, must have allowed them to survive the harshness of their homeworld, evolving into the creatures they are today. They weigh roughly 150 to 200 pounds, depending on the gender and physical role in the hive.

Their distinguishing characteristics are numerous. A large, flat head houses their hexagonal, side-set eyes. A long double-jointed neck connects their head to the large torso segment, to which are attached two sets of arms. Each set appears to serve different functions. The larger set appears to be heavy lifting / working hands with rough manipulators. The second, smaller set is attached above the heavy one, with fine manipulator “fingers” at the ends. The Vrix use all of these appendages together, depending on the task at hand.

The female Vrix also possess a set of wings that are folded over their backs. Whether these are functional at birth, or modified to fly through biotechnology is unclear.

The combat version of the Vrix, encountered during the Vrix battles, is somewhat different than the type observed on Vrix planets. Made to withstand a greater deal of punishment and survive in vacuum, the combat type-Vrix are serious threats to anyone that crosses their path

Vrix are hatched from eggs laid by the females (Queens), which undergo a gestation period of about three months. When they hatch, the Vrix are immediately aware of their purpose and surroundings – apparently this is possible through their telepathic link with the “hive-mind”. These creatures can all communicate telepathically through this “hive-mind”, giving them an incredible organization and reaction time.

Vrix eyesight extremely poor, but their sense of smell and hearing are both more sensitive to motion than human eyesight, and almost no gesture or movement goes unnoticed.

### ***Mental Attributes***

The main method of communication among the Vrix is through their hive-mind. This is a local telepathic link that lets Vrix individuals within a limited range act as a single unit if desired, giving them a coordination among tasks that the other races cannot match. The hive-mind also organizes the Vrix activities, and manages any pressing affairs that need

to be dealt with. It is almost as if the Vrix are constantly holding a “town hall” meeting with all the other Vrix around them, constantly organizing and updating their list of tasks.

When speaking to outside races, the Vrix use small spider-like creatures that are attached to their chests. These creatures are apparently “grown” by the Vrix to interpret audio sensation into telepathic communication and vice-versa, allowing them to understand the other races without problems. This creature is the representative of a Vrix that appears in all communication with humans. Vrix (at least at the beginning) will NOT show their true self to humans.

The Vrix mind is very organized and structured. Vrix always have something to do. You rarely see a Vrix that is not “going somewhere” or “in the middle of something”. Although they don’t use such human terms, these are the translations that give the best gist of what the Vrix communicates to us.

The main goal of the Vrix is to serve the Ancients (that is what they were bred for) and to protect the Star Gates. Judging by their unusual bio-technology, which requires food instead of power, the Vrix are motivated simply by consumption. Everything requires food. Everything. The hydroponic farms that the Vrix employ are massive, each one stretching for miles. A product of their biotechnology – everything’s got a mouth, and it’s always hungry.

### ***Vrix Society***

Vrix government is matriarchal; the Queens rule. They do have a set of rules and regulations that they use when interacting with the other races, but mainly each colony is a self-governing body that has a single Queen and acts as an independent Vrix establishment. The hive-mind is called on when there is something that must be decided on, but these hive-minds do not seem to be linked from planet to planet, thus there is no centralized government. We have also seen multiple hive-minds on largely populated planets. Perhaps the hive mind is limited by size of the population that draws on it instead of sheer mileage.

As far as law and order are concerned, there isn’t really a problem with this among the Vrix. All of them abide by a code of operations that appears to be ingrained into them – they simply don’t historically fight one another. Attacking another Vrix is considered one of the most hideous of crimes imaginable. Any such attack is seen as an attack on the hive-mind itself, even the idea of which puts the entire Vrix colony onto alert. There have been incidents where one Vrix has attacked another (typically, the deviants are the older ones, which are approaching the time of their recycling), which has always resulted in the deviant Vrix being destroyed. The other Vrix have always referred to the deviant one as “defective” and left it at that. The judgement of the hive-mind seems to be instantaneous and accepted by everyone – that which does not follow is destroyed.

### **Hibernation**

The Vrix weakness is that they still must Hibernate. They are awake for 2/3 of their 'year' and they must sleep for 1/3 of their year. They have been struggling for generations to alter that weakness through bio-engineering, but have not yet found a solution. As they reawake every cycle, they almost from scratch re-build their society, so ideally every time the Vrix re-appear their ships would look slightly different. Only the Queens remain awake for a full year. However, the Queens are their Cap ships, so this is not something that leaves the Vrix defenseless. Vrix view awake as light and hibernation as dark (see below).



The V'rix Researcher Azazel



Left – Concept Art – Right – Live Game NPC



### **Du'Shao Silva**

- Born into a family of staunch and rigid Jenquai warriors, on the nightmare world of Xipe Totec.
- In his youth, was a “child prodigy” warrior. Amazed his teachers with his martial prowess and quickness in understanding the Jenquai Insights.
- Served for a time as an elite warrior spy, observing the activities of the Progen and Terrans in their own territory.
- Appointed as the youngest leader the Shinwa have ever had.
- Presently suspicious that the Jenquai Explorers are hiding a secret Gate from his warriors, and is determined to discover the truth.

### **Amazon.com Interview**

#### **Amazon.com: Who are you, and where do you come from?**

Du'Shao Silva: I am Silva, Shinwa Du'Shao and leader of 10,000 Jenquai fighters. I was born in Xipe Totec, space of warriors and heroes, and at the age of 4 I chose the Shinwa path. Like all Du'Shao before me, I pledge my life and the lives of those I lead to the defence of Sirius and the protection of Capella. Respect this! For the outer worlds are not refuge. They are sacrifice and obligation. Such is the belief of Du'Shao Silva.

#### **Amazon.com: Interstellar space travel was made possible by reverse engineering an Ancient star gate. Everyone knows that the Terran company InfinitiCorp supports colonization through newer, Terran-made InfinitiGates, but no one knows who built the original. Who do you believe built the first gate, and for what purpose?**

Silva: You ask why did the Ancients build the gates? I answer why does a race do anything. We are searching for freedom! We are trying to inhabit the sky! This is the spirit which built the Ancient gates. They allow men the stride of giants. What Infiniti builds gives us the steps of a child. Useful--but feeble compared to the power of Akeron's Gate in Sol or the Appian Gate in Lagarto, feeble in function and in spirit.

#### **Amazon.com: Have any other Ancient artefacts been discovered?**

Silva: The Ancients were masters of existence. The sweetness of their accomplishments touches us everywhere. There are the gates themselves, but also the lessons of the path, the bright and dark mysteries, and the sacred tombs of Varen's Girdle.

#### **Amazon.com: The discovery of the first star gate started a nine-year war that was ended by the invention of the InfinitiGate. This Terran-made gate allowed all three races to colonize the galaxy. What is the overall goal or purpose of your colonization efforts?**

Silva: The future of the Jenquai is a road unto itself. It is the search for a path and a

gesture toward a necessary way of life. Each of the races carries some shame from the past, vestiges of what people used to be. Some will carry these faults to the end of their days. Some will never coexist with the stars as the Ancients did. But the Jenquai will go on until we exist in the sky as a part of the sky itself. We will become space itself. This is why we are in Sirius and in Capella.

**Amazon.com: The opening of interstellar space to space-faring colonists is a lot like the opening of the American West to settlers. What opportunities for adventure or profit exist in this new frontier?**

Silva: The Jenquai presence among the stars is nothing like the conquest of the American West. We threaten no one here. We displace no other people. Do not equate what is strange to you to ready-made examples. This is not that kind of galaxy. That is not the way to learn what is Jenquai. That is only the path to confusion. Since you are not one of us, I will forgive the ignorance of your question. Guard against this failing in the future.

**Amazon.com: Despite the peace, there are persistent rumours of war. What do you think about the possibility of another three-way war?**

Silva: With strange ships crossing our sectors and new gates opening in the dead of night, a war against each other seems the height of idiocy. Nevertheless, should the occasion arise, I will defend Sirius and Capella until the end of time.

**Amazon.com: Finish this sentence: "In space, no one can hear you..."**

Silva: It is not for me to finish the thoughts of other warriors. I prefer to finish thoughts of my own. However, I do notice some sense of dread in this beginning, and I will say that space is not frightening. It is beautiful. It is brilliance and clarity and cleanliness. Space is the map of nature's magnificence. Such is the belief of Du'Shao Silva.



## VINDA

Progen Explorer  
Sabine (explorer) faction

- tenacious, hard-headed, ambitious
  - sees each of the races as flawed in their own way
  - suspects freespacers are actually a race of humans that did not quite “make the grade” and is interested in the freespacers as failures
  - fascinated by insect cultures and their proclivity toward cooperation
  - distrusts the Kahn, Var, and the Gatekeeper
  - will be attacked by Cassel who resents her power
- acts as a catalyst to Merjan
  - feels the Psi experiment is laughable, and is sure the Psis developed their powers organically
  - desires exposure to more community minded warriors, such as Herrera or Gray Feather
  - unlike other class leaders, untroubled by spiritual anxiety or the differences between the races, accepts difference as a matter of fact
  - sometimes capable of being quite harsh and will eventually expel Cassel
  - has an unyielding fear of genetic flaws such as those exhibited by former Centuriata Primarchs
  - constantly examines Progen behavior for signs of genetic goofs
  - worries that extreme mapping of Progen society will eventually bring the Progen to ruin
  - Vinda
  - Gene-mapped to lead the Sabine Order, the scientist/explorers tasked to support and Call Forward the Centuriata warriors.
  - One of the first Sabine to be engineered, shortly after the Gate War.
  - Non-violent, and obsessed with the passive resistance movements of the past.
  - Forced an end to the Cygni War (between the Progen and the Terrans) and drove the belligerent Primarch, Anjuren Kahn, into retirement.
  - Is secretly developing a new breed of “warriors with a conscience” to ultimately replace the brutal Centuriata.

Serene, otherworldly, and ageless, Vinda has a keen awareness of her own presence. Like most Progen, her body is unnaturally perfect, but it is also unusually delicate. Her features are small and exquisite. This slight exterior belies an exquisite sense of balance and a wiry strength. She has developed an uncharacteristic respect for life that is manifest in her sad and sympathetic eyes. Vinda leads the Progen explorers (the Sabine Order) and represents them on the Progen Tribunal. Her efforts led to the abolition of the Primarchy after Kahn's retirement. Vinda is gene-mapped to lead the Sabine Order, the scientist/explorers tasked to support and Call Forward the Centuriata

warriors. She is one of the first Sabine to be “engineered”, shortly after the Gate War. She is non-violent and obsessed with the passive resistance movements of the past. Vinda is secretly developing a new breed of "warriors with a conscience" to ultimately replace the brutal Centuriata.

Vinda is the class leader for the Sabine. This is the explorer faction within the warrior society called the Progen. The Sabine have two important functions among these Centuriata warriors: first, the exploration, discovery, and claim of new territories (the loss of a galactic system called 61 Cygni has made this particularly urgent); second, the Sabine control all genetic activities in a society one hundred percent dependant on bioengineering. Progen are not born, they are made and if need be they are made over again. The Sabine ritual for regenerating Progen who have been destroyed in battle is known as the “call forward”. A woman in a man’s world, and an explorer in a warrior’s world, Vinda is shrewd, cunning, and tenacious. She has learned to cover her iron will with a steady stream of amiable banter. Don’t be fooled. While speaking with Vinda, you may feel she is slightly cracked, but upon reflection you will realize she has you wrapped around her finger. She has adopted the pose of the hard-headed, grandmother who will even use vulgarity to make her point much in the same way another woman might adopt the role of the dumb blonde. But Vinda is actually the most ambitious of all the class leaders.

After many years of experimental gene research, Vinda has concluded that left to its own devices evolution actually favors cooperation over competition. This information is irrefutable, but far too explosive to be debated openly in Progen society. Therefore, Vinda has kept this revelation to herself, but has begun the mapping of a new, more cooperative type of warrior as an alternative to the Centuriata, a warrior she calls Sabura. Realizing that the Progen are on the Path to extinction, Vinda has developed a far-reaching plan for reengineering the entire race – a plan even the invasion will not derail. Ultimately, Vinda is the class leader who decides which Centuriata will live, die or be called forward in a genetically altered state.

As the story begins, Vinda faces a crisis on three fronts. First, the Centuriata Amah has lost the codex that opens and closes the Ancient Gate to Deneb. (Recovery of the codex is Vinda’s immediate goal, but the remapping of the Progen race remains her super objective.) Second, before losing the codex Amah opened a long dead Ancient Gate and let a mob of aliens into Vinda’s home world. Third, a Centuriata warrior Vinda forced into retirement is using the alien invasion as a pretext to return to power. Kahn will almost certainly lead the warriors in a direction that threatens Vinda’s long-term plans for Progen society:

## **Amazon.com Interview**

### **Amazon.com: Who are you, and where do you come from?**

Magna Vinda: My name is Vinda and I lead the Progen Explorers, also known as sentinels or the Sabine. I was engineered shortly after the Gate Wars. People say I was lucky to survive it, but I think more highly of the early geneticists. I’ve spent most of my life as a scientist in Endriago. My current duty station is Porvenir Mons.

**Amazon.com: Interstellar space travel was made possible by reverse engineering an Ancient star gate. Everyone knows that the Terran company InfinitiCorp supports colonization through newer, Terran-made InfinitiGates, but no one knows who built the original. Who do you believe built the first gate, and for what purpose?**

Vinda: As I've said many times, no one knows who built the gates or why. There are those who claim they do, who say they understand the Ancients, their beliefs, and how they thought--but I for one must admit we have no idea who or what these Ancients were. The gates they left are far beyond what Sabine technology can produce. They are far beyond the capabilities of any of the races at this time. Even with an explorer-led government, understanding the gates will take years of exhaustive study. Merjan struggles with them daily. So do I. InfinitiCorp is run by bonus-bound executives who make money with their little replicas and don't seem much interested in going any further.

**Amazon.com: Have any other Ancient artefacts been discovered?**

Vinda: Of course. There are artefacts all through Aragoth, and I believe some inscriptions have been found in the Aganju mines. Oh... and I'd like to point out that these artefacts belong to everyone in the galaxy. It would be most generous of the Terran to share what they can. We Sabine will be happy to help decipher the Aganju engravings if they are offered to Endriago.

**Amazon.com: The discovery of the first star gate started a nine-year war that was ended by the invention of the InfinitiGate. This Terran-made gate allowed all three races to colonize the galaxy. What is the overall goal or purpose of your colonization efforts?**

Vinda: Exploration. The Sabine are scientists. We observe and ask questions. We've come to the outer worlds to find answers.

**Amazon.com: The opening of interstellar space to space-faring colonists is a lot like the opening of the American West to settlers. What opportunities for adventure or profit exist in this new frontier?**

Vinda: I'm not sure about profit, but the opening of the Appian Gate was a complete surprise. I think we may be close to a breakthrough in gate technology--or to a start in understanding the Ancients themselves. And just the opening of one gate in Lagarto adds an entire system to the Sabine worlds. These are exciting times to be Progen.

**Amazon.com: Despite the peace, there are persistent rumours of war. What do you think about the possibility of another three-way war?**

Vinda: Oh for heaven's sake, there will be no Progen war against the Terran or Jenquai while I am in power on Endriago. I thought I made that clear when I signed the Cygni Treaty. I don't understand the need for this endless debate over Progen intentions. We are no more warlike than the next race. It's time people admitted this were so.

**Amazon.com: Finish this sentence: "In space, no one can hear you..."**

Vinda: Hmmm. I don't know that I agree with your point of view. It seems to me that in space, everyone can hear you--only no one is listening to what you say.



## **Merjan Kathrada**

- Born in Jove City, orbiting Jupiter, in 2258. She is now almost 100 years old, but thanks to Jenquai anti-aging technology, looks little more than 40.
- Served aboard the first Jenquai ship to pass through an Ancient Gate and was one of the first explorers to survey the Aragoth system.
- Led the expedition that unearthed the first Ancient Codex in Vishao's Cove. Responsible for investigating the nature of this new technology.
- Opened the Ancient Gate from Capella to Antares, using the Codex.
- In 2330, elected to the position of First Emissary (leader and guiding force of the Jenquai Hierate).

Sha'ha'dem (Jenquai Explorers), Tall, Slender, exotic, fascinating, extremely charismatic. Somehow evokes Faye Dunaway a little. Born in Jove City, orbiting Jupiter, in 2258. She is now almost 100 years old, but thanks to Jenquai anti-aging technology, looks little more than 40. Served aboard the first Jenquai ship to pass through an Ancient Gate and was one of the first explorers to survey the Aragoth system. Led the expedition that unearthed the first Ancient Codex in Vishao's Cove. Responsible for investigating the nature of this new technology. Opened the Ancient Gate from Capella to Antares, using the Codex. In 2330, elected to the position of First Emissary (leader and guiding force of the Jenquai Hierate); she is the most powerful woman in the Galaxy.

Merjan is tall, slender, and athletic in build. She has olive complexioned skin and tends to wear her hair back. Although an initiate of an Ecumenical Order (the Religious Caste), Merjan hopes to one day assume a role within the Black Guard. It is because of her unique position that the Jenquarum personally selects her to join the expedition through Charon's Gate.

With the 1st Saphira worried that the Black Circle is up to its typical machinations, it is decided that someone trusted should be included in the initial colonization Team that travels through Charon's Gate to Terra Alpha. Merjan is selected to carry out this mission because she is recognized as an independent capable of resisting the manipulations of Mordane, who is de facto leader of the Terra Alpha mission.

Merjan is the youngest daughter of a powerful member of the 1st Saphira – Kaled Kathrada – and although she recognizes her father's hand in getting her this mission, she is determined to see it through to the end.

## **Glimpse Inside Interview with: Merjan Kathrada** **March 11, 2002**

Diversity among people is the key to growth, evolution and sometimes political turmoil. The races in Earth and Beyond are no exception to this. Each has its own culture, beliefs

and opinions. So how would some of the key leaders in the Earth and Beyond galaxy respond to questions about their cultural and political climate? We had a chance to sit down with some of these people (along with help from our dialog writer, Angela Ferraiolo!) and ask each of them questions surrounding these issues.

Merjan Kathrada

The first interview, in this three part series, is with Merjan Kathrada. Merjan is First Emissary of the Jenquai Hierate. She guides the deliberations of the Jenquarum, the council of nine that governs the Jenquai people.

**Can you describe a little bit about yourself?**

It is unnatural to come to Capella hoping the Jenquai can see what is Jenquai. However I have thought on this and I will try to explain clearly. I am Merjan Kathrada, First Emissary, keeper of the Insights, and class leader of the Sha'ha'dem. I was born in Jove City in 2258 and I serve now in Capella.

**How did you get to where you are today?**

I have been a part of Jenquai history for a long time. At certain moments I took great risks. On other occasions, I held back until I knew more. I have always respected the Insights and sought their guidance, but what I am today is the result of many decisions made by several versions of myself. These cover a span of nearly a hundred years. There is no one Path through Capella and there is no easy list for a Sha'ha'dem.

**What qualities and criteria do you consider to be important for a leader?**

The most important quality for any leader is imagination. As the one air entered the world and became itself according to what it met, the one self must enter the air and become itself according to what exists. Without this even the greatest cultures will wither and choke. Its people stop inventing and move in circles, bored out of their minds. A race that does not explore is a race that is dying.

**How have you met those?**

I have pursued the outer world through my investigation of the gates and the inner world along the Path of the Sha'ha'dem.

**What are your thoughts about the current political climate of the galaxy?**

The Progen must share what was taken from Andaren's Tomb.

**How do you feel about the other two races and their politics?**

The politics of the races reveal their worlds. The Progen are suspicious, make too much of our differences, and would rule by force. The Terran are aggressive, falsely claim we are all alike, and intend to persuade us until we submit. Two different claims and methods yet, on both sides, domination is the goal. Before either can rule with the Jenquai, they must turn inward and examine their own wisdom.

**What are your future goals?**

Exploration of the Deneb gate. I will request passage for the Sha'ha'dem from the Sabine.

**Power, Influence, Financial Empowerment, Fame: If you could only choose from one of these, what would it be and why?**

Life is short. You may keep each of these for, having approached all of them, I know they will not serve me in the hidden world.

**Do you believe other political powers share some of the same goals? If so, what are they?**

Yes, I do believe we share a goal. I believe the exploration of Deneb is the future of each of the races.

**What will the future bring to your race/political affiliation?**

The future of the Jenquai lies through the Ancient gate in Deneb. I will not minimize its importance. For too long we have shielded ourselves from the daring of the Ancients. It is true their ways of thinking can be hard to see. But the gates are the way out of Human darkness and into the light.

**Give us a sentence that best describes yourself.**

Those who know what is decided on the Path are themselves decided.

**How seriously do you take the political opposition within your own race?**

There is no political division among the Shinwa and the Sha'ha'dem. Those who see division are misguided.

**What is the most serious obstacle to your goals?**

We must help the Progen overcome their suspicions. Perhaps our support of the Glenn treaty was too one-sided. Perhaps in the future a more equitable arrangement can be attained.

**What message would you like to send to the up-and-coming youth of your race?**

The Sha'ha'dem will guide you. Heed the Path, it will lead you forward.

**Considering the ongoing racial friction in the galaxy, is it feasible to consider forming a neutral galactic peacekeeping force?**

The Jenquai are neutral in all we seek and will keep the peace in this galaxy and in Deneb.

**If and when ancient artifacts are found, should they belong to the finder, to the finder's race, or to the galaxy as a whole?**

What are the Ancients but great explorers? Who but explorers should guard what the Ancients have left behind? Why burden the Terran and Progen with forgotten relics from a culture they have long since abandoned? Let the keepers of history hold history and let the Jenquai protect the Ancients in substance and in deed. This is best for artifacts, for the Ancients, and for the galaxy as a whole.

## **Amazon.com Interview**

### **Amazon.com: Who are you, and where do you come from?**

First Emissary Merjan: I am Merjan, first emissary of the Jenquai Sha'ha'dem and the galaxy's greatest explorer. I was born in the Jupiter orbit of Jove City during the last century. Now I serve at Paren Station in the Kailaasa sector of Capella. I investigate. I explore. I lead other explorers along the path of the Sha'ha'dem.

### **Amazon.com: Interstellar space travel was made possible by reverse engineering an Ancient star gate. Everyone knows that the Terran company InfinitiCorp supports colonization through newer, Terran-made InfinitiGates, but no one knows who built the original. Who do you believe built the first gate, and for what purpose?**

Merjan: It is well known that a race of Ancients built Akeron's Gate and the gate in Lagarto called Appian. We have the inscriptions in Aragoth and upon artefacts as evidence of this. We have primal memory. We have the voices of the maelstroms and the sounds of the gates themselves. The trouble is that the mechanism behind the gates has never been reverse engineered, only approximated. InfinitiGates are poor imitations of the originals. Unfortunately, our perceptions are too weak and limited to create anything better.

### **Amazon.com: Have any other Ancient artefacts been discovered?**

Merjan: The mere discovery of artefacts will not help us. We could unearth every fragment in Aragoth and in Sol, study everything inscribed, master all there is that they could mean, imagine every possible mystery, and still nothing would come of it. All the human race has educated so far is its mind. We have not yet learned how to see, how to hear, how to react inside. This is why we cannot feel, think, and build as the Ancients did.

### **Amazon.com: The discovery of the first star gate started a nine-year war that was ended by the invention of the InfinitiGate. This Terran-made gate allowed all three races to colonize the galaxy. What is the overall goal or purpose of your colonization efforts?**

Merjan: I will unlock the secrets of the Ancient gates and will bring the wisdom of the Ancients to those who are deserving among the Jenquai.

### **Amazon.com: The opening of interstellar space to space-faring colonists is a lot like the opening of the American West to settlers. What opportunities for adventure or profit exist in this new frontier?**

Merjan: Outward frontiers are random and accidental. It is the inward frontier that challenges the Sha'ha'dem. Also I have not studied the traditions of the warrior culture in America. I would pose this question to Du'shao Silva. He has studied many histories of human war.

### **Amazon.com: Despite the peace, there are persistent rumours of war. What do you think about the possibility of another three-way war?**

Merjan: I suspect we are in great danger of conflict. People of all races still behave externally, even in this day and age. We react mainly to what affects us from the outside.

We think: "He is friendly!" or "She is bad!" We build objects. We buy and sell items. We obey orders from others and avoid listening to ourselves. We are still the puppets of the external world. And as long as this is so, the chances of war remain great indeed.

**Amazon.com: Finish this sentence: "In space, no one can hear you..."**

Merjan: Certainly. In space, as everywhere, no one can hear you fail yourself.





## Gratis Augustus Var

- Loyal supporter of the former Progen Primarch, Anjuren Kahn.
- Served with distinction during the Cygni War between the Progen and the Terrans. Killed and Called Forward during the Battle of Eshu.
- Rewarded with promotion to Kahn's Praetorian Guard.
- Following Kahn's removal from the Primarchy, given authority over all Progen Gates.
- Now serves as Legatus Magnus of the Progen Republic. He is the field commander of the Progen legions and the second-highest military authority in the Republic.

Gratis Augustus Var presently serves as Legatus Magnus of the Progen Republic. He is the field commander of the Progen legions and the second-highest military authority in the Republic. He is a loyal supporter of the former Progen Primarch, Anjuren Kahn. Var served with distinction during the Cygni War between the Progen and the Terrans. Killed and was Called Forward (reincarnated) during the Battle of Eshu. He was rewarded with promotion to Kahn's Praetorian Guard. Following Kahn's removal from the Primarchy, Var was given authority over all Progen Gates. He appears to be in his mid-40's.

### **Glimpse Inside Interview** **March 18, 2002**

Diversity among people is the key to growth, evolution and sometimes political turmoil. The races in Earth and Beyond are no exception to this. Each has its own culture, beliefs and opinions. So how would some of the key leaders in the Earth and Beyond galaxy respond to questions about their cultural and political climate? We had a chance to sit down with some of these people (along with help from our dialog writer, Angela Ferraiolo!) and ask each of them questions surrounding these issues.

The second interview, in this three part series, is with Gratis Augustus Var. Var is the Legatus Magnus of the Progen Republic. Since the abolition of the position of Primarch, he has served as commander of the Progen legions and supreme military authority in the Progen Republic.

### **Can you describe a little bit about yourself?**

It does not profit a warrior to describe himself. A warrior's deeds describe him or her. You will find mine in the records of the Cygni war. In addition, you should stand as straight as possible when you address the Centuriata.

**How did you get to where you are today?**

You do not know your history. I will correct this. In 2341, I received my first commission and served in the Bayanni colonies. My first call forward was a result of the Cygni wars. I continued to serve as part of the battalion enforcing the so-called Glenn Treaty. In that capacity, Progen warriors prevented several possible attacks by the Shinwa and by EarthCorps. For my vigilance, I was rewarded with advancement to the special legions of the Primarch Anjuren Kahn. Kahn taught there will always be war to keep the peace. Together we defended Progen systems. In 2346, I was given authority over all Progen gates. Now the Centuriata Amah is reported lost in Gallina and I have come forward to assume her command. I will relinquish that command when the Centuriata is rescued.

**What qualities and criteria do you consider to be important for a leader?**

A good leader wins the war he or she is fighting. There is no better quality than the winning of wars.

**How have you met those?**

You will withdraw the question. The travesty of the Glenn treaty cannot be blamed on any Centuriata, alive or dead.

**What are your thoughts about the current political climate of the galaxy?**

It's gone too far. Politics led to the loss of Cygni and the neutrality of Sol. This is not proper in any society. Perhaps politics can be used when and if warriors fail, but battle rewards the best and punishes the weak, and this is as it should be.

**How do you feel about the other two races and their politics?**

If they attack Progen or our interests we will fight them.

**What are your future goals?**

We will rescue the warrior Amah and her crew and we will recover the codex found in Aragoth.

**Power, Influence, Financial Empowerment, Fame: If you could only choose from one of these, what would it be and why?**

What is important is skill in the art of war and the determination to see those skills through to the end.

**Do you believe other political powers share some of the same goals?**

No. EarthCorps has allowed itself to become the police force of tradesmen and the Jenquai explorers have a firm hand over the Shinwa. The Centuriata is the only force that understands conquest in the crystal age.

**What will the future bring to your race/political affiliation?**

I believe humans will turn away from this unprofitable rule through words. The politicians will be asked to step aside. Action will once again equal destiny. Wars will be encouraged, the fittest will survive, and the future will be Progen.

**Give us a sentence that best describes yourself.**

I am Centuriata and I will not fail.

**How seriously do you take the political opposition within your own race?**

We must tolerate dissent from the Sabine. They are the keepers of the call forward and we must be patient with their concerns. The Primarch's exile is temporary. In the end, the Sabine will see the future as it must be seen.

**What is the most serious obstacle to your goals?**

We must find Amah's ship. The codex cannot be far from that.

**What message would you like to send to the up-and-coming youth of your race?**

Train hard. The age of the warrior is returning.

**Considering the ongoing racial friction in the galaxy, is it feasible to consider forming a neutral galactic peacekeeping force?**

When the other races recognize the superiority of the Centuriata, there will be no need for a neutral peacekeeping force.

**If and when ancient artifacts are found, should they belong to the finder, to the finder's race, or to the galaxy as a whole?**

Clearly they do not belong to the finder. Any individual is only part of a greater whole. Even the three races can be viewed as part of a greater whole. Therefore an artifact would belong to the race most able to preserve it. Since the Centuriata are most able, these treasures belong to the Progen.

**Amazon.com Interview**

**Amazon.com: Who are you, and where do you come from?**

Legatus Var: My name is Var. I am the loyal servant of the Progen Republic. I have served many lives. Lastly I was killed and called forward during the Cygni War at the Battle of Eshu. In the absence of Legatus Amah, I command the forces of the Centuriata.

**Amazon.com: Interstellar space travel was made possible by reverse engineering an Ancient star gate. Everyone knows that the Terran company InfinitiCorp supports colonization through newer, Terran-made InfinitiGates, but no one knows who built the original. Who do you believe built the first gate, and for what purpose?**

Var: InfinitiCorp will not have a monopoly on gates for very long. The Terran must return what was stolen from the Progen Republic.

**Amazon.com: Have any other Ancient artefacts been discovered?**

Var: It's dangerous to excuse aggression as a search for Ancient artefacts. Here in the outer worlds, people are always saying: "It's alright for us to enter Aragoth because we are studying there" or "We can send these ships to Beta Hydri for research." The other races constantly explain intrusions by invoking the sanctity of exploration. Should we Progen be fooled? What looks like an offensive action is best taken as an offensive

action. The discovery of Ancient artefacts doesn't justify the movement of ships and materials.

**Amazon.com: The discovery of the first star gate started a nine-year war that was ended by the invention of the InfinitiGate. This Terran-made gate allowed all three races to colonize the galaxy. What is the overall goal or purpose of your colonization efforts?**

Var: We Progen are tougher and stronger than either the Terran or Jenquai. True, we may not be as sociable as one or as clever as the other, but we remain tireless and honest and unafraid of the unknown. For these reasons, we are best suited to expand human territory into space. Of course, we will be happy to let forward thinking Jenquai and Terran live among us.

**Amazon.com: The opening of interstellar space to space-faring colonists is a lot like the opening of the American West to settlers. What opportunities for adventure or profit exist in this new frontier?**

Var: Progen expansion is our responsibility and sacred duty. It has nothing to do with profit or adventure.

**Amazon.com: Despite the peace, there are persistent rumours of war. What do you think about the possibility of another three-way war?**

Var: Unlikely. No one wants that war or has time for it. Silva and Merjan are busy with the changes in Mazzaroth and with the alien ships reported there. Herrera is occupied with relief efforts following the mine collapse in Aganju. I must rid Vega and Gallina of invaders and rescue Legatus Amah from the bugs who have illegally detained her. Only fools would help these aliens by fighting amongst themselves. To divide the galaxy at this point would be tragic indeed.

**Amazon.com: Finish this sentence: "In space, no one can hear you..."**

Var: I see no need to finish that thought. Thank you anyway.





### **Lady Isabel DeWinter**

- May have been born into a powerful GETCo corporate family. Her present hatred of GETCo is as intense as it is mysterious.
- Upon receiving a massive inheritance, bought a substantial interest in GETCo rival InfinitiCorp.
- Proved herself quickly as a brilliant corporate cutthroat. Partnered with Infiniti heir-apparent Damien MacGregor.
- Upon retirement of Infiniti CEO Lachlan MacGregor, was chosen to lead InfinitiCorp, alongside Damien MacGregor.
- Swiftly proved herself to be the dominant partner. With MacGregor's consent, promoted herself to sole CEO of InfinitiCorp.
- Now concentrating her efforts on expanding InfinitiCorp weapons markets and crushing centuries-old rival GETCo.

Mid 20s, arrogant, unfeeling, brash, outspoken. Leading competitor to Merjan for most powerful woman in the universe. She thinks she is, of course. Extremely attractive, but that is one weapon she never seems to use. May have been born into a powerful GETCo corporate family. Her present hatred of GETCo is as intense as it is mysterious. Upon receiving a massive inheritance, bought a substantial interest in GETCo rival InfinitiCorp. Proved herself quickly as a brilliant corporate cutthroat. Partnered with Infiniti heir-apparent Damien MacGregor. Upon retirement of Infiniti CEO Lachlan MacGregor, was chosen to lead InfinitiCorp, alongside Damien MacGregor. Swiftly proved herself to be the dominant partner. With MacGregor's consent, promoted herself to sole CEO of InfinitiCorp. Now concentrating her efforts on expanding InfinitiCorp weapons markets and crushing centuries-old rival GETCo.

### **Interview with: Lady Isabel deWinter March 25, 2002**

Diversity among people is the key to growth, evolution and sometimes political turmoil. The races in Earth and Beyond are no exception to this. Each has its own culture, beliefs and opinions. So how would some of the key leaders in the Earth and Beyond galaxy respond to questions about their cultural and political climate? We had a chance to sit down with some of these people (along with help from our dialog writer, Angela Ferraiolo!) and ask each of them questions surrounding these issues.

The third interview, in this three part series, is with Lady Isabel deWinter. deWinter is CEO of InfinitiCorp, the largest and most successful of the Terran mega-corporations.

**Can you describe a little bit about yourself?**

I'd love too. My name is Isabel deWinter and I lead the Terran Tradesmen - at least, I like to think I do. As everyone realizes, you can't really lead a tradesman. I do however make suggestions and offer missions for InfinitiCorp, the largest trade organization in the galaxy.

**How did you get to where you are today?**

Hard work, determination, and a large inheritance.

What qualities and criteria do you consider to be important for a leader?

Think about the profit. Let your ambitions run wild. Imagine your name being engraved on the next Infiniti station. Visualize yourself telling your friends about your achievements. Instead of focusing on the obstacles to a trade, think how good it will feel to accomplish that trade. Some problems are short-term, your ship may break down at the most inconvenient time, you may lose a client just when you need her most. Other problems are harder to beat. But remember nobody anywhere has an easy path ahead of them. Accept that fact that if you want to be a success, you'll be stuck with some miserable tasks. Admit you hate to do them, but that you have to do them. Then buckle down and get the job done. Once you're finished, you'll feel great. It's amazing how many wonderful feelings come out of doing things you hate to do, but it's true. And in the end, outcome is much more important than performance.

**How have you met those?**

Oh, I think about the profit all the time.

**What are your thoughts about the current political climate of the galaxy?**

Hmmmm. Good question. You know, the thing with politics is not to let it interfere. I can't tell you how many good deals go bad because of some bizarre racial consideration. The truth is credits know neither borders nor faction. There are better ways for space to organize itself than along political lines. Infiniti is doing all it can to help the galaxy evolve in that direction.

**How do you feel about the other two races and their politics?**

Look. Race is the reason seventy percent of the things that happen in this galaxy happen the way they do, but it's a real limiter. I know, I know, you're going to say race is a source of identity, strength. Okay, sure. Maybe it is. But I see a lot more people who use race as a justification for whatever it is they'd like to think or do, whether or not that whatever it is will benefit themselves or anyone else. For instance, how many times have I heard a person say, I won't do this because I'm Jenquai or I'm Progen or I'm Terran. Alright. They have a racial point of view on what is and is not appropriate. I can relate. But do you see how a statement like that sounds a little bit like an excuse? I can't allow you through this gate because I'm Progen - do you see how that sounds? Or, I can't give you this artifact because I'm Jenquai - do you sense the justification in that belief? And what happens when we begin to make justifications? Well, one thing that happens is that the people around us begin to lose confidence in us and in our abilities. But another thing that happens is that we begin to lose confidence in ourselves. Every time you voice a

justification, the people around you hear it but you hear it too and even worse you believe it. Every racial limit you say out loud and listen to becomes a belief that's stacked against you. Start stacking beliefs against yourself and you'll go nowhere. And this is why it's okay to let our tradesmen through gates in Vega and Gallina and sell them artifacts from Aragoth and Ishara's Tomb.

**What are your future goals?**

Given the complete incompetence of GETCo, it's up to Infiniti to extend trade to all parts of the galaxy, regardless of system or sector. Fortunately Damien MacGregor and I are up to that task. In fact, MacGregor is in Sol where Infiniti will be recruiting for a while.

**Power, Influence, Financial Empowerment, Fame: If you could only choose from one of these, what would it be and why?**

It's a trick question. I mean, if you have power, the others automatically follow.

**Do you believe other political powers share some of the same goals? If so, what are they?**

I'm afraid very few understand the beauty of trade the way Infiniti does. No, I think the other political powers are more concerned with intangibles like culture, identity, technology. Of course, each of these is pretty tough to put in the bank.

**What will the future bring to your race/political affiliation?**

More gates and more credits. And more privateers.

**Give us a sentence that best describes yourself.**

When I decide what I want and go after it, I'm more successful than I could've imagined.

**How seriously do you take the political opposition within your own race?**

You mean the Psis? They aren't really opposition - they haven't got any inventory. I mean, I understand their concern over some of the inequalities in Terran society, but those political issues Infiniti can't solve. We're a private company, not a governmental agency.

**What is the most serious obstacle to your goals?**

Restrictions on trade based on racial politics. There's no place for it in the twenty-fourth century.

**What message would you like to send to the up-and-coming youth of your race?**

Give yourself a reward -- one that you'll really love. Let that reward motivate you towards getting the job done. Use small rewards for small jobs and big rewards for big jobs. Examples of small rewards include items for your ship, good organics, some extra time off to fly to one of the Infiniti Pleasure stations. Bigger rewards could be a trip to the zoo, a vacation to Sol, or a bankroll you can wager at the Scaracen races. The job that gets rewarded is the job that gets done.

**Considering the ongoing racial friction in the galaxy, is it feasible to consider forming a neutral galactic peacekeeping force?**

Anything's feasible. I don't think the warriors will go for it, but Infiniti could supply a force like that. Sure.

**If and when ancient artifacts are found, should they belong to the finder, to the finder's race, or to the galaxy as a whole?**

I've always liked to think that a person owns what's in their hold. If you have beam weapon in cargo - it's your beam weapon and you can do whatever you want with it. I don't see how artifacts are any different. I mean, if you want to argue it that way we'd have to give everything in Aragoth back to the Ancients. Like that could ever happen in this galaxy.

### **Amazon.com Interview**

**Amazon.com: Who are you, and where do you come from?**

Lady deWinter: My name is Isabel deWinter. I'm marketable. I'm valuable. And since I don't really enjoy talking about myself, let's just say I have a long history of trading. If you're interested in a career with InfinitiCorp, we're interviewing at Somerled Station in Tau Ceti right now.

**Amazon.com: Interstellar space travel was made possible by reverse engineering an Ancient star gate. Everyone knows that the Terran company InfinitiCorp supports colonization through newer, Terran-made InfinitiGates, but no one knows who built the original. Who do you believe built the first gate, and for what purpose?**

deWinter: I don't know who built them or why--and with the exception of Akeron's Gate in Sol and this new Progen Gate in Lagarto--most of them don't even work. Meanwhile, InfinitiCorp gates are providing safe and reliable flight between sectors all over the galaxy. Mystic mumbo jumbo aside, if I were an investor, I wouldn't bet the farm on Ancient technology, not just yet.

**Amazon.com: Have any other Ancient artefacts been discovered?**

deWinter: These suggestions that InfinitiCorp is involved in the black market trade of engravings and ab kati are baseless rumours.

**Amazon.com: The discovery of the first star gate started a nine-year war that was ended by the invention of the InfinitiGate. This Terran-made gate allowed all three races to colonize the galaxy. What is the overall goal or purpose of your colonization efforts?**

deWinter: The days of corporate competition and unlimited trade are drawing to a close. There are too many inefficiencies in the free market. With our exclusive franchises on air rights, water, and modern gate technology, InfinitiCorp intends to be the sole corporation of the outer worlds. There's no need for any other trade group in space.

**Amazon.com: The opening of interstellar space to space-faring colonists is a lot like the opening of the American West to settlers. What opportunities for adventure or profit exist in this new frontier?**

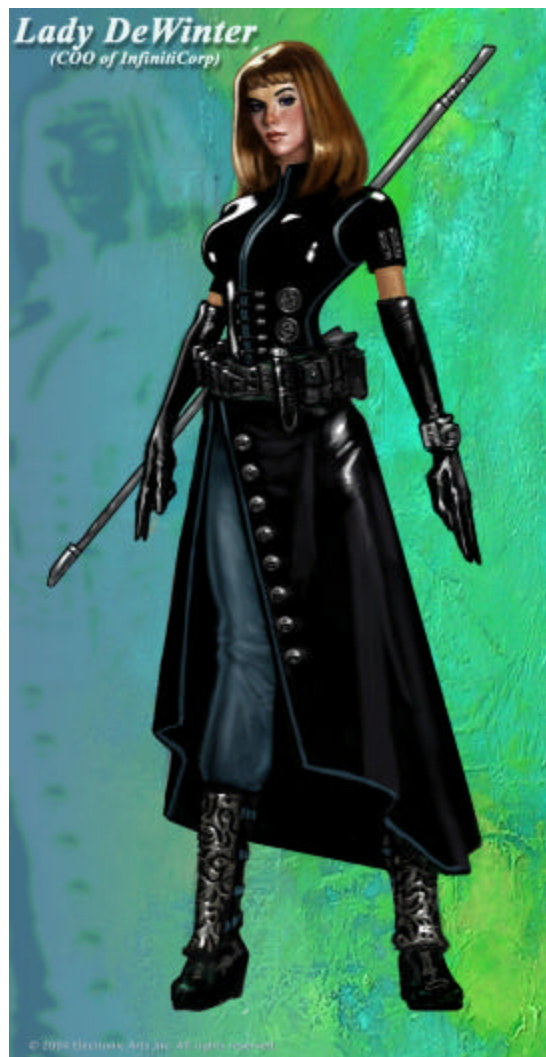
deWinter: If you're not making money, there's no point in colonizing space.

**Amazon.com: Despite the peace, there are persistent rumours of war. What do you think about the possibility of another three-way war?**

deWinter: Wouldn't we all like to know? I can tell you this, if and when a war breaks out, InfinitiCorp weapons can meet the needs of all factions. Whether your class leader prefers beams, missiles, or projectiles, we can find your weapon and deliver it anywhere in the galaxy faster, cheaper, and better than GETCo or Tada-O.

**Amazon.com: Finish this sentence: "In space, no one can hear you..."**

deWinter: Sure. In space, no one hears you break even. Either you're profitable, or you're gone. Remember, we're taking on traders in Tau Ceti.



## Biographies

This was a document originally for the voice actors to get some insight into their characters... Dated Feb 2002.



### Grey Feather

An exquisite Shinwa Warrior, Tall, Slender. Calm, steady, fearless, incorruptible, perceptive. As a Jenquai, Gray Feather has spent most of his life in low-G environments, so he is tall and lithe, but with a wiry strength. Piercing, knowing eyes, suggesting a person not easily fooled. He radiates confidence and internal strength; this is a man who knows and accepts who he is. He is in his Mid 30s.



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### **Ariad**

Leader of the Jenquai Traders. Young, appears a bit flighty at times, but this is a cover for a shrewd negotiator. Ariad may be described physically as light, airy, flowing, almost elfin. In typical Jenquai fashion, she has spent her life in low-G, and she is particularly, unnaturally tall and thin, with long, precise fingers and fragile limbs. She possesses an unearthly grace. Less a trader than an artisan, sees trade as a vehicle leading to truth, order, and beauty. Typically dresses simply but elegantly, adorning herself with one or two exotic baubles of unsurpassing beauty. She is in her late 20s.





### **Cassell**

Cassell is a snake. Immediately untrustworthy, he has the face a liar deserves. Genetically engineered to be the ultimate Machiavellian businessman, he is a peerless manipulator, always managing to get somebody else to take the fall. His flaw is that he secretly wishes he had been a warrior - after all, they have the real status in Progen society. Thus, he often affects the mannerisms and some of the accoutrements of the warrior (as much as he can get away with). Unfortunately, his genetics work against him, and he only manages to look ridiculous. Cassell leads the Collegia Segmentata - the Progen traders - and therefore sits on the Progen Tribunal.



### **Memnon**

A veteran (age 60+) Progen Centuriata Warrior, he has been brought out of retirement to help serve as an observer during the recent crises of the unknown intruders. Reflective, literate and intelligent, his retirement combined with the battles he has seen has resulted in someone whose 'war stories' sound more like the litany from an old draft dodger than from a battle-hardened veteran. He could be played by Jason Robards. No drawing available.



### **Executive MacKellan (Hull Upgrader)**

Key Character Traits: enthusiastic, no-nonsense, tough, grandmotherly.

MacKellan is a tough old Scottish lady who alternates between stern and grandmotherly. She is in charge of promotions for the Terrans. No picture available.



### **Loric**

Thin, calm, and unhurried, Loric always thinks before speaking but is charming and passionate in all that he says. Loric has spent most of his life in deep space, and the vastness of his surroundings has widened his perspective, taught him to think beyond the relatively small concerns of the human race, and consider long-term implications of present-day actions. Change must always be carefully considered. He is respected by many for his honesty. Leader of the Terran Explorers, in his mid 30's.



### **Nostradamus Smythe**

Dr. Nostradamus Smythe is the charismatic leader and founder of Black Eleven. He is in his mid-60's, and a cross between Dennis Hopper and Ralph Nader. He's been known to fly through sectors broadcasting "Macho Man" at full volume and then, later on, be found carting medicines to needy indigent natives. He is the most independent man in the galaxy and a 'character' to be sure.

Nostradamus Smythe – Before Live Game

Charismatic leader and founder of Black Eleven. Prior to the V'rix Invasion Black-11 has limited effect beyond propelling quests relating (directly or indirectly) to acquiring Ancient Artifacts. After the Invasion, Black-11 becomes extremely influential and a subversive force that tries to undermine the New Unity among the Factions.



### **Malacore (P3889 in live game)**

A young charismatic Terran, early 20's, very conflicted and dramatic, struggling with his awakening Psi power and his awareness of the true nature of his destiny and the destiny of the human race. Early in the game he is a relative unknown and players have to seek him out. Later on, he evolves into a major political force and leader of the Terran Psionics. Possibly played by Ethan Hawke.

# NOSTRADOMIS BLACK

he's been looking for this for two days- he still doesn't know where it is

this device swivels down over holographic vision enhancement lenses and restores vision to normal sight- of course, simply removing the lenses would produce the same effect but this guy has a "jones" for gimmicks

holographic vision enhancement lenses complete with color enhancement filter which is totally wasted on him (although he is not color blind- he might as well be with his blissful ignorance of fashion or aesthetics)

power feed to enhancement lenses

what the hell is this thing for? he doesn't know either- looks dangerous though

one of these devices is actually a weapon disguised as a tool- [he often forgets which one it is] this makes for some interesting meetings and may account for several unexplained vacancies in the Black II's ranks

HOSE feeds nutrients to body when he forgets to eat [which is like all the time] it also injects nanotech agents for rare diseases like the SUBONIC PLAGUE [of course, the last reported outbreak of the SUBONIC PLAGUE was in the early 21st century outside Las Vegas, Nevada, USA on OLD EARTH but hey, you can't tell this guy anything]

right now it's pumping ESTROGEN into his system to counter the effects of the birth control device he mistakenly picked up from a female assistant

more devices attached at waist including a medication dispenser for his behavioral adjustment treatment [probably would have solved quite a few problems for everyone if only he hadn't forgot to plug it in a long time ago]

he cuts his own hair as a social and political statement (proving that he's above such trivial and shallow arrogance as fashion) secretly, he thinks the wild, bushy and unkempt look makes him look rugged, sexy and dangerous sort of

scarf [he thinks it makes him look dashing-like that's going to help]

vest- supposed to shield against surveillance [of course, every time one of these devices are created, the security forces just devise a counter measure] it never did fit right and it's definitely not doing his lab coat any favors but it does hold a lot more of his gadgets and it even has some weapon damping properties

one of these tools in his pocket is his assistant's birth control device which he accidentally picked up- she quit looking for it a week ago and he has no clue what it does. [see hose at left]

this quit working a year ago- does he even know it's still there?

this is not a fashion statement or sloppy art- either his sleeves are too short or his arms are too long- you tell me

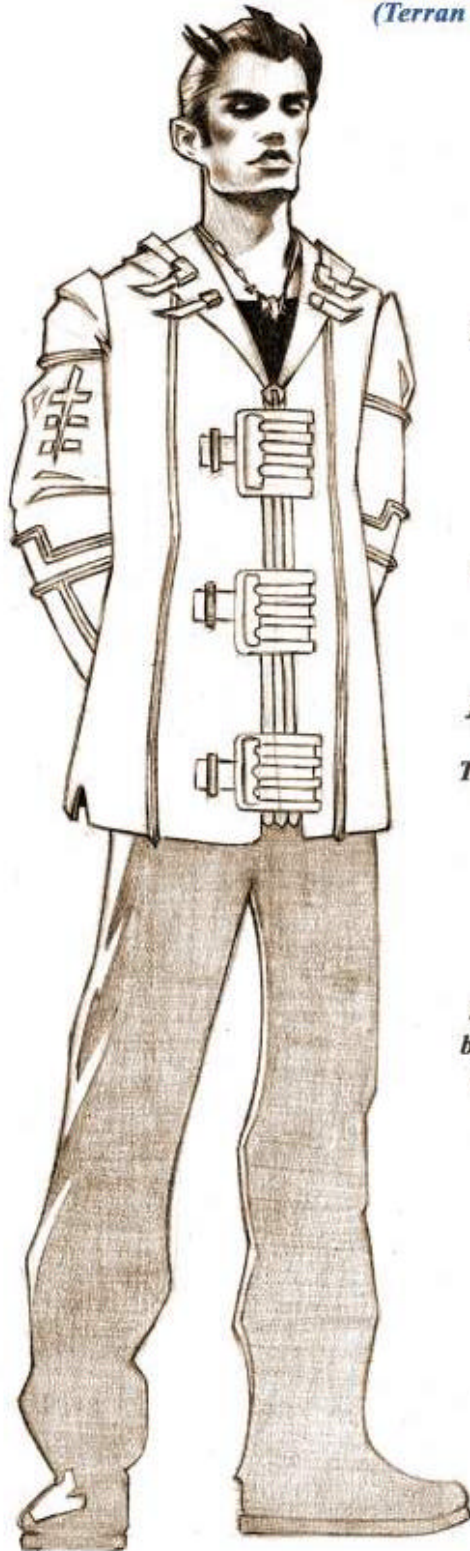
"artful dodger"-style gloves with open finger tips- he wouldn't recognize entertainment from this millennium if it sneaked up and bit him in the ass but he's studied a centuries old author like Dickens and actually knows who the artful dodger is- looks like he's attached some device to this glove that pokes him in the face every time he reaches up to adjust his lenses- i don't think that's what it's designed for

lab coat- you just know all his pockets are crammed full of more useless crap- hell, part of his hair eaten lunch from 2 days ago is in this pocket



## **Dr. Elijah Malacore**

*(Terran Renegade, Psionic, Visionary)*



*Clothing should be  
black/dark brown*

*Everything about Malacore's  
look should be subtle.  
Highlights on his pants  
and jacket should be  
50% at most and made  
of something as simple as  
a fine denim or swedish  
steel. Even metal buttons on  
jacket should be brushed  
accented with some shiny  
metal. Linear lines on  
jacket should be grayish blue  
or your call.*

*Think of dark, sterile, surgeon  
appearance, just not white.*

*Shoe is black matte, the look  
be subtle. It is not a shiny shoe  
(maybe satin finish at most).*

*Straps are black possibly  
dark brown. Think  
Norman Rockwell worn  
look to any leather.*



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### **Proconsul Kerr (Hull Upgrader)**

Key Character Traits: patriotic, earnest, superstitious, softie.

Proconsul Kerr is a very old Progen, indeed, being a veteran of the Gate War and a diehard supporter of the long-dead Primarch Lucius Aetius. He's a soldier's soldier, originally a member of Aetius's Praetorian Guard who gradually worked his way up through the ranks, over several iterations and Calls Forward. Kerr is straight as an arrow, maybe just a little dim, and believes fervently that things ought to be done right the first time through. He takes GREAT pride in the quality of his work, and

his feelings are easily hurt, if someone ridicules him (he's a softie at heart), so he goes to great lengths to ensure that he does things up properly. To this end, he recently had himself partially re-mapped (using DNA from a Terran actor) to have a loud and impressive voice and greater "stage presence", the better to impress and honor the various Progen who pass through Arx Magister for their promotions (he's rather embarrassed about this, though).

He also spends an inordinate amount of his time practicing his delivery. Kerr is, in fact, the primary Progen promotions officer, mainly because he won't speak ill about any citizen of the Republic (he's terribly patriotic) and is too outdated to be considered a threat to anyone. His views of the other races are also a bit outdated, some might say, and he occasionally makes a blatantly off-color, Gate War-era remark about the Jenquai or Terrans. Finally, Kerr is quite superstitious, and he fears the Sabine (especially geneticists) in roughly the same way as a medieval European feared black cats or witches. No picture available.



### **Councilor Uja'da (Hull Upgrader)**

Key Character Traits: here-and-now, passive, rational, guiding.

Uja'da is the "Dragon of Exile," leader of the members of the Jenquarum who represents the Physical (vs. Spiritual), the Passive (vs. Aggressive), and Reason (vs. Instinct). She is in her mind-40's. Her responsibility is the "journey of life," and thus, she takes charge of promotion (or "advancement," in her words) of all Jenquai. Uja'da is not so much concerned with congratulating promotees, either, but instead comments on their achievements and how their decisions affect their own personal pursuit of the balance.

As is the case for all members of the Jenquarum (at least, in theory), Uja'da has pushed her own personality aside to become the embodiment of one of the Eight Major Nodes of the Celestial (for her, the Physical/Passive/Reason). As such, she is

focused on the here-and-now, serenely passive/non-aggressive, and highly rational (eschewing the emotional/instinctual). No picture available.



### **Shou Tzu**

Tzu is a pirate class leader. His background is Jenquai Shinwa, an Eastern sensibility that emphasizes a kind of strength and honor that puts warriors at one with the galaxy. A sense of community and the respect of fellow Jenquai is important to most Shinwa. It's important to Tzu as well, but Tzu is a hothead. His natural instinct is to rebel. His passions and outbursts are charismatic and not without substance but they often put him at odds with Jenquai authorities who have done little to hide that fact that they expected more of Tzu. Tzu's critics include his father, a wealthy and highly regarded Shinwa warrior. As the story begins, Tzu remains torn between his need to belong and his instinct to rebel. Because he is unimpressed and uncowed by the Ancients and the Gate system they left, Tzu will become quite valuable to the class leaders as the invasion begins to hit hard. He will especially impress Herrera:

- a good guy, but a hot head
- admires Herrera, Gray Feather, Ariad
- rebellious towards his father, Silva, Merjan, Kahn, Var, deWinter
- sees Nostradamus as an iteration of himself and despises him
- superstitious and resentful of Psis and their sensory powers
- avoids self-examination
- outbursts followed by embarrassment
- seeks power through rebellion
- ambitious
- lonely
- confused about his methods and his goals
- tyrannical superego which punishes severely for mistakes
- seduces players to a rebellious position and then abandons them there
- unaware of his appeal and his ability to be charismatic
- seeks his father's approval, punishes his father for withholding it
- believes love should be unconditional
- internalizes the reactions of the class leaders.
- suspicious of cooperation, friendship, etc.

# Shou Tzu

*Red Dragon Leader*



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### ***The Celestial Warder***

(Location Gas Giant Arduinne)

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### ***“Energy Dude” – The idea that became The Celestial Warder***

There's a bunch of floating crystal structures in the gas giant like a sort of temple. Located here is a powerful energy creature that considers itself the keeper/shepherd/god of the quantum crystal making creatures.

There may not be much to do here early on, just the mysterious ruins. At some point, the energy dude wakes up/comes home and is there to fight/talk to. The creature might eventually start attacking anyone who harvests the crystal making creatures. There could be missions involving stopping this thing. We want to make sure this won't interfere with any major story plans since the thing would be appearing in such an economically and politically critical area.

We had an area on the gas giants where meteors from an old destroyed moon orbiting Arduinne would fall. Basically players have to run a gauntlet to go from one side of the zone to the other, possibly getting hit by an exploding meteor. We decided in the content meeting that the energy creature was the one that destroyed the moon. Perhaps some older race was harvesting the quantum creatures and had a base on the moon or something. I've put a mob in the temple that just sits there, but if you blow it up (one or two shots) the energy creature appears and attacks you. I'd like to put a talk tree on the crystal mob like it's a library or something but we can't do that yet so right now it just sits there. We want the energy creature to be a “raid” monster. It's so high level that only a large group of high-level players working together could defeat it.



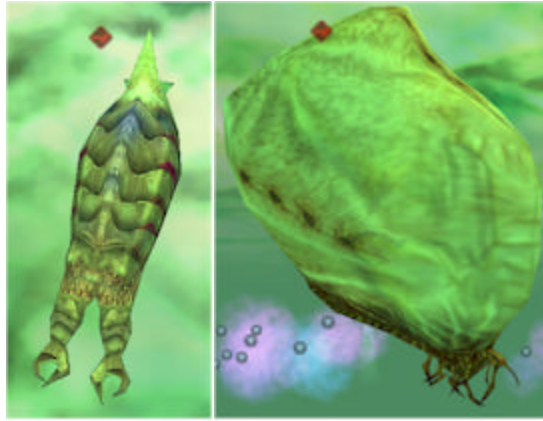
Zenrai Tempest

### ***The Celestial Warder Explained***

The Crystal Temple that the players speak to is actually an interface that translates for the Celestial Warder, which is the real intelligence. For all intents and purposes, though they are one and the same thing. The Celestial Warder came to this galaxy thousands of years ago. The Warder thinks of itself as omnipotent. The only creature it would consider superior to itself would be the “Progenitor” which is a mother figure to it. Despite it's talk otherwise, the Celestial Warder is not all-powerful, nor is it all knowing. It must hibernate regularly (especially when it uses large amounts of energy as it did when it destroyed a moon orbiting Arduinne) and is often grossly unaware of many things around it. The Warder is related to the Zenrai Revenants and migrated to our area of space from a distant galaxy. The ancients were still building their stargates at the time the Warder arrives. The Warder is essentially lost. It pines for the Progenitor. For reasons known only to the Warder, it cannot return home and feels lost and lonely, though it would not admit these feelings. It thinks of the Oroborous worms as it's children and will fight fiercely to protect them.

The Warder does not perceive the universe as we do. It sees energy and energy patterns, not matter, and it only recognizes certain patterns of energy as being “alive”, and only a certain number of those patterns as being sentient. The Warder thinks of the Gates as being alive and sentient. It also believes that the Quantum worms are sentient. Communication through something other than energy patterns is relatively new to it. The Crystal Temple was built as a response to creatures it considered “viruses”. An alien race was exploiting the quantum worms for their silk, and the CW built the temple as a sort of “RNA decoder” to learn about the alien “viruses”. It called these aliens (and any who threaten the worms) the “Miasma”. The warder destroyed the moon the alien “Miasma” was from, killing all the aliens. Since then the Warder has been in hibernation. The Worms have abandoned the temple during this hibernation.

Having possession of a Crystal talisman (found on the destroyed moon) tricks the Warder into thinking that the possessor has the "sentient" energy pattern. At the time the players discover the Warder it is just waking up from its long hibernation. InfinitiCorp is currently drugging the Oroborous worms to keep them docile and easy to harvest silk from. They are blissfully unaware of the grave danger the Warder poses should it discover this.



Oroborous Worms

***Crystal Warder Terms Translated:***

Energy = living creature

Essence = sentient creature

Travelers = Ancients

Lattice = Ancient Gates (they think of the gates as being alive)

Hive Energy = Gate (not necessarily ancient)

Procreator = CW's ancestor (a mother figure), common ancestor with Zenrai

Dissonant = Zenrai

Miasma = aliens that from one of Arduinnes moons, destroyed by the Celestial Warder also any creature the Warder considers hostile to itself or the oroborous worms

Presence = sentient creature (itself)

The Warder = the celestial warder, sometimes interchangeable with presence

Children = the oroborous worms

Alignment = 5.2 years

Quadrangle of Alignment = 5.2 years to the fourth or 731.16 years

***Taken from the University of New Edinburgh, Department of Anthropology Records Department: Crystal Temple/Celestial Warder: Complete Transcript***

(1) I sense an Energy. Are you Essence?

(2) I sense that you are Essence, but it is strange that you do not understand. Have you been damaged?

(3) The Children's song would stop when they were injured by the Miasma. That the Warder has not heard the song of the Children in a great while is cause for alarm. If the Miasma has returned they will be cleansed as before. You may have access as you must be Essence.

(4) What information do you wish to be made cognizant of?

(5) This Presence speaks for the Warder. This Presence is what allows Energy and the Warder to talk to one another, although the Warder only finds communication with Energy that is Essence worthwhile. The Warder has travelled a great distance from a cluster far from this one. He has been in this circle since the Travellers came and built the Lattice. He has communicated with the Lattice.

(6) But for the children, the Warder would perhaps journey elsewhere. Home is very far away, is gone, and while the Dissonant are near, they are not to be spoken with. Alas, the Children do not sing as they once did.

(7) The Children dwell here in this place. The Warder found them 91 quadrangles of Alignment ago, upon first arriving in this circle of the cluster. The Warder fell in love with the song of the Children and so he stayed.

(8) Home was gone and the cousins were not to be trusted. So the Warder stayed here in this part of the circle and built this place to listen to the songs of the Children. Has the Essence heard the song? What news does the Essence have of the Children?

(9) This is not good. If the Miasma has returned the Warder will be angry. You must inform This Presence if the Miasma has returned.

(10) What information do you wish to be made cognizant of?

(11) This Presence speaks for the Warder. When the Warder first discovered that the Children were Essence he required an easy way to communicate with them, and to any other Essence that desired communication.

(12) The Warder has listened to the song of the Children for many Alignments, but now the song has grown silent. This Presence is not cognizant about what happened to the Children. If the Miasma has returned the Warder must be made cognizant so that the Miasma may be cleaned again.

(13) The Warder has travelled great distances. The Warder waits here to watch the Children, but it has been so long since they have talked to the Warder. This Presence is here to speak for the Warder so that any Essence may converse.

(14) The Warder first became Essence in a different cluster that takes light a long time to reach. The Warder lived there with the Procreator and with the cousins of the Dissonant. But the Dissonant grew foul, fouler even than the Miasma and so the Procreator left us.

(15) Both the Warder and the Dissonant left home then for there was no reason to stay. We wandered far and came to this cluster. The Dissonant settled near the greatest circle in this area of the cluster, where the light is the brightest, and the Warder had no desire to dwell with them. Eventually the Warder found the Children in this part of the circle and settled here. The Warder protects the Children as it did when the Miasma came.

(16) There was Energy attacking the Children. They had to be stopped. The Warder cleansed them many years ago.

(17) The Miasma is Energy that attacked the children. Not all Energy is Essence as you know. There are many Miasmas in this cluster, but the particular one in this circle had to be cleansed by the Warder. You must inform This Presence if the Miasma returns. The Warder must protect the Children and cleanse any Miasma.

(18) When the Miasma here was cleansed, the Warder cycled for many Alignments. Now that the Warder has awoken, This Presence is cognizant that the Children have gone silent. This Presence has not detected their song in a great while. The Warder must not expend so much life as to require such a long period of cycle. The Warder will not allow the Miasma to grow so strong as to make this necessary.

(19) The Warder cycled for ninety quadrangles of Alignment. The Warder needed to replenish his life after the cleansing of the Miasma. This required a total of 12654.69 Alignments. In that time the Children have gone silent. But now the Warder can become cognizant about what happened. If the Essence has any information on the Children the Essence must inform This Presence immediately.

(20) That is as the Essence must. The Warder must know if the Miasma has returned. Inform This Presence of the Essence's discoveries.

[Robert's Data]

(21) I sense your return.

(22) What is it you wish?

(23) This presence does not understand "data," but will try to assist.

(24) I sense Energy, although there are many useless, non-Energy patterns in this mass. I do not know if it is Essence or not for it is damaged. I can effect some repair to the Energy, but this Energy is very weak.

(25) I have repaired as much damage as I could, and have restored some of the pattern to the Energy, but I could not make it Essence again. This Presence is sorry. The Energy calls itself Robert. Some the Energy called Robert is repaired.

(26) Energy has pattern and can change its pattern when stimulated. Essence is better at this, but all Energy has some capacity. I restored some of this Energy's pattern to a state before it was damaged.

(27) This presence is not cognizant "memory." Only some of the Robert Energy has been restored. If Robert Energy was cognizant of things, some of this cognizance is contained in the pattern, but not enough to restore Robert Energy to Essence.

(28) This Presence simply restored pattern. The Warder wishes to help Essence, but has failed in this attempt.

(29) Does the Essence need anything else?

(30) The Warder is Essence that travelled here from a distant cluster. The Warder has visited many circles along with his cousins, the Dissonant, but he does not communicate with them any more, for they are evil. Eventually he settled here.

(31) The Warder has seen the great Travellers come and go and has listened to the song of the Children for ages. Once the Travellers made an Energy to form the Lattice and the song of the Children was loud. Then the Travellers left and the Lattice grew silent. Now it would seem the Children have grown silent as well.

(32) The Travellers are Energy that inhabited many circles of this cluster many years ago. They are gone now, like so many, but the Lattice that they built from their Energy creations is still here and though it has been silent for a long while, the Energy that make up the Lattice are awakening once more.

(33) Thirteen and three fifths Alignments go the first cycling member of the Lattice awoke. Soon another member also began to speak, but this Energy was different from the others, more like the Children. Now others have awoken, one a single alignment ago and another very recently in this alignment. Perhaps it is a sign that the Travellers are returning.

(34) The Travellers created the Energy which links together to form the Lattice. The Warder made little contact with the Lattice despite its being Essence. Since the Travellers have gone, however, the Lattice has been silent, although recently there have been some song that This Presence has heard.

(35) The Travellers created the Energy which links together to form the Lattice. The Warder made little contact with the Lattice despite its being Essence. Since the Travellers have gone, however, the Lattice has been silent, although recently there have been some song that This Presence has heard.

(36) Thirteen and three fifths Alignments ago the Lattice sang for the first time in many years. Then the voice of another of the hive Energy was heard. The Warder believes this was a child of the Lattice and these new Energy have formed another Lattice. The first child of the new Lattice spoke 10 alignments ago. Few of the old Lattice must have survived, although two have recently sung. One four Alignments ago and another during this

(37) Alignment.

(38) The Warder does not know if the Travellers are answering the call of their creations, but hopes the renewed song bodes well. There have been so few to speak to the Warder, especially with the Children grown quiet. This Presence has noticed that the new Lattice is much more similar to the Children than the older Lattice. Perhaps they are related and the Children will sing again.

(39) The Warder has attuned to the pattern of this circle's center. The center of this circle provides a source of Energy to exist here. There are many circles, but only the center of this one concerns This Presence. The Alignment is the peak of the flow and this peak occurs at regular intervals. This presence has been here for many Quadrangles of Alignment.

(40) There was Energy attacking the Children. They had to be stopped. The Warder cleansed them many years ago.

(41) Do you not feel the flow?

(42) This is not unusual although not necessarily good. Not all Essence can see the Alignment. Even fewer remain Energy long enough to recognize a quadrangle of alignment when the peak folds upon peak in four dimensions.

[Quanta Silk]

(42) The Children dwell here in this place. The Warder found them 91 quadrangles of Alignment ago, upon first arriving in this circle of the cluster. The Warder fell in love with the song of the Children and so he stayed.

(43) The Miasma were eliminated from this circle of the cluster with fire and all trace of them removed. They were harming the Children who were Essence. Energy that is not Essence are of now consequence and will be cleansed as they pose a threat.

(44) If you know of Miasma you must inform This Presence so that the Miasma may be cleansed. All Miasma will be cleansed.

(45) This Presence detects a familiar Essence that has been lost. Elucidate. [Is it the Quanta Silk in my hold?]

(46) This Presence senses that this former Essence was once one of the Children, but is now lost and no longer even Energy. Have you done this?

(47) The existence of this trace of Essence is disturbing. It is possible that the Miasma has returned. No harm to the Children will be allowed. All Miasma will be cleansed.

(48) Clearly something has harmed one of the Children and this indicates the presence of Miasma. This presence will watch more closely and cleanse any Miasma found.

## ***The Red Dragon Pirates***

The Red Dragons are a highly organized crime syndicate that closely resembles the old Chinese Tongs from centuries past. Ultimately, all Red Dragons owe allegiance to the Shan Chu (“Hill Chief”). This position is presently held by the pirate lord Shou Tzu. However, the Dragons are organized into various “tongs” (“halls”) that dominate particular sectors or regions of space. Members of one Dragon tong will never attack vessels belonging to another Dragon tong, but it is considered bad form for Dragons to trespass on the territory of another tong.

The Red Dragons’ traditional seat of power is Hong Kong, where the organization has existed since the time of the Boxer Rebellion, trafficking in everything from opium and heroin to illegal biogenetics and stolen Jenquai *esoteria*.

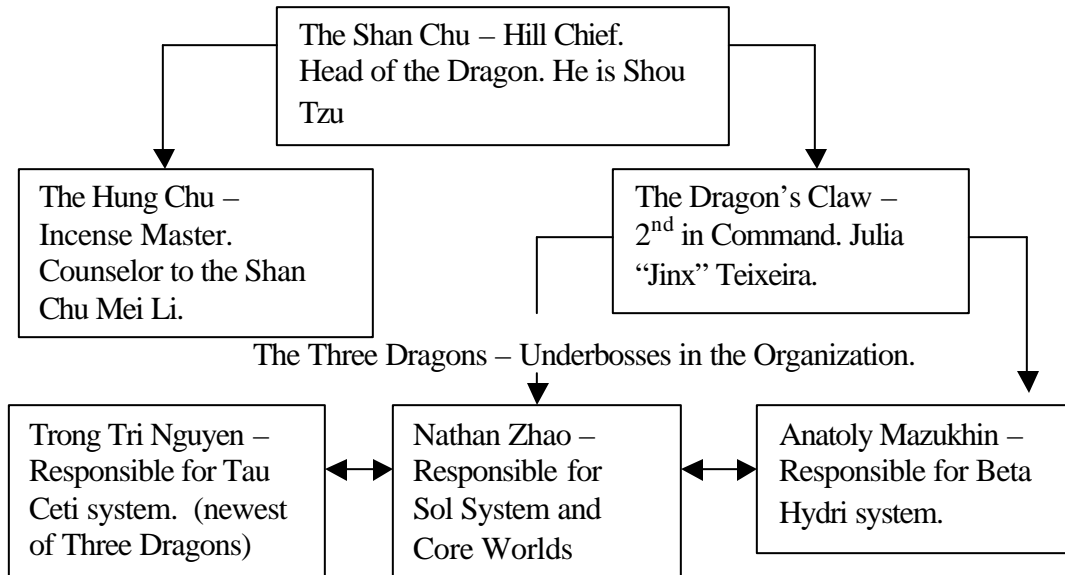
Ancient technology particularly interests the Red Dragons. Shou Tzu has recently issued an order to all the Dragon tongs to hunt down and capture alien artifacts (or the ships containing them). Ideally, Tzu would like to become the principal source of black market ancient technology.

At present, the Dragons are growing. Although their traditional center remains in Hong Kong, on Earth, they have a thriving base of operations in Smugglers’ Run and are actively recruiting members in the Beta Hydri and Tau Ceti systems. They have a relatively strong presence in Beta Hydri, where they prey upon colonists, prospectors, and other hapless fortune-seekers. The Red Dragon pirates in Tau Ceti are a newer branch of the organization and have a distinctly Vietnamese flavor. In fact, they arose from a neo-Southeast Asian crime organization that inhabited the fringes of the Tau Ceti system until recently, when they joined the Dragons and gained additional resources.

Although the Dragons are known to supply information, arms, and bodies to other pirate groups, notably Miguel Chavez and his vicious raiders, they are widely feared by even their most successful competitors. As a rule, the Dragons are better trained, better supplied, better organized, and more numerous than other pirates. Chavez and others have lately found their ranks drained thanks to Red Dragon recruitment efforts.

Obedience to authority and loyalty to fellow members of the tong are traits that characterize all Red Dragons (those who do not learn to follow the Red Dragon code do not survive past the Ma Jai phase – see below). Red Dragons live or die with the members of their respective tongs – both success and failure are group-based. Thus, members of attack squadrons will always protect their injured comrades, even if the risk to themselves is great. Fierce discipline and enduring commitment to the group have made the Red Dragon pirates a particularly formidable threat.

### **Red Dragon Organization**



In terms of costume, ship configurations, and mentality, the Dragons model themselves after Medieval China (or, at least, the way Medieval China appears in the old films they have scavenged). Colors, of course, tend toward the reds, blacks, and greens.

### **Red Dragon Ships**

Red Dragon ship classes are named to correspond to the rank structure of the traditional Chinese tong. From weakest to strongest, standard Red Dragon pirates are as follows (Chinese meanings are in parentheses):

**Ma Jai (“little horses”):** Typically, newly recruited or inexperienced members of a Tong pilot the relatively weak Ma Jai fighters. They are almost always encountered in groups of three or more (a single Ma Jai is hardly a match for an inexperienced Jenquai explorer) and are armed only with missiles. Ma Jai are usually released into a tong’s territory to attack lone vessels and explorers. Those who succeed (and survive) will eventually be awarded a better ship. According to Red Dragon philosophy, the Ma Jai pilot is intended to learn to work in a group and to think as a member of a team. If he doesn’t learn this lesson, a Ma Jai pilot won’t survive for very long in his weak and vulnerable ship.



**Yee Lo (“little brother”)**: Closely resembling Ma Jai, Yee Lo are outfitted with improved armor and an expanded complement of weapons (including missiles and lasers). Yee Lo pilots have been promoted from the ranks of the Ma Jai. As such, they have learned to fight as a unit and will always come to the aid of a fellow Red Dragon. Yee Lo can often be found along the trade lanes, taking greater risks against tougher targets than their Ma Jai juniors. Like Ma Jai, they appear in groups of three or more. However, Yee Lo are sometimes employed as escorts for Red Dragon freighters and corvettes.



**Dai Lo (“big brother”)**: Skilled Red Dragon warriors fly a more advanced ship class, the Dai Lo. These vessels are faster, more maneuverable, and better armed than either of the preceding ship classes, employing high quality lasers and projectile weapons. As with other Red Dragon marauders, they tend to appear in groups of three (or more), but can sometimes be found leading squadrons of Yee Lo.

**Dai Dai Lo (“big big brother”)**: Only the finest Red Dragon pilots are entitled to fly these expensive and heavily armed fighters. They are equipped with extremely powerful lasers and missiles, but they sacrifice armor in favor of speed and maneuverability (their pilots consider themselves to be skilled enough to survive without the benefit of heavy armor). Dai Dai Lo may appear in the company of their own kind, or they may lead squadrons of Dai Lo. They are also employed as escorts for important Red Dragon shipments.

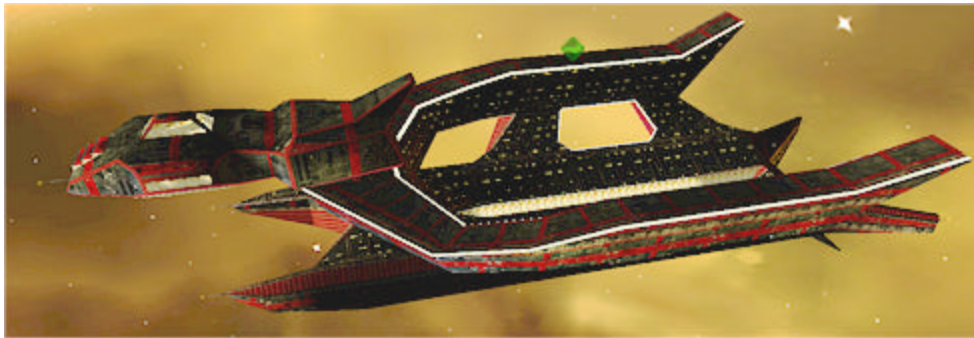


**Ah Kung (“grandfather”), Shuk Foo (“uncle”)**: Larger versions of the Dai Lo class fighters, these corvettes are the personal property of Red Dragon tong leaders. Piloted by

the finest of the Dai Dai Lo, Red Dragon corvettes are almost never encountered without an escort of Dai Lo or Yee Lo. The more powerful and heavily armored Ah Kung serve as transports or raiders (when the tong leader is in the mood for a good bloodbath). Shuk Foo are perhaps feared even more, however, as they signify the arrival of the dreaded Red Dragon press gangs. Shuk Foo are also easier targets, with fewer weapons (but heavy armor). However, they are rarely encountered without numerous escorts.

**Fujian-class freighter:** Used primarily to ferry large shipments of captured materials (especially to and from the Smugglers' Run), Fujian-class freighters are heavily armored and fast, with few weapon systems (sacrificing attack capability for speed and defense). They rely on fast Dai Lo and Dai Dai Lo escorts for active protection. In appearance, they resemble Red Dragon cap ships (though obviously smaller).

**Mekong-class missile freighter:** Mekong-class freighters resemble the standard Red Dragon Fujian-class, but the Tau Ceti tongs have been forced to do more with fewer resources. Thus, they have outfitted their Mekong-class freighters with numerous batteries of heavy missiles, allowing the ships to double as attack crafts and to relieve their fighters of the burden of escort duty.



### **Glimpse Inside - Red Dragon Base December 09, 2002**

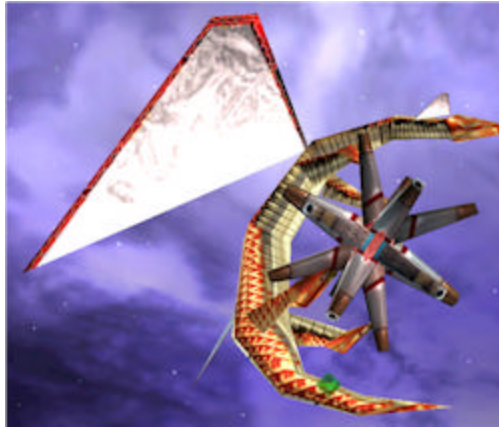
Red Dragon Advisory

From: EarthCorps High Command To: All EarthCorps Pilots Regarding: Confirmed Red Dragon base in Aragoth Prime Sector

EarthCorps Intelligence has confirmed the presence of a large new Red Dragon base and operations center in the Aragoth Prime Sector of the Aragoth System. The installation is of utmost concern to EarthCorps, as it poses a significant long-term threat to shipping and commerce in the area.

All EarthCorps personnel are directed to immediately report any information about the new base, or the Red Dragons, to their superiors. While all Corps personnel remain authorized to engage Red Dragons at will, extreme caution is advised around the new base. All offensive activity directed toward the new base will be coordinated by High

Command. Vigilante attacks on the base are not authorized. (Unconfirmed rumors have indicated that a small force of EarthCorps traitors infiltrated the base recently, but those reports have been denied by both EarthCorps officials and Red Dragon contacts.)



Defense Turret

Initial reports indicate that the base contains a layered defense of high-powered turrets, protected by gravity wells and at least three capital ships. At the heart of this defense is a large supply station that is rumored to be filled with immense wealth gathered by the pirates' illegal activities. Pilots should note that a Progen strike force made an incursion into this new Red Dragon territory recently and not a single member of the team returned. Only one broken transmission was recovered: "Shield Unit is the key. We are no match for their weapons."

Further intelligence reports indicate that the base's primary function appears to be as supply depot, which would indicate that the Red Dragons intend to maintain a heavy presence in the Aragoth System. Because of the base's proximity to shipping lanes, it will almost certainly be used to disrupt commerce and legitimate traffic. It is also considered likely that the base may be a staging area for increased Red Dragon activity against the Chavez pirates.

Details about the base's defense systems are slowly being uncovered, and are described below. However, pilots should be wary of placing too much faith in these reports, as they may be unreliable. In addition, it is believed that the Red Dragons are constantly refining and upgrading the base's defenses, which may supercede any details in these reports.

Upon entering the area of the new Red Dragon base, pilots should expect to encounter the first of two gravity wells. This initial approach is covered by three high-powered defensive turrets, which are located inside the first gravity well. These turrets pack a tremendous punch, and should be approached with extreme caution. A heavy frontal assault on the turrets might succeed, but the cost in pilots and equipment would undoubtedly be high.

The entrance to the second gravity well is also guarded by a Red Dragon capital ship, which appears to be a carrier. Initial reports indicated a battleship, but as fighter craft have been seen landing at a flight deck on the ship, it is now assumed to be a carrier. Intelligence efforts to determine why a capital ship was placed between the gravity wells have been thus far unsuccessful.

Immediately behind the carrier, guarding the second gravity well, is another row of defensive turrets. These turrets (five in number) appear to have heavier shielding than the first row, and reports have also indicated that these turrets have fired upon intelligence-gathering craft that were cloaked at the time. These turrets are located within the second gravity well.

The actual Red Dragon base appears to be located behind the second gravity well. Two capital ships, which appear to be identical to the first carrier, are stationed to either side of the base. The base appears heavily fortified and can be safely assumed to have extensive fighter cover as well.

Surveillance reports also show what appears to be an "escape gate" located behind the capital ship, which presumably provides a quick exit from the sector area in case of emergency.

EarthCorps analysts who specialize in studying the Red Dragons see the new base as another example of the pirates' spreading influence, particularly in their ongoing conflict with the Chavez. However, given the base's proximity to existing shipping lanes, it is of utmost concern to commercial interests throughout the galaxy.

## **"Red Dragon" Criminal Organization**

### **March 04, 2002**

CONFIDENTIAL

Bulletin 298S74-35C6743

From: InfinitiCorp Security Service

To: All Merchant and Security Assets

"Red Dragon" Criminal Organization

#### Recent History

Company personnel are, of course, always expected to be vigilant and wary of unlawful elements, especially in known areas of frequent criminal activity. But in light of newly acquired intelligence regarding the organization known as the "Red Dragons," all Company personnel are immediately required to exercise Security Measures 5, 6, and 21 in the following star systems: Beta Hydri, Tau Ceti, and Sol.

Company officials at the highest level have authorized dissemination of the following information on the Red Dragons, so that InfinitiCorps' various assets around the galaxy

may be aware of this growing menace to commerce and Company interests. (Information is subject to change without prior notice and is provided for reference purposes only. The Company assumes no liability for unforeseen circumstances related to this dissemination.)

The Red Dragons have existed as a criminal organization since the time of Earth's Boxer Rebellion, but have recently become increasingly dangerous. They are still based in the Hong Kong district of Pacific Rim City, but their influence is felt throughout the galaxy. It is believed that the mysterious figure known as "Shou Tzu," who seized control of the Red Dragons after a recent insurrection, is responsible for the organization's recent expansion.

Red Dragons congregate in smaller clans, or "tongs," and are fiercely loyal to each other and their membership. Individual tongs occupy their own areas, and while they won't attack other tongs, you will rarely see a Red Dragon infringing on another tong's area. The organization is believed to be made up of three great tongs. These are the Heung Leung, based in Sol System; the Liu Leung, based in Beta Hydri, and the Bai Leung, in Tau Ceti.

Other lesser tongs operate as subgroups of the greater tongs. Until recently, one of these subgroups was a Great Tong and was a major power in the Sol System, but it was disgraced in an attempt to seize control of the entire organization. This led to a two-year civil war from which Shou Tzu emerged as the new leader. Details of the conflict are sketchy, but it appears that an unidentified person within the insurrection, apparently wielding great influence, swayed the conflict by allying with Shou Tzu.

After the conflict, the Bai Leung supplanted the rebellious tong as one of the three Great Tongs. The rebel group continues to exist, in a diminished capacity, as a minor tong in the Sol System. Company assets in the Sol System should be acutely aware that some operatives of the rebel tong have begun an attempt to "reclaim their honor" and are staging daring, suicidal attacks on legitimate business and shipping interests. Extreme caution is advised.

The emergence of the Bai Leung as a major tong is also of considerable concern to the Company, as this tong is operating in InfinitiCorp's own home sector, Tau Ceti. Needless to say, InfinitiCorp security forces will be aggressively pursuing Bai Leung operations in Tau Ceti.

#### Red Dragon Characteristics

Red Dragons believe in the integrity of their group, and will always fight to the death to protect their comrades. Their fierce discipline and commitment make the Red Dragons more formidable than any other criminal element. Red Dragons should be considered better trained, better organized, better supplied, and now, more numerous, than any other criminal group.

Indications are that Shou Tzu has instructed his pirates to hunt down and capture all alien artifacts that they can find. He is apparently trying to corner the black market on alien technology, which of course conflicts with InfinitiCorp goals and objectives. In addition to the Red Dragons' new interest in alien technology, they of course still operate the usual criminal enterprises, including lucrative trade in biogenetics, body parts, weapons, and illicit drugs.

Recent growth of the Red Dragons is of particular concern to the Company. They are known to be actively recruiting in Beta Hydri and Tau Ceti, and it is believed that other criminal groups, such as the Chavez and Montague pirates, are seeing their numbers dwindle as Shou Tzu lures them to the Red Dragons.

One other disturbing characteristic of the Red Dragons is their mysterious ability to appear quickly, virtually anywhere in the galaxy. Whether this is the result of superior intelligence gathering, simply coincidence, or an indication of some new, unknown technology, the fact remains that Red Dragons are widely known to somehow always be in the right place at the right time. All Company personnel should be aware of this fact, and on the lookout for any indications that might shed light on this topic.

Company employees should be aware that all information on the Red Dragons, however trivial it may seem at the moment, is vitally important to ongoing security efforts. Employees who are able to supply new, relevant, and valuable information on the Red Dragons may be eligible to receive bonuses commensurate with the value of the information.

<b>The Ordo Maléfatum – The Maléfari (Maléfare in the singular)</b>
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This faction became the Mordana in the live game.

*“Facilis descensus Averno. The descent to Hell is easy.”*

*Virgil.*

## Overview

The **Maléfatum** are the antithesis of what it is to be Jenquai in many respects. However, in their blindness, they do not see this.

Toward the end of the Second Frontier War, called the Gate War, the Progen, under the command of Dahaka Khan, occupied Jove City. The torture and murder of Jenquai by Khan was unprecedented. Through a secret deal brokered by the Terrans the Jenquai joined forces with the Alliance and forced a peace with the Republic. This deal was brokered without the inclusion of the Maléfari, who were the premier Order of the Shinwa and the ruling Order during wartime.

The Maléfari were poised to strike at the heart of the Progen with ships cloaked and in orbit above Elysium Plateau on Mars. The development of new technologies – planet killers – had given the Jenquai the answer to Progen brutality. However, the recall order came from Jove City. The War was Over.

There were no reparations to speak of. Khan was dead, so there were no War Crimes Trials. The Primarch of the Republic that ordered the invasion retired, to live out his life. The Jenquai lost control of the **Gate**. And **SolSec** – the new Treaty Organization – was formed, dividing up the **Aragoth System** among the other Factions.

The insult cut to the bone of many of the Jenquai who had survived the Occupation. The Explorer/Warriors of the revered Shotokan Order renounced the Government, stealing a number of ships and take off in self imposed exile to Deep Space. The Artificers of the fabled Cenovar simply disappeared. After all, Dahaka's forces, fearing their wisdom and knowledge, had slaughtered many of their number. However, no single group took the outcome of the War and the Occupation worse than the **Ordo Maléfatum – The Maléfari**. They had, in accordance to Jenquai Law, been given governance of the Jenquarum during Wartime. Adepts of the Maléfari had died attempting to defend the Jenquarum. They had fought without quarter against the Progen Dog Soldiers. And they had seen the Jenquai people through its darkest hour. The Primarch of the Republic could not have even gained entry into the City were it not for the Maléfari. When the High Masters of the Order were informed of the deal that had been brokered without them, it was more than the Maléfari could handle. Outraged, they turned their warships on Jove City, in an effort to seize the government by force. It was the voice of Merjan Kathrada, a living legend among them that stopped what would have been bloody civil war and most likely have ended with the utter extinction of the Jenquai people. From his warship Dai'shao Mordane Kathridhe,

cousin to Merjan, spoke words that would haunt the Jenquai People. “I will return in fire.”

Merjan knew what her cousins’ words meant: *Jihad*.



Under the leadership of **Dai'shao Mordane**, the Maléfari – to every last man, woman, and child within the Order – imposed harsh exile upon themselves. They left the Jenquarum-proper, in so doing depriving the Jenquai People of a large portion of its warring capacity – after all the Maléfari were in possession of the Jenquai Fleet. All the same, the self-imposed Exiles, like the Shotokan before them and the theorized Cenovar, took to the Stars, believing that Jenquai Society as a whole had strayed too far from the ideals of Ben Joseph and the Founders – the Original Explorers from the Jen-Qui Maru.

Merjan Kathrada, feeling she could do more remaining with the People, renounced the Maléfarum Order to become a First Counsel of the Prydonian Order (1<sup>st</sup> Sephira Ruling Council).

However, the Shinwa, who rose to assume the vacuum left by the Maléfari, felt that the existence of the Order was in itself a threat to the Jenquai Way. In what many consider an act of supreme betrayal, the Shinwa declared the Maléfari to be an Outlaw Order and handed down the ultimate decree: Excommunication.

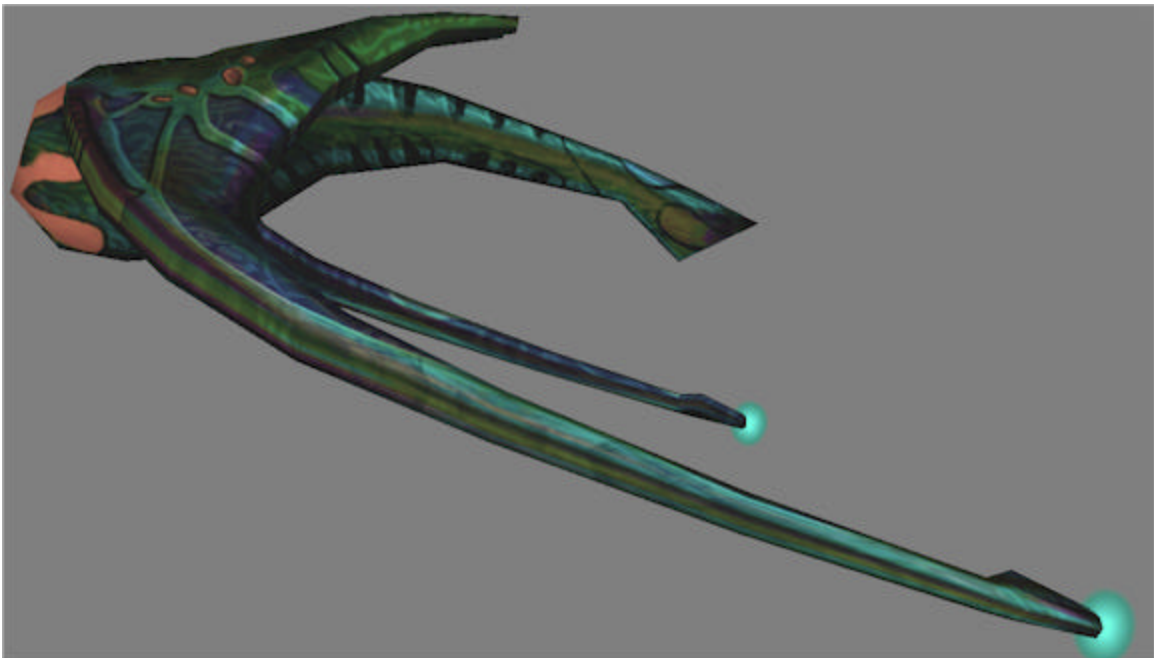
The Maléfari are now hunted by their own People. This action more than anything has the potential to lead to a rift within Jenquai Society. Many members of the population share the Maléfari hatred of the Progen, if not their belief in the Jenquai **Right of Ascension** – the Jenquai feeling that they are on the cusp of humankind's next stage in evolution.

The Maléfari operate in a dark space between terrorism and revolution. Their actions are at times incredibly brutal. They show no mercy in combat.

The **Maléfari** has sworn to one-day return to Jenquai Space when the Leaders of the Jenquai People “least desired”.

The **Maléfari** discovered the second of a connected “tunnel-works” of *eight Stable Wormholes*. This particular Wormhole, called ***Gehenna's Run*** on the fringes of **Beta Centauri** that leads into the heart of a distant rosette ***Nebula*** called the ***Eidenmist*** filled with the remnants of a dozen worlds as well as a substantial Gate Cluster. The Primary Gate in the Eidenmist Cluster links to the Gate within the Maléfari's home system. Explorers operating under an InfinitiCorp contract charted the Wormhole in the wake of the **Maléfari** discovery. A **NavComm Beacon** was erected at the other end of the Wormhole and an **InfinitiCorp Hypergate** was built linking the **Wormhole** to **Ceti Gate**, thus bypassing the normal circuitous route from Proxima-to-Alpha Centauri-to-Acheron-to-Tau Ceti.

### Examples Of Maléfari Space Craft





**NPC/Leader:** Araid, she has taken the place of Merjan Kathrada while she "seeks".  
**Home Sector/Location:** Paren Station, Kailaasa, Capella  
**Game Designation:** JE

**Description:** The Sha'ha'dem are the heart and soul of Jenquai society. These scholars, researchers, thinkers, and explorer monks are the most influential voice in the Jenquai government.

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Jenquai Explorer Faction: The Sha'ha'dem

June 24, 2002

Original Source: [http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06\\_24.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06_24.jsp)

Sha'ha'dem Leader: Merjan Kathrada

Official Capital for the Sha'ha'dem: Planet Kailaasa (Capella Sector)

"Eddies of soft yellow, the fury of bright red, splinters of crisp white. All colors of the spectrum join as one in darkness. Without one there can be no other."

-From the Essence of Jupiter: Poise and Prose, Author Unknown

Human beings have an innate need to seek out the unknown and find answers to the unanswerable. Jenquai Explorers, known as the Sha'ha'dem, take this characteristic human trait to the apex of philosophical idealism and acute awareness. Ancestors of the Jenquai were people from Earth, selected to participate in the first manned space mission to travel beyond Mars. Jenquai do not often discuss their terrestrial origins, but if it were not for their ancestors' explorations into the deep recesses of space, the Jenquai would not exist today.

The roots of the Sha'ha'dem philosophy come from Dr. Elias ben Joseph, philosopher-physicist and commander of the Ganymede Project Starship, the Jin-Qui Maru. It was during this expedition that ben Joseph wrote the Four Inspirations, which became the basis for Jenquai society. Arriving at Jupiter after a five-year transit, ben Joseph and his colonists struggled to build a makeshift base and home, but ben Joseph himself dreamed of something greater. He envisioned an orbital metropolis, populated by those who embraced life amongst the stars. Ben Joseph's vision would find form, but not in his lifetime. Shortly after the death of the great Jenquai patriarch, construction began on the orbital Jove City, which would serve as a capital for the increasingly independent-minded colonists. By 2149, the descendants of the original Jin-Qui Maru colonists had taken to calling themselves the "Jenquai Autonomous Region." Eleven years later, following the War of Secession, they became the Jenquai Hierate. Those scientist-mystics who adhered to the teachings of Elias ben Joseph, and named themselves Sha'ha'dem, took their place as leaders of a fiercely independent people.

The Jenquai strive to maintain their autonomy to this day. Jenquai are the most reclusive people of all the races and also the most xenophobic (fearful of others not of their race and background). Some sects within the Sha'ha'dem take this concept to the extreme. One such extremist group, the Mordana, believe the 'Cultural

Experiment' known as the Jenquai must keep completely isolated from all other races. More moderate Jenquai understand the necessity for relying on others at times, but keeping their distance when possible.

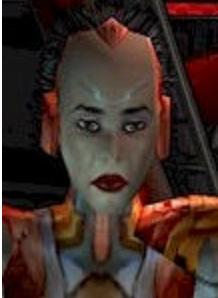
The Sha'ha'dem live in a world of technology, mysticism and balance through knowledge and exploration. Their beliefs are based on centuries-old Eastern Philosophy. At the time of the Jin-Qui Maru's departure from Earth, a great cultural divide - a cultural Cold War - had arisen between the two great terrestrial powers, the East Asian Alliance and the North American Bloc. Reacting against the pervasive influence of North American culture, the East Asian Alliance attempted to reclaim the history and traditions of Eastern civilization, to modernize and export them, and to end the dominance of Western culture. The Ganymede Project was founded as a joint venture between the Stanford and Beijing Universities, so it was heavily influenced by the Asian resurgence. Most of its members were steeped in the ideas of a new and vibrant Eastern philosophy. Thus, although the Terrans eventually came to reconcile and unite the cultures of East and West, Jenquai ideology has evolved from a traditional Eastern view of the universe.

For the Sha'ha'dem, discovery is the beginning to finding the answers, but understanding takes eons. A philosophical mix of the mystical and the scientific is reflected in everything they do and it is especially evident in Jenquai technology. Even their technological advancements are elusive in nature. Skills such as cloaking and folding space are methods to move long distances quickly and unnoticed. The Sha'ha'dem's heightened sense of awareness - some call this psionics - stems from both technological advancements and philosophical undertakings. The Jenquai were the first to develop warp technology, but they claim that the Terrans stole the technology from them. The Sha'ha'dem were also the first to discover an Ancient Gate and to pass through it to the unknown space beyond.

The current leader of the Sha'ha'dem is Merjan Kathrada. Merjan was born in Jove City in 2258 and, at nearly 100 years of age, maintains an extremely active political and social lifestyle, thanks in part to Jenquai anti-aging technologies. Early in her career Merjan was part of the Jenquai Expeditionary Force under Varen Aragotha, serving on the first Jenquai ship to pass through an Ancient Gate into what is now known as the Aragoth system. Later she led the expedition responsible for finding the first Ancient Codex. Merjan also oversaw the research and investigations into the nature of the Ancient Codex, eventually leading to the knowledge of Gate technology. Kathrada was selected to lead the Jenquarum as the First Emissary of the Jenquai, head of the Jenquai Hierate.

