

WIGGIL



Nick

BROADHURST

THE THIRD BOOK IN THE EARTH
SYNDROME MINISERIES, AND
BOOK TWENTY IN THE EPIC
SEQUETUS SERIES

BOOK 20

N I C K B R O A D H U R S T

VIGIL



BOOK 20

By Nick Broadhurst

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DISCLAIMER

The SEQUETUS SERIES, the EARTH SYNDROME MINISERIES and VIGIL are works of fiction. Names of individuals and companies used in the book, unless historical fact, are pure fiction.

THE SEQUETUS SERIES GLOSSARY

Part of this volume is a chapter named *Glossary*, a list of terms and words and what they mean. When a word in the glossary is first used in the story it's shown slanted *like this*. These are bookmarked to take you to the word definition in the Glossary. The glossary expands with new terms with each subsequent volume

MEASUREMENT

In the Federation there is Standard Measurement, such as kinopacs, or Ks and pacs, but those who have left Earth may still use kilometers.

HOW THESE BOOKS ARE NUMBERED

This is an epic story. By its nature, it's big. There are twenty-three books. Each book deals with a specific aspect of the story.

The Sequetus Series is broken up into four miniseries. Each miniseries is comprised of between four to eight books.

The miniseries are

THE NEW EARTH MINISERIES

Books 1-8

THE TEMPLAR MINISERIES

Books 9-12

THE JUGGERNAUT MINISERIES

Books 13-17

THE EARTH SYNDROME MINISERIES

Books 18-23

Each miniseries can be read in its own right.

A lot of care has gone into creating this epic, and everything has been done by way of glossary, pictures, maps, notes, credits, and so on, to assist the reader to have an enjoyable reading experience.

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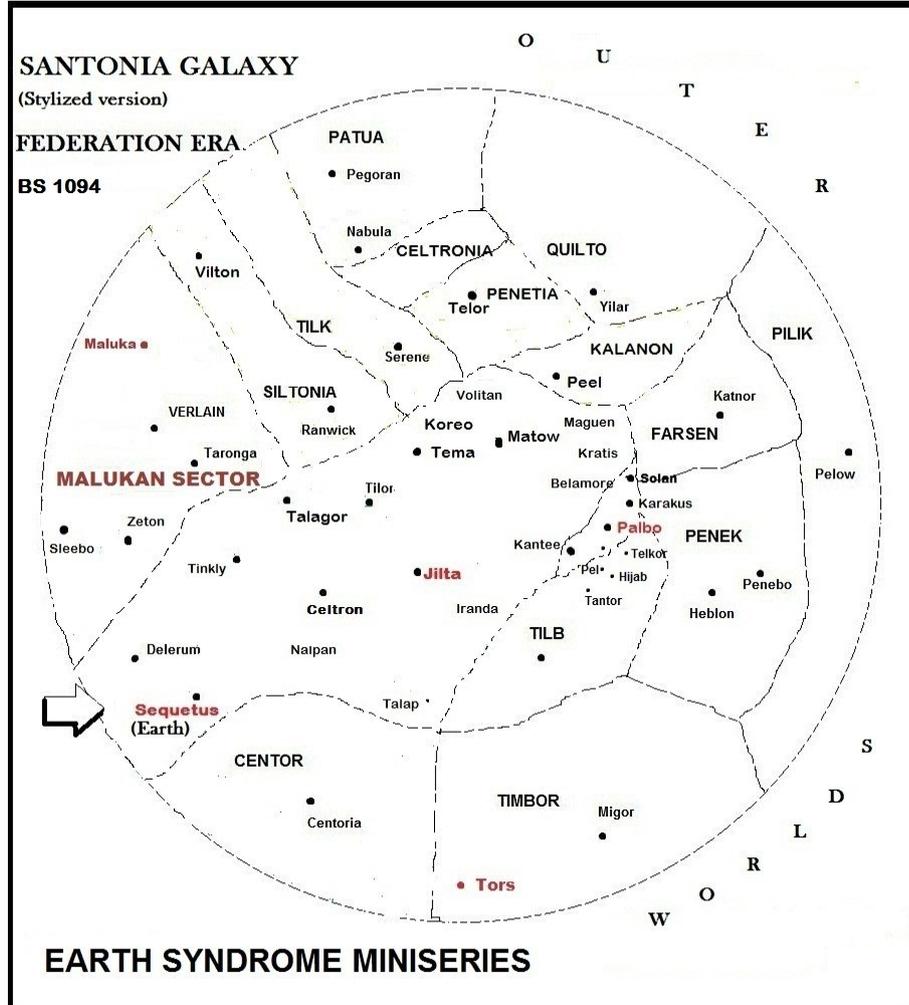
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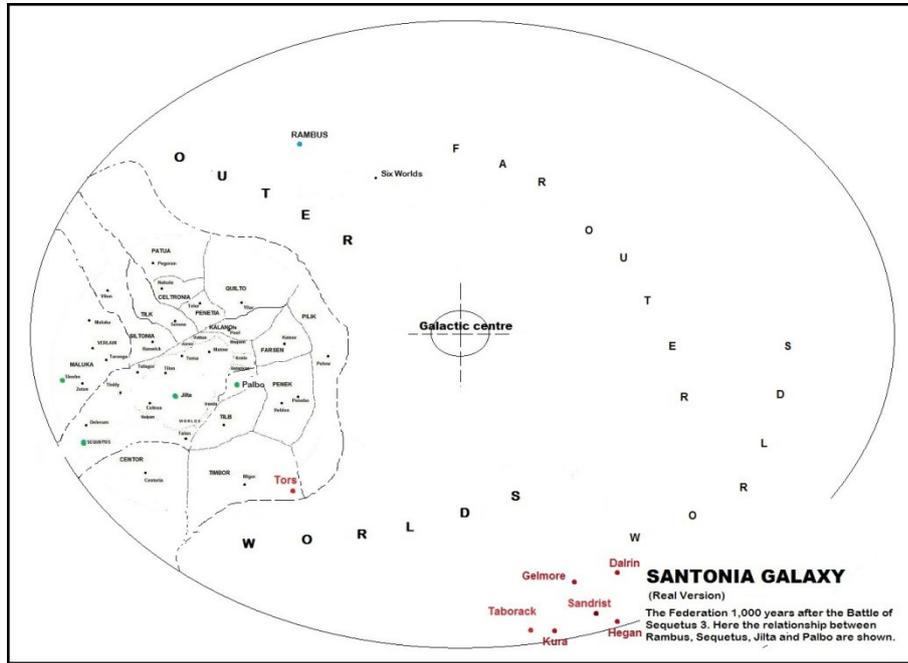
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GLOSSARY