The sociopolitical tensions in the galaxy have only encouraged the Sha'ha'dem's reclusive tendencies. Although some members are more accepting and open, others are secretive even amongst members of their faction. This makes a study of the Sha'ha'dem an intriguing, yet difficult task.

**Faction:**  
**Sabine Explorers**



**NPC/Leader: Vinda**

**Home Sector/Location: Porvenir Mons Starion, Endirago planet, Gallina System**

**Game Designation: PE**

**Description: The Sabine are masters of genetic science and keepers of Progen immortality. They divide themselves into three major classes: the Versatiles, the Specialists, and the Reclaimers. To a Sabine, perfection can and will be achieved through science.**

Progen Explorer Faction: The Sabine

May 06, 2002

Original Source:

[http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.05\\_06.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.05_06.jsp)

#### Initiate of the Sabine Order

The Sabine consider science their religion and fervently believe that the Progen race can be perfected through genetic engineering and manipulation of the body and mind. This belief of advancement through science is so strong that the Progen proclaim that anything can, and should, be altered to advance toward perfection.

Fifty years ago, the Progen people engineered the first Sabine. The Sabine were created with the purpose of serving specific needs of the Progen race, called the Three Charges. Each of the Three Charges represents a different, important function for the advancement of Progen culture.

#### The First Charge

The First Charge functions to preserve the Progen Warriors and to re-iterate them (Call Forward) after death. The Call Forward is the Progen method of restoring the gene and emotive maps of a person by placing them into a cloned body. A gene map contains the basic genetic structure of an individual, while the emotive map contains the personality and memories that will be implanted into the next physical manifestation upon death.

Nanobots are used to store both types of maps within an individual and they can, to a degree, manipulate the genetic material directly.

#### The Second Charge

The Second Charge focuses on the Progen pursuit of human perfection through genetic control - important to both Progen Sabine and Centuriata alike. The Second Charge empowers the Sabine to improve upon the warriors by delving into their gene maps. According to the Second Charge, "The Sabine are responsible to continually improve the warrior, experimenting with their genetic structure to produce ever-more perfect specimens."

### The Third Charge

The function of the Third Charge is to improve Progen-kind and expand the Progen knowledge base in all forms through exploration, discovery and acquisition. The motto of the Third Charge is, "Accept no limit, physical or mental, in our quest for human betterment."

There are three classes of Sabine within the Sabine Order. Like the Three Charges, each of these Sabine types is responsible for a specific set of functions to better all of Progen-kind.

### The Reclaimers

The Sabine Reclaimers are the group of Sabine tasked with finding and reclaiming maps (gene and emote) of dead Progen, so they can be Called Forward. Reclaimers are feared and reviled, as their function often requires them to be in close contact with the dead. However, it is the responsibility of ALL Sabine to recover these maps and bring them to Arx Spartoi, which orbits Endriago. Arx Spartoi is also called the "Place of Life," because the Call Forward is performed within this facility. Huge genetic repositories built for the storage of the recovered gene maps are conveniently located in close proximity to Arx Spartoi.

Sabine records state, "No matter what station in life, if they find Centuriata gene maps and bring them to Endriago, they will be rewarded." Recovering maps may bring significant reward and praise for the Sabine performing this task. However, the main purpose of 'being' for a Reclaimer is to perform this important task.

Home station for the Reclaimers is Arx Prima, the "Place of Death," located within the Mars Beta Sector.

### The Specialists

The majority of Sabine are called the Specialists and it is this group of scientists that are concerned with both the Second and Third Charges. Specialists primarily deal with the Third Charge by analyzing and experimenting in an effort to understand all sorts of various phenomena.

Each member of this group has a primary goal or function as determined by the Supreme Science Commission. Once that goal has been met, the Specialist's gene map and personality are stored until they are re-iterated into a new body suited for the next task at hand. Because the Specialists are highly developed for specific purposes, they can sometimes be difficult to communicate with and often do not understand more mundane tasks.

Home station for the Geneticists of this group is Arx Spartoi, and the Supreme Science Commission is based on the planetside of Endriago.

### The Versatiles

The prestigious group of Sabine responsible for upholding the Third Charge are called the Versatiles. [Editor's note: Progen Explorer player characters are all considered to be Versatiles, though players may choose to roleplay something entirely different.] This group of Sabine is charged with being the first wave of Progen to explore new places and develop general impressions of the discovery before the Specialists are assigned to the more detailed research of the area. It is considered a plum assignment to be engineered or assigned to be a Versatile.

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### **Notes on Sabine Methods**

The Sabine are in charge of creating each new Progen, and they aim for perfection. They use traditional gene methods during pre-embryonic and early embryonic development. During later stages of development, they use wave generators to influence specific areas of the brain to increase development speed, and other, less useful area of the brain to slow development.

**Targeted Mutagenesis** (custom mutations) is done by dosing a cell with specific chemicals then introducing it to the embryo. The idea is to have specific genes mutate to affect the end result Progen. This is was the original basis for the Sabine Methods. Once a stable genome was developed (still not perfect!) it has been used primarily to correct developmental errors when they are discovered in early-stage embryos.

**Genome building** is done by actually building the desired genome OUTSIDE the embryo, then introducing the new genome into the embryo by way of a viral placebo and a donor nuclei.

Important: desirable embryonic stem cells and fibroblasts, donor nuclei

**Cloning** is essentially genome building - but using a live sample rather than creating it whole cloth. This tends to be more successful. The Sabine have found that there are some social problems that develop later on if too much pure cloning is practiced. Many of these examples currently reside in DET Onorom.

### **Memory transplant and iterating a successful Progen**

Standard Sabine methods also involve taking a successful Progen design (at early middle age), storing the memories (mapped from the Temporal Lobe), cloning the Progen with changes or enhancements to embryonic development, and remapping the memories into the new clone. Whilst this is not pure in the sense that creating a new Progen from scratch, it has the added advantage of a stable base for iterating on. If the iteration proves unsuccessful, the memories can be unmapped, the iteration destroyed, and a new one created.

The process of cloning a successful Progen, and recreating him with all of his memories intact is call **The Call Forward** or **Calling Forward**. The Progen refuse to Call Forward someone who is not yet dead. Note the above reasons for not using cloning too often.

They also refuse to clone someone outside the Progen race. While it is not explicitly against the rules, it is so out-of-bounds to the Progen mindset, it has never been done.

The gestation period from fertilizing an embryo with the genome of a fallen Progen until it has been mega-grown into early adulthood and is ready for the Call is 9 months.

Progen are also beginning to use nanobots to do the chemical/wave work for them in rebuilding and modifying genomes. However, they have not perfected this process yet.

Doing genome and mutagenesis work is only the start, and provides a strong foundation upon which a true Progen is built.

During the later stages of embryonic development, once the brain starts specializing, the Sabine inject streams of nanobot wave generators that suppress or increase electricity flow to parts of the brain. For scientists and the like, they tend to reduce the social and violent parts of the brain, to the give the reasoning and memory sections more room to grow. For warriors, they tend to enlarge memory and violence, and reduce social and empathy. This process is called **Supmult NanoTherapy**.

### **SupMult Therapy Concentrations**

#### Frontal Lobe

- Emotional control
- Motor function
- Problem solving
- Spontaniety
- Memory
- Language
- Judgement
- Impulse
- Social interaction
- Sexual Behavior
- Right - language related functions
- Left - Non verbal functions
- Creativity
- Risk-taking
- Following the rules/authority
- Empathy
- Humor
- “Human Essence”
- Mathematics

#### Parietal Lobe

Sensation and Perception  
Intergrating sensory input (esp visual)

#### Temporal Lobe

Hearing  
Visual  
Long term memory  
Interpreting Auditory  
Musical abilities  
Left - Verbal Memory  
Right - Visual Memory

#### Cerebellum

Motor movement  
Balance  
Equilibrium  
Muscle tone

#### Occipital Lobe

Visual perception

#### Brain Stem

Basic functionality

The above chart shows the functional sections and subsections of the human brain. Most of the normal Supmult Nano therapy that the Sabine use is focused on the “human” portion of the brain.

They do have some methods of enhancing the neural connections a bit in the other sections, but this has very subtle effects on the resulting Progen embryo. They end up a bit better than normal, and have few drawbacks.

Messing with the Frontal Lobe has proven to be a much more delicate procedure. This is where the humanity of each person is ‘controlled.’

The Frontal Lobe has been very resistant to more than minor overall size changes, so the Sabine are playing a zero-sum game. In order to focus on and grow one or more areas of the lobe, other areas must have their growth stunted. The more areas that are stunted, the less and less stable the end result becomes. To date, the Sabine have only successfully created Dual Subfrontal Growth Progen with any regularity. Tri Subfrontal and above have met with disastrous results, and many of the results can now be found locked away in DET Onorom.

In actuality, the Dog Soldiers used in the Gate War were Quad and Quint Subfrontal Growth experiments. They performed well in the Gate War, but were far too primal and

unstable for non- Wartime. The Sabine try to keep this quiet, and one will find very few Dog Soldiers in Progen space these days.

Each of the different elements of Progen societies have different area of the Frontal Lobe chosen for growth and stunting. “No job is to small to Engineer for!” One can make blanket statements about how warriors all have certain areas stunted, but the reality is far different.

Each Progen is highly specialized to the job he is being built for. During the Post Gate War population explosion, many different combinations were tried, and the successful ones cloned and mapped and kept around.

It was during this time that the convention for Centuriata to have Empathy stunted came about. The current development of the Sabura is a movement to create a successful warrior prototype without sacrificing the Empathy portion of the frontal lobe. The Sabura experiment is a subject dealt with better in another document.

It **is** possible to clone a Progen with one genome, and then provide a different memory map for it, but this has always met with horrendous results - completely abnormal personality traits, and ends in acute schizophrenia, as the brain remembers the body completely different than it is. Whenever the Progen do a genome iteration without a matching memory map, they just let the new iteration grow up unimpeded, and do not mega-grow it. Thus it develops a new personality, and can be used to iterate and clone apart from its original.

It is akin to assassination or murder to destroy a memory map or genome.



A Sabine ship in front of one of the Maelstroms.

**Faction:**  
**Centuriata Warriors**



**NPC/Leader: Gatekeeper Memnon**  
**Former NPC/Leader: Gratis Augustus Var**  
**Home Sector/Location: Arx Tiberius, Tarsis, Vega**  
**Game Designation: PW**

**Description: In a clone culture obsessed with Perfection, the Centuriata appear to be more human than human. In battle, the Centuriata are brilliant pilots, and show impeccable honor and loyalty to friends and allies, while efficiently, ruthlessly and mercilessly dealing with enemies.**

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Progen Warrior Faction: The Centuriata

June 10, 2002

Original Source: [http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06\\_10.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06_10.jsp)

Centuriata Leader: Gratis Augustus Var

Official Capitol for the Centuriata: City of Praetorium Mons, Primus Planet

Progen warriors were not organized into an officially recognized group. Instead, they grew and evolved into what we currently call the Centuriata. Their genomes also evolved in a similar fashion in order to maximize their capabilities as a warrior class.

The Centuriata are the most prestigious segment of Progen Society. They are extremely tough and ruthless warriors and have been genetically engineered to perfect those traits. Like the Sabine, the Centuriata believe the Progen race can be perfected through manipulation of both the body and mind, so it is understandable why the Centuriata are held in such high regard. The Sabine seek out perfection; the Centuriata are the embodiment of these Progen goals.

People outside of Progen society, and some even within the Centuriata, wonder if this quest for perfection is more a weakness than a strength. Because the Centuriata's militaristic style is aggressive, their deeds are filled more with action than with acute decision-making. They do not fight for honor. They believe in accomplishing their goals by any means necessary. A Centuriata would not congratulate a warrior for fighting well and retreating when in danger. They would be admonished for not remaining in battle until the task was completed. Likewise, they see no brutality in shooting a foe in the back, even though this is considered to be a dishonorable deed by many. A Centuriata would not care how they defeat the foe, only that they do so.

The driving force behind a Centuriata's bold and fearless actions is the Call Forward. The Call Forward, a process whereby a person's gene and memory maps are reiterated into a clone upon death, produces quasi-immortal warriors. If a Centuriata dies in combat, it is ensured they will be Called Forward (reiterated or cloned) using their memory and gene maps, once the maps have been recovered. The next iteration of the person will retain memories of the previous version. Enhancements may be made to the gene maps to

improve upon potential weaknesses. This also gives them the opportunity to tell others about the features and personality traits they desire for the next iteration, prior to death. To die a natural death (the 'real-death' as Centuriata call it), would end the possibility of the Call Forward and this, above all else, is what Centuriata fear.

The Call Forward is not performed indiscriminately, nor would it ever be done for someone outside of the Progen race. Only the Sabine who have been scheduled for a specific future task or Centuriata that have died in combat are allowed to be Called Forward. Hence, the Call Forward is the motivating force to plunge into the midst of fierce battles.

This does not mean a Centuriata does not think, nor consider tactics. They are just more straightforward about the requisite task at hand. The tactics they tend to utilize are to obtain their goal in the quickest and most efficient way possible. Nor should this imply the Centuriata are inhuman. However, a certain group of Progen warriors was once far more brutal and machine-like than today's Centuriata.

Prior to the Gate War, decades of unregulated genetic manipulation had produced increasingly brutal generations of Progen Warriors. The most degenerate of these were the so-called Dog Soldiers, unfeeling and animalistic, though exceptional in strength and peerless in combat. With little regard for life and a hunger for violence and destruction, the Dog Soldiers set upon the Jenquai citizens of Jove City. At the bidding of Dahaka Kahn, they were responsible for unspeakable atrocities against the Jenquai. The horrors of Jove City proved even to the Progen that the Dog Soldiers were an abomination. In 2298, upon arriving in Jove City and witnessing the extent of the devastation, Primarch Aurelian Tyr declared an end to the Gate War and executed the Dog Soldiers en masse.

After the Gate War, the Sabine (the scientists and explorers of the Progen race) were created, charged with preserving the Progen Warrior and perfecting the race. Current Progen warriors are far less brutal than the Dog Soldiers. Careful scientific procedures are done to ensure the Centuriata are not driven by pure animal instinct.

The current leader of the Centuriata is Gratis Augustus Var. Var was a loyal supporter of the former Progen Primarch, Anjuren Kahn. He served with distinction in the Progen-Cygni War and was Called Forward after his death at the Battle of Eshu. Later, Var was promoted into the elite guard of the Primarch, called the Praetorian Guard, until Kahn was removed from office and the Guard was officially disbanded. Var presently serves as Legatus Magnus of the Progen Republic and field commander of the Progen Legions.





## Faction: Shinwa Warriors



**NPC/Leader: Du'Shao Silva**

**Home Sector/Location: Yusuragi, Swooping Eagle, Sirius Sector**

**Game Designation: JW**

**Description: Formed in the aftermath of the Gate War, the Shinwa are the tireless defenders of the Jenquai nation. They value discipline, duty, and selflessness. Though they are few, they are masters in the art of combat.**

Jenquai Warrior Faction: The Shinwa

May 13, 2002

Original Source: [http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.05\\_13.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.05_13.jsp)

Shinwa Leader: Silva

Official Capital for the Shinwa: Yasuragi, on the planet of Swooping Eagle

The Shinwa Faction was formed in response to the horrors of the Gate War and the destruction of Jove City, in 2289, which decimated the Jenquai Jovian population. The Shinwa Order functions as a defense against the ravages caused by the Progen and Terrans, and exists to protect and serve the great cultural experiment that is Jenquai Society.

Just prior to the Gate War, Mordane Kathrada (nephew of Merjan Kathrada) and Shigehiro Yasuragi presented the need for an organized Jenquai Warrior group to the Jenquarum. However, the two men had vastly different views on the structure and implementation of this order and neither was able to convince the Jenquarum members. Mordane later died during the war and the leadership of the Shinwa fell to Yasuragi by default when the necessity for such a group proved true. To this day, conflicting opinions concerning the true purpose of the Shinwa remain.

Du'Shao Shigehiro Yasuragi led this new group of Jenquai warriors on a dangerous mission, in an attempt to establish the Sirius System as a base of Jenquai Operations. Previous attempts to populate Sirius ended in failure when the original exploration mission sent crews spiraling towards the inner reaches of the sector, only to find insanity and death. Realizing these new Jenquai warriors were unsurpassed in mental discipline, Yasuragi successfully established headquarters on the planet of Swooping Eagle (named for the Kyogan Dragons swooping after prey in the ravines of the planet) in the Sirius System. Consequently, other bases were colonized on the planets and in the sectors of this imposing area of space.

Presently, young Du'Shao Silva, a prodigious warrior born on the harsh Xipe Totec planet, leads the Shinwa. Prior to his appointment as the Shinwa leader, Silva was an elite warrior spy noted for accessing crucial information concerning Progens and Terrans inside their territories and

unknown to them. The Shinwa remain small in number, but strong in their discipline.

Several sects have splintered from the Shinwa Order, each following the Shinwa way but with different methods for application. Two of the larger sects are the Sev Tushnim and the Kaojin.

#### Sev Tushnim

The Sev Tushnim (We Who Serve in Silence) follow Du'Shao Yasuragi's doctrine of service and selflessness to a religious fervor. Members of this sect are entirely devoted to the well being of others with little or no racial discrepancy. Members of the Sev Tushnim consider others' safety above their own to the point of sacrificing themselves in order to save another, if the need arises. In non-Jenquai space, the Sev Tushnim will still follow this devotion but are extremely careful to maintain a covert cover so others will not know whom they received assistance from. The Sev Tushnim are masters of concealment and cloaking skills.

All Shinwa are expected to serve for a time with the Sev Tushnim but only a few choose to devote their lives to this sect.

#### Kaojin

The Kaojin (Destroyers) are strange, unpredictable and growing to a sizable number of Jenquai Warriors within this sect of the Shinwa. They are similar to other Jenquai in their philosophical beliefs concerning the lack of desire for material goods. However, they differ from other Shinwa (and Jenquai in general) by their longing for destruction of such things. The Kaojin are fascinated with the concept of destruction and long for the "glorious dance of annihilation". The nihilistic Kaojin embrace both chaos and randomness and the Kaojin believe everything happens without purpose or reason. In fact, their destructive tendencies are explained by their philosophy that stresses, "nothing in the galaxy is real and therefore, destruction has no real consequences."

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### **Shinwa Sects – Internal EA Documents**

#### **Sev Tushnim (“We Who Serve in Silence”)**

The Sev Tushnim carry Shigehiro Yasuragi's doctrine of service and selflessness to an extreme. Members of this sect are entirely devoted to the well-being of others. They are supremely skilled in the arts of concealment; among the Jenquai, the Sev Tushnim match even the elite Sha'ha'dem in cloaking technology. Sev Tushnim commonly patrol Jenquai (and sometimes Progen and Terran) space, seeking those in need of assistance. They render service without question, sacrificing themselves if need be, and accept no reward for their service. In non-Jenquai space, these Shinwa take great pains to keep their identities secret, and will frequently risk their lives to assist those who, under normal circumstances, would consider any Jenquai to be an enemy. More than a few Progen Warriors owe their lives to mysterious “Good Samaritans” who appeared out of nowhere to tow a disabled Centuriata ship to safety, or to foil a clever pirate ambush,

only to vanish when the furious Progen realized that the savior was none other than a hated Jenquai Warrior.

Philosophically, the Sev Tushnim believe that choosing another's happiness over one's own brings one closer to the infinite, serves to remind the practitioner of the artificiality of the material world, and helps free one from it.

All Shinwa are expected to serve, however briefly, with the Sev Tushnim. Some few choose to make the selfless life their own, but the Sev Tushnim have always been few. Even for a Jenquai, their path is a difficult one.

### **Kaojin ("Destroyers")**

Members of this sizable sect reject the idea that the worldly is meaningful. They represent a bizarre outgrowth of traditional Jenquai philosophy that is represented among both the Shinwa and the Sha'ha'dem.

Shinwa followers of the Kaojin Way are typically strange and unpredictable. Having rejected the things of the visible universe, they appear and act oddly, supposedly to reinforce the meaninglessness of worldly beliefs and conventions (although it is highly likely that many of the Kaojin are simply rebellious or disaffected individuals).

What separates them most from like-minded Sha'ha'dem is their fascination (obsession, even) with destruction, "the glorious dance of annihilation."

**Faction: EarthCorps  
Warriors**



**NPC/Leader: Admiral Diego Herrera**

**Home Sector/Location: Jagerstad City, Zweihander Planet, Alpha Centauri Sector**

**Game Designation: TW**

**Description: Operating independently of the mega-corporations, the EarthCorps military expands and secures Terran interests through force of arms. With massive fleets and all the resources of the Terran military behind them, they are a force fit to rival any in human space.**

Terran Warrior Faction: EarthCorps

June 03, 2002

Original Source: [http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06\\_03.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06_03.jsp)

EarthCorps Leader: Admiral Diego Herrera

Official Capitol for EarthCorps: City of Jagerstadt, Planet Zweihander (Alpha Centauri)

EarthCorps was created as an organization in 2161, with the primary goal focused on maintaining peace and order within Terran space. This Terran Warrior organization was commissioned in the aftermath of the War of Succession. The war began when Progen and Jenquai leaders severed relations with the United Earth Government (UEG), declaring their races independent from the original Earth inhabitants. This war was the final blow to the once unified race of humans and tension between the three groups remains to this day.

EarthCorps began as a replacement for the nearly depleted UEG military. Initial organization of the group was the result of a joint effort between InfinitiCorp and GETCo after they, along with Tada-O Technologies, toppled the failing UEG government. Recognizing the tensions that existed between them, InfinitiCorp and GETCo representatives commissioned EarthCorps as a neutral arbiter. The Corps was tasked to keep peace between the rival mega-corporations and to defend the interests of all Terrans, regardless of corporate affiliation.

This continuing mission has not been an easy one. Although many EarthCorps officials are honest, others succumb to the lures of bribery, and become political pawns for one corporate faction or another. Corruption is not uncommon, especially in the upper echelons of the EarthCorps hierarchy. Complicating matters is the vast EarthCorps bureaucracy that has developed over time, creating significant delays in decision-making and problem-solving processes.

Still, Members of EarthCorps are quite proud of their "200 years of distinguished service" and long tradition of protecting the 'Old Mum' (Earth). Terran Warriors are not thought to be the most powerful fighters, nor the most elusive foes, but they compensate for it with cunning and innovative tactics.

EarthCorps is headquartered in the Alpha Centauri System, in the city of Jagerstadt. Alpha Centauri was originally populated with displaced Terran settlers, with little political or economic interventions from other Terran organizations. That changed after Jagerstadt became a hot zone when a particularly virulent strain of smallpox spread from its shores. This 'spotted death march', as locals called it, ravaged most cities and settlements within Alpha Centauri until scientists were able to contain the disease and vaccinate the remaining population. The smallpox epidemic had an unforeseen side effect by allowing EarthCorps to step in and restore order after the disease nearly destroyed society and its social infrastructure. EarthCorps never relinquished the tight control it gained after the cities were restored.

#### Notable Events in EarthCorps History

During the early years of the Gate War, Captain Hannibal Idowu is destroyed along with his ship, the TAS Valiant, during the Battle of Akeron's Gate. In a stunning twist of fate, the force of the explosion also obliterates Dai'Sho Mordane Kathrada's ship (famed Jenquai Warrior), altering the future destiny of the Shinwa.

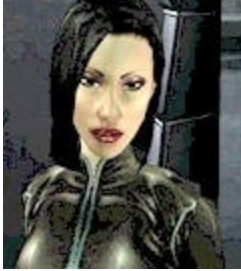
Former EarthCorps Commander and father of Hannibal, Galen Idowu, is credited for his crucial role in bringing an end to the Gate War. In the aftermath of the devastation in Jove City, it was Idowu who convinced the Progen Primarch, Aurelian Tyr, to see the destruction for himself. A horrified Tyr called an end to the war after his sobering trip to the destroyed city.

Following the Gate War, Terrans continued to expand their stronghold beyond Earth in the Sol System and into the Alpha Centauri and Tau Ceti Systems. Current EarthCorps leader, Diego Herrera, made a name for himself during the Progen-Cygni War of 2341, in a key battle at Theluji Rift. Beyond all expectations, Herrera was able to force the retreat of the superior Progen Centuriata and their shamed leader, Anjuren Kahn. Although both sides suffered massive casualties, the battle at Theluji Rift proved Terrans could be victorious over the genetically molded Progen Warriors.



City of Jagerstadt, Planet Zweihander

## Faction: InfinitiCorp Traders



**Controlling House / Family: House MacGregor**

**NPC/Leader: Lady Isabel deWinter**

**Home Sector/Location: Somerled Station, New Edinburgh, Tau Centi**

**Game Designation: TT**

**Description: InfinitiCorp embodies the Terran ideal: pure mercantilism. InfinitiCorp is in constant struggle with its eternal rival, GETCo, in defining the direction of the Terran sphere. Led by the beautiful Lady deWinter, InfinitiCorp will stop at nothing to control all trade and manufacturing in all of human space.**

### Facts:

- **Inventor of the first faster-than-light-hyperdrive.**
- **Inventor of the most widely used sector gates.**

Terran Trader Faction: InfinitiCorp

June 17, 2002

Original Source: [http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06\\_17.jsp](http://www.earthandbeyond.ea.com/community/glimpse/glimpse02.06_17.jsp)

InfinitiCorp Leader: Lady Isabel deWinter

Official Capitol for InfinitiCorp: Planet of New Edinburgh, Tau Ceti System

InfinitiCorp is the largest mega-corporation in the galaxy, and nearly every Terran Trader has done some work for the company via contracts, internships or direct employment. Other companies, such as GETCo and Tada-O (Tadakatsu-Obata), compete for market share in many areas of retail sales, but InfinitiCorp stands above the rest in sales.

InfinitiCorp's incredible wealth is primarily generated by the production and utilization of InfinitiGates. The Gates have hefty yearly fees, in addition to the initial building fees, for the maintenance and repairs of the Gates. While these yearly maintenance fees are quite large, they are dwarfed by the costs of building a new Gate. InfinitiCorp is also the leading corporation in weapons sales throughout the galaxy and holds a strong market share of other goods and services.

Another source of income for the Terran corporations comes from the sale of food and food products. Earth produces more than eighty percent of all food resources in the galaxy. Although there are other places in the galaxy with conditions suited for limited food production, the three

racers rely heavily on Earth as a source of consumables. To an extent, each race must retain ties with its Terran cousins due to corporate monopolies on food, weapons, and gate technology. Though the Progen are almost entirely dependent on Earth for food resources, the Jenquai are able to produce most of their own food on the garden world of Kailaasa.

InfinitiCorp is the only faction to control two systems in the galaxy - 61 Cygni and Tau Ceti (The Terran race controls a total of three systems). They also maintain a strong presence in the Sol System. Earth itself is entirely in the hands of the corporations; by 2196 InfinitiCorp and GETCo had purchased the rights to the planet. Only a few cities on Earth (such as Pacific Rim City, administered by EarthCorps) remain independent of the two rival conglomerates.

This does not mean that InfinitiCorp and GETCo are allies. The two corporations remain bitter rivals, and tensions between them are painfully evident. Corruptible employees are regularly recruited to spy and sell information to one rival company or the other. EarthCorps has often had to prevent these tensions from escalating beyond the office and onto the battlefield.

It is no surprise, given the business model mentality of the Terran people, that Terran Tradesmen reign supreme as entrepreneurs. Traders are just as skilled building a reputation and a base clientele as they are at manufacturing the latest beam weapon. Terran Tradesmen excel in negotiating and are unsurpassed in the trade skill known as the art of the deal. The Centuriata may believe that the end justifies the mean in a combat situation, but to a Terran Tradesman, the same philosophy applies to business transactions.

Not every Terran Tradesman is an employee of a mega-corporation, but many contract with InfinitiCorp or another company if they are not hired directly. [Ed. Note: Players selecting Terran Tradesmen for their characters will be thought of as contracted InfinitiCorp agents rather than direct employees. Of course, players may roleplay their character to their liking].

#### Historical Facts

GETCo first appeared in 2034 and was the first mega-corporation established with the sole purpose of interplanetary commerce. InfinitiCorp was founded by Caithan and Crispen MacGregor in 2102, and it quickly surpassed all others as the leader in sales and profits by opening space to the common person. Shortly after its inception, InfinitiCorp developed a method for relatively inexpensive space exploration, called 'comet-jacking' (a method of building ships from hollowed-out comets and asteroids), and usurped GETCo's hold on space travel.

In 2160, following the War of Secession, the mega-corporations seized control of the United Earth Government and effectively purchased planet Earth. They went on to establish EarthCorps as a neutral body to maintain peace around Earth and between the corporations. InfinitiCorp developed the first true warp drive in 2190, further igniting the tensions of the mega-corporations. Although it is commonly known that InfinitiCorp stole this technology from Jenquai scientists, they publicly refute this accusation.

In 2192, InfinitiCorp sleeper ships found their way to the Alpha Centauri system and established it as an InfinitiCorp-owned system. GETCo arrived several months later to dispute InfinitiCorp's claim. Decimation of the Alpha Centauri population due to the smallpox epidemic, along with the

two companies' refusal to agree on ownership rights of the system, created an opening for EarthCorps to eventually take control of the system. Most historians believe these events may have prevented a future armed conflict between InfinitiCorp and GETCo.

During the Gate War, Terran scientists began experimenting with Gate technology after briefly wresting control of Akeron's Gate (an Ancient Gate) from the Jenquai. Terrans continued experimentation with Gate technology throughout the war and began building prototype InfinitiGate models shortly thereafter.

InfinitiCorp built the first successful InfinitiGate in 2303. Currently, every known system has at least one InfinitiGate in operation, though extraordinary costs and maintenance fees limit the number of Gates produced.

Lady Isabel deWinter is the current CEO of InfinitiCorp. DeWinter was selected to oversee the company, along with Damien MacGregor, upon Lachlan MacGregor's retirement. She became the dominant member of the partnership and now holds the top position in the company.

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**Faction:**  
**Bogeril**



**NPC/Leader: None**

**Home Sector/Location: der Todesengel Alpha Centauri**

**Game Designation: Bogeril**

**Description: A loose collection of early settlers in the Alpha Centuari system. Bogeril are renowned for their ingenuity and tinkering abilities.**

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### **EarthCorps Pilot Briefing**

**To: EarthCorps Cadets and Trainees**

**From: EarthCorps High Command, Alpha Centauri System, Zweihander Sector**

### **Subject: Bogeril Rebels**

As you learned in your various EarthCorps History courses, the Bogeril Rebels have been a thorn in the side of EarthCorps and the Terran Alliance for the last two decades. Despite constant and persistent pressure from EarthCorps, the rebels have continued to survive. There are even indications that they may be growing once again.

Therefore, you are reminded that every EarthCorps pilot is directed to engage and eliminate Bogerils whenever contact is made, unless you are facing superior numbers or other extenuating circumstances. In that case, you are to contact High Command immediately and the threat will be analyzed and reinforcements possibly routed to your location.

While they are a constant threat to Terran society, Bogerils also offer EarthCorps pilots a chance to hone combat skills and techniques. Every cadet should expect, and welcome, extensive combat action against the rebels, and all pilots will undoubtedly amass large kill numbers against this inferior foe. EarthCorps is constantly receiving and resting new ordnance and equipment, and the Bogeril make good test subjects and targets. You should get to know the locations and tactics used by the Bogeril, and count on repeated combat encounters.

However, while the Bogeril are intellectually deficient and appear to be ignorant of most aspects of modern society, you should not make the mistake of underestimating their abilities and technical expertise. While not up to Terran standards, the Bogeril nevertheless possess enough technical savvy to remain a formidable foe if encountered in large numbers.

Lastly, all EarthCorps pilots are instructed to seek out any information, no matter how

insignificant it may seem, regarding a Bogeril Rebel named Suzan Khaji. Any information on this individual should be referred to High Command immediately.

To serve as background information, the standard EarthCorps intelligence briefing on the Bogeril Rebels is appended to this dispatch.

**\*\*\* KNOWN HISTORY OF THE BOGERIL REBELS \*\*\***

The Bogeril are a group of pirates and political insurgents in the Alpha Centauri system who have been raiding innocent supply ships and engaging in skirmishes with EarthCorps assets since the early 2200s. Though their numbers were drastically reduced during EarthCorps' extensive Bogeril Pacification Campaign beginning in 2348, the rebels continue to survive.

The Bogeril Rebellion was instigated by a notorious figure named Sam Bogeril, who had a number of obvious delusions or "visions," as he called them, during his early career as an interplanetary pirate. Bogeril attracted a following of misfits and outcasts who were apparently descendants of the earliest settlers of Alpha Centauri. Bogeril prophesied a great 'Day of Reckoning' upon which EarthCorps would be forever removed from their vicinity. From the earliest records of Bogeril's ravings, EarthCorps is vilified as an unwelcome presence in "his" homeland.

Sam Bogeril is widely believed to have written an infamous, secret 'manifesto' for his followers, and copies are rumored to be available on the black market. Any EarthCorps pilots who obtain intelligence about the manifesto, or who come across references to it, should immediately contact Jed Raster at Jagerstadt city on Zweihander. Rumors persist that fragments of the manifesto can be found throughout the galaxy, and any pieces obtained by EarthCorps should be delivered to Raster.

Sam Bogeril himself was killed in a skirmish with EarthCorps ships in 2351. He was shot down by Captain Gerard Braun, who continues to lead EarthCorps' rebel suppression effort.

Although the rebellion has at times been accepted and welcomed amongst descendants of the original settlers of Alpha Centauri, it has done little lasting damage to the economy or the political structure of the system. However, the continued presence of the rebels poses a constant threat to Terran commerce and society.

**The following is the chat tree that was given to players upon first talking to Loric.**



Loric: And now we will see how the inventor invents the invention. Welcome to Hyperia... I am Loric. I'm the founder. And that name was Hyperia -- H, Y, P, E, R, I, A. Learn it. Remember it. Starting now, we're the most important faction in the galaxy.

Player: "And they lived in the land of many dancing circles, Hyperia, all too close to the overbearing Cyclops..."

Loric: I would say that is a fair translation for those who know their mythology. But we're gatebuilders here, not giant killers. We're about to punch a hole right through this galaxy and into the next...

Loric: You want to know how?

Player: I sure do.

Loric: What is a gate? A controlled energy device. A hyperspace amplifier. Find the energy, you've found the portal. Add the crystal and you're in business. I've got almost everything I need right here and -- unlike those flatheads at InfinitiCorp -- the Sabine and GETCo are willing to pay to see this thing though... When you get a little more experience, you ought to come around and give me a hand.

Player: Help you stop deWinter? You got it!

Loric: It never fails to amaze me how easily people see through InfinitiCorp. I guess there's still some justice left in this tired old universe. Of course, if you really wanted to hurt deWinter, you take part in my company. Today only, one thousand credits buys you a hundred shares of Hyperia Limited. I don't need to tell you that offers like this are as few and far between as the winning number at the Saracen races. What do you say? Opportunity knocks once and it's knocking right now. You want a stack in the hottest new faction in the galaxy?

Player: You bet I do. The thousand credits is yours.

Loric: Thank for the support. I've added your name to the list of registered stockholders. Remember, Hyperia is going to make history right on this very spot. Come back when you're a little more experienced and I'll make you a part of it.

Loric: If you've come to update me about this war, don't bother. I knew it, felt it, told you it was coming. Got a problem? Seen some shooting? What the hell? Start a war. Who cares if somebody's trying to crack quantum teleports, or molecular computing, or build a new Gate. Hey -- we've got bugs to kill!

Player: What's your take on the war?

Loric: None. Nada. I mean I'd like to survive but if you think I'm connected to some dark, mysterious power, you're all wet. I've got nothing up my sleeve but science and good old Terran know-how. You must have seen it on your way over? Know-how at work! Out there! That big thing! Did you know what you were looking at?

Player: You think we stand a chance?

Loric: We'd better because I've found a sweet spot -- a convergence of frequencies right here in Lagarto. And I don't intend to hand it over to some johnny-come-lately aliens. You know why? You know what you can build with a sweetspot?

Loric: My mission takers are engaged in cutting edge research and I've decided to reward them accordingly. How does a hull upgrade sound to you?

Player: I doubt we can upgrade anything out in the middle of nowhere, let alone a ship like mine.

Loric: You think sarcasm is the road to enlightenment? You know, you can take a person and stand them right in front of the future. You can take tomorrow and spread it out in front of people like a royal carpet. You can greet them and smile at them and invite them in. But you can't make anybody take that first step.

Loric: This isn't the middle of nowhere okay? This is the frontier. This is the threshold of a new world and when Hyperia is done with this place, you're all going to need a new galaxy map. Oh, excuse me. Most people will need a new map. You'll probably still be working for Infiniti and traveling as prescribed by deWinter. Good luck and may your myopia bring you everything you deserve.

**The following is a chat tree that was given when Loric was investigating his gate.**



**Construction on Loric's Gate**

Loric: A gate. A new one. It's based on a series of GigaHerz frequency readings distributed through parts of Lagarto and probably through parts of Deneb. Our people will know pretty soon exactly how high and where. Maybe you've seen our mission takers. They're all over Staging Area One.

Loric: Once you have a DataCom you can collect frequency readings within a specific radial area. In this case, it will collect readings for frequencies of thirty-eight to forty KiloHertz, one hundred and fifty to one hundred and sixty KiloHertz, one to one point three MegaHertz, and anything over a GigaHertz.

Loric: Believe me, they're as real as microwaves. You've heard of those, haven't you?

Loric: I also want you to know about any infrared transmissions in the scan areas. Once we plot the right array of frequencies, we'll know which way to build the gate. Scan the ECS Siepe, the Arrohar Array, and of course the Appian Gate. Then head back here and we'll see what this thing picked up. Any Questions?

Loric: Hang on. We're getting some numbers...

Loric: ...SIERPE ... 110 120 130 140 160 170 40 50 60 70 80 90 100 110 120 130 140  
150 160 ... ARROJAR ... 30 35 40 45 50 55 60 65 70 140 150 160 170 180 ...  
UNKNOWN ... 9.000 4.500 2.250 1.125 1 10 -130 -140 -150 -160 1 10 -170 -170 -160 -  
150 -140 -130 9.000 ...

Loric: However, your data checks out and we're in business. We're looking for a crystal, one that will produce a reciprocal lattice at the designated range, one that should be waiting for us some where in Aragoth, but, uh, not that close to the Tomb. No. NO. I'd send you out this Nav Varen's Girdle 6. Yep. It's in Varen's Girdle. What do you say? You want to take a trip to Aragoth?

Loric: It began with the quantum teleportation of atoms -- Opatrny, Kurizki -- and it became a way of transmitting information including external states. The Gate replicated the quantum features of particles.

Loric: For example, if you want to move something with a certain diffraction pattern as

described by a certain particle then something else with the same diffraction pattern would be produced by some other particle which receives the moving information. Okay? Three particles, all related. That's the idea...

Loric: We manipulate particles so that they become entangled -- each one a fuzzy individual but more or less precisely defined through its relationship to another. Then, let the first of the entagled particles collide with the second whose unknown state will then be moved. After the collision, the identities of the first two particles are measyred and with that information the Gate knows where and how to drop the third so that it mimics the first. They're all entangled. Now...

Loric: We need Hyperium. You wondered about the name? Well there is it. Hyperium. The secret ingredient. The corresponding lattice. The stone left unturned. You'll find it in Varen's Girdle near Andaren's Tomb. But dont take too much. I'm not sure the stability given these readings. Just try your best and good luck.

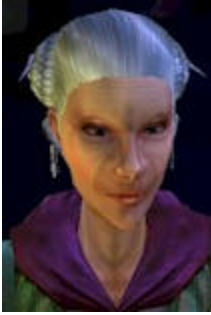
(Hyperium Scan)

Loric: # HCN # vortices E\_tot (K) (K) 0 0 -5785(4) - 0 1 -5687(3) 98(5) 1 0 -5732(5) - 1 1 -5622(4) 110(6) 3 0 -6286(4) - 3 1 -6180(4) 106(6) 5 0 -6827(5) - 5 1 -6733(4) 94(6)

Loric: Thats Hyperium alright but for some reason this sample seems to be a bit off its a readings for vortex energy. Huh. Think back to your trip through Aragoth. Did you pass through any grav wells or wormholes? Anything like that?

Loric: Gravity effects everything. You know that...

Loric: Look we've got to open this crystal up a little before we can use it in a gate. Loosen up the bonds and get the lattice to flex up. If we were back in Tau Ceti I'd do it in the lab, but we'll have to modify it manually out here. Alright? thake it through a low grav state somewheres. A maelstrom, for instance...



### **Seeking the Key: With Ayako Ravenlock**

The following is the chat tree associated with the mission that was given out to investigate the Maelstroms. I wanted to include it because it gives a great theory on the Maelstroms.

Ravenlock: You! Tell me you know where my notes are.

Player: No, I do not.

Ravenlock: That is not the answer I wanted to hear. Oh dear. Where did I put those?

Ravenlock: <sigh> Never mind. I will find them somewhere. The important thing is that you have returned with the data! But not, I see with the crystals I asked for. I suppose I can find someone else to obtain those if you aren't interested. I will pay you 500 credits for the samples if you decide to gather them.

Player: I will collect them.

Ravenlock: Thank you. Bring back a sample of black, red, white, blue, green, and yellow raw tazon from Kitara's Veil.

Ravenlock: <sigh> Never mind. I will find them somewhere. The important thing is that you have returned, Oh! And I see that you have collected the crystal samples I asked for as well. Wonderful!

Ravenlock: Here, take 500 credits as payment for the crystal sample. I have a hunch that these will be useful later.

Ravenlock: Now let me analyze the data you collected....

Ravenlock: Oh! This is very interesting. Very interesting indeed.

Player: What have you found?

Ravenlock: What is this? No, this can not be right. It is not possible. The system was used incorrectly. Yes. That must be the case. I should never have sent an untrained Sha'ha'dem for such delicate work.

Player: I operated it exactly as you said!

Ravenlock: Hold on, Ayako. The data corroborated in the secondary scan! Remarkable. How can this possibly be? The energy readings are... Mazzaroth!

Player: What is Mazzaroth?

Ravenlock: Oh. You are still here? Forgive me. When I am working, I tend to... yes. The

energy readings are almost exact.

Player: Mazzaroth?

Ravenlock: Oh! I did it again? Oh, dear. Well. Mazzaroth... it's the name the Shinwa use for the maelstrom in Sirius. I've been analyzing it for some time and...

Ravenlock: I need you to go to Sirius.

Player: Why?

Ravenlock: The reading you obtained! They are remarkably similar to the data I collected while researching the Mazzaroth Maelstrom for Merjan. Most extraordinary. I have a hunch, but I need your help to prove it. If it bears out, this may finally provide us with a way to enter the Maelstrom! The Shinwa will no longer be at a disadvantage. This could change our understanding of Ancient technology, and the gates themselves! You must fly to Sirius. Go to the Maelstrom in Swooping Eagle sector, and activate the diagnostic device I gave you earlier. Safe Journey!

Ravenlock: I can find those later. How did the research go?

Player: Very well.

Ravenlock: Thank you. I am downloading the data now.

Player: Why were you researching the Maelstrom?

Ravenlock: Merjan ordered it. Mazzaroth appeared after she opened Vishao's Gate, and she needed to understand how the two were related. The study is more urgent now that the Maelstrom is sealed. She believes that I will find a way to enter.

Player: So how are the two related?

Ravenlock: I hope your data will resolve that very question. You see, the analysis of the Ancient device you found showed that quantum particles are able to shift themselves out of phase with our universe.

Ravenlock: I hypothesized that the Ancients, being far more technologically advanced, used this aspect of quantum mechanics deliberately. After all, Ancient Gates allow us to exceed the speed of light by an infinite factor. This violated the laws of our universe.

Player: But what if the Gates operated outside of our universe?

Ravenlock: Exactly! It would explain how the Ancient Gates are able to transverse such great distances. They don't violate the laws of our universe. They bypass them.

Player: So what will this data prove?

Ravenlock: Your analysis of Vishao's Gate had energy signatures reminiscent of my research on the Mazzaroth Maelstrom. I had a hunch, just a hunch mind you, that this was more than a vagary of data. I hope that your analysis will show a direct correlation between the Maelstrom, and the Ancient Gates phasing out of our universe.

Player: You think the Ancient Gates use the Maelstrom?

Ravenlock: Yes! At least, I hope so. We shall see what the data says.

Ravenlock: Ah! The analysis is done! Let me see... Yes... Yes... That is within spec... Yes...So far, all signs indicate... Hmmm...

Ravenlock: Yes! You have done it! Your analyses provide proof that the Mazzaroth Maelstrom is made of the same substance the Ancient Gates travel through. This proves my theory that the Ancient technology operates on multiple levels of existence. We can now create devices that will allow us to enter the Maelstroms.

Player: How will these devices work?

Ravenlock: This is where the tazon crystals will become essential. You see, all crystals are especially suited for advanced energy manipulation. Their lattice structures can focus and direct energy in ways other materials can not. I believe...

Player: What do you believe?

Ravenlock: Can I trust you? This is not something I can speak about to just anyone. My credibility would be ruined if my colleagues discovered this.

Player: Of course Ayako.

Ravenlock: Thank you. You see, since you discovered your Ancient device, I have started analyzing reports about the Ancient Gates. The effects of the three known Gate openings have had major similarities, but also drastic differences.

Ravenlock: Consider Akeron's Gate in Sol. It was opened due to an asteroid's explosion. No Maelstrom resulted from this. When Merjan opened Vishao's Gate years ago, Mazzaroth appeared in Sirius. Yet no marauders appeared. And recently, Amah has opened the Appian Gate in Deneb. A maelstrom has appeared in Vega, and marauders now exit Ancient Gates and the Maelstrom. What can account for these Differences?

Player: The different locations?

Ravenlock: It is possible. But I do not think so. The stars are different, yes. But changes

in solar activity have made no impact on how either Akerons or Vishao operates.

Player: The different Gates?

Ravenlock: Perhaps. But why build Gates that are designed to function differently? No. I can not believe that the Ancients are so lacking in discipline. It is contrary to everything else we have seen of their technology.

Player: The different locations?

Ravenlock: It is possible. But I do not think so. The starts are different, yes. But changes in solar activity have no impact on how either Akeron or Vishao operates.

Player: The different people?

Ravenlock: Ah! You have guessed my thought. Yes, the only factor that makes sense is the difference in who activated the Gate. Akeron's Gate was activated by energy, not by a sentient being. And the difference in effect between Vishao's opening and Appian's opening is as different as Merjan and Amah are!

Ravenlock: Thank you. I appreciate your support. Obviously. I have no proof. Maybe I will be able to prove it. In Time.

Ravenlock: Yes, to continue. The tazon crystals have a unique lattice structure. I believe that when energy is focused through this lattice, it will be able to create a... a harmony between our universe and that of the maelstrom. It is my belief that this harmony will be able to transport you through the Shear.

Ravenlock: Of course, the crystals themselves will have to be chosen with great care. Hmmm... Shape and color are both important to this endeavor...

Player: Shape and color?

Ravenlock: Yes. Through shape and color we can emphasize the qualities of the one who created the Shear. This will help focus your mind, and aid the device in creating harmony.

Player: Why are shape and color important?

Ravenlock: Shape and color are symbolic of how we view the world. The three races of humanity experience the universe through a primarily visual medium. We hear and smell only at reduced levels.

Ravenlock: Through the shapes and colors used in the device, your mind will more easily attune to the Mazzeroth Shear. Harmony will be achieved, and you may enter.

Player: What do I need to do to create one?

Ravenlock: I have downloaded the schematics for this device, this Mazzaroth Key, to your ship's computer. You will need to harvest the tazeron crystals. Blue and white. Yes a blue hexagon and a white circle shall do nicely. Bring me the refined crystals, and I will supply you with the components you need to create one.

Ravenlock: Would you like me to create the components now?

Player: How many crystals do I need?

Ravenlock: There we are. You now have all the components you will need, take them to a manufacturing terminal and build the Mazzaroth Key. Come back to me when the Key is complete.

Ravenlock: I do seem to lose track of my notes quite often don't I?

Player: A true genius can't be bothered with the small details Ayako.

Ravenlock: How sweet of you to say so! I think you will go far in among the Sha'ha'dem.

Ravenlock: But enough of that. I see you have successfully built the Mazzaroth Key. Wonderful! Now only one thing remains: you must test the device.

Ravenlock: Install the Mazzaroth Key in a device slot aboard your ship. Then travel to the Sirius System and seek out the Mazzaroth Maelstrom in Swooping Eagle Sector. Your ship's computer will notify you when you are within range of the Mazzaroth Shear. When you are within range bring your ship to a halt and activate the Mazzaroth Key. the phasing process should begin immediately. It may take several seconds for the process to complete, but so long as you remain within range of the shear you should be drawn into the Maelstrom. You will need to repeat the process in order to exit the Maelstrom, so guard the key carefully once you are inside. Good fortune go with you.

Ravenlock: Congratulations! I have heard of your success at entering the Maelstrom. I am returning the Ancient Device you found in Io. You should take this to an old friend of mine. Ikousei Saito. I have heard that she makes her home in Saturn now. She might be able to tell you what it does.

Ravenlock: In the meantime, our Shinwa will need Mazzaroth Keys of their own if they wish to enter the Maelstrom. I can create the components you require if you wish to build more Keys.

Ravenlock: Very well, I'll be here should you decide to build more Keys in the future. Safe journey.

## **TRANSCRIPT OF CAPTAIN HENRY TALK TREE**

Log. Captain Russell Henry. Day ten of what we've dubbed 'the hounds of war.'

Those attackers have stopped for the time being. Our chief engineer is working on a singularity generator that will hopefully enable us to send a message to Earth.

That gate is there, that maelstrom is there, those attackers come, it's horrifying. They are quick and devastating. We've sent messages to the colony on Risco for supplies but we've received no word. Hopefully they are holding up better than we are. We've managed to find a weapon combination to keep the beasts at bay for hours at a time.

I had to keep my first officer and chief engineer from taking it to blows, we're going to need stargates to measure the stress levels here. I managed to pull the 'duty to the fleet' bit to calm them down and it worked, for now.

...

Log. Captain Russell Henry. Day fifteen of the attack.

Still no word from the colony. I've sent a probe to the moon, data should be transmitted soon. It doesn't look good.

We've run out of the tiberium we need for our weapons that have kept the beasts at bay. I'm attempting to devise a new strategy, but I fear we'd have a better chance if we pulled out paddles and tried to outrun these creatures.

...

Log. Captain Russell Henry. Day seventeen of the attack.

Today's wave of attacks were devastating. Our sick bay has been rendered useless with the loss of its life support, our hull has been compromised in more places than I care to count and only a third of our weapons are still functional.

The probe came back with news of the Risco colony.

Not good. I'm afraid we're fairing better than they are... we're... we're... alive.

...

Log. Captain Russell Henry. Day eighteen.

My chief engineer is ready to try the singularity generator. I told her to hold off until the next time those things attack. No sense in putting ourselves in danger twice. We don't know if the generator will work the way we want but getting word to Earth is of tactical importance.

If our luck does turn out bad and the generator does what we think it has a chance of doing... maybe we'll take some of those beasts with us.

...

Log. Captain Russell Henry. Day nineteen.

The maelstrom has erupted again. We can see a huge fleet emerging from the haze. We'll give it all, let our colors never run, let our bulkheads never buckle and let our spirits never fail.

If this is my last log, let it be known that my crew did not give up. If I'm around, I will name a star after each one of them and it will still not shine as bright as their courage.

<static>

## **TRANSCRIPT OF CHIEF ENGINEER JOVEN TALK TREE**

### **[Distress Beacon]**

Captain Mindigo Ont: This is the GETCo Cruiser ECS Sierpe. We have been attacked over the past three weeks by strange beasts coming from a nearby maelstrom. We can't go to work and our systems are failing. Please send help!

### **[Chief Engineer's Log]**

Log. Acting Chief Engineer Joven.

We were attacked today by vile beasts coming from that strange maelstrom near the ancient gate. Of course those things managed to blow up the only part of the ship with our Chief Engineer in it.

Now, I have taken control of the engineering corps of this vessel, go me.

I should have stayed in cryo-sleep. I need people, I need supplies, I need a bath and I need the first officer to get off my back.

...

Log. Chief Engineer Joven, two days after the attack.

He's all over me again, he just won't leave me alone. I'm trying the best I can. The plasma conduits port side are shot. The attacks from those things are chewing up our replacement parts faster than a Jenquai on a comet. What am I supposed to do? Weld my boots to the hull and start flapping my arms?

We've stopped receiving reports from the colony on Risco. I'm not sure if that has to do with the slag we're calling a communications tower or because the beasts decided that they needed more friends.

If this keeps up, we may need to send a message to Earth and let them know what's going on here and what we've learned. If anyone else comes out here, they'll need that information, and it looks like I will have to provide it.

...

Log. Chief Engineer Joven, day five of what the captain is calling 'the hounds of war', should be more like 'lunch for the hounds.'

The beasts returned for a second time today. This time, they took out a large portion of our secondary systems. I have teams reinforcing the life support, defense, and weapons systems.

The science officer is asking for power to the sensor array and she just doesn't understand that data is no good if the computers aren't functioning to report it. What does she want from me? I can't twitch my head and make energy appear. Maybe the former 'great' chief engineer could, but I can't!

The whole universe is against me, maybe I'll resign my commission... if I have one after all this.

...

Log. Chief Engineer Joven, day seven.

I talked to the captain for a while today. I had an idea on how to quickly send information to Earth. It doesn't seem that difficult. Using our warp drive, I may be able to open a nano-wormhole back to Earth and send information through it. With great success maybe we can open it far enough to get some supplies through.

Of course... with our conduits patched together with nail polish and a prayer we'll just have to hope we don't rupture the coolant system when we try it.

Still no word from the colony. Captain is getting restless to send a probe but I have a team on the communications system looking for a problem.

...

Log. Chief Engineer Joven, day ten.

Well, the beasts haven't returned yet, but they may as well have done so. The fools I sent to work on the communications system didn't heed all my warnings about the instability of the computer systems and wiped out a lot of the memory core.

The captain lost a portion of his logs. He wasn't too happy about that, and the first officer made sure I knew it, of course.

...

Log. Chief Engineer Joven, day fifteen.

I launched the probe to Risco today. Don't know why we even bothered. Can't everyone see the obvious? Can't we just realize we're alone out here? There's no way we're getting good news back. That would be just too lucky for us... and them.

...

Log. Chief Engineer Joven, day seventeen.

Just when we thought it may be over... NO! They come back, hitting the main control, power and gas conduits to the sick bay. I guess I can take what's left of my crew that were working on that problem and put them somewhere else. Maybe they can try to get more than a third of our weapons working.

Then again, our hull is starting to look like a bee hive. Maybe I can get a few of them to weld some of the sick bay beds over the holes.

...

Log. Chief Engineer Joven, day nineteen.

We've just been told that they are coming again. I guess it's time to stop worrying about how I'm going to keep this rig afloat and just try to keep the people inside of it alive.

If we don't make it, the captain gave me the go to turn on my nano-wormhole generator and get tactical information to Earth. As much as I can't stand some of the people on this boat, it's been an honor to work as chief for just a few days.

<static>

## **TRANSCRIPT OF CHIEF ENGINEER JOVEN TALK TREE**

**From the archive of The University of New Edinburgh**

### **[Distress Beacon]**

Captain Mindigo Ont: This is the GETCo Cruiser ECS Sierpe. We have been attacked over the past three weeks by strange beasts coming from a nearby maelstrom. We can't go to work and our systems are failing. Please send help!

### **[Chief Engineer's Log]**

Log. Acting Chief Engineer Joven.

We were attacked today by vile beasts coming from that strange maelstrom near the ancient gate. Of course those things managed to blow up the only part of the ship with our Chief Engineer in it.

Now, I have taken control of the engineering corps of this vessel, go me.

I should have stayed in cryo-sleep. I need people, I need supplies, I need a bath and I need the first officer to get off my back.

...

Log. Chief Engineer Joven, two days after the attack.

He's all over me again, he just won't leave me alone. I'm trying the best I can. The plasma conduits port side are shot. The attacks from those things are chewing up our replacement parts faster than a Jenquai on a comet. What am I supposed to do? Weld my boots to the hull and start flapping my arms?

We've stopped receiving reports from the colony on Risco. I'm not sure if that has to do with the slag we're calling a communications tower or because the beasts decided that they needed more friends.

If this keeps up, we may need to send a message to Earth and let them know what's going on here and what we've learned. If anyone else comes out here, they'll need that information, and it looks like I will have to provide it.

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The science officer is asking for power to the sensor array and she just doesn't understand that data is no good if the computers aren't functioning to report it. What does she want from me? I can't twitch my head and make energy appear. Maybe the former 'great' chief engineer could, but I can't!

The whole universe is against me, maybe I'll resign my commission... if I have one after all this.

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Log. Chief Engineer Joven, day seven.

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Log. Chief Engineer Joven, day nineteen.

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<static>

**The following is the chat tree associated with a mission that involved the Psionics working with the V'rix.**

LaMotte: I'm having the Psi Data Cube put aboard your ship. Take care of it.

Player: Sounds expensive.

LaMotte: Sometimes we have to do what's wrong to get what's right. Don't you agree? Sometimes we even have to give data to the enemy... Landauer went through a lot to learn how to read and manipulate Psionic neurons. He spent years in the tunnels learning how Psionics react and think. They see it all he said. He was always preaching about the Psis. And now -- with this last Gate opening -- their abilities are even more extraordinary. So you see, we risk a lot in this trade.

LaMotte: The Data Cube contains an imprint of Psionic neural nets. That's what you'll be handing over to our friends. Of course, the V'rix will ultimately turn against us and use this as a weapon. Poor Cygni. Poor Psis. And yet, I choose to help with the trade. I even urge you to go on. Because we need the scans. Everything else is second to that. You. Me. Even the Psis.

P3889: It just so happens I could use your help with something. I have a mission, but it's not for everyone. It's, let's say, off the record. Is your word rock solid? Worth swearing on that ship of yours?

Player: Yeah sure. Everybody trusts me.

P3889: Ain't that lucky? Alright, what I need is very simple. See, the war is nothing but a smokescreen. Var's manipulating us and Kahn is standing behind him. They figure they'll deliver the people from the V'rix, and they'll get Cygni and everything that's in it. And they will too. They'll get it on a silver platter.

P3889: Too bad we Psis bristle at the thought of laying ourselves on some Progen serving dish. In other words, it's time we made a few changes around here. And we need you to lay some groundwork.

Player: An uprising?

P3889: Well yeah. I mean, if you want to put it that way, the word does fit the occasion.

P3889: So, a group of Psis are planning an attack and we need you to contact the V'rix --

Player: Whoa, there. The V'rix?!?

P3889: Brother, if Anjuren Kahn takes over, he'll make the V'rix invasion look like a visit

from traveling GETCo salesman. Believe me, these aliens are the least of our worries.

P3889: Now, like I was saying, Kahn's working real hard on this shield of his and we Psis would like to take a more active role. Specifically, we thought we might help with the first phase of shield deconstruction and the V'rix have kindly agreed to our plan.

P3889: All we need to do is get hold of a Psi Data Cube, fly it over to Akeron's Gate in Sol, contact the aliens there, trade the cube for a scan of the shield supports, and Cygni Anchor Scan, and bring that scan back here to our Psi demolition experts.



**Post May 2003 patch Amah chat tree.**

**Amah)** I am Amah and you are one of those who tired to kill me. Who and now Does Memnon try again or were you send by someone else who believes as he does?

**Player)** Who else could there be?

**Amah)** All those who oppose Kahn will also oppose me. The terrain will oppose me.. The Jenquai will oppose me, and Kahn himself will oppose me. Yet I alone have glimpsed the weakness of our enemies.. Think carefully before you side against me again. Yes Yes No No Yes No No Yes

**Amah)** I am Amah and you are one of those who tired to kill me. Who and now Does Memnon try again or were you send by someone else who believes as he does?

**Player)** You should have never opened that gate.

**Amah)** But I did... and with Kahns blessing. Now all can see where the Primarch is leading. Bit by bit we make our way through blindness. argument... ignorance.. but there is one truth which saturates us all. There is another reality beautiful and complex. look to it.

**Amah)** I am Amah and you are one of those who tired to kill me. Who and now Does Memnon try again or were you send by someone else who believes as he does?

**Player)** Are you one of them now?

**Amah)** Yes Yes No No Yes No No Yes. We are all members of the implicate order.

May 2003 Chat with Amah after doing the mission titled a deal with Amah. This is also after she gives you the Younger Hexagon

-----

**Amah)** Welcome... You have flown to Endriago.. you have delivered the crystal...

**Player-1)** You gave me ice!

**Amah)**I gave you what was sought... A layer of the key... one of the ancient birefringents... like calcite... yttrium... and rutile.. There are a number of these. As the V'rix are also aware...

You will need the crystals to attempt the gate... You will need the crystals and a recipe as Merjan did.

Human you must move closer to science and to sacred objects... Think.. Learn to recognize what limits you.

**Amah)** Go back... This place is dangerous.

**Player -1 )** I need to know more about the hexagon.

**Amah)** Thirty-eight.. that is the only solution... Go back.. Go back before he kills you as well...

**Amah)** Go back this place is dangerous.

**Player-2)** Another attack?!?! Who is trying to kill you?!?

**Amah)** The crew was not their fault... The crew was unavoidable...

**Player)** Amah, Why did you come back?

**Amah)** There was a particular hum.. and I alone knew this... I alone of all our kind... I let them reason with me... because I alone have heard them. Signals in a system... varied... complicated.. yet yearning for their vision.. raw with ambition.. these aliens are unsatisfied.. they seek the ancients.. they want the whole... and this is their weakness.. they are not unbeatable.. not if we try.. there is a flaw in their defenses.. for there are there or fours patterns in their network that are always the same.. a flaw.. and this is their weakness.. they will try to destroy us.. but soon I will help you defeat them.. Go back this place is not safe.

---

*Burning water...*

*"Do you have the Codex?"*

*..river of woe..what ties the one to this relates the other to the next..what happens here must happen elsewhere..END*

*Beware! They read what we read..*

*"You mean the aliens?"*

*..of Ps3s and Ancient tombs..Tenochtitlan..Tezcatlipoca..soon known in Cygni..END*

*(A) One eye smoke... the other crystal... interred and blind to sing a brain aganju is its skull.. return to Vinda I am under attack... beware the mirror of the two worlds... deserters I sometimes hear nothing for hours on end.... no reason for nothing...*

*Beware! They read what we read..*

*"Where is the codex?"*

*..saved..forbidden..there is an other vector in the Gate..*

*Beware! They read what we read..*

*"What do you know about the gate?"*

*..a smoking glass..a mirror..there the universe observes..itself..themselves..ourselves..inside the voice..END*

*Do not..attempt..a cowardice..*

*"Are you saying we should fight?"*

*..when we have stopped along..the melancholy shores of ackeron then..all these matters will be..END*

*Do not..attempt..a cowardice..*

*"Who holds you here?"*

*..all things for they..have measured with care..the Gate and the Codex and the Ancient word..END*

*Do not..attempt..a cowardice..*

*"Who are the V'rix?"*

*..of Ancient words and ways..of Ancients they protect..of Ipp31..V3sh14..and*

*1k2r4n..END*

*Amah) I am Amah and you are one of those who tired to kill me. Who and now Does Memnon try again or were you send by someone else who believes as he does?*

*Player) You should have never opened that gate.*

*Amah) But I did... and with Kahns blessing. Now all can see where the Primarch is leading. Bit by bit we make our way through blindness. argument... ignorance.. but there is one truth which saturates us all. There is another reality beautiful and complex. look to it.*

*(P)Are you becomming one of them (Amah becoming a Vrix)?*

*(A)The melancholy stream descends... a swamp... know me for certain.. among the souls of those whom anger has defeated...Go back deneb is not the way,*

*(A) There is a reality of another order, ultimate.. a truth we once suspected which should have died in war in lies which choked on science which lives in spite of everything.. the numinous.. the heirophony... shown now in gates.. the codex itself. and the world that shakes.... FOR THIS I BLAME THE PSIS....*

### **Discussion with V'rix with Younger Hexagon in Cargo Hold**

**Vrix)** Human... You have the hexagon.. Where did you get this item?

**Player)** The hexagon? From Amah.

**Vrix)** Human, Amah is a name from the past. The past does not exist. There is no yesterday. There is no tomorrow. All things exist now and only now. How can you not see this? Give us the key. Which you know is the hexagon. This is the teaching of Ursale. We must return this to the Evander

**Player)** Why don't I bring it to the Evander myself?

**Vrix)** Because he hates you and plans your destruction. Give me the hexagon.

**Player)** Sorry no deal.

**Vrix)** You are primitive. You are limited. Do not confront what is real. It will destroy you.

**Vrix)** Give us the key. Which you know is the hexagon. This is the teaching of Ursale. We must return this to the Evander

**Player)** I don't know any Ursale

**Vrix)** Human you can not build as ancients. You must return their gifts. These are all the many fragments. Both hexagons, The Oni communication device. All crystal talismans the pieces of the codex and the six poles known as gates. These gifts are not for you. You are human. you must be true to yourself. You must destroy Kathrada who seeks what is outside herself. Use caution human. Our moment is nearly here. Fly home, protect yourself. The time is near.

**Vrix)** Human you have attempted the gates this is enough. Do not think you will communicate with the council. You are not the chosen. Just as the presence was not the chosen. Just as he who hides remains in hiding. We are the Vrix. We serve the ancients. You must surrender what is ours.

**Vrix)** Human... You have the hexagon.. Where did you get this item?

**Player)** None of your business.

**Vrix)** We are the Vrix we serve the ancients. We have not the time for games. You are weakness fragmentation Quantum reality is not for you.

This is why the ancients disguised the whole.

This is why the ancients disguised themselves.

In Sol and on Cygni and in Aquitaine

Avoid the secrets of Ursale. They are beyond you. Fly home, protect yourself. We will correct the clarion for her transgressions.

**Vrix)** Give us the key. Which you know is the hexagon. This is the teaching of Ursale. We must return this to the Evander.

**Player)** No. I want to keep this item.

**Vrix)** Do not think you will communicate with the council. You are not the chosen. Just as the presence was not the chosen. Just as he who hides remains in hiding. We are the Vrix. We serve the ancients. You must surrender what is ours.

## **Chat with Herrera after May 2003 Mission**

Herrera) Good to see you back soldier. Things have been heating up. No doubt your hull has the scorch marks to prove it.

Player) Nothing serious, sir. Any new developments in the search for the Codex?

Herrera) Well I sure don't have it yet. But the good news is the V'rix might not have it either. I mean if they did why would they still be hanging around this sorry excuse for a galaxy? I'll need to take some of your time soldier and do a de-briefing. Were not going to win this war without good intelligence.

Player) Have you got something to report, Grandmaster? Anything you've seen out there might be vital intelligence for the war effort, so don't be hesitant.

Player) Sir, I've encountered Amah... She's alive sir.

Herrera) Amah's alive eh? That's figures -- can anything kill a progen?

Player) I think the V'rix did something to her mind.

Herrera) She's still talking like a bug, huh? I wonder what they did to her over there in Deneb. Weird sector. Weird bunch of bugs. Seem like those nutty Progen have finally met their match. It's good you reported this, soldier. I'll get some EarthCorps intel officer on this immediately. Good job, Grandmaster.

Herrera) Good to see you back soldier. Things have been heating up. No doubt your hull has the scorch marks to prove it.

Player) Yes, sir. The V'rix are swarming all over the systems.

Herrera) That's what my intel is saying as well. We'll have to keep a close watch on Terran space for any alien intrusions.

galaxy? I'll need to take some of your time soldier and do a de-briefing. Were not going to win this war without good intelligence. Have you seen anything worth reporting?

Player) I can't pinpoint it, but I think the V'rix are up to something, sir.

Herrera) Me too. But what? At first I was sure it was the Codex. Now I'm not too sure. We need to watch and listen and trust our instincts -- if anything develops, let me know immediately.

## **Finally a War! May 2003 Mission chat tree**

Tzu) So you came to see your old friend Tzu. What made you think of me? Credits? Weapons? This war, maybe? Can you believe these Progen? call out the V'rix this way? There's not much I like about thing, but this time? This time I think they got it right. I mean, okay, I don't care much about and invasion in Vega but now these bugs are crawling all over Aragoth.

Want to take of few of them out? Bag some aliens for the Red Dragon trophy room?

Player) How many? Like a couple hundred?

Tzu) I like the way you think. I've got a hunch these aliens are watching the Anseria. I know, I know. I should of never dumped them here, but I did okay? And it's not anybody's business but mine. The pirates let those cutthroats in, we'll have to take both them and the bugs out.

Player) Well heck, I wouldn't mind turning Aragoth into a pirate zone.

Tzu) Here's what I need you to do. The aliens are all over this system. Just hear out there and kill fifteen V'rix. And I don't mean fourteen because fourteen isn't fifteen.

Player) Not a problem.

Tzu) Remember it's Aragoth I care about, so only those V'rix you frag in this system will count for the mission. It's a little tough to admit, seeing as it's come from a Red Dragon, but your a top notch fighter -- Try taking on the aliens in Odin Rex. The mission is in your journal. Ask around. I'm happy when it stays there.

### **After Completion**

Tzu) Fine work! Fifteen kills in the bag-- just as I said. Do you always do as you're told? Could be a problem. Unless you're working for Tzu. In any case, fine work! Putting those buggers out of your misery. I suppose now you'll be picking my pockets for your reward.

>Red Dragon Reputation Increased

Tzu) I just transferred your reward. After taxes, your take home is well.. it's a pretty sweet deal. Relax, would you? I'm kidding can't a pirate kid around?

Player) Speaking of deals, I hear Memnon's looking for gene maps.

Tzu) Memnon? Oh hey. That's quite a name to throw into a conversation. Quite a name. Say I didn't do a full background check on you, but I can sense you might be, well sensible. If you are you'll stay clear of Primus and everything to do with that place. Crazy people, Ugly uniforms. And in general they just take everything way to seriously there. See what I mean?

### **May 2003 Chat with Morgan Thorne**

Thorne) Stand down, Jenquai. I need a second to decide how I want o blow you away. After all, I've got so many handy devices here and..

Oh wait. You work for Herrera don't you? Don't bother to answer -- I can see the "eager to dire for the Corps" look in your eyes. Now now. Don't take offense. See I used to work for Herrera too. A little outfit we called "Detachment-6". Small world, huh?

Yeah. Small world. Too small if you listen to some but I'll tell you what, Jenquai. I'm gonna simplify. In the interest of efficiency I'm gonna get right to the point with you...

How much do you know about Cygni? The mines? Ever hear of a researcher out there? A guy named Landauer? He spend a lot of time with the Psi's -- and he knew something about the Ancients and Aganju and lately I hear Herrera has you EarthCorps supporters out looking for Landauer's documents.

Player) I've recovered some of Landauer's research.

Thorne) Wild. The pieces are right in front of you, but you don't even know there's a puzzle. It's not your fault, Jenquai -- they were the same in my day. Even in Detachment 6. Command likes the troops ignorant. And besides, whose to say that once you did see the puzzle you'd understand it. But how's this. Hoe's about you trying something of your won for a change? For instance, you run back to Jagerstadt and get the Landauer documents back for me?

Find Admiral Herrera, March right up to him, look him in the eye and say and old friend was asking for him -- an old friend named Morgan Thorne, special assignment

Detachment 6. Tell him to give you one of the Landauer documents and then you bring it back here to me.

Player) I can give it a try I guess.

Thorne) Aw, we could've used a can-do kind of guy like you back in Cygni. I want to thank you Jenquai. I see Herrera still knows how to pick'em. Remember the names Morgan Thorne and I'll be waiting right here. Good luck.

Thorne) How much do you know about Cygni? The mines? Ever hear of a researcher out there? A guy named Landauer? He spend a lot of time with the Psi's -- and he knew something about the Ancients and Aganju and lately I hear Herrera has you EarthCorps supporters out looking for Landauer's documents.

Player) That's classified information.

Thorne) Oh cripes. Is Herrera still using that old "classified information" routine. No wonder the rank and file never knows what's going on. You guys are nothing but spectators.

But how's this. How's about you trying something of your own for a change? For instance, you run back to Jagerstadt and get the Landauer documents back for me?

Find Admiral Herrera, March right up to him, look him in the eye and say an old friend was asking for him -- an old friend named Morgan Thorne, special assignment

Detachment 6. Tell him to give you one of the Landauer documents and then you bring it back here to me.

Player) I don't know. This smells a little fishy.

Thorne) So hold your nose. Just get me the documents Okay? Run along. Remember the names' Morgan Thorne and I'll be waiting right here for you.

Thorne) How much do you know about Cygni? The mines? Ever hear of a researcher out there? A guy named Landauer? He spend a lot of time with the Psi's -- and he knew something about the Ancients and Aganju and lately I hear Herrera has you EarthCorps supporters out looking for Landauer's documents.

Player) If you want to know about the documents, you ought to ask Herrera yourself?

Player) Listen baby, I think it's pretty obvious I'd rather not ask him myself. See I don't think he'd be too happy to see me...

But how's this. How's about you trying something of your own for a change? For instance, you run back to Jagerstadt and get the Landauer documents back for me?

Find Admiral Herrera, March right up to him, look him in the eye and say an old friend was asking for him -- an old friend named Morgan Thorne, special assignment

Detachment 6. Tell him to give you one of the Landauer documents and then you bring it back here to me.

### **More May 2003 Tzu conversations**

Tzu) Welcome back. I'm surprised to see you again all the way out here. You must have something important on your mind.

Player) I hear '89's hard at work on a very ambitious project near Cygni.

Tzu) The underground. His timing is good. Everyone's so preoccupied with war, the Alliance should be able to move quite a few Psi's out of the mines. If the V'rix don't kill them all. It seems like these bugs go after anybody who knows even a little bit of what is going on in this galaxy.

You ever think about survival? Flying in and out of Antaries like you do?

Player) Antaries doesn't seem so dangerous.

Tzu) How's Arias? How's she getting along?

Player) She's working with the Sharim and some crystals. Some Sharim named Suru somebody.

Tzu) Yeah I heard. Nihon. Right up against the Intzalan line, isn't she?

Player) I hear like a suspicious ton in your voice like.

Tzu) Do I strike you as suicidal? Whatever Ariad wants do it -- but watch yourself out there with that Oni Nihon.

Tzu) Welcome back. I'm surprised to see you again all the way out here. You must have something important on your mind.

Player) I hear '89's hard at work on a very ambitious project near Cygni.

Tzu) Which reminds me. How's Ariad? Did she ever get off that base?

Player) You're really worried for her aren't you?

Tzu) Yeah. Because she never has the sense to tell Merjan where to get off. Of course that's never been a problem for yours truly. Keep fighting those V'rix. Looks like I gotta take a swing by Paren Station soon.

Tzu) Which reminds me. How's Ariad? Did she ever get off that base?

Player) I don't think Ariad will very leave Antaries.

Tzu) Why what's keeping her there?

Player) I don't know.

Tzu) You want the Codex, don't you? Maybe you ought to find out.

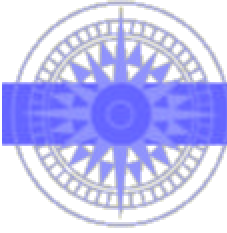
Tzu) Which reminds me. How's Ariad? Did she ever get off that base?

Player) I don't think Ariad will very leave Antaries.

Tzu) Why what's keeping her there?

Player)Merjan I guess.

Tzu) Merjan doesn't know a tenth of what Ariad can tell you about crystal. I say it's something else. Especially now that the V'rix are there.



UNIVERSITY OF NEW EDINBURGH

DEPARTMENT OF LINGUISTICS

[Department of Linguistics](#) : Ancient Fragments (4 Digit)

Type: Ancient Fragments (4 Digit)

Author: Unknown

Encryption: Whadget Code

Discovery Dates:

[Reprinted from Net 7 News]

## **Dziga announces breakthrough!**

Byline: Oorjit Bly

June 25, 2354

Ome Dziga stunned the scientific community today by announcing that her Inter-System Cryptography Team has broken the mysterious code that has recently captivated the galaxy. Even more importantly, Dziga said, she and her team have placed the decoded fragments into what is believed to be their correct order.

"This is a huge development that, honestly, we didn't expect to announce for quite some time yet. But because of the efforts and assistance of the galactic community in compiling, decoding, and arranging the fragments, the cryptography team was able to progress much more quickly than we originally hoped.

"I can't say enough about the help we received from volunteers throughout the galaxy," Dziga continued. "We had extensive help from Tarpeia, of course, and others like Merlvin, Talamier, and Gdiguy. And it goes without saying, that Whadget's Code was invaluable. And certainly there are scores of other citizens who have helped out as well.

"Without their help, I honestly don't think we would even be close to finding all these fragments, much less decode them and place them in order. It became apparent in recent days that we were getting very close, after pilots began uploading their fragments at our temporary encryption transmission satellites. The volume of information that we received was staggering, but the pieces all just started falling into place."

Dziga also said that while the sheer number of reported fragments is high, the number of new, unique fragments seems to have reached a plateau.

"We still get quite a few fragment reports, but nearly all of them are duplicates of fragments we're already studying. Luckily, though, the recent volunteer effort provided us with several new passages. Whether these were newly found fragments, or ones that had simply been gathering dust in someone's cargo hold, we don't know. But we did receive several new pieces in the past

few days."

Dziga also said that the breakthrough has left her more interested than ever in the Ancients themselves, and that she vows to continue to search for clues about the builders of the Ancient Gates.

Here then, are the decoded fragments, placed in what the cryptography team believes is the correct order:

**Fragment 8032**

we propose to build such a gate and to engage ourselves in the feat of scanning an object or person in one place and extract its information while a perfect replica appears somewhere else instantaneously

**Fragment 6125**

here all of information contained in an object would be entangled according to quantum law and then transmitted classically as information allowing us to reconstitute any object

**Fragment 5737**

in such a reality then teleportation would be obvious step one take an object and guarantee that some new object would have its same properties by forcing the two to share entangled pairs of qubits

**Fragment 5238**

the second step toward teleportation would be to perform the necessary joint bell measurements on the photons and to randomly obtain one of the four possible bell results

**Fragment 7112**

in step three of the teleport we would transmit the results of the bell measurements classically and in step four we would perform one of the four unitary operations to obtain the original state

**Fragment 8967**

we have also found that when two photons interfere they have only 25% likelihood of ending up in separate detectors here teleportation is successful and no additional transforms need to be performed

**Fragment 5439**

it was also shown that entanglement can be teleported

**Fragment 8446**

a type of implicate order was successfully observed when the hologram was viewed as a sort of dense information sink

**Fragment 9012**

a type of total content may extend over the whole of space and time where this total content is itself a type of implicate order

**Fragment 6902**

let the flow of content become the new theory of the universe sometimes called the

holomovement

**Fragment 6949**

remember within implicate order everything is connected and every element reveals information about every other element

**Fragment 7902**

a first category then in the totality of implicate order would be the original field itself and the movement of that original field

**Fragment 5242**

the quantum wave function which acts upon the original field this can be thought of as a super field

**Fragment 4258**

the super field guides and organizes the original quantum field much in the same way primitive computers supply information

**Fragment 5081**

the super field will arrange the forms of the original field

**Fragment 6873**

the third category of implicate order would require some underlying cosmic intelligence one that supplies information and in doing so makes the process described here a sort of closed system which moves from a reality to the gate to an intelligence and then back to its reality

**Fragment 6541**

therefore implicate order suggests that the universe would be incomplete if the intelligence did not exist and that individual experience is what gives the universe its meaning

**Fragment 8545**

in other words the individual becomes the focus for a something that lies beyond the scope of humanity

**Ome Dziga's Second Ancient Fragment**

it is possible for the individual to attain the principle of the consciousness of mankind without possessing the amount of energy necessary to reach the whole or to put the whole universe into consciousness

**Fragment 5988**

in conclusion implicate order ordains the continued search for races which have rejected imprecise cosmic views and evolved to states of higher trust for these are the forms which will generate the infinite power needed to ignite the consciousness of the universe

**Fragment 7427**

we shall call this spontaneous parametric fluorescence the spontaneous reverse process of second-harmonic generation or more generally speaking three-wave mixing in nonlinear optical media such as a crystal

**Fragment 9642**

if this crystal is birefringent then by choosing an appropriate cut and managing the refractive

indices and wave velocities we have found that light can be emitted in specific directions

**Fragment 8744**

and in this instance relative polarizations are complementary meaning that if polarization of one is changed the polarization of the other one will change in the same manner

**Fragment 4875**

calcium or mercury - short-lived or intermediate states - direction of emitted photon with respect to the other uncertain - achievable collection efficiency very low - transitions go from a defined state of total angular momentum to another such state of lower energy

**Fragment 6009**

photon pair sources - nonlinear optical effect - wave mixing - vertically polarized - horizontally polarized - photons with complementary relative polarizations - non centro-symmetric crystals - kdp lithium niobate bbo

**Fragment 4447**

when the cut angle of the crystal is larger or when the crystal is tilted the two cones corresponding to different modes would overlap and certain differences in polarization disappear therefore a crystal can produce polarization-entangled photon pairs

**Fragment 9200**

the alpha bar crystal was cut to an angle of thirty five point six degrees and was then tilted to five degrees

**Fragment 7983**

the method works for much the same reason x-ray diffraction enables mineralogists to deduce the periodicity of the crystal lattice of an unknown solid substance

**Fragment 4091**

the periodic structure of the lattice allows only waves of certain wave lengths to propagate in any specified direction

**Fragment 4872**

or alternately a beam splitter since when spin was used to encode information we were able to change the basis by a simple polarization rotation or through the hadamard transformation

**Fragment 6333**

we are now working on a system in which the laser passes through the crystal many times laser action should create far more complicated entangled states

**Fragment 7744**

if photon a and photon b have no state of their own then they are entangled

**Fragment 8148**

a number of two-level systems will work these include the spin states of certain particles polarization states of photons an atom's ground state as compare to that same atom's excited state certain types of microwaves

**Fragment 9884**

entanglement then will be defined as a system of two states such that it is not possible to

retrieve the value of one state without affecting the other

#### **Fragment 5451**

all the possible coherent ways in which two particles can be entangled are given by the four bell states (yes yes) (yes no) (no yes) (no no) to analyze the possibility of teleportation we need to create entangled photons

#### **Fragment 8765**

types of entanglement - polarization - the polarization of one beam rotated 90 before superposition crystals with optic axes at 90 or with photons already in different polarization mode

#### **Fragment 8105**

types of entanglement - momentum and mode - pair of spatial modes extracted from a non-linear crystal - a photon emitted into one of the inner modes finds a partner in the opposite outer mode -

#### **Fragment 7444**

photon pairs are emitted such that whenever a photon is emitted into one of the inner two modes its partner will be found in the opposite outer mode due to the phase matching in the crystal

#### **Fragment 7651**

types of entanglement - time-bin - a light-pulse is split into two subsequent pulses a non-linear crystal a photon pair is created either by pulse 1 or by pulse 2 with the phase determining the level of entanglement

#### **Fragment 6177**

types of entanglement - energy-time - three-level atomic system with states initial intermediate final while the sum of the energies of both the photons emitted is very well defined the energy of each emitted photon is uncertain

#### **Fragment 9511**

who then insisted it was possible to force a system to be in one state out of all the possible states it could have been in

#### **Fragment 8357**

with the help of additional half wave or quarter wave plates one can easily produce any of the four epr-bell states  $+/+$   $+/-$   $-/-$   $-/+$

#### **Fragment 4755**

generally photons generated by different crystals can be distinguished by their polarizations

#### **Fragment 4954**

if all mode components are evanescent an actual signal might travel faster than the speed of light

#### **Fragment 5333**

therefore the unstable modes which play an essential role in the superluminal group velocity of analytical wave packets are strongly suppressed as they become incompatible with unitary time evolution or at least the modes appear to be suppressed

**Fragment 8022**

the nonlinearities of the generalized theory could be used to send signals instantaneously over large distances

**Fragment 9212**

in this instance the information was encoded in such a way that neither of the two qubits carried any well defined information on its own and so that all information was encoded in joint properties

**Fragment 7999**

it is essential that the particles forget or erase any information about where they were generated

**Fragment 7044**

a bell measurement of two of the photons results in the remaining two photons becoming entangled even though they have never interacted with each other in the past

**Fragment 8543**

once object and subject become inseparable the quantum interconnectedness of the universe is fundamental reality

**Fragment 6477**

ordinary objects are not themselves made of ordinary objects

**Fragment 7454**

we must ask ourselves what is a genuine aspect of reality and what is merely an appearance or artifact of the particular perspective we call reality

**Fragment 4540**

for any situation in which several different outcomes are possible perhaps all outcomes actually occur this type of reality would consist of a steadily increasing number of parallel universes

**Fragment 5401**

it may well be that this is not a universe of actual events but a universe full of numerous unrealized tendencies where nothing ever actually happens but where everything remains within the realm of possibility

**Fragment 4096**

in this type of reality the electron's dynamic attributes depend on how that electron is measured the electron's identity is a product of both the electron itself and its measuring device

**Fragment 6888**

in which case there is no true reality nor deep reality nor real identity for any electron unless that electron is being measured and the unmeasured electron is radically different from the reality of the measured one since measurement profoundly reshapes the reality itself

**Fragment 7114**

in a local reality influence cannot travel faster than light yet according to bell there is no reality in which information moves too slowly to explain the facts

**Fragment 7928**

again if a wave changes its shape instantly when a change occurs and if that wave communicates

this change to some electron which then alters its position and momentum based on the communication then whenever something changes the wave must tell the electron instantly or faster than the speed of light

**Fragment 4748**

in this model of reality everything that might have happened influences what actually does happen to know an electron one must add up all its possible histories

**Fragment 7048**

according to feynman many histories will cancel to predict what will happen and one must prioritize possible histories in terms of their relative importance

**Fragment 9283**

the present may not be an objective feature of the universe but only an artifact of our subjective perspective on the universe

**Fragment 8338**

we take it for granted that events depend on earlier events in a way in which they do not depend on later events

**Fragment 8293**

there is then the possibility that certain present actions could be the causes of earlier events and there is no objective reason to believe the universe is divided into the past the present and the future

**Fragment 8345**

it seems equally appropriate to say that there is no past for it no longer exists and that there is no future for it does not yet exist

**Fragment 7483**

it is important to draw a distinction between how things seem and how they actually are it is dangerous indeed to assume seeming is the same as being

**Fragment 4837**

time is infinite but things and events in time are finite

**Fragment 7834**

time may pass according to the eternal laws governing the combinations of certain repetitions where all configurations that have previously existed on this earth must yet exist again and engage and corrupt each other again

**Fragment 7789**

if the universe may be thought of as a certain definite quantity of forces and as a certain definite number of centers of force then every representation of the universe remains indefinite

**Fragment 4999**

let us imagine then that the universe must pass through a number of combinations in an infinite time so that every possible combination of such a universe would occur sooner or later

**Fragment 9789**

each possible combination of the universe would occur an infinite number of times

**Fragment 7368**

the universe then is a finite but complex state going through a continual infinite and random rearrangement known as history

**Fragment 8977**

recurrence is necessary for pretty much every physical system to which the second law applies

**Fragment 9787**

meaning the recurrence of time not the recurrence of any single event but the recurrence of time as a whole

**Fragment 4677**

time itself recurs eternally without any physical evidence

**Fragment 4987**

we will re-live have already lived recurrently and infinitely and will continue to live recurrently and infinitely as was believed by the pythagoreans

**Fragment 5944**

recorded as the greatest weight and also written by the ecclesiasts who maintained that the thing that hath been it is that which shall be and that which is done is that which shall be done

**Fragment 9544**

there is no other universe only recurring states of this universe which exists both in the past and in the present and future though we ourselves do not exist continuously but sporadically randomly and eternally without consciousness and between memory though we crave eternal confirmation

**Fragment 8735**

if there is only the moment and the moment is the gate then the gate too must exist in eternity and must have been here before as the gate must return again as we return

**Fragment 6505**

so that all moments resemble one another in the greatest things and in the smallest so that all moments are but the vast arrangement of causes which lie entangled and which recur and which recreate the moment as a part of the causes of eternity

**Fragment 7499**

if time does not end then it cannot begin

**Fragment 9366**

$n$  bits can carry information on one number at a time  $n$  qubits carry information on  $2^n$  numbers at the same time  $n$  qubits affect  $2^n$  numbers

**Fragment 8242**

the experiment was continued and an exponential amount of computation was achieved in the time it took to compute the function on a single input however when this state was measured it

collapsed into a single randomly chosen input-output pair

**Fragment 7482**

we can also interpret the recording of cataclysms such as the human story of the great flood as an end of one race and a beginning of another

**Fragment 4082**

flood mythology can be equated with renewal of the universe or regeneration or rebirth or recurrence although it should be noted that the record is incomplete

**Fragment 8204**

it can be difficult to determine whether ragnarok or the great conflagration denotes some moment in the past or some other moment entirely which is about to occur in some possible future

**Fragment 5904**

this group who seemed to have no better grasp of space time described existence in terms of a paradise where age pain and death did not exist

**Fragment 6547**

in primitive terms the true concept of space time was lost during when the golden age was violated by the pollution of misperception which is often symbolized as the pursuit of ephemeral knowledge

**Fragment 4392**

suppose then we divide beliefs on recurrence into two broad categories first one which implies that destruction will occur but will be followed by regeneration or a promise of regeneration and a second different category which implies destruction will occur but without any corresponding regeneration and suppose we term these separate categories as good and evil respectively

**Fragment 6328**

then the ages would be first eternal creation second deterioration third destruction and fourth recreation

**Fragment 7856**

the ages are a type of anacyclosis where the universes destruction is either literal as in the big crunch or symbolic as in the number of histories reported in fires floods and the arrivals of other races for the purposes of colonization

**Fragment 9365**

reinstatement of the mythical ancestor or a return of the ancients is equivalent to the stage of regeneration and a return to some mythical origin and typically occurs in the age of deterioration

**Fragment 8162**

we should proceed cautiously since the gate will remain

**Fragment 5757**

a primitive society surrounded by evidence of advance technology would by necessity develop two antithetical conceptions of reality one primitive and the other civilized

**Fragment 7123**

remember that conflicting conceptions of reality will continue to exist long after we have abandoned this realm

**Fragment 6651**

this resulting races developed a so-called fear of history or past mistrust - an unproved belief that history answers to no one is irrational and remains beyond the reach of ordinary men

**Fragment 7263**

they are also fond of reenactments and rituals which seem to be a way of erasing lost time and paying any perceived spiritual debts if this seems incredulous, remember a large part of human experience is the reenactment of cultural myth

**Fragment 6327**

however by now its obvious that a great number of humans have been traumatized by the past and by the historical record which they now label as a random mechanism that repeats itself endlessly

**Fragment 5444**

another position may be to convince them of an ancient civilization which survives in the forms of history and in myth and through these forms give a series of physical laws that describe the processes of reality

**Fragment 9741**

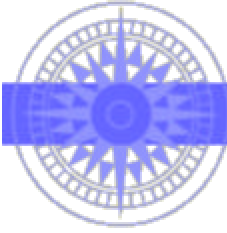
fear of perception itself would prevent the reconstruction of this forgotten cosmology and would corrupt any coherent realization of that cosmology's underlying medium

**Fragment 4199**

also known as tathagata-garbha the seed tathagata the one who has realized awareness in some instances the soul or the concept known as atman

**Fragment 9902**

this was expressed by the writings of another race who explained that as name and form disappear even so the wise become free from name and form and enter into the radiance



UNIVERSITY OF NEW EDINBURGH

SIT VIS VOBISCUM

[Department of Linguistics](#) : The Book of Antile\*

Type: Date Fragments

Author: Antile

Encryption: Whadjet Code

Discovery Dates: June 24-July 2

## The Book of Antile

J-01 (Blagg)

I, Antile, have written this before. And as I wrote this, it was already written.

J-02 (Fonzie)

My name is Antile. My will is to convince the others to leave the gates. They are not ours to bury. I fear I am alone in this belief.

J-03 (Fonzie)

Evandar and Ursale must be shown the humans will come to know reality. The Knowledge may already be with them, as it is everywhere, always.

J-04 (Fonzie)

Evander has less faith in the primitives. Some days, no faith at all. I must work harder to express my thoughts.

J-05 (Fonzie)

My arguments come as I need them. Today, Ursale asks, "Antile, how long have these beliefs been with you?" She is changed since Ionnes.

J-06 (Blagg)

Tomorrow, I will presented [sic] my case of the six. At least one must remain. Someday, the primitives will understand wholeness. It is so and always has been so.

J-07 (Fonzie)

Those in discord with my thoughts have countered: "One day is also yesterday, today, and tomorrow. Yet humans and V'rix alike refuse to see."

J-08 (Waterboy)

Even tide. The observatory. Today. All day. There were glances, whispers... "Antile insists" ...

"Antile loses perspective" ... And now, I am alone.

J-09 (TreKain)

In my stillness, I recount the questions Evandar presents. Are my beliefs in human potential based on intuition, or merely enhanced by my compassion for ignorance?

J-10 (Runestar)

Hourly I am stirred by the struggle of these creatures. Their every move and thought is labored. They seek to capture and segregate each aspect of life.

J-11 (Fonzie)

I contemplate whether the primitives already possess the deeper knowledge of the gates. Is this knowledge not buried beneath the devices they cling to for consolation?

J-12 (Fonzie)

If, on some level, the primitives already understand, are we not obligated by the implicate order to enlighten them to that which they already know?

J-13 (Fonzie)

Yet, I, Antile, believe the V'rix are the wrong choice for this knowledge.

J-14 (Blagg)

If the primitives have no prior experience of wholeness, are we not obligated through compassion to teach them?

J-15 (Muther)

The council has agreed to hear my argument. Evandar will be hard to convince.

J-16 (Runestar)

I seek comfort in the knowledge that tomorrow, or in all tomorrows, my peers are in accordance with my convictions, and therefore they are in accordance with me, presently.

J-17 (Runestar)

Today, I will leave the observatory to speak with the others. It is their belief that if the primitives cannot grasp the meaning of the gates...

J-18 (Blagg)

Evandar seems to counter my every thought. "What of other primitive creatures," he asks. "For example, what of the V'rix?"

J-19 (Dukewillnukem)

The observatory. Again I see that human ability to grasp our ways may be hindered by certain natural tendencies.

J-20 (Runestar)

Some beings have evolved from their most primitive states. Can it not be so for the human?

J-21 (Spequi)

I am directed to plan the burial of the first gate. I cannot. I am still at odds with the mandate.

Why can I not set aside my convictions?

J-22 (Fonzie)

Last night, the observatory was empty. In the stillness, I conjured a plan to enlighten the primitives on the meaning of the gates. I will conjure a translational device.

J-23 (Fonzie)

Mythology, a Translational. So a science.

J-24 (spequi)

Does the human mind not have a fondness for story? Do they not use the hypothetical to explore their surroundings?

J-25 (Waterboy)

If fable is a human device, can I not teach the primitives through this device?

J-26 (Spequi)

Others are in accordance with me. We seek a way to allow the primitives an escape from ignorance, chaos, and their own limited sense of time.

J-27 (Blagg)

Yet even I must admit Evandar's point. All disciplines of the primitives encourage the primitive need for fragmentation.

J-28 (Blagg)

Evandar wishes the gates to be hidden.

J-29 (Spequi)

Tonight, Evandar sought me out. "Antile," he began, "I have come upon yet another argument: the human separation of physics from philosophy. Why must they fragment?"

J-30 (Fonzie)

Evander believes every act of the primitives springs from fear and uncertainty. They cannot be at peace with that which is whole. It will only provide more fear.

J-31 (Spequi)

We have buried the first. Yet I will continue to protest. The primitives deserve a choice. Who are we to withhold it?

Ma-01 (Waterboy)

How will the primitives ever find release from fear if they are not given the presence of wholeness?

Ma-02 (TreKain)

Again, frustration binds me. Why did Ionnes release the fragments concerning entanglement if not to allow the humans ascendance?

Ma-03 (Fonzie)

Once more, I am writing in the observatory. A failure today with the Capella primitives. Their

ways are a language I cannot grasp.

Ma-04 (spequi)

Perhaps Evander is right. Now they overlook the meaning of entanglement. How can such a simple concept be so difficult?

Ma-05 (Blagg)

Today, Evander will offer my name in the burial of the second. I must ask for a delay. I must state again that the crystals and entanglement are test enough of human abilities.

Ma-06 (Fonzie)

In council, Evander suggests the primitives will see teleportation as a weapon of conquest -- division -- a way to satisfy their insatiable need for separation.

Ma-07 (Fonzie)

Others who are in discord with my belief in the primitives expressed doubts the humans could grasp the gates as an analogy. My own thoughts are clouded by their doubts.

Ma-08 (Dukewillnukem)

I said, "The humans once believed the universe revolved around their planet. They now believe otherwise. Will they not one day understand the lesson of the gates?"

Ma-09 (Muther)

I posed another argument. "The primitives once believed the earth was flat. They now believe otherwise. Will they not one day understand the lesson of the gates?"

Ma-10 (Fonzie)

A stillness fell upon us. Then Evandar spoke. He said, "The primitives only transform belief when given what is tangible and concrete. Humans require a concrete proof." He is right, this is so.

Ma-11 (Spequi)

Again I am told by Evandar, "To hide the gates from the primitives is to preserve the primitives." A response fails me.

Ma-12 (Blagg)

How is it we presume the gates are for us alone?

Ma-13 (TreKain)

I am told it is we who built the gates. To mark the poles. It is we who will decide this.

Ma-14 (Fonzie)

We ancients build gates in accordance with natural ascendance and revealed physical law.

Ma-15 (TreKain)

No one perspective can or should claim the gates as their own.

Ma-16 (Blagg)

My last argument meets with great disharmony. "Antile," they proclaim, "Look at the wars! The subjugation! Give them the gates, and they will spread division throughout universal

consciousness!"

Ma-17 (TreKain)

Evandar... Again he says, "You are blind, Antile. Your faith in them is undeserved."

Ma-18 (Fonzie)

Why do I stand alone in my belief in the human potential to grasp the intangible?

Ma-19 (Fonzie)

I have retreated to the observatory. I will write it all from here. Is my thinking unsound? In the stillness, I feel doubt.

Ma-20 (Fonzie)

If they learn what it is we have discovered, there will be no need for battle. If we keep the gates to ourselves, there will be war.

Ma-21 (Fonzie)

But Evandar counters that if they don't heed the lesson, they will seek to own the gates. They will kill and destroy entire races over the gates.

Ma-22 (Chloralone)

I know the problem of human aggression to be real. There is usually much bloodshed over that which has value and over any object or experience which can be owned.

Ma-23 (TreKain)

In the end, it is possible that the gates will bear the name of the strongest or most violent primitive.

Ma-24 (Fonzie)

If we exist in the realm of infinite time, then we exist in a realm of infinite possibility.

Ma-25 (Fonzie)

If we exist in a realm of infinite possibility, the humans can absorb knowledge and change their perceptions. They can become one with the order.

Ma-26 (Fonzie)

"Evandar!" I say, "Who are we to withhold reality?"

Ma-27 (Blagg)

I am in the observatory. The Council has advised me to review the endless cycles of conflict described by Polybius. I must admit they are an accurate description of humanity.

Ma-28 (Blagg)

Evandar clearly is dismissing me.

Ma-29 (Fonzie)

They have missed the properties of the wave. The humans may never move forward...

Ma-30 (Chloralone)

Relief from suffering is footsteps away, and yet we watch and do nothing. Why would we watch

without compassion as an animal stepped again and again in the hunters trap?

Ma-31 (spequi)

At times, I believe my peers care nothing for human suffering.

OC-01 (Blagg)

In the observatory... Some of Evandar's points may be true. Humans may insist on ignorance. For example, they believe in a science called "Adam and Eve" which equates perception with banishment and endless suffering.

OC-02 (Blagg)

Yet how could Adam and Eve fear misery if misery was something they had yet to experience?

Oc-03 (Fonzie)

Again, this tale of a flood... They are grasping at some cycle to safely remain in their void.

OC-04 (Blagg)

Today my attempts are greeted with rage. "Antile," they warned, "examine your motives! You are no Savior! No Ionnes!"

Oc-05 (Fonzie)

They believe I seek my own triumph -- the validity of my own existence. "You side against us, Antile," they say. "This is not our way."

Oc=06 (TreKain)

And death, pain. Refuse them the gates and they will always know the pain of death.

Oc-07 (Choralone)

And they counter: "They are comforted by death, pain. Humans construct monumental mythologies around the glory of the afterlife."

Oc-08 (Blagg)

And I say, "Is that what we would wish for ourselves? Leanings on such fables for daily preservation?" But those in discord are not swayed.

Oc-09 (Blagg)

So now I warn this way: "Entrap the primitives in irrational belief and be prepared to relive the trauma of all human histories."

Oc-10 (Blagg)

Until this moment, I believed my purpose to be a solo one. Yet another voice calls forth. How great is Ionnes!

Oc-11 (Fonzie)

And Ionnes cried out, "The gates exist so that the humans can exist! And the humans exist so the gates can instruct them!"

Oc-12 (TreKain)

Ionnes will allow the third to remain. I am encouraged. Surely there are more than two of us

who believe this way.

Oc-13 (Fonzie)

Ionnes has found a strain in the sector Cygni. What he offers them is received. He knows more, but he withholds this from me. I must request his diary.

Oc-14 (Fonzie)

They may be what we search for. Ionnes concedes already they meditate on the human past -- on realities not visible to the human eye.

Oc-15 (TreKain)

In the observatory. Ionnes has asked me to compare his favorites with the V'rix. I have no more than moments, for the fate of the sixth is about to be decided.

OC-16 (Blagg)

I fear the conflict I create will divide us, as the primitives. Divide...

Oc-17 (TreKain)

But fragmentation among the ancients will be our undoing! How can we teach another species that which we have ourselves struggled to possess?

Oc-18 (Fonzie)

"This arguing must stop," Evandar says. "Already the second gate falters. A divided Council is no Council at all."

Oct-19 (spequi)

So it is decided, and so it will be done. One part to the humans and one part to the V'rix. One half above, and one below. And so the six are divided, and we are wracked with the split.

Oc-20 (Spequi)

My only obligation is to leave these words of encouragement. Diary of one Antile, Possessor of the Universe, and of an Ultimate Reality.

**[NB: At this point, the fragments shift in encryption, from the Whadget Code to the Vrixian Code. From this point forward, the fragments can be read together, without separation, and often cut off between words.]**

Oc-21 (spequi)

In the beginning was the Codicil, and the Codicil was the Gate. Here, Now, and Ever Present. Therefore, Let Secrets be revealed in the manner of Him

Oc-22 (Iceteaman)

Who saw what was real. The learned Polybius, Author of Forms, and Historian to Three. First, Monarchy, the rule by one. Second, Aristocracy, the rule

Oc-23 (Fonzie)

By few. Third, Democracy, the rule by many. So warned the eye who looked through time and named corruption as the shape of all paths seeing kings m

Oc-24 (Fonzie)

{M}ade to tyrants. Seeing councils made to oligarchs. Seeing peoples made to mobs. Then now, and throughout the age, until we who desired some illus-

Oc-25 (spequi)

ion of power, who sought adventure, who measured, planned; who chartered each territory of the blossoming mystery toward an infinite list of uni-

Oc-26 (Runestar)

maginable phantoms, stood granted our prize of truth, and of reality, in shadow, and in act; in appearance, in evolution, and in the ever turning wh-

Oc-27 (Waterboy)

eel of anacyclosis is where there is no privilege, and where each is all, and whose final decree is to internalize for ourselves the discipline t-

Oc-28 (Chloralone)

he knowledge, the insight, and compassion; lest the stars go dark, lest sky itself be lost. So do we aid all beings and all things in one last synthe

Oc-29 (Spequi)

sis called Akeron, Antare, Denebia, Acquitat, Proxial, and Castor. Here created to be destroyed and hidden and encrypted in the manner of Polybius and scattered forever to the outer world.

Oc-30 (Waterboy)

The basic components of a system entagled particles, quantum teleporters, gates that operate on n-qubits.

Oc-31 (Waterboy)

Let it begin with the crystals, YVO4, Alpha BBO, LiNbO3, CaCO3, Sodium Nitrate, Ice, Rutile, HG, SiO2.

## Fragments Oc-21 to Oc-30, Written Together:

In the beginning was the Codicil, and the Codicil was the Gate. Here, Now, and Ever Present. Therefore, Let Secrets be revealed in the manner of Him who saw what was real, the learned Polybius, Author of Forms, and Historian to Three.

First, Monarchy, the rule by one. Second, Aristocracy, the rule by few. Third, Democracy, the rule by many. So warned the eye who looked through time and named corruption as the shape of all paths. Seeing kings made to tyrants, seeing councils made to oligarchs, seeing peoples made to mobs.

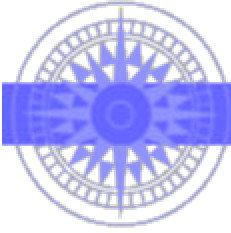
Then now, and throughout the age, until we who desired some illusion of power, who sought adventure, who measured, planned; who chartered each territory of the blossoming mystery toward an infinite list of unimaginable phantoms, stood granted our prize of truth, and of reality, in shadow, and in act; in appearance, in evolution, and in the ever turning wheel of anacyclosis is where there is no privilege, and where each is all, and whose final decree is to internalize for ourselves the discipline the knowledge, the insight, and compassion; lest the stars go dark, lest

sky itself be lost. So do we aid all beings and all things in one last synthesis called Akeron, Antare, Denebia, Acquitat, Proxial, and Castor. Here created to be destroyed and hidden and encrypted in the manner of Polybius and scattered forever to the outer world.

The basic components of a system entagled particles, quantum teleporters, gates that operate on n-qubits.

**Let it begin with the crystals: YVO4, Alpha BBO, LiNbO3, CaCO3, Sodium Nitrate, Ice, Rutile, Hg, SiO2.**

\*We thank Trekain for putting this all together. We are reposting here from this page:  
<http://mbt.ebportal.com/frags/antile.txt>



UNIVERSITY OF NEW EDINBURGH

SIT VIS VOBISCUM

[Department of Linguistics](#) : Color Fragments\*

Type: Color Fragments

Author: Evandar

Encryption: V'rixian

Discovery Dates: June 24 -

## The Journal of Evandar

[WHITE]

My thoughts must remain on matters of the gate rather than my mastery over or judgment of Antile. To pass judgment is the primitive way to give the illusion that all is under one's control.

[RED]

[R] Too often arguments about the gates permeate the council. I blame Antile and his devotion to the primitives. [O] If we must leave this galaxy we must, but it is too dangerous by far to leave the gates in plain sight. [Y] Fragmentation is the human way, the very pillars that hold up their sky. Are we to strike these pillars? Why? Because Antile wills it so. [G] Ursale has found the Younger hexagon and she will use it. [B] At least the V'rix can take orders. [I] A few physicists and mystics does not constitute a society. The primitives will never know reality nor do they show any interest in knowing reality. Look at this mythology they call politics. [V] "And Antile", I answered, "What if I did? What if I, Evandar, were to oppose the primitives with a primitive of another sort? Do you suppose the humans would learn as usual?" Antile had no answer.

[ORANGE]

[R] Unite their sky, and they will rush and rally to break it apart again. They'll batter the gates to pieces in a struggle to make sense of it all, each moment splintering each truth, until the whole can be scattered into their perfectly carved catacomb. [O] The primitives thrive in fragmentation; it is their nourishment, their sustenance. They must digest and regurgitate all that is, has been and will be. [Y] The bit, the piece, the fragment. These humans take everything apart. To expect them to be different is to ask them to cease being human. [G] And I, Evandar promise this: Give the humans the whole and in seconds it will be partitioned. Committees will be formed, elections held, scholars assigned to lacerate, delineate and shatter the sacred. [B] They even tell time in pieces! Whoever heard of future, present, and past until now? What bizarre ideas they have indeed. Yet Antile would hand them reality. He would leave the gates. [I] When I visited the observatory Antile offered another tirade: "They can attain a type of wholeness" he claimed. Bah, they can not even achieve charity, equality, liberty. [V] I have won. The first of the six will be hidden I am allowed to sensitize the V'rix. No doubt this will not dissuade Antile as much as galvanize him.

[YELLOW]

[R] Yet again Antile misunderstands. The primitives do not seek fragmentation; they embody it and like all things that be they will endeavor to persist in how they be. The humans will continue to dissect. [O] This separation by gender is a nearly sign in time the primitives will divide again and even differ physically in appearance, many turning white or red or black or blue, since that is what they are: A means of division. Every achievement in their culture is a means of division. [Y] We must seek a race that unites rather than divides. The humans are not our only option; despite the help they have given Ursale. [G] Leaving the gates in such hands will inevitably lead to struggle. This is the human way with everything. Their entire existence is one endless cycle of light and dark, good and evil, have and have not. [B] Anacyclosis, a word I learned from Polybius who said "Remember it Evandar, for in this galaxy you will such a word again and again." [I] I do not want to split with Antile but I would be remiss to ignore that which I have observed again and again in human behavior.[V] They are caught in a fragmented perception that drives a circular existence. They cannot see beyond the particular to the whole; they are, in fact, afraid to see what lies beyond.

[GREEN]

[R] 'Which is why we must not withhold from them the gates' argues my idealistic friend. If they grasp oneness, the wholeness, the infinite, they will extinguish all need for power, yes? Antile is this naive! [O] By now the humans should know that all forms of governing are one. To be governed by one is to be governed by all and to govern over all, but this is not a practice they can accept. [Y] They are not like the V'rix who act in unison. Take away the human political struggle, philosophical struggle, scientific struggle and what will they have? Some other struggle no doubt, but not wholeness. [G] Antile responds they will have wholeness and I respond that is not enough. Antile responds it is everything and I respond to the primitives it is nothing. [B] We must devise a test. There is no more I can say to convince Antile that the primitives will never cooperate with one another. [I] Can he not perceive that any operation that will help them towards wholeness is evasive, is estranged, from the natural order? [V] But Antile, why persist? All human perception has limits! Are there not colors they cannot see? Sounds they cannot hear? Scents that elude them due to their physiology?

[BLUE]

[R] Yes it is so, and with the same physiology they are limited to the perceptions which they can perceive. This is as it is and as it always will be. [O] But the perception of other equally interesting creatures has evolved and I, Evandar, suggest we entrust our discovery to them. [Y] "Antile," I say calmly, "It is not an matter of evolvement. It is not a matter of ripened gray matter or carger brains." [G] Antile has won the right to leave the third. A disaster on my determined friend. How do I make you understand? What horrible event must finally occur before you see the truth of human reality? [B] Yet Antile argues 'What if they happen upon our secrets by accident, how are we to retain control?' 'Through the V'rix I answer, as I have answered a thousand times. [I] missing [V] A tapping on my consciousness, a whisper in my private ear could be mistaken. What will occur when the primitives unearth the gates on their own?

[INDIGO]

[R] I will appeal to Ioannes for contention is not our way it is a contagion from the primitives and to divide the council is to challenge the very essence of the ancient code. [O] It was a grave moment indeed. To protect only three and to leave three above is an almost human fragmentation. "Ioannes", I cried out, "I argue in defense of all that is sacred and all that is not and always will be." [Y] And later Antile insisted that the barriers to the gates were still enormous, requiring a great deal of human effort in physics and philosophy. Not great enough I fear. I have no doubt the humans are clever, but I am sure they are still quite ignorant about what matters. [G] It is done. The third gate is is to be left. I have lost my battle, and perhaps

more, but if Antile is allowed a favorite, then so am I. [B] I am teaching the V'Rix simple patterns of flight and observation; the basics of a language. Unlike the Humans, they seem quite good at synthesis. [I] Therefore the council adjourned and here was the roll: three above and three below. Antile for the preparation of the Humans, and I, Evandar, for the V'rix [V] Ursale will leave her diary in recognition of what ready what will be needed to achieve a computational entity. Ioannes will leave to gather data for the map.

[VIOLET]

[R] An ugly trick, our knowledge is to be encrypted and scattered on all the worlds. Outrageous! Rather than defending the gates fragmentation endangers them. It humanizes them. I must aid the V'rix before the humans gain the upper hand. [O] Why burden the human mind with truths it can't possibly contain? Both the gates and time are mystical barriers deemed to eliminate fragmentation. I am teaching the V'rix to fly in groups. [Y] More progress today, they seem to have grasped a sort of language. I must be careful though, to hold them apart from humanity. [G] We can not allow the primitive ways to seep into our own, and yet the ceaseless arguments of the gates threaten to fragment our own society. [B] Ego, vanity, ambition, what drives Antile? He talks with compassion, yet his compassion muddles his clarity. I am glad I have my favorites. [I] No I must not believe such things about Antile. His intentions are pure. Evict such thoughts at once, Evandar. [V] Are we both not in pursuit of the same, Antile and myself, to the one truth connected to matters of the whole?

[BLACK]

Frustration on all sides leaves me weary. Why must we burden ourselves with this exercise in futility over the primitives. Eternal exercises in futility. I wish I never heard the term human or V'rix.

\*Thanks to Thalaric, Jhaan, Aballister, Peystar, Vejjs, Arathrael, Talenramel, Neria, and Mangetaii who helped to gather, translate, and order these fragments. The order for these is White, Red-Red, Red-Orange, Red-Yellow, Red-Green, Red-Blue, Red-Indigo, Red-Violet, Orange-Red, Orange-Orange, and so on through to Violet-Violet and ending with Black.

## The Ancients

The Gates were created by one of the Ansarium, the Ancient Races who inhabited the universe at the beginning. The Ansarium used the Gates to travel instantaneously from place to place and from 'then' to 'later.' The Ansarium had the strictest of prohibitions in traveling backward through time, as theory and grim experience indicated that even the slightest of temporal anomalies would result in dire consequences to the very fabric of reality.

The Ansarium were what we would call gods. They lived as deities, setting events into motion, then jumping ahead in time to observe the results, while their subjects, (humans amongst them), lived and died through the intervening eons. Their very thoughts created reality.

It was inevitable that somewhere, some 'when,' the prohibition on travel into the past would be violated, and so it was, although the violation did not come from the Ancients themselves.

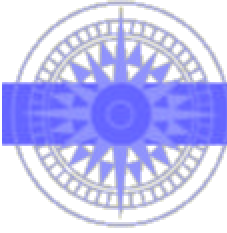
Millions of years ago, humans, like thousands of races before them, discovered the Gates. And like a thousand races before them, Humans gained some minor mastery over control of the Gates. For centuries humans used the Gates to expand through the galaxy, meeting alien races, becoming part of the Great Chain of life amongst the Stars. But *unlike* the thousands of races before them, Humans dared to use the Gates to discover *The Answer*.

It was supreme folly, supreme arrogance. To travel back to The Beginning. To meet the Ansarium in their own time. That was the goal. The anomalies generated by this act rippled through space-time in a self-sustaining chain reaction that tore reality asunder, splintering infinities into infinities. Catastrophe came to unnumbered galaxies and the Ansarium, through it all, just disappeared.

Only faded remnants of the Ancients survived. And the Gates. Some working. Some not. And the Key to the gates lay in pieces strewn throughout the time/space continuum.

As humans picked up the pieces of their own splintered reality, they realized the universe would never be safe so long as the Gates existed. They further realized that no human would be up to the task of destroying them all. And so the GateKeepers were bred. Genetically engineered Homo Sapiens programmed with the singular genetic program to close all the Gates. And keep them closed.

Their mission got sidetracked. The humans did not appreciate how stern a task this would be. Somewhere through their travels the human Gate Keepers encountered another race. Who this race was and where this race came from is lost, buried in the ruins of a thousand dead civilizations. But what came from the meeting of this race and humanity is the new construct, the V'rix. Humanity brought the construct the concepts of height, depth and width, while whatever else brought to the Vrix time, blood, and gravity. The 'other' was Light; it was Humanity that was Dark.



UNIVERSITY OF NEW EDINBURGH

SIT VIS VOBISCUM

[Department of Linguistics](#) : The Book of Ursale

Type: Time Fragments

Author: Ursale

Encryption: Michah Code

Discovery Dates: June 24 -

## The Book of Ursale

[00:00] By the unanimous proclamation of this Council body, all documents, schematics, and technical specifications related to this venture will be separated and scattered.

[00:15] Let the record reflect that all objections concerning the venture have been noted and overruled.

[00:30] This record shall know me as Ursale. My credentials for this venture are too numerous to list.

[00:45] The venture will be the definitive accomplishment of our species.

[01:00] The ability to hurtle matter across the farthest reaches of space in the blink of an eye.

[01:15] This will be the ultimate expression of our science.

[01:30] It is not ego, yet simple fact that none is more qualified than Ursale. Science is my province.

[01:45] And I have been assigned to the completion of the venture. I shall do nothing less than my duty.

[02:00] Evandar and Antile bicker over the ultimate purpose of the venture. Never have I seen such conflict among our number.

[02:15] It is my fortune that I have not the least interest in politics or philosophy. It is mere dilemma of the venture.

[02:30] They have such faith in my abilities. They proclaim, "Ursale is our most brilliant scientist. If she cannot solve the venture, no one can."

[02:45] Antile and Evandar argue arcane points, and bicker like spoiled children.

[03:00] Dissention and argument force them to take sides now.

[03:15] Evandar and Antile argue over obscure words like Anacyclosis and fragmentation. The irony of this escapes them.

[03:30] Antile argues for faith in lower beings. Evandar takes the pessemist's view. I simply work at completeing the venture.

[03:45] Antile's arguments are absurd. It is obvious things break down. The ventur(e) cannot hold.

[04:00] Entropy projects that all things become disordered.

[04:15] A closed system universe predicts everything collapsing on itself.

[04:30] While an open system universe dies a cold, heatless death -- and I cannot believe how much I miss my lonnes.

[04:45] When lonnes entered his experimental vessel, his last words to me were goodbye, Ursale. His last word was my name.

[05:00] For the first time I can not escape into my research. There's too much pain to blot it out with work. I be ... I cold and barren inside.

[05:15] Entering the depths of quantum mechanics means entering a different world.

[05:30] That which you think you know, no longer applies. The younger hexagon and the quantum bit. This is your realm, Ursale.

[05:45] A qubit differs fundamentally from a classic bit.

[06:00] While a classic bit has two states -- on or off -- a qubit is not limited to simply two states.

[06:15] In Quantum computing a computer switch is not either on or off, zero or one.

[06:30] Thanks to quantum superimposition states, it is both simultaneously. That is the secret of the qubit.

[06:45] Most lay people have difficulty accepting the fact of quantum super imposition states.

[07:00] Something can be both yes and no at the same time. It defies all common sense and reason but that doesn't make it any less real.

[07:15] Classical computer relies on the application of binary switches but our qs are not limited.

[07:30] The calculating power of a quantum computer is phenomenal.

[07:45] The theory of a quantum teleporter is straight forward. The primitive's Einstein, Podolsky and Rosen observed the effect.

[08:00] Particle A is entangled with Particle B. Particle C is scanned in conjunction with Particle B. B and C are destroyed.

[08:15] A becomes a perfect copy of C. Its simple Ursale. So why am I making no progress?

[08:30] There lies a tremendous gulf between theory and application.

[08:45] It was nearly fifty years after humans developed relativity theory that they made applied use of it, and a hundred thousand of their species died in that application.

[09:00] A genetic computer uses sequences XY genetic material to perform computer calculations.

[09:15] Ask yourself Ursale, what does it say of the universe that the building blocks of every living thing make excellent computer code?

[09:30] DNA provides the instruction set for all living organisms.

[09:45] DNA is a biological information storage system preserving the data required to produce a living being.

[10:00] With DNA, one can produce a living organism but not an individual.

[10:15] I look at the suspended DNA sequence Ionnes left behind before he tried his experimental spacecraft.

[10:30] I could have a perfect clone built, but it wouldn't be him.

[10:45] All his experiences -- his memories -- his life -- it would be lost. My Ionnes is dead.

[11:00] The double helix uses four chemical bases -- A, T, C and G -- which operate in pairs.

[11:15] In combination these chemicals can perform any boolean computing function of a classic computer.

[11:30] The chemical base pairs for DNA are adenine, cytosine, guanine, and thymine; matched A-T and C-G.

[11:45] Ribonucleic acid is a chemical cousin to deoxyribonucleic acid and comes in three forms: TRNA, MRNA, and RRNA.

[12:00] RNA functions as intermediary for DNA strands, allowing the synthesis of proteins in order to transmit information.

[12:15] RNA molecules are multipurpose and can perform all the same functions as DNA, leading us to believe they are the first genetic molecules.

[12:30] In a mammalian brain, chemical changes to neurons are produced by RNA to produce long term memories.

[12:45] I think perhaps I should produce chemical changes in my own brain. Delete certain memories that are too painful to bear.

[13:00] Nano-scale biomolecules, like holograms, make an excellent dense storage medium.

[13:15] A cubic centimeter of genetic material could store  $10^{21}$ .

[13:30] I could hold all material ever printed, every word ever spoken, every image ever recorded, in the palm of my hand.

[13:45] Quantum teleportation through entangled states and the EPR effect is simple on a nano scale.

[14:00] But the engineering challenges on a macro scale are nearly infinite, yet Ursale, that is the problem you've been tasked to solve.

[14:15] The scanning process of a macro-scale object might be feasible with enough computing power.

[14:30] With a scanning process and a sufficient source of entangled particles, it should be possible to perfectly replicate any object across vast distances of space.

[14:45] An essential element of the scanning process is the complete destruction of the original, though.

[15:00] I had a dream about Ioannes last night. I woke and I can not help but wonder - would a quantum teleporter transport a soul?

[15:15] If you destroy an original object and perfectly replicate it somewhere else, is that truly the same thing?

[15:30] If I could use a quantum teleporter to return Ionnes -- but no, I am deluding myself.

[15:45] If I could use a quantum teleporter to return Ionnes, would he still be the person I know, or just a very convincing facsimile? The answer is horrible to consider.

[16:00] Another failure! Think, Usale -- Think!

[16:15] The venture is pointless and futile. What does it matter if we successfully construct such a device? What does Ursale's life matter?

[16:30] I must remember to delete this journal entry.

[16:45] My concentration falters -- My mind wanders when --

[17:00] I must pause to name the basic acids.

[17:15] When the discipline of my entire life fails me, I don't know if I can go on.

[17:30] Ioannes is a gaping chasm in my broken heart.

[17:45] I have not been sleeping well, even my research associates say "Ursale, you're working myself too hard."

[18:00] Every time I sleep, I'm awoken by nightmares. I wish someone would tap my shoulder and say, "Wake up, Ursale, from the nightmare of my life."

[18:15] I started awake from a dream. I think Ionnes was speaking to me. The name Ursale on his lips.

[18:30] He was trying to tell me something terribly important!

[18:45] But I couldn't understand him. I have an overwhelming sense of loss - I'm tired of being strong.

[19:00] The venture does not even leave me to my sleep. The project consumes me even in my dreams. Be thankful, Ursale.

[19:15] At least when I dream of the venture, I cannot dream of Ionnes.

[19:30] Evander visited me today. "How is your work proceeding, Ursale?" he asked. What to tell him? That my work has no meaning to me?

[19:45] They fear the hexagon. They fear the humans will understand it.

[20:00] If I try OxIT, the cold mechanism of nature; the clean impersonal and ruthless precision of evolution.

[20:15] Our genes care not for us. Ursale is simply a vehicle to transport them to a new generation. Our genes care only that we spread them. They are our masters, and we serve.

[20:30] I've never known a person who was more intelligent, kind and brave than Ioannes.

[20:45] He was the embodiment of all that our species can aspire to.

[21:00] It was my honor to have known him and it meant nothing to the void that consumed him.

[21:15] It is unsettling that in quantum mechanics observing a phenomenon affects it.

[21:30] It's actually proper to say a phenomenon doesn't exist unless it's observed.

[21:45] The effect of an observer on what they observe is not merely philosophical it is a real physical force in the universe.

[22:00] Quantum mechanics demands that there is a very real and physical connection between me and everything I observe.

[22:15] The separation of observer and the observed, Ursale and Ursale's work, is illusionary.

[22:30] What does it mean that the universe places such importance on the existence of beings to observe?

[22:45] That as an intelligent being, the universe deems Ursale's awareness of a thing should manifest physical reality.

[23:00] I've been thinking about souls. The evidence of my research leads me to believe --

[23:15] I cannot dismiss the idea that there is something ephemeral that makes someone definably a person.

[23:30] I've glimpsed something. It's like waking from a dream and not being able to properly remember the details.

[23:45] It sounds ridiculous, but I think there might be a way to construct a genetic biocomputer using RNA sequences.

[24:00] Quantum superimposition on calculations with qubits -- I'm not sure I can even properly explain my idea. Work it out, Ursale!

[24:15] I haven't slept for a long time, but that is hardly new. What's different is I cannot remember the last time I felt alive.

[24:30] Yes, I can remember the last time I felt this alive. It was when Ioannes climbed into his vessel and said good bye Ursale.

[24:45] I cannot express my excitement. The potential of my device is staggering.

[25:00] My scanning process does more than perfectly capture the precise state of every atom in a physical object.

[25:15] It scans something ephemeral -- something barely even acknowledged by conventional science.

[25:30] My research associates say "Ursale, you push yourself too hard". I can only smile.

[25:45] Imagine an applied use of this technology, Ursale! A means of mapping not just neural networks and the chemical states of --

[26:00] A means of actually recording their essence, their soul. Death and life becomes a switch, a state of zero or one, waiting to be flipped.

[26:15] The test device is set up.

[26:30] If this works, it will be a fusion of quantum computing and genetic computing -- something that's never even been dreamed.

[26:45] My test device in the lab -- they are calling it Ursale's dream -- will use RNA, SAR, and SVR (in) its calculations.

[27:00] The RNA sequences I used in the test device, I harvested from Ioannes. I think he would have approved.

[27:15] My mind raves! The test was a success beyond my wildest dreams. My name - "Ursale" - will it be remembered for this breakthrough?

[27:30] Now I must set about building a working prototype.

[27:45] I imagine capturing a thought, a whim, a state of mind and reducing it to quantifiable information.

[28:00] I believe the technology of my computing device could be embedded in a living being.

[28:15] I'm calling the prototype "Akeron." If it works, it should make the venture actually possible.

[28:30] We're on the cusp of something that words fail to properly describe.

[28:45] Akeron is fully operational, and connected to particle entanglement apparatus, by my calculations

[29:00] It should be able to transmit anything up to  $10^{12}$  metric tons.

[29:15] Can you capture the taste of your first kiss in hexadecimal? Store the sense of well-being your mother gave you when she read stories to you as a child?

[29:30] Map in binary the place in your heart that gives birth to poetry, art and love?

[29:45] I've blurred the line between organic and inorganic.

[30:00] The magnificent computer I've built -- in a sense it's very much alive and a part of it comes from my Ionnes.

[30:15] With Akeron the venture is nearly complete. My hand shakes as I sign "Ursale" on the final authorizations to proceed with the experiment.

[30:30] Yes. No. Here. There. Alive. Dead. Ursale. Ioannes. I understand things in a day I could scarcely conceive before the super-position state of all things.

[30:45] Antile is correct, separation is an illusion. Everything is connected by spooky forces.

[31:00] Everything is a part of a greater whole: facets or complete diamond or perfect crystal.

[31:15] I'm reading Ursale's journal. My journal. And realizing it's not mine at all. It belongs to someone else who is and is not me.

[31:30] Life is the application of a theory. Death, the theory derived from an applied phenomenon.

[31:45] I'm not sure I will update Ursale's journal again. I think I've already completed this journal. I think I've just started writing it.

[32:00] I once said there was a difference between theory and application, but that difference is illusion and I've never understood that better.

### **The Gates of the Elder Races and The Ancients**

The Star Gates of the Ancients are an anomaly hidden behind a mystery concealed in an outright lie. At their basic core they are epic devices that move great masses from one point to another within the known universe instantaneously and harmlessly, if so desired.

They are, however, far more than that.

### **What the Humans Know**

Seen in recurring Visions from his arrival at Jupiter to his death on Ganymede some 80 years later, the image of Star Gates haunted Dr. Ben Joseph. It is not a far stretch to say that these premonitions of Star Gates were at the foundation of his ultimate vision of the Jenquai people. They were his *Holy Grail*, embedded in the secret heart of the Jenquai culture.

In truth, there were those who knew about the existence of *Star Gates* as early as the late-20<sup>th</sup> century.

The first actual encounter with Star Gates came as a result of the post-FTL wave of colonization. The Progen Republic discovered a cluster of objects on the fringes of the Sirius System. At the time they had no idea what they'd found. They were, however, circumspect enough to realize they were in possession of something that would change humankind.

It wasn't for another 100-years that the Gate at Charon was revealed embedded in ice and rock on the fringes of Sol System itself.

What occurred over the next ten years was interstellar warfare that nearly destroyed the human species. The war is conversely called the First Gate War or the Second Colonial War. The former is the better description, as the V'rix Onslaught was, at its core, a War of the Gates.

## **The First Ancient Gates<sup>1</sup>**

**Charon's Gate** – Originating in Sol System. This is Point-to-Point to TMR-1 (Aragoth; 450 light years from Sol).

**Acheron's Cluster** – Four-Gate Hub within Aragoth<sup>2</sup>

- Aragoth-to-Beta Centauri (Jenquai Path)
- Aragoth-to-Rigel (Progen Path)
- Aragoth-to-Alpha Crucis<sup>3</sup> (Terran Path)
- Aragoth-to-Adara (Explored by the Terran's, taken over by SolSec just prior to the discovery of the Last Gate within Astraeus)

<sup>1</sup> Called the *Dozenfold* by the Jenquai.

<sup>2</sup> There are actually two Gate-quads within Aragoth. The Second is on the outer reaches of the system and most of its components are damaged beyond use. Except one – the *Mordane's Wake*

<sup>3</sup> Red Indicates a New Star with requisite historical data to follow

#### The Original Terran Path<sup>4</sup>

- Alpha Crucis-to-Spica<sup>5</sup>
- Spica-to-Aldeberan
- Aldeberan-to-Shoda'kan Nebula
- Shoda'kan-to-The Aquitaine Cluster (Beta Crucis)<sup>6</sup>

#### The Original Jenquai Path (Pre-Codex)

- Beta Centauri (Hadar)-to-Vega
- Vega-to-Antares
- Antares-to-The **Hagana Antares Gate Cluster** (The Scorpius Path, kept secret from the other Factions with the exception of the Gate to Betelgeuse)<sup>7</sup>
- Antares-to-Betelgeuse – With a non-functioning Gate within Betelgeuse (Until the Sabine release the Intelligence occupying their shard of the Codex, unlocking several Gates simultaneously)

#### The Original Progen Path

- Aragoth-to-Rigel
- Rigel-to-The Heliades Cluster
- The Heliades Cluster-to-Deneb
- Deneb-to-World Gate within Astraeus (dead-end)
- **The Sirius Gate Quad** – The Progen discovered Ancient Gates around their home star but did not discover how to use them until the Codex Shard is awakened

#### SolSec's Path

- Aragoth-to-Adara
- Adara-to-The Vendari Cluster

### The Unaligned and Rogue Ancient Gates

- **The Lost Gate-to-Prospero's Gate** – Stumbled upon by the renegade Terran weaponsmith Simon Prospero (the secret power behind Storkraft), this Ancient Built Gate begins the Smuggler's Run on the fringes of Prospero's Rift. The Gate's that follow along the Run are Human Built
- **The Nameless Gate (Paramis Gate)** – much like the Sirius Quad, the Gate is inactive until the Codex Shard is awakened; from there the Gate links to the Sea of Serenity and thence to Arzachel Prime

---

<sup>4</sup> The Terran's learned to partially duplicate Gate Travel and concentrated on shoring up their original *Trade Corridors* throughout their vast territory.

<sup>5</sup> It used to be a Jenquai holding, it is now Terran

<sup>6</sup> The Aquitaine Gate Cluster comes to life with the Codex Shards awakening

<sup>7</sup> This is left obscure for designers to develop as an expression of Jenquai exploration. Aside from Betelgeuse, the Gates are a no-go for anyone not in with the Jenquai. These are the Stars the Gates orbit: *Tau Scorpii*, *Sigma Scorpii*, *Mu Scorpii*, *Beta Scorpii*, *Nu Scorpii*, *Scorpius X-1* and from there to the Great Magellanic Cloud (the Dwarf Galaxy)

- **The Shadowspar** – Shadow Cabinet discovered Gate hidden beyond the fringes of Alpha Crucis. It is a ‘go-anywhere’ Gate
- **Mordane’s Wake (Aragoth hidden Gate)** – The Eidenmist
- **The Eidenmist Nebula Gate** – Uncovered by Maléfari zealots
- **Eidenmist-to-The Maléfari Cluster** (their secret enclave)

## The Post Codex Ancient Gate Network<sup>8</sup>

### The Terran Starting Path

The Aquitaine Four-Gate Cluster (Touchstone) is brought on-line with the Codex Awakening. The Terran’s are the first to gain what they call *GateLock*<sup>9</sup> – through Cenovar-inspired reverse engineering of aspects of the Shard

- The Aquitaine 1-to-Pollux
- Pollux-to-Sulani Epsilon
- Sulani Epsilon-to-The Spiral Corridor
- Sulani Epsilon (World Gate)-to-Altairus
- The Corridor-to-Chandilar
- Chandilar-to-Solaris (and 1<sup>st</sup> Contact – *The Sesh*)
- The Aquitaine 2-to-Gamma Crucis
- Gamma Crucis-to-Reaver’s Deep
- Reaver’s Deep-to-*Scorpius X1*
- Aquitaine 2-to-The Al Niyat Twin Gates (*Tau Scorpii*)
- Aquitaine 3-to-Achernar (Alpha Eridani)
- Achernar-to-The Na’ir al Saif

### The Jenquai Continuing Path

With Terran possession of the Codex the secret of the Hagana Antares is out. The Jenquai set about earnestly trying to uncover other Shards, specifically a means to control the Gate ant X1, which they theorize leads out of the Galaxy.

- Betelgeuse-to-Polaris
- Polaris-to-Kochab
- Kochab-to-The Dark Corridor Twin Gates
- The Dark Corridor Gate One -to-**Sirius**
- Dark Corridor Gate Two-to-Gamma Velorum (the first Gate discovered around a Wolf-Rayet variable and possessing peculiar properties all its own)
- Gamma Velorum-to-Haedus I (Zeta Aurigae)
- Haedus I-to- Kitalpha (Alpha Equulei)
- Kitalpha-to-The Six Lights Gate Cluster
- Six Lights Cluster-to- The Na’ir al Saif

---

<sup>8</sup> The skies the Limit. These are just the first few paths.

<sup>9</sup> With the Codex Shard the Terran’s are first to gain mastery over *controlling* Star Gates

### **The Progen March to Empire**

The Sirius Gate Quad Awakens with the activation of the Codex Shard by the Sabine.

- Sirius Gate One-to-Markab (Alpha Pegasi)
- Markab-to-Mirzam (Beta Star of Canis Major; Sirius is the Alpha Star)
- Sirius Gate Two-to-Epsilon Indi
- Epsilon Indi-to-Pentagarm
- Pentagarm-to-Bellatrix (Gamma Orionis)
- Bellatrix-to-The Golden Triangle Cluster
- Sirius Gate Three-to-Menkib IB (Xi Persei)
- Menkib IB-to-The Na'ir al Saif (Forbidden Space and the Star Cave)
- Sirius Gate Four-to-The Mondara Shear
- The Mondara Shear-to-Skaara (Warrior-V'rix Outpost System)

## GLENN SCIENCE EXHIBIT

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### AKERON'S GATE:

What you're looking at is a holographic simulation of Akeron's Gate, a mysterious and ancient interstellar gate.

Akeron's Gate is one of two known Ancient Gates. There could be more.

The other Ancient Gate, in the Lagarto sector of Gallina, was recently (and mysteriously) opened.

Akeron's Gate was revealed to humankind in 2286, when the antimatter generator of a Progen cruiser overloaded and blew up near the orbit of Pluto in the Sol System.

The Gate was claimed by the Jenquai in 2287, after Varen Aragotha approached it with a small expeditionary force, and found himself almost instantly transported to the Aragoth system.

These and subsequent events are accurately recorded in the widely-read chronicle, "Aragotha's Revelations."

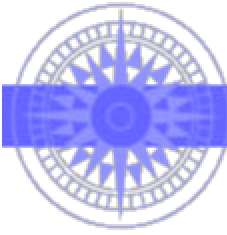
Aragotha's Revelations were suppressed by the Jenquarum, but later stolen by the Terran military and released to the general public in 2304.

Disputes between the Jenquai, Progen, and Terrans over access to the Aragoth system and to research information regarding Akeron's Gate led directly to the sack of Jove City in 2289, and to the events of the Gate War, including the famous "Battle of Akeron's Gate."

Akeron's Gate was carefully studied by InfinitiCorp scientists during the Gate War. These studies led to the invention of the InfinitiGates, which today provide fast and convenient links between most sectors of human space.

InfinitiCorp owes much of its commercial success to its monopoly over InfinitiGate technology. In recent years, however, reliable reports have suggested that Infiniti's primary competitor, GETCo, has also acquired the secret of InfinitiGate construction.

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# UNIVERSITY OF NEW EDINBURGH

## HISTORICAL TIMELINE

Year	Description
2030	GETCo founded
2030	First mega-corporation established with the sole purpose of interplanetary commerce.
2037	First Martian colony officially established.
2050	Jinqui Maru sets off from Earth for Jupiter
2062	Colonists of the Jinqui Maru build Ganymede Station
2102	InfinitiCorp founded by Caithan and Crispen MacGregor
2149	Descendants of the original Jinqui Maru colonists call themselves "Jenquai Autonomous Region".
2155	The War of Secession (the split of Earth from Mars) begins as the Free Trader Orion is shot down by the UEG vessel Pegasus.
2160	War of Secession ends
2160	Jenquai officially become Jenquai Hierate
2161	EarthCorps founded to defend Earth after the War of Secession.
2190	InfinitiCorp develops first true warp drive.
2192	InfinitiCorp sleeper ships discover Alpha Centauri and begin colonization.
2192	GETCo ships arrive within months and dispute claim.
2196	InfinitiCorp and GETCo buy the rights to the planet Earth.
2233	The Spaceborn (Jenquai shipbuilders) are formed, after converting a sleeper ship into Paren Shipyard.
2258	Merjan Kathrada born in Jove City.
2286	Akeron's Gate revealed to humanity with the explosion of a Progen cruiser's antimatter generator near Pluto.
2287	Jenquai claim Akeron's Gate.
2287	Varen Aragotha expedition to Sigma Draconis system, later renamed Aragoth in his honor. Expedition ends in tragedy when Andaren Aragotha, Varen's brother, is killed by Scaracens near some ancient ruins at what is now called "Andaren's Tomb."
2289	Existence of Akeron's Gate revealed to the Progen by Terran spies.
	Sack of Jove City by Al'mu'zahib, Dahaka Kahn, and Progen Dog Soldiers.
	Shinwa Warriors faction created in response to the sacking of Jove City.
	Gate War begins.
2298	Progen Primarch Aurelian Tyr visits Jove City ruins and executes Dog Soldier en masse.

2303	InfinitiCorp builds first successful InfinitiGate linking to the Beta Hydri system.
	Glenn Commission established as a neutral governing body for Beta Hydri, as per the Gate Treaty.
2304	Aragotha's Revelations (the book written by Varen Aragotha detailing the expedition to Sigma Draconis) is released by Terran spies, who had stolen the document, to the general public.
2317	Plague on Zweihander planet is encountered.
2319	Plague ends, after millions have perished.
2320	Sam Bogeril begins to form support among his "rebels" against EarthCorps.
2323	Glenda Ruth Schirra leaves a memorial to her ancestor Wally Schirra in Glory's Orbit, Beta Hydri. This begins the Path of Shared Memory as others left memorials.
2339	Kinshasa-Mbali station opens in Aganju sector, 61 Cygni.
2341	Terrans and Progen go to war over 61 Cygni.
	Captain Diego Herrera forces Kahn's retreat at the Battle of Theluji Rift, a watershed moment for Terran forces.
	Gratis Augustus Var receives first commission to serve in the Bayanni colonies.
2348	Bogeril Rebel numbers start to be drastically reduced as EarthCorps' extensive Bogeril Pacification Campaign begins.
	Vishao's Gate discovered and opened.
	Mazzaroth Maelstrom appears in the Swooping Eagle sector, Sirius.
	First V'rix appear
	Constructions begins on Antares I
2350	An isolated case of the Zweihander plague breaks out in a semi-rural area of the planet, but is quickly contained by innoculation.
2351	Sam Bogeril killed in a skirmish with EarthCorps ships. He was shot down by Captain Gerard Braun.
2353	Appian Codex is discovered. Magna Vinda sends Centurian Warrior leader Amah to retrieve the codex.
	Amah opens Appian Gate, is captured by aliens.
	Mondara Shear appears in the Tarsis sector, Vega. "Maurauder" V'rix appear.
	Mazzaroth Maelstrom is sealed off (one could enter it freely before). A mysterious wormhole appears linking the two maelstroms (from Mazzaroth to Mondara), but that wormhole soon vanishes.
	Mines in Aganju begin to collapse; reports of Psis infected with Landauer's Syndrome increase.
	Oni Communication Device reassembled and is used to summon the Zenrei Tempest Guardian in Xipe Totec, Sirius.
2354	Red Dragon tongs appear to collect Ancient fragments in earnest. New fragments discovered.
	V'rix become more hostile and begin scanning ships looking for "Vishao Codex"
	Progen Primarch Anjuren Kahn emerges from exile; begins work on a shield in Cygni.
	Progen Republic declares War on the V'rix.

## **The Bogeril Manifesto**

### **Part One: A Curse on out oppressors!**

I, Sam Bogeril, write this statement because my eyes done seen the light that burned the ol' houses o' my forefathers. My neck done felt the boot of the oppressors who flew into out peaceful skies from - o cruel irony- our ancient and forsaken homeworld. The stingingin lash and the mockin laugh of the EarthCorps colonels who drived us from out homes. They stoled out cities! They left our plaguey dead unburied, even as their red-scarred faces done looked up to heaven for mercy, after the great plague! And now, I, Sam Bogeril, last of my line and receiver of the wisdom that is older that old, say enough is enough: EarthCorps must go!

### **Part Two: The many wrongs that been done unto us!**

The Rastas has had they dreadlocks cut! The Germanics done had they sausages taken away, and replaced with EarthCorps sloppyfood! The Subsaharans has been made to use they prayer rugs as blankets for they children, they was so cold! The Monaco people hasn't been able to do all of them things that Monaco people likes to do, whatever they is! The little Englanders done has their teabags all turned up, and they cricket bats busted! The ExAmericans ain't even been allowed to shoot stuff out of the trees with all them guns they love so much. When will the persecution end? I. Sam Bogeril, now say this: the persecution will end Soon!

### **Part Three: The Ancient, old, old wisdom of the very old!**

For I, Sam Bogeril, done spoken to the old and dead ones from many hundreds of hundred years gone. I did! I was out in the far reaches of der Todesengel where my ship done almost crashed. The old one came to me in a blaze of glory and wondrous green fire, and did speak to me with the voice that was a thousand whispers. And d'you know what that old one done said to me? Many things - many terrible things, that I ain't going to write down. But he also done said: Sam, the old ways is the best ways. And he done pointed his finger -or at least, it was sort of like a finger - unto the blazing sun of alpha Centauri, and spoke unto me: "Sam, go back to your people, and tell unto them that they must fight for the old ways."

### **Part Four: We must fight!**

And so I say unto you, my people - let us fight! Let us tear ourselves away from out happy homes in the old, old, old ships that done brought us here. Let us flee to the far corners of this wondrous star system, where out fathers hoped to preserve the beautiful folkways of Earth after the Earth been done sold out from under our noses! And once we are there , let us shoot our oppressors, the EarthCorps minions, down from the skies that they pollute, and take back the worlds that is rightfully ours!

### **Part Five: Big day of reckoning to come shortly.**

For I, Sam Bogeril, promise you this, my people: a big ol'day of reckoning is at hand. Yes, the skies above our worlds will tear open and the fury of heaven will pour down upon our EarthCorps oppressors and all them other folks from outside Alpha Centauri that done us wrong. We has been tested by the fires of the Progen. And we has been tested by the plagues that left our families dead and covered with sores. But out time will arrive! And when that day of reckoning comes, the old one with the spooky finger will be there.

## Glenn Science Exhibit

### Maelstrom Hound

Before you is the truly bizarre Maelstrom hound, our newest exhibit. Very little is known about these alien creatures. It is believed that Maelstrom hounds emerge from the mysterious Mazzaroth Maelstrom, which appeared in Sirius (near planet Swooping Eagle) in 2347. Some scientists have suggested that the Maelstrom is actually a tear in space-time - possibly a gateway to another galaxy or dimension. If one of these exotic explanations proves to be true, it is no wonder that the Maelstrom hound is so alien to us. Certainly, the Maelstrom Hounds are unlike anything previously encountered. They do not seem to have a cellular structure, at least as we know it. Their internal systems continue to elude scientific understanding. Even the particles that compose their bodies are alien in nature. Maelstrom hounds defy even the most basic classifications such as "animal" or "vegetable". Life and death, as we understand these terms, don't seem to apply to the Maelstrom Hound. When a specimen has been isolated (like the one in the exhibit for example), they go dormant, with no detectable signs of life. Even though scientists suspect that the dormant period can last indefinitely, observed behavior can emerge from this state and come back to "life". Maelstrom hounds are predatory in nature. They are aggressive toward ships and creatures they may encounter. When attacking, they make use of a segmented organ like apparatus at the center of their bodies, which is the source of a powerful beam of destructive energy. The process by which these beams generate is unknown. We are not sure if the apparatus also serves as the creature's "eye". Their perceptual abilities are largely unknown, but given the predatory nature of the Maelstrom hound, they are probably highly evolved.

### Old V'rix Messages

- **INFLUENCE IS BEING TRANSMITTED AT SPEEDS GREATER THAN THE SPEED OF LIGHT**
- **we are all members of an implicate order**

---

[YES, YES]

-Who are you?

DIDYOUROTATETHESTRYAL? [sic]

WHATISTHEVECTORFORTHE[0,0,1]PLANE?

-Who are you?

Q=H?

-2 d sin theta = lamda

INFLUENCEISBEINGTRANSMITTEDATSPEEDSGREATERTHANTHESPEEDOFLIGHT

WHATISTHEVECTORFORTHE[0,0,1]PLANE?

-What?

...

FORTHE[0,0,1]PLANETHESESTHEUNITVECTOR[0,0,1]INTHEZDIRECTION

-WHEREKEEQUALSKPRIMELESSK

INFLUENCEISBEINGTRANSMITTEDATSPEEDSGREATERTHANTHESPEEDOFLIGHT

N(LAMDA)EQUALS2dSINTHETA (yes, that's a lowercase d)

-What?

...

CONSTRUCTIVEINTERFERENCEINTHELATTICEPLANE

-

YESBETTHECRYSTALMESTHAVETHECORRECTANGLEWITHTHERESPECTTO THEINCIDENTWAVE (there seems to be a typo; "bet"="but" and "mest"="must")

INFLUENCEISBEINGTRANSMITTEDATSPEEDSGREATERTHANTHESPEEDOFLIGHT

N(LAMDA)EQUALS2dSINTHETA

-Who are you?

WEARETHEV'RIXANDWEARETHESERVANTSOFTHEANCIENTS

-DOYOUDEFENDTHEGATES?

INFLUENCEISBEINGTRANSMITTEDATSPEEDSGREATERTHANTHESPEEDOFLIGHT

---

Terokone here. I was looking at all the screenshots I've taken and I discovered one that seemed odd, as it was like the mantra that P1825

says.

OM PURNAMADAH PURNAMIDAM PURNAAT PURNAMUDALHYATE PURNASYA PURNAMADAYA  
PURNAMEVA AVASISHYATE

OM That is perfect. This is perfect. From the perfect springs the  
perfect.

If the perfect is taken from the perfect, the perfect remains.

Ome Dziga last transcription

Merjan is capable and deserving yet she is human and although the decision may seem harsh when we depart she must be left with her kind. Perhaps an example perhaps a leader (...) then the resolution (...) will be a shock perhaps (...) but the vrix will pre...(.)

**Message from Laudauer Drones (Decoded)**

Beware citizen of the galaxy and builders of the long wall.

The space between belongs to me and the space is inviolate.

The imagination places the world of future man above us or far below us.

I place the world of the future with the world of the past

In steady relation to a metempsychosis of ourselves.

For the universe is within ourselves. The depths of the spirit lead the way.

And eternity with its world -- the past and the future -- is in ourselves or nowhere.

Give up the shield. The true barrier lies within.



You're looking at a Scaracen (scare—a-sin). Visitors from Earth, or those who have visited earth museums will notice that the Scaracen visually resembles the Manta Ray, which once roamed the Earth oceans in abundance. This is where the resemblance ends. Scaracens are usually between 1 and 3 times the size of a small starship. Some even larger specimens have been observed.

Most fascinating of all, Scaracens are not natural organisms, but rather cybernetic creatures designed by the Ancients. Exactly how the Scaracens were created is unknown. Scaracens are typically found near ruined Ancient sites, such as those in the Aragoth system. They are often aggressive, attacking those who approach the Ancient sites they have been set to guard. Whether the Ancients placed the Scaracens as guards and then intentionally abandoned their sites, or whether these apparent guardians simply outlived their masters, remains a mystery.

It is believed that Scaracens are able to reproduce. In those instances when guardian populations of Scaracens have been decimated at an Ancient site, their numbers have gradually been replenished over time. The process of reproduction has never been observed or studied. Scaracens do not seem to require nourishment, or sleep, and appear to be powered by extremely efficient internal generators. The technology behind these energy systems, while clear of Ancient design, cannot be replicated or fully understood.

Scaracens are essentially immortal, outside of outright physical destruction. Scaracens were first encountered during the famous Varen Aragotha expedition to the Aragoth system (originally named the Sigma Draconis system) in 2287. Large numbers of Scaracens effectively defended several Ancient sites, eventually chasing away the explorers. Aragotha's most famous and tragic encounter with the creatures occurred near the asteroid later named Andreans Tomb. Aragotha's half-brother and partner Andaren Aragotha was one of those sent aboard a shuttle to investigate the Ancient ruins found on the asteroid. As the shuttle approached, swarms of Scaracens emerged from hidden vents and attacked. The shuttle was rapidly disassembled— as were its occupants. The entire crew was lost. Aragotha never fully recovered from the loss of his half-brother.

Scaracens are semi-intelligent and capable of learning and communicating. Some scaracens have been successfully domesticated through internal cybernetic manipulation and standard Pavlovian methods. These Scaracens have proven to be extremely trustworthy, loyal and versatile, despite their fearsome reputation. You may have seen some trained at the raceway. The domestication of Scaracens is a relatively new

development, instigated by infiniticorp interest in the creatures. Unfortunately many Scaracens have been casualties of the domestication process.

# Quantum Teleportation, Information and Cryptography

Click [here](#) to go to the UPSCALE home page.

Click [here](#) to go to the Physics Virtual Bookshelf home page.

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## INTRODUCTION

In March 1993 Charles H. Bennett from IBM proposed a scheme, based on Quantum Mechanics, that in principle could be used to teleport an object. The scheme was experimentally verified by Dik Bouwmeester et al. in the Fall of 1997.

Here we explore this phenomenon of *Quantum Teleportation*. We will then extend the discussion to *Quantum Information* and *Quantum Cryptography*. The document is based on a discussion with an upper year course in modern Physics without mathematics given at the University of Toronto.

Although the discussion is almost totally non-mathematical, it requires considerable understanding of the Quantum Correlation experiments used in describing *Bell's Theorem*. A document on Bell's Theorem is available [here](#); total file size including graphics is about 47k.

---

## TELEPORTATION

In *Star Trek*, when Captain Kirk is beamed from the starship Enterprise to the surface of a planet, Captain Kirk de-materialises on the Enterprise, and then re-materialises on the planet. On the TV show, an unanswered question is whether the transporter physically disassembles Captain Kirk, moves the atoms from his body to the planet, and then reassembles them. Another perhaps more reasonable

alternative would be to scan all the information about Captain Kirk's physical state, and transmit that information to the planet surface where it is used to construct a new Captain Kirk out of raw materials found on the planet. Note that in either case the transporter needs to have complete information on Kirk's physical state in order to reconstruct him.

However, the Heisenberg Uncertainty Principle means that it is impossible to obtain this complete information about Kirk. Thus, it seems that the best the transporter can do is make an approximate copy of him on the planet surface. Quantum Teleportation provides a way to "beat" the Uncertainty Principle and make an exact copy.

As we shall see, the mechanism that beats the Uncertainty Principle is the same one used to beat it in the Quantum Correlation experiments we examined when we discussed Bell's Theorem. We shall also see that although the collapse of the state for the two measurements in the correlation experiments occurs instantaneously, the teleportation can not occur faster than the speed of light.

Finally, a little terminology. Before we were discussing Quantum Correlation experiments in which we were measuring the spins of two separate electrons whose total spin was zero. We call the states of those two electrons *entangled*.

---

## BELL-STATE MEASUREMENTS

In previous discussions we almost always talked about the spin state of electrons, although we regularly pointed out that the same situations exist for the polarization of light, albeit with a difference of a factor of 2 in the angles being used. Here we will reverse the situation, and mostly talk about polarization states for photons, although the arguments also apply to spin states of electrons.

The fact that we may talk about light polarization in almost the same way that we discuss electron spin is not a coincidence. It turns out that photons have spins which can exist in only two different states. And those different spins states are related to

the polarization of the light when we think of it as a wave.

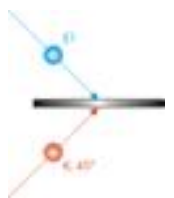
Here we shall prepare pairs of entangled photons with opposite polarizations; we shall call them *E1* and *E2*. The entanglement means that if we measure a beam of, say, *E1* photons with a polarizer, one-half of the incident photons will pass the filter, regardless of the orientation of the polarizer. Whether a particular photon will pass the filter is random. However, if we measure its companion *E2* photon with a polarizer oriented at 90 degrees relative to the first, then if *E1* passes its filter *E2* will also pass its filter. Similarly if *E1* does not pass its filter its companion *E2* will not.

Earlier we discussed the Michelson-Morley experiment, and later the Mach-Zehnder interferometer. You will recall that for both of these we had half-silvered mirrors, which reflect one-half of the light incident on them and transmit the other half without reflection. These mirrors are sometimes called *beam splitters* because they split a light beam into two equal parts.

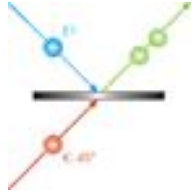
We shall use a half-silvered mirror to perform *Bell State Measurements*. The name is after the originator of Bell's Theorem.

We direct one of the entangled photons, say *E1*, to the beam splitter.

Meanwhile, we prepare another photon with a polarization of  $45^\circ$ , and direct it to the same beam splitter from the other side, as shown. This is the photon whose properties will be transported; we label it *K* (for Kirk). We time it so that both *E1* and *K* reach the beam splitter at the same time.



The *EI* photon incident from above will be reflected by the beam splitter some of the time and will be transmitted some of the time. Similarly for the *K* photon that is incident from below. So sometimes both photons will end up going up and to the right as shown.



Similarly, sometimes both photons will end up going *down* and to the right.

---

But sometimes one photon will end up going upwards and the other will be going downwards, as shown. This will occur when either both photons have been reflected or both photons have been transmitted.

Thus there are three possible arrangements for the photons from the beam splitter: both upwards, both downwards, or one upwards and one downwards.

Which of these three possibilities has occurred can be determined if we put detectors in the paths of the photons after they have left the beam splitter.



However, in the case of one photon going upwards and the other going downwards, we can not tell which is which. Perhaps both photons were reflected by the beam splitter, but perhaps both were transmitted.

This means that the two photons have become *entangled*.

If we have a large beam of identically prepared photon pairs incident on the beam splitter, the case of one photon ending up going upwards and the other downwards occurs, perhaps surprisingly, 25% of the time.

Also somewhat surprisingly, for a single pair of photons incident on the beam splitter, the photon *EI* has now collapsed into a state where its polarization is  $-45^\circ$ , the opposite polarization of the prepared  $45^\circ$  one. This is because the photons have

become entangled. So although we don't know which photon is which, we know the polarizations of both of them.

The explanation of these two somewhat surprising results is beyond the level of this discussion, but can be explained by the *phase shifts* the light experiences when reflected, the mixture of polarization states of *E1*, and the consequent *interference* between the two photons.

---

## THE TELEPORTER

Now we shall think about the *E2* companion to *E1*.

25 percent of the time, the Bell-state measurement resulted in the circumstance shown, and in these cases we have collapsed the state of the *E1* photon into a state where its polarization is  $-45^\circ$ .

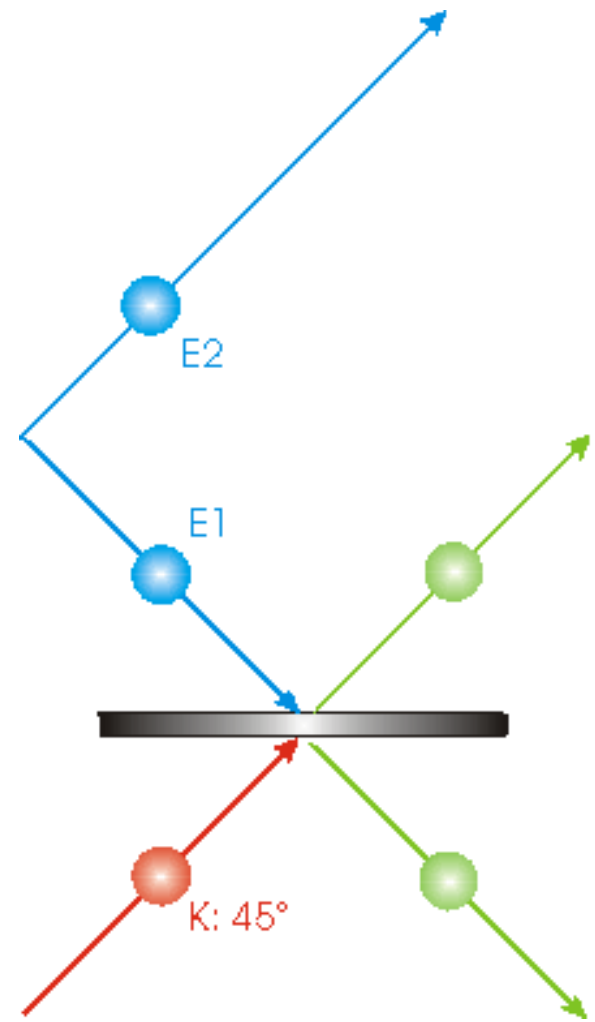
But since the two photon system *E1* and *E2* was prepared with opposite polarizations, this means that the companion to *E1*, *E2*, now has a polarization of  $+45^\circ$ . Thus the state of the *K* photon has now been transferred to the *E2* photon. We have teleported the information about the *K* photon to *E2*.

Although this collapse of *E2* into a  $45^\circ$  polarization state occurs instantaneously, we haven't achieved teleportation until we communicate that the Bell-state measurement has yielded the result shown. Thus the teleportation does not occur instantaneously.

Note that the teleportation has destroyed the state of

the original **K** photon.

Quantum entanglements such as exist between **E1** and **E2** in principle are independent of how far apart the two photons become. This has been experimentally verified for distances as large as 10km. Thus, the Quantum Teleportation is similarly independent of the distance.



## The Original State of the Teleported Photon *Must* Be Destroyed

Above we saw that the **K** photon's state was destroyed when the **E2** photon acquired it. Consider for a moment that this was not the case, so we end up with two photons with identical polarization states. Then we could measure the polarization of one of the photons at, say,  $45^\circ$  and the other photon at  $22.5^\circ$ . Then we would know the polarization state of both photons for both of those angles.

As we saw in our discussion of Bell's Theorem, the Heisenberg Uncertainty Principle says that this is impossible: we can never know the polarization of a photon for these two angles. Thus any teleporter must destroy the state of the object being teleported.

## OTHER APPLICATIONS

Teleporting the polarization state of a single photon a quarter of the time is a long long way from reliably teleporting Captain Kirk. However, there are other applications of the above sort of apparatus that may be closer to being useful.

## Quantum Information

As you probably know, computers store information as sequences of *0*'s and *1*'s. For example, in the *ASCII* encoding the letter *A* is represented by the number 65. As a binary number this is:

$$1,000,001$$

Inside the computer, there are transistors that are either on or off, and we assign the on-state be *1* and the off state *0*. However, the same information can be stored in exactly the same way in any system that has two mutually exclusive binary states.

For example, if we have a collection photons we could represent the *1*'s as photons whose polarization is  $+45^0$  and the *0*'s as polarizations of  $-45^0$ . We could similarly use electrons with spin-up and spin-down states to encode the information. These quantum bits of information are called *qubits*.

Above we were thinking about an apparatus to do Quantum Teleportation. Now we see that we can think of the same apparatus as transferring Quantum Information. Note that, as opposed to, say, a fax, when transferring Quantum Information the original, the polarization of the *K* photon, is destroyed.

## Quantum Cryptography

Cryptography depends on both the sender and receiver of the encrypted information both knowing a *key*. The sender uses the key to encrypt the information and the receiver uses the same key to decrypt it.

The key can be something very simple, such as both parties knowing that each letter has been shifted up by 13 places, with letters above the thirteenth in the alphabet

rotated to the beginning. Or they can be very complex, such as a very very long string of binary digits.

Here is an example of using binary numbers to encrypt and decrypt a message, in this case the letter *A*, which we have seen is 1,000,001 in a binary ASCII encoding. We shall use as the key the number 23, which in binary is 0,010,111. We will use the key to encode the letter using a rule that if the corresponding bits of the letter and key are the same, the result is a 1, and otherwise a 0.

<b>A</b>	1	0	0	0	0	0	1
<b>Key</b>	0	0	1	0	1	1	1
<b>Encrypted</b>	0	1	0	1	0	0	1

The encrypted value is 41, which in ASCII is the right parenthesis: )

To decrypt the message we use the key and the same procedure:

<b>Encrypted</b>	0	1	0	1	0	0	1
<b>Key</b>	0	0	1	0	1	1	1
<b>A</b>	1	0	0	0	0	0	1

Any classical encryption scheme is vulnerable on two counts:

- If the "bad guys" get hold of the key they too can decrypt the message. So-called *public key* encryption schemes reveals on an open channel a long string of binary digits which must be converted to the key by means of a secret procedure; here security is based on the computational complexity of "cracking" the secret procedure.
- Because there are patterns in all messages, such as the fact that the letter *e* predominates, then if multiple messages are intercepted using the same key the bad guys can begin to decipher them.

To be really secure, then, there must be a unique secret key for each message. So the question becomes how can we generate a unique key and be sure that the bad

guys don't know what it is.

To send a key in *Quantum Cryptography*, simply send photons in one of four polarizations: -45, 0, 45, or 90 degrees. As you know, the receiver can measure, say, whether or not a photon is polarized at 90 degrees and if it is not then be sure that it was polarized at 0 degrees. Similarly the receiver can measure whether a photon was polarized at 45 degrees, and if it is not then it is surely polarized at -45 degrees. However the receiver can not measure both the 0 degree state and 45 degree state, since the first measurement destroys the information of the second one, regardless of which one is performed first.

The receiver measures the incoming photons, randomly choosing whether to measure at 90 degrees or 45 degrees, and records the results but keeps them secret. The receiver contacts the sender and tells her on an open channel which type of measurement was done for each, without revealing the result. The sender tells the receiver which of the measurements were of the correct type. Both the sender and receiver keep only the qubits that were measured correctly, and they have now formed the key.

If the bad guys intercept the transmission of photons, measure their polarizations, and then send them on to the receiver, they will inevitably introduce errors because they don't know which polarization measurement to perform. The two legitimate users of the quantum channel test for eavesdropping by revealing a random subset of the key bits and checking the error rate on an open channel. Although they cannot prevent eavesdropping, they will never be fooled by an eavesdropper because any, however subtle and sophisticated, effort to tap the channel will be detected. Whenever they are not happy with the security of the channel they can try to set up the key distribution again.

By February 2000 a working Quantum Cryptography system using the above scheme achieved the admittedly modest rates of 10 bits per second over a 30 cm length.

There is another method of Quantum Cryptography which uses entangled photons. A sequence of correlated particle pairs is generated, with one member of each pair

being detected by each party (for example, a pair of photons whose polarisations are measured by the parties). An eavesdropper on this communication would have to detect a particle to read the signal, and retransmit it in order for his presence to remain unknown. However, the act of detection of one particle of a pair destroys its quantum correlation with the other, and the two parties can easily verify whether this has been done, without revealing the results of their own measurements, by communication over an open channel.

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# David Bohm and the Implicate Order

By David Pratt

The death of David Bohm on 27 October 1992 is a great loss not only for the physics community but for all those interested in the philosophical implications of modern science. David Bohm was one of the most distinguished theoretical physicists of his generation, and a fearless challenger of scientific orthodoxy. His interests and influence extended far beyond physics and embraced biology, psychology, philosophy, religion, art, and the future of society. Underlying his innovative approach to many different issues was the fundamental idea that beyond the visible, tangible world there lies a deeper, implicate order of undivided wholeness.

David Bohm was born in Wilkes-Barre, Pennsylvania, in 1917. He became interested in science at an early age, and as a young boy invented a dripless teapot, and his father, a successful businessman, urged him to try to make a profit on the idea. But after learning that the first step was to conduct a door-to-door survey to test market demand, his interest in business waned and he decided to become a theoretical physicist instead.

In the 1930s he attended Pennsylvania State College where he became deeply interested in quantum physics, the physics of the subatomic realm. After graduating, he attended the University of California, Berkeley. While there he worked at the Lawrence Radiation Laboratory where, after receiving his doctorate in 1943, he began what was to become his landmark work on plasmas (a plasma is a gas containing a high density of electrons and positive ions). Bohm was surprised to find that once electrons were in a plasma, they stopped behaving like individuals and started behaving as if they were part of a larger and interconnected whole. He later remarked that he frequently had the impression that the sea of electrons was in some sense alive.

In 1947 Bohm took up the post of assistant professor at Princeton University, where he extended his research to the study of electrons in metals. Once again the seemingly haphazard movements of individual electrons managed to produce highly organized overall effects. Bohm's innovative work in this area established his reputation as a theoretical physicist.

In 1951 Bohm wrote a classic textbook entitled Quantum Theory, in which he presented a clear account of the orthodox, Copenhagen interpretation of quantum physics. The Copenhagen interpretation was formulated mainly by Niels Bohr and Werner Heisenberg in the 1920s and is still highly influential today. But even before the book was published, Bohm began to have doubts about the assumptions underlying the conventional approach. He had difficulty accepting that subatomic particles had no objective existence and took on definite properties only when physicists tried to observe and measure them. He also had difficulty believing that the quantum world was characterized by absolute indeterminism and chance, and that things just happened for no reason whatsoever. He began to suspect that there might be deeper

causes behind the apparently random and crazy nature of the subatomic world.

Bohm sent copies of his textbook to Bohr and Einstein. Bohr did not respond, but Einstein phoned him to say that he wanted to discuss it with him. In the first of what was to turn into a six-month series of spirited conversations, Einstein enthusiastically told Bohm that he had never seen quantum theory presented so clearly, and admitted that he was just as dissatisfied with the orthodox approach as Bohm was. They both admired quantum theory's ability to predict phenomena, but could not accept that it was complete and that it was impossible to arrive at any clearer understanding of what was going on in the quantum realm.

It was while writing Quantum Theory that Bohm came into conflict with McCarthyism. He was called upon to appear before the Un-American Activities Committee in order to testify against colleagues and associates. Ever a man of principle, he refused. The result was that when his contract at Princeton expired, he was unable to obtain a job in the USA. He moved first to Brazil, then to Israel, and finally to Britain in 1957, where he worked first at Bristol University and later as Professor of Theoretical Physics at Birkbeck College, University of London, until his retirement in 1987. Bohm will be remembered above all for two radical scientific theories: the causal interpretation of quantum physics, and the theory of the implicate order and undivided wholeness.

In 1952, the year after his discussions with Einstein, Bohm published two papers sketching what later came to be called the causal interpretation of quantum theory which, he said, "opens the door for the creative operation of underlying, and yet subtler, levels of reality." (David Bohm and F. David Peat, *Science, Order & Creativity*, Bantam Books, New York, 1987, p. 88.) He continued to elaborate and refine his ideas until the end of his life. In his view, subatomic particles such as electrons are not simple, structureless particles, but highly complex, dynamic entities. He rejects the view that their motion is fundamentally uncertain or ambiguous; they follow a precise path, but one which is determined not only by conventional physical forces but also by a more subtle force which he calls the quantum potential. The quantum potential guides the motion of particles by providing "active information" about the whole environment. Bohm gives the analogy of a ship being guided by radar signals: the radar carries information from all around and guides the ship by giving form to the movement produced by the much greater but unformed power of its engines.

The quantum potential pervades all space and provides direct connections between quantum systems. In 1959 Bohm and a young research student Yakir Aharonov discovered an important example of quantum interconnectedness. They found that in certain circumstances electrons are able to "feel" the presence of a nearby magnetic field even though they are traveling in regions of space where the field strength is zero. This phenomenon is now known as the Aharonov-Bohm (AB) effect, and when the discovery was first announced many physicists reacted with disbelief. Even today, despite confirmation of the effect in numerous experiments, papers still occasionally appear arguing that it does not exist.

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# Bohm and the Implicate Order: An Introduction

This article discusses the vision David Bohm intuited from his insight (gnosis) into the quantum world. This vision discerns the characteristics of an evolving cosmos in process; and, also, it ponders upon the implications for humanity. Bohm's scientific presentations are not in this article; however, they can be found in his books listed in the Reference Section at the end of these series of articles.

David Bohm, an American, was one of the leading quantum physicists of our age. He died recently. Following a venerable career at the University of California (Berkeley) and at Princeton's Institute of Advanced Studies, he moved to become Professor of Theoretical Physics at Birkbeck College of the University of London. During his later years he linked a formidable knowledge of the history and philosophy of science to his keen experience as a physicist.

In recent years, Bohm attempted to explain an ontological basis for quantum theory. The basis of quantum theory can be summarized in three propositions:

- 1.) In the subatomic world, few things can be predicted with 100 percent precision; however, accurate predictions can be made about the probability of any particular outcome.
- 2.) One has to work with the probabilities rather than certainties, because it is impossible (for an observer) to describe all aspects of a particle at once (speed and location).
- 3.) Electromagnetic energy (such as light or heat) does not always behave like a continuous wave--rather it is grainy, because energy can be transferred only in quantum packages. Therefore, light has a dual character. Under certain circumstances, it may display wavelike aspects; and in other circumstances, it may have the characteristics of particles.

Referring to quantum theory, Bohm's basic assumption is that "elementary particles are actually systems of extremely complicated internal structure, acting essentially as amplifiers of \*information\* contained in a quantum wave." As a consequence, he has evolved a new and controversial theory of the universe--a new model of reality that Bohm calls the "Implicate Order."

The theory of the Implicate Order contains an ultraholistic cosmic view; it connects everything with everything else. In principle, any individual element could reveal "detailed information

about every other element in the universe." The central underlying theme of Bohm's theory is the "unbroken wholeness of the totality of existence as an undivided flowing movement without borders."

During the early 1980s Bohm developed his theory of the Implicate Order in order to explain the bizarre behavior of subatomic particles--behavior that quantum physicists have not been able to explain. Basically, two subatomic particles that have once interacted can instantaneously "respond to each other's motions thousands of years later when they are light-years apart." This sort of particle interconnectedness requires superluminal signaling, which is faster than the speed of light. This odd phenomenon is called the EPR effect, named after the Einstein, Podolsky, and Rosen thought experiment.

Bohm believes that the bizarre behavior of the subatomic particles might be caused by unobserved subquantum forces and particles. Indeed, the apparent weirdness might be produced by hidden means that pose no conflict with ordinary ideas of causality and reality.

Bohm believes that this "hiddenness" may be reflective of a deeper dimension of reality. He maintains that space and time might actually be derived from an even deeper level of objective reality. This reality he calls the Implicate Order. Within the Implicate Order everything is connected; and, in theory, any individual element could reveal information about every other element in the universe.

Borrowing ideas from holographic photography, the \*hologram\* is Bohm's favorite metaphor for conveying the structure of the Implicate Order. Holography relies upon wave interference. If two wavelengths of light are of differing frequencies, they will interfere with each other and create a pattern. "Because a hologram is recording detail down to the wavelength of light itself, it is also a dense \*information\* storage." Bohm notes that the hologram clearly reveals how a "total content--in principle extending over the whole of space and time--is enfolded in the movement of waves (electromagnetic and other kinds) in any given region." The hologram illustrates how "information about the entire holographed scene is enfolded into every part of the film." It resembles the Implicate Order in the sense that every point on the film is "completely determined by the overall configuration of the interference patterns." Even a tiny chunk of the holographic film will reveal the unfolded form of an entire three-dimensional object.

Proceeding from his holographic analogy, Bohm proposes a new order--the Implicate Order where "everything is enfolded into everything." This is in contrast to the explicate order where things are unfolded. Bohm puts it thus:

"The actual order (the Implicate Order) itself has been recorded in the complex movement of electromagnetic fields, in the form of light waves. Such movement of light waves is present everywhere and in principle enfolds the entire universe of space and time in each region. This enfoldment and unfoldment takes place not only in the movement of the electromagnetic field

but also in that of other fields (electronic, protonic, etc.). These fields obey quantum-mechanical laws, implying the properties of discontinuity and non-locality. The totality of the movement of enfoldment and unfoldment may go immensely beyond what has revealed itself to our observations. We call this totality by the name \*holomovement.\*"

Bohm believes that \*the Implicate Order has to be extended into a multidimensional reality;\* in other words, the holomovement endlessly enfolds and unfolds into infinite dimensionality. Within this milieu there are independent sub-totalities (such as physical elements and human entities) with relative autonomy. The layers of the Implicate Order can go deeper and deeper to the ultimately unknown. It is this "unknown and undescribable totality" that Bohm calls the holomovement. The holomovement is the "fundamental ground of all matter."

Finally, the manifest world is part of what Bohm refers to as the "explicate order." It is secondary, derivative; it "flows out of the law of the Implicate Order." Within the Implicate Order, there is a "totality of forms that have an approximate kind of recurrence (changing), stability, and separability." It is these forms, according to Bohm, that make up our manifest world.

Summarizing, Bohm uses analogies most ingeniously as he attempts to simplify his theory. Bohm suggests that instead of thinking of particles as the fundamental reality, the focus should be on discrete particle-like quanta in a continuous field. On the basis of this quantum field, Bohm breaks down the Implicate Order into three categories:

The first category is the original, "continuous field" itself along with its movement. Bohm likens this continuous field to a television screen displaying an infinite variety of explicate forms.

The second category is obtained by considering superquantum wave function acting upon the field. ("This is related to the whole field as the original quantum wave is related to the particle.") More complex and subtle, this second category applies to a "superfield" or \*information\* that guides and organizes the original quantum field. Bohm considers it to be similar to a computer which supplies the information that arranges the various forms--in the first category.

And last, Bohm believes that there is an underlying cosmic intelligence that supplies the information--the \*Player\* of this game who is the third category. Following this analogy, Bohm sees the whole process as a closed loop; it goes from the screen to the computer to the Player and back to the screen.

Bohm's theory of the Implicate Order stresses that the cosmos is in a state of process. Bohm's cosmos is a "feedback" universe that continuously recycles forward into a greater mode of being and consciousness.

Bohm believes in a special cosmic interiority. It \*is\* the Implicate Order, and it implies enfoldment into everything. Everything that is and will be in this cosmos is enfolded within the

Implicate Order. There is a special cosmic movement that carries forth the process of enfoldment and unfoldment (into the explicate order). This process of cosmic movement, in endless feedback cycles, creates an infinite variety of manifest forms and mentality. Bohm is of the opinion that a fundamental Cosmic Intelligence is the \*Player\* in this process; it is engaged in endless experimentation and creativity. This Player, the Cosmic Mind, is moving cyclically onward and onward accruing an infinity of experienced being!

The structural outline of Bohm's cosmic model is as follows: the Ground of All Existence, Matter, Consciousness, and the Cosmic Apex.

## THE GROUND OF ALL EXISTENCE

At the very depths of the ground of all existence Bohm believes that there exists a special energy. For Bohm it is the plenum; it is an "immense background of energy." The energy of this ground is likened to one whole and unbroken movement by Bohm. He calls this the "holomovement." It is the holomovement that carries the Implicate Order.

Bohm also refers to a law in the holomovement. He theorizes that the 'order in every immediately perceptible aspect of the world is to be regarded as coming out of a more comprehensive Implicate Order, in which all aspects ultimately merge in the undefinable and immeasurable holomovement. Holonomy, through a wide range of aspects, can be considered a "movement in which new wholes are emerging."

What is it that emerges from this ultimate ground, this "unknown totality of the universal flux?" It is the extension of the Implicate Order into a multidimensional reality. It is the interplay between the implicate and the explicate orders. It is the flow of matter, manifested and interdependent, towards consciousness.

## MATTER: INANIMATE AND ANIMATE

Right off Bohm refers to the particle, the most essential building- block of matter. He considers the particle, fundamentally, to be only an "abstraction that is manifest to our senses." Basically, for Bohm, the whole cosmos is matter; in his own words: "What \*is\* is always a totality of ensembles, all present together, in an orderly series of stages of enfoldment and unfoldment, which intermingle and interpenetrate each other in principle throughout the whole of space."

Bohm's explicate order, however, is secondary--derivative. It flows out of the law of the Implicate Order, a law that stresses the relationships between the enfolded structures that interweave each other throughout cosmic space rather than between the "abstracted and separate forms that manifest to the senses."

Bohm's explanation of "manifest" is basically that in certain sub-orders, within the "whole set" of

Implicate Order, there is a "totality of forms that have an approximate kind of recurrence, stability and separability." These forms are capable of appearing tangible, solid, and thus make up our manifest world.

Bohm also declares that the "implicate order has to be extended into a multidimensional reality." He proceeds: "In principle this reality is one unbroken whole, including the entire universe with all its fields and particles. Thus we have to say that the holomovement enfolds and unfolds in a multidimensional order, the dimensionality of which is effectively infinite. Thus the principle of relative autonomy of sub-totalities--is now seen to extend to the multi-dimensional order of reality."

Bohm illustrates this higher-dimensional reality by showing the relationship of two televised images of a fish tank, where the fish are seen through two walls at right angles to one another. What is seen is that there is a certain "relationship between the images appearing on the two screens." We know, Bohm notes, that the two fish tank images are interacting actualities, but they are not two independently existent realities. "Rather, they refer to a single actuality, which is the common ground of both." For Bohm this single actuality is of higher dimensionality, because the television images are two-dimensional projections of a three-dimensional reality, which "holds these two-dimensional projections within it." These projections are only abstractions, but the "three-dimensional reality \*is\* neither of these--rather it is something else, something of a nature beyond both."

If there is apparent evolution in the universe, it is \*because the different scales or dimensions of reality are already implicit in its structure.\* Bohm uses the analogy of the seed being "informed" to produce a living plant. The same can be said of all living matter. "Life is enfolded in the totality and--even when it is not manifest, it is somehow implicit." The holomovement is the ground for both life and matter. There is no dichotomy.

What lies ahead? For Bohm it is the development of consciousness!

## CONSCIOUSNESS

Bohm conceives of consciousness as more than information and the brain; rather it is information that enters into consciousness. For Bohm consciousness "involves awareness, attention, perception, acts of understanding, and perhaps yet more." Further, Bohm parallels the activity of consciousness with that of the Implicate Order in general.

Consciousness, Bohm notes, can be "described in terms of a series of moments." Basically, "one moment gives rise to the next, in which context that was previously implicate is now explicate while the previous explicate content has become implicate." Consciousness is an interchange; it is a feedback process that results in a growing accumulation of understanding.

Bohm considers the human individual to be an "intrinsic feature of the universe, which would be incomplete--in some fundamental sense" if the person did not exist. He believes that individuals participate in the whole and consequently give it meaning. Because of human participation, the "Implicate Order is getting to know itself better."

Bohm also senses a new development. The individual is in total contact with the Implicate Order, the individual is part of the whole of mankind, and he is the "focus for something beyond mankind." Using the analogy of the transformation of the atom ultimately into a power and chain reaction, Bohm believes that the individual who uses inner energy and intelligence can transform mankind. The collectivity of individuals have reached the "principle of the consciousness of mankind," but they have not quite the "energy to reach the whole, to put it all on fire."

Continuing with this theme on the transformation of consciousness, Bohm goes on to suggest that an intense heightening of individuals who have shaken off the "pollution of the ages" (wrong worldviews that propagate ignorance), who come into close and trusting relationship with one another, can begin to generate the immense power needed to ignite the whole consciousness of the world. In the depths of the Implicate Order, there is a "consciousness, deep down--of the whole of mankind."

It is this collective consciousness of mankind that is truly significant for Bohm. It is this collective consciousness that is truly one and indivisible, and it is the responsibility of each human person to contribute towards the building of this consciousness of mankind, this noosphere! "There's nothing else to do--there is no other way out. That is absolutely what has to be done and nothing else can work."

Bohm also believes that the individual will eventually be fulfilled upon the completion of cosmic noogenesis. Referring to all the elements of the cosmos, including human beings, as projections of an ultimate totality, Bohm notes that as a "human being takes part in the process of this totality, he is fundamentally changed in the very activity in which his aim is to change that reality, which is the content of his consciousness." Bohm is intuiting that the human person and mankind collectively, upon accomplishing a successful noogenesis, will come to fullness within that greater dimension of reality--the Cosmic Apex.

## THE COSMIC APEX

Bohm refers to this ultimate level--the source of the nonmanifest--as the Subtle Nonmanifest, something akin to spirit, a mover, but still matter in the sense that it is a part of the Implicate Order. For Bohm, the Subtle Nonmanifest is an *\*active intelligence\** beyond any of the "energies defined in thought."

Trying to describe the Subtle Nonmanifest, Bohm states that the "subtle is what is basic and the

manifest is its result." Tîve intelligence "directly transforms matter." And finally, Bohm says it straight: "there's a truth, an actuality, a being beyond what can be grasped in thought, and this is intelligence, the sacred, the holy."

Bohm poetically thinks of this cosmic Subtle Nonmanifest in a state of meditation. But what is it doing? Meditation means "to reflect, to turn something over in the mind, and to pay close attention." Without explanation, Bohm wonders aloud that while we meditate on that which we term the subtle nonmanifest, does the Subtle Nonmanifest concentrate on *its* Subtle Nonmanifest? Does this mean that the Cosmic Apex ponders upon something beyond or outside of itself? Possibly Bohm is considering the infinite potential of what he terms "multidimensional reality." He might also be thinking of the possibility of Something Separate.

For Bohm, the Cosmic Apex is a Holy Intelligence. It is a Player who operates in a feedback universe. The Player *is* the Implicate Order. Bohm provides the analogy of the "continuous field," the information, and the Player of the whole game. This process is ever endless, ever expanding or evolving, as the Player gathers all to itself. The player continuously grasps itself. *\*This is the Play of the Cosmic Process!\**

There are certain characteristics that can be discerned from Bohm's cosmic model. They are Order, Intelligence, Personalization, Creativity, and a sense of Holiness.

## ORDER

Bohm believes that a special cosmic energy holds the All together, and this cosmic energy follows a cosmic law (order). Bohm refers to it as the law in the holomovement. His viewpoint is that of "wholeness." The law of his holographic cosmic system is simply a movement which enables new "wholes" to emerge. These new holistic aspects may appear possibly to have some autonomy, but ultimately they are all aspects of the All.

## INTELLIGENCE

Before consciousness there is information; it is information, an inwardness, according to Bohm, that enters into consciousness. Bohm speculates that this inwardness in consciousness may be likened to an *\*insight\** which could, if refined, be used as an instrument for letting the "energies (of the Subtle Nonmanifest) come through." Bohm refers to this as an "active intelligence."

Bohm considers thought as basically mechanical in its operation. What makes the mechanical thought process relevant is intelligence. Bohm puts it thus: "The perception of whether or not any particular thoughts are relevant or fitting requires the operation of an energy that is not mechanical, an energy that we shall call intelligence." He continues: "For example, one may be working on a puzzling problem for a long time. Suddenly, in a flash of understanding, one may see the irrelevance of one's whole way of thinking about the problem, along with a different

approach--such a flash is essentially an \*act of perception.\*"

Bohm believes that if intelligence is an "unconditioned act of perception," then the intelligence cannot be grounded in "structures such as cells, molecules, atoms, and elementary particles." The operation of intelligence, for Bohm, has to be beyond any factors that can be included in any knowable law. The "ground of intelligence must be in the undetermined and unknown flux, that is also the ground of all definable forms of matter." For Bohm, intelligence has always been at the very core of the Implicate Order!

## PERSONALIZATION

Bohm is somewhat reserved about the theoretical prospects of cosmic personalization; nonetheless, he points to such a possibility in vague, cyclic terminology about human projections: "each of these elements is a projection, in a sub-totality of yet higher dimension. So it will be ultimately misleading and indeed wrong to suppose, for example, that each human being is an independent actuality who interacts with other human beings and with nature. Rather, all these are projections of a single totality. As a human being takes part in the process of this totality, he is fundamentally changed in the very activity in which his aim is to change that reality which is the content of his consciousness."

Bohm considers that consciousness is an exchange between the explicate and implicate orders. Consciousness is part of the play of the cosmic process, grasping itself (through its sub-totalities) into higher and higher levels of consciousness. Logically, if cosmic sub-totalities (such as human beings) can be considered to be persons (of which only a few are developing toward higher levels of Personhood), then through the feedback interchange, the cosmos is becoming progressively personalized as well.

## CREATIVITY

This Cosmic Knower, the \*Player of the Cosmic Process,\* is pure energy. It is intelligent. It is conscious. It is a Person. And this Player is also creative!

Considering cosmic creativity, Bohm introduces a new concept in which he describes the Implicate Order as a kind of \*generative order.\* He notes that "This order is primarily concerned not with the outward side of development, and evolution in a sequence of successions, but with a deeper and more inward order out of which the manifest form of things can emerge \*creatively.\*"

Bohm believes that the generative order "proceeds from an origin in free play which then unfolds into ever more crystallized forms." Generative order can be seen in the work of an artist. Bohm uses the example of Mandelbrot's mathematically-derived fractals to illustrate more scientifically this cosmic generativity. "Fractals involve an order of similar differences which

include changes of scale as well as other possible changes." Bohm notes that "By choosing different base figures and generators, but each time applying the generator on a smaller and smaller scale, Mandelbrot is able to produce a great variety of shapes and figures--All are filled with infinitesimal detail and are evocative of the types of complexity found in natural forms."

## HOLINESS

For Bohm the Holy is a "being beyond what can be grasped in thought." and Bohm calls the Subtle Nonmanifest "holy" in the sense that it is whole. It is a Presence within cosmic energy.

The Bohm cosmic model also suggests that this "holiness" has existed since the foundation of the cosmos. It is present in the cyclical process of the universe. It is pure, active intelligence from which all that is manifest in the cosmos comes. It acts through an inwardness in consciousness. It enfolds information into the many levels of consciousness, into all of life. It is the Implicate Order which is the Ground of All Existence.

## THE COSMIC PILGRIM

Humanity is the pilgrim in this cosmic process. What does Bohm have to say about the human condition?

What of Evil? For Bohm there are the evils of disorder (which causes suffering) and death. Bohm does not believe that there is disorder at the level of the non-human universality, rather it is at the level of humanity--mainly because of ignorance. Nature has allowed humanity the luxury to make mistakes, because humankind must have the "possibility of being creative." It is our fledgling ranking in this cosmic process that places us in these circumstances of choice and possible chaos. Disorder, and its consequent suffering, will prevail as long as all the different elements (of any given system, whether a human body or human society) "chaotically grow independently of each other, don't work together."

Bohm is dispassionate about Life and Death. He uses the analogy of a live oak tree. Creation-dissolution-creation all coexist in that live oak tree. The "leaves are continually forming and some are dropping off at the same time, so that it looks as if it's a constant tree." Bohm continues, noting that "its from the nonmanifest that the tree is continually forming and into the nonmanifest that it is dying."

What of the evil of Ignorance? The ignorance of humanity, in Bohm's opinion, is a matter of closed mindedness. He considers it the "darkness in the human brain." It is a matter of the human ego closed to the Universal Mind, to the supreme intelligence who communicates through the mode of insight.

According to Bohm, insight is pure perception. Because of the low level of our ego development

(manifested by our grandiosity, our emotional fears and pressures, our ignorant worldviews, and our gross extraversion), this insight is more than often deflected by a closed mind. The opposite of the closed mind is the openness to interiority. Human beings must look within in order to meet and scrutinize universal insight.

What does Bohm think of human Consciousness and Creativity? For Bohm unfolded creative intelligence originated in the depths of the generative order (the Implicate Order). "In the free play of thought," Bohm says that the "creative intelligence responds to opposition and contradiction with new proposals." He believes that every aspect of human experience, whether physical or mental, emotional or intellectual, can be "profoundly affected by creative intelligence, wherever this is able to act." And \*this\* in Bohm's mind is a \*breakthrough\* experience, because through the action of cosmic creative intelligence "everything may take on a new meaning."

What of Human Destiny, how does Bohm consider this? Bohm's overall vision of human destiny is short and straightforward: "The consciousness of mankind is one and not truly divisible." Each person has a responsibility to achieve this and nothing else. "There is no other way out. That is absolutely what has to be done and nothing else can work."

Bohm believes that only through collective cooperation can man accrue the high degree of energy required to "reach the whole of the consciousness of mankind." Bohm believes that the individual is in total contact with the Implicate Order. In that sense, the individual "is part of the whole of mankind and in another sense he can get beyond it."

Bohm goes no further. It can only be speculated that Bohm is thinking of a kind of ascension, of a new way of being, perhaps of a New Being?

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## 61 Cygni

### The Past

Located only 11.1 light years from earth, 61 Cygni is a trinary system with two primary stars, Cygni A and Cygni B, orbiting one another at a distance of 84 AU's. Cygni A and B are both orange-red stars, smaller and dimmer than Sol; they cast an eerie glow over their attendant planets that is quite unsettling to human colonists. Nevertheless, Cygni is a phenomenally rich system, ripe for exploitation.

Both stars are surrounded by a cloud of dust, ice, and asteroids – the Menog Swarm. The Swarm is actually two immense spheres, enveloping Cygni A and B and forming a shroud between them. It is responsible for hazy, red-gold halo that partially obscures 61 Cygni when it is viewed from afar.

Weaving its way through the Menog Swarm is Cygni C, an unpredictable red dwarf of unknown origin. Scientists suspect that Cygni C was “captured” in the remote past. Whatever the case, the tiny, itinerant star is thought to be responsible for numerous spatial anomalies throughout the Menog Swarm, including (it is rumored) an elusive but stable wormhole.

### Colonization

61 Cygni had been a potential target of early sleeper ship expeditions, but political tensions, economic costs, and the chaos of the Gate War confounded Terran efforts to dispatch explorers to the system. Only recently, in 2338, was the first InfinitiGate constructed here, linking the Cygni system to the InfinitiCorp home system in Tau Ceti.

Under the command of Captain-General Ajayi Ayodele, the massive colony ship TAS Benin was the first vessel to survey 61 Cygni. Ayodele concentrated his efforts within the sub-system of Cygni A, which contained 7 planets and an asteroid field. Since most of Ayodele's colonists hailed from what had once been the African Union on old Earth, some of the planets were named for Yoruba gods and goddesses. Others were given Swahili names (Swahili being the official language of the African Union).

When reports of the extraordinarily rich system reached InfinitiCorp headquarters, it was determined that the exploitation of this new system should be carefully controlled and managed. Transit in and out of the system would be limited. Further, with only one InfinitiGate linking to Cygni (and this from Tau Ceti, the InfinitiCorp home system), the system had the potential to be, essentially, secret and isolate. Thus, top-secret Infiniti research projects were gradually transferred into the system, along with weapons manufacturing plants and experimental technologies.

TAS Benin was partially disassembled to construct the massive Kinshasa-Mbali station, a port of entry to the Cygni system, in orbit around the lifeless steppe planet, Aganju. On the planet surface, InfinitiCorp scientists initiated a cutting-edge terraforming project, seeding the planet with Terran RNA matrices. From an early date, their efforts were aided by InfinitiCorp psionics, drafted from the Terran population and forced to migrate to Cygni in unprecedented numbers.

Psionics were treated as little better than slaves, imported from other Terran systems, processed in the cold orbital facility of Xai-Xai, and sent to the mines of Eshu,

the terraforming stations on Aganju, or the nightmarish reclamation plants on the hothouse world of Ogun. Also, shortly after the first psionics arrived in 2339, sentient brainwaves were detected on the second-position water world of Zuri Maji. InfinitiCorp immediately quarantined the planet to all but Infiniti scientists and high-level psionics. Careful research into the nature of Zuri Maji's aquatic inhabitants, the Sesh', has continued over recent years. However, the secretive nature of this research has caused many to speculate about InfinitiCorp intentions toward the Stone Age Sesh'.

### **The Progen-Cygni War of 2341**

News of InfinitiCorp's remarkable fortune in the Cygni system did not take long to reach its arch-rival, GETCo, and the other two races. While the Jenquai remained largely unconcerned and immersed in their own affairs, the Progen, still under the leadership of Primarch Anjuren Kahn, were enormously frustrated. InfinitiCorp continued to dominate the production of gate technology, and Terran holdings were already the richest in human space. Now InfinitiCorp had discovered a binary system that was overflowing with untapped resources, while the Progen Republic continued to subsist on the "scraps" (namely, the Vega and Gallina systems) thrown by InfinitiCorp executives. But without the ability to fabricate InfinitiGates, what was Kahn to do?

His answer was to come from an unlikely source. The Good Earth Trading Company (GETCo), which had endured one unfortunate setback after another, was also jealous of (and concerned over) InfinitiCorp's domination of this additional system. Infiniti was already the undisputed master of Tau Ceti and vied for control of Alpha Centauri. GETCo's only attempt to colonize a system of its own – Gallina – had failed mysteriously during the Gate War, and Infiniti had managed to usurp control of that system and sell it to the Progen. Further, Infiniti's shamelessly exploitative policies were of increasing concern to GETCo leaders, as they violated GETCo's own strategy of sustainable development and reflected poorly on the Terran Alliance as a whole.

GETCo executives agreed that it was time for unprecedented action. They approached a suspicious Anjuren Kahn with their plan. GETCo would construct an InfinitiGate – for GETCo spies had discovered the secrets of InfinitiGate fabrication – between 61 Cygni and Gallina. Progen colonists would then be free to exploit the unclaimed Cygni B subsystem and to challenge Infiniti domination of 61 Cygni. Sensing a valuable opportunity, Kahn agreed to the plan.

Sabine vessels entered Cygni space and began to survey the system, hoping to avoid conflict with Infiniti patrols. Eager Centuriata, however, moved to set up forward bases on the ice planet of Bayanni and its two moons. As the outermost planet of Cygni A's subsystem, Bayanni was well within the range of Infiniti patrols, and the Centuriata were immediately detected, sparking a surprised and hostile response from InfinitiCorp's ships.

What followed was a short but vicious war between InfinitiCorp and the Progen. Initial Progen victories gave way to a stalemate, following the Progen invasion of the glacier planet, Eshu. EarthCorps regulars reinforced InfinitiCorp security, and Eshu became the graveyard for thousands of Terran and Progen troops. Both sides began to funnel more troops, more resources into the Cygni system. In the ferocious battle of Theluji Rift, 9 Terran and 7 Progen capital ships were destroyed. When skirmishes

spread to Sol and Aragoth, the Progen Sabine leader, Vinda, determined that the war must be stopped before it escalated into something far greater.

Rallying her Sabine behind her, Vinda declared that unless Kahn sued for peace, her followers would cease calling forth deceased Centuriata. Enraged, Kahn commanded Vinda to relent, but the Sabine stood firm. Finally, faced with the superior numbers of his Terran foes and the loss of his technological advantage, Kahn was forced to capitulate. Hostilities ended with the close of the Terran year 2341.

Under the terms of the Glenn Treaty, the InfinitiGate between Gallina and 61 Cygni would remain open, but all Progen claims to the Cygni system were declared illegitimate. After a period of ten years, Sabine explorers would have the right to survey the Menog Swarm and the planets in the Cygni B subsystem, but their findings would be reported to the Glenn Commission and accessible to any interested Terran. Any InfinitiCorp exploration of the Cygni B subsystem was also forbidden.

GETCo, perhaps, was the only “winner” in the Progen-Cygni War. InfinitiCorp, its arch-rival, had been stymied. It was a small, spiteful victory, but it was also the beginning of a remarkable reversal of fortune.

The Progen-Cygni War was also the beginning of the end for Anjuren Kahn. Vinda’s drive to remove Kahn and abolish the position of Primarch gained considerable support, not only amongst her own Sabine but also among progressive elements of the Centuriata. Within three years, a frustrated and besieged Anjuren Kahn would retire, and Vinda, appealing to the rashness of Centuriata in Cygni and the resulting near-disastrous war, would officially put an end to the Primarchy.