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CHAPTER 1

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Jaron sat in the cockpit of *Black Knight*. He looked at the instructions. They were old, older than *Standard*, older than any known language of the *Confederated Council of Planets*, and unidentifiable.

Amanda was the ship, beside him, there if needed.

Black Knight slowly responded, and turned, to *Jaron's* command. He smiled. *It still understands me*, he thought to *Amanda* and the *Boguard* in general.

Of course. Time is only what you consider, which traps you. It will always work, if you command without reservation, and give no power to time, at all, thought *Amanda*.

Jaron looked over the instrument panel. He then floated back, to the hold. He examined the writing on the wall. He looked at the lines. He floated up, to the observation port. He sat in the chair. It felt familiar, even comfortable, to be there. After twenty minutes of observing, he returned his attention to *Amanda*.

I do remember it, he thought, to *Amanda*.

Of course. You did forget, but really, you always knew. Don't remember, as that strengthens forgetting. Just know, my Lorde

*Jaron. Imbue its knowledge into you, as you must,
but know it.*



Black Knight

Jaron looked down at planet Earth, as it revolved below him. He felt at rest. He relaxed and let his mind

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drift back, to times past; which he wished he might always know. He thought of his wife, now dead, and her best friend, the greatest fighting companion that he had known. He didn't dwell on how they died. Instead, he thought of his old home down below, in the last of the Amazon basin. He sometimes wondered, if all this fighting was worth it. Would it make a difference, in the end? At the end of time, would it really matter? He just drifted with his mind. He let it be and go where it would go. He wouldn't resist it, his mind. He would just let it be.

Ω

Jaron observed Earth; he observed the ongoing Battle for *Sequetus 2*. It was a long and drawn out protracted fight, which had already lasted ten days. He received relayed messages, as the battle ensued, but really, he wasn't that interested. Others would win it without him.

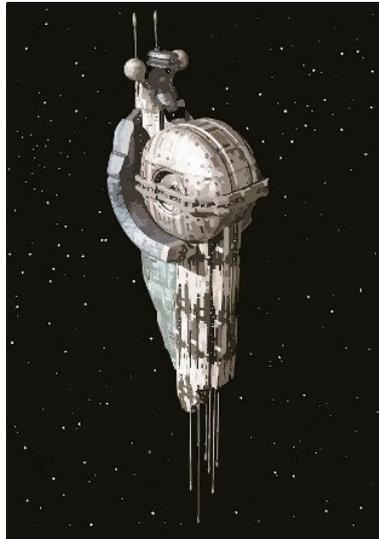
The enemy had buried itself deep down into the planet. His son, *Yandra* had cracked the great sealed door there. The planet surface base was atomic bomb-proofed. However, the ground underneath the base, wasn't impenetrable.