Kahn, however, would not forgive this insult. Nor would he forget 61 Cygni...

## The Present

In 2353, 61 Cygni remains an InfinitiCorp stronghold. DeWinter and her executives plan to use the profits reaped from this system to guarantee their supremacy over the Terran Alliance. Each planet in the Cygni A subsystem will be carefully managed to gather maximum profits, and the Cygni B subsystem will (hopefully) be similarly exploited, now that the ten-year Glenn Prohibition has ended.

InfinitiCorp power in the system is centered on the planet of Aganju. Kinshasa-Mbali remains the primary gateway to the system and administrative center.

**Brief Sector/Planet Descriptions** (note that the backgrounds for these worlds can and should be expanded before they appear in the game)

*Ogun.* A harsh, hothouse world of steaming gas and white-hot rock, Ogun is one day meant to become a paradise retreat for the wealthy. Domes will be built, water imported, and Ogun’s natural beauty (what little of it there is) molded and shaped into pleasing forms. Much of this work will be done by psionics. Ogun is, in fact, the destination for those psionics who resist or speak out against InfinitiCorp’s exploitative policies. These poor souls labor in Ogun’s mines, refineries, and steaming pits. Few will survive their tenure in this place. Ogun-Huzuni Station, orbiting overhead, will eventually become a prime target of the psionic liberation movement.

*Zuri Maji.* Home of the ocean-dwelling, Stone-Age Sesh'. The Sesh' are shockingly bizarre creatures, with white fur and a pair each of "arms" and "fins." They are water breathing and strongly resistant to heat and cold. In appearance, they have been described as a cross between an octopus and a ground sloth. (More on the Sesh' to come). Zuri Maji is 97% water, with a few sparse islands, upon which InfinitiCorp researchers have established isolated research stations. Scientists and a few trusted psionics (viewed by other psionics as traitors or "Uncle Toms") continue to research the alien Sesh', though InfinitiCorp's intentions toward the aliens remain a mystery. Rumors of genetic experiments with captured Sesh' persist, but they remain unsubstantiated.

The Mandela Research Complex orbits Zuri Maji. It is home to hundreds of top InfinitiCorp scientists, relocated here from other parts of the galaxy. They research such scientific "Holy Grails" as gravity well generators, advanced terraforming techniques, wormholes, and quantum teleportation. More insidious projects involve the manipulation of psionics and the creation of the "brain probes" that have recently been dispatched to the Sirius B subsystem.

*Aganju.* A chill but livable steppe planet, Aganju has become a planet-wide laboratory for advanced terraforming techniques. Thanks to early RNA seeding, 5% of Aganju's surface has already become earthlike, with vast tentacles of greenery spreading across its rocky surface. Emissions of greenhouse gases and selective stimulation of volcanic vents will eventually warm the planet. InfinitiCorp hopes to transform Aganju into a garden world. Psionics are used extensively here, assisting in terraforming efforts, resource mining, and exploration. The despair of the psionics on this planet led to the creation of the paradise city of Kanem-Bornu on the planet surface, an outlet for their misery.

**(famous object?)**

In high orbit above Aganju is the ponderous bulk of Kinshasa-Mbali, the second largest human-built station in the galaxy (rivaled only by Earth Station, itself). This station serves as the entry point to Cygni system and Cygni's primary administrative center. All traffic passing in or out of Cygni through its Terran gate must be processed at Kinshasa-Mbali, so traffic is incredibly heavy. InfinitiCorp security ships are ubiquitous and tasked with the mission of keeping unauthorized personnel away from sensitive areas (particularly the gate to Zuri Maji and Ogun). Kinshasa-Mbali is presently the home of Ivanov and his team of scientists. Labs here supervise the terraforming project on the planet surface. It is unlikely that unauthorized vessels will be permitted to stray far from the station, but in the perpetual confusion, it is sometimes possible to evade InfinitiCorp security patrols.

Also in orbit around Aganju, but carefully concealed on its far side, is the cold and dismal station known as Xai-Xai. This is the processing center for incoming psionic "laborers." All psionic records are stored here, and from here, psionic workers are dispatched to their assignments on Eshu, Aganju, Zuri Maji, or, for an unfortunate few, Ogun.

*Theluji Rift.* A belt of icy asteroids between Aganju and Eshu. Possibly the only useless and utterly worthless feature in the Cygni system. Notable only as a stomping ground for

the herds of nommos (see below). Hulked Progen and Terran vessels from the Battle of Theluji Rift, including several unrecoverable cap ships, float amongst the asteroids.

*Eshu.* A frigid world of glaciers and sparse plant life. Resource rich, with precious metals, gems, and rare ores. Massive amphibious beasts live beneath the surface of the ice, emerging in summer to spawn (coinciding with local poaching season - see below). Numerous crashed ships and countless Progen and Terran vehicles (and enviro-suited corpses) dot the landscape, testifying to the most brutal fighting of the Progen-Cygni war. InfinitiCorp mines bring shiploads of psionics to Eshu, which is considered only a slightly more favorable destination than the hothouse world of Ogun.

*Olorun.* A sickly-green gas giant, similar in size to Jupiter. Its gases are particularly valuable, and Olorun is home to an ever-increasing number of InfinitiCorp (and independent “poacher”) orbital mines and refineries. Olorun’s Crown, a swirling cluster of pseudo-moons and metal bits, forms a ring of sorts around the planet. It, too, is meticulously exploited by InfinitiCorp. Olorun’s swirling green gases are a stopping point for nommos on their migration route to and from the Menog Swarm (see below).

*Ifa and Bayanni.* The two outermost ice planets. Also resource rich, although Bayanni is less so. However, neither planet has been extensively surveyed by InfinitiCorp. Bayanni is now home to an EarthCorps base, from which the Terran warriors intend to defend the Cygni system against Progen incursion.

*The Menog Swarm.* Cloud of dust, gas, and rocks that shrouds the Cygni system and separates the two Cygni subsystems. Cygni C, the red dwarf (renamed Shango for the Yoruba god of storms). The nommos end their cyclical migration here (see below). As yet, few probes have penetrated the Menog Swarm to survey the Cygni B subsystem beyond. The Swarm is also rumored to contain a stable but elusive wormhole that is being sought by scientists based in the Mandela Complex.

*The Cygni B subsystem.* Five planets orbit the slightly smaller and dimmer Cygni B, though humans know little about them at story start. Moto, a hothouse world, is innermost. Yemayah, a sweltering jungle planet with two moons, is in 2<sup>nd</sup> position. In 3<sup>rd</sup> position is the cold and cratered world of Oricha Nla. Outermost are two gas giants (appx. 90% the size of Jupiter), Egunjun and Oya. Both are orbited by rings and tiny moons.

Yemayah, it will be discovered, is home to an ancient alien race. Abandoned outposts belonging to this race can be found on Yemayah’s moons and on Moto and Oricha Nla. These aliens have existed since the time of the Ancients. They have gone “fallow” and returned to their planet, and they remain reclusive, uninterested in contact with humans. Thus, humans will be aware that some life forms exist on the planet, but they will be frustratingly elusive. Initial (psionic) contact between these aliens and the Outlings (see below) will vastly complicate possibilities for relations with the rest of humanity. These aliens will become important (and Cygni B open for PC exploration) during or after the V’Rix War, as archaeologists flock to the subsystem in search of the secrets of the Ancients.

As mysterious as these standoffish aliens are the forbidding “Black Leviathans” that patrol Cygni B space. Are they automated patrols? Alien spacecraft? Probes from beyond the wormhole? Whatever the case, the Leviathans seem to come and go as they please and are rarely encountered even by those who search for them.

[Note: More details on these aliens and the Black Leviathans will come. The information provided above is subject to change.]

## **Sample Missions, Events, and Inhabitants**

### *InfinitiCorp and the Psionics*

The Cygni system will tell the story of the InfinitiCorp breakup and the rise of the Psi Liberation Movement. At story start, Cygni is founded upon the exploitation of Terran psis. Psis have been gathered from all corners of the Terran Alliance – some legitimately, some not. Infiniti has hidden behind a series of controversial Terran laws that provided a quick fix to the problem of psi power within society. These so-called Ramirez Codes (named for the reactionary politician, Gloriana Ramirez), lay strict prohibitions on psis and revoked many of their rights. Psis now exist in a state of semi-servitude within the Terran Alliance that is much akin to the “slaves” of the ancient Greeks. They can own property, make contracts, etc., but they are not citizens and cannot participate in government. Most importantly, they are considered permanent social servants. According to the logic of the Ramirez Codes, the incredible power of the psis over mundanes must be counterbalanced. Because they have been given such a powerful gift, they are obliged to dedicate their lives to service and the good of their fellow men. Most psis are now indoctrinated from an early age in the principles of the Ramirez Codes, and many do not question them. However, InfinitiCorp has taken advantage of the Codes, using its domination of Terran government to approve the conscription of psis into Infiniti service and to direct attention away from the abuses inflicted upon psis in Infiniti employ. Only GETCo, with its humanistic leanings and policies of sustainable development, has stood against Infiniti’s mistreatment of the psis. But in recent years, GETCo’s power within Terran government has been dwindling, and it has been unable to thwart InfinitiCorp’s abusive practices.

At story start,

### *The Outlings*

Among Infiniti’s more nefarious deeds involving the psionics have been brutal medical experiments, conducted on particularly powerful or uncooperative individuals. Psionic brains have been transplanted from their bodies to probe vessels. These probes have then been dispatched, in recent years, to explore the Cygni B subsystem. In other cases, Infiniti scientists have attempted to create “networked” defensive vessels using psionics. A psi brain is replicated and installed in a series of heavily-armed, networked ships. These vessels may then act as one, allowing perfectly coordinated attacks. Other cybernetic combinations were also devised.

Early Brain Probes were dispatched to explore the Cygni B subsystem (before the Glenn Treaty had actually expired, of course). After a few initial survey successes, however, the Brain Probes began to malfunction. InfinitiCorp controllers lost contact

with several probes. Afterward, fewer and fewer probes returned from Cygni B. Experimental psi-brain “networked” defensive patrols began to abandon their routes and disappear into the Menog Swarm. Infiniti recalled and destroyed the remaining brain hybrids, pending investigation into the missing ships.

When Infiniti psionics determined the cause of the assumed malfunctions, they were horrified. Some of the Brain Probes had thrown off Infiniti’s yoke and hidden themselves in the Menog Swarm. There, they had subsisted for a time, mining the minerals and chemicals they needed to survive from the Swarm’s countless asteroids and gas clouds. Eventually, however, they had begun to communicate with one another and to organize.

Autonomous probes freed their fellows from Infiniti control. With greater numbers, they ventured out of the Swarm to “free” the experimental network clones that had been dispatched to patrol the outer regions of the Cygni system (to search for Progen spies). By the time Infiniti recalled the remaining brain ships, a sizable number of autonomous brains had taken up residence in the Swarm. They began to construct a society of sorts. Since they were no longer strictly human and had no organic bodies to speak of, the “Outlings” set about creating a society of their own. Cold, intellectual, and largely emotionless, the Outlings were able to survive indefinitely – they had been designed to be essentially immortal, with self-replicating nano-robots perpetually maintaining their internal structures.

In recent years, networked Outlings have been able to ambush Infiniti convoys and scavenge them for parts. These have been used to construct equipment and Outling drones. The Outlings have also learned to replicate themselves – to extend their own consciousnesses to additional ships, as the Infiniti scientists once did.

The Infiniti scientists are aware of the Outlings, but they are deathly afraid that the news of these beings will leak from Cygni. Thus, EarthCorps has not been informed of their existence, and Outling raids on ships in the system have been blamed on pirates. It is rumored that certain psionics have actually gone willingly to join the Outlings, claiming that only amongst these bizarre life forms can a psionic truly be “free.”

Meanwhile, Outling society continues to grow and develop in the Menog Swarm. Outling drones are now frequently sent into the inner system to harass the hated InfinitiCorp and to scavenge for additional parts. New breeds of Outlings are still being developed out in the Swarm.

It is also important to note that the Outlings have begun to explore the Cygni B subsystem. It will be the Outlings who will make first contact with the aliens there. Outlings may also have discovered the secret of the Menog wormhole.

### *Cygni Safari*

The whalelike nommos are targets for both benevolent and malign tourists in this sector. Wealthy tourists (especially Infiniti execs) pay enormous sums of money to observe or hunt the herds of nommos (BST01 Nebula Kraken) that migrate seasonally from the Theluji Rift to the gas giant Olorun and finally to the Menog Swarm... and back again. GETCo-supported environmental activists can also be found in this system, attempting to gather evidence of the poachers’ activities. Quests may get players to work for either side. Environmentalists will ask players to trail groups on safari to prove that they are illegally hunting nommos (sometimes – or maybe all the time, if we want the

environmentalists to be stymied - the groups will be totally legit). Seedy guides may recruit other players to go on a nommos hunt with them. Maybe players previously contacted by the environmentalists can take this mission as an undercover agent.

### *Sabine Explorers*

The Progen have begun to dispatch Sabine explorers to the outlying areas of the Cygni A subsystem. These Sabine will survey the Menog Swarm and move to explore the Cygni B subsystem. As tensions rise between Terran and Progen, Infiniti officers in this sector may dispatch players to eliminate Sabine craft before they are able to report back to their superiors.

## **The Future**

Progen Attack, Take 2

Transfer of 61 Cygni

Mysterious Aliens

## **Tau Ceti**

### **Gas Giant Arduinne**

This is where InfinityCorp gets the materials it needs to make stargates: Quantum Crystals. Quantum Crystals are made by yet-to-be-named creatures living in the gas giant (planet mode). These creatures start as caterpillars (basically) then go into a cocoon stage and then become adults. The crystals are only present during the cocoon stage during which time they are harvestable as is the cocoons were a normal resource asteroid (they just won't look like one. There may be missions for players to go harvest crystals. Needless to say, the gas giant is covered by heavy security.

### **Cat Fight**

There are two levels of security around Arduinne. Lady DeWinter can authorize a players to be able to enter the Arduinne System if they complete a certain mission. Once there the players are free to fly around, but they must gain additional clearance if they want to go to planet mode. Sydney Macgregor gives the mission to gain clearance to go to planet mode. Sydney and DeWinter hate each other. DeWinter may be able to override her; I'm not sure. It might be interesting to have the player all happy to be friends with DeWinter only to find themselves in an uphill battle with Sydney to get further clearance.

### **Black 11**

Black 11 doesn't want the creatures exploited to make new gates. Exactly what they are doing about it is unclear. If they are not eco-terrorists it's hard for them to actually be doing anything on the gas giant. We thought of having a very military NPC who gives missions to destroy Black 11 ships. The player later discovers that Black 11 are not terrorists. Maybe they encounter another NPC who gives non-lethal B 11 missions. It is left to the player to decide whether to take the militant NPC's missions or take the moral missions given by the other NPC. I have no idea who these NPCs would be. Maybe we could use DeWinter and Sydney again to play off their antagonism. I dunno.

### **Jenquai Plots**

Right now the Terrans have a monopoly on Quantum Crystals. The Jenquai don't like this. A high level NPC gives a mission to steal one of the crystal making life forms so that they can seed them on Jenquai gas giants. This NPC would start pinging Terrans to see if they are up for a lucrative, but traitorous mission. We could have a single branch of this NPCs dialogue that the player goes down when they first meet the NPC. The mission is offered and the player warned that it's a once only offer. If they take the mission, fine, if they refuse then we never mention it again (basically the branch isn't offered after the NPC knows the player). This NPC may have the full blessing of the Hierate, or he may be a rogue who is taking matters into his own hands. It might be more interesting if the guy is a loose cannon.

### **Energy Dude**

There's a bunch of floating crystal structures in the gas giant like a sort of temple. Located here is a powerful energy creature that considers itself the keeper/shepherd/god

of the quantum crystal making creatures. There may not be much to do here early on, just the mysterious ruins. At some point, the energy dude wakes up/comes home and is there to fight/talk to. The creature might eventually start attacking anyone who harvests the crystal making creatures. There could be missions involving stopping this thing. We want to make sure this won't interfere with any major story plans since the thing would be appearing in such an economically and politically critical area.

We had an area on the gas giants where meteors from an old destroyed moon orbiting Arduinne would fall. Basically players have to run a gauntlet to get from one side of the zone to the other, possibly getting hit by an exploding meteor. We decided in the content meeting that the energy creature was the one that destroyed the moon. Perhaps some older race was harvesting the quantum creatures and had a base on the moon or something. I've put a mob in the temple that just sits there, but if you blow it up (one or two shots) the energy creature appears and attacks you. I'd like to put a talk tree on the crystal mob like it's a library or something but we can't do that yet so right now it just sits there. We want the energy creature to be a "raid" monster. It's so high level that only a large group of high level players working together could defeat it.

### **Pirates**

We want to put Quantum Crystal smugglers here. We assume they would be Red Dragons, but there may be other possibilities relating to the overall story. Thoughts?

We took the pirates out of Arduinne and moved some low level ones to Inverness.

### **Inverness**

This is an area for characters of level 15-25 to come and explore. We wanted the characters to be able to come here early on in the game. There's some trader missions here where the players have to build some components from salvaged items. Basically we have an NPC in the floating city who is haggard and whiny. He complains he doesn't have enough money to keep up the city. There is an old abandoned sleeper colony still floating near here whose anti-grav system is still functioning so it doesn't fall into the planet. He sends players out to it to salvage parts and build components he needs to keep his city running. We made some creatures that are hard on ship hulls that are damaging the city so he has a constant need for components and not enough money to supply them. The abandoned city also gave him the idea to put up an anti-grav module in order to keep a floating scrap yard near the city. He sends players out to salvage from the scrap yard and fix the grav module.

*Alpha Centauri System History (in brief):*

Colonization of Alpha Centauri dates from the years following the War of Secession (First Colonial War). Following the invention and widespread distribution of the Infiniti MK8 Cold Fusion Pulse Drive (ca. 2190), “sleeper ships” were dispatched by the Terran Alliance to Alpha Centauri and Tau Ceti. While InfinitiCorp largely dominated the Tau Ceti system, Alpha Centauri became a battleground upon which the growing rivalry between GETCo and InfinitiCorp was played out.

The first sleeper expeditions arrived in 2192 (notably, this first vessel was owned by GETCo, although it was destroyed by an asteroid impact not long after). Colonization of the system was strongly influenced by the efforts of GETCo and InfinitiCorp to buy up all remaining land on the planet Earth (essentially, for the sake of prestige).

Licenses to colonize large tracts of planets and asteroids (or to establish starbases) were sold to various holdout groups that continued to claim rights to land on old Earth. Thus, Alpha Centauri became a patchwork of Infiniti- or GETCo- sponsored colonies and stations with a vast variety of cultural flavors, from the purist German Jagerstadt to the city of Kingston-Selassie, founded as a Rastafarian separatist retreat. GETCo even succeeded in “buying out” the royal family of Monaco, which, in return, received the right to establish several prominent stations. (Feel free to add in other odd separatist groups that control various pieces of this system – legacy of the struggle to buy up all of Earth).

Two additional events shaped this system. The first was the Gate War (2289-2298). After the sundering of the Terran-Progen alliance, numerous battles were fought in this system, generally resulting in Terran losses (there should be a big battle that is famous – feel free to make it up, as I have no info on this). A substantial proportion of the original separatist colonies and bases were destroyed by the Progen (InfinitiCorp and GETCo security protected principal economic centers such as Jagerstadt and Kingston-Selassie, but less vital properties were left to fend for themselves... and generally to die explosively).

After the devastation of the Gate War, Terran Alliance military began to make its presence known in the system. Initially, the military had remained in Alpha Centauri to help with reconstruction efforts and to guard against opportunist pirates, but the military bases and facilities in Sol system had largely been wiped out during the Gate War, and military leaders saw Alpha Centauri as a convenient new headquarters and training ground for their burgeoning organization.

The second major event to affect Alpha Centauri history was the outbreak of a virulent, mutant strain of measles in the early part of the 24<sup>th</sup> Century (2317-2319). This was quite a convenient development, from the military point of view... too convenient, according to some. Originating in Jagerstadt, the disease

spread to most of the major cities and bases in Alpha Centauri before the system was quarantined. The populations of Jagerstadt and Kingston-Selassie were decimated, but the disease was short-lived. Military scientists quickly produced a cure.

With the populations of the major metropolises greatly reduced, the Alliance military stepped in to “restore order.” Jagerstadt was transformed into the EarthCorps capital, Kingston-Selassie into an EarthCorps R&R retreat (although the surviving Rastafarian settlers maintained ownership over the city real estate). The colonists, of course, were now too few to oppose EarthCorps.

In the intervening (40 or so) years, EarthCorps has continued to consolidate its hold over the system. Some of the old separatist groups that survived the Gate War and the measles outbreak accuse EarthCorps of engineering the disasters in Alpha Centauri and have essentially become small and exotic pirate nations (these should be really odd, based on unlikely real-world groups). They attempt to disrupt EarthCorps activities near the fringes of Alpha Centauri space (the only places they are able to survive).

EarthCorps works to present an image of tight control and discipline in this sector. It is largely an accurate representation, but in a system so widely colonized by so many old Earth groups (some of which have been completely forgotten), it has been impossible to maintain total control. The “pirate” nations occasionally appear and create a major disruption designed less to create a body count and more to embarrass EarthCorps.

A further dynamic is the continued tension between GETCo and InfinitiCorp (especially given GETCo’s gradual decline and InfinitiCorp’s growing primacy). Both maintain nominal power over their colonies (Jagerstadt, the stations, Kingston-Selassie, etc. were all established by one of the two major companies). Underneath the tight control of EarthCorps, agents of the companies continue to work mischief against each other’s interests.

*City note:*

Earth Corps capital on Terra Delta is now Jagerstadt.

*Brief backstory:* In its early years (2317), Jagerstadt suffered an outbreak of a mutant strain of measles. 80% of the population (12000 people) died of the disease. This fact is referenced on a memorial in the Path of Shared Memory. With few colonists left alive to oppose them, the EarthCorps military established a base in Jagerstadt. This base eventually grew into EarthCorps’ primary headquarters outside Sol system.

## **System Introduction - Antares**

### **System Name**

Antares

### **System Type**

- Binary Star System

**Scorpius Major** – Antares A – This is a **Red Supergiant** more than 700-times larger than Sol and 10,000-times more luminous. Antares A and B are so close together that bands of star-material rip back and forth between them. The Supergiant Antares, burning a radiant salmon-red and spewing off its atmosphere as it settles into its golden years, dominates the central hub of its celestial region. Viewed from Sol, it is surrounded by an emission nebula to the south and a very rare and beautiful yellow reflection nebula to the north. From Antares, this heavenly mix of gases, cast-off star material and dust forms a diffuse veil of light that bathes the system.

**Scorpius Minor – Antares B** – This **Blue Main Sequence** companion is hotter than the Giant and from the system visible bands of hydrogen can be seen in the surface. Antares B is itself larger than the sun; with a diameter about 4 times that of the sun and a mass almost 10 times that of the sun. This star would be about 1900 times as luminous as the sun.

### **Asteroid Belt[s]**

- 2 Asteroid Belts

### **System Overview**

#### Antares A Star System Overview

- M1.5lab Red Supergiant
- 4 Planets; 12 Moons
- Distance From Sol – ~520 Light Years
- 1 Extra-solar debris Cloud (The Emission Nebula itself)
- Space Stations
- Ancient Star Gates
- InfinitiCorp Hypergates
- InfinitiCorp NavGates (Slidegates)

The region around Antares is one of the most amazing and beautiful in the entire night sky. Within, around, and overshadowing this densely packed region of stars – which spans a very compact 50-light year area – are such incredible phenomena as the strongest natural source X-Rays yet discovered, aging globular clusters, and colorful emission nebulae. The mix of emission nebulae, reflection nebulae, and dust lanes is complex. And dazzling. From Antares itself can be seen a number of stunning galactic clusters. The Supergiant Antares itself obscures the view from Sol of these magnificent star clusters that describe **Scorpius**.

### **Inner Worlds**

The **Inner Worlds** of Antares begin their **spin** at a **distance equal to Jupiter** relative from the Sun on Sol System. The Antares System covers a huge area making it a mini-cluster of politics, infighting and events all unto itself. Only a single planet occupies the Inner Zone, however several of the large, planetoid sized Asteroids from the **Tian-gou** have been settled.

### System Sector List

Sector Name	Sector Type	Sector Level	Sector Theme
Kor Vanian	Space/Station		
Antares Corridor	Space		
The Charis Dao	Space/Ancient City		
Kor Scorpius	Space/Planet		
Valshadam	Station/Asteroid Belt		
The Tengri Maru	Station/Anomaly		
Kasdreya's Well	Space/Wormhole		
The Volundr Gap	Space		

### The Antares System

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#### ***Le Coeur de Scorpion – The Heart of the Scorpion.***

This, as much as anything defines **Antares**, nestled, when viewed from Sol, in the heart of the constellation of Scorpius. **Shoda'kan Wanderers** first explored Antares following their withdrawal from the Jenquarum at the close of the Gate War. Many of the **Shoda'kan Masters** felt the same sense of betrayal as the Maléfari. However, they chose not to engage in Jihad but to find peace and resolution through seclusion. Their early wanderings unlocked many Ancient Gateways that might have gone unexplored for decades at the slowed pace of Jenquai exploration following the War and Occupation.

**Antares** marks the **gateway** into the **Jenquai Far Expanses**. It is part of what they have come to refer to as the **Hagana Antares**, the group of **Ancient-built** Gate-linked systems all tied to the Scorpius: **Tau Scorpii**, **Sigma Scorpii**, (stretching some 900+ light years from Sol), **Mu Scorpii**, the binary companions locked together despite a distance of over 1 light year apart. On the other side of the **Hagana Antares** – which refers to the Network of Ancient-built Star Gates as well as the geo-political demarcation – are **Beta Scorpii**, **Nu Scorpii** and the gem in the crown of Jenquai exploration: **Scorpius X-1**, a tiny, X-Ray-blasting *neutron star* spinning at such a speed that the Gate in orbit around it has apparently ceased to function caught as it is in X-1's thrall.

**X-1** is called **Ardera Sempre**. The **Sha'ha'dem** speculate that the X-1 Gate – called simply **Threshold** – leads out of the Galaxy. It is for that reason that – against normal

Jenquai policy – they tacitly urge the **Black Guard** into a course of action that could threaten War: retrieve the shard of the **Codex Dei** discovered by **House MacGregor** and its **InfinitiWatch Speculators**<sup>1</sup> at all costs.

From the very beginning the Sha'ha'dem had guided the People in their paths of exploration through the Ancient-built Star Gates. Refusing – unreasonably some believed – the boon of the Terran Hyper Gates, the Jenquai had forged their own path from Charon's Gate, to Acheron, to Beta Centauri, and Beyond.

Antares was initially explored some four years after the end of the Gate War, a by-product of the post-War rush to claim Gate-linked territory and discover where this Ancient highway ended. **1<sup>st</sup> Emissary Shigatsu Nishido**, who had succeeded Malakane as leader of the Jenquai and led the move to sign a Peace Accord with the Progen, initiated a number of aggressive exploratory policies. She was trying to ease the bite of the terms of the **Accords**, which so offended the **Maléfari** that they left the **Jenquarum** on the trail of the old **Shoda'kan Masters**

The **Ordo Maléfarum** had been denounced and the little known **Shinwa** moved to the forefront of the **4<sup>th</sup> Sephira** as leaders of the **Jenquai Warrior Caste** and controllers of all things **martial**. At the head of the Shinwa was the young, insecure Shamballah Master Tal ben Joseph, newly made **2<sup>nd</sup> Emissary** of the Jenquai. He was charged with mapping the Warrior Castes defensive line through the Hierate and making certain a policy was initiated to prevent Progen incursion into Jenquai Space.

So it was with this mandate that he sent out Explorers under the banner of the Shinwa to form a 3-dimensional perimeter around the Hierate, more of a theoretical high concept than anything physically possible. Nonetheless, from the **Acheron Gate Cluster** the **Jenquai** had set upon **Vega** and from Vega they reached out to Antares.

So it came to pass, from his flight deck aboard the **Tigress Maru**, **3<sup>rd</sup> Adept Vanian Mar**, newly **Ascendant** to the **1<sup>st</sup> Circle** of the nascent Shinwa, having only just taken a life-mate, had known from the beginning he would make **Antares** his home. Tal ben Joseph had come to him personally. So many of the Elders had passed from this life to the next at the hands of the Progen. So much wisdom had been lost. But Tal knew Vanian to be a man of reason, not

**Vanian**, like so many who had lived through the Progen Occupation of Jove City, fought off their warships when they blackened the skies above Homeworld, and swore vengeance in the wake of all the slaughter, sought only to escape to the Stars.

Vanian, who had been a young man during those years, was, however, a *faithful* Jenquai.

It isn't lost on the Jenquai People that "Antares" literally means "**anti-Aries**", or "**rival of Mars**". The symbolism has been extruded upon by the **Jenquai Warrior Caste** who has made a significant claim to the resources within this system as a means to build defensive and *offensive* capabilities to offset the (perceived) Progen build-up. Antares, like Vega, has by some within the Jenquai People become a threat to their very way of life, a fear that the Warrior Caste grows too strong and guides the People toward a path of revenge over the Gate War. Such renegades as the **Shoda'kan Order**, the **Cenovar**, and the whispered of **Maléfari** move with a degree of freedom through **Antares**

To Egyptian astronomers, Antares represented the scorpion goddess Selkit, who was one of the many manifestations of the goddess Isis. In ancient China, Antares was called

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<sup>1</sup> This is part of the Jenquai Inciting incident.

*Who Sing*, the "Fire Star," and the area surrounding the star was called *Ming T'ang*, the "Emperor's Council-Hall."

In Greek and Roman tradition, the hook shape made by the brightest stars represented the scorpion whose sting caused the death of the great hunter Orion. A number of temples at Delphi and Corinth were thought to be aligned to the rising of its brightest star, **Antares**. The symbol of the scorpion was also one of the oldest of the Egyptian hieroglyphics and Antares was the sacred star of the goddess Isis. In ancient China this constellation was known as the Azure Dragon and Antares was the Fire Star.

### Antares A Star System Overview

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- 1 Extra-solar debris Cloud (The Emission Nebula itself)
- Space Stations
- Star Gates

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### Inner Worlds

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### The Kor Vanian Cluster

Although **Kor Vanian** is **not** the **Capitol Sector** of Antares it is where the one the most **spectacular** cloud **cities** within arguably all of Jenquai Space exists. It is also where **Orias Malakane** resides; despite tradition owing that the **Sector Prefect** live in the Capitol. **Orias** maintains not just his home on **Kor Vanian** but a personal cadre of **Shinwa Masters** whose sole purpose it is to thwart, harass and otherwise undo any and all **Maléfari** efforts within Antares.

The **Malakane** are deeply bound to **both** the **Warrior Caste** and the **Religious Caste**, making them unique within Antares. **1<sup>st</sup> Adept Orias Malakane**, who can still hear the cadence of Progen boots in Jenquai cities despite being only eight at the time, is the current Prefect of Antares. **Orias** keeps his **residence** on **Kor Vanian** despite the **capitol** being **Kor Scorpis**. Adept Orias is staunchly in opposition to the *Maléfari* despite his own **flagrant animosity** toward the **Progen**, whose hand **slaughtered** a full third of his **Clan**.

225. **Kor Vanian** – Kor Vanian is a **brown dwarf gas giant** orbiting the Antares suns at roughly the same AU as Jupiter in Sol. This giant world represents an anomaly in that it is the only **known gas planet** with a **breathable oxygen layer** within itself. Some nine hundred kilometers beneath the **thick upper layer** is a band of **nitrogen rich oxygen** some five hundred miles deep. This band of air is sandwiched between two extremely turbulent layers. However, because of the rising gases and thick thermal layer below, it has been found that with very little energy vehicles can support themselves. Given the Jenquai propensity for gravity defying civil projects, it was an obvious call that **Kor Vanian** would become home to one of the **largest Cloud Cities** within the entirety of Jenquai Space: **Silvanus Soar**, home of the great **Malakane Clan**, who flew with Ben Joseph on the Jin-Qui Maru when it set out for Jupiter and destiny. Kor Vanian has 6 Moons.

226. **Kokuyoku** – Largest of the 3 Galilean Moons that chase each other around Kor Vanian. Kokuyoku is a tectonically active world complete with geysers of liquid nitrogen that spew into the world's toxic atmosphere, intense volcanic activity, and a rich mineral-ore composition. It is from here that the Shinwa maintain a training cloister that launches exercise missions first against the Flight Drones around the Moon then into the Corridor on so-called "*hot missions*". The **Kokuyoku Cloister** sits at the base of **Mount Niataka** in the **Kuroku Crater**, a relatively stable region. The Kuroku Field offers planetary training opportunity.

227. **Daishi Maru (Dire Wolf)** – Shinwa Defense Platform. This is **Orias Malakane's** eyes, ears, and (when necessary) hand into the Cluster

#### The Antares Gate Cluster

228. **Vanian's Gate** – Hypergate through the Antares Corridor to Vega

229. **Vanian-Charis Gate** – Hypergate linking to the Charis Gate on the outskirts of the Antares Corridor

#### The Antares Corridor

230. **The Antares Corridor** – the black empty between **Kor Vanian** and the Outer Worlds; it is stalked by Red Dragon Pirates.

231. **The Charis Gate** – Hypergate on the outskirts of the Antares Corridor

232. **The Charis Dao** – Ancient/Alien built fortress floating within the heart of the Corridor; it is surrounded by violent magnetic storms

#### The Shi-Ryo

This expression, meaning *'dead man visiting the living at night'*, is used to describe the ion-storm heavy *Planetary Nebulae* region of space between the Inner and Outer Worlds itself as well as the phenomena that occurs there: ***Jenquai Warrior Ghost Ships***

Wailing Ghost Ships roam the Shi-Ryo emitting low-level, sorrowful electromagnetic wails that take on the form of mini-pulse waves driven by the ion-particle winds of the Shi-Ryo. These Ships – a lone Jenquai Starcruiser (capitol ship) and two escort corvettes – are thought to be the collective Psionic resonance of the Warriors who lost their lives in the Shi-Ryo some thirty years ago pursuing raiders. These raiders were believed to have been Progen, the last remnants of Dahaka Khan's renegade Occupation Army from the Gate War. Like the Maléfari, Dahaka's Fleet fled from Occupied Space into the Beyond. But unlike the Maléfari, Dahaka's survivors were a broken, disillusioned band of marauders.

From the first moment those who escaped Jove City had turned up, they operated as little more than pirates. Albeit very dangerous pirates. In any case the Dai'shao who commanded the Shodan was determined to hunt down the Dahaka Khan renegades. He's pursued them from Sol to Bellatrix and back. He's finally forced them into Jenquai Space, the Antares System, in a bid to make of the Progen an example. But the Dai'shao of the Shodan Maru had not reckoned on sheer Progen ingenuity.

Pulling the Shodan into the nebula-field bisecting the system, the Progen Centurion suddenly evened the odds. Knowing that he and his crew were dead, the Progen Centurion elected to take the Shodan with him. With his Destroyer set to self-destruct, the Progen Centurion put the last of his ships reserves into forward thrusters – ramming speed. The Destroyer barreled into Shodan Maru head on. Both ships, however, got pulled into a gravitational eddy within the Shi-Ryo and were torn apart as the Progen's reactors went critical, fulfilling their last mandate.

233.       **Shi-Ryo** – This is the Planetary Nebula bisecting the system, separating the one Inner World from the three Outer Worlds. The Shi-Ryo looks and behaves much like a nascent nebula in many respects. However, navigation and certain weapon and sensory

effects are severely limited. What makes the Shi-Ryo even remotely useful is the presence of the stable wormhole within the heart of the debris cloud.

234. **Kasdreya's Wail** – This is the Antares-end of the stable wormhole that links into the Proxima Wormcluster. It is not generally known to exist, however, a hand full of high level Shinwa Masters are aware of its presence and have made heightened patrols along either face of the Shi-Ryo mandatory. Mainly Maléfari who want their comings and goings into and out Antares kept very quiet use Kasdreya's Wail. However, it is on the radar of certain Pirate Clans such as Temple, Chavez, and Talon, who make use of the wormhole as a means to circumvent even the standard Pirate and Rogue Gates.

## Outer Worlds

235. **Scorpius Gate** – Receiving end of Vanian's Gate
236. **Kor Scorpius** – 2<sup>nd</sup> position capitol world; it has **three moons**, the capitol city is **Vesper**, which is a cloud city floating high within the turbulent atmosphere of this gas giant; **Vesper** is linked by tether to **Valshadam**, the Jenquai space station in orbit above the world
237. **Kalb al Akrab** – largest of the moons of **Kor Scorpius**, it is home of the newly confirmed **Kiang Shi Order** of Jenquai Warrior/Explorers.
238. **Maitrya** – Red, crater marked moon of **Kor Scorpius**.
239. **Kamsin** – Desert Moon; has a breathable atmosphere and is home to a sect of the newly formed **Kuan-Ti Order** of Warrior-Priests.
240. **Valshadam** – Jenquai Space station, it is armed to the teeth and has a low tolerance for belligerence within orbit of the planet; on the other hand, it offers a place for renegade Jenquai to congregate without too much scrutiny, with the unwritten exception of those times when members of the Religious Caste are present en masse.
241. **Kathsidhe Maru (k?th-shee)** – *Jenquai floating fortress-city located in the Antares System. It is a legacy of the warriors who first surveyed the cluster, young Shinwa Adepts who were not totally opposed to the methods of the Maléfari. Following the Semina Negro – Black Week – the Shinwa de-commissioned the station leaving it abandoned in orbit around the furthest of the Antarean worlds. Shortly after the discovery of the Codex Dei by InfinitiWatch Speculators, the Station is brought on line one more.*
242. **Valshadar's Field** – sparse asteroid field cutting between Kor Scorpius and the Far Planet
243. **Shi'rin's Mound** – pirate/free thinker camp hidden within the Field. It is a stop over for rogue Psionics fleeing Terran Space for Sanctus Kyrie; Red Dragon Raiders prey on the inhabitants
244. **Pirate Gate to Sanctus Kyrie**
245. **The Tengri Maru** – Shinwa Battlestation that keeps a close watch over the wormhole within the **Ru Shou**.

## The Ru Shou

246. **The Ru Shou** – Emission Nebula/Oort Cloud defined by intense electromagnetic storms, plasma-bursts and ion particle storms.

### Antares B Star System Overview

- Blue Main Sequence
- 1 Planet; 2 Moons
- 2 Major Asteroid Belts
- Distance From Sol – ~520 Light Years
- 1 Extra-solar debris Cloud (The Nebula Itself)
- Space Station
- Star Gates

**Scorpius Minor – Antares B** – This **Blue Main Sequence** companion is hotter than the Giant and from the system visible bands of hydrogen can be seen in the surface. Antares B is itself larger than the sun; with a diameter about 4 times that of the sun and a mass almost 10 times that of the sun. This star would be about 1900 times as luminous as the sun.

### Inner World

### The Gyorin Cluster

Antares A and B are orbited by 3 worlds that swing along the outer orbital path of the two suns. **Antares B** is orbited by a single world – **Gyorin** – a **Brown Dwarf** companion. This world has an **eccentric path** that swings it between the two stars every **450+ years**. When this happens, the flare-material that passes constantly between the two suns bombards the planet. The transition takes less than a day, however, what happens is Gyorin's two companion satellites get ripped apart only to reform under the influence of the Brown Dwarf.

246. **Gyorin Prime** – This is the Brown Dwarf Companion world that swings between the two Antares Suns every 450+ years. One of the benefits of this event is that Gyorin – for a short period – becomes a **deuterium burner**, causing an increase in rare earth metals locked in the burn-off cloud that hovers around the brown dwarf for a period right after the transition. Gyorin makes a further transition out toward the near end of the **Volundr Gap** at the extreme edge of the **Antares System's gravitational influence**. This could correspond with the opening up of the Rift. The metaphor is that Gyorin has swung into the sector in which the Gate to the Gap is located.

The twin to the Antares A research station orbits Gyorin. We can do a big build up to Gyorin's passing between the two suns.

**The Volundr Gap** – Expanse of empty space between Antares and the Volundr Rift; it is roamed by Pirates and Maléfari alike.

<b>The Volundr Rift</b>
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### The Volundr Rift

The Volundr Rift describes a desolate expanse of space just beyond the gravitational pull of Antares. It is a region of spatial anomalies and roaming creatures. On the fringes of the Rift is a single star system called Volundr Prime. Some speculation has been made that the Star is artificial.

**Within the rift are the remains of countless alien ships, spinning in a broad arc around Antares. Like other such graveyards, this one supports the theory of some cataclysmic war having torn the galaxy apart eons past.**

### Volundr Prime Star System Overview

- Single Hot Blue Main sequence Dwarf
- 1 Planets; 1 Moon
- 1 Extra-solar debris Cloud
- Space Stations
- Star Gates

**Volundr** – World located just beyond the Antares system. It is a quarantined world, classified as **TravCon 5**. It is a low gravity planet occupied by intelligent robots calling themselves the Nachzeher. Scouts from the **Terran Alliance** first flew by the world in -89, but internal explosions destroyed their ships. The system was interdicted and named **Volundr** by the Progen Expeditionary Force that set down upon Volundr's single, asteroid scarred moon. The robotic organisms themselves are a distant cousin to the scaracen, their primary function the safeguarding of Ancient Artifacts and technology.

## System Introduction

The Aquitaine refers to the immediate Star System (Flamstead designation Acrux; Bayer Designation Alpha Crucis) as well as its surrounding region out to some 5 radial light years and encompassing the Caliban Nebula. For purposes of designation and communication, Terran Navigators use Acrux when designating the Star System itself and The Aquitaine when referring to the region beyond the star's inner influence.

## System Name

Alpha Crucis (Acrux)

## System Overview

- Spectral Type B0.5IV
- Right Ascension – 12 26 35.9
- Declination – 63 05 57
- Distance From Sol – 370 radial light years
- 12 planets; 20+ moons; 1000+ TNO's
- 5 major asteroid belts
- 2 Major Debris Cloud (Including 1 Diffusion Nebula)
- X<sup>n</sup> Space Stations (establish bases as needed)
- 1 Ancient Star Gate Cluster (Gate Quad of 4 Star Gates)
- X<sup>n</sup> InfinitiCorp Hypergates (establish links as needed)

## System Backstory

The story of the Aquitaine begins with the Gate War some VI-90 (V'rix Invasion minus 90 years). Charon's Gate was in dispute. The Jenquai had already sent an expedition through the Gate and come out within the Taurus Molecular Ring System<sup>1</sup> at what became known as Acheron's Cluster (a 4-Gate Quad). The Terran's – under the leadership of EarthCorps forces in conjunction with InfinitiCorp Deep Space Speculators – followed suit. Dividing their forces, InfinitiCorp remained within TMR to stem Jenquai domination while EarthCorps continued through the Gate. Their first and last stop was Alpha Crucis.

Acrux dead-ended at a Gate Quad (called Touchstone) orbiting in the dark space between a diffuse pre-planetary cloud and the outer sweep of Acrux' gravitational influence.

The War waged on the home front with allegiances shifting as the Terran-Progen alliance fell apart when the Progen seized Jove City (Jenquai capitol and birthplace). As the Progen turned their war machine against both Terran and Jenquai, EarthCorps forces within Acrux were recalled. Taking their place – at least in the immediate short term – were explorers flying the banner of *House Naverre* under the aegis of the *Good Earth Trading Company*. Roderigo de Silva (later founding member of Clan De Silva in Paramis) commanded the Good Earth presence assigned to exploit the system while EarthCorps forces joined the Jenquai in liberating Jove City and several other Jenquai holdings.

During the first year the Aquitaine was cut off from Sol and the Core Colonies (at least via Star Gate Travel) as the Progen held control of both the Acheron Cluster and Charon's

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<sup>1</sup> Renamed to Aragoth by the leader of the Jenquai Expedition.

Gate. De Silva and the skeletal EarthCorps/Good Earth presence were forced to fend for themselves.<sup>2</sup>

It was during this crucial period that the Naverre stamp was placed upon this region, including the name assignment: the Aquitaine, legendary birthplace of the House.

Following the Cease Fire, EarthCorps and InfinitiCorp forces began to slowly return to the system. InfinitiCorp established control of the Outer Worlds toward the Caliban, discovery an alien Star Gate linking into the Nebula itself and thence to Prospero's Rift.<sup>3</sup>

EarthCorps constructed its primary Defense Station around the Acrux Star Gate, called the *Southern Cross*, (the receiving point of the Acheron Cluster and separate from Touchstone), and placed a clamp on access into and out of the System without EarthCorps "guidance".

Naverre and Good Earth were granted administrative governance and the position of Governor-General was established. The Office of the Governor-General was established on Provine, with chores such as Colonial assignments, exploration and exploitation of the Inner Worlds and Primary Belt, and Supply and Logistics support of the considerable EarthCorps presence at the forefront of their duties.

Naturally, Roderigo de Silva was given the title of Governor-General. As the position is *technically* under the aegis and administrative control of EarthCorps, it is not an elected post. Over the course of the systems 80+ years of existence, this has caused no small degree of tension between de Silva and the Naverre in Alpha Centauri.

Governor De Silva and Admiral Alexandra Kirov are the powers that divide control of the Aquitaine. InfinitiCorp is the thorn that pricks them both. The strong-willed Cassandra de Winter, Lady de Winter's niece and protégée, defines the InfinitiCorp presence in the Aquitaine. Cassandra is the Station *mistress* at InfinitiCorp's Acrux HQ and commands a decidedly conspiratorial regime. InfinitiCorp wants the Aquitaine, a situation only exacerbated by the awakening of the Touchstone Gate Cluster.

## System Connections

### Ancient Gates

- Aragoth/Aquitaine
- Aragoth/Sulani Epsilon
- [The Aquitaine 2-to-Gamma Crucis<sup>4</sup>](#)
- [Aquitaine 3-to-The AI Niyat Twin Gates \(\*Tau Scorpii\*\)](#)
- [Aquitaine 4-to-Achernar \(Alpha Eridani\)](#)

### InfinitiCorp Hypergates

- To Alpha Centauri A
- To Caliban Nebula

### Pirate Gates (Rogue Ancient Gate)

- To Shoda'kan Nebula

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<sup>2</sup> Sol and the Core Systems were (with Jump tech of the time) still at least 2 years away.

<sup>3</sup> This Sector is part of the infamous Smuggler's Rift/Run centering around Gwalchmai's Portal

<sup>4</sup> [Post-live Links](#)

### **Additional Gates as needed**

## **System Sector List<sup>5</sup>**

### **The Alpha Crucis Cluster**

*The parent star and the list of assets and locales within this sector is defined by the Alpha Crucis Cluster. It is a hardcore Military sector and the location where EarthCorps keeps its Fleet of Star Clipper Weapon-ships.*

*The premiere voice of the Cluster is Vice Admiral Stephan Barouche, the one-eyed hard-liner who is high on the Progen List of Targets of opportunity. As a lowly Captain, he led the mission that ended the Progen Occupation of Tau Bootes some VI-10 during the Bootes Conflict that ended the Progen presence within Tau Bootes.*

1. **Alpha Crucis** – This is a B type Supergiant. Burns hot, bright, and blue-white with increased flare activity.
2. **Crucis Port** – EarthCorps platform in orbit around Acrux. It is homeport to the systems fleet of Star Clipper Capitol Ships.
3. **InfinitiCorp NavGate** – This is the Hypergate link into and out of the Sector.
4. **Crucis Shipyards** – This is the EarthCorps Naval Depot and Shipyard responsible for the construction of Star Clipper vessels. It becomes a Progen Target during the initial phase of the Blockade.
5. **Mondragora Fault** – Region of space between Alpha Crucis Cluster and the Organon Cluster; it is described by dense cloud-matter and intense ion-particle/electromagnetic activity. Within the heart of the Fault are Mondragora Kraken, which EarthCorps fighter pilots engage during Advanced Training exercises and Freebooters slay and harvest for the chemical compound they produce at death, a component of some of the more exotic black-market bio-chemical weapons.

### **The Organon Cluster**

*The Organon is the Aquitaine's equivalent of Washington DC/Virginia of Old Earth during the latter part of the 20<sup>th</sup> century. It is where EarthCorps spies are trained. It is where EarthCorps' Command, Control, and Communications apparatus is centered. It is where EarthCorps' Intelligence Community makes it's home. Centered on The Organon (EarthCorps Intelligence Command Platform) Arduus (Alpha Crucis Brown Dwarf) and the legendary Base Seven provide the springboard for Terran Military Intel/Espionage/Sabotage operations into Jenquai and Progen Systems. Headed by EarthCorps Military Intelligence Director Fleet Admiral Quinton Verkade, this Cluster is one of the most closely guarded and heavily defended regions in Human Space.*

*Verkade is something of a Nazi, running the Organon and its legendary Sleep Chamber like the Gestapo. The Sleep Chamber is the Alliance's Black Operations Organization. Ruthless. Dangerous. Impenetrable, Sleep Chamber is the primary reason neither the Progen nor the Jenquai have gained the upper hand against Alliance. It is also the primary reason the Great Houses have not ascended. Verkade hates InfinitiCorp and the Houses. His organization is the single greatest threat to the Shadow Cabinet. Verkade's upper echelon of Senior Officers are all loyalty tested by his so-called Majestic Group, a*

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<sup>5</sup> Sector List is a Suggestion based on Geographical nodes within each System

*cabal of Terran Psions (PsiDev – Psionic Intelligence Development Group – are the Renegade Psi Hunters. Malacore founded the Organization during his tenure.)*

*The head of Majestic is Dr. Ariel Nadirah, indisputably the most powerful registered psionic in Terran Space. Her raw power is comparable to the most powerful of the legendary Jenquai Hand Tremblers. She is the Verkade's leftenant and the de facto 'power behind the throne'.<sup>6</sup>*

6. **Ardus** – This is a Brown Dwarf. Very unstable gas planet, Ardup is a star that failed. Ardup is a 1<sup>st</sup> Position World and is always in a state of stress. Some scientists say it could go at any time. No one really knows why this planet has managed to stay in one piece with 14 large moons tugging on it, but it is a very rich fuel area. Massive automated gas collector's work night and day, processing the fuel. Ardup also produces quantum crystals at its core. However, since EarthCorps refuses to allow an InfinitiCorp presence within this sector, the crystals themselves are not collected by any large-scale operation. Freebooters and pirates daring to risk venturing into this region and descending into the Gas Giant with automated Core Divers have managed a thriving black market in the crystals, needed in the construction of Rogue and Pirate Gates.
7. **Ardus Prime** – Largest of the Ardup Moons. Ardup Prime is a mild greenhouse world dominated by steamy jungles. It shows signs of having been once occupied by an alien race. Ruins have been found within the deep equatorial rain forest. EarthCorps has established a Penal Colony here where Political Prisoners, Rogue telepaths, and other Enemies to EarthCorps work as virtual slaves in EarthCorps owned factories and plantations. Conditions on Ardup Prime are uniformly hot and wet. Most of the world is still primeval jungle. There are no native vertebrates, but clouds of insects of every size and description fill the air with a droning buzz. Thick mist often obscures the sun and Brown Dwarf at ground level, and in their quest for light, the trees often reach up to and beyond 300 feet. Phosphorescent jungle mosses and the perpetual flicker of lightning through the forest canopy light nights on Ardup Prime. The floors of some forests are composed entirely of giant fungi: huge toadstool-like growths, some man-high. Many are edible, and an equal number are deadly poison. Within the heart of the most poisonous region of the jungle is the Command Base of Majestic, a fortress where EarthCorps telepaths, telekenetics, remote viewers, and precogs are bred and trained. This is the Horror from which Dr. Malacore is rescuing his People.
8. **Base Seven** – EarthCorps Space Fortress. Base-7 is the Command and Communications platform from which EarthCorps runs its various spy and intelligence networks throughout the Human Sphere.

### The Provine Cluster

The Provine is the Capitol of the Aquitaine. The Provine is where the Governor-General in the person of Roderigo de Silva administers non-Military affairs within Acrux. He is at first very adamantly in favor of EarthCorps. This changes upon the assassination of his wife Belladonna de Cervantes de Silva. Roderigo goes insane with grief and anger. His ambitious sister, (consort of Dr. Caithan Prospero, a 'closeted' telepath) urges de Silva to break the Family free of Naverre and Alliance and seize control of Black Dragon Cove in what eventually becomes Paramis. Roderigo's eldest born, Antonia de Silva, EarthCorps Captain, leaves the military with two capitol ships loyal to her to bolster her father's position. Her brother Marco de Silva becomes one of the movers-and-shakers that help Obata overthrow EarthCorps.

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<sup>6</sup> If Verkade is Himmler, Ariel is Hiedrich. These are Epic Characters whose reach extends across the E&B Universe.

9. **Provine (Terra Delta Psi)** – This 5<sup>th</sup> position world is the Capitol of the System. This is a temperate Garden World under the Naverre flag.
10. **Glemlyon** – moon
11. **Sierra Domingo** – large water-moon circling Provine; linked by tether to Crosspoint, which utilizes its vast water resources to help power the Station
12. **Crosspoint** – EarthCorps Space Station
13. **Tara<sup>7</sup>** – Tara is the 5<sup>th</sup> Position companion world sharing an orbit with Provine. EarthCorps Admiralty is based planet side on this Garden World.
14. **Paxon Grim**
15. **Farrow's Point** – This is an EarthCorps Shipyard and Naval Depot.

### The Balmaseda Cluster

Balmaseda is the trade and mining heart of Naverre operations within Acrux. Balmaseda is administered by the weak Viscount Audran Naverre, whom Cassandra de Winter has turned into her inadvertent spy.

16. **Astrale Thule** – Highport Authority/Good Earth Trading Company Space Station. This is the springboard for operations into the Balmaseda.
17. **Balmaseda's Swarm** – Violent swirl of mineral rich asteroids bisecting the system. This is the second position asteroid belt within Acrux.
18. **Refinery 12** – This is the Good Earth Trading Company Mining and Refinery Base rooted into one of the larger rocks of the Belt.

### Nishobe Cluster

Nishobe is under the command of House Obata for InfinitiCorp. Kyodaibun Saguro Obata heads operations here with a very cold, very calculating regime. He knows that he and Cassandra de Winter will eventually be charged with taking down EarthCorps and its operations here within Acrux and the Aquitaine.

19. **Nishobe Gate** – InfinitiCorp Hypergate at linking a string of hyperspace points in a line to Alpha Centauri A.
20. **Nishobe Station** – InfinitiCorp Space Station that controls access to the Infiniti Gate route to Alpha Centauri A.
21. **Taishoku** – This is a frozen 8<sup>th</sup> position world on which Obata has based its activities within the Aquitaine.
22. **Yaotzin** – Water moon of Taishoku.

### The Gemini Cluster

The Gemini Cluster is the only Sector within Acrux where Free Trade flourishes without EarthCorps intervention. Thule Station Master Silas Vaughn is the ruthless administrator of this region.

23. **Acrux 7** – This is the 7<sup>th</sup> position ringed gas giant within the Acrux System. Twice the size of Jupiter, it is a resource haven.
24. **Gemini 12** – This is the largest of the Moons of Acrux 7. Gemini 12 is a Methane Cloud moon above a surface of liquid nitrogen. Above Gemini 12 is Gemini Thule, Highport Authority space station responsible for expeditions into Acrux 7's upper atmosphere as well as a trading post for travelers heading into and out of the resource rich Oort Cloud (the Solius).
25. **Gemini Thule** – This is a Thule-Class Space Station. Gemini launches missions into the third of the four Belts.
26. **Theta Gemini** – This is the second largest of the moons of Acrux 7.

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<sup>7</sup> Renamed Tara Kai when the Obata ascends to dominance over the Terran Warriors.

27. **Gemini's Ring** – Thick, resource rich belt separating the Inner Worlds from the Outer World. This is the home of **Refinery Nine**, operated by the **Orsini-Infiniti Mining Group** with the Semi-government operated **Gemini Consortium**.

#### The Touchstone

This is the Sector where the Ancient Gate Quadrifons resides. InfinitiCorp took up possession of this Cluster and the (then) dormant Gates at the close of the Gate War as payment for erecting the Hypergate linking Acrux the Alpha Centauri A. It was what then MacGregor Thane Conner called 'an investment in godhood'.

28. **Infiniti-Orison** – called simply *Orison*. It is an *InfinitiCorp* armored space station.  
29. **Touchstone** – This is the Ancient Gate Quadrifons (Four Gate Cluster). At its core (and discovered later) is the fact that Touchstone is a Meta-Gate cluster. It can link to any point within 3D Space provided the proper alignment sequence is known.  
30. **Cailleach Mor** – *This is the 9<sup>th</sup> Position Gas Giant with Acrux and heart of the InfinitiCorp operations into the Dragon's Fan and Angel de la Guarda.*  
31. **Monteath Brae** – *Ice Moon of Cailleach Mor.*  
32. **Ravensmark** – *InfinitiCorp* space station  
33. **Karez Thule** – exotic Thule Station with an Arabian flavor

#### The Guarda Cluster

*InfinitiCorp* controls this cluster. It is the springboard for mining/refining and expeditions into the De La Guarda Asteroid Belt.

34. **Angel de la Guarda** – *This is the resource and rich 4<sup>th</sup> position Asteroid belt; it is also home of a graveyard of alien ships*

#### The Dragon's Stone Cluster

This Cluster is controlled by the Black Dragon Triad.

35. **The Dragons' Fan** – This is the 5<sup>th</sup> position asteroid belt within Acrux and the farthest reaching, touching the rim of the Oort Cloud.  
36. **Dragon Stone** – This is the large Asteroid hiding a Dragon Triad base. Very sought after by the EarthCorps who suspect they are getting support from InfinitiCorp.  
37. **Dragon's Gate** –Rogue Gate hidden within the Belt. It leads to the Caliban Nebula.

#### The Solius Cluster

This is a dense Oort Cloud and wild region of the Aquitaine.

38. **Grant's World** – This is the name of the pirate colony located on an asteroid within the Cluster

#### The Caliban Cluster

Rogue Sector. The Caliban Nebula defines this region of space as it touches the gravitational spin of the Solius.

39. **The Caliban Nebula** – Sack-shaped gray nebula composed of dust, gas and complex organic molecules; it can be entered only from one direction; it's lightning-charged interior spans more than twelve light years. The Caliban Nebula has given rise to thousands of space-dwelling life forms, ranging from intelligent, manta ray like Acanthi, to carapace creatures and interstellar plankton that serve as food for the Acanthi and other creatures. The Acanthi are capable of traversing hyperspace naturally, much like Leviathans. Three blue-white stars, located within the center of the nebula, surround the Caliban Nebula, which is the only architectural structure within the Nebula.

40. **Gatekeeper's Hold** – Rogue space station within the heart of the Nebula

### The Shoda'kan Nebula

This is a dense cluster of particulate matter swirling around a **newly born star** in the **Spinward** reaches of Human Space. It is on what has been euphemistically named the **Yellow Brick Road**, a corridor through contested space along navigation points established – and generally only known – by pirates. Within the heart of the **Shoda'kan Nebula** is a planetoid that pirates have turned into another of their many secret “coves”.

The Nebula itself was first charted and semi-mapped by the self-exiled **Jenquai Explorer/Warriors** of the Excommunicated **Shoda'kan Order** who were angered by Jenquai capitulation and the dissolution of the **Maléfari** following the Second Frontier War (The so-called Gate War). Feeling a sense of disgrace and shame over the reaction of the Jenquarum, the Shoda'kan Order left Jove City and Jenquai Space swearing never to return. Unlike the **Maléfari**, the **Shoda'kan** are not malicious, choosing to wander the stars in search of the Enlightenment that is the promise of the Forefathers.

The Shoda'kan discovered the “road” into the Nebula quite by accident. A **Stable Wormhole** from the fringes of **Proxima Centauri** to the heart of the Nebula was discovered and charted by explorers operating under an InfinitiCorp charter. A **NavComm Beacon** was erected at the other end of the Wormhole and an **InfinitiCorp Hypergate** was built linking the **Wormhole** to **Ceti Gate**, thus bypassing the normal circuitous route from Proxima-to-Alpha Centauri-to-Acheron-to-Tau Ceti.

### The Mondara Maelstrom

The Mondara Maelstrom is consuming worlds. It is a swirling chaos of destruction where worlds are caught within its tidal influence and flung together, shattering into thousands of smaller, deadly asteroids, planetoids and the like. The Maelstrom is located on the fringes of Progen Space as it nears the so-called **Greater Rift**. The origins of the Maelstrom seem to be unclear. If formed some time just before the so-called First Contact with the V'rix, centering on a Cepheid Variable that was being monitored for strategic value by members of the Progen Sabine. Within a year the Cepheid expanded and contracted, destroying the star system that existed around it. What was left in its place was this swirling chaos that has been sweeping in ever broadening ever-closer arcs to Progen Space. Moreover, a particularly aggressive lifeform has taken up residence within the Maelstrom, a capitol-ship sized species of *Leviathan* that has been dubbed the **Mondara Leviathan** by some the **Jormungand** by others. (In Ancient Norse Mythology the Jormungand was the name of the worlds serpent that lived at the bottom of the sea.)

The Leviathan and its smaller off-spring have been flying raids into Progen Space prompting the Progen to mount expeditions into the heart of the Maelstrom to hunt them down. Unknown to the Progen is that the Maelstrom is in effect a weapon and the overture to an Invasion into Human Space. The Leviathans are scout creatures under the control of an unknown alien force. As the Countdown to invasion continues, the Progen – and the other Factions in general – begin to suspect that there is more to this than initially believed.

### The Caliban Nebula

Caliban's Nebula is located one jump from the so-called Prospero's Rift. Entry to the Nebula is via Caliban's Gate within the Pollux System. **Caliban's Storm** – dangerous zone filled with intense plasma storms and electromagnetic activity. It is in the heart of the Nebula.

### Loch Shannon

Plasma storm maelstrom that swirls with violent regularity through the concourse; many ships have been lost to its fury. The Loch Shannon is basically a mini-nebula and one of the popular tourist features of Tau Ceti.

### The Eidenmar

When the Cygni Stars are at their furthest, the Eidenmar expands, defining itself by the glowing halo-nebula effect that it manifests. It is in fact a mini halo-nebula, filled with proto-matter and the remnants of several failed worlds. It is home to a great deal of hostile life.

### The Alseides Cluster

The Alseides Cluster is a secret Terran system hidden within the swirl of a newly forming Nebula. The Nebula itself is the result of a secret Terran/Cenovar project to "force grow" a viable Star. **Alseides** is the name given the artificially created "sun" which was "conceived" using the proto-matter of the Nebula. Alseides was ignited following the initial testing of the so-called **Genesis Engine**, itself a by-product of the Star Clipper Project.

### The Per Nefer Dyson's Sphere

In ancient times, among the desert kingdoms of Old Earth, the Per Nefer was the place where some of the purification and mummification rituals took place. In the present, this delirious time that feels like the timeless moment before a lover's first kiss, the Per Nefer has become the holiest of holies to a number of the Sha'ha'dem **faithful**. When **Ben Joseph** gazed first upon Jupiter it is said that this place was among the Visions that formed the basis of the **7 Prophecies**.

The Per Nefer exists within the blackness of deep space beyond the gravitational veil of great Vega, within the sweep of a gaseous nebula. The name, chosen by Indara Nishido when she first made the trek through the mysterious Gate at Vega, refers to the region itself, a quadrant of space define by drifting dust and the detritus of planetary Nebulae.

Within the heart of this region, some ten light years down the spiral arc of the Galaxy from the star **Vega**, is the **Soku-no-Kumi** – the **Dyson's Sphere** whose origins are still shrouded in some measure of mystery. Initially thought to be another of the numerous Artifacts and sites left behind by the race or races collectively referred to as **The Ancients**, there are some within the **Sha'ha'dem** who feel the **Dyson's Sphere** is the product of another race, one more directly linked to humankind in both biology and physique.

On the outskirts of the gaseous nebula that defines the Per Nefer is a narrow, thin band of what seems to be the remnants of a world. Rich ore and mineral deposits have been surveyed there. Because of this, the **Néferi** – the **Guardians**

**of the Per Nefer** – are kept constantly busy keeping wildcatters and speculators from drifting beyond the Belt and into their System.

### **The Nurikabe Swell**

Extending around the region of space that defines the Per Nefer is a thick, gaseous nebula – of sorts – that conceals the Per Nefer from the most powerful of scanners until one is directly above the monolithic Dyson's Sphere. The Nurikabe Swell itself is sprinkled generously with the remnants of which the Jenquai believe to have been several worlds. These chunks form asteroids of varying sizes that offer a wealth of resources to those who are daring enough to brave the environment, the indigenous life within the Swell, and the perimeter of defensive war-machines set up by the **Néferi** to keep pirates, freebooters, and speculators from entering the system itself.

A Rogue Gate exists on the Rimward Sweep of the Swell, a tributary to the Smuggler's Rift. It was set up by the Prospero Expedition some one hundred fifty years prior to the discovery of the Codex and the V'rix Invasion. The route to the Swell is long and arduous, but the riches to be had are great.

In orbit just beyond the Rogue Gate is the small but well made station established by Prospero himself some ten years before his death at the hands of Progen Pirate Hunters. The station, based on the same design as his legendary Paramis Port, is a bit more heavily defended, with a Cloak Generator, a new addition courtesy of the latest Station Master – **Ly'sho Bok Lei**, Jenquai Cenovar, formerly of the Shinwa. His knowledge of what lies beyond the Swell and the Helix is what brought him here, taking his position from his predecessor by the usual means of murder, blackmail, assassination and intimidation. Bok Lei is offering a reward to anyone who can bring the access codes to the Per Nefer Dyson Sphere back to him. His reward, some say, might be worth the effort: an Ancient-designed, Cenovar built, ready-to-go-live from InfinitiCorp Mark III **Gate Engine**.

### **The Shi-Ryo**

This is the Planetary Nebula bisecting the Antares system, separating the one Inner World from the three Outer Worlds. The Shi-Ryo looks and behaves much like a nascent nebula in many respects. However, navigation and certain weapon and sensory effects are severely limited. What makes the Shi-Ryo even remotely useful is the presence of the stable wormhole within the heart of the debris cloud.

This expression, meaning *'dead man visiting the living at night'*, is used to describe the ion-storm heavy *Planetary Nebulae* region of space between the Inner and Outer Worlds itself as well as the phenomena that occurs there: **Jenquai Warrior Ghost Ships**.

Wailing Ghost Ships roam the Shi-Ryo emitting low-level, sorrowful electromagnetic wails that take on the form of mini-pulse waves driven by the ion-particle winds of the Shi-Ryo. These Ships – a lone Jenquai Starcruiser (capitol ship) and two escort corvettes – are thought to be the collective Psionic resonance of the Warriors who lost their lives in the Shi-Ryo some thirty years ago pursuing raiders. These raiders were believed to have been Progen, the last remnants of Dahaka Khan's renegade Occupation Army from the Gate War. Like

the Maléfari, Dahaka's Fleet fled from Occupied Space into the Beyond. But unlike the Maléfari, Dahaka's survivors were a broken, disillusioned band of marauders.

From the first moment those who escaped Jove City had turned up, they operated as little more than pirates. Albeit very dangerous pirates. In any case the Dai'shao who commanded the Shodan was determined to hunt down the Dahaka Khan renegades. He's pursued them from Sol to Bellatrix and back. He's finally forced them into Jenquai Space, the Antares System, in a bid to make of the Progen an example. But the Dai'shao of the Shodan Maru had not reckoned on sheer Progen ingenuity.

Pulling the Shodan into the nebula-field bisecting the system, the Progen Centurion suddenly evened the odds. Knowing that he and his crew were dead, the Progen Centurion elected to take the Shodan with him. With his Destroyer set to self-destruct, the Progen Centurion put the last of his ships reserves into forward thrusters – ramming speed. The Destroyer barreled into Shodan Maru head on. Both ships, however, got pulled into a gravitational eddy within the Shi-Ryo and were torn apart as the Progen's reactors went critical, fulfilling their last mandate.

#### **The Ru Shou**

Emission Nebula/Oort Cloud defined by intense electromagnetic storms, plasma-bursts and ion particle storms.

#### **The Murmur**

There exists in the broad emptiness between the 1<sup>st</sup> and 2<sup>nd</sup> position worlds what amounts to a mini-nebula, a debris cloud encircling Deneb and centering on what is left of a world; the Murmur itself resonates, giving off a sibilant electromagnetic "*whisper*" that has been catalogued as disrupting – in some case permanently negating – psionics. The Murmur is freely roamed by a variety of Black Leviathan that the Progen had heretofore not encountered.

#### **Aslan's Veil**

This is a debris cloud nebula filled with organic molecules, violent charged particle storms and caused by a convergence of the prevailing solar winds of the Sulani Trinary system and the cosmic rays of the nebula. In the heart of the Nebula is **Aslan's Gate**, an Ancient Star Gate.

#### **The Eidenmist**

The Eidenmist is a dense, eerie nebula into which one of the eight arms of the Shoda'kan Wormhole opens. Within this nebula is the Ancient-built two-way Star Gate linking into **Maléfarum Space**.

#### **The Eresh'gal Kai**

Dark region of space defined by a thick, gaseous Nebula. A renegade Jenquai Priest lost his life searching for **Mordane's Wake**, the secret path Mordane and his Maléfari took to Arzachel Prime, first charted it.

## Nifleheim Cloud Story Ideas

### History

At one time this sector was fairly mineral rich and the Progen set up some mining operations here. Other races got in on it as well, but it was mainly a Progen operation.

At some point the Progen set up a high security shipyard and a research station dedicated to producing a new generation of high tech ships. They named the shipyard Vindis after a Progen captain famous for his ingenious tactics (or something like that). The focus of the shipyard was to produce heavily automated starships that could make more efficient use of the pilot's intuition and skills. Heavy mining in support of the shipyard soon depleted the sectors resources. Smaller mining interests soon shut down and eventually the Progen had to import materials to supplement their dwindling local supply.

Eventually the Progen at Vindis, using their expertise in cybernetics, began experimenting with grafting human neurons into the ship's computers (kind of like RoboCop except with pieces of brain instead of the whole brain). Hilarity ensued. The ships, now pretty much completely automated, went nuts and began shooting everything in site. Much of the automation for the ships was used in the shipyard as well and it began cranking out more ships. The Progen managed to destroy the research station, but not the shipyard. They abandoned the sector and covered up the entire incident (assassinations?). The Cloud was mostly deserted except for the Vindis ships still prowling around.

Recently a comet has been captured into orbit around Modi. It is mineral rich and is leaving a trail of mineral deposits as it goes. The sector has become economically viable again. A group of Pirates has entered the region calling themselves the Einherjar. They prey on scout ships and, military vessels surveying the area. They are also preying on Minors who have entered the region to begin exploiting the new wealth the comet has provided. In addition, the Einherjar have set up mining operations of their own, possibly to help with shipbuilding or to fund expeditions into other sectors. It's not known if the Einherjar are aware of the Vindis Shipyard.

The Vindis Shipyard is still there. They send out Harvesters to collect minerals for more ships and build drones to guard them. They collect material to produce Vindis Ghostships. In addition to minerals, the shipyard needs organic material, namely brains (mmmmmm, brains), to build the ships' computers. There are scattered rumors of ships being attacked and stripped of parts, the pilots always missing from the wreck (maybe bodies are found and they are missing their heads). These reports are largely dismissed as myths and spacer's tales.



## Introduction:

**The Nifleheim Cloud sector of Aragoth is one of the most unusual sectors and it is also the one of the most dangerous. As with all sectors in that system it carries the name that comes from Norse Mythology. The exact meaning of all the elements of this sector can be found here: Personalities Associated with Norse Mythology**

**Though the exact history of this sector is not known from studying the landmarks and it's inhabitants we can try and piece together some information.**

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**Modi's Fist**



**Modi's Blade**



**Modi's Eye**

## Natural features and landmarks of the sector:

**The Nifleheim Cloud is a area of space that surrounds the brown dwarf named Modi. A brown dwarf is a celestial body that is too small to be a star, yet too large to be a gas giant planet. In Modi's orbit sits three major objects. The first being a round crater and canyon moon named Modi's Fist and two smaller oval shaped bodies called Modi's Eye and Modi's Blade. Both Modi's Eye and Modi's Blade resemble large asteroids. Surrounding the brown dwarf is a set of rings that extend out several K's. The sector also has several ore rich mining fields through out the sector.**

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## **Native Life to the Nifleheim Cloud:**

**Being an extremely hot area not much natural life can survive near Modi. The main species of the sector is called the Naglfar. The Naglfar is a gentle creature that spends much of its time floating around with not apparent place to go. The creatures are extremely large which explains their very slow and graceful motions. Many pilots have been known to call them space cows. The Naglfar has a very unique defense system. When under attack it turns away from the aggressor and releases waste from it's internal systems. Most say it simply looks as if it is going to the bathroom at you.**



**In addition to the Naglfar two other life forms exist that are the most mysterious in almost all the known galaxy. The first of those being a comet named Modi's Heart, the second being a crystal life form called Modi's Child (seen above). Modi's heart seems to have an elliptical orbit around Modi. The comet seems to give birth or release Modi's Child, a crystal lifeform from it's tail. Once born it seems to float in space with no particular purpose only to disappear a short time later. Attempts to contact or contain Modi's Child have gone unsuccessful. It seems to pose to threat to humans unless provoked.**



**Modi's Heart**

## Other life in the Nifleheim Cloud:

**There are two other main groups of life in the sector Vindis and Einherjar's. Both groups are very unfriendly and aggressive when approached by any humans. Both have singular units that operate alone and units which have a form of grouping to work together. One notable behavior of the Einarjar is that they seem to wormhole in the general vicinity of the Research Platform, yet no pilot has yet to see any land or take off. No communications has been successful with these either the Einharjar or the Vindis srones. The exact origin of either group is not known.**



**Left: Vindis Warrior / Right: A Einherjar Ship**

## Why is there a gate into that sector?

**From survey of the sector we can tell that the sector at one time had a Progen presence. Just on the eastern side of Modi their are ruins of a Progen ship called the Pax Thesues. Exactly what happened to the ship is not known, only that some violent force blew a hole right though the core of the ship. Near the ship float the remains of a giant biological creature. What this creature was is unclear as the remains are too far destroyed to take any samples for analysis. Their have been rumors of a Progen called Polybius that appears to pilots every so often. When he appears he has only been known to speak a few very cryptic words.**



**To the north of the Pax Thesues wreckage is the Vindis shipyard (seen to the left). It's architecture and layout very much resemble the types of structures you would find in all areas of the Progen Republic. The Vindi's Drones seem to be created at the Ship Yards, and it must have an extraordinary stockpile off off the shelf**

**goods as it makes these vessels at an incredible rate. It is assumed that the Vindis are actually Progen in origin. Vindis Drones Seem to posses a Rudimentry Intelligence and work together in Groups.**

**It has been suggested that Vindis is actually short for Vindicator and that the drones are the result of a secret Progen project gone wrong. The current most popular theory has it that the Progen Republic constructed the gate into The Nifleheim Cloud to set up a training ground for a new breed of fighter drone pilots. The sector is far enough out of the way that most wouldn't stumble upon it. Plus having only one way in and one way out would make access easy to control. The theory goes on to suggest that the Progens were a little to successful in creating the ultimate drone and their AI was so advanced that they turned on their creators. This theory is further supported by the message that Polybius has stated when he has appeared. "Attempts to exceed power beyond the limits of law and nature leads from perfection to despair." Some think he is referring to giving the drones life and the talk of perfection is referring to the Progen Goal of perfection.**

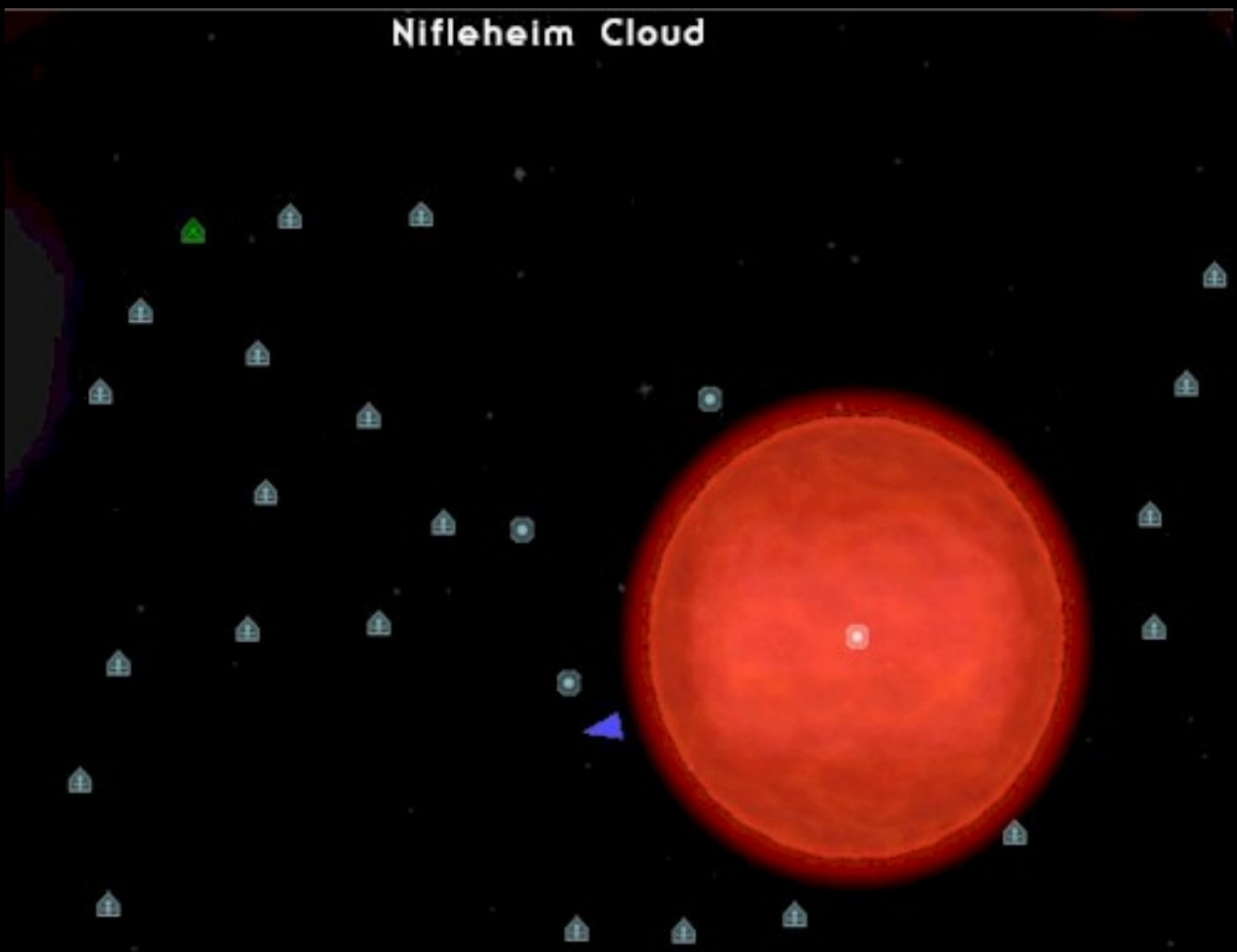
**Another less popular yet entirely possible theory is that the Progens were ambushed by the Einherjar for violating their**

**sacred space. The theory goes on to suggest that the Einherjar are a race that bring back warriors from the dead to be trained for a battle that will bring the end of the universe. It continues to explain that in ancient times the Einherjar went to the space near Modi due to it's very remote location and hostile environment.**



**There they built a research station (seen to the right) to perfect the process of reviving warriors killed in battle and provide a training ground to keep their fighting skills in the best of shape. As Modi was so remote and so hostile they had little worry about anyone finding them and disturbing their training. When the Progens came and built their robotic drone testing grounds the Einherjar launched a massive assault killing every living Progen. With the Progens running the program dead, the Vindis Drones became free and very aggressive against anything that approached. The theory then suggests that the Einherjar took the bodies of the warriors they killed and used them for research purposes even having some of them revived to add to their army. It then closes out by saying the the Einherjar continue their research on warriors of all three races and with each day their army gets larger. This theory was largely ignored until recently a Terran Admiral from a top secret EarthCorps unit appeared in the very distant Antaries Frontier. She was in a ship that seemed to resemble the Einherjar vessels. When pilots approached the ship to investigate they were confronted by Morgan Thorne and told to warn EarthCorps leader Diago Herrera that the old admerials were returning soon. This very odd occurance gave evidence that the Einherjars could very well be an army of dead warriors.**

**At this point in time either theories could be correct or incorrect. Surveys of the sector are being done to find further evidence to unlock the true history of the sector.**





## Introduction:

The Freya sector located in Aragoth is called by some the ancient gateway to the universe. Located on the non Sol side of Akerons Gate it is used by pilots as a way to reach interior sectors of the Aragoth System, the Alpha Centauri System, and the Nifleheim Cloud. As with all sectors in Aragoth system it carries the name that comes from Norse Mythology. The exact meaning of all the elements of this sector can be found here: [Encyclopedia of Norse Mythology](#).

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## Natural features and landmarks of the sector:

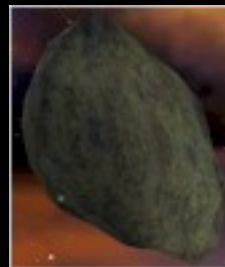
Freya is located near the the Nifleheim Cloud, in fact pilots can see the brown dwarf in the distance from within the sector. The sector is based around a small ice world for which the sector is named after. Around planet Freya lies it's four moons Falk, Siedr, Folksang, and Brisings. Falk is a small moon with areas of ice on it, Siedr is an asteroid that has been encased in ice, Folksang and Brisings both appear to be large asteroids that have been caught in the planets orbit. The rest of the sector mostly is rather void of natural features except for large ore fields scattered throughout the sector.



**Brisings**



**Falk**



**Folksang**



**Siedr**

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### Native Life to Freya:

The sector is home to several species of creatures. Small squid like creatures called Mist Runners and Mist Lords can be found floating in the ore fields to the south of the planet. You can also find the strange Ostrea species that seems to be the dominate species throughout Aragoth. Naglfar's can be found at the side of the sector closest to the Nifleheim Cloud. This is no doubt due to the promixity to their native habitate in the orbit of Modi. For more information on the Naglfar please read the information about the Nifleheim Cloud sector.

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### Other life in Freya:

As Freya is a central sector to get to many other parts of the galaxy one can find many different human races and political groups flying around. The sector seems to be a hotbed of Pirate activity. Not only have the notorious Red Dragons been seen in the area, but also the Chavez clan of pirates. Several innocent pilots have died as a result of being caught in the middle of a spontaneous battles between the rivals. In addition to both of the most famous Pirate groups members of the Jenquai Cult can be seen scouting the area just to the east of Planet Freya. Finally if one is not careful they could run across the militant Psionics known as Anseria.



It is known that the current leader of the Red Dragons Shou Tzu is responsible for introducing the Anseria to Freya and Aragoth. His intention in doing so have never been made clear though it

is one of the few things the leader admits was a bad decision.

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## What history do we know of Freya?

As with many of the areas in the known galaxy the historical records detailing the events surrounding the sector have been lost. We know that Freya was the first sector that humans arrived in Aragoth. When Akerons Gate near Pluto was uncovered the Jenquai set a group of explorers though the gate on a long expiditon to explore the uncharted system. Akerons Gate leads from Sol into Freya so the sector would of had to been the first thing area the explorers investigated.

If one surveys the area around the planet they will come across two wrecks. The first is that of the Jenquai ship the Nisharu Maru. It is unclear what the fate of this ship was though speculation seems to point that it was part of the original expedition party. The second wreck is the Gaius wreck. Not much is known about this ship. Pilots flying out to wreck are warned to exercise extreme caution as the site is surrounded by the Ancient Guardians known as Zenshai. The Zenshai were one of the creatures that the original Jenquai expedition noticed remain heavily around sites that contained some sort of ancient ruin or object. The Zenshai seem to have formed a circle around the wreck of the Gaius, almost as if protecting it from intruders. It is very possible that the Gaius is the wreck of an ancient space craft the Zenshai are sworn to protect.



Just to the North of the planet is a listening post that is believed to have been set up by the first Jenquai expedition to keep watch over the sector and warn of any Terran or Progen intruders. The listening post was originally hidden in a holographic image of an asteroid but with age the satellites power supply has become weaker exposing the device. The listening post was abandoned when the gate war

ended and Akerons Gate became open to all races. As such no attempt has been made to repair the aging spy satellite.

As Akerons Gate was the first gate to allow us to reach great distances the Terran and Progen races quickly used to to expand their empires. The Terrans have used it to build access to the Alpha Centauri System. While EarthCorps and Infiniticorp were colonizing Alpha Centauri, the terran race known as the Freespacers expanded into Ragnarok, and the Progens started to expand into Jotenheim. It is also believed that at a later date the Progens also opened access into the Nifleheim Cloud for use as a top secret training area.



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## Introduction

This sector is based around the planet Jotunheim. Jotunheim is a small ice world surrounded by a set of rings. Looking at the planet you would think that it was actually a moon of the enormous gas giant Odin Rex. The planet has two moons, both of which are unnamed. The sector also receives light from three different suns. Two of which are the suns of the Valkyrie Twins sector. The sector can be accessed via gates in Ragnarok, Freya, and Odin Rex.

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## Native Landmarks and Features of the sector:

Jotunheim's main feature are the rings around the planet. The rings are full of ores and seem to be a place where a major catastrophe happened. This assumption can be made due to the numerous large skeleton remains found through out the planet's orbit. There has been no information found to date as to what the skeletons once were or what exactly caused them to die in the planet's orbit.





### Native lifeforms:

Native life to the sector seems to be located mainly in the ring of Jotunheim. There you can see various types of the drake species. Two of the most notable types are the cold drake and the frigid drake. Just like other planetary ring sets through out the galaxy, Jotunheim's seem to hold crystal life, this time in the form of Crystal Spores.

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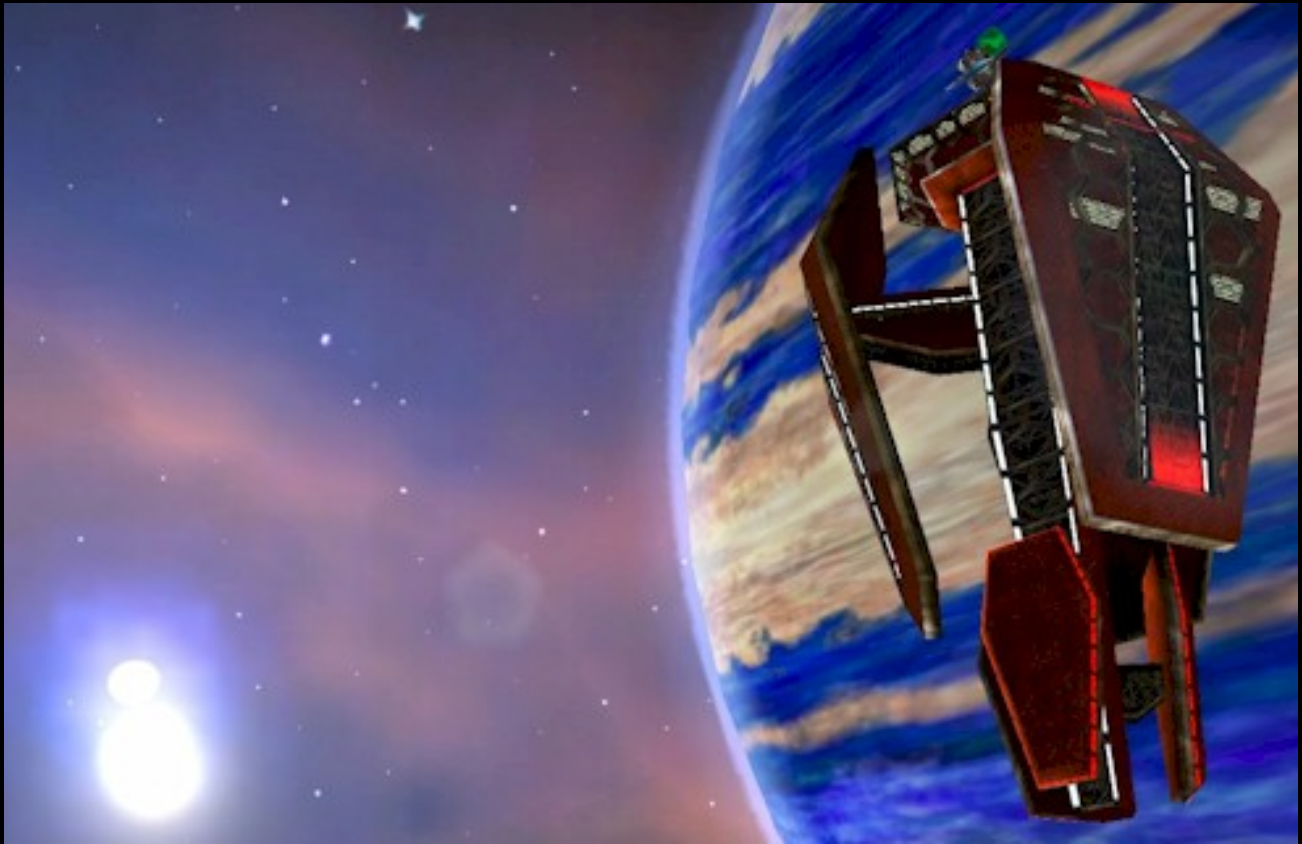
### Non Native Landmarks, Features, and Lifeforms:

The sector is home to many different races of humans. The Progens have a very large presence in the sector with the starbase Arx Ymir, the ship Pax Urtenus, and the Progen outpost. This is closely followed by the Chavez clan of pirates, who have two camps there. The Chavez seem to have used the out of the way moons as a sort of camouflage to hide their operations. Finally the Freespacers use Jotunheim for their semi-annual social gatherings, called Void Moots. The freespacers do not welcome outsiders to the gatherings, so when pilots fly near the area that the gathering is being held at they are quickly told to continue on their way.



**Freespacer Ship/Freespacer Voidmoot Beacon**

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**Progen Space Station: Arx Ymir**



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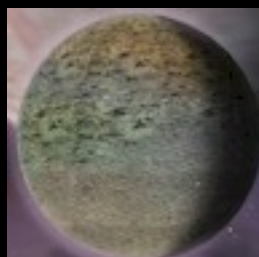
## Introduction:

Just like all of the sectors in Aragoth, Ragnarok is named after Norse Mythology. The sector is classified as neutral space (meaning not being owned by the Jenquai, Progen, or Terran races). Because of it's neutrality it is the home of numerous type of rogue ships.

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**Dolor**



**Calamity**



**Smerte**

## Natural features and landmarks of the sector:

The sector is based around the gas giant Ragnarok. The planet has three moons Dolor, Calamity, and Smerte. Calamity is the only "normal" shaped moon with Dolor and Smerte being asteroids captured in orbit around the planet. Besides the usual ore fields scattered throughout the sector there is also a mysterious gravity well in the east side of the sector.

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## Native Life to Ragnarok:



One of the most interesting things about the sector is the abundance of ancient species. Brains and Brawn can be found in abundance by the Infiniti-Orsini Ragnarok Scoop just to the south of the planet. It is said the Brains and Brawn are actually an ancient security system. If this is correct then it is safe to assume that the mining scoop either stirred up something ancient or was put in a sacred area. When observing the Brains and Brawn it appears that the Brawn is there to protect the Brains. If one goes near the Brains with cloaking technology

enabled the species appears to float relaxed and breathe normal. However once cloaking technology is disabled the Brains seem to go into a defense mode by freezing up and attacking the nearby aggressor. Even more interesting is that when the Brains go into defense mode, the Brawns immediately seem to rush to it's aide firing a shield around it.

Other than the Brains and Brawn there are some Manes and ostrea (seen above to the left) in the gas field to the south of the sectors space station, Traders Fort.



Brains/Brawn

## Other life in Ragnarok:



Rogue Ship



FreeSpacer Ship



Chavez Pirate Ship

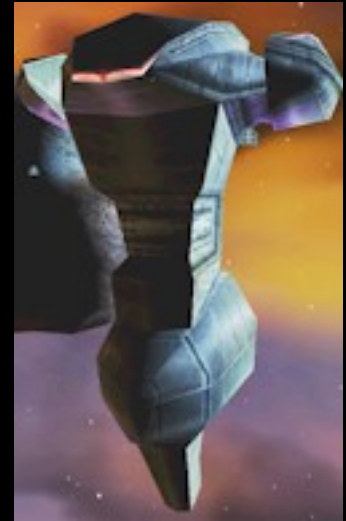
Ragnarok is filled with a wide variety of human inhabitants. Highport trading ships can be found heading to and from the Traders Fort Space Station. Due to the sectors neutrality rogue ships of unknown origin can be found near one of three camps Herlinsenn, Farthen, and Rassmussen. The Chavez clan of pirates seem to use the sector as one of it's bases of operation. Sometimes the leader of the Chavez Pirates, Miguel Chavez can be seen check up on his clan at the frigate. Sabine ships can be found flying throughout, one might assume to watch for rogue Sabine ship trying to hide from the ruthless Sabine leader Vinda. As well as the elusive Freespacers which seem try to exist without interference from the three main races. The Traders Fort also has patrols that watch the area on a regular basis for any major intrusion from the Progens, Jenquai, or Terrans.

Also of notable interest is that three other ancient species besides the Brains and Brawn can be found in the sector. Einharjar which can also be found in The Nifleheim Cloud, what appears to be their relatives Thorvalds, and Zenshai.

Vindi's Drones have also been found in this sector. It is possible that the drones get lost and somehow ended up in Ragnarok away from their home in The Nifleheim Cloud.

## Non Native Features:

The sector is mostly a mining sector for the highport trading group. Along with three major rogue camps in the southern half of the sector a traders hub called Traders Fort can be found south of the planet. There is also a mining scoop that is operated in a joint effort by Infiniticorp and Orsini. The Chavez pirates also seem to have a battle frigate stationed there which would make sense and there is no controlling race in the sector. Net 7 also has a relay located in the sector no doubt to push their signal into the far reaches of Aragoth.



Chavez Battle Frigate



## Traders Fort:

Traders Fort is the sectors only space station. It is a hub for free

trade regardless of your race or class affiliation. It's run by Tarnish Mchollis a former EarthCorps military personal who fought Jenquai in the infamous gate war. Tarnish is very weary about his past and he does not like to speak of it.

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What else do we know about Ragnarok?



As has been stated Ragnarok is considered neutral space. While Sabine Reclaimer ships (seen to the left) can be found flying about the sector the Sabine Order has no jurisdiction in the sector. We also know that something terrible happened when InfinitiCorp and the house of Orsini tried to use the sector for mining. In speaking with

Tarnish Mchollis in Traders Fort he tells of an incident where someone named Vishara was actually eaten by Demons at the Infiniti-Orsini Ragnarok Scoop. While he does not specifically state that the demons are the Brains and Brawn it's pretty obvious by the amount of species surrounding the scoop that they are what he is referring to.

One theory that has been going around that could answer some of the oddities of the sector is that of it being an Ancient war zone. As the Brains and Brawn are some sort of ancient security system one can assume that there is something ancient within the sector, more specifically in the planetary atmosphere or on the surface. This theory is further given weight by the fact that the sector is one of the few that has 5 different types of ancient species. In addition to the Brains and Brawn the ancient Einharjar, their relatives the Thorvald, and Zenshai (seen above) all can be found here.



\*Information Provided By Buy



Thorvald

## Earth and Beyond – Initial Planets

The purpose of this document is to give a descriptive summary on the Planets necessary for live.

### Terran Worlds

#### 1) Terra Delta (Proxima Centauri system)

Terran capitol in the Proxima System; a temperate equatorial zone is the most livable region and is where the Terrans have made their colonies mining the extremely rich mineral deposits that lay beneath the surface.

**Buildings:** This is the capital city of EarthCorp warriors, and as such is a huge metropolis. Outside of the Terran Trader colonies on Tau Ceti, these buildings are the most beautiful and opulent in all Terran space. Proxima was an ancient FTL colony, and the colony should display both the older 200-year old architecture but also a newer, high-tech military base attached to it. This world is the heart of the Terran Warrior culture and should exude power and military might. 1,000,000 people and soldiers live here. Lots of traffic. All that is good and bad about a capital city is here.

#### 2) Arduinne Major (Tau Ceti system)

**Gas Giant.** Arduinne Major has a metallic core that is surrounded by a thick, nearly impenetrable layer of frozen nitrogen. This layer of frozen nitrogen is held under tremendous pressure; the pressures are so great that carbon and metallic hydrogen are compressed together to form a **quantum crystal** that has been labeled **Infiniti-Quartz**. This quartz is among the hardest substances in the known universe, being surpassed only by the unidentified material used in Ancient-built Star Gates. InfinitiCorp runs the only authorized mining facility on or above Arduinne Major. Their method is to drop quantum-plated diving bells linked via energy tether into the core of the planet. There, automated drills chip slowly away at the material, transporting it up through transmat-link to the base above. The **Quantum Gems** are an **essential component** in the manufacture of **Hypergates**, among other things. In addition to this, **gasbag floaters** drift through the turbulent upper atmosphere feeding on free-floating algae and lesser species of floaters. The larger of these are known to attack ships in the **Upper Atmosphere** as they head toward **Windmark City** (a cloud city), the planet-side link to **Windhawke-Infiniti**, the station that controls the core-divers.

**Buildings:** In addition to the cloud city, it has floating mining platform in atmosphere; big, huge, very impressive. This is perhaps the most important mining colony for the Terrans. It is an old operation, as this system was part of the old FTL route; the style should appear to be a generation ago. 100,000 people live here, and the Terran Traders own it. **This is the largest Terran installation.**

### **3) Loch Mar (moon of planet X in the Alpha Centauri system)**

Smaller of the two moons of Planet X; **Loch Mar** is an anomaly. It is a low-grav world with water and trace atmosphere. It also has pockets of Tiberium infestation that GetCo initially sought to use as a source of energy. However, its volatility has placed it on the quarantined list. Expeditions to the **Mining Center** can net rare materials. When this planet is designed, it needs a mystery that we need to flesh out with sub-quests. This moon is the reason why GetCo settled this system, so we need to make it interesting.

**Buildings:** This is a small colony on surface. It is a mining colony only. Use a modern day oil-derrick as a metaphor; dozens of people live here. Terran Explorers own this system. **This is the smallest Terran installation.**

## **Jenquai Worlds**

### **4) Dahin (Capella system)**

Capella Three – Molten, Venus-like world. There are four moons generating incredible tidal forces. Dahin is important to the Jenquai in this system for its rich subsurface mineral deposits. **The Dahin Mining Interest**, a Jenquai partnership has taken up the chore of exploiting this deadly and violent world. The Dahin Mining Interest has an agreement with the **Good Earth Trading Company**. Flying, pterodactyl-like creatures inhabit the surface of the world, often causing problems with landing parties and the floating platforms from which mining operations are launched. **This should be the largest Jenquai installation.**

**Buildings:** Dahin is colonized by the Jenquai Explorers. This is a large science and research colony, and the design of the buildings should show that the Jenquai have invested a **lot** of money. The design needs also to visualize how the people and interiors are protected from the extremely harsh environments. 25,000 Jenquai live here.

### **5) Ishuan (Castor Five)**

This is a violent, enormous gas giant. Castor Five has a dense and complex ring system complete with a number of the smaller moons being locked into the rings. There are 28 moons orbiting this monstrous giant. The Jenquai operate missions into the outer atmosphere of the world to process methane and conduct research.

**Buildings:** Floating in the atmosphere of Ishuan is a processing and manufacturing plant that allows quick re-purposing of the methane and other

resources into final products ready for shipment. Large docking bays allow multiple transport ships to come and go from this plant. Many ships come and go, heading from here to Capella and Sirius. **This should be the smallest Jenquai installation.**

## **6) Swooping Eagle (Sirius II)**

This is a Military Garrison controlled by the **Shinwa Order** of the **Warrior Caste**. **Swooping Eagle** is a very large, hot, desert world fed by under ground rivers and lakes; water vapor is thick within the thick atmosphere of the planet; a species of **aggressive silicon-vegetable hybrid exists** here, harassing desert skiffs as they cut across the vast and uncharted desert wastelands.

**Buildings:** Land-based military garrison. One large fortified training area and star port, this should appear as multiple buildings (perhaps geodesic domes?) linked by underground tunnels and the whole area criss-crossed with landings strips, landing areas (for VTOL craft) and docking bays for starships. This is a huge facility, more than a million Jenquai are stationed here.

## **Progen Worlds**

### **7) Primus (Vega IV)**

**Primus** – Sirius Four; twin planet of Terra Theta. The two worlds orbit each other; near-desert world with over 80% of its surface covered with desert; almost the same size as Earth, the **Progen** operate a military training garrison on Primus. This world has two moons.

**Buildings:** Huge Progen fort dominates the surface. Built as an homage to the Crusader edifices created in Ethiopia on Earth, this fort was etched into the side of a mountain. The tunnels honeycomb the mountain and all that is revealed to the outside world guard towers bristling with turrets, and the main hangar bay allowing transport ships and supply ships to dock. **The important concept is that this is the ultimate warrior's fort; the largest Progen installation.**

### **8) Nastrand Vor (Altair 6)**

**Nastrand Vor** – 6<sup>th</sup> position world; Nastrand Vor is a desert world rich with mineral deposits and deficient in everything else; the atmosphere is thin and the gravity .3-Earth standard. The Progen city of **Carthage** is a **floating city** high above the ruins of an Ancient City; Nastrand Vor has **three moons**. The traders set up their headquarters here because of the rich resources hidden under the harsh hostile surface. The Sabine have many representatives here in order to expedite the removal of these resources which are manufactured into finished goods within Carthage.

**Buildings:** The floating city is a bit of a false metaphor. The city appears like solid hulk with no aerodynamic qualities at all. This is the home of the Collegia Traders, the Progen Trader caste. Austere and functional, it is nonetheless the home of all Progen economic power, housed in one large edifice. Many turrets dot the exterior of the structure, ready to defend against hostile forces at a moment's notice. Huge bays stand ready for the many cargo ships. A million + Progen call this their home.

## **9) Spartak (Gallina I)**

**Spartak** – Epsilon Indi 4 – harsh molten world. It is a swept through by thick ash-storms and turbulent cloud-cover in the upper atmosphere, blocking out the twin suns of the system. The combination of total cloud cover and molten interior results in pools of **Brood Oil**, which is found floating on the molten surface. Other resources would be found here as well, but the discovery of Brood Oil is what drew the Sabine here 100+ years ago.

**Buildings:** An ark that floats on the lava rivers. That's what the building should be. Honeycombed with small launching platforms for the explorer's ships, this Ark is capable of moving around the planet's surface, following the slow flow of the lava base. 50,000 Sabine live here. **This is the smallest Progen installation.**

## **Solaris – Jenquai**

**Oceanus** – This is a **waterworld** and **capitol** of a collection of colonies in a star system **filled with waterwords**; the **chief export** of Oceanus is, of course, **water, hydrogen, and oxygen**; the Human Capitol of Oceanus is **Achelloos**, a multi-tiered city existing as a floating platform above the ocean, a tethered platform some 1,000 meters above sea level, and a sub-aquatic city some 1,000 meters below sea level; Oceanus is unique in that it is home of a space-faring **native species** called the **Sesh** who have perfected **interplanetary travel** from **Oceanus** to the sister world of **Aquaris**, where and off-shoot of their species exists in seclusion deep beneath the surface of the oceans of that world; **InfinitiCorp** provides Oceanus with Cargo Ships, Defensive Platforms, and Interstellar Shuttles, modified for use by its genetically altered population. **Orsini** provides Oceanus with Express Boats, Resource Collectors, **Net-7** CommLink Orbital Platforms, and **Heavy Mining Rigs**.

## **Later On...**

### **Proxima Centauri**

#### **Guardia** (Proxima IV)

This is a mid-sized Gas Giant; Orsini operates a mining platform in the upper atmosphere; **Floaters** are in high concentration around this world prompting Orsini to use hire-on's for expeditions into the gaseous atmosphere, another 'cause du jour for **Black-11** saboteurs.

**Glendochart** – rocky, violent moon in close orbit within the **Rings of Arduinne**. Glendochart serves as a hideout for many smugglers who make the run from the Gas Giant to Argus Major. **The Smuggler's Base** – called **Talon's Rift** – is hidden within one of the many deep canyons torn into the surface of this world. It is undetectable from orbit and dangerous to reach as **meteors** regularly bombard Glendochart from above.

**Tukera Delta** – Water-moon of Arduinne. Tukera Delta is a hybrid of many things. It is home to the **Jenquai presence** within **Tau Ceti** from the **Ambassadorial Staff** to the small community of émigré's to Alliance Space – called **The Cenovar** (or Displaced) by the Jenquai-proper.

## **61 Cygni A**

**Sariel Prime** – Home of the Winterbourne House's notorious **Einsatzgruppen** (Special Task Force). This is a cold, ice-moon that is home of the **Winterarc**, a powerful pulse-particle railgun capable of warping its effect from one end of Cygni Alpha to the other. The Einsatzgruppen is the command arm of the **Jagdverbände** (Hunter Units), whose sole purpose is to prevent Winterbourne secrets from leaving the System.

## 61 Cygni B

**Trinity's World** – This is the 1<sup>st</sup> and 4<sup>th</sup> position Gas Giant in orbit around 61 Cygni Beta (called Trinity's Star). The planet has a mass 1.7 times that of Jupiter at a distance that averages 1.7 astronomical units (12 percent farther than Mars is from the Sun). Trinity's orbital period is 804 days, or 2.2 years. The orbit is quite eccentric, however. Trinity's World comes as close as 0.56 astronomical units to the star (77 percent Venus's distance from the Sun) and then goes as far away as 2.8 astronomical units, a bit over half Jupiter's distance from the Sun. From Trinity's World the somewhat brighter 16 Cygni Alpha shines with perhaps twice the brilliance of our full Moon. Operating within the thick, relatively cool atmosphere of Trinity's World is Winterhaven, one of the most technologically sophisticated Terran creations. It is a Cloud City, encased in a combination of reinforced alloy and gravitic-driven electromagnetic shielding that adjusts accordingly in reaction to Trinity World's extremes in environment. The process of building Winterhaven began some 100 years from the beginning of the V'rix Invasion. It came on-line as fully habitable only 19 years prior to the Invasion. The intensely complex and powerful shielding and environmental mechanisms are powered by long umbilicals descending deep into the very core of the world and siphoning energy from the natural process of fusion that occurs there. The process is even more sophisticated (if not as elegant) as the Jenquai solution to maintaining not just artificial gravity but protection against the violent atmosphere of a Gas Giant.

**Sunda Bay** – The *Trailing Moon*, it is call the Galilean Step-child as it **begins its orbit** as the “5<sup>th</sup>” member of the *Galilean Moons* that orbit Trinity's World. However, it has an **eccentric orbit** around a world that has an eccentric orbit around a star that itself has an eccentric orbit. Its **position** relative to Trinity's World places it **both the closest** and the **farthest** away depending upon where it is in its **100-day cycle** around the Gas Giant. At it's furthest it is caught within a tug of war between Trinity's World and 61-B. What makes it worth the effort of having a colony on Sunda Bay is a combination of its rich subterranean water systems (and the mind boggling array of life that it has spawned and InfinitiCorp/Winterbourne pharmaceuticals has exploited) and its incredibly rich mineral resources. It is called the ***Jewel of Winterbourne*** by the more poetic with the Cygnus System. The single world-side colony is also called Sunda Bay.

## Shoda'kan Nebula

**Kurnugia Prime** – A solemn, harsh lava-world where the Shoda'kan Order have set up secret bases in preparation of what they see as the “coming darkness”.

## Sirius

**Fidis Prime** – **1<sup>st</sup> position world**, this is a molten rock that is possessed of a singular anomaly: livable pockets exists high within the heat-blasted atmosphere;

the largest of these pocket is centered around an **Ancient City** which the Jenquai have occupied in an all-out effort to unlock the Secrets of the Gates; traveling through the dangerous atmosphere is possible to other pockets of livable space for treasure hunting and resource collecting; fiery silicon based predators roam the upper atmosphere

**Kalais Azul** – Jenquai Capitol world in the Vega System; this is a **water moon** the Jenquai have made planet-fall to and have named their capitol world in the Vega System; it is second largest of the 6 moons of Regina Prime and one of two that supports an atmosphere and carbon-based indigenous life; **Carolan** is one of the most amazing of the Jenquai floating cities. Members of the Shinwa dominate Kalais Azul. The inhabitants of this world are sympathetic to the Maléfari-Jihad. As a result, a hidden **Maléfari** enclave exists within the Rings.

### **Antares**

**Kor Vanian** – Kor Vanian is a **brown dwarf gas giant** orbiting the Antares suns at roughly the same AU as Jupiter in Sol. This giant world represents an anomaly in that it is the only **known gas planet** with a **breathable oxygen layer** within itself. Some nine hundred kilometers beneath the **thick upper layer** is a band of **nitrogen rich oxygen** some five hundred miles deep. This band of air is sandwiched between two extremely turbulent layers. However, because of the rising gases and thick thermal layer below, it has been found that with very little energy vehicles can support themselves. Given the Jenquai propensity for gravity defying civil projects, it was an obvious call that **Kor Vanian** would become home to one of the **largest Cloud Cities** within the entirety of Jenquai Space: **Silvanus Soar**, home of the great **Malakane Clan**, who flew with Ben Joseph on the Jin-Qui Maru when it set out for Jupiter and destiny. Kor Vanian has 6 Moons.

**Kokuyoku** – Largest of the 3 Galilean Moons that chase each other around Kor Vanian. Kokuyoku is a tectonically active world complete with geysers of liquid nitrogen that spew into the world's toxic atmosphere, intense volcanic activity, and a rich mineral-ore composition. It is from here that the Shinwa maintain a training cloister that launches exercise missions first against the Flight Drones around the Moon then into the Corridor on so-called "*hot missions*". The **Kokuyoku Cloister** sits at the base of **Mount Niataka** in the **Kuroku Crater**, a relatively stable region. The Kuroku Field offers planetary training opportunity.

### **Beta Centauri**

**Jikogu** – This is a hot, volcanically active moon in orbit around Iktomi Prime. It is the third satellite in the 4-satellite Galilean Moon-cluster that includes Nishanu, Shakuru, and Hiruko.

### **Castor**

**Nebiros** – The planet in flames. **Nebiros** is the 1<sup>st</sup> position world riding between the suns of Castor A and Castor B. **Nebiros's** single colony is surrounded by wall upon wall of fire. Lava flows in molten streams, flames dance constantly over the scorched surface leaving **Nebiros Colony** in a state of constantly fighting off the roaring fires in order to mine the massive deposits there. Most of the systems on **Nebiros** are automated, however, for precious gem mining, human and robotic agents are needed. **Alzmundi** supervisors from the **Sharushar Consortium** often hire freelance Terran crews to work the mines. Hazard pay is applicable. Some Terran's have told tales of ruins buried beneath the surface of the planet.

**Menorb** – 3<sup>rd</sup> Position world; Menorb is a harsh, cold desert world complete with violent sandstorms and a nasty subterranean tunnel worm that ranges in length to several thousand feet; a **Penal Colony** – **Androzari** – has been established on Menorb for Jenquai Non-Rehabilitants, including Maléfari, Shoda'kan, and certain Cenovar as well as foreign Prisoners that do not meet the Extradition Requirements.

**Sandcastle** – honeycombed asteroid hollowed out to accommodate the Ancients it is both city and space ship with a **World Gate** at it's heart – the Gate is called **Crom Dugh**, after the **MacGregor** explorer who discovered it before the arrival of the Progen.

#### **Frontier Worlds**

##### **Sulani Epsilon – Terran**

**Gamma Sulani** – **Sulani Epsilon IV** – Gamma Sulani is a profoundly mineral rich desert planet located in an orbit between the twin G stars and the bright K star. Although the surface of the world is extremely hot – unlivable at the equators – it does have a breathable atmosphere and some vegetation as well as frozen polar caps. However, beneath the sand and within the hearts of the towering jagged mountains that define the surface of **Gamma Sulani** are resource deposits not found on any other world to date. Because of this and because of its unique ecology, a joint **Terran/Jenquai** expedition led to the establishment of the colony at **New Jericho, Capital City**. Furthermore, due to the star systems strategic position along the spiral arm of the galaxy, the **Progen** were also quick to establish a garrison on the moon of one of the Outer Worlds. This in turn led to the establishing of the **Sulani Highport** – to help keep the peace, among other things. Sulani Epsilon quickly establishes itself as one of the more active and densely populated systems outside of Sol. It is a haven for privateers and pirates with “hidden” desert cities. **Gamma Sulani** has **three moons**

## System Introduction

Following on the heels of the Terrans and Jenquai, the Progen set out toward the Sirius binary system, some 8.6 light years distance from Earth covered in 18 months using the Infiniti MK9 Stellar Drive. There, the **Progen** explorers, supplemented by Terran and Jenquai scientists, found an equally mineral rich system. The Moon of one of the gas giants – an 11<sup>th</sup> position world nearly twice the size of Jupiter – is where the Progen have found a home. They call their capitol world within Sirius **Tarsis Prime**. The capitol city is **Strata**.

## System Name

Sirius

## Sirius A Star System Overview

- Spectral Type Blue Giant A1V Star
- Right Ascension
- Declination
- Distance from Sol – 8.8 radial light years
- 5 Planet; 8 Moons; X<sup>n</sup> Trans-Neptunian Objects
- 3 Major Asteroid Belts
- 2 Extra-Solar Debris Clouds
- X<sup>n</sup> Space Stations (Establish bases as needed)
- 1 Ancient Gate Cluster (Sirius Quadrifons)
- X<sup>n</sup> InfinitiCorp Hypergates (establish links as needed)

## Sirius B Star System Overview

- Spectral Type Small Blue A0Star
- Right Ascension
- Declination
- Distance From Sol – 8.8 Radial Light Years
- 6 Planet; 11Moons; X<sup>n</sup> Trans-Neptunian Objects
- 2 Major Asteroid Belts
- Distance From Sol – 8.8 Radial Light Years
- 1 Extra-solar debris Cloud
- X<sup>n</sup> Space Stations (Establish bases as needed)
- 1 Ancient Gate Cluster (Sirius Quadrifons)
- X<sup>n</sup> InfinitiCorp Hypergates (establish links as needed)

## System-Wide Game Effects

The Mondara Nebula occupies the skybox of every sector within Sirius. The Mondara Shears (energy clouds emanating from the open Mondara Gate) periodically spawn and traverse designated sectors.

Additional Effects as Determined by Sector Designers

## System-Wide Visual Effects

The Mondara Nebula occupies the skybox of every sector within Sirius. The Mondara Shears (energy clouds emanating from the open Mondara Gate) periodically spawn and traverse designated sectors.

Additional Effects as determined by Sector Designers

## System Backstory

The first actual encounter with Star Gates came as a result of the post-FTL wave of colonization. The Progen Republic discovered a cluster of objects on the fringes of the Sirius System. At the time they had no idea what they'd found. They were, however, circumspect enough to realize they were in possession of something that would change humankind.

It wasn't for another 100-years that the Gate at Charon was revealed embedded in ice and rock on the fringes of Sol System itself.

What occurred over the next ten years was interstellar warfare that nearly destroyed the human species. The war is conversely called the First Gate War or the Second Colonial War. The former is the better description, as the V'rix Onslaught was, at its core, a War of the Gates.

During the time of the Gate War, The Progen Republic turned the scattered outposts within the Sirius System into major war-production facilities, feeding the needs of the hungry Legions that challenged separately and jointly the Terran Alliance and Jenquai Republic. Make no mistake; Mars is still the homeworld of the Progen. However, Sirius is where they found their independence from all that was of Earth and there Earthborn beginnings.

Fast forward to the present. The Story Of Sirius picks up with the Coming of the Mondara Nebula. And the activation of the Sirius Gate Cluster by the Sabine Sisterhood.

One Gate, the Mondara Gate, remains open, constantly spewing out ribbons/clouds of nebula-material; these are V'rix Automated Forward Observation Platforms – clouds filled with bioorganic drones that do every thing from analyze asteroid belt composition, take telemetry of surround clusters, and so forth. The Gate itself is linked to the newly appearing Mondara Maelstrom (a V'rix War Cloud the size of a Star System – it is visible within the skybox above Sirius and a number of near-Earth star systems.

With War brewing on all sides the Primarch of the Progen Republic calls from retirement one of it's living legends, Anjuren Khan, whose Family name dates back to Colony One.

Khan's Legion is Hadrianis – all Hadrianis NPCs are more aggressive, a lot quicker, and generally two cuts above standard Progen. They're brought on line to investigate the Mondara and help put the Terran's in check

The Red Dragon Triad has been using the growing conflict as a means to spread its influence into Progen Space

## Sirius Inner Worlds

Sirius One – nearest to the sun, Mercury like world; no satellites Sirius Two – second position world, very similar to Venus
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248. **Terra Theta** – *Sirius Three; near-water world with over 98% of its surface covered with oceans teeming with life, almost the same size as Earth, the **Terran Alliance** is granted colonization rights on Sirius Three by the **Republic**. There are **two moons** generating incredible tidal forces. InfinitiCorp – viz. a. viz. The Winterbourne Syndicate – runs the floating colonies of this world; **Terra Theta** is part of a “**twin planet**” grouping.*

<i>Terra Theta One – largest of the two moons orbiting Terra Theta</i>
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*Terra Theta Two – smaller of the two moons; Terra Theta Two and Primus One periodically switch orbits*

249. **Primus** – Sirius Four; twin planet of Terra Theta. The two worlds orbit each other; near-desert world with over 80% of its surface covered with desert; almost the same size as Earth, the **Progen** operate a military training garrison on Primus. This world has two moons

*Primus One – larger of the two moons of Primus*

*Primus Two – smaller of the two moons; both are uninhabited*

250. **Termagant Station** – Progen Planetary Defense Fortress from which Progen mining and training efforts are launched.

251. **Vulcan's Ring** – **Asteroid Belt 1** – the first of three debris belts circling the system; Vulcan's Ring describes and orbit the bisects the remaining two belts; how this works is still puzzling even Jenquai scientists

### **Sirius Outer Worlds**

Sirius Five – Violent, enormous gas giant; twice the size of Jupiter, it has a broken ring system and nineteen large moons

252. **Freya's Crown** – Asteroid Belt 2 – dense asteroid field contains sparse colonies of the loxosceles as well as a number of crash sites – **remnant space ships** thousands of years old. It is postulated that these ships are not of the Ancients but possibly races that, like humans, exploited **Ancient technology**.

Sirius Six – large, Saturn-like Gas Giant complete with its own complex ring system; this world has 24 moons

253. **Serena Rising** – Highport established just within the gravitational well of Sirius Six part of the Thule-class Highports

Sirius Seven – ringed gas giant about the size of Jupiter; it has 26 moons

Sirius Eight – another ringed gas giant about the size of Jupiter; 30 moons

Sirius Nine – renamed – small gas giant about the size of Uranus. It has 11 moons

**Tau Epsilon Beacon** – Sirius System's primary **NavComm Beacon**

254. **Asgard Station** – Asgard is the Sirius System's Primary Defense Platform and **Star Gate Control**. It is a heavily armed and armored behemoth in orbit around the Sirius Suns just beyond the 9<sup>th</sup> position. It is semi-spherical design, self-contained station housing 2 entire Legions largest of the Sirius Defense Platforms; this is a battle station pure and simple; to all non-Progen, Asgard Station can become a thorn in the side

255. **Sirius Gate** (nicknamed **Bifrost**) – Large Stargate that turns out to be part of a **Four Gate Quadrifons** that the Progen exploit to form a tight cluster of **Gate-linked systems**. Sirius Gate is lodged relatively close to the farthest of the Asteroid Belts

256.       **Surtur's Well** – Asteroid Belt 3 – dense field of asteroids in an irregular orbit around the far reaches of the solar system; a small pirates enclave finds refuge on one of the larger, planetoid-sized rocks
257.       **Net-7 Affiliate**

<i>Sirius Ten – Pluto-like frozen rock; it has one satellite as inhospitable as the world itself</i>
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258.       **Tarsis Prime** – Sirius Eleven – this world is a very large, very active, very powerful Gas Giant that more aptly resembles a small star; it generates great heat and energy and incredible gravity, locking it's twenty eight moons into steady, secure orbits; it has a multi-tiered ring-system (3 tiers, 1 being a partial ring)
259.       **Tarsis** – this is the Progen Capitol outside of Sol; Tarsis is a mineral rich forest moon of **Tarsis Prime** about half the size of Earth itself; the capitol is **Strata** and it represents the most advanced Progen City yet built and the only Progen City built utilizing Jenquai-based anti-gravity technology
260.       **Strata Base** – Progen Space station in geosynchronous orbit above Strata City
261.       **Tarsis VII** – ice-moon in far orbit around Tarsis Prime; the Progen operate a mining facility here as well as an orbiting automated planetary defense system
262.       Ancient Gate to/from Deneb – Quadrifons 1
263.       Ancient Gate to Pollux
264.       Ancient Gate To/From Rigel
265.       Gate to Alpha Centuari
266.       Gate to Bernard's Star

FADE IN:

## MONTAGE

### EXT. EARTH ORBIT

We see a giant InfinitiCorp Hypergate charge and come to life expelling a Terran Capitol Ship followed by a swarm of its battle riders – smaller, sleeker escort ships.

Angle – the overwhelming city in space that has been dubbed Gateway Station, home to 2-million citizens. Traffic comes and goes from the countless docking bays. NavBeacons flare to life spitting small trader ships out along the so-called *Starfarer's Main* – the network of Warp-beacons that sling ships at hyper-speeds from one point to the other within a sector.

We see a quick montage of ships from the Factions docking at the Station, an array of figures going about their lives of taking missions, buying and selling goods, looking at Network 7 Bulletins.

### INT. TREATY COMMISSION OFFICES/GATEWAY STATION – EARTH ORBIT

We are in a broad, arcing chamber filled with a number of dignitaries. From the wall-high magnetic shields we see the radiant blue-glow of Earth below.

Angle – a tall, regal woman draped in voluminous gowns addressing a circle of SolSec Treaty Organization Counselors.

### INT. JENQUAI SPACE STATION

## MONTAGE

We see ships docking, people loading cargo aboard their haulers.

### EXT. SPACE

We see ships – Jenquai, Progen, Terran – entering a Hypergate. It is a convoy.

### EXT. THE SHOTOKAN NEBULA

We see the convoy of ships burst into real-space into the heart of the Shotokan Nebula. Raiders – pirates of the Red Dragon Triad, immediately set upon them.

A brief battle ensues, Jenquai ships cloaking as Terran ships launch drones into the midst of the Raiders.

A giant organic sweeps through the swirling matter of the Nebula – it is a Shotokan Leviathan, space-faring, manta ray like creature. It falls upon Convoy and Raider ship alike, lobbing bursts of plasma that blast the ships into slag.

### EXT. KALAIS AZUL/JENQUAI WATER-MOON

Angle – in the distance from the shore, avian creatures not unlike pterodactyls wing through the spires of a city. We follow their path through the narrow stalks and domed

plateaus, swooping dangerously close to human-built air-ships.

The City is Carolan and it is a magical, dreamy collection of towers rising thousands of feet from the surface of this eerily blue-purple world. The spires are supporting flat plateaus covered with domed and un-domed structures, glorious buildings flowing like smoke from one to the other. The whole thing looks like a forest of unimaginably gigantic mushrooms. The air-ships, with solar sails and exotic designs, are the butterflies skimming from mushroom cap to mushroom cap.

We hear a gentle wind blowing, punctuated by the distant roar of ocean waters lapping against a shore in the distance we see one after another dark, terrifying ships take flight toward the stars.

We hear the squawk of avian life, exotic life.

In the background, beyond the spires of Carolan, beyond the shores and to the end of the horizon and over the white-capped waves a ringed planet is rising, sending iridescent warmth in amber-yellow waves of light.

#### EXT. JOVE CITY/GANYMEDE – THE PAST

Angle - Before you is Jove City, the Jenquai capital, a floating city hovering above Ganymede.

Jove City is magnificent. In the background is Jupiter and Ganymede, both radiant and *incredible*. Off in the distance above Jupiter, between Ganymede, is the gigantic structure of a space station, complete with a constant ebb and flow of traffic: starships, cutters, and frigates.

The space around it is filled to capacity with ships – Jenquai, Progen, Terran – coming and going.

#### EXT. SPACE/THE HELIADES BINARY SYSTEM

Close on – three sleek Jenquai fighters skimming the surface of a gigantic Shadow Cabinet Destroyer. Pulse cannon-fire dances off the shields of the fighter as it returns fire causing little effect against the menacing black behemoth of the Destroyer.

The camera pulls back and we see the enormity of the Super Destroyer – called the *Shadowshrike*. This terrible looking vessel is the heart of a Battle Group of a dozen capitol ships and countless smaller missile frigates, fighters, and light cruisers.

A battle is in full fury. The Shadowshrike Battle group has the clear advantage cutting a violent path through the small gathering of Progen fighters and light cruisers.

In the distance we see twin suns, one a blue giant, one yellow main sequence star.

Close On – a long, tentacled ship slicing through the darkness next to the Shadowshrike. This is the Norbori-Nin Maru – The Star Singer – a prototype Jenquai Sunkiller. The Shadowshrike Battle Group is keeping the counterforce from engaging the Maru.

Close on – the Sol Sec Supercarrier Endeavour, twice the size of the Shadowshrike, its fighters launching from bays in an endless volley. Smaller gunships are flying escort,

moving to engage the Shadowshrike Battle Group as it pushes toward the two stars burning in the distance.

#### INT. COMMAND BRIDGE, SS ENDEAVOUR

Angle on – a tall, austere woman, hair swept back, tunic open, stick in hand. She is standing next to the conning tower of her bridge. This is Jordan Naverre, Terran-born captain of the Endeavour Supercarrier. The camera swings around and we see a broad, open Command Bridge. All around the central conning island a holographic display of the battle outside gives on a suggestion of the devastation that is taking place.

#### EXT. SPACE

Close on the Star Singer. She is arcing off from the main battle group, four smaller cruisers flying escort as she pulls ahead of the others in a course for the two suns of the system.

Several Jenquai Fighters give chase, joined by the SolSec fighters from the Endeavour.

The Shadowshrike powers up its forward arrays and releases a black wave of energy toward the fighters. Their annihilation is punctuated by so many bursts of radiant yellow in the wake of the *Shadow Wave*.

Long on – the Endeavour has broken off of from the main battle and is pursuing the Jenquai Sun Killer as it drives toward the Blue Giant.

From off the starboard nacelle of the Endeavour a squadron of five smaller, delta-shaped Progen fighter's arcs toward the Sunkiller. In the distance further still, a Progen Capitol Ship sends wave after wave of Progen fighter in pursuit of the Shadowshrike Battle Group.

Their weapons-fire penetrates the Sun Killer's shields but does little damage to the skin of the ship itself.

The Sunkiller outdistances the pursuing ships, wheeling about. Tentacles extend from its aft into the corona of the Blue Giant.

Its bow begins to open, charging its main gun.

A furious wave of energy streaks outward from the Star Singer's main weapon. The ships that had been pursuing it are vaporized.

Long on – the Endeavour's shields held. But the giant Supercarrier continues toward the Sunkiller.

Off its port bow, the Shadowshrike has turned to engage the Progen battle group.

We see the Blue Giant, the Star Singer a fleck against its enormity. We see the sun begin to pulse, to grow.

We see the Shadowshrike form its own jump-point in the midst of the Progen Group.

We see the Endeavour barreling toward the Star Singer, its main batteries powering up.

Just as the Endeavour fires, the camera pulls back to an extreme long shot of the Blue Giant.

A pulse wave expands outward from the Blue Giant sweeping over the Heliades System. The companion star expands and explodes. We see the shock wave as it rips through four worlds of the Heliades consuming them.

**FADE OUT.**

FADE IN:

MONTAGE

MORDANE (VOICE-OVER)

I damn the day the Star Gates were revealed to us.

EXT. EARTH ORBIT

LADY DE WINTER (VOICE-OVER)

You have gone too far to turn back now, Mordane.  
Your destiny has already been written. You have only  
to fulfill it.

We see a giant InfinitiCorp Hypergate charge and come to life expelling a Terran Capitol Ship followed by a swarm of its battle riders – smaller, sleeker escort ships.

SOLSEC OFFICIAL (VOICE-OVER)

Strictly speaking this is a regional matter. The Maléfari are Terrorists. They must be dealt with accordingly. Any SolSec presence must be limited to observation only. This matter must be settled between the Factions at systems-level.

Angle – the overwhelming city in space that has been dubbed Gateway Station, home to 2-million citizens. Traffic comes and goes from the countless docking bays. NavBeacons flare to life spitting small trader ships out along the so-called *Starfarer's Main* – the network of Warp-beacons that sling ships at hyper-speeds from one point to the other within a sector.

MORDANE (VOICE-OVER)

These people, the masses, were not meant to be pawns  
in this...*affair*, Lady de Winter.

We see a quick montage of ships from the Factions docking at the Station, an array of figures going about their lives of taking missions, buying and selling goods, looking at Network 7 Bulletins.

MERJAN KATHRADA (VOICE-OVER)

Counselors you are in danger of allowing history to  
repeat itself by choosing a course of inaction. The Gate  
War was born-

SOLSEC OFFICIAL

- Because the Jenquai kept its existence a secret from  
the other Factions.

INT. TREATY COMMISSION OFFICES/GATEWAY STATION – EARTH ORBIT

We are in a broad, arcing chamber filled with a number of dignitaries. From the wall-high magnetic shields we see the radiant blue-glow of Earth below.

Angle – a tall, regal woman draped in voluminous gowns addressing a circle of SolSec

Treaty Organization Counselors.

**MERJAN KATHRADA**

The Maléfari exist because political inaction allowed the Progen to occupy Jove City butchering my people by the thousands. There were no reparations. No War Crimes Tribunals.

**INT. JENQUAI SPACE STATION**

**MONTAGE**

We see ships docking, people loading cargo aboard their haulers.

**SOLSEC OFFICIAL (VOICE-OVER)**

Then are you saying the Jenquai condone their actions?

**EXT. SPACE**

We see ships – Jenquai, Progen, Terran – entering a Hypergate. It is a convoy.

**EXT. THE MALEFARI NEBULA**

We see the convoy of ships burst into real-space into the heart of the Shotokan Nebula. Raiders – pirates of the Red Dragon Triad, immediately set upon them.

**SOLSEC OFFICIAL (VOICE-OVER)**

We hear rumors of Jenquai complicity, offering missions to any spacefarer with a ship to fly supplies to the Frontier on behalf of the Maléfari.

A brief battle ensues, Jenquai ships cloaking as Terran ships launch drones into the midst of the Raiders.

A giant organic sweeps through the swirling matter of the Nebula – it is a *Vinmare Leviathan*, space-faring, manta ray like creature. It falls upon Convoy and Raider ship alike, lobbing bursts of plasma that blast the ships into slag.

**MERJAN KATHRADA (VOICE-OVER)**

The Maléfari are *Pariah* – excommunicated Warrior Caste. And outlaws within Jenquai Space.

**EXT. KALAIS AZUL/JENQUAI WATER-MOON**

**SOLSEC OFFICIAL (VOICE-OVER)**

Yet we even hear rumors of a Maléfari stronghold hidden on the moon of a Gas Giant within the Rim. Such a place could not exist without help at a government level.

Angle – in the distance from the shore, avian creatures not unlike pterodactyls wing through the spires of a city. We follow their path through the narrow stalks and domed

plateaus, swooping dangerously close to human-built air-ships.

MERJAN KATHRADA (VOICE-OVER)

Not my Government. The Jenquarum does not sanction them or their actions.

The City is Carolan and it is a magical, dreamy collection of towers rising thousands of feet from the surface of this eerily blue-purple world. The spires are supporting flat plateaus covered with domed and un-domed structures, glorious buildings flowing like smoke from one to the other. The whole thing looks like a forest of unimaginably gigantic mushrooms. The air-ships, with solar sails and exotic designs, are the butterflies skimming from mushroom cap to mushroom cap.

PROGEN SENATOR ANJURAN (VOICE-OVER)

Be that as it may, The Progen Republic will stand firm against any action that challenges the security of our borders by your *Maléfari Rebels*. And our reciprocity will be swift, Merjan.

We hear a gentle wind blowing, punctuated by the distant roar of ocean waters lapping against a shore.

DAMIAN WINTHROP (VOICE-OVER)

InfinitiCorp has sworn to support the Progen Republic so long as we are guaranteed the security of the Trade Routes.

INT. BALCONY/INFINITI TOWER/CAROLAN CITY

We see a tall, elegant woman leaning on the edge of the rails encircling the balcony. Behind and below her we see the splendor of her aerie in the clouds.

We follow her gaze toward the distance where one after another dark, terrifying ships take flight toward the stars.

We see a dark smile crease the cool features of lady De Winter.

EXT. KALAIS AZUL/JENQUAI WATER-MOON

We hear the squawk of avian life, exotic life.

MERJAN KATHRADA (VOICE-OVER)

And what says the actual *Terran Alliance* itself on this matter, Ser Winthrop? How speaks your actual government on the matter of Progen aggression leveled once more against the Jenquai People?

In the background, beyond the spires of Carolan, beyond the shores and to the end of the horizon and over the white-capped waves a ringed planet is rising, sending iridescent warmth in amber-yellow waves of light.

## INT. CORRIDOR/THE SHINTARO MARU MALEFARI STEALTH SHIP

We hear the clip-clop of heeled boots on metallic floor, the murmur of an engine.

### DAMIAN WINTHROP (VOICE-OVER)

InfinitiCorp is the Terran Alliance, Merjan and the Maléfari have become...an inconvenience. Commerce must continue free and clear of threats. If they seek refuge within Jenquai Borders, they will be... extracted and eradicated.

Angle – a tall woman striding down a long corridor, black cloak billowing behind her. Her features are veiled in a deep cowl; two armed and armored sentinels follow in her wake. Metallic doors slide open.

### LADY DE WINTER (VOICE-OVER)

I bring you the Gate access controls to The Alseides Cluster...and the Star Clipper Project. The Sunkiller is yours for the taking, Mordane.

## INT. COMMAND BRIDGE OF THE SHINTARO MARU

### MORDANE (VOICE-OVER)

Lady de Winter... at last. Our revenge will be ... sweet as a kiss, long as our exile.

We see the small bridge of the Shintaro Maru; a dark cavern punctuated by shards of illumination from Navigations Systems, Weapons Array Control Systems, Sensory Array control Systems, and the conning platform where an armored figure stands adjacent his command seat.

### LADY DE WINTER (O.S.)

I lost many agents attaining this.  
(Handing Mordane a small, thin black tablet) I trust you will not let their deaths be in vane.

Angle on a tall Jenquai Warrior, long white hair draped loose around his shoulders. He is wearing the armor and expressionless facemask of a Shamballah Master, highest rank within the disbanded Order.

He turns to face Lady de Winter.

### MORDANE

Do not speak to me of death.

## MONTAGE

We see a rapid-fire succession of images from Mordane's memory of Progen Dog Soldiers marching through the streets of Jove City, pulse rifles flaring, the innocent running, screaming.

### MORDANE (VOICE-OVER)

Countless Jenquai died in vane during the Progen

Occupation, De Winter, while your people did nothing.

The image of Jove City's streets wavers and dissolves to a clearer, precise recollection.

#### EXT. JOVE CITY/GANYMEDE – THE PAST

Angle - Before you is Jove City, the Jenquai capital, a floating city hovering above Ganymede.

##### MORDANE (VOICE-OVER)

I was young when the First Gate was revealed to us  
above the moon Charon.

Jove City is magnificent. In the background is Jupiter and Ganymede, both radiant and *incredible*. Off in the distance above Jupiter, between Ganymede, is the gigantic structure of a space station, complete with a constant ebb and flow of traffic: starships, cutters, and frigates.

The space around it is filled to capacity with ships – Jenquai, Progen, Terran – coming and going.

#### INT. THE GREAT HALL/JOVE CITY ABOVE GANYMEDE – THE PAST

From the towering arched windows in the great rotunda you can see the Lord of Planets above: Jupiter.

We hear the grinding of boots on a polished surface; we hear the clank of his quarterstaff upon the metallic floor with his every step.

Angle – A black-clad figure, tall and thin, marches purposefully toward two towering portals. His hair is long and black, worn knotted in the fashion of the Ronin of ancient Earth; his cloak is billowing out with each stride.

He is Mordane. A younger Mordane. He is of the Warrior Caste of the Jenquai, a newly appointed Adept, and the bottom half of his face is hidden behind a black mask to mark his ascension.

##### MORDANE (VOICE-OVER)

I remember entering the Great Hall with the Old  
Masters, watching as our fate – my fate – changed  
forever.

Two black-clad guards open the great portals, waving him through. Mordane does not break stride.

The great doors swing open and Mordane steps into the darkness.

#### INT. GREAT HALL/JOVE CITY

Angle on – the Circle of Masters are seated in semi-circle around a holographic display. These are the Nine Rulers of the Jenquai. The Council is called the 1<sup>st</sup> Sephira.

We see before us a holographic image. It shows the world of Pluto and swings around to

its orbiting moon, Charon.

The image shows a Progen Battlecruiser, huge, black, tri-finned monolith bristling with weapons systems. It is slicing through the darkness of space, a dense starfield behind it, and a dense asteroid field in front of it.

The Progen ship is pursuing a pirate ship.

The only hope for the pirate ship lay in the thousands of objects that make up the Kuiper Belt, just beyond the orbital path of Neptune.

The pirate ship, small, sleek, and fast, slips into the asteroid field.

The Progen captain gives chase, crossing the border into Jenquai space. You see a fusillade of objects spraying out of the ships gun ports into the Belt. Fusion mines.

However, the Progen captain erred in his judgment.

Fusion mines a-port and aft of the pirate ship are going off like wild fire. A smaller asteroid is hit, its rocky, icy surface splintering and sending debris off into a million directions. The comet is blasted off course, leaving the pirate ship exposed.

The comet tears into the side of another, larger asteroid. Incredibly, the collision triggers some sort of explosion.

Where there had been an asteroid there is now an *object*. Rings, floating in space, still partially encrusted with rock and ice, come to life, spinning, aligning themselves to form a three-layered ring-cluster.

What you see before you is a Stargate!

The rings of the *Gate* have all but aligned into a perfect circle. In the center of the rings *fire* has ignited. Energy. Fields of plasma held together and in place by this object.

The Progen warship unleashes a second volley after the pirate ship. The engines of the sleek pirate vessel ignite and it takes off into whatever this *thing* is that has revealed itself.

#### MORDANE (VOICE-OVER)

That was the Gate at Charon; the first of countless Gates, and the harbinger of a War – the Gate War – that ravaged my people, and nearly destroyed the human race.

The Progen captain orders a second volley, seeing the pirate ship heading full throttle into the maw of whatever those rings are. But he has made a critical error. Unexploded fusion mines are struck by the second fusillade.

The holograph fades out.

#### EXT. THE BLACKNESS OF SPACE/THE HELEIDES SYSTEM

We hear the violent shriek of weapons-fire, voices rising in panic, screams and rage. We

hear the engine-burn of countless star fighters screaming angrily through the blackness, defiant of the vacuum of space.

**CAPTAIN JORDAN NAVERRÉ (VOICE-OVER)**

All hands this is your Captain... we came together – Terran, Progen, and Jenquai – to stand united as a shield against darkness, against chaos... our sacrifice here will not be forgotten.

We hear radio-communications static, broken with intermittent recognizable voices... frightened voices.

**EXT. SPACE/THE HELIADES BINARY SYSTEM**

**JENQUAI WARRIOR-PILOT (VOICE-OVER)**

Sol Ship Endeavour this is Dai'shao Ryn Catarrh of the 2<sup>nd</sup> Domine. We are here to assist you. The Jenquai stand with you against the Maléfari.

Close on – three sleek Jenquai fighters skimming the surface of a gigantic Shadow Cabinet Destroyer. Pulse cannon-fire dances off the shields of the fighter as it returns fire causing little effect against the menacing black behemoth of the Destroyer.

**MORDANE (VOICE-OVER)**

Squadron Leaders to your fighters! Defend the Star Singer.

The camera pulls back and we see the enormity of the Super Destroyer – called the *Shadowshrike*. This terrible looking vessel is the heart of a Battle Group of a dozen capitol ships and countless smaller missile frigates, fighters, and light cruisers.

A battle is in full fury. The Shadowshrike Battle group has the clear advantage cutting a violent path through the small gathering of Progen fighters and light cruisers.

In the distance we see twin suns, one a blue giant, one yellow main sequence star.

Close On – a long, tentacled ship slicing through the darkness next to the Shadowshrike. This is the Norbori-Nin Maru – The Star Singer – a prototype Jenquai Sunkiller. The Shadowshrike Battle Group is keeping the counterforce from engaging the Maru.

**CAPTAIN NAVERRÉ (VOICE-OVER)**

Communications open a channel to the Shadowshrike.

Close on – the Sol Sec Supercarrier Endeavour, twice the size of the Shadowshrike, its fighters launching from bays in an endless volley. Smaller gunships are flying escort, moving to engage the Shadowshrike Battle Group as it pushes toward the two stars burning in the distance.

**INT. COMMAND BRIDGE, SS ENDEAVOUR**

Angle on – a tall, austere woman, hair swept back, tunic open, stick in hand. She is standing next to the conning tower of her bridge. This is Jordan Naverre, Terran-born captain of the Endeavour Supercarrier. The camera swings around and we see a broad,

open Command Bridge. All around the central conning island a holographic display of the battle outside gives on a suggestion of the devastation that is taking place.

We see an image take shape amidst the chaos, another holo-image superimposed on the others. It is Mordane, a Jenquai, aboard the Battle Bridge of the Shadowshrike.

**CAPTAIN NAVERRE**

You were once a man of honor. Don't force my hand.

**MORDANE (FROM THE SHADOWSHRIKE)**

Naverre, take your ships and leave this place. Very shortly it will no longer exist.

We see Mordane make a slashing movement to someone off screen and the holo-image wavers and fades.

**CAPTAIN NAVERRE**

Helm come about to course heading 1-7-0-9, flank speed! Weapons make ready forward arrays on my mark!

**EXT. SPACE**

Close on the Star Singer. She is arcing off from the main battle group, four smaller cruisers flying escort as she pulls ahead of the others in a course for the two suns of the system.

**MORDANE (VOICE-OVER)**

Star Singer, may God stand between you and harm in all the empty places you must travel.

Several Jenquai Fighters give chase, joined by the SolSec fighters from the Endeavour.

The Shadowshrike powers up its forward arrays and releases a black wave of energy toward the fighters. Their annihilation is punctuated by so many bursts of radiant yellow in the wake of the *Shadow Wave*.

Long on – the Endeavour has broken off of from the main battle and is pursuing the Jenquai Sun Killer as it drives toward the Blue Giant.

**PROGEN CENTURION (VOICE-OVER)**

Endeavour, this is Centurion Raziel of the Trianna Legion. We have come to assist you in defense of humanity.

From off the starboard nacelle of the Endeavour a squadron of five smaller, delta-shaped Progen fighter's arcs toward the Sunkiller. In the distance further still, a Progen Capitol Ship sends wave after wave of Progen fighter in pursuit of the Shadowshrike Battle Group.

Their weapons-fire penetrates the Sun Killer's shields but does little damage to the skin of the ship itself.

The Sunkiller outdistances the pursuing ships, wheeling about. Tentacles extend from its aft into the corona of the Blue Giant.

Its bow begins to open, charging its main gun.

A furious wave of energy streaks outward from the Star Singer's main weapon. The ships that had been pursuing it are vaporized.

Long on – the Endeavour's shields held. But the giant Supercarrier continues toward the Sunkiller.

Off its port bow, the Shadowshrike has turned to engage the Progen battle group.

We see the Blue Giant, the Star Singer a fleck against its enormity. We see the sun begin to pulse, to grow.

We see the Shadowshrike form its own jump-point in the midst of the Progen Group.

We see the Endeavour barreling toward the Star Singer, its main batteries powering up.

Just as the Endeavour fires, the camera pulls back to an extreme long shot of the Blue Giant.

A pulse wave expands outward from the Blue Giant sweeping over the Heliades System. The companion star expands and explodes. We see the shock wave as it rips through four worlds of the Heliades consuming them.

LADY DE WINTER (VOICE-OVER)

And so it begins...

FADE OUT.

FADE IN

**Caption: *The Spider's Stratagem***

MORDANE (VOICE-OVER)

*'...In peace there's nothing so becomes a man as  
modest stillness and humility...'*

INT. A SHIP. NOW

We hear a cacophony of whispers, impatient. Heated.

1<sup>ST</sup> SHADOWKEEPER (VOICE-OVER)

*Silence!* It is done. The *Shard-Consciousness* has been  
awakened. And with it, the Enemies will come.

Cavernous blackness. Empty and cold. The intermittent glow of twin Red-Suns dances in  
twisted shadows across a metallic floor.

The murmur of whispers rises in protest again. Another voice rises to  
the fore.

MERJAN KATHRADA (VOICE-OVER)

So be it. We have sown the wind. Now let us reap the  
whirlwind. Pray the gamble pays.

The chorus of whispers rises again, like Furies in a Storm.

1<sup>ST</sup> SHADOWKEEPER (VOICE-OVER)

*Pray your son plays his part.*

Then silence. Hollow with the echo of distant human voices chattering in the background,  
the chorus of a Mausoleum. Or a News Room.

DISSOLVE TO:

**Caption: *What Has Gone Before...***

HILTON CRAWFORD (VOICE-OVER)

*...It would appear History is in danger of repeating  
itself...*

Above the chatter a single voice resonates. Angry. The sound of sandpaper on sandstone.

MORDANE (VOICE-OVER)

Mother had been space walking... (The voice is taut,  
angry.) ...Repairing the ion-sails to the old *Shado  
Maru*.

EXT. SPACE-ABOVE CHARON, MOON OF PLUTO

We see the light-speckled darkness of space, a ship in the distance.

The Camera swings in close.

### CLOSE ON

A boot, ceramic-encased polycarb, magnetically locked to the metallic skin of an old orbital cutter, spin-core for gravity. The camera travels the length of the boot, leg, to the vacuum-suit encased figure effecting repairs on the forward sail.

Beneath her, set against a field of stars we see the desolate, crater-marked surface of Charon, satellite of Pluto. Over her shoulder, in the distance, blackness, deep space.

**ANGLE** – her head lifts, drawn by something in the distance.

**REVERSE ANGLE** – deep space

**LONG ON** - A faint light. Then–

A wave of energy sweeps from deep space toward Charon.

The clamoring voices come to the foreground. We hear the controlled chaos of a newsroom of some sort, retro-white noise.

### HILTON CRAWFORD (VOICE-OVER)

*(In his deepest Net-7 boom.)*

*...Eighty years ago the Kuiper Incident revealed the first of the Star-Gates...*

### EXT. SPACE/THE KUIPER BELT

### MONTAGE

We see before us an image, a holographic projection perhaps. The image shows a Progen Battlecruiser, huge, red-black, monolith bristling with weapons systems. It is slicing through the darkness of space, a dense starfield behind it, and a dense asteroid field in front of it.

### HITLON CRAWFORD (VOICE-OVER)

*It was the Progen Battlecruiser the Dauntless in pursuit of party or parties unknown that led to that initial explosion...conflicting reports have to this day-*

The Progen ship is pursuing a smaller ship, a Terran cutter, bearing InfinitiCorp markings. The sleek corvette slips into the outer swing of the debris field – the Kuiper Belt – bearing for a comet cutting through the periphery of the debris field.

The Progen captain gives chase. We see a fusillade of objects spraying out of the ships gun ports into the Belt. Fusion mines.

Fusion mines a-port and aft of the Terran ship are going off like wild fire. A smaller asteroid is hit, its rocky, icy surface splintering, and sending debris off into a million directions. The comet is blasted off course, leaving the Terran ship exposed.

The comet tears into the side of another, larger asteroid. Incredibly, the collision triggers

some sort of explosion.

Where there had been an asteroid there is now an *object*. Rings, floating in space, still partially encrusted with rock and ice, come to life, spinning, aligning themselves to form a three-layered ring-cluster.

What you see before you is a Stargate!

MORDANE (VOICE-OVER)

Charon. (His voice is a bitter growl, taut with age and anger). That was the First Gate...

The rings of the *Gate* have all but aligned into a perfect circle. In the center of the rings *fire* has ignited. Energy. Fields of plasma held together and in place by this object.

HILTON CRAWFORD (VOICE-OVER)

*Whatever the truth of the events from 80-years ago, what followed is undoubtedly one of the darkest periods in the History of Humankind-*

The Progen warship unleashes a second volley after the Terran ship. The engines of the sleek Terran vessel ignite and it takes off into whatever this *thing* is that has revealed itself.

EXT. SPACE/ABOVE CHARON

MORDANE (VOICE-OVER)

Fire. Blood. Madness.

ANGLE

MORDANE (VOICE-OVER)

The Gate War! Holocaust!

*Merjan Kathrada* magnetically locked to the hull of the *Shado Maru* lets her laser torch fall, drifting from her grasp. We follow her gaze toward the outer system where the flare of Gate-fire shines like a star gone supernova.

DISSOLVE

EXT. SPACE/JUPITER

Blackness. A beat.

War drums in the silence. Screams. Explosions. The shriek of starships.

HITLON CRAWFORD (VOICE-OVER)

*Countless died during the War. But in the end, the Super-Powers agreed to share the newfound discovery. Now it seems once more we stand on the verge of Armageddon with the discovery of another Alien Artifact – a gate key of some sort...*

We see flashes of war and fury, a rapid-fire succession of images. Progen star fighters firing upon Jove City; Terran capitol ships listing into one another; Jenquai light cruisers cloaking above Jupiter.

CROSSFADE

*Caption: War and Faith...*

Blackness.

EXT. SPACE

HILTON CRAWFORD (VOICE-OVER)

(Frantic, out-of breath)

We've been following this story since the armada of Progen warships first appeared on the fringes of the Tau Ceti system, flying the colors of the famed Trianna Legion.

We hear the violent shriek of weapons-fire, voices rising in panic, screams, and rage. We hear the engine-burn of countless star fighters screaming angrily through the blackness, defiant of the vacuum of space.

HILTON CRAWFORD (VOICE-OVER)

*What else can you tell us, Tomiko?*

EXT. SPACE-TAU CETI ORBIT

IMAGE EFFECT: of a camera coming into focus. Of inter-mittent sound.

TOMIKO MURIYAMA (VOICE-OVER)

What we have here is the Progen response to the alleged Terran theft of the so-called *Gate Shard* from the Denebian System.

We see a barrage of Progen Capitol Ships launching fighters on an InfinitiCorp Space Station. Terran EarthCorps forces are returning the favor in kind with barrage after barrage hammering down upon the Progen Flagship – the *Pax Astraeus*.

REVERSE ANGLE: NET-7 Command and Communications Ship just beyond the range of the firefight.

TOMIKO MURIYAMA (VOICE-OVER)

Although details are very sketchy, this reporter can tell you that this *Shard* has somehow awakened a number of dormant Star-Gates. This has once again created a crisis over Gate-control!

The camera sweeps from the Net-7 ship to the firefight. In the distance are several Jenquai Ships just beyond the field of battle.

HILTON CRAWFORD (VOICE-OVER)

There is still a great deal of bad blood between Progen

and Jenquai, Tomiko, and I see Jenquai Ships in the distance...can you tell us anything about their role in this?

**ANGLE** – the 2 Jenquai Cap Ships with a flurry of fighters are circling the periphery of the battle.

**TOMIKO MURIYAMA (VOICE-OVER)**

As far as we've been able to gather they are here simply as observers to assure the Tycho Conventions are adhered to...but our sources have indicated the Jenquai have a vested interest in the outcome of this skirmish.

**INT. NET-7 C<sup>2</sup> HEADQUARTERS/EARTH ORBIT**

**CAPTION: Network 7 Command and Control Headquarters, Earth.**

There is the buzz of people coming and going. Of things happening. Communications are being bounced from one end of Human Space to the other.

We are in a broad, open expanse, curve-ceilinged open dome revealing the bright blue glow of Earth below. SolSec Super-carriers are forming up in the distance.

In the center of this chaos we see a tall, slender figure, hand to earcomm, looking frantically at the holographic display of the events unfolding in Tau Ceti; alongside the holodisplay, a head-and-shoulders of Correspondent *Tomiko Muriyama*.

**HILTON CRAWFORD**

Reports are streaming in from all points. We know that since this Shard was discovered the Progen Gate-Cluster at Sirius has come to life with a vengeance.

**ANGLE ON** – the Holodisplay switches to a long view of the Sirius Quadrifons.

**HILTON CRAWFORD**

...Switching to Net-7 correspondent Ryan Ferre in Sirius...

**ANGLE** – Tomiko's head-and-shoulders crossfades to Ryan Ferre over a backdrop of the Sirius Gate Cluster.

**HILTON CRAWFORD**

...Ryan, can you update us on the situation in Sirius?

**EXT. SPACE/SIRIUS GATE CLUSTER**

A battle is in full fury.

**RYAN FERRE (VOICE-OVER)**

...Hilton, the situation here is tense. Since the discovery of the Shard in Deneb, the Sirius Gate-Quad has been continually open

We see Four Ancient Built Star Gates flaring with life. One in particular is very active, sending a large nebula-cloud toward the waiting Progen Fleet. The Cloud is alive with electricity, star-flare. We see creatures – *Leviathans* – preceding the Cloud, engaging Progen fighters.

**RYAN FERRE (VOICE-OVER)**

Creatures of some sort have been coming from the mouth of the Gate, hidden with these *nebula-clouds*. What they are, we're not certain...

**INT. NET-7 C<sup>2</sup> HEADQUARTERS/EARTH ORBIT**

**ANGLE ON** – Hilton Crawford, holding his earcomm, looking down intensely. He is receiving an update.

**HILTON CRAWFORD**

Hold on Ryan...this has just come in from the Halls of State of the Jenquai above Jupiter...

**ANGLE ON** – the Holodisplay switches to a long view of Jove City, the Jenquai capital, a floating city hovering above Ganymede.

**HILTON CRAWFORD**

...Switching to Net-7 Diplomatic Correspondent Edina Thorson-Monsoon...

**EXT. JOVE CITY/GANYMEDE**

**IMAGE EFFECT:** of a camera coming into focus. In-set above the image of Jove City and Jupiter is a still-shot of Edina Thorson-Monsoon.

**EDINA THORSON-MONSOON (VOICE-OVER)**

Thank You, Hilton. I'm here with SolSec Representatives speaking on Terran behalf to both Jenquai and Progen diplomats as efforts are being made to forestall all-out War...

Jove City is magnificent. In the background is Jupiter and Ganymede, both radiant and *incredible*. Off in the distance above Jupiter, between Ganymede, is the gigantic structure of a space station, complete with a constant ebb and flow of traffic: starships, cutters, and frigates.

The space around it is filled to capacity with ships – Jenquai, Progen, Terran – coming and going.

**INT. GREAT HALL/JOVE CITY**

**ANGLE ON** – the Circle of Jenquai Masters are seated in semi-circle around a holographic display. The image before them is split between events in Tau Ceti and Sirius.

On the edge of the Circle is the armed and armored delegation from the Progen Republic. Opposite them are the austere, uniformed representatives of SolSec. Smatterings of

Terrans are on the outskirts of the gathering.

**ANGLE** – The Progen lead delegate in full fury against the Terran proxy. SolSec intermediaries are fighting to keep weapons from being drawn.

**EDINA THORSON-MONSOON (VOICE-OVER)**

...Called from retirement is Progen *Trimarch* Anjuren Khan. He's been tasked with spearheading the efforts to recover the stolen Shard.

**IMAGE EFFECT:** of a camera cutting away.

**EXT. SPACE-TAU CETI ORBIT**

The camera pulls back and we see the enormity of the battle, centered on the Super Destroyer *Astraeus*. This terrible looking vessel is the heart of a Battle Group of a dozen capitol ships and countless smaller missile frigates, fighters, and light cruisers.

**TOMIKO MURIYAMA (VOICE-OVER)**

The situation here has just gotten worse...my God!  
The Maléfari are here!

**ANGLE** – an unknown ship, opening a jump-point above the *Astraeus*.

It is a Jenquai Ship...a Jenquai-Maléfari capitol ship, main battery already charging.

From off the starboard nacelle of the *Astraeus* a squadron of five smaller, delta-shaped Maléfari-fighter's arcs toward the Super Destroyer.

In the distance further still, a SolSec Capitol Ship sweeps into the field of battle, sending wave after wave of fighter to intercept the Jenquai-Maléfari capitol ship.

Their weapons-fire penetrates the Jenquai-shields but does little damage to the skin of the ship itself.

The Maléfari gun-ship powers up.

A furious wave of energy streaks outward from the Star Singer's main weapon. The ships that had been pursuing it are vaporized.

Long on – the *Astraeus*'s shields buckle as it turns toward the Maléfari gunship.

We see the Maléfari ship release a second energy wave.

Just as the *Astraeus* launches a salvo of missiles, the camera pulls back to an extreme long shot of the two behemoths, Jenquai, and Terran cap-ships closing to engage the Maléfari.

The pulse wave expands outward from the Maléfari ship sweeping over the group of converging ships. They are all swept up in the wave; sparking and exploding like matchsticks in a heat wave.

HILTON CRAWFORD (VOICE-OVER)

My God...

The Astraeus, farthest, is hit last. But it too is annihilated.

And so is the Net-7 Command Ship.

MORDANE (VOICE-OVER)

‘...But when the blast of war blows in our ears, then  
imitate the action of the tiger...’

FADE OUT.

**EARTH AND BEYOND**  
Opening Cinematic

FADE IN

Earth orbit.

As we pull away we pick up speed.

We move through Earth's solar system, through the asteroid belt, past Jupiter, and through the identifiable rings of Saturn.

APPROACH

An inactive InfinitiCorp STARGATE

A beat. The low thrumming of our ship's engines.

The thrumming is overcome by the keening whine of an energy build-up.

WHOOSH

The Stargate activates, drawing us inside.

STARFIELDS blur as we launch into

THE UNKNOWN

SPEED TO

A huge spacecraft leaving stardock and heading out into open space.

We see the face of MORGAN THORNE

Her STARSHIP pursued by several larger ships.

Her ship takes several direct hits to its shields.

INSIDE the small ship, the CREW rushes about, trying to make repairs on the SPUTTERING CONSOLES while Morgan maneuvers the ship.

OUTSIDE one of the LARGER SHIP FIRES AGAIN, breaching Morgan's shield and causing one of her ENGINES to ERUPT IN FLAME.

EXPLOSION TO

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A futuristic CITYSCAPE with airborne TRAFFIC shuttling to and fro.

A central BUILDING overshadows the rest.

We see MERJAN in a COUNCIL CHAMBER.

She is chairing a meeting is taking place between representatives of the three human races.

LATER

MERJAN is CONFERRING with an AIDE.

SPEED TO

A Highport CASINO.

MACGREGOR standing before a GAMBLING table, surrounded by BEAUTIFUL WOMEN.

MACGREGOR scoops up his winnings with a wide, gleaming smile and whispers to one of the women. She squeals with delight and slaps his chest playfully.

SPEED TO

KAHN, a grizzled old Progen warrior, slams his fist on a table.

SPEED TO

LADY DEWINTER SCOWLING, then SMILING.

SPEED TO

THULE HIGHPORT, with heavy TRAFFIC coming and going.

We see OVERCROWDED CORRIDORS

The flashy decadence of the CASINOS and CLUBS

The station's HOMELESS living in SQUALOR.

MALACORE walks among all this as

Two shifty looking MEN PUSHING THROUGH the Highport crowd.

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SPEED TO

A RAG-TAG STARSHIP APPROACHING an abandoned DREADNOUGHT.

A huge BLASTHOLE amidships of the dreadnought.

Strange, tinny MUSIC.

INSIDE the small starship, the music is louder. It's old SURFER MUSIC. The ship's interior is a cross between the Millennium Falcon and a hippy's VW Microbus.

We see the pilot -- a strange and WILD-EYED spacer named NOSTRADAMUS SMYTHE.

OUTSIDE as the ship approaches a huge blast hole in the side of the derelict, a small SQUADRON of RED DRAGON PIRATE SHIPS EMERGES from the hole and MOVES INTO ATTACK FORMATION.

INSIDE the small ship, ALARM KLAXONS BLARE as it's struck by ENEMY FIRE.

Nostradamus SMILES. He seems to be enjoying this.

LATER

The PIRATE SHIP

Nostradamus and Shou TZU, the Pirate Captain, have their arms around each other's shoulder and are swaying back and forth, SINGING some sort of old space ditty in garbled Cantonese.

MONTAGE of Terran, Progen and Jenquai INSTALLATIONS and SHIPS. Emphasis is upon the differences in styles and colors. The EMBLEMS of the three races are visible throughout.

A squadron of FIGHTERS LAUNCHING from a Star Destroyer.

The FIGHTERS SCREAM PAST us, engines at full throttle.

We see KAHN, SCOWLING.

SPEED TO

A damaged STARSHIP spiraling OUT OF CONTROL.

The ship IMPACTS on the surface of a Defense Fortress.

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THORNE, on the bridge of her ship.

SPEED TO

A vast fleet of TERRAN WARSHIPS moving across the starfield, right to left.

An orbital PLATFORM EXPLODING in a ball of flame.

A Highport DOCKING BAY, filled with SMOKE, STEAM, FLASHING EMERGENCY LIGHTS.

CREWMEMBERS rush to their ships.

A fleet of PROGEN WARSHIPS moving.

We see THORNE, clenched teeth as

GUN EMPLACEMENTS on a heavy cruiser open FIRE

BLAM-BLAM-BLAM-BLAM!!!

We see DeWINTER, calm.

SPEED TO

A MYSTERIOUS FIGURE, a member of The Shadow Cabinet, PEERING around a corner.

SPEED TO

A drop ship FIGHTER falling from the hold of a Carrier and PLUMETTING towards a gaseous planetary surface.

A fleet of JENQUAI WARSHIPS approaching and PASSING to either side of us, as well as above and below us

AMAH, eyes transfixed, her face ILLUMINATED by an unearthly glow. Her HAND LIFTS into frame, holding the source of the illumination,

The ancient SHARD.

KAHN, eyes blazing.

A SERIES OF SHOTS BUILDING IN SPEED AND INTENSITY

A FIGHTER strafing the surface of an orbital platform.

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A FLOATING CITY in the clouds of a gas giant.

A TRACTOR BEAM locking on to a damaged ship.

A CITY built inside an asteroid.

A ship careening through an ASTEROID FIELD.

Several smaller starships engaged in a DOG FIGHT inside a multicolored nebula.

A giant spaceborne CREATURE attacking a ship.

A huge Star Destroyer, as a series of VIOLENT EXPLOSIONS consume it from stem to stern.

An ANCIENT STARGATE being activated for the first time.

A very quick, startling shot of a pair of GLOWING ALIEN EYES opening wide (as if something ancient and evil is being awakened.)

Instantly, we cross fade to A FIELD OF STARS.

As the camera moves down, the half-curve of a PLANET comes into view.

A HALO appears over the horizon as the SUN rises, revealing the planet to be EARTH.

Though LIGHT we see MACGREGOR walk towards us.

TITLE: Mission:

MACGREGOR  
Whatever you want it to be.

TITLE: Destination:

MACGREGOR  
Earth and beyond.

TITLE: The word "EARTH" appears first. Then "AND BEYOND" completes the E&B logo in big blazing letters.

OUT

## **EARTH AND BEYOND**

### Opening Cinematic First Draft Treatment

As we fade in, we're in Earth orbit. We pull away, and pick up speed. We move through Earth's solar system, past Jupiter, the identifiable rings of Saturn, through the asteroid belt, etc., and approach an inactive Stargate. During this, we hear the voice of a Narrator:

"For three million years the human race has controlled its own destiny."

A beat, and the low thrumming of our ship's engines is overcome by the keening whine of an energy build-up. The narrator continues:

"Nothing lasts forever."

WHOOSH! The Stargate activates, drawing us inside. The starfield blurs as we launch into the unknown.

Suddenly, we're on a different ship, moving in the same direction, but now we're inside a huge spacecraft hanger heading out into open space. Over this, we hear the female voice of Captain Morgan Thorne: "There's a whole lot of guns in this sector, and very few brains."

As if to illustrate her point, we cut to her starship being pursued by several larger ships. Her ship takes several direct hits to its shields. Over this, we hear the voice of one of Morgan's crewmen: "They're gaining fast!"

Inside the small ship, the crewman rushes about, trying to make repairs on the sputtering consoles while Morgan maneuvers the ship. "This was a really bad idea," the crewman points out. "When did that ever stop us?" Morgan replies.

Outside, one of the larger ships fires again, breaching Morgan's shield and causing one of her engines to erupt in flame. On the explosion, we cut to:

A futuristic cityscape with airborne traffic shuttling to and fro. A central building overshadows the rest. We hear the voice of Merjan, leader of the Jenquai. "Among the Jenquai people, there is a saying."

Inside the building, in a council chamber, a meeting is taking place between representatives of the three human races. As Merjan speaks, a handsome, flamboyantly dressed man stands nearby, listening with amusement. Merjan continues. "One who trusts can never be betrayed," she says, "only mistaken." The man, Damien MacGregor, smiles and replies "Well, I guess that explains why there are so few Jenquai."

We jump to a later scene. The meeting is over, and the crowd is dispersing. Merjan is conferring with an aide. "His name is MacGregor..." the aide explains.

Cut to a scene in a highport casino -- MacGregor standing before a gambling table, surrounded by beautiful women. The aide continues in voice-over. "He's a notorious gambler... playboy... what have you." MacGregor scoops up his winnings with a wide, gleaming smile and whispers to one of the women. She squeals with delight and slaps his chest playfully. "But don't let that fool you..."

Back to the council chamber. "House MacGregor IS Infiniticorp," the aide explains. As Merjan reacts to this information, we hear the gruff voice of the Progen leader Kahn in voice-over. "Infiniticorp!"

Cut to a close up in a new location. The Progen Trimarch Kahn, a grizzled old warrior, is going off on a tirade. "Bah! Let the Terran corporations squabble and feed on each other! While Earth crumbles from within, the Progen people grow stronger!" As he slams his fist on a table, we hear a voiceover from Lady DeWinter. "Barbarians!" she shouts, "All of them!"

Cut to a closeup of Lady DeWinter, Infiniticorp's CEO, scowling. "You can't possibly trust them," she says. Now we see the smiling face of MacGregor. "There's no need. We have friends in 'high' places." As Lady DeWinter smiles at this, we hear the voice of Malacore. "The Highports," he says.

Cut to the exterior of Thule Highport, with heavy traffic coming and going, followed by various shots of the interior: the overcrowded corridors, the flashy decadence of the casinos and clubs, the station's homeless living in squalor. Malacore's voice-over continues: "They're dismal, depressing places. Full of lost luggage and lost souls."

Cut to two shifty looking men pushing through the highport crowd. We follow, and catch a bit of their conversation. The larger of the two says "I switched the charts. Sent them to the old graveyard off Sirius." "Shou will eat them alive," the smaller man answers, chuckling.

Cut to a rag-tag starship approaching an abandoned dreadnought with a huge blast hole amidship. We hear strange, tinny music and a radio voiceover from a crewman on the small ship: "It's abandoned."

Inside the small starship, the music is louder. It's old surfer music. The ship's interior is a cross between the Millennium Falcon and a hippy's VW Microbus. The pilot is a strange and wild eyed spacer named NOSTRADAMUS. "Let's have a closer look," he tells the crewman. "Don't be conspicuous. Fly... casual."

The ship approaches a huge blast hole in the side of the derelict. Instantly a small squadron of pirate ships emerges from the hole and moves into attack formation.

Inside the small ship, alarm klaxons blare as it's struck by enemy fire. Nostradamus smiles. He seems to be enjoying this. "Pirates!" the crewman shouts. Nostradamus chuckles. "Indeed," he says. "I never met a cutthroat I didn't like. Hail them."

Now we jump forward in time, and we're on the pirate ship. Nostradamus and Shou Tzu, the Pirate Captain, appear to be quite intoxicated. They have their arms around each other's shoulder and are swaying back and forth, singing some sort of old space ditty in garbled Cantonese.

Next, a montage of Terran, Progen and Jenquai installations and ships, all very distinctive. Emphasis is upon the differences in styles and colors. The emblems of the three races are visible throughout. We hear the Narrator, once again:

"Three distinct races of humanity. One unimaginable destiny."

Close on Malacore, speaking to someone O.S. "It's simple," he says. "We're risking everything. If we hesitate, or look back for even a second, we'll lose it all. This is history's point of no return."

Cut to a squadron of fighters launching from a Star Destroyer. They scream past us, engines at full throttle.

Close on Kahn, scowling. "There's a dangerous element in our society that believes compromise is a good thing."

Cut to a damaged starship spiraling out of control and impacting on the surface of a Defense Fortress. Over this, the voice of a Starpilot. "We'd stand a better chance as a group."

Close on Morgan, on the bridge of her ship. "Why? So while they're fragging my ship, you can get away?"

Cut to a vast fleet of Terran warships, moving across the starfield, right to left, as the Narrator says, "A universe of possibilities."

Close on MacGregor, smiling. "War is always good for business," he says confidently.

Cut to an Orbital platform exploding in a ball of flame.

Close on MacGregor, frowning (now in a different location and time.) "Let them have the Shard. War is bad for business."

Cut to a Highport docking bay, filled with smoke, steam and flashing emergency lights, as crewman rush to their ships. Over this, Malacore's voice saying, "This is not business as usual. This is war."

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Close on MacGregor (in yet another location and time) “Business IS war.”

Cut to a fleet of Progen warships moving left to right, as the Narrator says, “A time of destiny.”

Close on Captain Morgan Thorne, as she speaks through clenched teeth. “I am double the worst trouble you ever thought of!”

Cut to gun emplacements on a heavy cruiser opening fire... BLAM-BLAM-BLAM-BLAM!!!

Close on Lady DeWinter calmly stating, “In a universe that is utterly corrupt...”

Cut to a mysterious figure, a member of The Shadow Cabinet, peering around a corner as DeWinter’s VO continues... “the best policy is to do as others do.”

Cut to a drop ship falling from the hold of a Destroyer and plummeting towards a gaseous planetary surface.

Close on MacGregor. “When you find yourself on the side of the majority, maybe it’s time to make a change.”

Cut to a fleet of Jenquai warships approaching and passing to either side of us, as well as above and below us. Over this, the Narrator says “An adventure 15 billion years in the making.”

Close on Lady DeWinter “The Shard is the key to everything. I want it.”

Cut to the Progen warrior Amah, eyes transfixed, her face illuminated by an unearthly glow. Over this, Merjan’s voice: “We discovered the gates! The Shard belongs to the Jenquai people by right!” As she speaks, Amah’s hand lifts into frame, holding the source of the illumination, the ancient Shard.

Close on Kahn, eyes blazing. “We had it! We had it in our grasp!”

Close on MacGregor, smiling. “Is there profit in it?”

Close on Nostradamus, grinning from ear to ear. “It’s like, risk versus reward, baby.”

A SERIES OF SHOTS BUILDING IN SPEED AND INTENSITY

A fighter strafing the surface of an orbital platform. Narrator: “Beyond Experience.”

A floating city in the clouds of a gas giant.

A tractor beam locking on to a damaged ship.

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An underground city built inside an asteroid. Narrator: "Beyond Imagination."

A ship careening through an asteroid field.

Several smaller starships engaged in a dog fight inside a multicolored nebula.

A giant spaceborne creature attacking a ship. Narrator: "Beyond Belief."

A huge Star Destroyer, as a series of violent explosions consume it from stem to stern.

An ancient stargate being activated for the first time.

A very quick, startling shot of a pair of glowing alien eyes opening wide (as if something ancient and evil is being awakened.)

Instantly, we cross fade to a field of stars, and the Narration continues: "Nothing on Earth can prepare mankind for what lies... beyond."

As the camera moves down, the half-curve of a planet comes into view. A brief halo appears over the horizon as the sun rises, revealing the planet to be Earth. Over this, the voice of MacGregor: "We all came from the same planet. Maybe it's time to remember that."

The word "EARTH" appears first, then "AND BEYOND" completes the E&B logo in big blazing letters.

Narrator: "Earth and Beyond." A beat, then: "The stars are your battlefield. Are you game?"

FADE TO BLACK



## **EARTH AND BEYOND**

### **Introductory Cinematic – Treatment**

We open with an exterior shot of the Terran space station, with Earth and Luna visible behind it. Heavy commercial traffic comes and goes. We hear a dialog voice over: a young, eager pilot is asking two others for advice.

Cut to the interior of a crowded, dimly-lit lounge inside the station. The three pilots are seated at a table before a view port. Outside, the sprawling expanse of the station is visible with more traffic shuttling to and fro.

The young pilot is a fresh-faced Terran newbie. The older pilots are mid-level. One is a Progen Warrior, the other a Jenquai Explorer. The Progen is only too happy to dispense his “worldly wisdom.” He’s a fighter to the bone. He suggests getting the fastest ship, most powerful weapons, etc. The Jenquai disagrees. He thinks that exploration is the way to go. The Progen says exploration is dull. With the star gates, you can travel anywhere. The three races of man basically “own the galaxy.” The Jenquai says that once the corporations get their hands on the young pilot, he’ll probably become a money-grubbing trader, just like the rest of the Terrans. They both laugh at this, confusing the young pilot even more.

They hear someone clear his throat, and turn to see an old man wearing dark robes, sitting in the shadows nearby. The old man says he couldn’t help overhearing their conversation. He thinks they’re giving the young man poor advice. The two pilots dismiss this and says the old man is crazy. But, the young Terran wants to hear what he has to say, and asks him what he knows about the Star Gates.

The old man explains that there is a very big difference between the newly constructed Star Gates and the Star Gates of the Ancients. He tells the story of the discovery of the first Star Gate (at Charon) and we flash back to see it as he narrates:

**FLASHBACK:** We see the Progen war cruiser “Dauntless” pursuing a pirate ship through Jenquai space near Neptune. In narration, the old man describes what’s happening. He also says that at the time, the three races of man were still confined to our solar system, and had yet to go beyond.

The pirate ship flees into the Kuiper asteroid belt. Nearby, a large, ancient comet is arcing through the system, close to the belt. The pirate ships maneuvers through the asteroids, towards the comet, hoping to take cover behind it. The Dauntless slows, and releases a swarm of fusion proximity mines. The mines explode all around the pirate ship. One of the asteroids is hit, sending debris towards the comet, and knocking it off course. The pirate ship is exposed, and the Dauntless comes around, heading straight towards it.

But the comet is now heading directly for a large asteroid. When it strikes, the collision triggers a huge release of energy. Where the asteroid had been, there is now some sort of

object – a series of interlocking rings, floating in space, still partially encrusted with rock and ice. They come to life, spinning, aligning themselves to form a three layered ring cluster. In the center of the rings, a fiery maelstrom of energy ignites, warping and elongating the space within.

The Dauntless is still bearing down on the pirate ship, and it unleashes a second volley of mines. With nowhere else to run, the pirate ship ignites its engines and heads directly INTO the vortex at the center of the rings. The Progen captain, in a last ditch effort to stop the ship, orders the forward guns to fire. Foolishly, he ignites his own fusion mines, and a chain reaction of explosions consumes his ship. The pirate ship enters the gate and vanishes into the unknown. (*From the E&B Bible, Pg. 22-23*)

Back in the lounge, the Progen and Jenquai pilots scoff. In their opinion, the three races found an old piece of technology from a race that's been dead for eons. They reverse-engineered it, improved it, and now they own the stars.

The old man chuckles. He says that comparing the newly constructed gates to the ancient gates is like comparing a child's "ho ver-scooter" to a battle cruiser. Mankind has only discovered one gate. How many more are there, and how extensive is the network that links them? Who were the ancients? What happened to them? In a universe as large as this, it's foolish to think that mankind is alone.

The young Terran is mesmerized by the old man's tale. The other two laugh uneasily and say they've heard enough fairy tales for one day. They head for the hangers to shop for new weapon upgrades.

The Old Man smiles and shakes his head. He tells the young pilot that once he was like the other two pilots – brave and strong, but rash and lacking in wisdom. They'll learn in time.

Now, the Terran asks the old man for advice. He's getting his first ship today, and he has a lot of choices to make about his career. He doesn't want to make the wrong ones. The old man smiles and tells him that he'll certainly make some bad choices. The trick is to learn from them.

The Terran thanks the old man, and gets up to leave. Then as an afterthought, he turns back and asks the old man about his story. How did he know so much about what happened at Charon? The old man smiles.

He says that he piloted that Pirate ship. The Charon Gate led to the Aragoth System, and though the Jenquai claimed the system, he and his crew were the first to lay eyes on it. Now his eyes grow distant, as he remembers something else – something he chooses not to share. He simply says that the mysteries of the universe are unimaginable, and mankind is on the brink of discoveries that will change it forever. True, the three races have stepped beyond their own solar system, but they have barely scratched the surface of all there is to discover.

*Note: The Old Man is actually Gavin Faulkenbridge, the former skipper of the pirate ship "Bloodhawke." Though he doesn't reveal this, not only was his crew the first to enter the Aragoth System, but also the first to discover the ancient ruins on the moon called Fenris, and encounter the alien race, the V'rix. (E&B Bible, Pg. 54-55)*

Snapping out of his trance, he turns back to the young pilot. He tells him to trust his own judgment and his instincts. He then imparts a final bit of wisdom – "Always remember: for all our differences, we're brothers. Terran, Jenquai and Progen -- we all came from the same planet. If there's any hope for the future, we must remember that."

The young pilot nods thoughtfully, then turns, picks up his flight helmet, and walks off.

The final shot is of the young pilot standing before a door marked "Pilot Check-In And Flight Briefing." He takes a deep breath and hits a button. The door slides open, and he steps through.

Now we hear the voice of MEGAN welcoming the new pilot, and we transition directly to the game's CHARACTER GENERATION and TUTORIAL SEQUENCES.

**EARTH AND BEYOND - OPENING CINEMATIC**

EXT. EARTH STATION

HEAVY COMMERCIAL TRAFFIC shuttles to and fro around the sprawling complex known as EARTH STATION. Beyond, we see the curve of EARTH as seen from high orbit, blue and serene.

INT. EARTH STATION PILOT'S LOUNGE - ESTABLISHING

A crowded, dimly lit, neon-splashed PILOT'S LOUNGE inside the station. We hear a GRUFF VOICE rising above the din of the crowd.

PROGEN WARRIOR (V.O.)  
Remember this, kid...

INT. PILOT'S LOUNGE - POV SHOT

We're seated at a table opposite two other pilots -- a swarthy, hard-muscled PROGEN WARRIOR and a curvaceous, startlingly attractive TERRAN TRADESWOMAN. Behind them, through a glass view port, the sprawling expanse of the station is visible with more traffic coming and going.

The Progen is leaning towards us, dispensing fraternal advice.

PROGEN WARRIOR  
You'll always miss a hundred percent  
of the shots you don't take.

The Terran raises her glass.

TERRAN TRADESWOMAN  
I'll drink to that.

The Progen winks at her, then turns back to us.

PROGEN WARRIOR  
So, first day? You want my advice,  
get yourself a fast ship and arm it  
to the teeth.

The Terran rolls her eyes.

TERRAN TRADESWOMAN

Typical Progen. Raise the battle  
flag when you can't get anything  
else up.

He angles his thumb at her and tells us...

PROGEN WARRIOR

Typical Terran. No respect for  
their betters.

She punches him on the shoulder and they both laugh. Now  
she turns and offers us her own advice.

TERRAN TRADESWOMAN

A fast ship means a small ship. What  
you want is cargo space. Traders  
make the real money in this galaxy.

PROGEN WARRIOR

If you don't mind being a corporate  
errand boy.

TERRAN TRADESWOMAN

You watch. Someday I'll own my own  
corporation.

(to us)

The recruiters, they're always  
trying to sell you on exploration.  
Bad idea.

PROGEN WARRIOR

Really bad idea. It might have been  
something a hundred years ago. But  
now, with the Star Gates, there's  
nothing left to explore.

Now we hear a LOW CHUCKLE from the next table. They turn  
and look over.

An OLD JENQUAI wearing dark robes is seated alone at the  
next table. He's obviously been eavesdropping on the  
conversation.

PROGEN WARRIOR

You got a problem, Jenquai?

OLD JENQUAI

I just hate to see the young being  
given bad advice.

TERRAN TRADESWOMAN

What do you know, old man?

The Old Jenquai gets a gleam in his eye.

OLD JENQUAI

The mysteries of the universe are unimaginable. Mankind is on the brink of discoveries that will change it forever. The Star Gates you take for granted are crude reproductions of an ancient technology we've just begun to understand. And we would never have been able to construct them if we hadn't discovered the Ancient Star Gate at Charon.

CROSS FADE TO:

EXT. OPEN SPACE - FLASHBACK

A vast sea of stars. The faintly ringed planet NEPTUNE emerges from a total eclipse.

OLD JENQUAI (V.O.)

It was nearly a century ago.

Now a tiny spacecraft, a SMUGGLER'S SHIP, races into view firing its aft guns. A giant PROGEN WAR CRUISER is pursuing it.

OLD JENQUAI (V.O.) (CONT'D)

The Progen War Cruiser 'Dauntless' was pursuing a suspected smuggler through Jenquai-controlled space, beyond Neptune.

The two ships arc past Neptune and head for the vast belt of ICE ASTEROIDS beyond.

OLD JENQUAI (CONT'D)

The smuggler sought refuge in the ice belt that contains Pluto and its moon, Charon.

The Progen War Ship opens fire on the smaller ship. The beam of intense energy strikes its hull, sending gemlike fragments of metal and plastic erupting into space.

The Smuggler's ship accelerates and banks as the War Ship's powerful guns fire again. This time the shot goes wide, and strikes one of the larger ICE ASTEROIDS. Instantly a HUGE RELEASE OF ENERGY is triggered. Now, where the asteroid had been is an enormous ALIEN OBJECT, a series of interlocking rings floating in space, still partially encrusted with rock and ice.

OLD JENQUAI (CONT'D)

By pure chance, an object buried for eons was released. And something, perhaps the energy from the Terran sun, caused it to reactivate.

A beat, and the rings COME TO LIFE, spinning and aligning to form a THREE LAYERED RING CLUSTER. In the center of the rings, a fiery maelstrom of energy ignites, warping and elongating the space within.

OLD JENQUAI (CONT'D)

The smaller ship was cornered and outgunned. Its pilot took the only available option, and set a course for the center of the rings.

The Smuggler's Ship ignites its engines and heads directly INTO THE VORTEX. The War Cruiser comes about, still firing, and pursues.

But before it can correct its course, the War Cruiser COLLIDES with two more large asteroids, and erupts in a giant ball of fire...

While the Smuggler's Ship escapes into the vortex and VANISHES INTO THE UNKNOWN.

WE PULL BACK from the swirling vortex and MATCH CUT TO:

THE PUPIL OF AN EYE

And PULL BACK to see the mesmerizing face of the Old Jenquai. Over this, we hear the voice of the Progen Warrior.

PROGEN WARRIOR (O.S.)

Big deal.

And once again, we are...

INT. PILOT'S LOUNGE

The Progen and Terran pilots are mildly amused, but unimpressed.

TERRAN TRADESWOMAN

We found an old piece of technology  
and exploited it. Whoever built it  
is long gone.

The old man chuckles.

OLD JENQUAI

Comparing the new gates to the  
ancient gates is like comparing a  
child's hover-scooter to a battle  
cruiser.

PROGEN WARRIOR

Ach. I've heard enough fairy tales  
for one day.

He stands up. The Terran Tradeswoman follows his lead and  
gets up as well.

TERRAN TRADESWOMAN

It is getting late.

She winks at us.

TERRAN TRADESWOMAN (CONT'D)

You'll do fine.

PROGEN WARRIOR

Yeah. Good luck, kid.

As they leave, the Progen shoots one last look at the Old  
Jenquai, then shakes his head and chuckles. Both pilots  
vanish into the crowd.

OLD JENQUAI

The truth knocks upon the door, and  
they say, 'Go away, we're looking  
for the truth.' And so, it goes  
away.

The Old Jenquai sighs, then turns to us.

OLD JENQUAI (CONT'D)

I can see the doubt in your eyes.  
Let me assure you, the story is  
true. I know. I was there.  
(beat)  
You see, I was the Smuggler.

The Old Jenquai's eyes grow distant, as he remembers.

OLD JENQUAI (CONT'D)  
The Ancient Gate transported me to a  
distant star system. One never seen  
by human eyes. You wouldn't  
believe...

The Old Jenquai's voice trails off. He smiles, and turns  
back to us.

OLD JENQUAI (CONT'D)  
No, you wouldn't. You must see for  
yourself. And you will.

He smiles, then leans in, giving us a final bit of  
advice...

OLD JENQUAI (CONT'D)  
Always remember. Terran, Jenquai  
and Progen -- for all our  
differences, we're brothers. We all  
came from the same planet. If  
there's any hope for the future, we  
must remember that.

Holding on his face, we CROSS FADE TO:

AN AIRLOCK DOOR

A sign on the door reads: "PILOT CHECK-IN AND FLIGHT  
BRIEFING."

MEGAN (V.O.)  
Welcome, recruit. Please proceed to  
Briefing Kiosk AA-23 and await  
further instructions.

As the door SLIDES OPEN, we...

FADE TO BLACK

Earth and Beyond  
Opening Cut Scene

FADE IN

INT. SOL STATION - NIGHT

An interview room. CAMERA FINDS Nostradamus, staring and in shock. Two SolSec lieutenants, KELLY and PUNJAH, are with him.

NOSTRADAMUS

See, it was dark.

The SolSec guards wait for the rest. It doesn't come.

KELLY

(to PUNJAH) He's blasted.

Nostradamus stares, says nothing.

PUNJAH

Captain?

KELLY

Busted, blasted – just like all everyone else from Cygni.

PUNJAH

Captain, try to remember.

NOSTRADAMUS

I only saw him for a second. He had –

As he looks up, CLOSE ON Nostradamus

NOSTRADAMUS

- something in his hand.

PUNJAH (V.O.)

You mean MacGregor?

FLASH – EXT.61 CYGNI.DAY - A BURNING FIELD. DEVISTATION. SMASHED, SMOKING HULKS OF FIGHTER SHIPS. RAGGED CRATERS SPITTING FIRE. BODIES. TWO MEN RUNNING THROUGH THE SMOKE.

NOSTRADAMUS(V.O.)

Yes.

PUNJAH(V.O.)

Damien MacGregor?

FLASH – NOSTRADAMUS AND MacGREGOR RUNNING.

KELLY(V.O.)

The InfinitiCorp guy. The one who proposed the SolSec Accords?

FLASH – NOSTRADAMUS LOOKING BACK AS MacGREGOR STUMBLES, REGAINS HIS FEET, TRIES TO RUN.

NOSTRADAMUS(V.O.)

Yes.

FLASH – MacGREGOR TRYING TO RUN, FALLING.

KELLY(V.O.)

Oh. Him.

FLASH – MacGREGOR’S HAND, STILL CLENCHED IN A FIST, AS HE CLUTCHES AT NOSTRADAMUS, STRUGGLES, TRIES TO PULL HIMSELF UP.

KELLY(V.O.)

You didn’t like him.

FLASH - INT.SOL STATION.NIGHT

Nostradamus looks up at the guards. We sense a change in his attitude.

KELLY

I mean, you two didn't exactly see  
eye to eye. Did you?

NOSTRADAMUS

Does your commander know how stupid  
you are?

He stands and Kelly takes a step forward, blocking his path.

NOSTRADAMUS

I don't know anything about Cygni!

The guards stare at him.

ANGLE Nostradamus. He looks down. Blood on his hands.

PUNJAH(V.O.)

Let's try it again, sir.

Nostradamus stares.

FLASH – INT.BRIDGE.DAY – AMAH AND KAHN ARGUING. BEFORE THEM  
THE SHARD, GLITTERING IN A PROGEN NAV CONSOLE CRADLE. KAHN  
APPROACHES AND AMAH TURNS AWAY. HE SPINS HER BACK AROUND,  
GIVING HER A GOOD SHAKE.

FLASH – INT.PAREN STATION.DAY – SILVA CONFRONTING MERJAN. HE  
THROWS A HANDFUL OF MORDANITE DOWN ON HER PODIUM AND  
WATCHES HER FACE.

FLASH – INT.SKARLAS STATION.DAY – VINDA ARGUING WITH CASSEL. SHE  
IS ABOUT TO LEAVE WHEN A GROUP OF CENTURIATA SURROUND HER.

FLASH - INT.SOMERLED STATION.NIGHT – deWINTER, WEARING A  
NECKLACE OF QUANTA CRYSTALS, CATCHES HER REFLECTION IN ONE OF

THE STATION PANELS. AS SHE ADMIRES HER IMAGE WE SEE THE BLACK SHAPE OF A SHADOW APPEARING BENEATH HER REFLECTION LIKE A MAN UNDERWATER. SHE STEPS BACK, GASPING AS THE SHADOW'S BLACK GLOVED HAND REACHES FORWARD FROM THROUGH THE PANEL SURFACE, WRAPPING AROUND HER NECK, THE STRING OF CRYSTALS BREAKING AND SCATTERING ACROSS THE FLOOR.

FLASH CUT – INT.SOMERLED STATION.NIGHT – MacGREGOR CASUALLY CROSSING THE EMPTY DECK. AS HE HEADS FOR THE LOUNGE, SOMETHING GLITTERS ON THE FLOOR. HE STOPS AND BENDS DOWN.

NOSTRADAMUS(V.O.)

Look out, Mac.

BUT MacGREGOR PICKS THE THING UP AND HOLDS IT OUT TOWARD THE PANEL LIGHTS – A BEAUTIFUL CRYSTAL.

CUT TO

EXT.61 CYGNI.DAY – FLAME AND EXPLODING MUD AS WE SEE MacGREGOR ALIVE, WORKING TO GET TO HIS FEET. A PATHETIC HALF-STEP KIND OF JOG AS HE TRIES TO RUN.

NOSTRADAMUS(V.O.)

Here it comes.

BEHIND MacGREGOR A GROUP OF PROGEN FIGHTERS, FLYNING IN LOW, THEIR ENGINES SCREAMING. THE GROUND EXPLODES AS A BARRAGE OF LASER BOLTS STRIKE AND SPLIT THE FIELD OPEN.  
MacGREGOR FLYING UP, ONE HAND GRASPING WILDLY AT THE AIR WHILE

FLASH – INT.SOL STATION.NIGHT

Nostradamus reaches, grabbing Kelly in a wild lunge. He hold on to him, staring.

PUNJAH

Captain?

Nostradamus holding Kelly. The guard is terrified. Nostradamus loves it. He shakes him.

PUNJAH.

It's all right, sir.

Nostradamus stares into Kelly's eyes.

PUNJAH

It's all right.

NOSTRADAMUS

I don't know about MacGregor. Okay?

He shakes Kelly again.

NOSTRADAMUS

I don't give a damn where he is. Or  
which way you go to find him. Just  
don't come after me.

He shoves Kelly away and as the guards stare he turns, walks out the door.

Room fades to star light.

PRESENTER TITLE TO

CREATE CHARACTER SCREEN

Earth and Beyond  
Opening Cut Scene

FADE IN

EXT.ARAGOTH.DAY

MUSIC UNDER

A yellow sky.

PAN DOWN. The terrain below. Desert. Sand. Oddly shaped rocks. The air is filled with red dust which alternately obscures and reveals the horizon. CAMERA MOVES FORWARD

DISSOLVE

ANOTHER SHOT of the landscape. Barren. Huge slabs of rock. Dust. The sound of wind. CAMERA FORWARD again

DISSOLVE

ANOTHER ANGLE and in the distance the stone columns of Ishara's Tomb.

SUPERIMPOSE: horizontal scroll of the Aragoth system map

CAMERA FORWARD, closer to the tomb. Ancient in design, primitive but elegant. Other larger but less imaginative stone buildings behind it. CAMERA MOVES FORWARD again

DISSOLVE

CLOSE ON the tomb. Something glitters in the sand nearby. It appears to be a bit of glass, stained yellow, like a fragment from a temple window. The Aragoth crystal. CAMERA FORWARD towards the shard. Some kind of chip. A low electric hum. The shard glows. Then explodes into hundreds of fragments. They hurtle toward the camera, swirling into a spinning cone. The desert landscape warps, twisting, as if the planet itself is being sucked into the shard, by now a tunnel. Its walls glow, a golden, twisting funnel made of different substances: the bleached sand of Aragoth, the ragged yellow sky, and bits of the sparkling shard. VIEW

MOVES up and towards the vortex, twisting and turning with the swirling walls. UP AHEAD a bright, blinding white light. VIEW MOVES toward it, almost up to the light, as it too swirls into the walls and blurs past and

The tunnel fills with blue light. UP AHEAD, far in the distance, the silhouette of an ancient GATE.

SUPERIMPOSE: scroll of Gallina system map

CAMERA FORWARD, faster, the gate, closer. Very close. Inside. Mist. TILTING UP, ancient symbols engraved along the gate's wings -- these too twisting and warping into the tunnel walls. And voices. All the WHISPERS of ancients. The tunnel twists again as the gate HEIROGLYPHS swirl into its walls of and past us. The whispering grows. Now screams, groans, and curses are also heard. The voices rise.

SUPERIMPOSE: Amah's face across the chaos. She stares out at us intensely, then warps into the gate with the crescendo. The noise is horrible. We reach the exit point and go through as the tunnel explodes into millions of stars.

SPACE

and silence.

STARS appear. One swells, getting brighter.

TITLE: If

ANOTHER ANGLE as our VIEW swoops down through the system. CAMERA FORWARD, through a blue sky.

TITLE: You are driven by wind

Clouds streaking past as we move lower through the atmosphere.

SUPERIMPOSE: scroll of the Alpha Centauri map

VIEW TILTS down as the blue dissolves to the bright green of fields.

TITLE: And by stars

SMOKE drifts across the fields.

VIEW SWERVES, the green blurring to the yellow of a

battlefield.

TITLE: Maybe you are an explorer.

CAMERA FORWARD through SMOKE. We pass VINDA. We pass MERJAN. We pass LORIC. Through smoke to

HERRERA, his back to us, walking away. VIEW ANGLES UP and CLOSER, reversing to Herrera looking out across the smoldering field. Smoke billows as he lifts his arm, opens his hand. We see the shard. It glows.

VIEW PULLS BACK spinning UP, and AWAY as Herrera raises the shard. VIEW TILTS, spiraling through clouds to

The sky. CAMERA FORWARD, the atmosphere blurring to a darker blue

SUPERIMPOSE: TZU'S FACE among the clouds.

Stars. VIEW TILTS to

RED DRAGON FIGHTERS streaking towards us in formation, firing into us as they fly.

SUPERIMPOSE: scroll of the Sol system map

WIND blows through TZU'S unbound hair, the blue sky blurring to space. ROCKETS shoot from the fighters as

Two SOLSEC SHIPS enter from below, one zooming up to run neck and neck with the Dragons. The SolSec pilot turns and they rounds a curve together as

Tzu opens his mouth in surprise. The SolSec ship fires on the Dragon. Flames as TZU fades, his words lost in the wind. CAMERA FORWARD as more SolSec fighters streak past. VIEW FOLLOWS them as they blaze towards a base in the distance.

SUPERIMPOSE: scroll of the Tau Ceti map

VIEW FORWARD to the station. A thousand colored lights glow across its grey expanse. CAMERA FINDS one, spirals down on it, station lights streaking past as the SolSec fighters dive down in their approach. CAMERA FORWARD on the light as the VIEW twists and turns through the red haze, and reverses, a moment before we realize we are moving up in a spiral.

TITLE: If

CAMERA FORWARD, turning, moving up the steps of a glass tower.

TITLE: You seek power

We pass PAHMOUD, then IVANOV, then ARIAD, and then CASSEL moving up and around on the twisting steps. AHEAD

A woman standing at a window. VIEW TILTS as

She turns. We see deWINTER.

TITLE: Maybe you are a trader.

VIEW CLOSER, she lifts her hand, something glitters in her palm. VIEW CLOSER, the shard. It glows. CLOSE ON deWINTER's face, lit by the shard. It sparkles. Everything sparkles. OPTICAL ZOOM FORWARD enlarging the grain and DISSOLVE TO

STARDUST. CAMERA UP, through the glitter, higher and higher until

A SHADOW FIGHTER blasts into view, its hull gleaming. VIEW REVERSES as we follow him out into space.

SUPERIMPOSE: scroll of the Sirius system map. Now

SHINWA FIGHTERS swing down on the Shadow, their guns strafing him with laser bolts.

The Shadow flies through the hail of the Shinwa attack and flings his ship into a twisting dive across the horizon and down towards the dim sphere of a planet as the Shinwa pursue. Now

Four PROGEN SHIPS dive from above. Two swinging off towards us, and off. CAMERA FORWARD with the remaining ships

TITLE: And if

SUPERIMPOSE: Var's face through a stream of clouds as

The fighters cut into atmosphere. Clouds. VIEW FOLLOWS the fighters.

TITLE: You can travel this galaxy

SUPERIMPOSE: Thorne's face through the clouds

The fighters, faster.

TITLE: In honor

SUPERIMPOSE: Gray Feather's face through the clouds

TITLE: Asking nothing

The fighters, still faster. Another burst of gunfire.

TITLE: Maybe you are a warrior.

SUPERIMPOSE: Kahn's face through the clouds

The Shadow and tailing ships dive for the planet surface. The Progen fire and one side of the Shadow fighter explodes in flames, whirling down.

SUPERIMPOSE: scroll of the Cygni system map as

VIEW FOLLOWS the Shadow fighter's burning path across the sky. REVERSE TO

MacGREGOR, on the ground, everything around him on fire as he looks up at the sky and

The four Progen ships catapult into view, swooping low and in tight formation.

CLOSE ON MacGregor's face, the shadows of the Progen flashing across his cold expression. He turns into the camera to watch them disappear through the clouds. CAMERA FORWARD on MacGregor, like ice. CAMERA FORWARD, MacGregor's eyes narrowing in rage.

MUSIC ENDS COLD TO

BLACKOUT

PRESENTER TITLE

FADE IN

CREATE CHARACTER SCREEN

E&B

INTRO SCENE

Scene #4

FADE IN

Stars. DISSOLVE TO

Overhead. A station deck. In one corner, people gathered by a podium. Something glitters on its surface.

DISSOLVE TO

The podium, a rectangular sand table at its center. Around this stand a Progen warrior, a Terran trader, a Jenquai explorer, and an older Jenquai who will offer a trade. A newcomer hangs on the edge of the group. As he speaks, an old Jenquai takes several crystals from a small velvet bag and places them in the sand.

OLD JENQUAI

And now, fellow travelers – warriors,  
explorers, traders – the samples I  
promised. I have wandered Cygni, Alpha  
Centauri, and even Aragoth to bring you  
the finest crystals in the sector. Beryl,  
from the pirate runs of Tarsis.

The newcomer edges closer to the podium.

OLD JENQUAI

The blue tourmaline of Beta Hydri's Orsini  
mines. And for those who would seek the insights, a fine bit of mordanite  
from Kitara's Veil near Ishuan.

As the Progen, Terran, and Jenquai examine the crystals, the old Jenquai turns his attention to the newcomer.

OLD JENQUAI

But you're not here for mordanite, are you?

NEWCOMER

Actually. I'm -

OLD JENQUAI

A newcomer.

NEWCOMER

I guess it shows, huh?

OLD JENQUAI

The training bay is on the south side  
of the hangar. I'll show you when I've  
finished this trade.

NEWCOMER

I'm supposed to go right over.

OLD JENQUAI

It won't be long. These three seem to know  
what they want. Why not stay? See the crystals.

The young Jenquai holds the mordanite up to the light.

YOUNG JENQUAI

Old man?

OLD JENQUAI

Ah, finally! A question!

YOUNG JENQUAI

What is the age of this crystal?

OLD JENQUAI

Four centuries. Maybe four and a half.

I have older if date is important. But  
this is today's bargain. Only three hundred credits. On Cygni or Tau Ceti, it  
would  
bring twice that amount. And on Capella

YOUNG JENQUAI

Perhaps more.

He passes the crystal to the Terran trader.

TERRAN

Well done, Jenquai. Hexagonal lattice. Easily  
over a hundred infinigrams.

The Progen takes the crystal and examines it more skeptically.

PROGEN

You say you have older?

OLD JENQUAI

I might.

The Progen looks at the beryl a moment longer, then tosses it back on the sand.

PROGEN

You're wasting our time, old man.

The younger Jenquai and Terran react.

PROGEN

Any one of our explorers could find  
crystals like these.

YOUNG JENQUAI

Oh? And when did your Sabine become experts  
in crystals? Geneticists, aren't they?  
Clone drones?

PROGEN

I am as human as you are, Jenquai.

YOUNG JENQUAI

Indeed. The humanity of the Progen  
warrior is the stuff of nightmares.

PROGEN

As always, there is the truth and  
then – a great way off – there is the  
beliefs of the Jenquai.

She looks toward the explorer. Their eyes lock in hostility.

TERRAN

You know, isn't it a little early for an  
an argument. This is trade podium, not a  
battlefield. The old one mentioned Aragoth,  
the desert. I can't be the only one interested  
in that. If there are ancient stones, we  
should see them.

NEWCOMER

Ancient stones?

The others seem to notice the newcomer for the first time.

NEWCOMER

You mean like the pyramids?

The Progen and Terran exchange looks. What the hell are the pyramids?

NEWCOMER

Where I come from the pyramids are  
a kind of ancient tomb. You know,  
made of stone?

PROGEN

That galaxy is unknown to us.

YOUNG JENQUAI

We are speaking of Earth history.

NEWCOMER

But –

The Terran moves closer to the podium, smoothing the sand.

TERRAN

Before the wars, when the galaxy was new,  
and the races were one, the Ancients ruled  
on Earth

He draws a circle in the sand around the blue crystal.

TERRAN

And through the star gates they colonized  
the outer worlds.

He draws the early gate routes from the blue crystal outward in the sand.

TERRAN

From Earth, came the first Terran systems  
of Tau Ceti and Alpha Centauri.

He draws two small Ts in the sand to mark those places as the Progen leans toward the podium.

PROGEN

From Mars

She draws a circle around the red crystal and traces some gate routes as well.

PROGEN

Came the Progen worlds of Vega and Gallina.

She draws Ps in the sand to illustrate those worlds. The young Jenquai nods, adding

YOUNG JENQUAI

And from Jupiter

He draws a circle in the sand around the purple mordanite stone.

YOUNG JENQUAI

We Jenquai pushed forward to Sirius and Capella.

The Jenquai traces the Js that represent his home systems.

OLD JENQUAI

But there was more.

He draws an ancient gate route from one of the known systems outward.

OLD JENQUAI

The Ancients knew a power called the codex a special crystal. With this they were able to build a most powerful gate, a gate from Earth to the worlds beyond.

He reaches into his sack once more and finds a small, thin square of yellow silica. He places it in the sand to mark an ancient gate.

OLD JENQUAI

The star gates of the Ancients, from the golden age of humankind.

YOUNG JENQUAI

When we Jenquai perfected our technology.

TERRAN

And we Terran ended hunger and poverty through trade.

PROGEN

And the Progen became the most glorious warriors  
in history.

OLD JENQUAI

Until things fell apart.

YOUNG JENQUAI

Thanks to Progen ambition!

PROGEN

Is there no end to Jenquai lies?!

TERRAN

The truth is all races showed greed beyond  
belief. The Terran probably worst of all.  
When the invaders came, we were divided. The Ancient routes fell.

He erases the Ancient gate routes.

TERRAN

And the codex itself was shattered.

He takes the gate silica and crushes it over the sand.

TERRAN

Our galaxy as it is today. Separate.  
Divided. The outer worlds lost to us.  
We are mere shadows of the Ancients.

YOUNG JENQUAI

But one day

He sifts through the sand and finds a fragment of the yellow silica.

YOUNG JENQUAI

We will find a bit of the codex crystal,  
a shard, and we will open the Ancient gates  
again.

He gives the silica fragment to the newcomer. He is entranced.

OLD JENQUAI  
Come. I will lead you to training.

NEWCOMER  
Show them the crystal.

OLD JENQUAI  
The crystal? But – I have! I've

NEWCOMER  
There is one more stone in his hand.

OLD JENQUAI  
What nonsense! For a newcomer you  
Have quite an imagination!

The Progen, Terran, and young Jenquai stare at the old Jenquai suspiciously.

OLD JENQUAI  
I have shown my goods! Fairly! Honestly!  
You turned me down. Our trade is finished.

He reaches for the samples still on the sand. The Progen catches him by the wrist.

PROGEN  
You play tricks, old man.

OLD JENQUAI  
Says who?! This newcomer?! He's crazy –  
confused by a whirl of stories and outlandish  
ideas.

PROGEN  
Show the stone!

OLD JENQUAI  
Very well.

He wrenches free of the Progen's grasp and, balling up his fist, lifts his hand in air.

OLD JENQUAI

Behold! Before the wars were fought and  
lost, when the Terran Earth was green, the  
Progen Mars red, and the Jenquai Jupiter an infinite blue, when the galaxy  
was young and  
open and free and the human spirit was a color  
in the sky – then, were there crystals unknown  
to the present age.

He opens his hand, brandishing a large yellow crystal over his  
head. It hums, leaves a slight electric glow in the air. A marvel,  
it strikes both fear and desire in the groups around the podium.

PROGEN

Is it from Aragoth?

OLD JENQUAI

Hear the words of the Ancients!

He turns the crystal. Light enters one side, and like a prism, intensifies, exiting as a beam. We hear  
the whispers of the Ancients. As the old Jenquai turns the crystal, the whispers multiply and grow.

TERRAN

A shard!

OLD JENQUAI

No.

YOUNG JENQUAI

Then what is it?

OLD JENQUAI

A crystal unknown. Since I pulled it  
from the sands of Ishara's tomb it has been unknown. Loric did not know it.  
Vinda did not  
know. Even Merjan herself cannot name it.

He sets the crystal in the sand. The Progen reaches for it.

YOUNG JENQUAI

Careful!

But the warrior touches the shard. There is a flash as the beam  
of light explodes in a rush of pictures.

FLASH – INT.BRIDGE.DAY – AMAH AND KAHN ARGUING. BEFORE THEM THE  
SHARD, GLITTERING IN A PROGEN NAV CONSOLE CRADLE. KAHN APPROACHES  
AND AMAH TURNS AWAY.

FLASH – INT.PAREN STATION.DAY – SILVA CONFRONTING MERJAN. HE THROWS A  
HANDFUL OF MORDANITE DOWN ON HER PODIUM AND WATCHES HER FACE.

FLASH – INT.SKARLAS STATION.DAY – VINDA ARGUING WITH CASSEL. SHE IS  
ABOUT TO LEAVE WHEN A GROUP OF CENTURIATA SURROUND HER.

FLASH - INT.SOMERLED STATION.NIGHT – deWINTER, WEARING A NECKLACE OF  
QUANTA CRYSTALS, CATCHES HER REFLECTION IN ONE OF THE STATION PANELS.  
AS SHE ADMIRES HER IMAGE WE SEE THE BLACK SHAPE OF A SHADOW  
APPEARING BENEATH HER REFLECTION LIKE A MAN UNDERWATER. SHE STEPS  
BACK, GASPING AS THE SHADOW'S BLACK GLOVED HAND REACHES FORWARD  
FROM THROUGH THE PANEL SURFACE, WRAPPING AROUND HER NECK,

OLD JENQUAI

What has been and what will be.  
Perhaps now you are satisfied.

TERRAN

Five thousand credits.

YOUNG JENQUAI

Five thousand?!

TERRAN

I must have it.

YOUNG JENQUAI

I will pay ten. In Merjan's name.

PROGEN

Why wait for Merjan? Here is four times  
that amount, paid in quanta and backed by  
Kahn himself.

She throws a sack of quanta crystals on the podium and takes the crystal.

TERRAN

Wait.

YOUNG JENQUAI

You will not walk away with this, Progen.

He grabs at the Progen but she shoves him away.

PROGEN

We have bargained and you have lost. The  
crystal is mine. Goodbye, old man.

She turns and goes. The others watch, the Terran thinking frantically.

TERRAN

I'll catch her at the next gate.

He runs off. The young Jenquai turns to the old man.

YOUNG JENQUAI

You fool!

OLD JENQUAI

Relax. It's not a shard.

YOUNG JENQUAI

After so much searching! After all this time!  
To let the Progen have it!

OLD JENQUAI

It's just an old picture stone!

YOUNG JENQUAI

I will have that crystal! Shard or not! I  
will have all of them! I will learn their  
powers! We will all learn! And one day when  
the shard is truly found, we will unlock the  
codex of the Ancient gates!

OLD JENQUAI

We'll start another war is what we'll  
do.

YOUNG JENQUAI

You can be sure Silva and Gray Feather will  
hear of this blasphemy!

He storms off. The old Jenquai looks at the newcomer.

OLD JENQUAI

Now you see how the Ancients have left us.

He collects his crystals from the sand, returning them to his sack.

OLD JENQUAI

We see the shard everywhere – and think  
the Ancients can be bought and sold. Come.

They walk towards the training bay.

NEWCOMER

My planet is also divided.

OLD JENQUAI

I find it hard to believe it could be  
as bad as ours. Sometimes I think we are  
like the shard itself. The war broke us into  
a thousand pieces, and in pieces we went into  
space. Perhaps this is why the Ancients  
abandon us.

The door of the training bay. A sign reads: Pilot Check In.

OLD JENQUAI

Perhaps the old wisdom will be kinder  
to you.

MEGAN (V.O.)

Welcome, recruit. Please proceed to the  
briefing kiosk on level one.

OLD JENQUAI

There are still signs of hope for those who will  
read the stars.

The newcomer opens his hand. A fragment of the green silica  
shimmers in his palm.

OLD JENQUAI

Look well and read wisely.

The door slides open. Stars.

## **EARTH AND BEYOND - OPENING CINEMATIC**

### **EXT. STARGATE - DEEP SPACE**

A silent beat, then... WHOOSH! A fiery blue-white MAELSTROM ignites in the center of the Gate, brightening, flaring with incredible intensity: the Gate is activating.

A pulsating TUNNEL OF LIGHT appears, and from within, THREE STARSHIPS emerge. They are approximately the same size, but of wildly different design. Each is the product of one of the three human cultures: TERRAN, JENQUAI and PROGEN.

The ships SCREAM past us, one above and two below, flying in formation.

PROGEN WARRIOR (V.O.)

Long range scan?

### **REVERSE ANGLE**

As the three ships head deep into the sector.

FEMALE JENQUAI EXPLORER (V.O.)

Negative.

TERRAN TRADESMAN (V.O.)

That's weird.

### **INT. JENQUAI SHIP**

A FEMALE JENQUAI EXPLORER is at the helm, speaking into a tiny throat mic.

Her hairstyle is short and practical with no pretensions to glamour, but she's startlingly attractive nonetheless.

FEMALE JENQUAI EXPLORER

Are you certain the coordinates are correct?

### **INT. TERRAN SHIP**

The TERRAN TRADER is a well-dressed rogue with a durably boyish face.

TERRAN TRADESMAN

You think I make this stuff up?

### **INT. PROGEN SHIP**

The swarthy, hard-muscled PROGEN WARRIOR shakes his head.

PROGEN WARRIOR

Remind me again why I'm flying with you, Terran.

INTERCUT CONVERSATION BETWEEN THE THREE SHIPS

TERRAN TRADESMAN

You get fifteen percent.

PROGEN WARRIOR

That must be it.

EXT. THE THREE STARSHIPS

BAM! A small object strikes the Terran's ship and disintegrates in a flare of light. For a moment we get a glimpse of the ship's transparent SHIELD BUBBLE.

TERRAN TRADESMAN (V.O.)

What was that?!

Now it becomes apparent that they've entered a field of SCATTERED DEBRIS.

FEMALE JENQUAI EXPLORER (V.O.)

The debris is metallic. I can't be certain...

(beat)

Wait, I have something.

CLOSE ON HER RADAR SCREEN

They're closing on a LARGE OBJECT.

FEMALE JENQUAI EXPLORER (O.S.) (CONT'D)

I'm detecting a weak power source. It's definitely a vessel of some kind...

INTERCUT CONVERSATION BETWEEN SHIPS

PROGEN WARRIOR

But?

FEMALE JENQUAI EXPLORER

There are no life signs.

The Progen frowns.

PROGEN WARRIOR

It can't be them.

FEMALE JENQUAI EXPLORER

The phase signature is consistent with Progen warp technology.

TERRAN TRADESMAN

You think they abandoned ship?

PROGEN WARRIOR

Progen warriors do not "abandon ship." Go to warp.

EXT. THE THREE STARSHIPS

A triple-burst of SOUND as the three ships power up their warp engines. A beat, and the three BLUR into motion, going to warp speed.

PROGEN SHIP'S POV AT WARP

As the starfield STREAKS by, the two other ships flank us. A TARGETING DISPLAY in the corner of the screen shows the outline of a PROGEN CAP SHIP with the word "UNKNOWN" superimposed. Beneath this, the rapidly-closing distance is displayed in kilometers.

FEMALE JENQUAI EXPLORER (V.O.)

40 kliks and closing.

PROGEN WARRIOR (V.O.)

Weapons armed.

TERRAN TRADESMAN (V.O.)

Fingers crossed.

EXT. THE THREE STARSHIPS

As they drop out of warp and slow to impulse.

TERRAN TRADESMAN (V.O.)

That doesn't look good.

As the ships travel past us, we PAN RIGHT, following them to reveal...

THE LIFELESS HULL OF A PROGEN CAPITAL SHIP

The ship is enormous, a floating city of metal and gun emplacements, but its hull is riddled with HUGE GASHES and GAPING HOLES fringed with TORN AND TWISTED METAL. Here and there, small sputtering FIRES consume the last of the oxygen leaking from the lifeless derelict.

INT. PROGEN SHIP

The Progen's features betray his rage and disbelief.

PROGEN WARRIOR

(guttural and defiant)  
Impossible!

EXT. DERELICT CAPITAL SHIP

As the three ships draw closer, the truly vast size of the Capital Ship becomes more and more apparent, as does the extent of the damage -- the holes in the ship's hull are unimaginably huge.

FEMALE JENQUAI EXPLORER (V.O.)  
The damage was recently inflicted.

PROGEN WARRIOR (V.O.)  
Someone will answer for this atrocity!

INT. DERELICT CAPITAL SHIP

Now we're INSIDE the derelict ship, looking out through one of the enormous gashes. The three smaller ships fly through the hole and enter the derelict's interior.

REVERSE ANGLE

An incredible sight. The interior of the ship has been gutted. In its place is a HUGE and JAGGED BLASTHOLE, revealing DOZENS OF DECKS in cutaway fashion -- corridors, rooms, bulkheads, equipment, etc.

TERRAN TRADESMAN (V.O.)  
My God. What happened?

FEMALE JENQUAI EXPLORER (V.O.)  
No known weapon is capable of inflicting this kind of damage.

We follow as the three ships move down the length of the dimly-lit ship, passing through the huge pools of reflected starlight that stream through the multiple blast holes.

As they move past one of the gashes, we catch a fleeting SHADOW of an UNKNOWN ALIEN SPACECRAFT tailing them from the outside of the derelict, flying close to the hull. None of the pilots notice it. Obviously their sensors haven't detected it.

Now the Terran's ship SLOWS and his TRACTOR BEAM ignites, catching hold of a floating piece of electronic equipment.

PROGEN WARRIOR (V.O.)  
What are you doing, Terran?

INTERCUT CONVERSATION BETWEEN SHIPS

TERRAN TRADESMAN

We're first on the scene. That means we've got salvage rights.

PROGEN WARRIOR

Kill that tractor beam, Terran! There will be no grave robbing here.

BACK TO SCENE

TERRAN TRADESMAN (V.O.)

Okay, okay! Take it easy.

The Terran shuts down the tractor beam, releasing the object.

INT. TERRAN SHIP - AT THAT MOMENT

A low angle shot of the Terran inside the cockpit, shaking his head. Beyond him, through the cockpit window, we can see one of the HUGE BLAST HOLES and the stars beyond.

TERRAN TRADESMAN

(grumbling)

Don't you Progen know anything about economic theory?

As he speaks, the SHADOWY ALIEN SHIP appears outside the derelict, blotting out the stars. Twin WEAPONS PORTS on the front of the ship begin to GLOW. The Terran continues, oblivious to its presence.

TERRAN TRADESMAN (CONT'D)

The pursuit of personal gain eventually benefits society as a whole. It's simply a matter of...

KE-ZAAAK! He never finishes his sentence. The alien ship unleashes a FRIGHTENING WHIPLASH OF ENERGY directly at him.

SMASH CUT TO:

EXT. THE THREE SHIPS

KABOOM! The Terran's ship erupts in a BALL OF FIRE and is instantly vaporized. The explosion fills the interior of the Derelict with an hellish ORANGE LIGHT.

FEMALE JENQUAI EXPLORER (V.O.)

Taking evasive action.

Another LASH OF ENERGY pierces the derelict's hull. The Progen and Jenquai ships execute simultaneous Immelmann maneuvers, flipping 180 degrees and reversing direction, narrowly avoiding it.

PROGEN WARRIOR (V.O.)

Cloak your ship.

FEMALE JENQUAI EXPLORER (V.O.)

No. We stay together.

The two ships are barreling down the length of the interior now, as more ENERGY LASHES explode all around them.

The Progen ship peels away, reversing direction again.

INTERCUT CONVERSATION BETWEEN SHIPS

FEMALE JENQUAI EXPLORER (CONT'D)

What are you doing?

PROGEN WARRIOR

Buying time. Computer, engage Inversion Shield.

COMPUTER VOICE (V.O.)

Shield Inversion engaged.

BACK TO SCENE

Another Energy Lash strikes out at the Progen's ship. Now a TRANSPARENT SHIELD INVERSION BUBBLE appears around the ship, and a SURGE OF ENERGY lashes out towards the unseen enemy.

There's a KEENING WHINE and an EXPLOSION outside of the derelict. A silent beat, then...

PROGEN WARRIOR (V.O.)

I think I got him.

Almost in reply... KE-ZAAAK-ZAAAK-ZAAK-ZAAK! A SERIES OF LASHES begins to pierce the derelict's hull, strafing the interior. Multiple explosions begin to erupt at the far end and approach quickly.

FEMALE JENQUAI EXPLORER (V.O.)

Move!

The Progen ship is picking up speed, but the strafing Energy Lashes are gaining fast.

INTERCUT CONVERSATION

PROGEN WARRIOR

Cloak your ship!

FEMALE JENQUAI EXPLORER

You'll never...

PROGEN WARRIOR

Do as I say! My shields are nearly gone!

BACK TO SCENE

PROGEN WARRIOR (V.O.) (CONT'D)

You must warn the others about...

But it's already too late. KA-ZAAAAK! BOOOM! The Progen's ship is VAPORIZED.

FEMALE JENQUAI EXPLORER (V.O.)

No!

INT. JENQUAI SHIP

The Jenquai shakes her head in disbelief. Her face fills with grim determination as she goes to full impulse.

EXT. DERELICT CAPITAL SHIP

The Jenquai ship emerges from one of the blast holes and immediately begins to shimmer with energy. A beat, and the ship ripples, cloaking itself.

COMPUTER VOICE (V.O.)

Cloaking initiated.

JENQUAI SHIP'S POV AT FULL IMPULSE

The targeting display shows the distant stargate hundreds of kilometers away. At impulse speed, the numbers are crawling very slowly.

INT. JENQUAI SHIP

Grim determination takes over. She hits a button on the console.

COMPUTER VOICE (V.O.)

Ship's emergency probe activated.

FEMALE JENQUAI EXPLORER

Computer. Upload all data concerning hostile encounter to the probe.

She looks down at her radar display. A large blip is gaining fast. She takes a deep breath and hits another button.

COMPUTER VOICE (V.O.)

Upload complete. Emergency probe ready for launch.

FEMALE JENQUAI EXPLORER

Did you capture any images of the attacker?

COMPUTER VOICE (V.O.)

Negative.

She hits another button and throttles her warp controls.

FEMALE JENQUAI EXPLORER

Then, my duty is clear.

EXT. JENQUAI SHIP

The ship SHIMMERS INTO VIEW and instantly goes to warp.

JENQUAI SHIP'S POV AT WARP

The STARS STREAM BY as the ship approaches the Stargate.

INT. JENQUAI SHIP

The Jenquai glances down at the radar screen. The pursuing ship has also gone to warp, and it's much faster than her. In fact, it's closing rapidly.

FEMALE JENQUAI EXPLORER

Come on... a little closer...

The ship is nearly on top of her now.

FEMALE JENQUAI EXPLORER (CONT'D)

Now.

She throttles down, dumping out of warp space. A BRIGHT GLOW passes over her cockpit.

JENQUAI SHIP'S POV AT FULL STOP

The Stargate is directly in front of her, and already beginning to activate. The Alien Ship stands between her and the gate -- a dark silhouette against the glowing tunnel of light.

FEMALE JENQUAI EXPLORER

Computer, initiate image capture!

A CLICKING SOUND is heard as the computer captures THREE RAPID-FIRE STILL IMAGES, each zooming each closer than the last.

The first two shots are merely BLACK SILHOUETTES of the alien craft, but the last is CONTRAST-CORRECTED and reveals a fleeting, subliminal glimpse of the attacker.

The image is of something HORRIBLY ALIEN and DISTINCTLY EVIL.

FEMALE JENQUAI EXPLORER

Got you!

A KEENING SOUND builds in intensity as the dual weapons ports on the shadowy Alien craft begin to glow.

FEMALE JENQUAI EXPLORER (CONT'D)

Launch probe!

Before the computer can reply, the Alien craft fires DIRECTLY AT US.

SMASH CUT TO:

EXT. JENQUAI SHIP

The ship ERUPTS in a ball of flame and is VAPORIZED.

But, from out of the explosion, comes a tiny powered projectile -- the ship's EMERGENCY PROBE.

We turn and follow as the Probe rockets towards the active Stargate. The Alien Craft is nowhere to be seen.

The Probe vanishes into the center of the swirling vortex. Instantly, the tunnel of light closes and the Stargate goes silent.

But as it does, a strange, anguished ALIEN HOWL echoes through the sector.

PANNING off the Stargate, we see the vastness of this remote sector -- the shimmering nebulae and clouds of hydrogen. A second ALIEN HOWL, now further away but echoing from every direction, chills us to the bone. On this, we...

FADE TO BLACK



# Space Informant

## Leader Update

- **Merjan Katharada:** Asks pilots to bring the entity know as Antile the gift of a Psi. Upon conversing with him, he asks to be brought to Jove's Fury to join with a fellow Psi known to frequent the bazaar.
- **Vinda:** Asks pilots to go to Antile and ask for another codex. The result is a blueprint aptly named "Antile's Codex."
- **Herrera, Silva, Memnon and Tzu:** All four deliver stirring speeches asking pilots to go kill some of the V'rix ships to obtain battle imprints.
- **DeWinter:** Assigns pilots to deliver a shield anchor to Cygni, but decides to add a little extra circuitry to allow her to gain control of the shield.

## Opinions

**This issue: What do you think of the new gate being built into the Bogeril home sector?**

"I cannot help but think of how the Terrans will cheat them."

**- Bobbin of the Sha'ha'dem**

## V'rix Presence Increased Dramatically in Swooping Eagle Sector



V'rix Ships in front of Planet Swooping Eagle, Swooping Eagle Sector, Sirius

The alien beings known as the V'rix have once again taken over a major portion of a human colonized space sector. Last time, the V'rix took over the Progen controlled planet Primus. Now it appears they have taken over part of the Shinwa and Kokura controlled Swooping Eagle Sector. The exact reason for this takeover is not known, though speculation is that it's a result of past Kokura strikes against the V'rix.

Several months ago, Kokura leader Grey Feather ordered several groups of pilots to enter the Mazzaroth Maelstrom and kill at least 9 V'rix ships each. This was followed by an attempt to steal a piece of the V'rix's purported secret arsenal, an item called the "Smoking Mirror."

Current surveys of Swooping Eagle reveal that the V'rix have built a series of navigational buoys around the entrance of the Mazzaroth Maelstrom. It is thought that these buoys are to deter human pilots from approaching and entering the V'rix controlled anomaly. In an attempt to counter this, both the Kokura and Shinwa have dramatically increased military presence in the sector. Grey Feather, even after sustaining massive losses, resolutely refuses to leave his post of Typotl Maw. The Kokura leader was quoted as saying, "I swore to protect Typotl Maw and I shall do so until I die." It does not look as if the stoic Kokura leader will survive much longer.

## Bogeril Invite You to Join Them



In an attempt to drum up support against EarthCorps, the Bogeril Rebels have started to allow pilots to become more aware of the

Bogeril society. The rift between the Bogeril and EarthCorps can be traced as far back as several hundred years, where EarthCorps was responsible for driving the Bogeril away from Earth. In an attempt to free themselves from EarthCorps oppression, they headed to the Alpha Centauri system to resettle. It wasn't long after that the EarthCorps followed them and attempted to exterminate the race through the use of a biological plague.

In more recent times an individual named Sam Bogeril started to organize the Bogeril to strike back at EarthCorps and drive them away from Alpha Centauri. In an attempt to stop the rebellions, EarthCorps ordered Captain Gerard Braun to dispatch Sam. The assassination was successful; however, before Sam died he left a manifesto proclaiming his return and the end of EarthCorps oppression. Since then, the Bogeril Rebels have managed to keep EarthCorps at bay awaiting the return of Sam himself.

For more information about the Bogeril Rebels, please refer to the [EarthCorps Pilot Briefing](#) or visit Jed Raster on Zweihander Planet.

"..that new gate isn't going to offer anything but trouble."  
- Vejís of the Sabine

"Exciting times lay ahead for the Bogeril"  
- Eckstavo of InfinitiCorp

"I don't want to get involved"  
-Entilzah of the Shinwa



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## News Bits

- It is revealed by Antile that the Psi's follow circular time.
- A mysterious ship called the "Unarmed Prophet Maru" was found in Xipe Totec behind the line. It's purpose and history are unknown.



Unarmed Prophet Maru

## Staff

**Producer: Raynes**

## Unusual Partnership in Swooping Eagle Turned Lethal

Due to the nature of the anonymous source not all aspects of this article could be verified.

While it is widely known that many pirates under the leadership of Tzu are former Shinwa, Red Dragon ships have never been sighted in the sector known as Swooping Eagle. Until recently.

A Red Dragon ship, reduced to sparking wires and twisted metal, has been discovered in the southern quadrant of the sector. It has been positively identified as The Red Quarto, a privateer vessel originating from the Tau Ceti system. Within minutes of this startling discovery, rumors and theories began to flow out of Net-7, but were abruptly withdrawn. A subsequent meeting with Shinwa leader Silva yielded nothing but a curt rebuff and a cryptic glance before striding off.

After pondering why a wrecked Red Dragon vessel would produce such an odd array of responses, the answer came by way of an illicit meeting with one of the Dai' shao assigned to patrol the wreckage area. Adamantly demanding to remain anonymous, he proceeded to relay everything he knew regarding the wreck and its subsequent cargo.

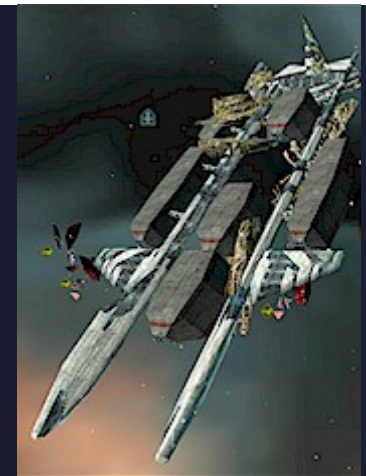


Wreck of the Red Quarto

Deep within its charred hulk lies a large, green, glowing hunk of metal, oddly shaped into what appears to be the letters "EA." Extensive testing revealed the object to be irradiated material long ago used in producing violent bombs used on Earth. The speculation about its peculiar shape is that the object was stolen from Earthcorps high security artillery warehouse in Zweihander, where supposedly many ancient and outdated weapons of mass destruction are stored.

He then revealed that the wreck had been there for quite some time, as he had been summoned by Silva to provide assistance to the vessel, under attack by the beings known as the V'rix. Upon arrival, the dying captain reported that he had been incapacitated by the V'rix, and the only cargo noted on the ship's log, Mordanite, had been taken.

So, the burning question is why was a Red Dragon ship carrying illegal irradiated material in



Bogeril Space Camp  
Whitberg Sector, Alpha Centauri

## Purpose of Akeron's Gate V'rix Structure Revealed

Tezcatlipoca, the V'rix on Primus Planet has told many pilots that the purpose of structure known as the "Eye of God". According to reports Tezcatlipoca told them that the "Eye of God" was in preparation for a attack on the 61 Cygni system and the Psi's that populate it.



V'rix - Eye of God

**Editor: Kharismatik**  
**Editorials: Bobbin, Vejis, Eckstavo,**  
**and Entilzah**

**Story submissions are welcome.**

Swooping Eagle? Perhaps the begrudging, unspoken understanding between Silva and Tzu resulted in a covert attempt to accumulate illicit armaments to be used against the V'rix. Both desperately want the invaders eradicated as quickly and efficiently as possible. But with Silva and Tzu declining comment, we may never know how this unfortunate incident came to be.

Article provided by: Kharismatik -- Editor-in-charge, Space Informant

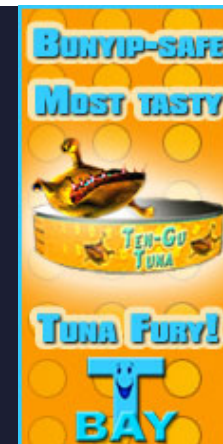
## Could it be Var?

Pilots were surprised to come across a strange, ghostly creature outside of Detention Center Onorom in Asteroid Belt Gamma. According to pilot interviews, there was a marked similarity to the missing Centuriata Leader Augustus Var. When approached, the entity groaned and mumbled the word "beware" followed by garbled words and sounds. When one pilot was asked his thoughts concerning the spectre's declamation, his only response was "Could be lots of things... with the war and these aliens, pilots have to beware of everything."

Interesting in learning more about Augustus Var? [Read an interview from the past.](#)

## Tlaloc? Never heard of it.

Pilots all over the galaxy were recently startled when entering Swooping Eagle sector, where many swear a gate to a system called Tlaloc was replaced with open space. However, when authorities for all three races were questioned about the missing gate they unanimously claimed they knew nothing of what we were talking about and insisted they had never heard of Tlaloc. Every ship navigation system, no matter the age, race, or location, seem to be completely missing all information about Tlaloc or a gate leading to it. Even more puzzling is the fact that looking back at historical records no such gate even exists, let alone an entire system. Has their been a galactic cover-up larger than any other in human history? Or are pilots just confused and mistook the Tlaloc gate to be something else? Only time will tell.



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Story Information from the November 2003 Patch

# Opinions from around the galaxy.

## Shinwa Sentiment



Well I must say, I never really thought much about the Bogeril. Sure I would exchange a friendly wave to those that seemed nice as we passed each other, but I never really stopped to talk to any of them, with the exception of Zeke. Oh, I've heard rumors about all the injustices that they've had to endure under Earth Corp, but I always figured that they were

## Sha'ha'dem Slant



The new gate into the

Bogeril's space is an interesting development. From what I have heard from the Bogeril, it is not their will that such a gate be opened. They have lived in relative peace for many years, apart from the wars that have swept over us all. They do not interfere with the lives of others, and many Sha'ha'dem respect their technical ingenuity. They make good equipment with what little they have. This certainly warrants out respects.

## InfinitiCorp Impression



They may not be happy but give it a few

months and the Bogeril will be extremely grateful for the Infiniti Gate we are building.

I don't like the Bogeril. To me they are a filthy, strange and somewhat dangerous race. Their ability, or should I say inability, to play a part within society leaves a lot to be desired. I have always tried to remain friends with all – that way I ensure I can make a quick buck when I have to. No barriers to trade and in turn profit. The Bogeril are a closed race and until now there was no reason to associate myself with them. They are a poor race. They are envious of the

## Sabine Speculation



The

new gate being built to Bogeril space is going to cause me more trouble than its worth. Our most esteemed Magna Vinda already has us running all over trying to get her a Codex, and believe you me, she's going to think there is a Codex in there too. We can't even work on any of our important projects anymore with her

just some rebels who didn't like EC. I never realized that they even had a home sector. Heh, sociology and anthropology weren't my strong points during my schooling.

Personally, I'm indifferent to the conflict between the Bogeril and EC, though I think this new gate will just open up a new front for conflict between the two. I would love to see what their sector looks like when the gate is up, but like I said, I don't want to get involved in the fighting and am not especially

I am worried for them. I cannot help but think of how the Terrans will cheat them out of what little money they have, selling cheap technology to the Bogeril. The Progen will be just as bad. I do not want to think of how they might be slaughtered by the Centuriata, or experimented on by the Sabine Order. The Jenquai would only study them, and help them to improve their lives in their own way.

After all, how can anyone say that it is their right to change the lives of such people as the Bogeril? Terrans will do so, introducing new technologies

Terran society and that is why they wage their war against us.

Exciting times lay ahead for the Bogeril though. With our advanced technology we can help their society flourish, with InfinitiCorp at the forefront of the rebuilding programs soon the Bogeril they can look forward to a dramatic improvement in lifestyle. The process will not be quick, nor probably smooth, but within time the Bogeril will grow to appreciate what the Terran Society can do for them. We owe them no favors but in times of fresh threats of war with the V'rix these small past squabbles must be forgotten and we must join forces and help the lesser members of society to help themselves.

Whether Admiral Herrera can forget

ordering us this way and that.

Really though, what does she want with a Codex? She already gave that one to Amah and we all know how THAT little fiasco turned out. Amah dead, Var missing while going to see her, plans for the Sabu... anyway its all a big mess. Between Vinda, Memnon, and the V'rix its a wonder we have time to restructure any gene maps anymore.

Oh yea, back to the Bogeril gate. While my primary

interested in learning much about the Bogeril people. Maybe that's a little different than many other Jenquai, but I'm not a member of the Sha'ha'dem. Learning about other people isn't what I enjoy doing. Don't even think I trust Merjan and her lies to the Shinwa. While I and my brethren are busy defending Jenquai space from the V'rix incursion, she and the Sha'ha'dem are chasing after more Ancient Gates and are busy making friends with the masters

and causing no end of trouble as the Bogeril attempt to incorporate such technology into their way of life. Progen will bring terror to the Bogeril such as they have not known in many long years. The fear of death and worse will be at their hands.

And let us not forget who is behind all of this: Isabelle DeWinter and InfinitiCorp. The one who stands to profit because of this gate. The one who will do whatever she must, destroy whoever is in her way, to make a credit. Naturally, Terran meddling will ruin the Bogeril way of life, and destroy their culture forever, just as her

the past remains to be seen. This Terran believes the Bogeril could form useful when the fight against the V'rix takes place. Whilst being technologically dated they have a proud history and a fierce in combat – these skills can only be enhanced by the superior quality of merchandise we have to offer at InfinitiCorp. With a bit of negotiating in return for all the money and time we are spending on the Bogeril they can form our frontline of resistance against the V'rix should they attack, we can save our more skilled fighters for when the Bogeril are expended.

It would be wise of the Bogeril to integrate Terran ways into their lives. We hold no aspirations to genetically

job as a Versatile is certainly not to be picking up Centuriata's gene maps from their broken, shattered, hulks, you know those Reclaimers won't be able to handle the heat in a new area of space. They'll hint, they'll nudge, and we Versatiles will be left to get those gene maps.

Centuriata, sometimes I think we programmed them for "combat until death" too well. And the fact they just don't care because they know they can come back.

of the  
invaders. It's  
all very  
frustrating.

**Lai'Shao  
Entilzah of  
the Shinwa**

meddling has  
decimated the  
Greks  
population in  
Tau Ceti.

**Bobbin,  
Sha'ha'dem  
Master**

modify them in  
order for  
“improvement”,  
and we hold no  
illusions as to  
the threat of the  
V’rix. They  
need hard facts  
and help. This  
is what  
InfinitiCorp is  
here to do –  
help the  
impoverished  
citizens of  
space to self  
improve  
themselves.  
With luck they  
could hold the  
key to a  
bloodless  
victory for the  
Terrans.

**Merchant Prince  
Eckstavo, loyal  
servant to Lady  
Isabella de Winter.  
InfinitiCorp –  
Eventually We  
Will Own You.**

But what  
happens if  
we  
Versatiles  
get killed  
trying to  
recover  
THEIR gene  
map. I'll bet  
they never  
think of  
that. Then  
who is  
going to  
bring us  
both back.

*\*sigh\**

Anyway,  
that new  
gate isn't  
going to  
offer  
anything but  
trouble.  
People will  
go in guns  
blazing,  
they'll get  
killed, and  
we'll have to  
clean up the  
mess as  
usual.  
Probably  
manes and  
all other  
sorts of  
nonsense as  
well... Who  
knows  
though,

someone  
might  
finally find  
a cure for  
Vinda's itch.

**Magister  
Magna  
Vejis,  
Versatile of  
the Progen  
Republic**

# Space Informant

## Opinions - What do you think of Antile?

- "During a recent mission assigned to me by Merjan Kathrada I was asked to take a Psi as an offering to Antile. Being a long-standing member of the Alliance and participant in the Aganju Psi boycott, I found it highly suspect that the Psi didn't want to be brought to Antile. There is no doubt that he is a powerful being but based on the Psi's reaction at the possibility of being taken to Antile, I would tread carefully when dealing with him."

-Merchant Prince Roguedracus

- "Possibly the only entity remaining that could help us win the war/find peace with the V'rix."

-Jenquai Explorer Grandmaster Origim



## Sha'ha'dem Leader Merjan Kathrada Missing!

Written by Bobbin

Throughout recent history, the Jenquai have been apart from the Progen and Terrans. Ignored, almost. Now, however, one of the greatest Jenquai leaders, Merjan Kathrada, leader of the Sha'ha'dem has gone missing. Few have any information about her disappearance. Those who do are not particularly inclined to speak on the subject. Those who don't are rather outspoken.

Where does one look when seeking a Seeker? How does one find a Sha'ha'dem who does not want to be found? These are questions many Jenquai have been asking themselves recently. In many ways this has been expected, yet unexpected. The Sha'ha'dem have long felt secure in their safety, relying upon the Shinwa to protect them. They have not had to fear any loss of their own. Var is gone. Amah is dead. Greyfeather has passed. These have not directly impacted the Sha'ha'dem. Yet now, one of their very own is gone. And they cannot find her.

Many Shinwa feel almost relieved that Merjan is missing. Indeed, said one unnamed Shinwa Warrior, "She was preventing the races from uniting against the Vrix." Many others, from all three races, have echoed this sentiment.

Many of the Sha'ha'dem have begun searching for their missing leader. One popular place to search was Deneb. "Merjan always spoke of exploring the mysteries of Roc," said one Adept close to her. Others believe she may have ascended into a higher plane of existence, and will return shortly. These Sha'ha'dem believe that Merjan Kathrada has found the way to ascend into another plane, much like Antile, and is conversing directly with the Ancients, attempting to spare the lives of her devoted Sha'ha'dem.

Whatever the case, you may be sure, the Sha'ha'dem will never give up the search. "Merjan will be the only one who can teach us to become ascend to the Ancients, we must never give up searching for her," said one GrandMaster, who wished his name withheld.

- "I think Antiles hiding something, why else would he be in that floaty glowy ball thing?"  
-Xielos of InfinitiCorp
- "Antille? he's pretty cool for an iridescent little ball in space I guess, at least he gave a codex anyway."  
- Grandmaster Mytykind
- "The gate is wrong.....Always open on one side but not on the other? He hijacked the Aquitance gate. And he had hoohoos with Merjan. He's wrong. Cant put my finger on it, just wrong."  
-Ortus
- "I don't know. Antile wants the V'rix gone, he tells us we need to destroy the 2624FG6D. We already know that the V'rix have plans on exterminating humans in general. I would sort of doubt that the V'rix have any benevolence towards humans. I don't know if Antile's motives are

## deWinter Blood Relative Found Dead

Written by Warcid

The funeral for the late Damien Macgregor was held on Zweihander Planet today. The brother of Infiniticorp leader Lady DeWinter and EarthCorps soldier was struck down while on a patrol of Roc sector in the Deneb system. The event was very formal, even for military standards as one would expect from such a highly decorated pilot. His fellow EarthCorps pilots were all in attendance and several of his best friends gave speeches of remembrance. "I remember when we both joined the corps, we were always trying to out to one another and see who could bag the most scuttle bugs before the other but I know he is in a better place now and his memory will forever live on in the people that knew him," Said Adam Hicks, one of Damien's friends.

After the funeral his casket was loaded into a ceremonial ship for transport to its final location. Followed by a small army, it slowly made its way to Glory's Orbit where at the Launching Point it was jettisoned out in to space along with a memory capsule donated by his sister. Admiral Herrera has asked that all EarthCorps stations fly their flags at half-mast for 3 weeks in honor of Damien.

"It's a sad day for Earth Corps when we lose a pilot like Damien," Says Herrera. "I've been saying that the V'rix have been a threat for months now, maybe this tragedy will make Lady DeWinter understand the seriousness of the situation. These bugs are dangerous and a threat to the entire galaxy. They must be destroyed."



After the service I was able to get a private interview with Lady DeWinter herself in Somerland station.

So why have you returned to work so quickly? I asked her. "Damien would have wanted it this way, he would have gone right back out on patrol it had happened to me, we must go on, we have no other choice." Has his death made the war against the Vrix hit home? "Yes, now I truly see what those...those...bugs are capable of. It must end and they must be destroyed before this happens again!" What do you say to people like the Merjan who don't wish to fight the Vrix but instead try to understand them? "They haven't lost a loved one have they? They don't know what its like! I'm sorry, I don't mean to get worked up its just that how can they continue to not take up arms against this obvious threat! I mean they are practically at our back door and they refuse to do anything about it!" So

pure, but what I do know is that the V'rix need to go back to wherever they came from, and I'm sure there's a lot of people that are willing to help me send them there, or to whatever heaven or hell they go to in their afterlife. "

-Shaelyn

- "Ancients? We need no 'Ancients' to guide us to victory in this war! The only good source of intel or support a man can rely on is one that has proven itself... can you even tell me exactly who these 'Ancients' are, or where they're from? What their intentions are? Do you know them?! Are they your friends?!

"We've already seen too many EarthCorps pilots fooled by that Morgan Thorne impersonator. Imagine... some alien, or some "Ancient", even! With the gall to besmirch the memory of the woman who gave the ultimate sacrifice for the Corps! They spit on our legacy, and you expect

you are officially declaring InfinitiCorp to be at war with the V'rix then? "I'm not going to say anything at the moment, but what other option do we have?"

DeWinter is asking any and all pilots to find the remains of her brothers ship and bring back a charm that she once gave him. "I just need closure and I know that if I can get the charm he always carried he will help me." For helping her she is rewarding pilots with a key to the newly opened Bogeril sector, der Todesengel. A stern warning comes with the key, due to the unfinished nature of the gate, there is only a 50% chance of getting through. Pilots during test runs of the gate found that if the key didn't work their ships systems would overload and receive massive damage.

#### Loric one step closer to completion of his gate project

After sending several pilots to the very strange and dangerous Aquitaine system to gather dark matter, Loric has made significant progress in the completion of his gate project. He discovered the strange material called dark matter provided just the right amount of negative energy needed to counter the gravitational energy that the Hyperia Gate is based upon. Upon this revelation, recruitment was started to build a device called a dark matter reticulum (DMR). The DMR's purpose is to lock with other DMR's and form a web of dark matter that will keep the gravitational hole at the entrance of the Hyperia gate stable enough for pilots to use for travel.



Hyperia Staging Area

#### Mystery of missing Centuriata leader starts to unfold



Recently information surfaced that the missing Centuriata leader Augustus Var did indeed die on Primus Planet.

According to a source that wishes to remain anonymous, Var ordered those on Primus to stand ground and fight the invading V'rix. The source was quoted as saying "Var died on Primus Planet, fighting the enemies of the Republic." When further questioned to find out if the V'rix had a part in Var's death, the anonymous source responded with a very firm "No." The source then was noted to say the answers could be found on his ships data recorder and that if it should be found it should be brought to Anjorean Kahn for analysis.



me to befriend them?!  
No. Not until I see  
something concrete.

We don't need any  
more nonsense. We  
don't need Ancients.  
What we need are  
pilots with their minds  
on their objectives,  
instead of what some  
crazy Freespace is  
making them believe.

Forget ascension and  
look at the greater  
possibility right now --  
extinction. "  
-- Admiral Setoh

- Antile. What is Antile,  
really? Is he an  
Ancient? Is he another  
being acting under the  
orders of the  
Ancients? Personally, I  
do not trust what he  
says. He seems to be  
too much in league  
with Merjan Kathrada  
for my tastes.

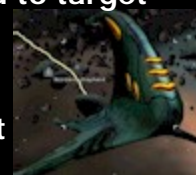
And Merjan seems to  
be against everyone  
but herself. Antile  
seems to see himself  
as a living god. He  
claims be an ascended  
being, who has  
surpassed time and  
space laws to visit us  
as a being of power.  
Why then are there so  
many evil creatures



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### Mordana appearing all over Capella

On recent expeditions through Vishao's Cove sector, it was discovered that several explorer ships were being killed by sector gate defenses. While the explorer ships seem to be quick, one pilot managed to target one only to discover that it was sending out the call sign of "A innocent explorer." For some reason, the "innocent explorer" would make an attempt for the gate only to be shot down by gate defenses. Even stranger is a ship called the Mordana Shepard stationed outside of the yet-to-be completed Antares 1 station. There seems to be no purpose in the new station ship and all attempts to make contact have gone unsuccessful.



### Sabine Leader Opens Sacred Progen Ritual to All

Written By: Merchant Prince Eckstavo



After a secret meeting with Anjurean Kahn, Sabine Class Leader Vinda has taken a bold step in the opening of Call Forward to all classes. Only Sentinels may perform the gene remapping, but they can do so upon anyone. Many members of the Progen community have expressed outrage at this decision, branding it "rash and unwise". However this comes at a cost, and through clever thinking Vinda has promoted it as a positive move and the masses have accepted this decision.

Previously Call Forward was reserved for Progen Military members who had fallen in battle, where the Sabine collected their gene maps and deposited them to the Genetic Repository for rebuilding. Advancements in technology have led to this ability being performable on the living being now, where a person's gene map may be altered to unlearn prior knowledge and abilities, and apportion this brain matter to other areas it may be of use.

In order to control usage only Magister Magna's may perform the skill, those being wisest and strongest of all Sentinels. Those requesting Gene Modification must register the gene pattern with Ulpia Adilla in Arx Spartoi, and purchase a Biostruct Sequence device from her in order to ensure the correct changes are made. One must first prove their

around him? Why did he choose such a hostile sector to make his appearance? What is his purpose? Why does he not help us to defeat or call off the V'rix? He has said that the V'rix are exterminating us because we are a threat. How is that so?

There are too many unanswered questions surrounding this Antile for me to trust him. I do not believe that he is what he claims.  
-Grandmaster Bobbin

#### In honor of Grey Feather



Revered Kokura leader Grey Feather died at the hands of the V'rix recently after

steadfastly refusing to abandon his duties at Typotl Maw. In a very rare moment of unity among the Triumvirate, an order was issued for all nine J'aati members to visit the ruins at Jove City and meditate over the fallen leaders dedication to his post.

Please Slow Down!

allegiance to the Progen Class by first recovering Sabura Gene Maps from Destroyed V'rix vessels and displaying previous favour towards the Progen.

Within this will be the ability to hone key skills and in turn prove a more potent force over the V'rix in coming times.

#### Leader of Shinwa Leaves Yasuragi in Disgrace



Du'Shao Silva has left his normal post in Yasuragi on Planet Swooping Eagle to contemplate the death of Kokura Leader Grey Feather.

Found in his ship the Tenmou Maru (seen above) near Outpost Ichi, in orbit above the planet, the leader of the Shinwa has told pilots that he feels disgraced as leader due to the string of recent events.

His shame started with the death of Grey Feather at the hands of the V'rix and became worse with the recent disappearance of the Sha'ha'dem leader Merjan Kathrada. In an attempt to rally the leader back into the very much needed leader position and frame of mind, several pilots have made the journey to Paren Station to investigate the reasoning behind Kathrada's apparent abandoning of her post. After returning to Silva with word from Ariad (see other article), Silva's mind was put to ease that he had done his duty and the pilots were awarded the distinguished Shinwa Symbol of Honor.



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#### Opening of sacred Progen ability causes division among Progen Leaders

While many are accepting the opening of the call forward to other races a positive move, many are not. Among those who are strongly opposed to the move are Collegia leader Theodoric Cassel and Centuriata leader Gatekeeper Memnon. Not knowing about Kahn's approval, Cassel asked pilots to go on a mission to deliver the news to the Primarch. After Kahn told pilots he was aware and even approved of the move, they took their own initiative and delivered the news to Memnon. Like Cassel, Memnon was not aware of the order and outraged to hear of it. In response, Memnon gave pilots! Sabine Leader Vinda's genemap to return to Cassel. It is not known what he plans to do with the genemap, though from his past actions, one thing is for sure... it won't be pleasant.

With the increase in traffic in der Todesengel, warp road kill is on the rise. Bogeril excavator Lyle McDonald has asked that when you are visiting the sector you warp as little as possible. "Them scuttlebugs think them warp paths make a down right good place to catch some shut eye. We try to get them to up'n move but once a scuttlebug gets to a sleepin, they done stay there and nothing gonna make um move. Then those youngin's with them new fangled zippy warp engines go flyin fast as a cat chasin a mouse down them paths. Well as ya can guess them scuttlebugs end up them there warp road kill. So we's askin folk to go a bit slower when visitin folk at the homestead."



**Ancient Antile speaks of Merjan, the fifth ancient gate, and the V'rix Eye of God**

In an attempt to locate the missing First Emissary Merjan Kathrada, pilots have flown out to the Aquitaine system to ask the being known as Antile for any information. In the past, Antile had demonstrated the First Emissary and himself had some sort of connection, what that exact connection is has not been made completely clear. Although right before the disappearance of Ome Dzigga, the missing Jenquai lead cryptographer, information surfaced that Kathrada had met the ancients previously only to be rejected for her bid to join them.

When questioned, Antile would only say that what Merjan decides to do is of her own choice, although he did elude to the fact that Merjan might be on a task given to her by him. Upon further questioning, Antile made it clear the Psionics should be treated with great respect due to the fact that they most likely have control over the fifth Ancient Gate and could possibly lead us to the final pole. He also made a strong warning that the V'r! ix should not be allowed to build the Eye of God too much longer.



### Zachariah Garrett speaks out on Stereotyping!

Tired of the misconception that the Bogeril are stuck in the past waiting for Sam Bogeril to return, Zachariah Garrett recently spoke out. When asked to talk more about the Bogeril race, Garrett became agitated and said the following, "Are all Jenquai big headed freaks? Naw they ain't. And all Terrans ain't greedy sneaky con men looking to take all your credits. People are people. Theres good ones and bad ones of all kinds."

He then went on to say "The Bogeril ancestors were a bunch of groups of people with different ethnic traditions that got all jumbled up together. The one thing all Bogeril got in common is their independence and their ability to make do and survive. That tinkering instinct runs deep in the soul. When it comes right down to it, Bogeril stand for freedom." Zachariah also made the following statement about the former leader of the Bogeril Rebels, Sam Bogeril: "That man was crazier than a sun-struck goat. So many of my people were lead astray by his ! ranting and rambling. Now they just piddle around waiting for him to come back. That ain't the Bogeril way. We adapt, we change, and we move on."



### Nebula tied to environmental disturbances

With the opening of der Todesengel, pilots have been introduced to a very large nebula and also some never-before-seen space disturbances. Though details are sketchy, it seems as if the nebula might have a very strong connection to their

occurrences. Called "Green Fire" by locals, the environmental quirk appears as a thick, green fog. Pilots who manage to get caught in the green fire while warping end up being instantly transported to other sectors of the galaxy. There seems to be no pattern as to where and when the green fire appears, nor does there seem to be any pattern as to where pilots are transported.

The fire was a mystery until a pilot named Sofa managed to be in the area when one of these occurrences took place. Using only impulse power, the green fog did not seem to affect his ship. Upon further investigation, he discovered an InfinitiCorp scientist, Dr. Anita Roniday, deep in the green conflagration. Sofa managed to contact the doctor, who in turn appeared preoccupied and none too pleased with the interruption. Before being brushed aside, he managed to gather that the doctor was studying muons and redshift for the Infiniticorp Spectrochemical Commission. Current research indicate muons are tiny little magnetic gyroscopes carrying the same electrical charge as the proton of the hydrogen atom, but weigh nine times less. Redshift refers to an increase in the wavelength of radiation

### Dubious Employment Visionary Service pleads with citizens to remain calm

During this time of massive unemployment for the galaxies merchants and explorers, the Dubious Employment Visionary Service urges citizens to remain calm. "We realize that many of you are on edge due to the lack of employment opportunities, but we are currently working on several contracts that should provide you the jobs you desire. At this time, however, we cannot give specifics concerning the upcoming contracts. While you wait for these opportunities we suggest you keep each other busy in the lobby of the Friendship 7 Pleasure Port or insist that your warrior friends let you tag along on hunting events." Several of the unemployed pleaded with the D.E.V.S to give them information on the upcoming contracts so they may catch up on the skills needed for the jobs. The only response from the D.E.V.S was to tell the unemployed, "Wait till you see the contracts, you're going to be very happy." Several of the unemployed have been seen flying their ships into the sun of Beta Hydri, as they have nothing to look forwards to.

emitted by a celestial body, in this case the celestial body seems to be the nearby nebula. Local authorities suggest that pilots use extreme caution when visiting der Todesengel.

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### Lack of action causes GETco officials to throw hands in air in disgust

Tired of InifitiCorps dominance over the gate building market, the Terran mega cooperation known as GETco attempted to put together its own gate building project. Knowing how strong InfinitiCorps lock on the market is, GETco had planned a massive attempt like nothing ever seen before. The project, code named "True Exploration I," would require workers from all of the galaxies known races and professions.

However, when paperwork was submitted to the Dubious Employment Visionary Service detailing the project, it was pretty much ignored. Angry and upset, several of the company's leaders demanded the D.E.V.S. consider the project and the positive impact it would have on the community. The D.E.V.S. responded with the following statement:

"The project known as "True Exploration I" was read over by the Dubious Employment Visionary Service. While it appears to be a good idea that would have nothing but a positive impact on the galaxy, we just don't see anyway we can make it a reality. The D.E.V.S does not see any possible way to come up with a fair payment system to ensure the workers of this project will be properly compensated. Also, at this time the D.E.V.S lacks the resources needed to put out the proper announcements for the massive number of workers that the project requires.



The D.E.V.S is dedicated to providing work for all members of the galaxy, however, we are not convinced that large projects such as GETco's proposal are really in the best interest of everyone. Our position is that the galaxies citizens are much better suited to do small job orders, such as the recent one submitted by Bogeril Lyle Macdonald to make a ruby ring or gathering ingredients for pie as was recently submitted by Beulah Lee."

**GETco's only response to the statement has been one of disbelief and anger.**

This is not a real event, it was added to the Space Informant for entertainment purposes only.



### Psi's seek revenge on Jenquai Cult

Recently it was discovered that Daniel Maulhouse, leader of the Mordana, was working with the strange being Bernal Diaz to take the very dangerous propellant Mercury Chloride into Aganju in order to kill off the Psionic race. The attempt managed to kill off a significant number of Psi's before the Alliance and Lamotte managed to come up with an antidote. In response to the attempted genocide the leader of the Psionics, P3889, asked pilots to kill some Mordana pilots and take the very sought after focal stones called Ab Kati. The Mordana are thought to have the Ab Kati to perform rituals to contact the ancients. Pilots noticed that when the Ab Kati was handed to the Psionic leader he suddenly became weak. When asked if he was ok, P3889 was reported to have said he didn't know what was wrong and that it was probably just stress related.

### Strange Machine Found in Witberg

On exploration missions to the Witberg sector in the Alpha Centauri system, pilots have recently stumbled upon a very strange machine guarded by a Bogeril named "Cousin Cletus." When questioned about the machine, Cletus told pilots it is a project of his and that they were trespassing on private property. Upon further investigation, it was discovered the machine actually belonged to Ezekiel Garrett.



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Special Congrats to Danadita for her awesome Shakti ad and TreKain for his DCO ad.

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## **Trade Shows Boost Commerce**

Reporter: **Demetr Galan**

Submission Date: **2002-10-30 01:55:19.0**

In a stirring display of mercantilism, tradesmen and customers from throughout the galaxy gathered this weekend for a series of impromptu trade shows.

Customers at numerous starbases were thrilled with the selection and quality of handcrafted items, though of course some pilots could not bear the cost of premium equipment and instead settled for pre-owned salvage items.

Inspired by the success of the weekend flea markets, one Terran entrepreneur declared that the events should be regularly scheduled and publicized.

"I made several thousand credits, though of course I sold many items for less than cost and took a beating on some used (but well-maintained) equipment. I was also able to provide several customers with valuable service contracts for a slightly higher (but fair) price. If we are serious about expanding commerce and business throughout the galaxy, then structured sales events are vital to our continued profit, customer satisfaction."

Commerce officials from around the galaxy may convene soon to discuss the scheduling of future trade shows.



## **Investors worried about Aganju ore production**

Reporter: **Jurgen Hook**

Submission Date: **2002-10-30 01:58:24.0**

Investors are becoming increasingly wary of industries dependent upon the ore mined by Psionics at Aganju. One problem after another continues to plague the areas overseen by Kinshasa-Mbali Mining Station in 61

Cygni, and ore production is suffering.

First, there were the catastrophic cave-ins that rendered much of the mine complex essentially useless. Then most of the Psionic workers who survived the cave-ins refused to re-enter the mines. Now reports are surfacing that many of those Psis who are willing to enter the mines are suffering from new, bizarre maladies.

Net-7 has learned that despite round the clock humanitarian aid from EarthCorps soldiers, many Psionics who re-enter the Aganju mines now suffer from anxiety, stress, and a profound distrust of almost everything around them. Many Psis suffer from the inability to work, sleep, or eat. Some may even have hallucinations.

"They seem to lose themselves in some sort of alternate reality," explained one observer, who asked to remain anonymous. "They see you and speak to you, but it is almost as if they were speaking to you from another time."

Experts are baffled by the episodes, which are most likely to occur deep within the mines themselves -- far away from help that might be sent from the planet surface.

"The deeper they go, the riskier it gets," agreed one mine supervisor. "But the mines have been running so long, you need to go down pretty far to get to the ore deposits."

In addition, some Psis are apparently unaffected by the trance-like events. No correlation or determination has been offered that explains why some Psis are, thus far, immune to the symptoms.

Regardless, Psi hallucinations are taking their toll on ore production.

"First the mines themselves collapse. Then the Psis won't go back into the mines. And now the Psis who do go back in decide to lose their minds," complained one InfinitiCorp duty officer. "It can't go on. After a while, trade is going to suffer."

The Aganju mines began to collapse when the Ancient Appian Gate was opened in Lagarto. There is no explanation for the cave-ins. Since the Cygni Wars, the mines have been operated by the Terran conglomerate InfinitiCorp. Prior to that, they were aligned with the Progen Republic. Ore from the Cygni mines supplies weapons manufacturing all over the galaxy.

## **Aliens in Capella**

Reporter: **Oorjit Bly**

Submission Date: **2002-10-30 01:57:45.0**

Since the astoundingly ill-advised Progen opening of the Appian Gate, alien ships have been sighted in Vega, Sirius, Aragoth, and near Akeron's Gate in Sol. Now a group of observers says an out-of-the-way sector of Capella is under invasion as well. Thank you, Amah.

Far-flung Vishao's Cove -- the most remote sector of Capella, well beyond Dahin - is now apparently a being visited by aliens as well.

Vishao would seem to be an unlikely target for an alien invasion. It is known as a quiet place where Sha'ha'dem retreat to focus on their conceptual and spiritual paths. It is even home to more unsavory elements such as Freespacers, and small Jenquai sects such as the Mordana. Even undesirable people such as these have been free to settle and live as they please.

Undeveloped and left to itself, Vishao has attracted its share of outsiders - perhaps one reason its residents may be unsurprised that alien ships have set flight paths through the sector.

"We see a few of them go by every hour," said one Freespacer who would not give her name, but who claims to have been studying crystallography in the Vishao sector for the past six years. "The marauders were always interested in X-rays," she explained. "But now they're measuring some sort of Bragg condition off the diffraction near Vishao. Maybe they're plotting their own Ewald construction. Maybe they just get a lot of math homework where they come from. Either way, we never had this many flights. Ever since the Gate opening there's been a lot more of them."

As reported previously, the aliens travel in evenly paired groups of two to sixteen ships and do not appear to be aggressive. Witnesses say they fly through the sector and on to an unknown destination. But why Capella? And how do the ships appear in Vishao's Cove? Stressing the fact that little is known about the ships or alien intentions, First Emissary Merjan dismissed rumors that there might be an entry point in the sector. "Explorers long for the Ancients," Merjan explained. "Everyone has always hoped for an active Gate

among the Jenquai. Unfortunately, the Gate is in Deneb. If you seek adventure, you should go there."

### **Kahn set to return!**

Reporter: **Heracles Gravel**

Submission Date: **2002-10-30 01:59:11.0**

Warriors who want to take action against aliens or rescue Amah from Deneb may soon get the leadership they need. After years of Sabine-imposed exile, Centuriata leader Anjuren Kahn has offered to return to his former office as Progen Primarch.

"I'm not thinking of myself, or my career," Kahn explains. "I'm not even thinking of what was lost when we Progen moved out of 61 Cygni. All I care about is the security of Vega and the promise I made to defend my fellow citizens." If allowed to return, the warrior promised to make the rescue of Centuriata Amah one of the Republic's top priorities.

"Why haven't we freed that ship and crew?" Kahn asks. "Since when can foreign troops capture a Centuriata with impunity?"

Many believe that a softening of Progen policies may have contributed to the successful capture of Amah, and to the continued alien invasion in Gallina and Mondara. Alien ships are sighted frequently in all Progen sectors. "I'd like to smash them but they just aren't afraid of us," one Progen warrior commented disgustedly.

The return of Anjuren Kahn would likely change that. Known as "The Terror of 61 Cygni," Kahn has a long, proud history of combat. He has repeatedly proven himself one of the fiercest warriors to emerge from the Centuriata's long, storied history. Kahn's tendency to solve problems through the use of force and intimidation eventually led to his controversial removal from office and his exile on Primus.

"All that exile junk, that's history," Kahn pointed out. "That ended with the Gate opening. Now we're no longer at peace. In fact, we're under attack. Who's going to lead the counterattack? The Sabine?"

When asked about his seclusion, all the former Primarch would say was that he had kept his skills honed, and was looking forward to a return to action.

Support for Kahn's return is unknown.

### **Raid on Nathan Zhao!**

Reporter: **Mikolaj Petrus**

Submission Date: **2002-10-30 01:58:45.0**

\*\*\*\*Urgent Dispatch\*\*\*\*

Net-7 photographer Mikolaj Petrus has just filed an urgent bulletin from Asteroid Belt Alpha in the Genesis Galaxy, reporting that a group of vigilantes has apparently attempted a raid on the infamous pirate Nathan Zhao.

While details are still uncertain at this point, Petrus said the vigilantes were taking heavy casualties and that fireballs and smoking wreckage could be seen throughout the asteroid belt. In addition, Zhao could be heard taunting and berating his attackers across all frequencies in the sector.

Among those reported to be involved in the attack were Jelady, Banesword, Ivannovich, Genken, and many members of the Traders R Us organization. There were reportedly many other combatants involved, though Petrus was unable to document all the participants due to heavy fire.

Petrus retreated to a safe distance to avoid the flying debris, and will attempt to gather more facts as the story develops. Net-7 will also be dispatching a team of reporters to sort out all the details.

### **Nathan Zhao flees vigilante mob!**

Reporter: **Viktor Santos**

Submission Date: **2002-10-30 01:59:54.0**

Infamous Red Dragon pirate Nathan Zhao has apparently narrowly escaped with his life after being assaulted by a vigilante mob. Though Zhao's ship was disabled, the pirate was last seen bolting from Asteroid Belt Alpha in an escape pod.

In an epic battle that raged for more than four hours in the Genesis Galaxy, Zhao destroyed or disabled more than 100 attackers' ships, while several of his own henchmen were also incapacitated. Hulks and wreckage littered the area before fleets of salvage and recovery vehicles cleared the scene.

The vigilante mob, apparently incensed over Zhao's excessive boasts and taunts, finally had enough of the insults and attacked him in a mad rush. Dozens of attackers were destroyed as Zhao calmly picked them off. Wave after wave assaulted the pirate, though the vigilantes did seemingly little damage to the pirate in the first two hours of the fight. However, the mob then began to organize its attack, led by the Traders R Us organization, and applied more effective tactics in subsequent waves. The attackers, led by Banesword, slowly battered the pirate's shields into submission, then launched an all-out assault on Zhao's hull.

With his ship battered and burning, Zhao was forced to flee in an escape module. He was last seen fleeing the asteroid belt, with vigilantes Calian, Asylum, Bruhaha, Blackarachnia, Passionfruit, Korack, Daisyduke, Fynnding, and Vandervecken in hot pursuit.

Net-7 will continue to follow this story, and is already investigating rumors within the Red Dragon organization as to Zhao's whereabouts. Reliable contacts within the Red Dragons have indicated that Zhao is still alive and has not traveled far, but his condition is still unconfirmed.

### **Red Dragon Invasion Repulsed!**

Reporter: **Demetr Galan**

Submission Date: **2002-10-30 01:59:29.0**

### **URGENT NEWS!**

Red Dragon pirates attacked the Sol System in force tonight, with several stations and trade routes coming under heavy assault. Pitched battles sprawled across the galaxy, but the invasion was eventually broken.

Large-scale battles were reported at Earth Station, Saturn Net-7 Sol, Jove City, Arx Magister and many other bases. Citizens across the galaxy responded to the defense of Sol, and burning hulks were visible throughout the system.

Wreckage from pirate invaders, as well as many defenders, littered Sol from one end to the other. Trade routes and populous starbases came under the heaviest attack, and were strewn with disabled ships.

Though the Red Dragons assaulted with hundreds of ships, from initiates to top leaders, the invasion was eventually repulsed.

### **Aganju mines still collapsing; DeWinter discredits rumors**

Reporter: **Mercedes Dominick**

Submission Date: **2002-10-30 02:00:48.0**

Recent transmissions from the Kinshasa-Mbali Mining Station have confirmed horrific damage to the mines on Aganju in the 61 Cygni System. The extensive mines apparently began collapsing at the same time the Progen Amah opened the Appian Gate, though no connection between the events has been verified.

No confirmed numbers of casualties have been received from Aganju, though thousands of Terran Psionics are missing and presumed lost. Admiral Diego Herrera of EarthCorps has offered no explanation for the cave-ins, but assures all Terrans that rescue efforts and attempts to aid the Psis are well underway.

Rescue operations are proceeding slowly, however, as the infrastructure of the mines continues to crumble and collapse. Even in areas that have stabilized, the damage is so widespread that rescue crews are moving gingerly to avoid triggering further cave-ins. Unconfirmed reports from sources who have visited the surface indicate that the damage and death toll may be much higher than initially believed. Damage in some areas is so extensive that rescue teams are simply bypassing them, assuming anyone who was in the area is now lost.

The paranormal ability to find and follow even small veins of ore has made Psionic labor highly prized in the Aganju mines. The Progen Republic first occupied the Aganju sector, but the lucrative resources passed into InfinitiCorp hands with the signing of the Glenn Treaty, which ended the Cygni Wars.

Isabel deWinter, a wealthy industrialist and the CEO of mine operator InfinitiCorp, insists there are no structural defects in any of the Aganju mines. When asked if she could connect any of the cave-ins to the recent opening of the Appian Gate, deWinter laughed and said she found it difficult to believe any conspiracy theory, especially one involving the Psis.

Ore from Aganju is shipped to Tau Ceti where giant refineries turn it into the weapons sold throughout the galaxy. Weapons shortages are expected soon if the Aganju mines aren't stabilized quickly

## **Sha'ha'dem concerned about Mazzeroth Storm disturbances**

Reporter: **Genesee Alawa**

Submission Date: **2002-10-30 02:00:22.0**

Sha'ha'dem observers near the Mazzeroth storm are becoming increasingly concerned over the maelstrom's disturbing recent behavior.

The most obvious change is that the storm is actually growing in size, at a rate that can be measured daily. Even more mysterious, though, is the change to the storm's natural music, which the Sha'ha'dem describe as "increasingly dark and dissonant." Worse still, the maelstrom has become impenetrable, as a sort of seal has emerged around its entire perimeter.

Observers are at a loss to explain the changes, since there is no historical precedent to which they can refer. Some experts are quick to point out that the storm's changes began when Progen Centuriata warrior Amah inexplicably opened the Appian Gate in Deneb, but no concrete connection between the two events has been discovered.

Until the recent changes, the maelstrom had been stable and predictable since it first appeared five years ago. Some Sha'ha'dem even describe their explorations into the storm as "pleasant." (It should be noted, however, that several Jenquai ships were lost in early exploration of the maelstrom, though no evidence was ever found that would indicate how or why those ships were lost.)

First Emissary Merjan has dispatched several Sha'ha'dem teams from Swooping Eagle and other points in the Sirius System to investigate and document changes in Mazzeroth.

Some sources close to Merjan say, off the record, that she believes the storm may be reacting in a sort of "self-defense." Merjan herself has not indicated so publicly.

Meanwhile, Merjan has also acknowledged that several unknown ships have been seen leaving the maelstrom, though she also said there is no evidence to connect these ships to the changes in the storm. How the ships were able to exit through the seal remains a mystery.

Du'shao Silva, leader of the Shinwa, has reluctantly confirmed that the ships seen leaving Mazzeroth match the description of other unknown ships recently sighted in Vega and Deneb. While the origin of these mysterious ships is unknown, Silva has personally guaranteed the safety of all Jenquai assigned to investigate Mazzeroth.

Merjan has emphatically denied that unknown ships have also been spotted in Capella.

## **Explorer Dziga Accepts Cryptography Post**

Reporter: **Oorjit Bly**

Submission Date: **2002-10-30 02:05:48.0**

In response to the growing evidence that the alien invaders may be capable of communicating with our own galaxy, First Emissary Merjan Kathrada has announced the appointment of Ome Dziga as head of a new inter-system cryptography team. Dziga was responsible for early work on the Aragoth fragments (see fragment 3532 below) and is widely rumored to be one of the few scholars with first-hand knowledge of the fabled Landauer documents of 61 Cygni. Dziga's other work on Gate harmonics was ceremoniously recognized by the both the Second and Third Council Sessions of the

Jenquarum. Many believe the alphanumerics employed by the invaders will hardly test the Sha'ha'dem skill, yet Dziga insists the invaders should not be underestimated.

"They know about the codex," Dziga explained. "And they know how to use our Gates. Several Jenquai are planning a gathering of data in an upcoming alien watch designed to plot the routes the invaders take through the galaxy. However," Dziga continued, "it seems fairly obvious that the aliens know of the Progen expedition to Deneb and reacted quickly to the opening of the Appian Gate. This indicates a channeling with Aragoth, possibly with the Ancients themselves."

Rumors about alien messages abound in all sectors. At first, small formations of alien ships offered mere repetitions of LaGrange's equation and other elementary formulas. More recently, pilots in Sirius and Mondara claimed the invaders are now trying to reach out to human beings in our language. A variety of messages collected at several checkpoints are being studied and compared to the crypto records on file in the vast libraries of the Sha'ha'dem.

"The problem isn't the patterns they choose," says Dziga. "It's more a matter of why they chose those patterns, what that says about their estimations of our galaxy and what it is they want to say."

Pilots are urged to collect alien transmissions and to relay them to the proper authorities. At present, over thirty types of alien message have been identified. Many cryptographers, including Dziga, believe these fragments can be reassembled into a whole.

"What we have now is many tiny pieces of a complex message," Dziga added. "It's time we sat down and tried to synthesize them into a whole."

#### **Aragoth fragment 3532:**

Of all the mysteries of Aragoth, the greatest may be the unraveling of fragment 3532, an encrypted text researchers like Dziga believe may have been left by the Ancient. The fragment was not literally "discovered," but was rescued in pieces from various pirates who thought they were carrying treasures from Varen's Girdle to various black market contacts and nothing more. It was the recovery of fragment 3532 that led to the first restrictions on the trade of Ancient artifacts. It is reproduced here through the kind permission of First Emissary Merjan Kathrada, Cryptographer Dziga, and the most revered council of the Jenquarum:

#### **Aragoth Fragment 3532**

H3ST4RY3SM2R2LYTH2N2V3T1BL24RG1N3Z1T34N  
4F45R4WNJ5ST3F3C1T34NS2NT1NGL2DD2P2ND1NT  
3TSD3ST1NC2F1LS2B2C15S2T3M23S1L32N44N2  
L3V2SY2ST2RD1YN4N23NH1B3TT4M4RR4WN4W  
3STH24N2ST1T24FL3F2TH2PR2S2NT3STH2S3NGL2  
R21L3TYWH3CHC1NN4TB2CR21T2D4RD2STR4Y2D  
1ND3TSM21N3NG3S4BV345STH2G1T21NDTH2  
ST1RS1NDTH2CRYST1LN4W3STH2T3M2F4RTH4S2  
WH4C1M2B2F4R2T4D2M1ND1N2WR21L3Z1T34NFR4  
M4RD3N1RYL3V2SY451R2N4T1L4N2Y451R2N4T  
3S4L1T2Y451R23NC4MPL2T2TH2M21N3NG4FTH2  
T4MB2V1D2SY45TH2M21N3NG4FTH2G1T22V1D2S  
Y45TH2M21N3NG4FTH2WH4L22V1D2SY45L2T

N5MB2RSG3V2W1YT4TH45GHTS1NDW4RDSS22  
WH1T3S1SC2ND3NG1NDS5RR2ND2RWH1T3S45RS

### **Aliens moving into Progen space**

Reporter: **Viktor Santos**

Submission Date: **2002-10-30 02:01:16.0**

The Progen Republic is defending itself from both aliens and inquisitors after one of its leaders apparently disobeyed orders, opened an Ancient Gate that allowed an alien invasion, and then let herself be captured.

The most immediate problem appears to be an influx of unknown ships, which are entering Progen space through the Mondara Maelstrom and a newly opened Ancient Gate in the Deneb System. Once in Progen space, the alien ships, traveling in groups of two and four, move off to other systems in the galaxy. Thus far their objectives are unknown. Equally vexing to the Republic is that its own Centuriata leader, the Legatus Amah, is apparently responsible for opening and activating the Ancient Gate in the Deneb System. (The gate is also known as the Appian Gate, and connects the Deneb System to the Lagarto sector of the Gallina System.)

Amah was reportedly the leader of a military escort assigned to bring the Aragoth Codex, recently discovered by the Sabine, back to Gallina. Amah took the Codex as expected, but as she neared Endriago, apparently diverted her course to Lagarto and used the Codex to open the inactive Appian Gate. Few details are available about what happened after Amah opened the gate, but indications are that she was taken prisoner by unknown entities. It also appears that the Mondara Maelstrom opened in Vega at approximately the same time.

The Appian Gate remains open and is now letting aliens enter the Gallina System. The invaders are unidentified, but their ships are similar to those holding Amah in planetary orbit on the other side of the Appian Gate.

Another question raising eyebrows among the Progen is just how and why Amah received this assignment from the Sabine leadership in the first place. And Sabine leader Vinda now wants explanations regarding Amah's behavior, especially as concerns the Centuriata's insistence on a military escort of the Codex and Amah's decision to open the Gate.

In Amah's absence, Centurion Var has been named leader for the Centuriata. Var promises a speedy defeat of all invaders and the safe return of Amah.

In a show of support for all Centuriata, former Primarch Anjuren Kahn, exiled for his excessive "enthusiasm," during the Cygni Wars, has offered to return to his post as commander of the Centuriata should the present situation call for such measures.

### **Tada-O Halloween -- "Yum, Yum, Pow!"**

Reporter: **Demetr Galan**

Submission Date: **2002-11-05 18:48:51.0**

Tada-O stock went on a rollercoaster ride today after the company's ill-conceived Halloween publicity campaign snarled traffic and caused near-riots throughout the galaxy. While Tada-O officials initially were stunned at the panic caused by their stunt,

they later recanted after apparently realizing that name-recognition and product awareness had soared.

The confusion started when Tada-O marketers spread out near high-traffic areas and began giving away samples of "candy," while at the same time reviving the near-forgotten Earth celebration of Halloween. The new line of Play-O candy, while reportedly utterly devoid of flavor and nutrition, achieved instant cult status. This resulted in a stampede to find Tada-O representatives as frantic traders tried to horde the new collector's items.

Lending to the confusion was the fact that Tada-O robots, disguised as giant Jack-O-Lanterns, also began distributing samples of the new Play-O "Punkin Chunkers." Apparently harmless, the devices throw ripe gourds at unsuspecting victims. Tada-O spokesmen have angrily denied allegations that pumpkins hurtling out of high-velocity cannons might pose a safety hazard.

Though they expected "increased visibility and market traction" from the stunt, Tada-O officials, however, were not prepared for the massive pumpkin riots that erupted outside starbases throughout the galaxy. So much pumpkin debris was seen circling the Net-7 station near Saturn that news broadcasts were interrupted by the orbiting cloud of orange vegetable matter. One Net-7 technician commented, "It's going to take us weeks to clean all the pumpkin chunks out of the satellite dishes and transmitters. Tada-O can probably expect to receive a huge cleaning bill, I'll tell you that."

A Tada-O spokesman commented: "We regret confusion which are brought by the effort of our publications and because of traffic and cleaning problem. But how there are we who spread glance! Present profit do the Punkin Chunker! And candy! Wow of Yum Yum!"

In more somber news, one innocent bystander at Somerled Station was inadvertently killed while inspecting a piece of Sparkle Sugar Ups. A piece of the candy accidentally got in the victim's mouth and he died.

### **Kahn Insists on Action**

Reporter: **Heracles Gravel**

Submission Date: **2002-11-05 18:33:47.0**

Former Primarch Anjuren Kahn is turning up the heat on Progen officials, demanding that more be done to free captured Centuriata Amah. Speaking from his private base on Primus in an exclusive interview with Net-7 editor Heracles Gravel, Kahn again insisted that Amah's return be given higher priority.

"A valuable warrior is being held hostage and (Sabine leader) Vinda is doing nothing about it," Kahn asserted bluntly. "All other priorities in Progen society should be put on hold until Amah is rescued."

"Not only have we abandoned Amah to her captors, but we are doing nothing to stop them from doing it again! Who will these bugs kidnap next? Var? Vinda herself? Is that what it will take to spur us into action?"

Kahn explained his reasoning in forceful terms, and reiterated the offer to end his self-exile and reassume control as Primarch.

"I have reliable information from secret sources who tell me the aliens have no intention of withdrawing from our galaxy, and they will only be removed by force. We should begin by issuing a stern warning to the aliens that Amah must be treated well, or there will be dire consequences. And then we must be willing to apply those consequences if need be.

"There are moral obligations that go above and beyond the letter of the law, and this is one of those cases. It is a warrior's sacred duty to defend fellow Centuriata, and abandoning Amah now would bankrupt Progen ethics to the point that our law would no longer be anything but an abstraction.

"If a leader is needed to address this issue, then I humbly offer to return and assist however I can to secure Amah's safe return. Every day that Amah spends in captivity, all of Progen society is further disgraced. Unfortunately, this is what happens when the Sabine are allowed to run our society."

### **Boycott -- Pilots refuse to transport Psis to Aganju**

Reporter: **Jurgen Hook**

Submission Date: **2002-11-12 00:52:40.0**

A small but growing number of pilots are refusing to participate in the Psi delivery market, citing perceived mistreatment of the Psis by InfinitiCorp. The boycott, apparently traveling by word of mouth, is a grassroots response to what boycotters call InfinitiCorps' inhumane treatment of Psis.

"Make no mistake, these 'Psi Units' are people, just like you, just like me," stated one protester. "They have been stolen from their birthright on Terra, genetically and chemically modified, and put into a status of slavery."

InfinitiCorps spokesman Arthur Locke downplayed the situation, saying Psionics are not mistreated and will be delivered to Aganju regardless of any boycott.

"These malcontents are free to have their misguided little protest if it will make them feel better, but it certainly won't change our policy or bottom line. The Psis are uniquely gifted with the ability to mine the ore on Aganju, and they are fairly compensated for their contributions.

"A few radicals refusing to transport the Psis to their workplace won't inconvenience InfinitiCorp in the least," Locke continued. "But by all means, if it makes their bleeding hearts beat a little easier, then they are welcome to indulge these do-gooder fantasies. But the fact is, Psis will still be transported to Aganju, and ore production will still increase." This boycott is only the latest in a number of incidents that have plagued the Aganju mines in 61 Cygni. Recently, a large portion of the vast mine complex collapsed, destroying critical infrastructure. An untold number of Psis were also reported missing after the collapse.

Investors have become increasingly worried over the drop in ore production, but InfinitiCorp CEO Isabel deWinter has recently increased the quotas for both ore

production and delivery of Psis to the Kinshasa-Mbali Mining Station. She has also reportedly assured Progen officials that weapons availability will not be affected by the recent decline in ore production.

### **DeWinter raises quotas on Psis**

Reporter: **Jurgen Hook**

Submission Date: **2002-11-12 00:13:25.0**

Numerous sources within InfinitiCorp have confirmed to Net-7 that quotas on both the number of Psionics assigned to the Aganju mines, and the ore they are expected to produce, have been dramatically increased. The move was reportedly instigated at the request of Lady Isabel deWinter herself.

Sources close to deWinter say that she is furious over the precipitous drop in production at the Kinshasa-Mbali Mining Station in 61 Cygni, especially at a time when there is a high demand for the ore from weapons manufacturers. There is also an unconfirmed report that deWinter recently sent an emissary to the Vega System to reassure Progen interests that weapons availability will not be affected by the situation on Aganju.

"Defense industries are getting many orders, and are worried that they may not be able to meet demand if the ore becomes scarce," said an anonymous source close to deWinter.

"There is enough material on-hand for the short term, but if production on Aganju doesn't improve soon, we could be looking at a severe shortage."

The quota increases are also an obvious attempt to reassure investors who have become increasingly alarmed at the decline in Aganju ore production. Production has fallen sharply after catastrophic cave-ins destroyed much of the mine complex.

The situation worsened when Psis who worked the mines began suffering from strange maladies, including anxiety, stress, and a profound distrust of almost everything around them. Many Psis now suffer from the inability to work, sleep, or eat, and some are reporting hallucinations. Those Psis who work deepest in the mines seem to be affected most severely.

In a seemingly related development, another detachment of Earthcorps combat engineers is en route to Aganju to assist in stabilizing the mine complex, as well as assist in humanitarian aid efforts for those Psis affected by the recent maladies.

### **Secret Cult Thrives in Jenquai Space**

Reporter: **Oorjit Bly**

Submission Date: **2002-11-18 23:32:43.0**

Despite attacks from Red Dragon pirates and discouragement from First Emissary Merjan Kathrada, the secret cult of the Mordana continues to thrive in many sectors of Jenquai space.

"The age of prophecy is not dead," explained one follower, who refused to be named.

"People watch the sky. They see ships. They turn to the legacy and they know what they know."

Mordana sect members call themselves "believers" and follow the teachings of Mordane, a discredited last age prophet. In addition, Mordana followers covet the compound mordanite, a naturally occurring mineral often found in certain sectors of Jenquai space. Mordanite is typically purported to convey a sense of unity and purpose to even the most barren styles of existence.

"It is the true gift," said one follower. "Mordanite is the source, the touchstone, and the Way."

Like most mordanite traders, she claimed to enjoy wholeness and fulfillment at a deep personal level.

In contrast, those seeking enlightenment through the long and arduous path of the Sha'ha'dem have obtained mixed results. Many experience a questioning of their faith in themselves and in their role in the outerworlds. More than a few Sha'ha'dem may experience personal crises of identity. "Indeed. These are times of uncertainty and the Path is demanding," admits Emissary Merjan. "Unfortunately, there are no easy routes to wisdom."

In the past, the phenomenal craze for mordanite has caused conflict among the Jenquai and, during certain periods, has even produced violence. The Mordana's resurgence during a period of invasion may be one more reason Jenquai leaders will attempt to bring the sect to an end.

"A ban is not leadership," said one Mordana halek, speaking under a guarantee of anonymity. "These ignorant restrictions are merely prejudice. The Jenquarum does not want to preserve the peace. They want to monopolize the wisdom of the Book and the learning of the Ancients."

Meanwhile, there is talk of a new task force at Paren Station, as well as a special psychiatric front mobilized to combat deviant religions. Called the United Jenquai Action for Mental and Psychic Freedom, the group seeks a prominent Sha'ha'dem for its leader. The group's bylaws also cite the code of the Capella explorer faction which dictates complete neutrality in all matters of religion.

### **Experts Clash over New Gate in Lagarto**

Reporter: **Mercedes Dominick**

Submission Date: **2002-11-12 19:28:39.0**

**Hyperia or Just Plain Hype?** Some call it the most startling advance in Gate technology since the Ancients left us Akeron. Others say it's a bunch of hooey that defies everything we know about the natural world and may lead to the apocalypse.

Right or wrong, in an exclusive interview with Net-7 News, Terran explorer Loric announced GETCo and Sabine backing for a new Gate in the Lagarto sector of Gallina. A former InfinitiCorp employee, Loric admitted his plans for the gate include intergalactic travel over distances barely imagined by the Terran mega-corporation.

"DeWinter spends big but she thinks small," Loric explained. "And she thinks the Ancients were the only ones who understood transportation. Hogwash. If what you want is a portal to the New World, my Hyperia Gate will get you there in style."

Still in search of the magic ingredient that will push his theory into reality, Loric claims the new gate will exploit a phenomenon that has eluded InfinitiCorp researchers for decades. Speaking rapidly, he described the process as a type of special polarization of information through a periodic lattice.

"All I need is a crystal," Loric declared. "One that which when properly treated, say given the appropriate horizontal polarization, will allow a corresponding 'collapse' into a complementary state of vertical polarization."

In other words, once Loric finds the right rock, the Hyperia Gate will exploit entangled information of some A at the exact time of arrival as a second wave of information B.

"Then," Loric went on, "through a polarization state the ensuing information will be sent on intact to something else called C."

Huh?

Despite a heady theory and the explorer's indomitable confidence, the Hyperia plan has its critics -- most notably among the Mordana of Capella who see the new faction as a dangerous provocation of forces unknown.

"This Terran is obviously suffering from a general sense of unreality," warned Mordana historian Ashono Malhause, a Mordane scholar and the author of the Mordana classic: A Concise and Ubiquitous History of Arrogance. Malhause went on as follows:

"Even the smallest child of the sect recognizes a search for the Gate as a precept of the Ancients. Does one presume one can accost history and escape the concurrent reckoning? Hardly. Humans are not meant to know such things. No wonder the galaxy is crawling with aliens."

But attacks like these only strengthen Loric's resolve. Calling the Mordana a bunch of "mordanite mongers," the explorer said plans for Hyperia will proceed full speed ahead.

### **Progen to reinstate Nova Gladiator Games?**

Reporter: **Viktor Santos**

Submission Date: **2002-11-26 02:13:59.0**

Net-7 News has obtained exclusive information that may give further indication of Progen mobilizations for war.

Reporter Viktor Santos has uncovered evidence that clearly shows the Centuriata intends to revive its Nova Gladiator Games. The Games were used in the past as a celebration of Progen might and a contest of combat prowess. The Games were apparently halted sometime after the Cygni War.

However, the new information, obtained from a highly placed but confidential source, indicates that the Centuriata is building three new combat arenas in the Beta Hydri System. Arena construction is apparently secretly under way in Glenn, Carpenter, and Shepard sectors.

The increase in Progen combat readiness may also lend credence to speculation that former Primarch Anjuren Kahn intends to return to power. Kahn, still in self-exile, has voiced his willingness to return to power in light of the recent incursions by aliens into Progen space.

Watch Net-7 for more details as we continue to cover this developing story.

## **Celestial Circuit**

Reporter: **Jurgen Hook**

Submission Date: **2002-11-18 23:53:58.0**

It was announced today that billionaire Clive Rupus will host a space event beginning November 23. Rupus, as well known for his eclectic proclivities as his astute business sense, refused to comment on the event but his publicity firm released the following statement: *"Pilots are invited to participate in the Celestial Circuit this week. Festivities are expected to commence at 9am Pacific Earth time on November 23rd and last until 10pm Pacific Earth time, November 25th. Participants will be required to match wit with brawn as they travel the course around the Galaxy. All registered entrants will receive a reward after successful completion of the circuit.*

*The Celestial Circuit brings both physical and mental obstacles into this Galactic adventure as participants struggle to get from beginning to end. Pilots will follow clues to get to each of the Checkstations and may be required to perform a task before they are allowed to travel to the next Checkstation.*

*Checkstation 1 will be available in several sectors, and it is the only Checkstation with multiple locations. The locations of other Checkstations will be kept secret, and participants have only the first clue to hint at what to look for..*

*FIRST CLUE: Lifeless and immobilized, glowing light fills the sky. Lips of alloy, legs of steel. One click and it awakens.*

Previously, Rupus has sponsored events such as the Solar Tolerance Test, Cold Drake Herding and Capital Ship Races. This is his first attempt at an event in three years after the disastrous Narcissian Spore Jump-a-thon, where 11 contestants were killed during time trials.

## **Are Red Dragons involved in the Aganju situation?**

Reporter: **Viktor Santos**

Submission Date: **2002-12-12 01:00:00.0**

Are Red Dragons helping Psis leave Aganju? Along with crates of weapons grade Cygni ore? Several InfinitiCorp executives say that's exactly what's happening in this small system near Tau Ceti.

But a spokesman for the Red Dragons recently laughed off any speculation that the pirate group might be involved. The denial came after recent accusations by InfinitiCorp representatives who continue to hint that the Red Dragons might be implicated in the disappearance of both ore and Psionics.

"What a crazy idea!" said Shou Tzu, Lord of the Red Dragons and well-known outlaw in nearly all systems. "I'm sorry deWinter misplaces things, but does that mean some pirates stole them? Why would we? Moving Psionics would show utter contempt for InfinitiCorp's plans and rights to property in our galaxy. It would be an act of defiance to deWinter and to everything she represents. Does this sound like the Red Dragons to you?"

The InfinitiCorp allegations came to light after a secret security report linked stolen ore to the pirates. Other unsubstantiated reports have speculated that the Red Dragons might be surreptitiously encouraging Psionics to flee Aganju.

"Oh sure. The old pirate underground rumor," Tzu sighed. "I mean, come on. It's such an old Earth stereotype. Modern pirates don't steal or rob or terrorize or do any of those cool things. We don't hijack the Progen-bound freight of InfinitiCorp haulers. We don't plunder InfinitiCorp warehouses. We don't ridicule deWinter's destructive and incredibly stupid economic policies. We don't even offer the torch of freedom to those InfinitiCorp enslaves. The truth is we pirates just dress a little differently and so some people think we're suspicious. It's kind of disheartening, actually."

However, the brass at InfinitiCorp isn't convinced by the Red Dragon pleas of ignorance. The company's Public Affairs Office recently released a statement that made accusations aimed at the Red Dragons.

"Regardless of their claims to the contrary, everyone knows the Red Dragons are involved in blackmarket weapon sales," said the InfinitiCorp statement. "It doesn't take much imagination to see how a prolonged, exacerbated situation on Aganju could help illegal arms traffickers. If our Psis are disappearing, then we have fewer hands to mine ore. And if there is less weapons-grade ore, then the price of weapons will naturally rise. And there's also the matter of ore being stolen, which we are continuing to investigate.

"So, yes, the Red Dragons do have a vested interest in seeing the Aganju incident prolonged. Prolonged instability on Aganju could also have a detrimental effect on our business relationships with wholesale buyers, such as the Centuriata. But we assure all our customers and shareholders that InfinitiCorp is aggressively seeking a resolution to the situation, regardless of whomever might be behind the incident."

### **Vinda Urges Patience Regarding Amah**

Reporter: **Heracles Gravel**

Submission Date: **2002-12-05 01:30:53.0**

Sabine leader Vinda has issued a call for patience in the ongoing controversy surrounding the capture of Centuriata leader Amah by alien forces, saying a resolution is near.

"I have undertaken a plan which I am confident will lead to Amah's release soon," Vinda said in a prepared statement. "There is no need for saber-rattling and forceful rhetoric. Unfortunately, I am not currently at liberty to discuss the details of Amah's forthcoming release, but I am confident it will occur soon."

Vinda went on to address the none-too-subtle recent pronouncements by former Primarch Anjuren Kahn, who has offered to return from self-exile to lead the efforts to rescue Amah. Kahn has been particularly critical of Vinda in recent weeks.

"The former primarch need not bestir himself from his much-needed rest. The Cygni War obviously took a heavy toll on Kahn and his psyche, and he should continue his mental recuperation in solitude. No matter how much Kahn wishes to redeem himself after the Cygni debacle, the current situation is well in-hand and will be ended satisfactorily without Kahn's intervention.

"On behalf of the Sabine, I wish Kahn the best in his retirement, and would remind him not to dwell on past failures, but on the future of the Republic."

Amah has been held captive in the Deneb System since she apparently opened the Appian Gate while delivering the Aragoth Codex for Amah. Kahn has denounced Vinda's inactivity and has offered to return as primarch to settle the issue.

### **Net-7 Reporter Interface Now Operational!**

Reporter: **Demetr Galan**

Submission Date: **2002-12-20 01:11:04.0**

Net-7 Editor-in-Chief Jan Blather has announced that the new interface equipment for Net-7 correspondents is operational at Intergalactic Net terminals.

"We just brought the correspondent network online, and we're anxiously awaiting reports from our new correspondents," Blather said. "We hope to get some submissions soon, because having these editors sitting around idle gets pretty expensive," Blather said. Any member of the galaxy can undergo training to become a Net-7 reporter. Just visit Blather at the Net-7 station in Saturn Sector to get all the details!

### **Correspondent Submission Interface Delayed One Day**

Reporter: **Demetr Galan**

Submission Date: **2002-12-18 19:04:53.0**

Net-7 Editor in Chief Jan Blather expressed frustration today after learning that a crucial shipment of universal adapters for the Net-7 correspondent interface had been briefly delayed.

"Apparently the shipping company delivered them to the wrong addresses," Blather said. "Some Terran got his hands on them and sold the whole shipment on the black market. We have replacements on the way, but I'm afraid that Net-7's new correspondents will be unable to submit news until tomorrow afternoon (Thursday, Dec. 19) at the earliest." Blather said the missing parts allow remote Net-7 correspondents to submit articles from virtually any location, including terminals in starbases. However, while Net-7 stories and the regular newsfeed remain available, the submission interface will remain offline for one more day.

"We really don't think it will affect many reporters, because we just don't have that many yet," Blather said. "But for those correspondents who do actually want to submit a story to us, they will just have to wait until the shipment of parts arrives. I don't like it either, but there isn't much we can do about it.

"Hopefully if any reporters were waiting to upload their stories, this will give them a little extra time to polish and edit their submissions. Grammatical precision is an elusive and fickle mistress, after all. At least that's what Oorjit tells me."

Blather said Net-7 will broadcast a follow-up news brief when the parts arrive and the correspondent interfaces are operational.

## **Volunteers Needed for "Alien Watch"**

Reporter: **Jurgen Hook**

Submission Date: **2003-01-16 02:00:28.0**

In an effort to better understand the Unknowns, the Special Task Force on Unknown Ship Activity is enlisting the aid of volunteers to track the movements of these alien ships. The Task Force is organizing the "Alien Watch" event this weekend as part of its ongoing research into the alien presence.

The Task Force is asking volunteers to report to informational kiosks located throughout the galaxy this weekend to receive instructions on how to participate. Those pilots who are willing to donate their time will be asked to equip a device that will allow them to track the engine signatures of Unknown ships for a short time.

Once they've registered at an informational kiosk, participants will be given further details and a route to follow. Pilots who wish to participate can register at informational kiosks in the following locations:

- Saturn (outside Net-7 Sol)
- Jupiter (outside Jove's Fury)
- Mars (outside Arx Magister)
- Earth (outside Earth Station)
- Endriago Planet (outside Porvenir Mons)
- Zweihander Planet (outside Jagerstadt City)
- Aganju (outside Kinshasa-Mbali)
- Dahin Planet (outside Tokai Saikutsu)

Pilots will be asked to fly a pre-determined route to scan for alien activity. When they have completed the survey of their assigned route, participants can upload their data at collection kiosks.

A Task Force spokesman described the event as "a peaceful investigation of Unknown ships throughout many systems." The spokesman added, "We presume the Unknowns are linked to the Maelstroms, but we'd like to research this supposition and gather more data. They seem to be moving with a purpose, so we'd like to find out where they're going." The Alien Watch event is scheduled to begin at 9 a.m. Pacific Earth Time this Saturday, January 18, and will continue until 10 p.m. on Sunday, January 19. Once the collected data is analyzed, Net-7 will publish the results galaxy-wide.

## **Interdiction Raises Awareness of Psi Issue**

Reporter: **Jurgen Hook**

Submission Date: **2002-12-20 23:53:58.0**

*EDITOR'S NOTE -- The following Net-7 special report is used by permission of one of the interdiction organizers, Riis. The report is one-sided, but does detail alleged events of the interdiction. Net-7 claims no responsibility for the accuracy or authenticity of this report.*

Saturday, December 14, saw the first major blow struck against InfinitiCorp by independent pilots. A group of pilots, sponsored by The Boycott to End the Trade in Psis and The Company, entered and interdicted the system of 61 Cygni.

The primary goal of this series of interdictions was awareness of the plight of the slave race known as the Psis, for whom their primary residence is the barren planet of Aganju. Two secondary goals were the elimination of InfinitiCorp enforcer ships, the so-called Bruisers and Paladins, and the disabling of Merchant Ships carrying ore from Aganju. A final goal was an interdiction of the gate from Tau Ceti to 61 Cygni, with pilots entering the system being asked their cargo and intent.

All involved felt the interdiction went well. Two sessions of interdiction went forward, one occurring at 6AM Pacific and the other at 6PM.

The character of these Interdictions were quite different, as follows:

Knowing the lower number of pilots in their ships at the earlier time, the organizer for this event, Boycott founder Riis Tannis, hired a mercenary group to fly cover for the 6AM Interdiction. While 4 members of The Company (Riis, Ampere, Rydell and Perterabo) interdicted the gate, asking cargo and intent, the guild known as The Order of the Lamp took on IC suppression duties. Their report on their invoice for payment stated "more than 40 Bruisers and Paladins, and several dozen merchant vessels" having been destroyed. No miners or nommos were harmed. Riis himself took out several Paladins and camped near Xai Xai station, peering in the windows and taking pictures and sensor probes for the researchers who are studying the Psi situation.

In all over 30 pilots supported the Interdiction at 61 Cygni on the Inverness side gate. Several slave traders entered the system at the time of this interdiction and were added to the list of opponents of the boycott. This interdiction ended after 1 hour and 45 minutes.

The 6PM interdiction was known to be a trickier situation. More pilots were present, and the pilots who frequent this time period were known to be more volatile than the morning groups. The situation quickly became fluid and chaotic. When asked about his experience Riis stated, "I had a private channel, 3 public channel, 1 local channel, 1 broadcast channel and several tells going out and in at any given time. The mechanic at Kinshasa-Mbali had to replace my comm unit, and I had just upgraded it the previous night!"

Over 150 pilots, for or against, participated in the 6PM interdiction. IC ships put up a much better fight, but the stalwart boycott supporters continued their mission. Reports are still coming in, but the belief is that 20 Paladins and 30 Bruisers were eliminated, and 40 merchant ships were disabled.

One of the pilots on the scene, Elfman, stated that the interdictors were careful to lower the loss of life in their mission.

"Tell them we are disabling the ships only, and taking their crews hostage until the end."

As an added benefit to the interdiction, pilots entering the 61 Cygni system for missions sent messages of gratitude to various pilots who assisted them while they were on boycott business. One pilot, who was working to find and capture Roland Holmes (the notorious "Robin Hood of our times"), sent a tell stating the assistance he received from interdict members was "the one nice thing anyone had done for me so far." This interdiction ended after 2 hours.

A small group of supporters for "free" trade and slavery were on hand to provide their view that no pilots should be allowed to question another as to their cargo. They kept their activities to catcalls and insults over the Local channel, with the notable exception of Sleepwalker, who avowed to use reason to explain away the slavery situation. His efforts to defuse tempers was appreciated by moderates on both sides of the issue.

In all, almost everyone responded favorably to the interdiction. A few persons threatened action by moderators for being questioned over tell as to their cargo, but all realized the reasonable nature of the activity and withdrew their complaints.

### **Bunyip Time - Eggs Expected to Make Yearly Spring Appearance**

Reporter: **Flanka Driy**

Submission Date: **2003-04-22 23:01:07.0**

Net-7 News - Scientists, conversationalists and collectors of rarities are all scrambling to prepare for what could be the largest Bunyip hunt to-date as the Bunyip egg-laying season approaches.

Bunyip hunting supplies are flying off the shelves of both specialty and novelty stores alike, though no one is quite sure what it might actually take to capture a mature beast. No factual evidence exists of a successful capture. In fact, in this age of science and technology, even the most distinguished research lab cannot produce a living creature from the genetic material found inside the eggs.

What does exist are legendary tales of sightings, capture and misadventures with this seemingly mythical beast.

Oh yes, and the eggs.

Each year, thousands of Bunyip eggs make their appearance for a few weeks in the spring. Believed to be the end result of a short mating season, colorful eggs are destined to appear in every nook and cranny in space in the coming weeks.

The extremely delicate eggs are quickly consumed by space creatures, splattered against moving fields of asteroids or passing starships, and hoarded by collectors. Within weeks, all signs of the mysterious creature vanish until the next spring mating season. No one has been able to incubate the egg to the point of successful hatching, though every year more groups make the attempt.

Not since the tales of the Loch Ness Monster and Abominable Snowman has an elusive creature generated so much interest and speculation. Named after the Aboriginal mythological creature that allegedly lived in the swamps of Australia, the Bunyip remains as one of life's top mysteries. Will this be the year we discover a living, breathing Bunyip or will it be another 'legendary' failure? We shall soon find out.

### **Alien Watch Results Released**

Reporter: **Jurgen Hook**

Submission Date: **2003-01-29 01:04:47.0**

Due to the volunteer efforts of thousands of pilots from across the galaxy, the Special Task Force on Unknown Ship Activity has released a preliminary map detailing confirmed and suspected travel routes of the Unknowns.

Confirmed routes of Unknown travel include:

- Vishao's Cove to Kitara's Veil to Dahin
- Mazzeroth Maelstrom to Swooping Eagle to Glenn
- New Edinburgh to Inverness to Arduinne
- Mondara Maelstrom to Tarsis to Primus
- Freya to Akeron's Gate to Saturn

- Odin's Belt to Odin Rex to Jotunheim

Task Force officials stressed their belief that while these confirmed routes have been verified, other routes probably exist. They also said it's possible that some of the confirmed routes are linked to each other, though those links have not been positively identified yet. Two routes have already been mentioned as possible links that need further investigation -- Saturn to Glenn, and Jotunheim to Freya.

A Task Force spokesman said that while the Alien Watch did uncover several routes for the Unknowns, it also produced many more questions. Among the questions now raised:

- Why is there so much activity in Jenquai space? Are the Jenquai in league with the Unknown ships?
- Why are they stopping in Glenn? They must be hiding in Beta Hydri somewhere.
- Are they only coming in through the Maelstroms, or through other methods? DeWinter is vulnerable at Somerled. We must protect her!
- There seems to be no activity at all in 61 Cygni.
- Has anyone seen them going between Glenn and Saturn? And why only Saturn? Is there something in the rings they want?
- No activity at all in Alpha Centauri or near Earth. Could they be avoiding EarthCorps?
- Activity near Ancient Gates again ... what could this mean?
- Maybe the Progen caused all this by opening that Ancient Gate! But why aren't there reports from Lagarto?
- Why both Maelstroms?

The Task Force spokesman also reiterated the group's appreciation to pilots who participated in the "Alien Watch" that led to the travel route confirmation. In addition, he stressed the fact that the Task Force's efforts are peaceful in intent and are meant only to study Unknown activity.

### **Dziga uncovers two new fragments**

Reporter: **Oorjit Bly**

Submission Date: **2003-05-02 21:20:03.0**

Jenquai cryptographer Ome Dziga confirmed today that two more communication fragments have been found in a most unusual place - her own library facility.

"The maintenance crew was performing routine cleaning of students' quarters after several graduate students recently finished their projects here at the library. It's common to have a lot of turnover this time of year, and we typically reclaim many living quarters.

"As you might imagine, many of the quarters are in deplorable condition and require extensive reclamation. At any rate, in one set of living quarters our staff had to rebuild a wall. While they were clearing the existing rubble, they found two fragments. They recognized the string of numbers as something important and brought the fragments to me.

"We were actually quite lucky, because the maintenance crew knew about our ongoing research. Had these fragments been discovered at any other time, I seriously doubt that the cleaning crew would have bothered to save them. Most likely, they would have been recycled with all the other debris."

Dziga said it will probably be impossible to determine who originally possessed the fragments, and why they were left behind.

"So many students come and go through here. I highly doubt we'll ever know where these fragments came from, and how long they've been here. But I should stress the fact that we don't believe there is any conspiracy or foul play involved. Most likely, these were discovered during someone's travels, and while at the library, the owner tried to decipher them. Why they were hidden, and why they were left behind, is anyone's guess."

The most important aspect, Dziga said, is that the fragments have now been added to her own growing collection. After verifying the fragments' authenticity, Dziga said she decided to immediately make the fragments available to the public.

"There is no reason to keep these secret, particularly in light of all the help we've gotten from citizens across the galaxy. I believe that the more open and honest we are about this research, the more quickly we'll get this puzzle figured out. The support and diligence of all these amateur cryptographers has, quite honestly, made my job much easier. Some of my colleagues were of the opinion that we should withhold these fragments from the public, but I decided that I simply could not do so. The outstanding efforts of the dedicated public have greatly advanced our own research, and I could not in good faith withhold this information."

#### **Fragment 4447**

53231534452315135145113422321535214523151343554445  
11322444321143221543354353231534452315134355444511  
32244445243245151445231545533513353415441335434315  
44413534142434224535142421211543153445333514154453  
35513214355215433211411134141315434511243414242121  
15431534131544243441353211432461114524353414244411  
41411511434523154315213543151113435544451132131134  
41433514511315413532114324611145243534153445113422  
3215144123354535344111244344

#### **Fragment 6902**

32154545231521323553352113353445153445121513353315  
45231534155345231535435535214523155134245215434415  
44353315452433154413113232151445231523353235333552  
1533153445

### **Capella cryptographer ties library fragments to Ancients**

Reporter: **Oorjit Bly**

Submission Date: **2003-04-29 23:17:06.0**

In what may be the most astounding feat of ethnography in the last 25 years, Jenquai cryptographer Ome Dziga has tied obscure communication fragments to the civilization known as the Ancients, and perhaps to the Gate builders themselves.

"The fragments we're finding around the galaxy are incomplete, but the ones we do have appear to be in excellent condition," Ome explained, saying there are reasons to believe the writing was broken into pieces and then scattered throughout a number of outerworld sectors.

The fragments are in a new type of encryption, and reports of them are beginning to pour in from around the galaxy.

"We're hearing about these fragments from a number of locations," Dziga said. "If anyone is unsure as to what they look like, they are welcome to visit me at Paren Station in Kailaasa to view a sample.

"In addition, we're going through all of our library holdings to see if we can locate any other fragments. In fact, we've already located two (attached below).

"Some of these fragments have been badly fitted together with the inappropriate historical text. We're beginning to go through these now. When we singled some of them out, and it was obvious to everyone that the fragments were most likely a part of a longer testament that still needs to be reconstructed."

Explorers everywhere are calling for further investigation, among them First Emissary Merjan of the Jenquai Explorers and Legatus Vinda of the Progen Sentinels.

"Both Merjan and Vinda have been very generous," Dziga said, "and I'll be leading a fragment expedition soon."

The cryptographer plans to enlist volunteers in her search for the rest of the testament. Anyone interested in the Ancients or in the Gates is encouraged to get involved.

Fragment 4392

53151424522414151215322415214435344315135143431534  
13152434453545533512433511141311451522354324154445  
23152124434445243341322415444523114514154445435113  
45243534532432323513135143125145532432321215213532  
32355315141255431522153415431145243534354311414335  
33244415352143152215341543114524353411341445231544  
15133534142433413224154414154445435113452435345324  
32323513135143125145532445233551451134554315221534  
15431145243534531553243232451543334523154415131145  
15223543241544114422353514113414155224324315444115  
13452452153255

Fragment 7048

11131335431424342245352115553433113433113455232444  
45354324154453243232131134131532453541431514241345  
53231145532432322311414115341134143534153351444541  
43243543244524611541354444241232152324444535432415  
44243445154333443521452315244343153211452452152433  
4135434511341315

## **BREAKING NEWS -- V'rix invading Primus!**

Reporter: **Heracles Gravel**

Submission Date: **2003-07-22 07:46:35.0**

We interrupt this broadcast for important breaking news from the Vega system ...

The Progen-controlled Primus sectors of the Vega system are apparently under heavy attack by V'rix invasion forces, according to several Net-7 reporters in the area. Initial

reports indicate that massive numbers of V'rix forces are pouring into the sectors and attacking everything in their path.

On Primus planet itself, the Progen base Praetorium Mons is under heavy siege and defense forces appear to be vastly outnumbered. Unconfirmed reports also say that large numbers of non-combatants are attempting to flee the base, but all escape routes off the planet have been blockaded by the invaders.

All available Centuriata warriors and support units have been summoned to Primus' defense, but whether they can arrive in enough force, and quickly enough to hold the planet, remain to be seen. Those Progen already at the scene of the invasion are said to be fighting valiantly, but against overwhelming force.

Sources within the Jenquai and Terran governments said they have been contacted by Progen authorities, but whether or not the Progen have asked for emergency assistance is unclear. Progen operations and communications appear to be in disarray as the Republic reacts to this invasion.

Net-7 has numerous teams of reporters en route to the Vega system to complement those already on the scene. We are also attempting to get a live report from Praetorium Mons, but have thus far been unable to establish a reliable communications link.

Stay tuned to Net-7 as we bring you comprehensive coverage of this ongoing invasion.

### **Remembering a Fellow Adventurer**

Reporter: **Lasharo Mahal**

Submission Date: **2003-06-13 22:25:44.0**

*Editor's Note - Veteran Net-7 reporter Lasharo Mahal recently returned from an extended tour across the galaxy, during which she witnessed moments of heroism and grief, camaraderie and treachery, tedium and cunning. But one moment she witnessed stood out above the rest.*

After decades of crisscrossing the galaxy, I often think I've seen it all. Journalists see many things that average citizens don't, and after a while we tend to view most occurrences with a cynical eye before we dismiss them. So there isn't much that truly touches this old woman's heart anymore.

For example, just on my most recent trip I've seen vicious trade wars between former friends and colleagues, heroic rescue efforts that failed despite extraordinary bravery, amazing feats of courage that saved countless lives (while the heroes went thankless), and other newsworthy events that certainly deserve notice.

But those stories will have to wait for another day. Today I'd like to tell you about a simple yet profound moment I witnessed at Somerled Station.

I was enjoying a relaxing walk around the indoor park on Somerled when I came across a young pilot, still in his flightsuit, sitting on a bench. He had a stunned, grief-stricken look on his face, and I knew his news wouldn't be good. I sat beside him, and listened to his story. He told me how his friend and mentor, Grandreeper, had gone on a routine patrol and never returned.

I heard this young pilot describe his friend's prowess in battle and tell many tales of heroics with his guild, Starfleet. He left no doubt that Grandreeper was admired and respected among his peers for his prowess and courage in battle. Obviously, this was a pilot who had left a lasting impression among his colleagues.

But then the young pilot left, saying he did not wish to be late to his friend's memorial service, and I watched him head purposefully toward the docking bay. I had other questions for this young pilot, but suppressed my natural reporter's curiosity and let him go on his way.

Soon I found myself leaving Somerled as well, no longer interested in the hustle and bustle of the marketplace. And when I floated out of the docking bay, I beheld a sight that will stay with me until the end of my days.

There, right outside Somerled Station, were hundreds of Grandreeper's friends and colleagues. Their ships stretched as far as I could see, and they were all there for a single purpose - to pay respect to a fallen friend.

Upon closer inspection, I realized that while many of these mourners were from Grandreeper's guild, the vast majority were not. They were simply everyday pilots, wishing to add their sentiment and convey condolences to Grandreeper's family. No one had to be there, but they all felt compelled, if only for a short while, to forego their pursuit of glory and profit in order to pay tribute to a fellow adventurer.

They told stories of his epic battles, swapped tales of his heroism, and some just remembered sitting in a lounge and recounting missions with him over a drink. And slowly they drifted away, each mourner going about his own life with perhaps a little more respect for the delicate balance of the universe.

And now, as war breaks out and hostility again spreads across the galaxy, many more brave pilots will fight, and die, and we will certainly hear their stories. But amidst all the tales of war and glory and sacrifice, we would all do well to remember that there are other, quiet heroes as well, who live on in the hearts of their friends and family. And long after the stories of war have faded into history, the legacy of true heroes such as Grandreeper will persevere.

Rest in peace, friend, with the comfort of knowing that your comrades will carry your legacy among the stars.

### **Leaders scramble as V'rix advance**

Reporter: **Oorjit Bly**

Submission Date: **2003-07-22 10:14:48.0**

Leaders of various political factions across the galaxy are scrambling to respond to the spreading V'rix invasion. With Primus planet and Praetorium Mons overrun and captured, and Progen leaders scattered, missing, and in disarray, other galactic leaders are also jockeying for position.

Net-7 has noticed a heavy increase in communications traffic to and from several prominent leaders, which seems to indicate evolving plans and instructions for dealing with the V'rix invasion. Numerous pilots, both military and freelance, also appear to be visiting leaders for new assignments.

In related news, Net-7 is hearing unconfirmed reports of a hidden Progen gene repository which has apparently been captured by the V'rix on Primus planet. Progen leaders are already blaming each other, while assessments of the incident are still pending. More news as this situation develops.

## **Primus overrun; Progen leaders missing**

Reporter: **Jurgen Hook**

Submission Date: **2003-07-22 09:16:13.0**

Progen forces are scrambling after a series of stunning defeats and setbacks. In recent days, Primus planet has been overrun and occupied, with hostilities there also resulting in the partial destruction of Praetorium Mons.

To further compound Progen losses, one of the Centuriata's greatest warriors, Legatus Amah, was found dead inside the hulk of her ship; controversy is arising over whether or not Amah will be Called Forward. Primarch Anjuren Kahn is calling for retaliation on the V'rix in Primus, while Sabine leader Vinda has refused to consider a Call Forward for Amah.

Still another prominent Progen, former Centuriata leader Var, is also now missing. After a secret mission to Sol, Var has disappeared and warriors are searching frantically for him; Var was last seen in the Akeron's Gate sector. Anjuren Kahn has made it a "personal crusade" to find Var. Meanwhile, new Centuriata leader Memnon, who was picked to replace Var, has moved his home base to Arx Tiberius and is also calling for retaliation against the V'rix.

And as if Kahn needed yet another reason to fight the V'rix, the famed Medals of the Mondara Shear have apparently been captured by advancing V'rix. Kahn has also launched a campaign to recover the badges of honor

## **Bunyip still growing**

Reporter: **Jan Blather**

Submission Date: **2003-07-22 10:22:50.0**

Scientists at the Glenn Commission Science Exhibit released an update today regarding the popular Bunyip hatchling. The creature is still growing, and has apparently reached a stage of early maturity. Fittingly, scientists are now referring to the creature as simply "Bunyip." The report notes: "Indicators of ongoing maturation continue to emerge, particularly in digestive development, tail elongation, and motor skills. Maturation is progressing somewhat more quickly than anticipated."

The caretakers of the exhibit also said they are continuing to see signs that some visitors are feeding the Bunyip, which is a serious violation of commission rules. Exhibit officials have reiterated their requests that visitors refrain from feeding all confined creatures, especially the Bunyip.

"Of course, we urge people not to feed any of the creatures in our exhibit, but in the case of the Bunyip, this is particularly important. We are still trying to determine the Bunyip's nutritional and dietary needs, and we don't know how it might be affected by the various types of food that visitors have been feeding it. Please leave the feeding to us, as we need to gauge the effects of various dietary supplements."

## **Mysterious reports from Glenn**

Reporter: **Viktor Santos**

Submission Date: **2003-07-22 10:17:45.0**

Vague reports have reached Net-7 concerning an apparent shipping accident in the Glenn sector. However, one source specifically mentioned that this is actually an "incident" rather than an "accident," and also said a private investigator is snooping around and asking about "stolen prototypes."

No further details are known at this time, but Net-7 has an investigative team en route to determine what has occurred, and whether there is actually any news to report. We'll bring you further details when, and if, they are warranted.

## **Red Dragons Claim First Adult Bunyip!**

Reporter: **Blagg**

Submission Date: **2003-08-19 20:53:18.0**

In a press release today, Minister Zhou Hong Kuang of the Red Dragon Ministry of Information announced that the Ministry of Science would soon unveil their fully grown bunyip.

"We had hoped to wait until all their analysis was finished, but The Ministry of Science has quite convincingly shown that all new discoveries should be fully disclosed to the public, so that all peoples may share in the knowledge," he stated.

According to the release, the Red Dragon Bunyip is "about 10 times the size of the obviously inferior GSC sample," referring to the Glenn Science Commission's wildly popular new exhibit. The Red Dragon Ministry of Science is currently making arrangements to hold public exhibits in "Dragon-friendly" sectors.

Though not mentioned in the release, a spokesman for the MoI, when queried as to how long they'd had their bunyip, would only say "About a year now."

"It is quite obvious now that the superior technology and superior scientific skills of the Red Dragons cannot be ignored, and we must be given full access to other scientific research so that we might quickly bring the other researchers up to the same level of expertise as the Ministry of Science. Hopefully we will now see some of the weaker scientific communities begin to share knowledge with us in return." This quote came from Minister Xiu Li Hong, head of the Ministry of Science, while addressing a meeting of scientific aides.

We'll bring you exhibit dates and locations once we have them.

Grandmaster Blagg reporting...

## **Typotl Maw Overrun! Capella at risk?**

Reporter: **Shadarem**

Submission Date: **2003-08-19 20:51:56.0**

It is a sobering sight for all Jenquai -- Typotl Maw overrun by the V'rix. Only the Hideyoshi Maru and the Nakon Maru remain to defend the strategic outpost. The wreckage of the Tonatiuh Maru, Hosokawa Maru, and the Teoyaomqui Maru rest nearby.

Shinwa leader Silva has recalled many Defenders back to Swooping Eagle in response to this attack. Kokura leader Gray Feather remains at Typotl Maw and continues to battle the V'rix. But with the introduction of what has been dubbed the "Helkos" class fighter, the Defenders will have their work cut out for them.

But with the Shinwa and the Kokura concentrating their efforts on Swooping Eagle, is the Capella System vulnerable to invasion? Recent reports have indicated that the defences in Yokan, Dahin, and Kitara's Veil are light at best. The Kailaasa sector is home to the Sha'ha'dem explorers and First Emissary Kathrada herself. Kailaasa is protected by Paren Station, which has had an increasing number of defences added to it over the past few months, and many Sha'ha'dem ships frequent the sector. Kailaasa is also very important since in it dwells one of only two Jenquai shipyards.

Although the Spaceborn at Paren Shipyard continue to increase ship production, it may not be enough if the V'rix go after Capella. Several defense officials have commented that the new Mevri Drones should be spread throughout Capella instead of being concentrated in Vishao's Cove.

Will the Defenders be able to hold off the V'rix? And if they fail, what will become of Capella?

- Via satellite, this is Net-7 News.

#### **Unconfirmed reports of V'rix structure**

Reporter: **Jurgen Hook**

Submission Date: **2003-08-26 18:08:43.0**

Net-7 reporter Viktor Santos recently reported from Akeron's Gate that the V'rix are apparently building a huge structure there. Santos was unable to approach the structure and only filed sketchy, unconfirmed details before hastily leaving the area.

Here is the full transcript of Santos' report:

"Something new is happening in Akeron's Gate. I see what appears to be a huge structure, though it is still far from my location. It looks like an old fishing net, but it appears to be moving on its own. I'm reminded of organic coral structures, though this one is crawling with V'rix drones. There are V'rix everywhere, and I think some are heading this way; yes, they are definitely heading toward me. Santos out."

Net-7 will continue to investigate.

#### **Investigator Pruddett completes inquiry**

Reporter: **Shelton Smoot**

Submission Date: **2003-08-26 18:07:26.0**

Private investigator Jackson Pruddett has told his Net-7 Saturn contact that he has now determined who committed the theft of the DigiApogee prototypes and schematics. Pilots who have worked successfully with Pruddett in the past may wish to revisit him to receive updated information on the suspects and crime.

## **Job Services Office responds to complaints**

Reporter: **Jurgen Hook**

Submission Date: **2003-08-26 18:11:40.0**

Officials with the Job Training and Placement Services offices have responded to recent complaints about some terminals and job offers throughout the galaxy.

All job referrals to Shepard Planet have been discontinued, as the area was deemed too inhospitable for job seekers. In addition, emergency job listings in the Aragoth System were being placed in the database by pranksters intent on misleading prospective employees by sending them to non-existent jobs.

An anonymous report filed with Net-7 by a self-proclaimed prankster explained the ploy, "see, Dude, you send them like to Nifleheim Cloud Nav 12 to do some bogus emergency job. But get this -- there IS no such nav point! Hahahahaha."

Counsel for the Job Training and Placement Services office has stated their intent to pursue legal action as necessary to protect their interests.

## **Bunyip rampages after receiving food from scofflaws**

Reporter: **Jurgen Hook**

Submission Date: **2003-08-26 18:10:28.0**

The popular Bunyip exhibit at the Glenn Commission Science Exhibit is in disarray after the Bunyip was apparently fed and teased to the point that it became enraged. Twisted wreckage from bystanders' ships is still scattered across a wide area, and casualty numbers are still being tallied.

Witnesses at the scene described a bizarre chain of events after the seemingly innocent Bunyip had been fed. After the final morsel had been digested, the Bunyip transformed into a ghostly Bunyip Vestige and remained in its cage, apparently a shadow of the original creature. Meanwhile, a vicious Bunyip Projection bared its fangs and unleashed chemical blasts on nearby ships.

Exhibit officials are livid over the incident.

"We stated quite succinctly, and I quote, 'PLEASE DO NOT FEED THE BUNYIP,'" said one exhibit spokesman. "Is there some ambiguity here that the public does not understand? Of course, we realize that some Progen and Bogerils may not fully understand the word 'please,' but the rest of the message was quite clear. 'DO. NOT. FEED. THE. BUNYIP.' So what did the cretins do? They fed Conorium to the Bunyip! Gahhh! This is inconceivable!"

Clean-up and recovery efforts are continuing throughout the sector. The Bunyip has been temporarily stabilized and pacified, though exhibit officials are worried that it may escape again at any time. Exhibit scientists reiterate their request that the Bunyip NOT be fed Conorium or any other material.

## **Progen ramp up production of capital ships**

Reporter: **Heracles Gravel**

Submission Date: **2003-08-26 18:15:01.0**

As the war expands into full-scale conflict, the Progen Republic is reportedly dedicating more resources to capital ship construction. Explorers loyal to the Republic are being asked to aid the war effort by bringing much-needed ore and alloys to Praefect Magnus Plenicus at the Mars Construction Site. Those who substantially aid the effort will be rewarded accordingly with tokens that will be redeemable for useful equipment.

During the accelerated building cycle, the Mars Construction Project will be utilizing new alloys that can be refined from the requested ores. Assistance from prospectors will be needed in this endeavor. The Construction Office has automated its inventory system so that the number of resources needed to complete the project will be displayed prominently. It will also be updated regularly.

Praefect Plenicus is overseeing the capital ship project, and is apparently working frantically to meet the military's deadline. When asked by a Net-7 reporter to comment on the project, Plenicus replied, "I gotta go. Duty calls. Long live the Republic, etcetera."

## **Another V'rix fragment decoded! Antile -- friend or foe?**

Reporter: **Grocklon**

Submission Date: **2003-09-04 22:07:54.0**

With more exhaustive research another fragment has been decoded. The V'rix fragment Indigo-Indigo has further deepened the mystery.

The decoded fragment reads: "Therefore the council adjourned and here was the roll. Three above and Three below, Antile for the Preparation of the Humans and Vandar for the Vrix."

This reporter now wonders who the other six are, and just what role Antile may play in further events. The decoding of these fragments continues even as we speak, with further hints into a cloudy past or perhaps future. Who is to say?

For further information stay tuned to Net-7 News. Vrix fragments story will continue.

## **Civilians under attack?**

Reporter: **Jurgen Hook**

Submission Date: **2003-09-24 19:15:56.0**

Net-7 is receiving several unconfirmed reports from the Glenn Sector of Beta Hydri that civilian pleasure craft are currently coming under attack. Distress signals have been picked up near Friendship 7 which seem to indicate that unidentified assailants are attacking non-combatants in the area.

The yachts reportedly originated from Friendship 7, which is one of the more popular vacation spots in the galaxy.

Local authorities are asking that any pilots in the area respond and lend aid. Assistance may be needed in locating survivors, and possibly in fending off the attackers. Net-7 has reporters en route and will bring you updates to this developing story as they become available.

## **V'rix representative seeks contact**

Reporter: **Oorjit Bly**

Submission Date: **2003-08-26 18:12:31.0**

Net-7 has received sketchy and unconfirmed reports that a representative of the V'rix is seeking human volunteers for undetermined reasons. The V'rix, apparently named "1Z1Z2L," is located in Arduus Sector of the Aquitaine System. Net-7 advises caution when approaching any V'rix, particularly if they have been recently hostile toward you.

## **Re'sou Orse holding "Zen Prospecting" classes**

Reporter: **Irs**

Submission Date: **2003-09-08 20:11:54.0**

KAILAASA, CAPELLA - In a refreshing diversion from the ongoing V'rix war, famed Sha'ha'dem grandmaster Re'sou Orse has been holding classes on the quick-growing art of Zen Prospecting. This reporter set out to investigate the development, and found the experience pleasantly calming.

The class started with a simple hour of meditative mining, following a basic pattern designed to release stress and calm the mind. Students recited a short mantra continuously to focus their minds - "Tarr'got Warr'ep Pros'pekt." The hour passed with surprising speed, and was quite refreshing. (It was also mildly profitable, but Mr. Orse never noted this important aspect.)

In the next portion of the class, we moved to a slightly more dangerous field. Here, we learned the art of stealthy harvesting. The exercise generated a fair bit of moral debate among the Jenquai on the ethics of removing resources from their guardians, which allowed me to take in the biggest haul easily. Morality is all fine and dandy (the PR boost can be significant), but the impact on the harvesting failed DeWinter's standard "Can We Afford to be Nice Today?" test.

The final portion was an exploration into interaction with the general public. This part was considerably less fun. The first field visited was completely devoid of valuable materials. From the markings, it appeared that some enterprising fellow had already removed the valued ores. The class seemed not to mind, but it severely impacted my credit/minute ratio.

In the next field there were more guardian creatures, which the Jenquai carefully mined around - until a group of sentinels arrived. Their tactics resulted in what I suspect was the best credit/minute ratio of all, as they ignored the "higher moral" concerns and simply blasted the guardians into lots of little bits, which they added to their haul. Mr. Orse was saying something about tolerance and understanding the ways of others, but most of it was too quiet to be heard over the Rock Monks' "One Hand Clapping" hit single I had been playing to 'get into' the activity.

At the conclusion of the class, Mr. Orse had all the students tell him of some wisdom they had obtained during the class. Most had some spiritual message or whatnot to convey. When my turn came, I presented a full report on the credit/minute ratios I had recorded. I think the response I got indicated the greatness of my report rather well - he simply stared at me for a moment after reviewing the suggestions to ignore low-valued

ores and eliminate all guardian creatures, then a single tear, clearly one of joy at seeing such cost-effective measures, rolled down his cheek.

A most satisfactory conclusion to the day, I'd say.

### **V'rix force moves into Deneb**

Reporter: **Viktor Santos**

Submission Date: **2003-09-24 19:19:41.0**

V'rix advance scouts in the Roc Sector of the Deneb System are being reinforced with a growing invasion force, according to reliable sources in the area.

Net-7 has verified accounts from several sources that report large numbers of V'rix invaders moving into Deneb. Any civilians still in the area should evacuate immediately. Net-7 is currently attempting to get a definitive statement from Progen officials on this latest incursion.

In addition to the V'rix push into Deneb, we are also receiving reports of several V'rix ships being spotted in the Freya Sector of the Aragoth System. While Net-7 is still working to confirm these reports from Freya, pilots in the area should exercise extreme caution, as early reports indicate that these V'rix are highly advanced.

### **New construction in Aganju**

Reporter: **Oorjit Bly**

Submission Date: **2003-09-24 19:17:57.0**

Sources based at Kinshasa-Mbali have informed Net-7 that new construction projects have apparently begun in the Aganju Sector of 61 Cygni.

The new projects are reportedly being undertaken by the Alliance, which is led by Nostradamus Smythe. While details on the new construction projects are sketchy, it is safe to assume that they are designed to strengthen the Alliance's foothold in Aganju. Any Net-7 correspondents in the area are encouraged to investigate and provide further details.

## **Patch Messages – 12/18/2002**

### **Just in from Net-7**

#### ***Bogeril Resupply***

A supply ship has somehow reached the Bogeril, who have re-outfitted all of their followers. Scuttle Bug Harnesses are now appearing again in Bogeril sectors, and persistent rumors have confirmed the availability of Bogeril Manifestos and Solar Sails. While their existence is confirmed, Manifestos and Solar Sails remain extremely rare.

#### ***Tada-O Gate Woe***

It appears that the dreaded Ten-Gu have expanded their hold on the area around the now infamous Tada-O Gate. Despite the destruction of their leader, Talesh, by the Phoenix Foundation of Galileo, the Ten-Gu's strength does not seem to have diminished. Rumors have been heard, referring to a new, more powerful threat seeking to exit the gate. Many pilots in Cooper have complained of voices in their heads. One common message has been reported by all: "The Ti are coming ... this system will be ours."

#### ***Aragoth Red Dragon Supply Depot***

Progen intelligence officers report that the Red Dragon base in Aragoth Prime is now supplying pirates in good standing with equipment. Pirate contacts are denying rumors that the base was recently overrun.

#### ***"Elfman" Trio Distributes Sugar***

Lonny, Donny and Gunter Elfman have been spotted within the Sol System recently, foisting sugary confections upon innocent bystanders. While each of the triplets has his own unique personality, they seem to have exceptionally advanced olfactory senses and can tell when you've already visited one of their brothers. Reports also mention an unidentified flying object spotted by pilots throughout all systems. "It makes a kind of bell-ringing noise, almost a jingle," confided one InfinitiCorp trader.

## **Patch Message for 1/21/2003**

### **Just in from Net-7**

#### ***Old Nick and the Elfman Triplets Missing***

Lonny, Donny and Gunter Elfman, the confection distributors from an unidentified business enterprise, appear to have vanished from their usual hang-outs without notice. Some questions have been raised regarding the unusual trio's motives in giving away so many samples of their "free" merchandise. In a potentially related story, Old Nick, the eclectic pilot that caused so many traffic pile-ups during his recent tours of the galaxy has also disappeared. "I was getting pretty tired of the jammed airwaves whenever Old Nick appeared in my part of the galaxy", confided one pilot. "But now that he's missing, I kinda miss the guy", he continued. Authorities do not suspect foul play.

#### ***Kahn Returns!***

Anjuren Kahn, Former Primarch of the Progen Republic, has announced the end of his self-exile and is returning to lead the construction of a defensive energy shield around 61 Cygni. "The weapon ore mines must be protected at all costs," proclaimed Kahn. "The 'bugs' are obviously hostile. All able-bodied pilots are urged to report to Aganju for assignments."

#### ***Rumors of Tada-O Interest in Valentine's Day***

Rumors of Play-O's (a subsidiary of Tada-O) interest in the ancient holiday of Valentine's Day has caused hysteria amongst pilots accustomed to recent Tada-O research and

development efforts. "I remember the pumpkin fiasco", complained one pilot who asked to remain anonymous. "And then there was that whole gate debacle. I don't even want to imagine what will happen next." An official request to the Tada-O corporate offices for further information regarding this rumor was answered with the following statement: "We are not prepared in order to make declaration this time regarding the plan of Tada-O because of the day of giving hearts".

### ***Hyperia Gate Soon to be Reality***

As previously reported by Net-7 News, former InfinitiCorp employee Loric continues to proceed with his much-maligned plans to build the Hyperia gate, which will link Deneb to an undisclosed system. Loric has asked that anyone interested in being a part of his "historic endeavor" meet with him in Lagarto Sector. While several sources have ridiculed the Hyperia plans, Loric himself has dismissed those comments, suggesting that his detractors have a vested interest in maintaining the InfinitiCorp and Jenquai monopoly on gate technology.

### ***Strange Fragments Recovered***

Apparently the latest fad in the galaxy involves the collection and decoding of encrypted message fragments. Several different groups are involved and have been hoarding their finds, according to one combat pilot. "Yah, I was doing my regular sweep through the Red Dragon camps and started finding these weird chunks of data. I must have hit them at just the right time, because I've never seen this stuff before on my patrols. I wonder if they're collecting them for some reason or getting ready to move them somewhere?" Not just the Red Dragons are involved. Unconfirmed reports mention other organized groups are engaged in the same activity.

### ***Psi Blockades Make an Impact***

Alleged Psi sympathizer Nostradamus has applauded the efforts of those pilots who have been instrumental in disrupting the InfinitiCorp "slave trade." "Recent interdiction efforts have called attention to the plight of the Psis in Aganju," explained Nostradamus. "With the public outcry and awareness at all-time highs we're poised to take the next step in pressing for Psi Rights. Sympathizers are encouraged to provide additional support and may wish to discuss plans with me." InfinitiCorp spokesman Richard Tavishaw chuckled and opted to issue no statement in response.

### **Patch Message for 2/26/2003**

Just in from Net-7...

### ***There Goes the Neighborhood!***

Big things are happening in Vishao's Cove, Varen's Girdle and Antares according to reports filtering in to Net-7. "This used to be my favorite place to sit alone and mine" complained one Sha'ha'dem who spoke under condition of anonymity. "Now the place is crawling with all sorts of critters. I'm not sure what happened exactly, but I'm going to gather some of my guild and check it out." Unverified reports of extremely dangerous conditions in the three sectors are being taken seriously by local authorities. Be careful out there!

### ***Fragment Frenzy Continues***

No one knows where the fragments are coming from, exactly, though several interesting theories have been analyzed thoroughly by top researchers and cryptologists. The frenzy to study and collect the pieces of what may be a single message have consumed the

activities of thousands of pilots over the past weeks. Translating, sorting and cross-referencing have led researchers to conclude that they've found all of the fragments and the focus has turned now to the painstaking task of ordering the pieces. At least, that was the plan until this morning when new fragments started being discovered.

### ***Columbia Memorial Joins Challenger in Glory's Orbit***

Construction was completed early this morning on the new Columbia Memorial in Glory's Orbit. Somber ceremonies to dedicate the site to the memory of the Columbia STS-107 crew have been planned by a variety of groups interested in ancient Earth history.

### ***Red Dragon Traitors***

Sources within the Red Dragon Tongs report that traitors will be dealt with harshly when identified. In related news, the Red Dragon Base in Aragoth Prime has been the site of a great deal of activity and reports indicate that the defensive capability of the base has been increased.

### **Patch Message for 4/23/2003**

Tada-O, after months of Glenn Commission pressure, decided to mount an assault on their faulty gate in the hopes of closing it forever. Unfortunately, it just made the Ten-Gu really, really mad. They're spreading throughout Cooper and they're looking to fulfill their promise of sector domination. Researchers have made an effort to catalog the various new strains of Ten-Gu being spotted, but their missions have been largely unsuccessful, resulting in the death of many scientists.

Meanwhile, the Mordana have moved into Kitara's Veil in force for unknown reasons and are proving extremely challenging opponents as they are known to use formations effectively. In addition to being very intelligent, they have full access to Jenquai skills and use them to great advantage. Some reports claim the cause of the Mordana is simply the destruction of all life. Be very wary if you choose to face the Mordana!

Just in from Net-7

### **Red Dragons policing their own?**

Red Dragon leaders have reportedly taken action against a group of their own pirates. The group in question was blatantly extorting money from both friend and foe, and often attacking their victims whether they were paid or not. Accounts of Red Dragon "justice" in the past are both colorful and unverifiable, but if the rumors are even partially true, it's probably safe to assume that the extortion group will be gone for quite a while.

### **Intelligence reports new Red Dragon supply depot**

Several Terran intelligence agents are reporting that the Red Dragons have established a new supply depot in Blackbeard's Wake. The new supply outlet, apparently located at Queen Anne's Revenge, is intended to compensate for continued disruption of supply shipments to the existing outlet at Kuei Station in Aragoth Prime. As news of the outlet was verified by multiple intelligence sources, it is believed to be reliable information.

### **Mordana appear in Kitara's Veil**

An anonymous but reliable source has reported that the Mordana, a legendary Jenquai cult, have appeared in Kitara's Veil. Naturally, no official Jenquai spokesman would comment publicly on the report. Net-7 has received no reliable reports that would

indicate why the Mordana have entered the sector, but the cult is believed to be very dangerous and untrustworthy. Pilots who travel to Kitara's Veil should exercise extreme caution. In addition to the Mordana expedition, large numbers of smugglers and warriors are apparently converging on the sector, possibly in the hopes of acquiring Mordana weapon technology. Net-7 has been unable to verify whether the Mordana actually have advanced technology in the sector, but will continue to monitor this mysterious development.

### **Ten-Gu expanding incursion into Cooper**

Net-7 reporters have confirmed that the Ten-Gu are expanding their foothold in the Cooper Sector, as traffic through the Tada-O gate has greatly increased recently. Several new types of Ten-Gu have been observed entering the sector, and researchers in the sector have sustained heavy casualties. Most observers agree that the Ten-Gu are obviously trying to take control of the sector. For months, the Glenn Commission pressured Tada-O to take action regarding its malfunctioning gate. Tada-O finally mounted an attack on the Ten-Gu in the hopes of sealing the gate, but the Tada-O fleet was apparently annihilated.

### **Earthcorps getting serious about Arduinne**

An Earthcorps spokesman has issued a warning to all pilots regarding Arduinne Planet, explaining that Earthcorps has stepped up security measures on the planet. Loiterers on the planet will be dealt with much more harshly under new Earthcorps Rules of Engagement.

### **Scientists, collectors gear up for Bunyip season**

Everyone from stuffy scientists to curious collectors is getting ready for Bunyip egg season, laying the groundwork for what may be the biggest Bunyip hunt ever. Bunyip-hunting supplies of all shapes and sizes are being sold in a dubious marketing frenzy, which is made all the more interesting by the fact that no one has ever actually seen a live Bunyip. There can be little doubt of the Bunyips' existence, however, as they annually lay thousands of eggs throughout the galaxy. Pilots are reminded to be on the lookout for the highly-prized Bunyip eggs. Anyone who actually catches a glimpse of a Bunyip should notify authorities immediately so that it can be killed and studied.

### **Progen Republic Declares War (Patch Message for 5/28/2003)**

After months of cryptic communications and debilitating scans, tensions with the mysterious V'rix have reached the breaking point. From his great warship in 61 Cygni, Primarch Kahn has declared war against the alien interlopers, drawing all of humanity into a galactic clash. As the Progen Republic throws its military might against the V'rix, all the inhabitants of the Earth & Beyond universe will find their lives impacted by the conflict. Players will find a spectrum of reactions to the war from faction leaders and characters within the game, ranging from enthusiastically jumping on the war-wagon to urging caution and restraint. Players can expect a multitude of opportunities to make personal choices about which side of the war they want to be on.

### **Just in from Net-7...**

#### ***Kahn declares war on aliens!***

Primarch Kahn has declared war against the V'rix. Net-7 has sent reporting teams to investigate the implications for other cultures throughout the galaxy, and some experts are already warning that Kahn's move threatens to draw all of humanity into a galactic

clash. Multiple sources have indicated that Kahn decided to declare war after recently finding the wreckage of Amah's interment shield. Meanwhile, Kahn is continuing construction on the Cygni Defense Shield.

***Bunyip season ends; hatchling at science exhibit***

The Bunyip egg-laying season has come to a close and the Bunyip hunters have gone away for another year. However, this year there's a new twist to the Bunyip story. A live Bunyip was successfully hatched in captivity recently, and this living Bunyip Hatchling can be found in the Glenn Commission Science Exhibit!

***New V'rix ships reported,***

Net-7 has received unconfirmed reports of new V'rix ships appearing in the galaxy. Early reports indicate that the ships are versions that have not been seen before, and that they appear to be more aggressive than previously seen. Pilots who encounter new V'rix ships are encouraged to contact a Net-7 reporter (in addition to the appropriate authorities in the area) for further investigation. Please stay tuned to Net-7 for more information as it develops.

Patch Message for 6/24/2003

***Just in from Net-7...***

***Unconfirmed reports from Blackbeard's Wake***

Net-7 has received a handful of unconfirmed reports recently from sources close to the Red Dragons, indicating possible increased traffic into Blackbeard's Wake. Net-7 has not been able to ascertain why the traffic is increasing, and indeed has not even been able to confirm the scattered reports received thus far.

However, the EarthCorps public affairs office has also released a minor statement which may indicate EarthCorps' own interest in the case. Buried in recent reports of EarthCorps routine patrols was the following statement:

"Intelligence sources have noticed possible spikes in traffic into the Blackbeard's Wake sector, apparently from all known gates into the area. While this increased activity is most likely related to the Red Dragons and may indicate an organizational meeting of some sort, pilots should be aware of such traffic and should report any unusual sightings. Priority is currently considered low."

Net-7 will revisit this issue if and when circumstances warrant further coverage.

***EarthCorps reports missing?***

Net-7 reporter Viktor Santos has uncovered an incident which could prove embarrassing to EarthCorps. An unnamed EarthCorps source, who wishes to remain anonymous for obvious reasons, told Santos that a crate full of military reports has disappeared.

"I can't imagine what happened to it," the source said. "I printed out a large number of routine reports to distribute to our outlying outposts, but before I could put them on the transport shuttle, they just disappeared. I mean, they were just gone. The whole crate."

"The weird part is that there is nothing in these reports that anyone could possibly be interested in. They're just personnel transfers, weather forecasts, and supply lists. No one could find this stuff remotely interesting. Heck, I had to review them all for grammar and punctuation, which I normally enjoy, and these things put me to sleep. Why anyone would want to steal them is beyond me. Now I have to print out the entire shipment again. Do you know how hard it is to requisition new printer cartridges from Corporal Minsk?"

### ***Captive Bunyip growing***

The Glenn Commission announced today that its captive Bunyip Hatchling has grown to the point where it is now, officially, a "Bunyip Pollywig." While this point may seem trifling to many, Glenn scientists point out that it is an important distinction.

"The fact that the Bunyip has matured beyond the hatchling stage, in captivity, is quite remarkable," said one scientist. "We are now seeing maturation in the pollywig stage and the entire scientific community is watching with interest as the Bunyip continues to develop."

### **V'rix Seize Praetorium Mons! (Patch Message for 7/22/2003)**

Humanity suffers a stunning blow as the V'rix draw first blood and seize the mighty Progen Citadel of Praetorium Mons. Primus planet lies in ruins after a V'rix assault captures the base that was once home to Primarch Kahn himself. Amid the carnage, the leadership of the Progen lies in shambles, with the head of all Centuriata, Legatus Var, missing in action. The war continues in earnest, as the struggle to control the Ancient Gates comes to a head. While Jenquai forces fight a desperate battle against the invading V'rix and their deadly hive weapon, Terran EarthCorps forces square off against First Emissary Merjan in her bid to do the impossible and open the way to Aquitaine sector. Meanwhile, shadowy conspiracies and fanatical zealots make their plans to seize power. Players will face hard choices as they choose sides in the galactic struggle to control the fate of humanity.

### **Just in from Net-7...**

#### ***Primus overrun; Progen leaders missing***

Progen forces are scrambling after a series of stunning defeats and setbacks. In recent days, Primus planet has been overrun and occupied, with hostilities there also resulting in the partial destruction of Praetorium Mons.

To further compound Progen losses, one of the Centuriata's greatest warriors, Legatus Amah, was found dead inside the hulk of her ship; controversy is arising over whether or not Amah will be Called Forward. Primarch Anjuren Kahn is calling for retaliation on the V'rix in Primus, while Sabine leader Vinda has refused to consider a Call Forward for Amah.

Still another prominent Progen, former Centuriata leader Var, is also now missing. After a secret mission to Sol, Var has disappeared and warriors are searching frantically for him; Var was last seen in the Akeron's Gate sector. Anjuren Kahn has made it a "personal crusade" to find Var. Meanwhile, new Centuriata leader Memnon, who was picked to replace Var, has moved his home base to Arx Tiberius and is also calling for retaliation against the V'rix.

And as if Kahn needed yet another reason to fight the V'rix, the famed Medals of the Mondara Shear have apparently been captured by advancing V'rix. Kahn has also launched a campaign to recover the badges of honor.

#### ***Leaders scramble as V'rix advance***

Leaders of various political factions across the galaxy are scrambling to respond to the spreading V'rix invasion. With Primus planet and Praetorium Mons overrun and captured,

and Progen leaders scattered, missing, and in disarray, other galactic leaders are also jockeying for position.

Net-7 has noticed a heavy increase in communications traffic to and from several prominent leaders, which seems to indicate evolving plans and instructions for dealing with the V'rix invasion. Numerous pilots, both military and freelance, also appear to be visiting leaders for new assignments.

In related news, Net-7 is hearing unconfirmed reports of a hidden Progen gene repository which has apparently been captured by the V'rix on Primus planet. Progen leaders are already blaming each other, while assessments of the incident are still pending. More news as this situation develops.

#### ***Mysterious reports from Glenn***

Vague reports have reached Net-7 concerning an apparent shipping accident in the Glenn sector. However, one source specifically mentioned that this is actually an "incident" rather than an "accident," and also said a private investigator is snooping around and asking about "stolen prototypes".

No further details are known at this time, but Net-7 has an investigative team en route to determine what has occurred, and whether there is actually any news to report. We'll bring you further details when, and if, they are warranted.

#### ***Bunyip still growing***

Scientists at the Glenn Commission Science Exhibit released an update today regarding the popular Bunyip hatchling. The creature is still growing, and has apparently reached a stage of early maturity. Fittingly, scientists are now referring to the creature as simply "Bunyip." The report notes: "Indicators of ongoing maturation continue to emerge, particularly in digestive development, tail elongation, and motor skills. Maturation is progressing somewhat more quickly than anticipated."

The caretakers of the exhibit also said they are continuing to see signs that some visitors are feeding the Bunyip, which is a serious violation of commission rules. Exhibit officials have reiterated their requests that visitors refrain from feeding all confined creatures, especially the Bunyip.

"Of course, we urge people not to feed any of the creatures in our exhibit, but in the case of the Bunyip, this is particularly important. We are still trying to determine the Bunyip's nutritional and dietary needs, and we don't know how it might be affected by the various types of food that visitors have been feeding it. Please leave the feeding to us, as we need to gauge the effects of various dietary supplements."

#### **What the \*@!\$ is that in Akeron's Gate? (Patch Message for 8/26/2003)**

##### **Just in from Net-7...**

#### ***Progen ramp up production of capital ships***

As the war expands into full-scale conflict, the Progen Republic is reportedly dedicating more resources to capital ship construction. Explorers loyal to the Republic are being asked to aid the war effort by bringing much-needed ore and alloys to Praefect Magnus Plenicus at the Mars Construction Site. Those who substantially aid the effort will be rewarded accordingly with tokens that will be redeemable for useful equipment.

During the accelerated building cycle, the Mars Construction Project will be utilizing new alloys that can be refined from the requested ores. Assistance from prospectors will be needed in this endeavor. The Construction Office has automated its inventory system

so that the number of resources needed to complete the project will be displayed prominently. It will also be updated regularly.

Praefect Plenicus is overseeing the capital ship project, and is apparently working frantically to meet the military's deadline. When asked by a Net-7 reporter to comment on the project, Plenicus replied, "I gotta go. Duty calls. Long live the Republic, etcetera."

#### ***Investigator Pruddett completes inquiry***

Private investigator Jackson Pruddett has told his Net-7 Saturn contact that he has now determined who committed the theft of the DigiApogee prototypes and schematics. Pilots who have worked successfully with Pruddett in the past may wish to revisit him to receive updated information on the suspects and crime.

#### ***Unconfirmed reports of V'rix structure***

Net-7 reporter Viktor Santos recently reported from Akeron's Gate that the V'rix are apparently building a huge structure there. Santos was unable to approach the structure and only filed sketchy, unconfirmed details before hastily leaving the area.

Here is the full transcript of Santos' report:

"Something new is happening in Akeron's Gate. I see what appears to be a huge structure, though it is still far from my location. It looks like an old fishing net, but it appears to be moving on its own. I'm reminded of organic coral structures, though this one is crawling with V'rix drones. There are V'rix everywhere, and I think some are heading this way; yes, they are definitely heading toward me. Santos out."

Net-7 will continue to investigate.

#### ***Bunyip rampages after receiving food from scofflaws***

The popular Bunyip exhibit at the Glenn Commission Science Exhibit is in disarray after the Bunyip was apparently fed and teased to the point that it became enraged. Twisted wreckage from bystanders' ships is still scattered across a wide area, and casualty numbers are still being tallied.

Witnesses at the scene described a bizarre chain of events after the seemingly innocent Bunyip had been fed. After the final morsel had been digested, the Bunyip transformed into a ghostly Bunyip Vestige and remained in its cage, apparently a shadow of the original creature. Meanwhile, a vicious Bunyip Projection bared its fangs and unleashed chemical blasts on nearby ships.

Exhibit officials are livid over the incident.

"We stated quite succinctly, and I quote, 'PLEASE DO NOT FEED THE BUNYIP,'" said one exhibit spokesman. "Is there some ambiguity here that the public does not understand? Of course, we realize that some Progen and Bogerils may not fully understand the word 'please,' but the rest of the message was quite clear. 'DO. NOT. FEED. THE. BUNYIP.' So what did the cretins do? They fed Conorium to the Bunyip! Gahhh! This is inconceivable!"

Clean-up and recovery efforts are continuing throughout the sector. The Bunyip has been temporarily stabilized and pacified, though exhibit officials are worried that it may escape again at any time. Exhibit scientists reiterate their request that the Bunyip NOT be fed Conorium or any other material.

#### ***Job Services Office responds to complaints***

Officials with the Job Training and Placement Services offices have responded to recent complaints about some terminals and job offers throughout the galaxy.

All job referrals to Shepard Planet have been discontinued, as the area was deemed too inhospitable for job seekers. In addition, emergency job listings in the Aragoth System were being placed in the database by pranksters intent on misleading prospective employees by sending them to non-existent jobs.

An anonymous report filed with Net-7 by a self-proclaimed prankster explained the ploy, "see, Dude, you send them like to Nifleheim Cloud Nav 12 to do some bogus emergency job. But get this -- there IS no such nav point! Hahahahaha."

Counsel for the Job Training and Placement Services office has stated their intent to pursue legal action as necessary to protect their interests.

#### ***V'rix representative seeks contact***

Net-7 has also received sketchy and unconfirmed reports that a representative of the V'rix is seeking human volunteers for undetermined reasons. The V'rix, apparently named "1Z1Z2L," is located in Arduus Sector of the Aquitaine System. Net-7 advises caution when approaching any V'rix, particularly if they have been recently hostile toward you.

### **Patch Message for 09/23/03**

#### ***Just in from Net-7...***

##### **Civilians under attack?**

Net-7 is receiving several unconfirmed reports from the Glenn Sector of Beta Hydri that civilian pleasure craft are currently coming under attack. Distress signals have been picked up near Friendship 7 which seem to indicate that unidentified assailants are attacking non-combatants in the area.

The yachts reportedly originated from Friendship 7, which is one of the more popular vacation spots in the galaxy.

Local authorities are asking that any pilots in the area respond and lend aid. Assistance may be needed in locating survivors, and possibly in fending off the attackers. Net-7 has reporters en route and will bring you updates to this developing story as they become available.

##### **New construction in Aganju**

Sources based at Kinshasa-Mbali have informed Net-7 that new construction projects have apparently begun in the Aganju Sector of 61 Cygni.

The new projects are reportedly being undertaken by the Alliance, which is led by Nostradamus Smythe. While details on the new construction projects are sketchy, it is safe to assume that they are designed to strengthen the Alliance's foothold in Aganju. Any Net-7 correspondents in the area are encouraged to investigate and provide further details.

##### **V'rix force moves into Deneb**

V'rix advance scouts in the Roc Sector of the Deneb System are being reinforced with a growing invasion force, according to reliable sources in the area.

Net-7 has verified accounts from several sources that report large numbers of V'rix invaders moving into Deneb. Any civilians still in the area should evacuate immediately. Net-7 is currently attempting to get a definitive statement from Progen officials on this latest incursion.

In addition to the V'rix push into Deneb, we are also receiving reports of several V'rix ships being spotted in the Freya Sector of the Aragoth System. While Net-7 is still

working to confirm these reports from Freya, pilots in the area should exercise extreme caution, as early reports indicate that these V'rix are highly advanced.

### **Last Flight of the Kokura (Patch Message for 10/28/2003)**

The V'rix have overrun Grayfeather's position in Swooping Eagle and the Kokura have taken significant losses in their efforts to defend Typotal Maw. The Kokura leader valiantly fights on (some would say foolishly, but what do they know of a true warrior's resolve?), against overwhelming odds and cannot hold much longer. With the opening of the Aquitaine Gate, Terran space is now threatened by the advance of the V'rix, rousing the ire of Admiral Herrera. Meanwhile, the struggle to understand the Ancients and their mysterious gates is reaching a fevered pitch in the sacred halls of the Jenquarum.

### **Just in from Net-7...**

#### ***Tada-O Halloween Promotion, Galaxy Braces for Potential Mayhem***

Following last year's successful Halloween campaign, Tada-O announced plans today for another holiday spectacular in the sky. Sales attributed to Play-O, a subsidiary of Tada-O specializing in holiday goods, have soared since the introduction of the Punkin Chunker prototype during last year's festivities, sending shock-waves aimed at the pockets of more conventional companies.

During the recent unveiling of marketing plans for this year's campaign, a Tada-O representative was overheard saying, "Of this to year be beat not! Joy combusts in room with smiling. Yet is best when nearing. Elate!"

Tada-O refused requests to divulge what this year's alloween events are, but emergency response team coordinators are gearing up for possible holiday accidents and injuries caused by pumpkin launching or sugar overdoses.

In related news, head of Jagerstadt's Library Services, Juniene Phrange, has reported the disappearance of books containing references to the history and culture of Halloween. Dr. Phrange told Net-7, "I just don't understand it. Every single book about Halloween rituals, from Samhain to Dias de los Muertos, has vanished!"

Library workers and volunteers have made light of the situation, claiming bibliophilic ghosts are responsible for the disappearance of the lost tomes.

#### ***Glenn: Tourist Trap or Death Trap?***

Thousands of tourists flock to Glenn each day to take part in guided tours of the exhibits and renowned landmarks of the scenic sector, but mounting fears of Chavez attacks have left travelers scrambling for alternative vacation plans.

Insiders believe the treaty between the Glenn Commission and the Chavez clan is starting to crumble after violence erupted during a recent conference between the two groups. An undisclosed source witnessed the bloody scene moments after a Glenn Commission official was allegedly stabbed by Chavez representatives during one of the behind-closed-doors sessions.

The Glenn Commission denies this allegation, stating the alleged stabbing is hearsay started by activists, opposed to the caging of wild creatures in Glenn' zoo, in an attempt to funnel tourist dollars away from the exhibits. Yet, no further meetings are currently scheduled between the two groups. Chavez representatives could not be reached for comment.

### ***Kokura Losses in Swooping Eagle***

V'rix forces have secured a foothold in Swooping Eagle, steadily advancing their position in the sector. The Kokura have suffered heavy casualties in this latest onslaught by the V'rix.

Pilots are urged to seek alternate routes and use extreme caution if travel through Swooping Eagle cannot be avoided.

### ***Scientists Debunk New Mutation Theories***

Responding to recent reports of a rising genetic mutation leading to possible malformations and previously undiagnosed illnesses in inmates living in Detention Center Onorom, scientists released their findings after the extensive investigation of the facility and its surroundings.

"We cannot substantiate reports of increased genetic mutations in the prisoners or staff of Det. Onorom." Says Doctor Felice Entroue, Chief Geneticist assigned to the project.

Doctor Entroue went on to say, "Prison populations normally exhibit a higher rate of illness and injuries due to the living conditions afforded by these types of centers.

Exercise and other associated disease-limiting factors occur less frequently in populations restricted to confined areas. We cannot find a correlation between these new complaints and previous data recorded by Det. Onorom officials."

Skeptics remained concerned despite the statements made by Dr. Entroue and have urged prison officials to continue to probe into the recent upswing of debilitated inmates.

### ***InfinitiCorp Announces Plans for New Gate***

Citing continued plans to "Expand the Universe to bring it within reach of every man, woman and child.", the head of the InfinitiCorp's finance team, Nigel Lanks, has revealed his company's plan to open a new Gate in the dark reaches of space. The Gate will connect Bogeril-occupied space to more accessible areas of Alpha Centauri.

Mr. Lanks refused to state further reasoning behind the new construction and mentioned only that the Gate was InfinitiCorp's gift to, "The more agrarian citizens of our great Galaxy." Mr. Lanks went further to explain this is a growth opportunity for the citizens that previously had only limited access to modern conveniences.

But the Bogeril citizens are less thrilled about this latest move by InfinitiCorp. Said one backwater resident, "Ya just ain't gonna make many friends by tossing yer welcome mat on somebody else's front porch." Another citizen, after hearing the news, stated, "Ya'll may come truckin' in here, but don't tread on our flowers. You might wind up having to scrape something off yer boots."

InfinitiCorp has not disclosed the completion dates for the new project, but significant construction has already been completed and crews are working around the clock.

### ***Devil Weed Festival Scheduled for Next Year***

Astounded by the sudden popularity of Devil Weed Seed harvesting last month, a group calling itself the "Devil Weed Debutantes" has decided to make Devil Weed picking a yearly festival. Festival activities include contests with categories such as 'most prolific seed output', 'speed picking champion' and 'largest plant growth'. Attendees will also be able to purchase jewelry and crafts made from the seeds.

### ***Merjan Missing (Patch Message for 12/09/03)***

A hero has fallen.

Grayfeather has been slain defending Typotl Maw even as Du'Shao Silva, leader of the Shinwa, rushed headlong into the conflict to reinforce the valiant Kokura warrior. Breaking from Progen tradition, Magna Vinda boldly announced that members of the Sabine Order will be able to perform genetic interpolation on any Progen, Terran or Jenquai individual. The highly controversial decision has supporters cheering and proponents calling for Vinda's removal from duty. Several key-ranking officials are expressing extreme dissatisfaction over this decision. Members of Jenquai society are distressed over Merjan Kathrada's sudden disappearance. Search parties continue to search the Galaxy for evidence of Kathrada, but have been unable to find evidence of her trail to-date.

### **Just in from Net-7...**

#### ***Strange Ship Spurs Interest***

Amateur astronomers and purveyors of the unnatural are all flocking to their telescopes in the hopes of spotting an unidentifiable ship reported by thousand of sky-watchers in recent weeks. Data readings indicate the ship is following a predictable route and will be entering our Galaxy within days if it remains on its current path.

The small ship is powered eight massive engines, boosting its speed to almost immeasurable levels. For reasons not yet determined, one of the ship's engines is glowing bright red. It is possible the engine is malfunctioning though readings do not support this hypothesis.

Sources have confirmed the ship is able to cross entire sectors in 15 minutes, and some believe the ship is equipped with Wormhole technology. Stranger yet, the ship disappears completely for short periods of time before appearing in the next location but cloaking sensors are not able to pick up any readings during these 'absent phases' of the ship's path. Investigation of this strange phenomenon will continue as the ship moves into our Galaxy.

#### ***New InfinitiCorp Gate Nears Completion***

InfinitiCorps' latest endeavor - a Gate connecting Witberg to the Bogeril occupied sector of der Todesengel - is nearing completion and expected to be fully operational before the end of the company's fiscal year.

InfinitiCorps' Gate construction team will be incentivized up to 100 billion credits if the Gate is completed at least 100 days ahead of schedule. The bonus will be reduced by 1 billion credits for each additional day.

"The Gate functioned exactly as it should in 5 out of 10 trials to-date. That's the highest success rate of any Gate tested at this stage of construction.", said Alex King, InfinitiCorp Engineer, "Some of our test pilots are already negotiating with our farming friends who live on the other side of the Gate." Mr. King declined to comment on the fate of the pilots that were assigned to the failed tests.

#### ***PABOSS Announces Plans***

The Foundation for the Protection and Betterment of Scuttlebugs Society (PABOSS) has announced plans to build a sanctuary dedicated to preserving Scuttlebugs. Promotional plans include Scuttlebug awareness campaigns and increased fundraising efforts to collect enough resources to build and maintain the future Sanctuary.

Proponents of the group claim Scuttlebugs are not at risk of extinction or endangerment and are a serious threat to the life and livelihood of pilots.

### ***Jingle Bells or Pavlov's Bells***

The holiday season is upon us, and so is the frenzy of the holiday shopping season. Sales in Starbases are up more than 300% over last year, prompting rumors that subliminal messages may be entwined in the holiday music resounding through many Starbases. One shopper we spoke to insisted he docked for minor ship repairs but felt an overwhelming urge to purchase devices and weapons after hearing the holiday music. Starbase officials debunk the speculation, insisting the rumors are nothing more than pure slander.

### ***Imposters Abound***

A rash of imposters, posing as leaders of the Terran, Jenquai and Progen races, have been in recent weeks, prompting officials to step up security in Starbases and checkpoints. The imposters posed no threat to bystanders, though officials responded quickly and efficiently to prevent widespread panic. Several bystanders suggested the strange group may be due to a resurgence of Flash Mobs, a strangely popular activity from the early twenty-first century.

### ***Vinda Decrees Interpolation Open to all***

In an astounding move by Magna Vinda, leader of the Sabine Order, Versatiles will now be given the opportunity to learn and perform genetic interpolation to anyone wishing to have the procedure performed on their DNA. Magisters in good standing with the Sabine Order are asked to seek out Specialist Annia Severa, stationed near planet Arduinne. In an effort to facilitate the new decree, expelled Magisters will be allowed to reaffirm their position with the Sabine Order. Former Sabine Order members must report to Tovar Maxe to begin the process of reintegration.

Some members of the Progen Republic applaud Magna Vinda's bold move, while others are denouncing her intentions. Any individual wishing to receive the benefits of interpolation must register their genetic patterns Sabine Order by visiting Arx Spartoi in Endriago. An appointment should be made with Ulpia Adilla to assist you with the process.

### ***Healing the Maelstrom (Patch for 2/05/2004)***

On the heels of a key scientific breakthrough, Ariad and Vinda appear to have found some common ground and are urging cooperation between the Progen and Jenquai for the benefit of humanity as a whole. In Merjan's absence, members of the Jenquarum have become more outspoken and forceful in support of their individual interests and their own areas of responsibility. A long circumscribed skill is now being taught to ranking members of the Sha'ha'dem and careful collaboration between formerly sequestered researchers has turned conservative isolationists, both Progen and Jenquai, on their ears. Where the Terran leadership fits into all of this remains to be established, though a frenzy of diplomatic discussion is certainly underway.

### ***Just in from Net-7 ...***

#### ***Mars Construction***

The Republic has enlisted the aid of several corporations to donate some of their goods and services in an effort to increase awareness of the Mars Construction Project. Says one Progen Official, "With so many of our soldiers fighting the War, we just don't have many back at home able to volunteer their time with Mars-based projects."

It is hoped that the new rewards will increase volunteer activity at the Mars Construction Site. In addition to the expanded number of rewards, volunteers may also redeem their old rewards for new and improved models.

### ***InfinitiCorp Holds Ribbon-Cutting Ceremony for Newly Completed Gate***

InfinitiCorp held a ribbon-cutting ceremony last Tuesday in honor of their newly constructed der Todesengel Gate. The new Gate was completed ahead of schedule and has been declared fully functional by the corporation.

But the new Gate is not a problem-free addition to the company. InfinitiCorp's crack legal team has been investigating hundreds of lawsuits filed by pilots claiming the Gate damaged ships during transit. Many of the claims stipulate damage could have been prevented but InfinitiCorp allowed access to the Gate before construction was finished.

### ***Valentine's Day Leaves Tada-O Red in the Face***

Valentine's Day wouldn't be the same without Tada-O, or so the company would have you believe, but this Valentine's will be one without the (in)famous holiday corporation. It seems that Tada-O missed the deadline for obtaining vendor permits this holiday season.

Repeated appeals for late permits have been denied and it looks like Tada-O will be left pining for their lost love of Valentine's Day profits. But without Tada-O at the helm of this loving holiday, who will sell those special treats? Sources say this holiday never smelled so good, or so minty-fresh.

### ***Draconis Hatchlings Removed from the Endangered Species List***

The number of Draconis Hatchlings in the wild has dramatically increased during the past year because of efforts from conservationists coupled with an unusually temperate meteor shower season. Draconis Hatchlings have once again begun migrating after a lapse of more than 250 years.

Nearly hunted to extinction by fleets of combatants during the last migration cycle, Draconis Hatchlings were responsible for the deaths of thousands of pilots. Yet, nothing of monetary value has ever been developed from the bits and pieces that remain after one is killed. It is believed that the majority of these creatures were killed for sport.

A Pilot's Advisory from the Glenn Commission warns that the hatchlings are extremely curious and tend to be attracted to areas of activity for reasons scientists don't understand. You're advised to avoid these critters as they are dangerous when threatened.

### ***InfinitiCorp Announces the REACH Program***

InfinitiCorp announced a new program designed to welcome former employees back into the company. The REACH employee program has been created to extend amnesty to former employees wishing to rejoin the InfinitiCorp family.

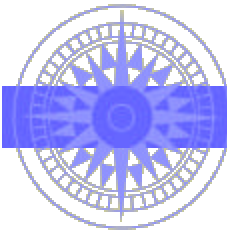
Net-7 News asked an InfinitiCorp HR spokesperson why former employees should be re-hired, but we were only told, "Our standard policy does not allow us to discuss the employment history of former InfinitiCorp employees. We can only give out dates of employment. If you wish to ask about the employment dates of a specific individual, then you must fill out form 56XJ-7 version B. Please allow 6 to 8 weeks for processing."

### ***Psionic P3889 Dies to Poisoning***

Another loss was felt in the Cygni Psionic community recently when P3889 succumbed to poisoning after a long bout of illness. Death of Psis have been on the rise, both angering and saddening supporters of the Psionic community. Tensions between activists and Psi opponents have skyrocketed following this most recent death.

***Progen Officials watching Jenquai Scientists***

Progen Officials are closely watching the Jenquai Scientific community after the release of information stating the tear in space, known as the Mondara Shear, could be repaired by a chemical process discovered by the Jenquai Scientists. The Republic has placed Gatekeeper Anguis in charge of observing changes, if any, to the shear.



UNIVERSITY OF NEW EDINBURGH

SIT VIS VOBISCUM

[Research Thread: Unknown Ship Research \(Messages 1-238\)](#)

Warning: This is a plain text copy and paste job, done a while ago, of a key thread in the storyline research. Because it is so copied, it is not easy to read, and we apologize in advance for that. However, you should be able to find important data in this area.

Thats it! I must research these unknowns in the galaxy, some of the NPC's ive met have already begun to give little details about where they have started to appear, i know 2 places where NPC's have told me they have appeared and also they have told me some other little deatils. I will begin to reseach them tonight till i can decode them and figure out their basics and what is their main purpose for coming.. If anyone else would like to join that would be greatly appreciated as i need all the help i can get to make this go faster. If you would like to join in on the reseach just post here and also give ALL the details that you know about them so we can get a headstart on a great accomplishment ahead of us.

Thankyou,  
Reseacher Nuketw

by Nuketw Level 32 Terran Warrior of Galaxy Galileo, posted 10/02/02 05:37pm Reply to Original Discussion

Display by: Oldest | Newest | Unread Only | Author | Subject Views: Expanded | Outlined  
239 Messages: First | Previous | Showing 1-100 | Next | Last

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/02/02 06:19 pm

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As some of you may know the unknown ships un-verified name is V'rix and they hide around the beta hydri sector and i have also caught them in aragoth and a couple near the maelstrom where it has been reported many net-7 people have seen them go in and out. Only time will tell what the unknown ships choose to do, whether be leathal killing ships or friendly ships that give information. This is why i have chosen to begin research about these ships and hopefully learn their background. If you would like to join in on the reseach just post here and also give ALL the details that you know about them so we can get a headstart on a great accomplishment ahead of us.

Thankyou,  
Reseacher Nuketw

Hague Level 54 Progen Warrior of Galaxy Andromeda

10/02/02 06:30 pm

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They are the V'rix, The Ancients of Aragoth, they have been sommuned by the opening of Vishao, though this is a guarded secret of the Sha'ha'dem, they are highly intelligent, proven by their use of math as a language, as math is the universal language. Also, Anjur Kahn is returning to head of the Progen race so as too battle these invaders.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/02/02 06:42 pm

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If you read Net-7 news (which you should) youll notice theres 2 articles there that are titled "Aliens in space" and "Kaun set to return" which also goes into a little bit of more detail of whats going on right now and questions that are concerred. Be shrue to check up on thoses as they provide important information.

Kannibal Level 52 Progen Warrior of Galaxy Andromeda

10/02/02 07:15 pm

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Is funny I should find this here after I log out because I was killing crystal spores in Odin's belt when a squad of I think like 4 or 5 lvl 40's showed up "unknowns" and started blasting all my spores.They took out the whole spawn in seconds then appeared to move on.I saw them again a few minutes later patrolling back thru the same area again and saw another spore go under their guns.

I guess they don't like crystal spores.

The Glorious Progen Captain of the "Fates Talon" 'Live with wolves you learn to howl'

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/02/02 07:30 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 5 / 239

Hmm... interesting that they move in swarms of 4 or 5, i found that interesting in beta. Today i tryed to attack one and no matter how hard i tryed i didnt do any damage too it. I also spotted a lone unknown by itself in by the aragoth gate and i couldnt destroy that one either although it could attack me. I tryed reseaching with the NPC's tonight and mostly

the people on planet inverness are talking about them and also in jagurnaut city. The news is rapidly going around and net-7 has made many broadcast about them. At this point, we cant really tell what they are thinking of doing, but i see a war coming up here in the near future.

Reseacher Nuketw

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/02/02 11:24 pm

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Just a thought on the unknowns...

I have seen tons of them running back into the Mazzaroth (pretty damn fast too) but they are all low level... shockingly low level for Unknowns. Got me thinking... the higher level ones are often found at or near the places where they are said to spawn... so what if these things get weaker while they are in our space? Stands to reason anyway. Figure they pop out at the gates and hightail it back to the shears to get out of what to them must be as weird a place as the shears are to us (pretty damn weird and hostile) thoughts?

Dantee

Fleet of Chaos

The only true order is found in Chaos

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 05:42 am

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I believe all the low level inknowns started coming out from the maelstrom, but all the powerful ones that continued to train have spread out now and are now seen in beta hydri, aragoth, and some places i never knew they would be. They seem like they are ready for something ro getting ready for something and with all the math and not enough answers, whos knows what might happen.

Researcher Nuketw

Winterblink Level 56 Terran Warrior of Galaxy Andromeda

10/03/02 06:33 am

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Add BookMark | Reply I've killed a bunch Message 8 / 239

I caught a swarm of lower level ones passing through Aragoth (I think that was where it was), and took them out. They're not that hard, and didn't drop anything for loot :( I was

hoping for something cool.

Really neat engine effects on those things. :)

Commander Winterblink, TES Vengeful Ascendance

Altiras Level 33 Progen Explorer of Galaxy Orion

10/03/02 10:13 am

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I took out several patrols of CL3 Unknowns around Amah's ship in the Deneb sector. They all dropped credits (100 - 200) but no physical loot. I was level CL8 and though they counterattacked me in pairs they were no threat to me. My combo missile and projectile loadout seemed to be reasonably effective against them and I noticed them trying to use some abilities but I was able to interrupt them most of the time before they could get them off. They did seem to hit me with an effect or two occasionally but I couldn't really tell to what detriment :\ One thing I did notice is that they regularly resisted my Grav Link. Being quite a bit lower than me in level I found this result to be quite interesting.

I plan on heading out that way again in the near future to "investigate" a little more ...

Altiras

Sentinel on Orion

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/03/02 11:32 am

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I have not and will not shoot unknowns for 3 VERY simple reasons

1: You ever run into a swarm of LV35 unknowns? and you know how damn well they work together? Don't want to get all of them \*\*\*\*\* off

2: At this time the storyline behind them isn't even hinted at... what if the people who get along with them are given access to the mazz or mon shears or SOMETHING like that? just a thought

3: They are researching us... IF they are just looking, I see no need to kill them, hell I'M a researcher (JE) so it doesn't sound right

my thoughts on it anyway

Dantee

Fleet of Chaos

The only true order is found in Chaos

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 04:19 pm

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Good point you have there, they are reseaching us and they are scouting us although we dont really know if that will be good or bad right now, the only thing we know about them is that they use a different language and they have bug looking ships. There are hints about them in the story line but nothing really great so far from what ive found. Net-7 has been giving some hints too and some are massive while others are little. I wish they could drop some loot that would leave us a clue about them but right now nothing physical but some measly credits. If you would like to join in on the reseach just post here and also give ALL the details that you know about them so we can get a headstart on a great accomplishment ahead of us.

Researcher Nuketw

Klatan Level 55 Jenquai Explorer of Galaxy Orion

10/03/02 04:33 pm

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hmmm. if you want my opinion i would say the unknowns are bugs... really advanced bugs. however, im pretty sure they are not the ancients as i have found wrecked alien ships in the maelstrom that looked like they were being eaten by what i guess to be smaller versions of the unknown ships... the swarms.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 04:48 pm

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Yes, i dont believe that the unknowns are the ones that opened the ancient first gate, but they do have some information that may be very valuable to the E&B universe, the only questions is.. what? and what actually may they be?

Feanacar Level 0 Jenquai Explorer of Galaxy Orion

10/03/02 04:57 pm

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In some areas, these Unknown's con as "Marauder"

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 05:03 pm

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Could you be more elaborate on that Feanacar

Mosho Level 48 Progen Warrior of Galaxy Andromeda

10/03/02 05:50 pm

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My faction to the ??? is already in the red but they have not appeared red to me or attacked me.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 06:56 pm

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Hmm... i havent checked my faction to them although i suppose it would be neatrul... did you attack them at all at one point? Its amazing that they are smart yet they do not show it except for the math.

Kannibal Level 52 Progen Warrior of Galaxy Andromeda

10/03/02 07:31 pm

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So....they defend themselves if attacked but do not aggressively attack any of the 3 races, Terrans, Jenquai or Progen even if ones faction score with them is in the red. Which for me is a good thing because running into 4 or 5 lvl 40 warrior ships is humbling knowing they'd crack me like a walnut. And they like killing crystal spores. I used to see them only around the gates to some of the further sectors from my home of Mars but now they seem to have filtered out thru out the galaxy a lot more.

The Glorious Progen Captain of the "Fates Talon" 'Live with wolves you learn to howl'

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/03/02 07:48 pm

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Having said what yall have said, i must verify that in beta it was pretty rare to see these ships around the galaxy, now they are on the move everywhere throughout every galaxy, this scares me because to believe they are planning for something and maybe neptune or

another gate may have something to do with it. In tonight's interview at EBportal they said that neptune will be opened real soon and that that's where the red dragon prison is and a big, huge war is supposed to take place. Now I wonder if these ships bases and such are located in neptune or in another gate. Very good thought to think on for tonight..

Feanacar Level 0 Jenquai Explorer of Galaxy Orion

10/03/02 08:08 pm

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Nuketw:

They look the same, show as L3 or L4, however, instead of "unknown", I see them as "Marauder". Also, you cannot talk to these. I will get the system info tonight and let you know.

The Neptune/Prison/War thing sounds interesting. HmMMM, wonder if they'd mind some real red RD faction bar characters in that Big House :)

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/03/02 10:37 pm

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Thought on Marader/unknown issue

Ya know, as a JE there are SEVERAL mentions in our story about how the person who opened the sheer effects the formation of the sheer (progen opened mondara, Jen opened mazz) So possibly the fighting maraders are from the progen side and are effected by the violence, and the Unknowns are from the mazz side... and are... explorers... you know as I write this it makes even more sense then before... Jenquai are explorers, so we made the ??? people into explorers... but progens are bloodthirsty sickos (j/k) so the ???'s turn into fighters.

anyway, the reply to the

"if you want my opinion I would say the unknowns are bugs... really advanced bugs. however, I'm pretty sure they are not the ancients as I have found wrecked alien ships in the maelstrom that looked like they were being eaten by what I guess to be smaller versions of the unknown ships... the swarms"

Agreed... the swarms are small versions of the ??? things... I think that the ancients are those wrecked ships in the maelstrom.

Follow me on this though...

The Maelstrom and Mondara shears always reminded me of "This alien shore" (very good book), in the book there were these rips in space which worked a lot like wormholes thru space, but the inside was REALLY screwy (like the shears are)...

If the Dev's or whoever got the idea for the shears from this then chances are the ???'s are

creatures that lived in the Shear type of space. In the book the things never came OUT of the shear, but (once again IF) if they got the idea from there I would bet that the ancients flew their ships into the shears, and some got killed in there.

Anyway, all those thoughts need organized, but that is where i'm at on the ???'s...

Keep this forum going, this is a good topic

Dantee

Fleet of Chaos

The only true order is found in Chaos

Deh Level 59 Terran Warrior of Galaxy Galileo

10/04/02 05:33 am

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I would think the Crystals would be a key to why they might be here. if they attack them, is it for food? Fuel? Revenge?

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/04/02 03:05 pm

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Yes yes guys, good work and goo deatils, i know ill love to get to neptune once it is open. Also i already know that neptune does hold a prison and thats where red dragons are takin too. Keep up the info about the unknowns and also if you find ANY good hints or tips about them in game share them here.

Reseacher Nuketw

Pink Level 89 Terran Trader of Galaxy Andromeda

10/04/02 03:23 pm

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I hope Neptune opening isn't a repeat of the end of beta 'event'.

Beeblebrox Level 40 Progen Warrior of Galaxy Pegasus

10/04/02 03:48 pm

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Fools! All of you! While you spend your time in idle research, they only grow in

numbers. Can you not see that this is an invasion!?! I will follow Kahn into glorious battle and the Progen will destroy the invaders just as we did the Jenquai! Hesitation is Weakness!!

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/04/02 03:51 pm

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tHATS NICE BEEBLE, GOODLUCK, BUT I DONT THINK FIGHTING IS THE ANSWER RIGHT NOW TILL WE CAN VERIFY IF THEY WANT A WAR OR (sorry bout caps) they want to show us something.

Kidd Level 31 Progen Warrior of Galaxy Pegasus

10/04/02 04:00 pm

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Anyone made any reasonable contact with these marauding alien things?

Galactic Corsairs - Pegasus

Klatan Level 55 Jenquai Explorer of Galaxy Orion

10/04/02 06:07 pm

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if by reasonable contact you mean anything other than throwing formulas at each other...  
no. speaking of that, anyone know what their formula is?

Vejis Level 51 Progen Explorer of Galaxy Andromeda

10/04/02 06:09 pm

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Message 29 / 239

I can't remember where, however before the last PW I recieved a mission to deliver "mathematical codes" to someplace else. I don't know if you can still get this mission, or if you do get it it has anything to do with the unknowns, but I can't think of any other formulas that are -HIGHLY- important, which the NPC claimed they were. Wish I could be more detailed.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/04/02 06:35 pm

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Yes, the formula, if decoded, will be all we need to start figuring out the unknowns, once we have that we'll know who they are, what they are here for, whats there purpose and etc

Caeyn Level 52 Jenquai Explorer of Galaxy Pegasus

10/04/02 10:01 pm

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If you prospect some of the wrecked ships in mazz you get data fragments mentioning that the mazzoroth creatures are opposed to the unknowns, and attempt to destroy the warposts that used to guard the wormhole to mondara.

Also, I think i remember Amah mentioning something about their home being in Deneb, but im a JE so a sentinel might know more about that than me

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/04/02 10:20 pm

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If you prospect some of the wrecked ships in mazz you get data fragments mentioning that the mazzoroth creatures are opposed to the unknowns, and attempt to destroy the warposts that used to guard the wormhole to mondara.

Please post full info on this... I wasn't aware there was data fragement in there. This is interesting

Dantee

Fleet of Chaos

The only true order is found in Chaos

Skokomish Level 40 Jenquai Warrior of Galaxy Andromeda

10/04/02 11:44 pm

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Idle research? My simple minded Progen perhaps you should request a new gene-map from your Homeworld

A warrior that does not know his enemy is the real fool. To know your enemy is to know its intent and its thoughts, in order to anticipate its every move. It is too early to tell what fruits may bear from this research. It could be of a purely scientific nature should these 'unknowns' come to pose little threat. It could also be invaluable in efficiently destroying them should the need arise. I'd rather not have my home sector cleaved in two by an all out war. If important information should come to light, we maybe able to use this to perform a discreet attack, with a little finesse, on the 'unknowns' home turf. I now this concept is foreign to the Progen, but sometimes it's better to ask questions first and maybe shoot later.

Should the 'unknowns' pose a threat to the Sha'ha'dem, you can rest assured the Order of the 3rd Maru will strike swift and fast. Hesitation maybe weakness, but Unbalance is certain death.

Saeth Level 53 Terran Warrior of Galaxy Galileo

10/05/02 03:54 am

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I figured i'd post what liitle info I have found out about the Unknowns to add to the discussion. The other day I was exploring and decided to fly straight in the Mazzaroth Maelstrom area of Swooping Eagle. When I went in as far as they'd let me I saw 2 Unknowns just sitting around pretty much flying in circles. I also noted that you could talk to these particular ones. Interested, I tried every chat option with both of the Unknowns. Each started by stating what looked like a mathematical equation, and then replied with the same equation to every question I asked it. The only other option was to try to communicate with it in its own language( my character just said some mathematical equation ), this triggered a different response from both creatures. The response was the same for both creatures which I found interesting since both of them used different equations for their standard responses, so I wrote it down to look at in more detail.

The response: CL1SS3CH1RM4N3CCR6T1L!!! 3kBeta.

From first look I figured it was a simple replace-the-number-with-the corresponding-letter kind of code, but when I did the response didn't make any sense. So i focused on the last part of the first phrase CR6T1L!!! which looked a lot like crystal to me. So assuming that the word was crystal I tried to find a system where A=1 and Y=6. The answer i cam up with was simple, use only the vowels in the alphabet and set them to numbers, ie A=1 E=2 I=3 O=4 U=4 and Y=6.

So the new phrase would be CLASSICHARMONICCRYSTAL!!!

or CLASSIC HARMONIC CRYSTAL!!! as I read it.

as for the 3kBeta part I still have no idea.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/05/02 04:28 am

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sweet! Everyone try to get as much of the equations as possible posted in the forum here  
Very good work Saeth

Dantee

Fleet of Chaos

The only true order is found in Chaos

Selvaje Level 65 Terran Warrior of Galaxy Andromeda

10/05/02 04:36 am

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I fyou go to Antares Fronteir you learn some new things about the aliens. Also it is suggested that you do not attack them. They oppose little threat right now. Thought they are setting themselves up for something slowly comign furthur into everything. If they ever fire at me I will let loose hell but as fo mrow I am jus tpassing them and saying hi. No use getting some ancient species ticked off at me especially if all tehy want to do is jsu tfigur eus out.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/05/02 04:38 am

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Got one guys...

Alien says

$F(\epsilon)=1$

You respond

$\Delta(K)=-G$

Alien respond

D3FFR1CT34N !!!  $k \cdot G=1$

That comes out to "Diffraction", and supports the system.

I belive to figure out the  $k \cdot G=1$  part (as well as the remainder of Saeths message above) we are going to have to get more of the formulas posted.

Fellow explorers, get and write down every conversation you have with them, we are almost there

\*\*edit\*\*

ALSO, include WHERE you talked to the Unknown... location may effect content

Dantee

Fleet of Chaos

The only true order is found in Chaos

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/05/02 09:41 am

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Hmm.. very nice works guys, it seems that maybe if decoded right that the crystal may have something to do with the aliens, if the aliens were to have the battle in deneb and mazzeroth id be there in a instant. The decoded messages whether right or wrong could lead us a step ahead of what everyone else knows. We might just be able to figure these unknowns out.

Reseacher Nuketw

Caeyn Level 52 Jenquai Explorer of Galaxy Pegasus

10/05/02 10:03 am

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The alien data fragments can be found in wrecks at the frenzy field nav, there are 3 that i've seen and they mention how the mazz creatures can be energized by the mazzoroth womb and this energy causes severe damage to the warposts, the third fragment asks their ships to seek out and destroy these creatures

Vashner Level 56 Jenquai Warrior of Galaxy Andromeda

10/05/02 10:39 am

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They are "the ancients". They built aragoth ancient gate.

They have the progen leader captive.

Vash,

Fray Level 47 Jenquai Explorer of Galaxy Andromeda

10/05/02 10:48 pm

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$k \cdot G = 1$  is them showing they understand the equation.

In that conversation they state a valid mathmatical equation, you then reply with another and they say something (diffraction in this case) and show you they understood your

math by displaying the relationship of two of the variables in your equation.

As for the relationships from my research it seems the ancients built the gates to hurl you through a parallel dimension (or quantum substrate) where distance and time work differently allowing you to travel great distances in seconds. Apparently the gates act as a warp field propelling you across the space of the dimension at very high speed (which is why you can't access that dimension by entering a gate). The maelstroms, however, appear to be rifts allowing access to this dimension for exploration like normal space.

A long time ago the ancients left normal space and moved their civilization to maelstrom space (which is why we find ancient artifacts buried in stone where they phased back into normal space). I'm not sure if the unknowns are the ancients but it would stand to reason considering that the ancient gates (not the infinicorp gates) look very similar to their ships as well as the fact that they can easily pass through the maelstrom rifts.. however.. they didn't appear back in normal space till the rifts appeared which shows they seem to have forgotten about normal space. Perhaps the ancients are the unknowns' ancestors and since the ancients moved to maelstrom space their progeny have forgotten about normal space and the gates so now they are back and have to rediscover it all again.

The unknowns are at war with the maelstrom creatures but they seem passive towards us. The marauders, however, are aggressive towards those trying to examine the gates in too much detail (perhaps they are trying to protect their ancestors' technology from us).

As for the missing progen woman it stands to reason they are keeping her in maelstrom space somewhere beyond where we can go just yet and are using her to gain knowledge of our species. This line of reasoning however does not bode well for our races if you stop to think for a moment how a progen would describe the human race, its intentions and its philosophies.

I think a war is inevitable. We've already duplicated their gate technology to a lesser degree, fighting has broken out in some areas already when humans put their noses where the unknowns don't want them and they are using the testimony of a progen woman to judge all the races.

Dark days are ahead.

Fray Level 47 Jenquai Explorer of Galaxy Andromeda

10/05/02 11:05 pm

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Message 42 / 239

Also for reference:

diffraction

Change in the directions and intensities of a group of waves after passing by an obstacle or through an aperture whose size is approximately the same as the wavelength of the waves.

Or

The deflection and decomposition of light in passing by the edges of opaque bodies or through narrow slits, causing the appearance of parallel bands or fringes of prismatic colors, as by the action of a grating of fine lines or bars.

And

when light passes sharp edges or goes through narrow slits the rays are deflected and produce fringes of light and dark bands

Apperently the Cartesian line formulas being passed back and forth are in reference to the modification of electromagnetic or photonic waves.

Vashner Level 56 Jenquai Warrior of Galaxy Andromeda

10/06/02 12:46 am

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I picked up a radio transmission near mazzaroth:

Something about several newly discovered ancient gates, torture, someone in distress..

sorry it was static that's all I picked up. And some screaming and shooting in the background.

Vash,

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/06/02 12:46 am

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'021005-002563'

The Freedom Fighters Scientific Research Vessel

(Far Star)

(Head Scientist) Obi

Aragoth Field Report

Denied

In the last few weeks a lot have been going on in our little community aboard the Far Star. Recent discovers in the Aragoth System has brought about the deployment of the Far Star into the Varen's Cirdle Sector of the Aragoth System. From here the Research Vessel will deploy specialized teams into all sectors in the Aragoth System, to conduct a System wide sweep for any Alien technology, artifacts, and existence of any abnormalities. A recent discovery of fossils located in the Aragoth System is one of the many reasons why we have deployed into this system. As for the fossils located in the Aragoth System, all we can say at this time, is that we believe they are linked to fossils located in the Maelstorm in the Swooping Eagle Sector of the Sirius System. A specialized team was brought in to study both sets of fossils and it is by their conclusion that both the fossils in the Maelstorm and the ones in Aragoth are in fact related. It is also believed that these fossils belong to a life form known as a Drake. However, sadly we have no way of proving this for we have not received permission from neither the Progen

or the Jenquie to transport the fossils back to the Far Star for a full study of them. We do have photos taken of the fossils and base our finding off of them.

As for the Aragoth System, the discovery of the fossils turned our efforts towards locating any more of these fossils in the system. Which brings me to Varen's Girdle. As of a few days ago, one of these fossils was located a ways from the Nav paths. Our ships had to free warp to reach it. As how is fossils was located in the first place, is again part of the system wide sweep. A system wide sweep is not just going from Nav point to Nav. Point, but however our Sweeps have reached outward into undiscovered part of sectors. It was in one such place that the fossil in Varen's Girdle was found. However not just the fossils was discovered in this little part of space. Only a small distance away laid a large rock that had some type of structure rising from within it. Upon further research we where able to figure out that this place was named Andaren's Tomb. Very little is known about this tomb however we will keep on tracking until we understand more and more. Now on to a different topic, the Maelstorm located in Swooping Eagle Sector of the Sirius System, is also being swept and monitored by our people. A few days ago, some Alien Data Fragments where located and secured from Alien Space Hulk within the Maelstorm. These Fragments spoke of Reapers that where attacking the Warpost located in the Maelstorm. From what we can tell, these Warpost have been built to provide a protective shield over the wormhole that links the Maelstorm shears together. It is unknown what the shield is designed to stop seeing the fact that our ships can fly right thought them.

As for what we plan for the next few weeks, once the Aragoth sweep has been completed, the Far Star will pull out of the Aragoth System and head to either Swooping Eagle to study the Maelstorm some more or to another system to do yet another system sweep. It is our plans to do system wide sweeps in all system. This is all we have to report at this time, we shall report back once we have gathered more information.

Shmootill Level 36 Jenquai Exploror of Galaxy Pegasus

10/06/02 07:11 am

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I free warped as far through the Mazzaroth cloud as I could, until it wouldn't let me go any further (Sector's edge), and found a nest of the unknowns (4 or 5) bunched up together ( I mean really bunched up) flying in real tight loops around each other. (Just to clarify, this was not IN Mazzaroth, but in swooping eagle, I free jumped past the cloud ) I kept pulling one out of the group with my teleport, and he would immediately fly right back to the bunch. I fired off a few laser shots, and it never foght back, it just ran quickly back to the bunch. Of course, this may just be a spawning point, but they weren't going anywhere, just flying around each other.

Later on, just outside Mazz. I was taking a quick break from killing things, and 2 Unknowns flew up to me, and just started circling me continually for about 7 min, and then flew off. They definately seem to be checking us out . . .

-Shmoo

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 11:57 am

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Yes, also i found some wierd information last night. It seemed when the ancient gate opened that there was a big flash and amah or whatever her name is was taken by the unknowns then bunches of them started to fly out of the anicent gate. Whatever is behind the ancient gate must be full of unknowns since thats where they came from.

Ciel Level 39 Jenquai Explorer of Galaxy Andromeda

10/06/02 12:56 pm

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Has anyone interpreted the type of engine propulsion they use? It's almost like "anti-matter" They also don't seem to use a warp system... maybe they use some sort of advanced wormhole tech? Also... has anyone decoded the equation they spout back at you when you try to speak with them?

Ciel J'hij (Son of the sky)

Jenquai Explorer

Message sent from ESTRELLA I via NET-7 communications network.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 01:11 pm

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Well actually when they gate and wormhole which ui have both witnessed, they spread into like a million particles and they meet back together when they finish wormholing. Yes they do warp and it seem that there warp system is faster than ours. It is more hightech too.

Silus Level 65 Jenquai Explorer of Galaxy Andromeda

10/06/02 02:20 pm

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It was pointed out to me while talking to my guild about these ships that DeWinter was known to have a crystal in her posession capable of producing a wormhole. Could this be the classic harmonic crystal that was referenced by some of the ships?

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 02:46 pm

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Hmm.. maybe.. Dewinter seems to be turning bad lately and everone seems to be hating her (all the NPC's) i wonder why... she was loved during beta

Feanacar Level 0 Jenquai Explorer of Galaxy Orion

10/06/02 03:09 pm

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Any ideas how the Psi's tie into this....DeWinters' got her hand in everything. Remember, they sold to BOTH sides during our last conflict. Wouldn't suprise me to see her trying to do an end run and screw all of us, Prog, Terran, Jenq, into ruin....

Silus Level 65 Jenquai Explorer of Galaxy Andromeda

10/06/02 03:11 pm

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I've noticed that as well, it seems there are few that stand behind her now. Only ones I can think of offhand are that reporter in net-7 and Katlyn, her assistant.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 03:43 pm

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I really do think shes going to do something terrible and screw us all, shes evil i tell you E-V-I-L.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/06/02 06:04 pm

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as a JE the only reactioin I get is the diffraction mesage

Dantee

Fleet of Chaos

The only true order is found in Chaos

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 07:41 pm

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On other news, as you all know kaun is set to return soon and with him returning i dont know if its the best idea. If kaun returns he will most likely just blow up all the aliens which could start a war with us and the aliens. This could get bad yall.. real bad...

Klatan Level 55 Jenquai Explorer of Galaxy Orion

10/06/02 07:44 pm

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oh i was wondering around the maz maelstrom today, i don't know how long its been like thise but... the wormhole to the mondara shear is closed, and the guardians at the warposts will now attack you. anyone know why this is?

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 08:04 pm

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Yes, i believe that the unknwons have sealed the maelstrom and mondara to plan whatever they are going to do with us inside, it is also said that the size of the maelstrom has gotten 2 times larger than it used to be.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 08:08 pm

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(Taken originally from Dantee)

Thought It would be a good idea to share this Dantee :)

You know... last night I had alot of fun in E&B... and, brace yourself, I only got 2 levels!!!! HOW Dante, you ask, HOW COULD the game be fun if you aren't running like a madman up the level treadmill?  
easy. I went and played. Here's what happened

I have been researching the Unknowns off and on (see the thread "Unknown research has begun"), and last night decided to focus on that. I picked up my equipment and flew out thru akrons gate area. At Akrons I found several of the Unknowns. I followed them around, talked to them with ever combo I could think of, got some screenshots. Found that they all say 'Diffraction' to me for some reason. (ya, I really think we have decoded part of the language)

But anyway, moving on. I took my research into the mazzaroth to see what I could find. Other then several swarms of bugs and bones, I found some alien hulks in there. Some of these contained data fragments indicating that the anchients were having trouble with the creatures in the mazzaroth and were worried about the shielding around the gate in the shear. After speaking with my guildmates on this (LOVE haveing a guild that we all know eachother for the most part, and TALK in the guild channel), we decided that if the bubble around the gate was a shield... and the gate was no longer working, It ment either  
A: The reapers destoryed the gate by attacking the waroutposts, or

B: the shield was put in place to deactivate the gate in the shear.

Even the POSSIBLITY that we could get the gate in the shear reactivated was enough to try. We formed up in the shear and launched an assault on the Warposts. We were ambushed and attacked after every post fell, and many of us were smoking and on fire when the gate fell... but then the last outpost toppled under our fire. We circled around to the center to see a small ruined hulk where the gate once was, a "Soul of Mazzaroth" which I heartlessly mined for the starsteel in it (hehehe).

Interesting heh?

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/06/02 08:11 pm

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Crap, frogot to post that there, ty nuke =)  
see I am researching guys, working hard on it

Dantee

Fleet of Chaos

The only true order is found in Chaos

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/06/02 08:59 pm

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I just wanted to say i found that very interesting dantee, ill have to go look myself, along with 5 other people lol

Darcot Level 38 Jenquai Explorer of Galaxy Orion

10/07/02 03:54 am

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I was exploring Antares. In the Antares Station[under construction] there is a Jenquai woman there as you get off of your ship. She sends you on a mission to fly through Capella/Antares (I think it's Vish's gate can't remember...) gate and fly through again back to the station. She tunes your sensors to read the gate as you pass through it. When you pass from Antares into Capella, you're greeted by "Unknowns". After the reading is taken, the "Unknowns" turn into "Marauders". (Turning from yellow to red) They started attacking me. I hurriedly flew back through the gate then on to Antares station.

I'm not sure if this means anything, but I didn't see anyone mention it here on this post.

Keep Hope Alive

Eloy Level 46 Jenquai Explorer of Galaxy Orion

10/07/02 04:05 am

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>Fools! All of you! While you spend your time in idle research, they only >grow in numbers. Can you not see that this is an invasion!?! I will >follow Kahn into glorious battle and the Progen will destroy the >invaders just as we did the Jenquai! Hesitation is Weakness!!

Uargh,

this really sounds like this mindless US president...wuah.

Frist shoot than think.... :(

Eloy

Byron Level 81 Terran Trader of Galaxy Andromeda

10/07/02 04:07 am

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ever notice the unknown ships around gates?

it looks like they are spreading some sort of poison or pollution in our space.mayby they are trying to close the gates somehow

Atrayu Level 33 Progen Warrior of Galaxy Andromeda

10/07/02 04:44 am

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ok, i have one thing to say... WOW!

dude, this is a lot of info, and a lot of answered questions for me. so keep it up. i had no idea any of this was going on in the maelstrom, i try to keep away seeing as i always get blow up in there. But the code seems to be some form of 133t, a language i havent really gotten into yet. never really had the time to learn it. maybe there are some sites to help out with the deciphering. keep up the good work.

Oilfoota Level 43 Terran Warrior of Galaxy Pegasus

10/07/02 07:29 am

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I made a mission at Vishao, where i had to scan the Vishao-Gate. When i passed this gate, then these unknown dudez amied at me but they where too weak. The mission said, i should not return fire on them, an so did i.

So, why didn't wanted these guyz that i scan the gate?

Tarpeia Level 77 Terran Trader of Galaxy Galileo

10/07/02 08:04 am

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dude, this is a lot of info, and a lot of answered questions for me. so keep it up. i had no idea any of this was going on in the maelstrom, i try to keep away seeing as i always get blow up in there. But the code seems to be some form of 133t, a language i havent really gotten into yet. never really had the time to learn it. maybe there are some sites to help out with the deciphering. keep up the good work.

LOL! The Unknowns are n00bs coming with their 133t-speak!

Anybody have ideas why they are impossible to kill? I've killed a few low level ones which are pretty easy, but once or twice I've been hunting and hit E (for nearest enemy target) and hit F before I realized what I was doing. They seem not to take any damage (me CL 24, they 33) after 2-3 hits, I'm dead.

So I'm not killing anymore until I find out why I can't kill them. Because the last thing I need is to be warping around somewhere and to get insta-deathed by these things...

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 02:43 pm

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Found some more information guys, i hope yall will be please..

If you listen the ramblings of Amah, she states "bugs, dust, V'rix" where V'rix is what

she calls the aliens. Of course she has been captured by them and is surrounded by an ancient security system.

The other message is "2L2CTR4N D6N1M3CS" Which translates to 'Electron Dynamics' These were captured from the low level aliens in the Vega sector.

Culann Level 45 Jenquai Warrior of Galaxy Andromeda

10/07/02 04:14 pm

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Wonder ....wonder if this has to do with a fight perhaps between the Ancients and the 'Hidden One' in Xipe Totec over the Codex...

Guild Leader of Outcasts, Andromeda Server

Optikal Level 0 Progen Explorer of Galaxy Orion

10/07/02 04:25 pm

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Well after reading the thread and doing some exploring in game, I decided to do a little research. It turns out that the aliens seem to know a lot about nano-physics and may be trying to communicate with us about the shears.

One of the equations that Dantee posted, is AN EXACT MATCH for a REAL scientific formula used in physics.

$\Delta(k) - G$

Take a look at: <http://nanophysics.phy.queensu.ca/480/pdf/EquationSheet.pdf>

and look for - Diffraction - Formula 30

HMMMMM, that seemed a little TOO coincidental (sp?) for me, so I dug a little deeper.

Take a look at: <http://nanophysics.phy.queensu.ca/480/480Notes.html>

I only browsed for a little while, but I did find several similarities with formulas from the aliens and the information at the link above. In particular, somewhere in the information The Laue Condition is mentioned and associated with Reciprocal space. I'm no physicist but could the Shears be "reciprocal space"?

I've got another formula written down somewhere and I'll post it (and reference the formula if it is found on that site). It's somewhere to start and it seems they may be trying to tell us something about the shears (if shear = reciprocal space).

There's got to be some connection, any input is most appreciated, I think we're on to something..what exactly, I'm not sure, but there seems to be a connection.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 05:14 pm

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Yes, we are on the subject and all us reseachers are working very hard at this very moment to find out what they want, on the codex issue, myabe they do want the codexz i dont see why, i want the codex!

Jarron Level 34 Progen Explorer of Galaxy Pegasus

10/07/02 05:23 pm

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Well thanks to the Excelent Document provided by Optikal I recognize 3 of the 'translations' we have discovered here also in the document.

Are these translations to the formulas we can send?

(30)  $(\Delta)k = -G$  relates to 'Diffraction'

the other 'translations': 'Electron Dynamics' & 'Classic Harmonic Crystal' are mentioned in the document, but I do not recognize any part of their coresponding fromula.

Optikal Level 0 Progen Explorer of Galaxy Orion

10/07/02 05:25 pm

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Hmm, I think there's a forum bug. I entered everything as text, even the links. It looks as though the "auto-magic" hyperlinking that the board does is a bit flaky. Time for a bug report.

Anyway, I've got a couple of other formulas.

$K = K - 1$

and

$A = (A^x, A^y, A^z)$

These were from a CL13 unknown in Endriago.

So there's a little more info to add to the collective knowledge pool. I'll try to cross reference these formulas with the info on the aforementioned website.

Swiftdeath Level 79 Jenquai Warrior of Galaxy Galileo

10/07/02 05:31 pm

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I have had my mind on what these unknown things are and what they are doing for some time, and these are the answers I have found:

1)They are called the V'rrix and are the ancients who constructed the first gates

2) They are highly advanced and use physics and equations as much of their language (as stated before, math IS the universal language). However, they also seem to speak some very deranged version of l337 speak.. some of their responses are easily decoded just by using common sense and filling in the blanks.

This is just a guess of mine about what this all could mean. The V'rix created the ancient gates to link the galaxy. I think that sometime along the V'rix realized there was something wrong with the gates- perhaps they were ripping apart the very fabric of space-time itself. So, they hid the gates and stopped using them. However, a mysterious 'codex' was the key to reactivating the gates. The V'rix either lost it or hid it, and Vinda stumbled across it. Now, Amah took the codex and opened the ancient gate. This alerted the V'rix and they were forced to flee their system of Deneb before it was destroyed.

I know there are a lot of holes in this but it IS just a guess. Here are some other possibilities:

1) The maelstroms could be the reason the gates were shut down in the first place. There are 2 ancient gates known in the game so far, Deneb and Antares, and there are two nearby maelstroms. Maybe the gates created the maelstroms and the V'rix were forced to shut them down or be destroyed by the maelstrom invaders? Just a thought.

2) Merjan somehow opened the Antares frontier ancient gate. Now obviously the V'rix have possession of the codex in Amah's ship, so why would they still be searching for something? Maybe there is another codex that Merjan used to activate the Antares ancient gate?

3) Now, it all starts to come together when you speak to Amah in Deneb. She mentions that she "turns away from things that are about to disappear" and then mentions a few specific systems, INCLUDING Deneb AND Vishao. There must be something wrong with the ancient gates or some sort of bad effect that is tied to them which would cause something so catastrophic.

My 2 cents.

-Swift

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/07/02 06:52 pm

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Hrm... interesting.

Ok so we know they want a crystal. We know that their reason has something to do with diffraction (when a light hits a crystal creating a rainbow.) We know they become hostile if we stay at their gates too long. We know that the progen was taken by the invaders and tortured into insanity to the point that she speaks in rambles (as if understanding the primitive progen wasn't hard enough when they were sane!)

Let's try and put this together. We know they are intelligent, we know they are ancient, and we THINK they are trying to fix a mistake they made. Why then are they searching the galaxy or becoming hostile?

Possible conclusions

They are massing their forces for an assault. Honestly, we aren't progen (well most of us

arent anyway) so lets just rule this one out until they become more aggressive.  
They are looking for something to close the ancient gates, possible though I think this has something to do with DeWinter.  
Could it be that these ancients are controled by the dark one in Xipe Totec?  
What ever they are they protect the Maelstroms viciously enough that my guild is on full alert. I am shamed to say it but my Galileo guild will go to war if it comes to that.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 07:51 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 75 / 239

Well guys, seems everyone on the websites and across the galazies are really starting to talk about us, lately i have heard several people on the gaileo server talking about us. On the other hand there is a article created about me on the ebportal website. Also in the news it look as if this weeks glipse inside has some stuff to do with us here is the clip..  
"Some players are getting more and more interested in the unknown ships that have been spotted around the galaxy, particularly around the Mazzeroth and Mondara Maelstroms. Players are starting to organize "Alien Watch" expeditions to scout the unknown ships. Taking the Alien Watch one step further, some players have started analyzing the messages from the "Unknowns" and trying to decipher their meaning. The responses and level of interest are encouraging. Many players are starting to research the Unknowns and their activities, and debates are starting to appear as to whether the Unknowns should be attacked or not. Some players see the Unknowns as an invasion, while others think they may just be on a research mission. Regardless, everyone does seem to agree that the Unknowns will have a larger role as the story progresses, and the prudent players are learning as much about them as they can."  
And on one final thought there was a thread concerning more content that will come into place in the E&B universe and Kohiba himself recommended this thread.  
Kohiba if you have any thoughts or anything feel free to post them i would love to hear them.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 07:55 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 76 / 239

Well guys, it seems kohiba stopped by the ebportal irc chat tonight and had a couple of things to say about our reseach and how much on treack we are.. you may be suprised about what he said.. this is so exciting! (MUST READ!!)  
[19:20] <TreKain> its a shame Nuke isnt here Kohiba...he'd want your opinion of his thread on Decription of the Aliens Language  
[19:20] <Kohiba> oh, the huge one on the general forums?  
[19:20] <Kohiba> I love that thread

[19:21] <TreKain> Kohiba...you have the inside line to know how on track they are?

[19:21] <Kohiba> of course :)

[19:21] <TreKain> and are they?

[19:21] <Kohiba> they are very on track

Seems we are really getting on track on this one yall, only a matter of time till we figure all this out and piece it together.. keep up the good work :)

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 08:15 pm

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One final thought for tonight i would like to say, No matter what you say, no matter how little it is, it will spread across the galaxy. Everything that we have said here i have been hereing asll over the market and general chats today. They are listening to us and understanding more of the unknowns. Keep up the good work!

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/07/02 08:23 pm

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Alright we need to focus our research. We have their basic code down now lets analyze it. Lets figure out what is going on with this crystal. Ok we have a harmonic crystal. We have defraction. What could they be looking for? Lets find out more about this crystal; thats where we will find answers.

I have been a reader for a while but today I am taking participation. After reading about how on track you guys are I decided I might as well add to your research. I am gunna go look for this crystal.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/07/02 08:35 pm

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Yes, now we must find more info about the crystal and i want a couple of groups to fly to the gate with the barrier around it and see if you can break it while fighting off the unknowns.. if we can get this much information we may have a better lead and a better sense about them.

Thanosrod Level 32 Terran Warrior of Galaxy Orion

10/07/02 09:11 pm

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A few days ago when I first started reading this thread I had to search high and low just to find my first "Unknown". Now it seems like they are EVERYWHERE! Even in the Sol system. Sometimes I spend a hour just following them around, observing what they are doing. It really freaks me out when they just stop beside my ship and sit there for 5-10mins, while we toss math back and forth.

Can't wait till some more light gets shed on this subject! I've been checking Net 7 news every couple hours hoping something new pops up.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/07/02 11:43 pm

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Alright guys, I have some info.

To start with, I have set my guildmates to gathering us information from talking with them. They are really good at what they do, so i'm sure i'll have a long post soon with most of their conversations.

Next, one of my members gave me the following formula off of some item they were carrying. Said that it MIGHT pertain to our research

I'm not sure if the I's are I, i, L, l, or 1

$n = G(h.k.I) / IG(h.k.I)I$

$(Vd = Ia \cdot 1 \times (a^2 \times a^3))I$

$IG(h.k.I)I = 2\pi / dhkI$

Other then that, my guildmate Timepilot got this JUST now while I was typing, we have this one already, but I'll post it again in full....

He is a Terran Trader (that drinks too much =P) and the ??? was a LV20-21 or so. The info was gathered in Carpenter

Unknown ----  $G(K) = 1$

Timepilot----  $r(R) = R^t \alpha(r)$

Unknown ---- CL1SS3CH1RM4N3CCR6ST1L (CLASSIC HARMONIC CRYSTAL)

I belive they say diff stuff to diff races, but i'm still conferming it to be sure.

So we have Classic Harmonic Crystal and Diffraction. Lets get some more races out there talking.

Keep it up everyone, we'll crack these bugs =P

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/07/02 11:54 pm

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Update, Timepilot spoke with another... and got a diff opening line.

vd=[alx(a2xa3)1

!!

This corosponds to the formula I got earlyer! I am going to try to figure out what that item is... OMG I should have asked, I thought it wouldn't be a part of this!! So the I's were [s

More later

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/08/02 12:03 am

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Message 83 / 239

lol, now i'm spamming the message boards =P

Sry guys, really getting into this

I have done some reading on the Reciprocal space thing, sounds like it might actually hold to what is going on...

Sounds like the ???'s are trying to talk to us about the Shear, but in the universal language of math.

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 01:22 am

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You know we should setup something like an United Scientific Association, with webpage and all. Well let me know what you think.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/08/02 01:35 am

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Apparently they are calling us the "Alien Watch" lol We are getting popular!  
Ya know, I think if we figure this out we should get a free explore level =P

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 01:45 am

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86 / 239

lol Well i am putting a temp site up tonight. I am the Head Scientis with the Freedom  
Fighters Guild. :)

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 01:46 am

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Message 87 / 239

[http://www.geocities.com/thepoet\\_92055/mainpage.htm](http://www.geocities.com/thepoet_92055/mainpage.htm) here is what I have so far.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/08/02 01:51 am

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Message 88 / 239

Not bad work, I like the idea with the screenshots

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/08/02 02:51 am

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Begun! Message 89 / 239

\*comes back into thread with worried look\*

Just read the news about launch week. We do seem to be getting alot of attention, but that kinda worrys me too. We started out as kinda a small research group, I'd hate to see this get blown up too much.

Anyway, regardless, back to researching. I belive we have confermed that the aliens say diff things to diff races... telling each a portion of the formula I found earlyer... I had put

$$n=G(h,k,l)/IG(h,k,l)I$$

$$(Vd=Ia^1 \times (a^2 \times a^3)I$$

$$IG(h,k,l)I=2\pi/dhkI$$

but now think that this was in error... some of the I's are most likly brackets... so it MIGHT look more like this

$$n=G(h,k,l)/[G(h,k,l)]$$

$$(Vd=[a^1 \times (a^2 \times a^3)]$$

$$[G(h,k,l)]=2\pi/dhkI$$

Now the reasons for splitting the code among the races is most likly due to the diff attitudes of the races effects on Shear creatures that has been noted.

The WHOLE code though is on SOME item in the game! WE NEED TO KNOW WHAT ITEM! I have been kicking myself all night because I frogot to ask what item it was... maybe I'll check the log's for my chat last night to see what I come up with. In the mean time if anyone comes up with it post everything on the item you can, it could be a key part of this.

Dantee

Fleet of Chaos

The only true order is found in Chaos

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 04:08 am

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After having looked through a lot of equations and Alien transmission, we have come up with this so far. One of the messages spoken to the progenys was

$$a=m^{-1}F.$$

When we ran this thought our database we came up with an equation

$$a=m^{-1}f,$$

and this is an equation related to Electron Dynamics, which was the coded words that the Aliens speak to the Progen. Another equation spoken to the Progens was

$$a(a^x, a^y, a^z)$$

Which is also an equation related to Electron Dynamics. The last messages we have so far spoken to the Progens was

$$n=g(h,k,l)k,l|$$

Which is an equation related to Reciprocal Lattice.

$$G(h,k,l)$$

$$|g(h,k,l)|$$

Here is a link I have located <http://www.techfak.uni->

kiel.de/matwis/amat/semi\_en/kap\_2/backbone/r2\_1\_2.html Give it a look over. Maybe the Aliens are talking about Electron Diffraction. "Electron waves like all waves experience diffraction effects in periodic structures like crystals." Lets look this stuff over.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 04:19 am

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One other thing the collapse in the mines in 61 Cygni, what if the Crystals Lady DeWinter talks about and the ones the Aliens are looking for are in the mines of 61 Cygni. Now, what could have caused the collapse? Maybe the crystals had some type of reaction to something in the mines. Whatever that might be I don't know. Maybe even the Psi caused it. Not meaning to, but maybe their psionic powers somehow reacted with the Crystals and causes them to become unstable. Well just an idea.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 04:27 am

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Ok the  $(V_d = [a_1 \times (a_2 \times a_3)])$  is also an equation relating to Lattice. So I know we on the right track here. We just need to figure out how it all ties in.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 05:05 am

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Idea here, I seen someone post about how they thought the ancient gates where malfunction in someway. And that might be why the ancients closed them, However we have seen that the ancients are pretty smart and I don't believe that they won't be able to make the gates right. So you ask your self, what else could cause the gates to malfunction, well lets say we are. Let just say that the same crystal that gates are made of is the same crystal Lady DeWinter and the Aliens are looking for. Let say this crystal was located in the mines of 61 Cygni. The mines collapse for a reason. So lets say these crystals reacted to something in the mines and became to change shape or something. Now this won't be noticed right away, it might even take years for the crystals to change before the ground became unstable. So years later the mines collapse because these

crystals had been reacting to something and changing shape. Now lets say the ancients gates where made of these very same crystals. They lie dormant for years until we open them. And when we do the crystals the gates where made of start to react to whatever the ones in the mines did. And so how the gates start to tear holes in space and time. I am not sure who or what these unknown Aliens are, but maybe just maybe they came into our systems because whatever was tearing holes in our space is doing the sam

Darklight Level 56 Terran Warrior of Galaxy Pegasus

10/08/02 07:07 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 94 / 239

Those three lines I gave Dante:

$n = G(h, k, l) / IG(h, k, l)I$

$(V_d = I_a \cdot 1 \times (a^2 \times a^3))I$

$IG(h, k, l)I = 2\pi / dhkI$

came from the Ancient fragment that Tzu gave me to deliver to Antares. The I was difficult to determine from the font just what symbol or character was represented. It could also represent the absolute value symbol |

so that  $|G(h, k, l)|$  is the absolute value of  $G(h, k, l)$

Not certain really.

Secondly,

The other mission that I received when I spoke with the Jenquai woman at Antares 1 involved passing through Vishao's Gate and returning. When I passed through the Unknowns on the far side of the gate (Vishao's Cove) definitely changed into Marauders and attacked. I repeated the scan quest several times, due to the fact that each time gave me around 1500 Exploration XP. Each time more unknowns/marauders spawned till there were at least 9 or 12 waiting for me when I finally got tired of repeating it. They were only level 3 so not much concern even in large numbers. Though they were able to attack me during the gating process.

Thristam Level 88 Jenquai Warrior of Galaxy Galileo

10/08/02 08:06 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 95 / 239

Well, i figured i would chime in on this.

I just wanted to give you 2 more peices of the puzzle and let you researchers work out the details. There is 2 crystals in the game which might shed some light on what you guys are working for.

The first can be found on the Red dragons. I notice that the Red dragons drop a crystal off their corpses that is a NO RENT crystal. I cant remember the name of the crystal, but they drop pretty frequently. Keep in mind that the red dragons are also looking into the ancient information and could be using the Psis to collect these crystals. Its said that

these crystals could quite possibly be ALIVE and the subsequent mining is some form of response from them (hence the collapse on the mines)

Also, the dragons (especially Tzu) seems to know more then their letting on.

Anyways, i think on this part, that alot of things that are going on are all tied into eachother. Bear with me on this:

Tzu is helping the PSIs by stocking them with guns and such for a revolt. In return, the Psis are mining these crystals for him. Unfortunately, the crystals for alive and in pain.

Their way to show it is through "earthquakes".

Also, since the psis are in such close proximity to the crystals, they are slowly being drivin mad by the crystals attempt to communicate. talk to some of the MAD psis....they have some interesting things to say.

The second idea is kinna up in the air and somthing else you guys might wanna look into.

Im gonna give some info here i prolly shouldn't...simply because it was beta stuff and i dont know if this will seriously spoil somthing the Devs have in mind for later... So im gonna give a disclaimer on this and tell you now that you might not wanna read this next part =P

Ever been to Araduinne the planet? Well, one of the 2 major things about it is the fact that you have to have a pass to get onto araduinne. Infinitycorp has the place locked down bigtime with dozens of ships and turrets littered all over the gate. Why would infinitycorp lock this place down so tight?

Thats where the 2nd thing comes in...If you go all the way to the oppisite side of the zone you finally come across a "shrine" you could say. This beautiful setup (nice jobs devs) shows 3 sets of giant pulsating crystals set around a giant crystal shape in the center. A Halo of light beams down on this center crystal in which a rythmic noise emanates from it. Its a hell of a site and i would have suggested before that anyone go chk it out.

EXCEPT (thats right kids) as of last patch a "thing" has showed up calling itself a "celestial avatar" or something like that and is Combat lvl 58. Its hangin out right around this giant crystal and smashes anyone who gets too close ;)

The thing that makes me so curious about this crystal is during beta i had managed to investigate that same crystal...but when i flew up to it during beta, i could talk to it. It told me it didnt recognize my "energy pattern". When i asked it about itself, it told me that it wouldnt speak to me and if i continued, it would "cleanse" me, like it did to another race (cant remeber the name of the race, but it wasnt one of them in the game if i remember correctly.

Anyways, after the "cleanse" statement, i got the hell outta there as you can imagine :p Now, the crystal dont seem to talk anymore.....either that or something needs to trigger it...

I dont know if this will help, is off track or dead on, but i thought i would contribute. Hope this helps! :)

Darklight Level 56 Terran Warrior of Galaxy Pegasus

10/08/02 08:28 am

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 96 / 239

Well I got the pass for Arduinne the other day. Looks like it's time to use it.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/08/02 09:34 am

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I was just there. I seen something like a ray of light that came out of the clouds with a crystal floating in the middle of it. On top of the ray of light was sometype of rock looking thing.

Santropez Level 77 Progen Warrior of Galaxy Galileo

10/08/02 09:54 am

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Progen will prevail.

Valya Level 31 Progen Explorer of Galaxy Orion

10/08/02 10:32 am

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For more information on Anduren's Tomb, visit the zoo in the Beta Hydri / Glenn sector. Has anyone collected the Bogeril Manifesto? It is supposed to be something about the Ancients.

Ishikura Level 37 Jenquai Warrior of Galaxy Pegasus

10/08/02 10:52 am

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More likely the Progen will be the first to be "cleansed", given their track record of butting into everything without thinking.

Anyway, someone mentioned that the "unknowns" attack crystal beings in some sector.

Perhaps these are mature versions of or related to the stuff the Psis are mining?

I haven't run across any new info on formulas or terms but it does indeed seem they are

trying to talk to us, hence the deranged "I33t" speak...it seems to be their attempt at our language. I also note that they don't seem to care if I "fold space" or "summon" them...they just go right back to their routes and don't become hostile.

by Nuketw Level 32 Terran Warrior of Galaxy Galileo, posted 10/02/02 05:37pm Reply to Original Discussion

Display by: Oldest | Newest | Unread Only | Author | Subject Views: Expanded | Outlined  
239 Messages: First | Previous | Showing 101-200 | Next | Last

Kohiba Level 4 Jenquai Explorer of Galaxy Orion

10/08/02 10:58 am

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Good morning everyone. The dev team here has taken an active interest in your research and they wanted me to pass along a little message to you all. So without further ado, I bring you a little message from the dev team courtesy of the fine folks at InfiniCorp! The Dev team is really excited to see all the work you are putting into figuring out the puzzles with the Unknown ships. We've been hoping for threads like this ever since we added them. One of the best parts of our job is getting to see you enjoying what we've created. Keep up the great work, and we hope you'll have as much fun with what's coming!

I'd like to thank the Academy for this Certificate of Sanity!

Valen Level 67 Jenquai Warrior of Galaxy Galileo

10/08/02 11:07 am

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You guys are doing a heck of a job pulling all this info together. I'm going have to start looking into things a little more closely myself from now on. =)

---

In America, first you get the Sugar, then you get the Power, then you get the Women

Lorst Level 43 Jenquai Warrior of Galaxy Galileo

10/08/02 11:17 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 103 / 239

This rocks - IMHO, the real fun to be had in the game revolves around the storyline. I'm going to start taking more detailed notes, and will post anything that isn't here yet.

Galileo players - send me a tell if you are intersted in some team research.

Good luck all!

Leng Level 33 Terran Warrior of Galaxy Orion

10/08/02 11:37 am

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OK, I'm not a math wiz, though I've seen many things from reading those books about the effects of the math. Basically I'm not an equation man, I just think the results are nifty.

One thing that keeps coming up in a few of the equations has to do with Analysis of variance (ANOVA). Also, remember that we are probably font handicapped, so a 'E' could be the greek Epsilon, etc.

I've been skimming many sources, and it seems the  $V_d = 1a_1 \times (a_2 x a_3)$  fits very well with "Y = X1 + X2 + X1X2" model used in genetics.

K=K-1 I found for two main things Lattice equations, and more probability - likely the two are connected, I just didn't get it while reading.

Then again, I could be totally wrong.. Ask the Unknowns for an equation of that probability! :)

Klatan Level 55 Jenquai Explorer of Galaxy Orion

10/08/02 11:44 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 105 / 239

well... we wouldn't happen to have any quantum physics majors would we? well if not... blah. but anyway, has anyone checked out the mondara shear recently? im on my way there in a moment to see if any odd changes have taken place since the wormhole collapsed. oh, and dewinters "quantum crystals" are harmonic... as are all crystals. its all about the frequency.

Macquack Level 30 Terran Trader of Galaxy Orion

10/08/02 12:20 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 106 / 239

Great work. Let me toss in four cents worth.

Someone please check the right click description of the data disk/list of names that one takes from the psi at 61 Cygni to Orsini Mining. It seems like I remember some similarities between what's written. Also, the freed psi at Prasad goes off on rants that are similar to the data disk description.

Also, there's something pretty big going down at Prasad. That dark unnamed one is really affecting the people who live on the Prasad station.

Let me take a wild guess here. What about the possibility that the aliens are enemies of the Xine Tones dark one, and the operation of the ancient gates are freeing him slowly

from captivity, ala the breaking of the seals in the Robert Jordan megarillogy? Maybe the crystal creatures they go berserk to kill are direct servants of the dark one, as orcs were to Sauron? Also, is there any way to find out about the recent behavior of pirates on the other side of the barrier. How is it affecting them? Are they talking to themselves, too? One last thing. Check the Jenq. guy in the main room of Prasad station. He starts talking about his lost son initially, then basically won't shut up and lets you ask a TON of questions. Definitely not typical Jenq. behavior to Terran Traders. Talks about how the dark one was a necessity for "discipline." Was this dark one a Jenq. creation to provide the "necessary" need for unity and purpose in their society? Lots of good sociology theory in his rant.

Grantor Level 51 Terran Trader of Galaxy Orion

10/08/02 02:07 pm

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If you follow the right "path" of responses, you get exploration experience as well.  
Hmmm.

Chili Level 36 Terran Warrior of Galaxy Andromeda

10/08/02 02:16 pm

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Let me join the fray and add my 2cp to some of the formulas I see posted here:  
Clearly, it is all about Crystals and Reciprocal Lattices. Crystals are crystals. Reciprocal lattices are imaginary geometric 'structures' that correspond to diffraction points of the original crystal.

$$V_d = |a_1 \cdot (a_2 \times a_3)|$$

this equation is for the volume of a primitive unit cell. a unit cell is the basic symmetric building block of a crystal structure.  $a_1$ ,  $a_2$ , and  $a_3$  are vectors, and the dot-product is a different operation than the cross-product (not like with real numbers where both symbols mean multiplication).

$$|G(h,k,l)| = 2\pi / d(h,k,l)$$

This formula is used in constructing Reciprocal Lattices from real lattices.  $g$  is the length of a vector that tells you where to draw a new reciprocal lattice point. it is an absolute value because it is a length. the important thing is its inverse relation to  $d$ , the distance between lattice planes. the ' $2\pi$ ' is just convenient for comparison to other units, in this case radians.

$$a = m^{-1} F$$

this looks like the classical formula derived by Newton. it is more conventionally stated as " $F=ma$ ", or force = mass X acceleration. nothing would move in the galaxy if it weren't for this.

thats all i can shed light on. college physics never felt so far away. I am not 100% sure

what i say above is all correct.

My guess is the search is on by the unknowns for a crystal that fulfills some criteria, identified by the reciprocal lattice.

cheers,

Chili.

Barbee Level 55 Jenquai Warrior of Galaxy Galileo

10/08/02 02:50 pm

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Few points:

1) the crystals dropped by the Red Dragons from time to time, at least that I've seen, are the Kaige crystals, which can be mined in Glory's Orbit.

2) In the Net-7 news re: Kahn's return, Net-7 noted:

"I'm not thinking of myself, or my career," Kahn explains. "I'm not even thinking of what was lost when we Progen moved out of 61 Cygni. All I care about is the security of Vega and the promise I made to defend my fellow citizens." If allowed to return, the warrior promised to make the rescue of Centuriata Amah one of the Republic's top priorities. "Why haven't we freed that ship and crew?" Kahn asks. "Since when can foreign troops capture a Centuriata with impunity?"

Since Vinda found the crystal/codex and Amah has it on her ship, I can't help but think the lattice/crystal/diffraction issues with the V'rix will be affected by Kahn's conquest of Deneb.

Just my half cent's worth.

Kurtain Level 82 Terran Trader of Galaxy Galileo

10/08/02 02:51 pm

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I bet that the crystal they may be searching for is that big one on Arduinne Gas Cloud. Why would there be so many IC ships being built there around the planet and when you do go down to the planet there is enough fire power down there to kill anything in this game so far....That planet must be the key to what is going on with the ??? ships. If I'm not mistaken, the Tau Ceti galaxy is the only one that I have never seen a ??? ship in. I know for a fact there are none of those ??? ships in Arduinne sector that I have ever seen....Aganju in 61 Cygni seems to be a key spot there to..IC is up to something big and has not or will not share the information with anyone else...HMMMMMM???

Kurtain-TT

Kurbonez-TW

Silus Level 65 Jenquai Explorer of Galaxy Andromeda

10/08/02 03:04 pm

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Possibly a khaige chrysalis brought within range of the crystal that's suspended in the light would do something.....

Sando Level 45 Terran Warrior of Galaxy Andromeda

10/08/02 03:40 pm

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I speak to you not merely as a Soldier, not as merely a Terran, but as a citizen of humanity. we simply cannot act about these "invaders" until we better understand the situation. first off, id like to reestablish some known factors, many mentioned just today.

1) They don't like Crystal Spores. many claim to have seen unknown ships mass-kill Crystal Spores.

2) They are moving deeper into human space. Much deeper. previously, Net 7 reported that unknown ships have been sighted in Beta Hydri and Aragoth. Now, some have seen Unknowns in Sol. I personally engaged and destroyed two such ships in Saturn, and engaged two ships with an ally in beta Hydri, and was smashed like a bug.

3) Someone earlier in the discussion brought up the fact that a sequence repeated by these Unknown ships is related to genetics. I can post three transmissions I have sent back and forth to these ships.

(Communication Initiated)

UFO:  $a=M^{-1}F$

Me: Excuse me?

UFO:  $a=M^{-1}F$

Me: Are you trying to communicate?

(short pause)

UFO:  $a=M^{-1}F$

(mathematical equation appeared on personal data pad, I highlighted and returned the message)

Me:  $r(R)=R+\alpha(r)$

UFO: CL1SS3CH1rM4N3CCr6ST11L 3Kbeta

(End Transmission)

In conclusion: we must set those whose minds let us build Massive pathways across the stars, establish a network of colonies, and make a name for ourselves, and decipher the meaning of these equations. these may very well be the key to the survival of the human races themselves. we must not make any judgments as to why they are here, or what they intend to do, until we have data to base our a conclusion on. In order to deal with a possible Extra-galactic, or possibly even Extra-Dimensional threat,I am glad the Progen are mobilizing their forces. But I ask you not to act until these beings make their move. I

believe that the Jenquai, or at least some of them, have made contact, and are using their technology to build gates. if you go to the Vishaho gate to Antares frontier, it looks a lot like the ancient gate to Aragoth system. and the wierdest part is, the Jenquai built it themselves.

To finish, I ask of you one thing. Do not destroy these ships unless they shoot first. in the event of an attack, proceed directly to the nearest intergalactic net, and find out what is going on. then you must decide where your loyalties lie: with all Humanity, or with your Class? I cannot make this decision for you. I can only tell you to make a choice, and pray you make the right one.

Kurtain Level 82 Terran Trader of Galaxy Galileo

10/08/02 04:22 pm

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This is from the net-7 report.....

First the mines themselves collapse. Then the Psis won't go back into the mines. And now the Psis who do go back in decide to lose their minds," complained one InfinitiCorp duty officer. "It can't go on. After a while, trade is going to suffer."

Now, that is from just a few mins ago that was posted...I knew some how there going to reduce the amount of weapons in the game at vendors and make it so you can you get a good weapon from a player....We wanted a dynamic trade system....well..we are getting one if we like it or not it seems....

Kynes Level 44 Jenquai Explorer of Galaxy Andromeda

10/08/02 05:34 pm

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I saw someone earlier post that they could not get through the gate in mazz anymore. I have noticed lately that if i aim straight at the center of it and freewarp, i can get through it to mondara. I have no clue at all if this means anything, but i just figured id add my 2 cents

Thristam Level 88 Jenquai Warrior of Galaxy Galileo

10/08/02 06:02 pm

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This is a WARNING to anyone who read on my last post here.

Araduinne is under a full scale attack. a dozen creatures called "celestal defenders" led by "Celestal Guardian" have initated a FULL SCALE WAR against infinity corp on araduinne! enter at your own peril!

The carnage is incredible as turrets and infinity corps tries to hold off the creatures, but it looks like a losing battle to me. They are close to the gate, so be warned, it could be fatal heading in there right now!

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/08/02 06:20 pm

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A war? This could be the break we need! Everyone get to that area and lets see what those celestals are on about, eh? Lets see if we can make a breakthrough here and now!

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/08/02 07:07 pm

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Alright! now we even got a little thanks from kohiba about our reseach this is getting great, i think this is the first time anyone has ever tried to pull off this much reseach, thanks kohiba glad to hear your still alive out there :)

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/08/02 07:10 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 118 / 239

OMG everyone man their battle stations, its war time guys, we either win or.. win.. so lets win woohoo!

Deakon Level 33 Terran Trader of Galaxy Galileo

10/08/02 07:26 pm

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Another issue that MUST be looked into is the reason for the attacks on the crystal spores. If indeed these V'irx are invaders, might hold some vital information. If they are not invading, then it'll still be good to know the exact reasons for the attacks.

As for DeWinters crystals, as far as I have been able to tell, she does not own them. She is investing in them(which could still constitute\*sp\* ownership, but I am assuming no).

Supposedly they will make a good gate. It might be an important factor to find out WHO owns/discovered these crystals in the first place.

Just my 2c. I'm gonna check more into this with my guild.

Leng Level 33 Terran Warrior of Galaxy Orion

10/08/02 07:48 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 120 / 239

OK, someone asked about the Psi's message to take to the Pirate on this thread. While it may not be directly related, since it was asked here, I'm responding:

Fiat justiti ruat coelum

OM GATE GATE PARAGATE PARASAMGATE

BODHI SVAHA

$(1+fy^2)fx^2+2fxfyx^2y+(1+fx^2)fy^2=0$

menin aeide thea peleiaideo achileos

OK, let me dissect it for you (from what I know)

The first part "fiat..." Let justice be done, though the heavens fall

This was said a few times in history, namely by Lord Mansfield in 1772 during the Sommersett case where he freed a slave. A very nice tie in to the Psi's condition to use that phrase.

OM GATE... IT's from the The Heart of the Great Wisdom Sutra, it's the last verse. Look it to read it all, it's kind of lengthy so I'll refrain from posting.

The long equation has to do with iterations and compositions and my mind almost exploded, so I leave that to someone else.

The menin aeide is easy (for me since I read loads of stuff) it's from Homer's Iliad. "The wrath, goddess, sing, the wrath of Achilles son of Peleus."

I don't know if there's a connection with the Psis and these Unknowns, and if this is the wrong place to post this, feel free to port it to wherever, thought the opening line does make me feel there's a connection somewhere.

good luck everyone!

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/08/02 08:13 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 121 / 239

Hmm.. sounds like something we can work out Lang :) just a little patience and time is all we need, but with so much to do right now i bet one or two people can help yah out :).

As for me, i have no clue lol as i am reseaching the gate right now that is off limits too see if theres anyway to break through, im going to try to get a huge army to attack it, i will need a lot of warriers to fend off the unknwons while attacking the gate, ill have too see what happens, anyone that wants to help on the gaileo server just give me a holler, as for the other galaxies, i would love it also if you can get a big army and see if you can break through or find somekind of discovery :).

Thankyou

Researcher Nuketw

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/08/02 08:19 pm

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As the battle died down and the Celestals dissapeared me and my guild on Galileo found a HUGE Green Crystal floating on the planet, surrounded by energy the great crystal could only be one thing - This is the Classic Harmonic Crystal. We must examine this further.

I have screens but I am not sure how to post them. Please tell me how and I will post.

Spork Level 55 Jenquai Warrior of Galaxy Galileo

10/08/02 08:23 pm

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I've got screens of the crystal. I'll be posting shortly.

Spork Level 55 Jenquai Warrior of Galaxy Galileo

10/08/02 09:01 pm

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Greetings fellow travelers.

I am Laishao Spork, Head of Council over the Hellfire Empire. This communique was brought to my attention by one of our newer members, Rinton. As the goal of the empire is to unite against any possible threats against the Progen, Terrans or Jenquai, you can imagine that I was quite intrigued. 5 members of the Empire traveled to the Planet Adruinne to investigate matters further. While several members were threatened with death by InfinitiCorps officers if we traveled further, those of us that could cloak, did so, and traveled out into the wastelands of Adruinne. Past any navpoints in our computers, I discovered a shrine of sorts. Or perhaps a containment field. It could be many things, and my Shinwa teachings tell me to keep an open mind about this. It is hard to describe, but the video stills I have attached to this message should help in explaining it. There were 3 groups of 3 pulsating crystalline structures surrounding a central point. Each of these structures rotated, twitched, and reformed infront of me. These formations each gave off bands of red energy that seemed to be flowing towards a green crystal in the center of the Shrine. Above the crystal was a fragment of some sort of rock, the rock gave off a beam of eerie green light that shone down on the crystal. The rock strongly resembles the core of the partially destroyed moon orbiting Arduinne, so I can only speculate as to them

being tied together somehow. My condolences go out to Liuquai, who was struck by a falling meteor during the exploration of the planet today. His ship was disabled quickly. Warning to those who make the pilgrimage out here. The meteors are dangerous.

Respectfully Yours,

LaiShao Spork

Head of Council - Hellfire Empire

Attached Video Stills:

<http://www.geocities.com/djsporkradio>

Gatekeeper Level 75 Terran Trader of Galaxy Andromeda

10/08/02 10:41 pm

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Message 125 / 239

Yeah that Crystal Life-form tucked away in the uncharted area on the North side of Adruinne probably has something to do with the unknowns. When I tried talking with it, it states something to the fact that "I am not the one". There are couple dialogues you can choose from however, be careful. The wrong one will lead to a very unhappy 56 mob spawning.

TFA is always looking for new recruits! If you would like to join the Alliance, /tell Myself, Killer or Heavymetal in game.

Grantor Level 51 Terran Trader of Galaxy Orion

10/08/02 10:46 pm

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I also checked out the Psi's message, and hopefully can add a bit of interpretation.

"fiat justiti ruat coelum"

Let justice be done, let the sky fall. This means that the Psi's are willing to do whatever it takes to be free. I think they are collapsing the mines on themselves.

The "PARAGATE PARASAMGATE BODHI SVAHA" is considered the "utmost mantrum" or the highest form of chant. It is referred to as the Prajnaparmita. It is chanted to reach Nirvana - a state of nothingness. The whole description was long, but in summary it was a releasing of all worldly thoughts and ties and senses leaving you with nothing to prevent you from reaching Nirvana.

The long formula -

$$(1+fy^2)fx + 2fxfy + (1+fx^2)fy = 0$$

looks like the formula for calculating the force on a particle. This should be tied into the formulas gained from the unknowns. But if you relate the math formula to the

Prajnaparmita - in the formula, there is no force on the particle. In the mantra, there is no force on the being. So there is a theme of having no force or influence to make the leap to

Nirvana.

The "menin aeide thea peleiadeo achileos" is literally translated to "About the wrath sing Goddess of Achilles, son of Peleus." But Homer was really drawing a contrast between Achilles (who was all wrath) and Odessues - who was a complete person. Perhaps Khan = Achilles (wrath of Khan... I know. I know.) Then who is Odesseus? Perhaps that is meant to be us. We must undertake this journey.

I'll take a closer look at the formulas tomorrow - but it looked like the forces were coming out to equal zero in the unknown alien formulas as well.

Oh - and the crystal DeWinter mentions is a Quanta crystal. Particles transmit forces among each other by exchanging force carrying particles called bosons. These force mediators carry discrete amounts of energy called quanta. So her crystal is made from or makes the enegy carried by the bosons when particles transmit force. If no force is on the particles (as described by the Prajnaparmita and the formulas) then the quanta cannot be transferred. My head hurts.

Kannibal Level 52 Progen Warrior of Galaxy Andromeda

10/08/02 11:41 pm

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So much could happen.I think all of humanity must expect the worst or be caught off guard.Perhaps we have time to wait as long as we are not being attacked but what if suddenly the intruders gather their full strength and blockade gates to and from sectors?The galaxy's economy could suffer a major collapse if free trade were to be halted thru out the sectors and only then could we change it by a major war.Which by that time could be too late.People will die of starvation and lack of medical supplies.Armories will become depleted leaving entire sectors to defend with what they have on hand and can makeshift.Maybe we can take a lesson or two from the Bogerils

If we are to decide not to strike first but instead research these unknowns who refuse to speak to us in our own language, they are definitely intelligent enough to do so,then I think it is wise to prepare for war.Stock your vaults with ammo and weapons.Make sure there are enuff rations.The lines between Progens and Terrans and the Jenquai may need to be dropped so all humanity may survive or avoid being enslaved.

Further clues may possibly be found by examining those who may benefit from this potential chaos.You can be sure if Armageddon is here there will be those worthless slime who will endeavor to capitalize on it and further it for their own gains and profit.

I am but a warrior and dazzled by the brilliance of the company here.If there is to be a fight I ask only for the priveledge to serve.

I will hold back my guns and missles for now but my warrior instincts tell me to strike while the enemy is still weak.

The Glorious Progen Captain of the "Fates Talon" 'Live with wolves you learn to howl'

Lorst Level 43 Jenquai Warrior of Galaxy Galileo

10/09/02 10:15 am

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Nice research, guys! I really should read more.. :-/

Thanks for the screenshots Spork...

Hopefully my work day won't drag on too long - I'm eager to see the crystal in person, preferably without the 56 lvl mob.

Tarpeia Level 77 Terran Trader of Galaxy Galileo

10/09/02 11:00 am

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I'm interested in the 3kBeta reference at the end of the Unknowns' dialogue. What does that mean? It seems related to the crystal things...

Here's something which is probably totally off the wall, but I found it interesting nonetheless.

A quick google search of "3000 beta" brought up an intriguing site about the chemical structure of Cellulose, which can crystalize easily.

Cellulose is made up of 3000 beta-D-glucopyranosyl units (whatever those are).

This is the only reference I could find to 3000 beta or 3k beta or Beta 3000. Maybe I'm missing the 3k beta reference entirely, I'd be interested what you all make of this.

Millea Level 39 Jenquai Explorer of Galaxy Pegasus

10/09/02 11:20 am

Alert | Ignore User

Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 130 / 239

You have done a nice work guys. Good thread. I wanted to add something too.

I don't know if it has been already posted or not but in the Mealstorm in Swooping Eagle, at the far end, there is 3 'guardian' structures. They are surrounded by cl25 or something mobs which I can't remember the name. Anyway... those structure encircle another one in the middle. It's a semi-transparent bubble with an asteroid-like center. That center can be mined. There was 3 'slags' or whatever the useless piece from the ruined hulk are called.

They didn't look special in any way, and I actually forgot to check their description.

Do you know what to do with that? Maybe it's related? I'll check in my vault if I still have them tonight... If they are sellable, then they are most likely not related to the story.

Millea

Ishikura Level 37 Jenquai Warrior of Galaxy Pegasus

10/09/02 11:40 am

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Another issue that MUST be looked into is the reason for the attacks on the crystal spores. If indeed these V'irx are invaders, might hold some vital information. If they are not invading, then it'll still be good to know the exact reasons for the attacks.

Agreed. Are these the only beings the "unknowns" are routinely hostile towards? Are they initiating hostilities or responding to attacks from the spores? Do they always attack them or do they sometimes leave them be? Do they only attack at certain places? Are the attacks organized or do they seem random or sudden? What is their reaction towards Terran/Jenquai/Progen ships in the area when the attacks happen (especially ships that are also attacking the spores)? What is the reaction of the spores to such attacks (other than counterattacking) if any? Does the behaviour of the spores or the unknowns change if anyone joins their battles (on either side)?

Delrik Level 28 Jenquai Explorer of Galaxy Galileo

10/09/02 11:43 am

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Add Bookmark | Reply Re: The Unknown Ship Research Has Begun! Message 132 / 239

Doh! I just read Grantor's post about 5 minutes after I made a similar post over at E&B Portal.

The only thing I would add is the first line (*fiat justitia ruat coelum*) is Latin, that is was cited in a British legal ruling in 1772 by Lord Mansfield, and that it refers to the freeing of a slave. Apt, considering the situation with the Psis.

I have no ideas about the significance of the "chant" or the significance of the use of the first line of "The Iliad."

As a former physics major, I don't recognize the formula. Then again, it could just be in a form I'm not familiar with. As for setting the value of the equation equal to zero, I'm not convinced that relating the formula to the chant is appropriate. I would be more curious to see if it could be factored and solved.

As always, just my 2cp.

PS - GRRRRrrrrr ... I just read some of the earlier posts on this thread, and am very annoyed to find myself repeating things that have already been said. My apologies to all.

Domic Level 46 Jenquai Explorer of Galaxy Orion

10/09/02 01:01 pm

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Add Bookmark | Reply Re: The Unknown Ship Research Has Begun! Message 133 / 239

I've been reading this thread for a while now and it came to me last night what they are really trying to do.

People have said it before that mathematics is the universal language. These ships are trying to talk to us. But they are having a hard time. We don't understand them and they don't understand us. So logically what would the first thing you would want to tell someone when it was hard to talk??? I think they are trying to tell us what we need to

translate the language. These formulas all relate to Crystals or energy. Maybe they are trying to give us a list of components or just crystals we need to be able to translate their language.

I'm thinking that mathematics isn't their language but just a way that they're trying to get the first messages to us.

I've seen the power of some of the crystals in the universe, look at the Mordanite it seems to make some NPCs say different things when I have it. I wonder if there is a crystal that allows you to understand the aliens.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/09/02 01:28 pm

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Alright team, have some shots for you all

[http://www.geocities.com/dante\\_pir2/alienwatch.htm](http://www.geocities.com/dante_pir2/alienwatch.htm)

Dantee

Fleet of Chaos

The only true order is found in Chaos

Kannibal Level 52 Progen Warrior of Galaxy Andromeda

10/09/02 01:48 pm

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Great shots Dantee.Im going to have to sneak my JE in there and see this thing close up.

The Glorious Progen Captain of the "Fates Talon" 'Live with wolves you learn to howl'

Rychter Level 19 Terran Trader of Galaxy Galileo

10/09/02 02:37 pm

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I had my first encounter with an unknown last night while running a trade route. It was in the Aragoth system in Odin Rex. Nothing new to report though, just the same mathematical exchange as Sando had. I was however very excited to finally see one.

Rychter

Spork Level 55 Jenquai Warrior of Galaxy Galileo

10/09/02 02:42 pm

Alert | Ignore User

Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 137 / 239

Interesting, that when we went in there last night, the 58 wasn't there. Maybe cause I cloaked until I was right ontop of the structure. I dig the 'Math is the only way they can think to talk to us.' theory. It makes sense, and is a rather common sci-fi theme. I'm trying to think of the movie where the aliens sent plans for a ship in nothing but mathematics... Contact or something like that. Came out in the mid 90s.

Whiteknight Level 54 Jenquai Warrior of Galaxy Andromeda

10/09/02 03:10 pm

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Has anyone followed the JD storyline quest revolving around the Progen Dog Soldiers? This story leads me to believe that the aliens will at some point become aggressive. For those not familiar with the story, the Dog Soldiers were responsible for the massacre at Jove City then fled to the Ragnarok system to live normal lives as miners. The person telling the story was on board a ship with a sought after Jenquai woman and the Dog Soldiers. Before one of them pushed him through the escape pod he heard the screams of the Dog Soldiers being torn apart by an "unseen" presence. Well we all know who that must have been, and the Dog Soldiers were definitely no pushovers in battle. Therefore chances are they will become hostile after the information gathering stage. Level up..it's gonna get ugly pretty soon.

Kurtain Level 82 Terran Trader of Galaxy Galileo

10/09/02 03:19 pm

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I was in shepard last night killing some lv 23 dragons off to the right of nav 5 where there is a old broken ship with a lot scuttle bugs and while at the very edge of the feild ( 3rd marker to the right of nav 5 some resource feild ) some thing strange happened. As I was finishing off a RD something else started firing at me, great I thought another RD had aggroed on me. I turn around and find a ship I have never seen before in game was attacking me ( a lv 23 one ). It had the name crystal warrior on it but was purpleish pink and looked like a hot dog bun folded with the edges over lapping on top of it. I was down to my hull already from the RD and fired every thing I had at it , ( I'm a TW clv 22 ) and to my surprize it died fast and had a Kage ( sp? ) crystle on it for loot. I personaly I never seen this type of mob in game that I can remember but it attacked me while I was pounding on a RD. New ship? hmmmmm?

Spork Level 55 Jenquai Warrior of Galaxy Galileo

10/09/02 03:38 pm

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Has anyone noticed the whispered words when you first enter the malestrom from the Mazeroth side? Listening for a while they turn into... Santo teyata shata (garbled words I can't understand) Mashita (pronounced the way a Japanese person would say it quickly... mashta) (more garbled words)

Caerla Level 80 Jenquai Warrior of Galaxy Galileo

10/09/02 03:54 pm

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I haven't been in Mazzaroth yet, but I was in Mondara last night and heard a lot of creepy chanting, but I couldn't make it out to be anything. All I can say is that it didn't sound like English, Mandarin, Spanish, or Japanese, of that I am pretty certain :-)

What if it's saying mathematical equations? Not clearly, like "X, to the power of two, multiplied..." but mumbling it like "ex-two"

Spork Level 55 Jenquai Warrior of Galaxy Galileo

10/09/02 04:25 pm

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The word structure of what I heard had a strong resemblance to Japanese, especially with all the Japanese tie ins with the Jenquai (Maru=Japanese for Circle, Tada-o!, stuff like that). So I busted out some of my dictionaries from class, and started checking. Santo appears to be used in words to mean third. I.e. 3rd Class, 3rd Rank... San by itself means 3, a strong number in this game, apparently, lol. Teyata was hard to figure out. Teyaki was the closest thing I could find, meaning home made. Shata came up in alot of things meaning either home or residence... 3rd home? Earth? Just speculating here. But open minds are good. Mashita is definetly a japanese word, meaning 'Under', why I picked that one up. Anyways, my 2 cents and crazy thoughts for the day.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/09/02 06:26 pm

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WARNING VERY IMPORTANT NEWS BELOW NEEDS DECODED EVERYONE

HELP!

ok guys i got another mathematical equation and it may take some work try this one..It came from p3889 when he sends you to take a list to the mining facility here it is!

P3889's List

fiat justiti ruat coelum

OM Gate

Gate Paragate Parasamgate

Bodhi Svaha

$(1\text{tfy}2) \text{fyxx} + 2\text{fyfyfxyfxyyt}(1\text{tfx}2)\text{fyy} = 0$

Menin aeide

thea peleiadeo achileos

Try to solve that if you can guys, its a little confusing!

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/09/02 06:30 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 144 / 239

WARNING, EQUATION BELOW AND NEEDS DECODED, EVERYONE HELP!  
THIS WILL GET US ONE STEP FURTHER IN OUR PROGRESS!

Got another one guys, this one came from Tzu when he sends you on the quest to go help the red fraction except this one is more of a equation and a bit confusing, here yah go!

Tzu's Document Fragments

$n = G(h,k,1) / |G(h,k,1)|$

$vd = |a1x(a2xa3)|$

$|G(h,k,l)| = 2\pi / dhkl$

See if you guys could also solve that one!

Fray Level 47 Jenquai Explorer of Galaxy Andromeda

10/09/02 06:34 pm

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Add BookMark | Reply Re: Re: Re: Re: Re: The Unknown Ship Research Has Begun!  
Message 145 / 239

It may just be the only place I noticed them but is Vishao the only gate that has rather large weapons turrets aimed at it? Doesnt this seem a little strange? Even if all of them have turrets aimed at them that kinda shows that the governments of all 3 races know that they are dangerous.

Also the broken moon in Adruinne is highly radioactive and does considerable damage if you get too close (much like getting too close to some suns). Also doesnt it seem weird that the meteors that rain down in that sector are coming from a rift that looks just like the progen psi emitters?

My theory is that the unknowns are hurling those rocks down on the planet in an attempt to drive out IC so they can get down there

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/09/02 06:42 pm

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**IMPORTANT READ BELOW:**

sorry guys i messed up the formulas a little bit here are the real ones:

"fiat justiti ruat coelum

OM GATE GATE PARAGATE PARASAMGATE BODHI SVAHA

$(1+fy^2)fx+2fxfyfxy+(1+fx^2)fy=0$

menin aeide thea

paleiadeo achileos"

-----

$n=G(h, k, l)/|G(h, k, l)|$

$vd=|a1x(a2xa3)|$

$|G(h, k, l)|=2\pi/dhkl$

Feanacar Level 0 Jenquai Explorer of Galaxy Orion

10/09/02 07:19 pm

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 147 / 239

Yes, the RD's do drop a crystal("Kysr....") There is also a mission that requires you to bring a couple back. I THINK it is right after the Data Satellite mission that you get that Crystal Mission. However, the Data Satellite mission was broke during Retail release. Might be fixed with last nights patch.

Perhaps the crystal spores they are so fond of killing are renegade/mad?

If the crystal they are looking for was actually some form of Intelligence that was responsible for maintaining the seperation/cohesion of the Gate(s) and was somehow "broken" or removed, that might account for it.....

Anyway, just some thoughts. I'll check to make sure I have the right place for that RD crystal mission and post my finding back. Also, is there ANYONE here who does NOT have the "?????" Faction in their list?

Leng Level 33 Terran Warrior of Galaxy Orion

10/09/02 07:25 pm

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 148 / 239

I did already Nuketw, the first is latin meaning Let justice be done, though the heavens

fall, the second is from a Sutra, the third (someone else noticed) has to do with particles, and the forth (Greek) is a line from the Iliad.  
It's posted earlier, check it out. :)

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/09/02 07:40 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 149 / 239

Good job leng, now we need to decode the equation in that whole thing, now that we got the latin and greek down, and also we need to get tzu's message decoded as well.

Thristam Level 88 Jenquai Warrior of Galaxy Galileo

10/09/02 07:42 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 150 / 239

im beginning to get a bad feeling about this whole thing and im gonna explain some things that i am thinking is going on:

The unknowns have very obviously been searching for something. Everytime we try and communicate with them, its explained that the thing that they are looking for is some sort of crystal....

I dont think the v'irx are really invading US per say for an attack, but are looking for "something" thats a crystal.

I think there not trying to tell us to look for the crystal, but warn us of a dire threat to us all!

My question is this: what are WE mistakenly saying to them?

Why would they be looking for the crystal so badly? Why do they attack the crystal spores on sight? Why have these strange and VERY hostile celestial beings spawning from the crystal at araduinne??

I think the big problem is the progen have awakened something far worse then our ??? friends and they have come in response to it to HELP us. But they have no way to communicate it!

Remember what that psi said? "The "menin aeide thea peleiadeo achileos"

Maybe hes talking about the crystal being against the v'rix?

Maybe they captured amah to save her life so she wouldnt leave that sector with the knowledge she has...because there afraid it would fall in the wrong hands?

Maybe the psis have in their digging awakened a evil far worse then we can imagine?

Im beginning to think YES, there is a war coming, but it wont be against the unknowns....but for our survival with the unknowns against a much larger threat!!!

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/09/02 07:58 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 151 / 239

Another great reason I would rather not see Kaun return. If Kaun was to attack on the unknowns, a war may begin. It's just like the "shot heard round the world" When the Americans accidentally fired a single shot then the British fired upon the Americans. It was all an accident but that's what began the war. If Kaun was to single-handedly try to take on the unknowns the unknowns would count attack and the war would begin. I would rather not see Kaun return till this matter is settled.

Sinclare Level 55 Jenquai Explorer of Galaxy Galileo

10/09/02 08:06 pm

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 152 / 239

From Introduction to the Trojan War Terms

# menin aeide thea Peleidaeo Achilleos:

Anger be now your song, immortal one,

Achilleus' anger,

TEYATA OM GATE GATE PARAGATE PARASAMGATE BODHI SOHA

[Gone, gone, gone beyond, completely exposed, awake, so be it.]

no searches came up on the equation

If you are going to RP an ingrate then don't bother asking a JE for a jump because we are RP'ing a MIME..... A Wing And A Prayer

Skidrowpunk Level 53 Jenquai Explorer of Galaxy Andromeda

10/09/02 08:14 pm

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Add BookMark | Reply Re: Re: Re: The Unknown Ship Research Has Begun! Message 153 / 239

I also think that somehow the "Talking Paintings" the Psi's talk about are somehow connected with the ancients... and it seems that some of the mumble jumble they talk would have been influenced upon them by the ancients.

Lacharaq Level 33 Progen Warrior of Galaxy Galileo

10/09/02 08:27 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 154 / 239

so much for all those posts about lack of content. :)

I haven't read through all the messages here so I don't know if this response from the ???

has been posted but I encountered this response from two level 13 ??? in Primus sector.  
2L2CTR4N D6N1M3CS!!!! a=(a^x, a^y, a^z)  
ELECTRON DYNAMICS

Shazbot Level 44 Progen Warrior of Galaxy Andromeda

10/09/02 08:31 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 155 / 239

Greetings all from Lancerate Shazbot, loyal supporter of Kahn! I have been following your research with as much interest as a bred killer can muster, and must say I am impressed. It seems our Sabine could learn quite a few things about perfection from you indeed. I pledge the meager resources of myself and my guild, Farsight, to further your research, until such time as Kahn orders me to exterminate the aliens, at that time I shall have a difficult choice to make indeed.

Ok, out of character, I am really impressed with how much thought went into this, on the side of the devs (using actual cutting edge theories and formulas, incredible!) and by everyone who has been doing the research. I just had a couple points I wanted to add.

1) Something nobody has mentioned, during my brief conversation with Amah, who is trapped in Deneb, she made several extremely interesting remarks amid the rambling. One of which was that that place (I assume she means Deneb) was shrinking, and would soon disappear. She insinuated that the aliens were fleeing the shrinking space. I'll try to redo this mission tonight to get the exact text down.

2)Mordanite was briefly mentioned, but never explored. The Jenquai place great value in this otherwise worthless crystal. It is the mark of those awaiting the return of their slain leader. Maybe it has some other signifigance as well? I know it helps several (Progen) NPCs get through memory blocks and remember their past lives.

3) What is the relationship between these Unknowns/Marauders and the Maelstrom Hounds?

Well, just my penny to chew on, and I'm still wowed at the amazing results ya'll have come up with. Unlike me, who assumed all the good content was still to come. :)

--

Shazbot -- Loyal Centuriata and follower of Kahn

Whatever it is, I didn't do it!

Shazbot Level 44 Progen Warrior of Galaxy Andromeda

10/09/02 09:24 pm

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Add BookMark | Reply Conversation with Amah Message 156 / 239

Ok, here is the (long) text of my talk with Amah in Deneb. It should be noted that she is imprisoned by an Ancient Security System (that's what it is called), and I suspect she might not have ended all of the conversations of her own free will. Also, of note is that Var is the Progen Explorer class leader (she is mentioned at one point) who sent Amah on the mission with the codex. Something else is that Var most decidedly believes that these

unknown ships are not the Ancients, mostly because they appear not to have recognized the Codex. However, Var seems to have more than a few screws loose, so add some salt to what she says. :)

Conversation Starts

Amah: The Gate is open ... The aliens are met ...

Me: Are you Amah?

Amah: The Gate is open but ...

... we are innocent. We ...

... have nothing to fear. This crew will attempt ...

... an escape. The Codex on board. Repeat ...

--- END TRANSMISSION ---

Talk Again

Amah: Go back!

Me: Are you Amah? Are you alright?

Amah: ... I have ... the treasure from the tomb ... I turn ...

... away from things about ...

... to disappear ... from Gallina ...

... Capella ... Aragoth ...

--- END TRANSMISSION ---

Amah: They are the V'rix ...

Me: You mean the aliens?

Amah: ... bugs ... dust ... V'rix ...

... rescue ... impossible ...

... tell Var ...

--- END TRANSMISSION ---

Amah: They are the V'rix ...

Me: Do you have the Codex?

Amah: The Codex is saved ...

The Codex is forbidden ...

There is more inside the Gate than ...

--- END TRANSMISSION ---

Amah: Go back!

Me: How many aliens are there?

Amah: This is their world. They defend ...

--- END TRANSMISSION ---

Amah: The Gate is open ... The aliens are met ...

Me: Who are the aliens?

Amah: They are the V'rix ...

... of the Ancients and they protect ...

... both here and in Aragoth.

--- END TRANSMISSION ---

Amah: The Gate is open ... The aliens are met ...

Me: What is this place?

Amah: This system is Deneb. Here space is dwindling and ...

... dwindling. A thing about ...

... to disappear. Use the Gate and

--- END TRANSMISSION ---

Amah: They are the V'rix...

Me: What about the Gate?

Amah: The Gate is open ...

... Voices ...

... Until the light was brilliant and ...

... Akeron ... Appian ... Vishao ...

... I am myself ...

... I have restored myself ...

... I never left myself but I am free ...

--- END TRANSMISSION ---

Amah: Go back!

Me: Tell me about the Gate opening.

Amah: Voices. And light ...

... I will not say we are alone ... we must ...

... fill in the gaps until ... the whole is blank ...

--- END TRANSMISSION ---

--

Shazbot -- Loyal Centuriata and follower of Kahn

Whatever it is, I didn't do it!

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/09/02 10:08 pm

Alert | Ignore User

Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 157 / 239

I figured out 3kBeta! Ok We know they need crystals... We know they are attacking Arduinne. Lets see, Arduinne is in Beta Hydri. What kind of crystals are in Arduinne? KAIGE CRYSTALS! Why is Infiniti Corp. getting attacked? Infiniti thinks they are after DeWinters Green Crystals which Kaige crystals (including the 3 Kaige crystals aliens need) surround. So we now understand what they need...

Tarpeia Level 77 Terran Trader of Galaxy Galileo

10/09/02 10:30 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 158 / 239

LOL, we just got that on Galileo server too! Kaige crystals it all makes sense! They only seem to exist in Beta Hydri, so I went to talk to the Science Officer at Mercury Station. The Red Dragons are picking these up to sell to a BIG CORPORATION. Now the Science officer says it is Star Clipper, which she says is funded mostly by the Progens and Jenquai as a joint science operation. She said she was surprised to learn the Terrans aren't giving them much money...

Now she might be wrong, but it makes sense. The befriend mission tells you that

InfinitiCorp sells Red Dragons weapons... ... so it follows the Red Dragons are selling IC something in return, right?

BUT, if it is really Star Clipper, then that throws a whole new dynamic in there. IC is mining Kaige crystals on Aganju, and they have the market locked...

So... who benefits from buying them from Red Dragons?

The plot thickens...

Vejis Level 51 Progen Explorer of Galaxy Andromeda

10/09/02 11:05 pm

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On a semi-related note... I can only speak for Andromeda Galaxy here, so it may not be the same on all servers...

I have noticed tonite that there are more ppl than ever talking about the unknowns, and trying to learn about them. However I have ALSO noticed an increase in the number of groups attacking unknowns. For the first time ever I saw 4 or 5 groups in different sectors just hunting unknowns. This cannot be good for relations, and when I asked them to stop, they just blasted another one. So is it our work that is making some ppl antagonistic over these unknowns? Or are they just setting out on their own?

Vejis, Captain of Emergence

Jarul Level 45 Jenquai Explorer of Galaxy Orion

10/10/02 12:27 am

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OK I'm pretty sure this has been posted before but if you go and talk to the Jenqui we or I should say the Jenquorum has the idea that in some way what happens after a gate is opened is tied to who opened the gate.

- 1) Akeron's gate the first to be found and activated by the Jenquai. Leads to no decierniable alteration of the universer but is the primary cause of the Gate War.
- 2) The Gate in Vishao. Opened by the Jenqui leader and created the Mazzeroth Maelestrom and brought in the Unknowns who appear to be explorer tpyes.
- 3) The Appian Gate in Galina. Opened by the Progen. Created the Mondara Maelestrom, tirgger the quakes in Cygni and brought the Marauders to the galaxy.

The explorer opens a gate and explorers return with a stable maestrom. A warrior opens a gate and warriors enter and the maelstrom is violent.

Clearly the answer to this lies with the Psi's and there sudden apperance.

Brax Level 41 Terran Trader of Galaxy Pegasus

10/10/02 01:21 am

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Someone said that Mordanite helped some Progen to speak more sense. Has anyone tried having a piece on them when speaking to Amah? She may make more sense.

Korell Level 46 Jenquai Explorer of Galaxy Orion

10/10/02 04:09 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 162 / 239

Greetings,

My name is Korell, Captain of the Jenquai Explorer Ship DreamTime.

I'm not sure if this information is connected but in my travels I have come across a very interesting data recording from a Captain of a terrain starship in the Lagarto Sector, Gallina System.

If you look for the nav point "Ruins of the ECS Sierpe" and then search this wreckage you will discover a captains log regarding information about an attack by unknown aliens.

Be warned there are Environmental shears in this area that will interfere your shields.

The most interesting aspect regarding this area is if you go deeper into this debris field you will Discover.....Transmission Interrupted by unknown source!

Culann Level 45 Jenquai Warrior of Galaxy Andromeda

10/10/02 05:22 am

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Guys...I'll be honest here...I was sitting on my tush thinking about the 3 words that these things spit out..and I think people are looking at the mathematical end too closely...consider the words they've told us...

Diffraction

Classic Harmonic Crystal

Electron Dynamics

Now when I was a kid, I used to get a kit every now and then from Radio Shack that would allow me to build a quartz crystal radio..that lil crystal enabled me to listen to the airwaves, with just a very few other lil components. Classic, Harmonic, and Crystal.

Diffraction...is the ability to split white light into it's component wavelengths...wavelengths...frequencies...and ...what better way to explain the remainder, than the principles of Electricity, or Electron Dynamics?

No, the Unknowns are not sending us to go make quartz crystal radios..hehe. I do feel that they are saying "We can't communicate on your frequency level, so find a crystal and build a device that allows communication on our harmonic wavelength", however.

Crystals...someone mentioned Kaige Crystals..it's a possibility. Another thought...are the

2 types of unused Tazeron..2 colors are used for the Mondara Shear key, another 2 are used for the Mazzaroth key. The 2 that -aren't- used are Yellow and Green Tazeron. Last bit of info...I don't quite think this qualifies for 'reverse engineering', so I'll post it. The whisper in Mazzaroth that you hear when you enter in...I took that, recorded it with a mic and a tape recorder from my headphones connected to my PC, and fed the entire whisper back into Cool Edit Pro. The sibilance and reverb of it hides some of the finer details, but I can tell ya...the Mazzaroth Shear seems to be talking about Du'Shao Silva, because "Du'Shao" IS definitively mentioned..and I can think of only one entity, PC or NPC in the game that carries the "Du'Shao" rank. The Shin'wa class leader. Frightening thought. What if Silva is responsible for the other Shin'wa founder's disappearance (Yasaurgi is dead), and took control of the Shin'wa. The one in question that Silva would have removed is the same one the Mordana believe is coming back. Further, on a Progen station, one of the Mordana believe Amah is the Avatar of the remaining founder returning. In the meantime...you notice Du'Shao Silva says the voices in the Shear have changed...unsettling, and 'best not to listen to them'. Wagers on the fact he says this is because he's heard it whispering his name..perhaps naming him as traitor for the surviving(?) founder's disappearance? It's speculation on the part of Silva, but the Maz whisper DOES say Du'Shao. Also speculation on the Unknown's responses, but it seems a fairly likely combination...crystal devices, after all, are used everywhere..even in the PC you are reading this with, there's a crystal being used as a timer to 'clock' your machine. Why not have a crystal that diffracts energy waves to a certain spectrum allowing communication with something highly technologically advanced? Guild Leader of Outcasts, Andromeda Server

Radoc Level 25 Jenquai Warrior of Galaxy Andromeda

10/10/02 05:59 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 164 / 239

To clarify, now I have been posted about twice and I guess for further notice this could help those who don't know. Radoc is on Andromeda but I do all my research on my 3 characters on Galileo, Rinton, Yatta and Princeps. I am a member of the Hellfire Empire and the member that told spork about the attack and the crystals in Arduinne. I am also the one mentioned about that "came to the same conclusion in Galileo" relating to 3kbeta as 3 kaige crystals in beta hydri.

Dantee Level 71 Jenquai Explorer of Galaxy Pegasus

10/10/02 06:34 am

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 165 / 239

Shazbot, damn good work with the list there

Hey fellow watchers, not much to report, but...

If you haven't noticed we have a new MOB camping between the gates in Ackrons. Seems there is a LV6 MOB there that is IDENTICAL except for color to the Warpost Guardians.

This brings several interesting possibilities to mind.

The first of which is the possibility that the Anchients (for whom the guardians are working for or built by) are attempting to counterstrike the ??? ships and are just now getting their forces deployed.

Now to shoot my own theory to hell, I haven't seen the ??? and the baby guardians fight. And since we have no conclusive evidence that the ??? and the anchients aren't the same group, then that would ruin the theory, but bring another thought to mind...

???s are starting to bring in the big guns. Ya ya, LV6 isn't big, but follow me on this. The ???s are researchers, and they're starting to get the idea that we don't like them or that they have something else threatening them here. They have called for the Guardians to come and do the fighting. If this is the case, expect to see the ???s and the Guardian ships together a lot more.

But to shoot that theory to hell, we haven't ever seen the two MOB's interact. Anyone that can provide that info (PLEASE include screenshots) it would be appreciated.

The last possibility I have is possibly the most frightening... the most EVIL and heartless I can think of... What if the MOB's are there because..... the DEV's wanted a new MOB for the sector but didn't want to make a NEW one, so just recolored a rare one. =P

Na, honestly I doubt it. That would be dumb of them to say the least.

Anyway, back to the game.

And to all the guys that approached me yesterday in Pegasus server for info about the alien watch, feel free to join us in our research. Be sure to read thru everything we have and post from here anything relevant. Best of luck

Dantee

Fleet of Chaos

The only true order is found in Chaos

Apulo Level 95 Terran Trader of Galaxy Galileo

10/10/02 07:29 am

Alert | Ignore User

Add Bookmark | Reply Re: Re: Re: The Unknown Ship Research Has Begun! Message

166 / 239

I was bored the other day so I pondered the earlier formula  $(\Delta)k = -G$ .

Someone had mentioned that that formula was mentioned in a paper as being a formula related to diffraction. Assuming that the constant G meant gravity I did a search on diffraction and gravity and came up with this:

[http://ourworld.compuserve.com/homepages/Mike\\_and\\_Sue\\_Lawrence/a38ch261.htm](http://ourworld.compuserve.com/homepages/Mike_and_Sue_Lawrence/a38ch261.htm)

It might not have anything to do with what is going on but it is an interesting and brain melting article.

Apulo

Terxian Level 44 Terran Trader of Galaxy Pegasus

10/10/02 07:40 am

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 167 / 239

Culann...you hit the head on the nail with what I was thinking. Maybe the idea has less to do with light than that of sound and frequency. Someone mentioned the mines where certain crystals are mined collapsed when the unknowns appeared. Maybe....

(oh boy my college professors in electronics are going to shoot me)

1. Crystals vibrate at certain frequencies...like quartz and such. Thus quartz radios, watches, etc. Crystals provide the frequency carrier wave of sorts that allow for side-band communication and data-transmission. This is the same concept for radio waves, modems, etc. Data is carried on the sidebands of a known carrier wave.

2. Someone mentioned about building a device to translate and allow communication with the unknowns in a readable language.

3. Maybe the cave in at the mines was caused by some signal (ongoing) that caused the un-mined crystals to vibrate, thus "shaking" the ground and making it unstable, causing continual cave-ins.

Thus....maybe the communication system that the unknowns use are based on the carrier frequency that is generated by these crystals. Thus the "Harmonic Crystal" that they are talking about could be the crystal that runs those systems, not a singular crystal. This could make sense also considering the "diffraction" they talk about. The "Diffraction" of this carrier frequency could also be interpreted as "decoding" of the carrier wave frequency...thus referencing the side-bands of said carrier. The same place communication information is transmitted!

Follow the path of a radio signal through a radio to generate stereo sound. The left and right channels are combined (Muxed) onto a carrier wave at a certain frequency generated by a crystal of certain properties and then transmitted at that frequency to the outside world. The receiver must use a crystal to tune to the frequency of the transmitted carrier wave before the receiver can diffuse/decode (demux) the signal back into left/right channels.

Thus I believe that the crystals mined where the cave-in are occurring are the same crystals needed to base any sort of communication device. They are resonating, causing cave-ins, because of the unknowns transmissions.

Perhaps the lattice that is being talked about is the decoding algorithm needed to decode the transmissions. What advanced race wouldn't encode its transmissions so that any eavesdroppers couldn't understand what they happened to overhear. It's been done throughout history (Enigma machine anyone?), why wouldn't it be done now.

Thus, a communication device based on those crystals (Classic Harmonic Crystals, classic transmission basics) because they resonate at the same frequency as the carrier wave of the unknowns communications will allow us to receive the correct sidebands of said transmissions through demux-ing (diffusing) the carrier wave into its respective sidebands and then run the result through some sort of mathematic algorithm/lattice to decode the transmission into intelligible words. In other words, your basic space CB/cell

phone/radio with CIA level encoding. I think "Electron Dynamics" describes your basic electron flow (electricity) through electronic devices.

My Friend could rip this whole concept better than I could (as he builds his own HAM radios and I'm trying to get him into E&B). Or I could be way off.....LOL

Tarpeia Level 77 Terran Trader of Galaxy Galileo

10/10/02 07:54 am

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Here's my conspiracy theory. There might be holes in this, please point them out. But reading through this thread and a few others, I think some fingers are pointing at the Shinwa here...

Isn't it strange that the maelstrom opens in Jenquai territory and dumps you out right in the middle of Progen high command?

What is this codex? What did it say? Are we SURE the maelstrom opened when the Progens opened the Appian Gate? If so, where did Amah get the codex?

Here's something else... These Psionic emitters... The Sabine Order gets them from the Jenquai... And it seems odd to me that these emitters are in the same sector as the Appian Gate... Which supposedly opened a rip in space that goes from Jenquai territory to Progen territory...

I forget which station is the home of the Star Clipper Project. Can someone please post that? I haven't had time to check it out. I think the location of that station is a key to understanding who is behind the Maelstrom anomaly.

I think the Jenquai and Progen are working together behind the scenes. Very limited contact, at very high levels. They are not in a formal alliance, but they are "sharing" information with each other, and maybe even resources to discover the gate technology. However, I believe that one side (the Jenquai) are manipulating the Progens (Vinda, et al.) and feeding them false information; using the fruits of their research for their own advantage while keeping the results secret from the Progens (sound familiar)?

The reason I say this is that all of this weirdness is happening in a few areas. Beta Hydri (under control of the Glenn Commission; a joint project of Terran, Progen and Jenquai) and this Star Clipper thing (which is funded mostly by Jenquai and Progen, only minimal support from Terrans).

If, as I believe, the Star Clipper Project is working to discover gate technology, it makes sense that the Jenquai and Progen are "sort of" working together in an uneasy friendship. BUT, I also believe that any discoveries made are being hidden by the Jenquai...

The thing about the marauders and explorers is bunk, in my opinion. These guys are trying to communicate, they are certainly not mind readers. Not only that, but the Jenquai are not the peaceful explorers they would have you believe.

I also don't think the Unknowns are purposefully attacking the crystal spores. Maybe they are, but I think the crystal spores are just an aggressive mob, and they probably attack the Unknowns as they are moving through. Someone should summon an angry-type mob on top of one of these unknowns and see what happens...

Those are my ramblings for today! Let me know what you think

Tarpeia Level 77 Terran Trader of Galaxy Galileo

10/10/02 08:17 am

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I need to clarify.

Jenquai open Vishao's gate and open the Mazzaroth Maelstrom. Somewhere in there (?) they find a codex which explains how to open the other side. Being the cunning sneaky people that Jenquai are, they "leaked" the codex to Vinda/Amah so they could convince Vinda/Amah to open the Appian Gate (which they knew would result in this hole through space).

The Maelstrom on the face of it gives a pretty significant strategic advantage to the Jenquai. But then something happened that they didn't expect... I'm not sure what the Unknowns want. Oddly the Marauders aren't aggressive either.

Thanks for posting that convo with Amah. That makes me more certain than ever that the Jenquai are up to no good here. I think they opened the gates, it had unintended results, and so they tried to pin it on the Progen...

Why did Khan get put in exile anyway? This must have something to do with this thread. Who would want to get rid of a military leader of the Progen and replace him with an Explorer?

Always ask "Who Benefits?" The answer to every unresolved question so far seems to be: The Jenquai benefit.

huh

Leng Level 33 Terran Warrior of Galaxy Orion

10/10/02 08:24 am

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 170 / 239

Tarpeia,

I like what you have to say, and find it all very possible. I'm not sure about your conclusion about the Unknowns and the Crystal Spores. There is a real reason that one attack the other (I don't know which, but the fighting is there), but since the unknowns like to talk about the properties of crystals, lattices, and so forth the term "Know your enemy." comes to mind.

Based on what I've seen and know, I'm leaning towards these unknowns being a search party looking for something very specific (probably a crystal). They talk about harmonics and diffraction, which leads me to believe they have a way to 'track' it, ping it, <fill in the verb> in order to find it.

I'd also suggest that perhaps that's why these other crystalline entities are attacking, or being attacked (which ever). The harmonics aren't right, and it either upsets the unknowns (who eliminate that crystalline source), or it upset the crystalline entities into

attacking (provokes).

This theory sits well in the light of the mine cave-ins, and the Psis current nature (they'd be feeling this harmonic resonance as well I'd wager).

Basically, I'd fit that there is some 'broadcast' through out the universe causing crystals to become less stable. I also theorize that this broadcast is being done to make it possible for the unknowns to find what it is they're looking for. They've been given only enough data (in the form of equations) to be able to pick up on the harmonics they're looking for at the time.

Maybe they're communicating it to us so that we can use these equations to help them look somehow - or at least know what to look for.

Of course, to answer why they're looking, or even for what is beyond me currently.

Vego Level 45 Progen Warrior of Galaxy Andromeda

10/10/02 08:33 am

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I am with you brother Beeblebrox. Let the Terran and Jenquai waste precious time with trying to understand the creatrures. I too will follow Kahn into glorious battle with the vile things. Eventually even the weak Jenquai will join the battle, but by then it may be too late...

Iakona Level 49 Jenquai Explorer of Galaxy Andromeda

10/10/02 09:40 am

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Not sure if anyone has brought this up, I've tried reading this whole thread, and my brain hurts. Ok, 6 color Crystals in KV, 2 of each make the Keys to open the gates. Ravenlock talks about each gate has a sound/pattern. Blue& White for Maelstrom, Black and Red for Mondara. Obviously, Green and Yellow for the "new gate" which I'm assuming will be in Neptune. Jenquai have 1, Progren have 1, I'm guessing DeWinter will somehow open the 3rd one, in Neptune. Last idea I had was at some point, using all three Keys to form a master key, or just use all 3 at once????

All of this will probably be in the next major patch, also giving us more content and a new sector to explore and higher level content.

Just my thoughts/ideas

Caerla Level 80 Jenquai Warrior of Galaxy Galileo

10/10/02 10:01 am

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I checked out the green crystal on Arduinne last night, and I can definitely confirm that the pink crystals guarding or protecting it are larger, pulsing versions of the crystal mobs we find elsewhere in the galaxy. Perhaps the crystal lifeforms are holding the green crystal "hostage", and the red energy lines coming out from them act as a means of hiding the green crystal's exact location from the Unknowns?

I also went into the Mazzaroth Maelstrom to check out the warposts and their guardians. At CL 29, level 80, they didn't seem that bad (they were CL 26). One noticed me and shot at me, but it did pathetic amounts of damage.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/10/02 10:14 am

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Not sure if this means anything. But done crystal lifeforms around the green crystal on Arduinne attack anyone. They don't attack me. I can't even target one, whoever when I move my ship pthough the wave of light they put out, it makes a strange sound.

Kohiba Level 4 Jenquai Explorer of Galaxy Orion

10/10/02 10:19 am

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Ok, nothing really new to add (I can't anyways :( ) but everytime I read the new posts to the thread I keep having one quote running over and over in my head...

Homer: "Awww, there's so much I don't know about astro-physics, I wish I'd read that book by that wheelchair dude!"

Kohiba

I'd like to thank the Academy for this Certificate of Sanity!

Attrael Level 65 Terran Warrior of Galaxy Pegasus

10/10/02 10:42 am

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I have the answer! The tears are actually gates to the very depths of hell! Satan's legions are gearing to come forth from the gates and destroy our reality! Err.... Ok, maybe not... Just wanted to say good work guys! Heh, who woulda thought that EnB would require a PHD in astro physics. ;-)

Decken Level 19 Progen Explorer of Galaxy Pegasus

10/10/02 10:54 am

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Add BookMark | Reply Re: The Unknown Ship Research; Kohiba hints at Stephen Hawking? Message 177 / 239

So, "that wheelchair dude" must be Stephen Hawking.

I'll look into that, see if there are any leads there.

(Hopefully some others will join me; and report their results back here)

Decken

Chili Level 36 Terran Warrior of Galaxy Andromeda

10/10/02 11:03 am

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 178 / 239

Decken, I think what you are chasing there is none other than a red herring.

Kohiba hath quote the mighty simpsons, and is not giving us a clue.

"I can't promise I'll try, but I'll try to try."

Chili of Andromeda

Cassiopeia Level 59 Terran Warrior of Galaxy Galileo

10/10/02 11:09 am

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 179 / 239

lol Kohiba ,stephen hawkins will be pleased that u know him ;)

Commander of "The Black Widow"

Ishikura Level 37 Jenquai Warrior of Galaxy Pegasus

10/10/02 11:12 am

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Someone mentioneed the the mines where certain crystals are mined collapsed when the unknowns appeared. Mabye....

3. Mabye the cave in at the mines was caused by some signal (ongoing) that caused the un-mined crystals to vibrate, thus "shaking" the ground and making it unstable

I may be wrong but I can almost swear that the escaped Psi at Jove's Fury mentions

somewhere in his ramblings that the mines collapsed after the Psis chanted in the

mines... the chanting being caused by their reaction to something they heard in the mines

Perhaps a telepathic message from the aliens? Certainly the escaped Psi seems to think the aliens are contacting him telepathically. Trying to get him to go to Andaren's Tomb. I'll have to go back and talk to him again and parse all his babble to see what clues might be there.

Also, Ms. Ravenlock (I forget her first name) at Paren Station is all about sound/crystal combinations...in fact this forms the basis for the Jenquai key into the maelstrom. It "resonates" somehow with the maelstrom to open it (as opposed to the typically Progen method of blasting in with brute force).

Apulo Level 95 Terran Trader of Galaxy Galileo

10/10/02 11:21 am

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Message 181 / 239

I wonder how many people just went out and bought copies of "A Brief History of Time"?

Apulo

Caeyn Level 52 Jenquai Explorer of Galaxy Pegasus

10/10/02 11:23 am

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Was speaking with P3889 about the mine collapses and he asked me to go tell Herrera, who i assume is with EC, that the outbursts in the mines are happening as he expected but that they are cycling in waves and he can't make out the words because all of their translators were killed during the first collapses. He then asked me if i knew the old prophecies but wouldn't tell me what they were. Hopefully with more faction i could get more out of him about this and the secret organization he is part of

Lucan Level 29 Progen Explorer of Galaxy Galileo

10/10/02 11:24 am

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If they learn to be inflexible from the Progen, intolerant from the Jenquai, and manipulative from the Terrans...

Well, let's hope they also assimilate Jenquai shields, Terran reactors and Progen engines. Otherwise, we'll be fighting alongside Red Dragons sooner than we think!

Geijian Level 31 Jenquai Explorer of Galaxy Orion

10/10/02 11:25 am

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Ok, you guys ready for this...I did a search for the word 'menin, (nothing really) interesting story about Menin Gate, but thats note the whole story. I then did a search for the word 'aiede' I get a few hits, one has the whole phase "Menin Aiede Thea Peleiadea Archileos"!!!! I click on it and it discusses how to right greek without greek symbles....get thiss...called beta sequencing. This phase translate to one of the following:  
Mhnin aeide qea Phlhiadew Axilhws  
Mnvin aeide cea Pnlniadew Axilnws  
Minin aeide thea Piliiadoe Ahilios  
But that still doesn't help. So I look at few other links, and see a greek language translater program shows Homers Book 1.1 in greek. It Has the phase as the first sentence!!! So for everyone The First sentence...  
Sing, O goddess, the anger of Achilles son of Peleus, that brought countless ills upon the Achaeans  
Oh and get the this...Jove is metioned in the first paragrah! Jove's Fury anyone? Greek is what.... a "classic language"  
OMG....This could be really cool!

Attrael Level 65 Terran Warrior of Galaxy Pegasus

10/10/02 11:32 am

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Whatever happens with these aliens and maelstroms, as long as there's still a profit to be made, and Jenquai to pick on, I'll be happy.  
In regards to the dialog from P3889 on Kinshasa Mbali (sp?) if you ask him about the translators, he asks you if you know any of the dead languages. I have also heard Tzu (Orsini Mining Platform) mention that the woman at the Antares Station knows these dead languages... I have yet to try it out, but perhaps there is some way she can provide us with a translator or teach us enough to advance the dialog further with P3889?

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/10/02 12:23 pm

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Ok this guy in Earth Station, namedLoric, he knows alot about the Crystals. He even told me about the lattice of the crystals. However he also mentioned that the crystals where from Aragoth Loric is saving up to move to denah. If you give him the credits he will tell

you alot more.

Klang Level 35 Jenquai Explorer of Galaxy Pegasus

10/10/02 12:42 pm

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Add BookMark | Reply Re: Re: The Unknown Ship Research Has Begun! Message 187 / 239

Has anyone else tried to communicate with them yet? The only reply with mathematical formulas.

Leng Level 33 Terran Warrior of Galaxy Orion

10/10/02 12:48 pm

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Gejai,

Yup, we've worked out all the 'words', we just need the formulas now.

It's getting to be quite a long post series, but there's much valuable insight so if you've not read it all, it might make your head burst, but it's some fun reading overall.

Shazbot Level 44 Progen Warrior of Galaxy Andromeda

10/10/02 01:06 pm

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Just briefly about this Loric guy, I used to think he was just a beggar, because he always had an excuse for not having left yet. Except that he was voiced, which was odd.

After talking to him with my guy, who has been to both Antares and Deneb, he freaked out on me though. Something about I'd been there, and it was forbidden, and for the Jenquai, I think. It's been a long time since I talked to him, and I was laughing so hard at the time.

I'll go back to talk to him in a bit, and bring back the transcript again. Sorry the last one was soo long. :)

--

Shazbot -- Loyal Centuriata and follower of Kahn

Whatever it is, I didn't do it!

Gejian Level 31 Jenquai Explorer of Galaxy Orion

10/10/02 01:19 pm

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I had not seen any mention of the meaning for the Phase "Menin Aiede Thea Peleidea Archileos" and I thought it rather interesting as it relates to Homers 'Illiad'. Also, I think the formulas relate to the 'beta sequencing' mentioned in the article I found via Yahoo. In it, greek words are written out like a formula (because most computers can not translate the meaning of greek symbols) I recommend someone does a search for the word 'aeide'. I did not have time to discover how the formulas would translate into words. If you read the first part of the 'Illiad' you might discover some interesting parallels. Just a thought, It is rather fun though.

Dexus Level 37 Jenquai Warrior of Galaxy Andromeda

10/10/02 01:29 pm

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Ok since this Loric guy said something about the Crystals coming from Aragoth I went to check it out. And I remembered some NPC saying something about Priates in Orin's Belt looking for something. So I went there and one of the crystal Astrionds I found 2 Green Tazerson Crystals. Which is one of the colors not used in making the Mazzaroth and Morodar keys. And it also is Green like the crystal on Arduinness Planet.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/10/02 04:07 pm

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Today i tried to attack that ancient gate and came out to be a failure.. if you wanna know how bad it was.. lets just say i got torched to death. We need to form a huge group of about 18 to 30 people and go attack it at once to see if we can get inside.

Caerla Level 80 Jenquai Warrior of Galaxy Galileo

10/10/02 04:12 pm

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Hmm, and Yellow is the other color that isn't used, correct? I wonder if there's a large crystal formation somewhere that is identical in shape and size to the one on Arduinne planet.

Snork Level 55 Jenquai Warrior of Galaxy Galileo

10/10/02 04:39 pm

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Message 194 / 239

Wierd, when did those gate guardians get put in the Mazzeroth Maelstrom? I remember in Beta they weren't there, and if you flew into the worm hole (couldn't click on it) You got taken to this giant black hole (thing looked friggen awesome). Which if I remember correctly, is the Progen's side of the Malestrom, yeah?

Quantos Level 47 Jenquai Explorer of Galaxy Galileo

10/10/02 04:43 pm

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239

Well if the Gates are closed, At least the JE can WH around, though not in as many areas.

We Just might be more important than anyone thinks :)

Learn the truth, and the truth will save you.

Nuketw Level 32 Terran Warrior of Galaxy Galileo

10/10/02 06:42 pm

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Add BookMark | Reply Re: The Unknown Ship Research Has Begun! Message 196 / 239

Too bad i dont have a FF JE.. regrets it now. Anyways.. anyone find anything interesting lately?

Tychea Level 21 Jenquai Explorer of Galaxy Pegasus

10/10/02 07:05 pm

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Add BookMark | Reply More Unkown thoughts! Message 197 / 239

I've been reading this thread with great interest. Time to add my two penneth.

Two points:

(1) The equations. Ok they are either just the results of google when a dev types in wormhole and designed to get us thinking along the right lines.

Or

They form a complete solution, most likely by the looks of the equations, to either a point in space, or a particular crystal lattice structure.

(2)

Well I've had a little read through the link that was posted

[http://ourworld.compuserve.com/homepages/Mike\\_and\\_Sue\\_Lawrence/a38ch261.htm](http://ourworld.compuserve.com/homepages/Mike_and_Sue_Lawrence/a38ch261.htm)

And I think one area is interesting: I quote,

"Since the corridors represent the absence of space and time within a tube surrounded by space and time, there does not seem to be any fundamental difficulty with having two such corridors crossing and effectively forming a corridor-network. It may be that a crossing or other event actually breaks the corridor and breaks the entanglement, but the possibility exists that networks can form.

If this were extended further, with many networks joined into a super-network, then the space-time that we inhabit could be likened to a sponge in which we live within the material of the sponge, whilst the totality of the holes in the sponge, the super-network, is all connected together by no-space and no-time. This means that the 'outer edge' of the sponge is connected with the inside of the sponge just as much as it is connected to any other surface of the sponge. Here there is no meaning to the shape of the sponge itself and it is possible to reverse the image and connect all the sponge surfaces to one central point, with no 'outside' to the sponge at all.

The latter image would then very well approximate the physical universe in which we live, which can have no external existence, but would require that all entangled states are interlinked in some way. This means that every time any particles become entangled and form corridors, that they are all interconnected - regardless of their position within space-time."

So, let's stuff that idea into what we have here in E&B. The malestroms are obviously exit points for a wormhole (e.g. mazzeroth goes from Jenquai space to Progen space). And when you open a wormhole, if anyone else out there has a wormhole (the unknowns!) they can be interconnected, hence the floods of aliens, presumably who would like to close up the rift and go about their business in peace.

Just a thought....

Silus Level 65 Jenquai Explorer of Galaxy Andromeda

10/10/02 07:32 pm

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I spent a little time listening to the ancient gate in akeron tonight. There are voices within of which I managed to pick out what sounded like 3 separate people. What is said is very short as it repeats every few seconds however. I believe after listening for awhile that I have picked out the words "no commitment" from a female sounding voice which degenerates into a whisper or fades away completely. Also, after recording and digging into the sound a bit more it sounds like there is also a distress call of some sort mixed in... sounded like a male voice and at one point it sounded like the words.. "confirm. confirm captain" were mixed in. Not positive on any of the words though as it was pretty near impossible to isolate any one part of the speech due to interference from gate noise as well as from the other voices that were mixed in.

Leng Level 33 Terran Warrior of Galaxy Orion

10/10/02 07:37 pm

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Message 199 / 239

"I had not seen any mention of the meaning for the Phase "Menin Aiede Thea Peleidea Archileos" and I thought it rather interesting as it relates to Homers 'Illiad'"

Yes, Gejian, I mentioned that a while ago in this thread, you're going over covered ground. :)

And no, there usually aren't standard fonts that have both roman and greek letters, so we do substitute out a triangle and just use the word 'delta' instead.

greek 'symbols' are just letters, alpha, beta, etc. Aeide is not a 'symbol', it's a word. Menin for example is the accusitive flection of menis meaning anger. Aeide is a form of the verb sing. It does indeed relate to the Iliad, again it's all been mentioned - I suggest you read the whole thread. :)

Fray Level 47 Jenquai Explorer of Galaxy Andromeda

10/10/02 07:43 pm

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200 / 239

The woman on the station on the other side of Vishaos cove makes several references to the "voice" of Vishao and how its changing.