More and more craft arrived in the *Sequetus Series*, from the various *Federation sectors*, the *Outer Worlds* and the *far-Outer-Worlds*. There were now over two thousand ships, parked off, around, and through *Sequetus*.

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The last of the enemy ships succumbed, one by one. There was no great order, in their capitulation. They just fell apart or surrendered. With each surrender, was an opportunity of *ship conversion*. Consequently, the Federation numbers grew even more.

By the third day, all craft in space and on the planet's surfaces, had given in. Whole ships surrendered, even if the crew and *Talkron* aboard didn't. It also meant that hand-to-hand combat was again, part of war. With enemy ships refusing to obey *warp drive* commands, from their masters, the Federation crews were able to finish every battle; victorious.

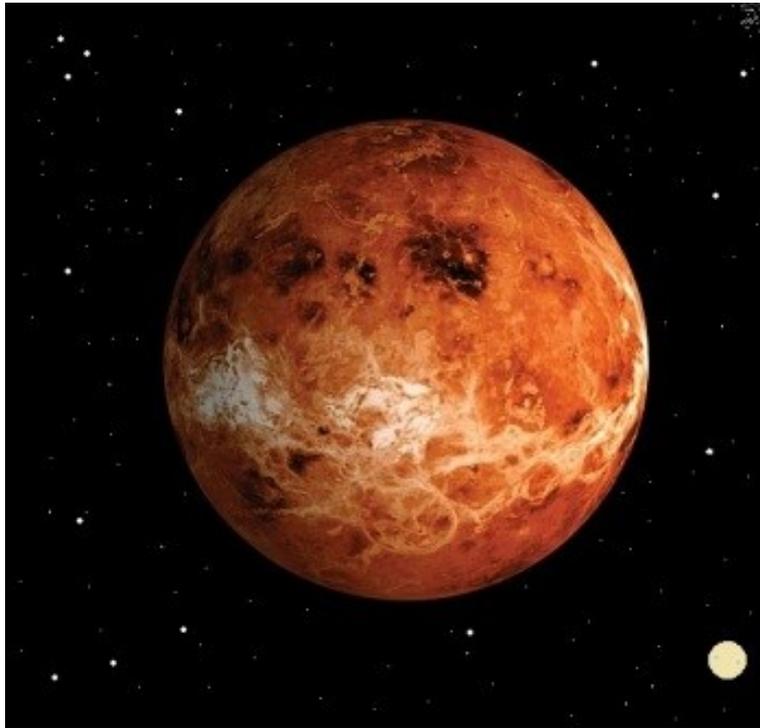


Station Ship in Sequetus

The three *station ships* in the system surrendered. Talkron commanders were finding ships openly rebelling, against them. Ship's systems were being overridden as targeted warp drive life entities were given direction, from the Federation fleet outside.

Ω

Soon, it was only Sequetus 2, resisting them.



Sequetus 2 - Venus

Yandra sat in his orbiting ship, looking down on the planet, which was well fortified, with many planet defenses. The central base was three *kinopacs*,

underground. Effectively, that made one perfect defense. Yandra looked around, at his other commanders.

“What do you see? We work by group understanding. What do you see?”

The *Boguard* and *Corduke* captains, plus *Beel*, *Akeala* and *Lorde Tubin* were present. The *Man-o-War* *life-forces* were there, as well.

Akeala was the first, to speak. “If we can’t bombard it, because we are concerned with what is inside, we must come; from underneath. This is a siege; and we must use siege techniques. “*Wellum?*”

“Yes, Captain Akeala,” said Wellum, another ship, whose voice came through the air, as if from out of nowhere.

“Will a siege work?” she asked.

“There is little else, Captain. If you attack to destroy, you will lose the life, which is inside the base. Please, don’t do that. The life-force in there is far too important. Please.”

“Can you say, what is there?” she asked.

“Captain, we could be wrong. Nevertheless, our sensors show that there is life captured down there, suspended electrically. Moreover, there is a lot of it, it’s enormous; in quantity. Whatever the life is in there, it’s vast, beyond any phenomena that you’ve experienced in war, with the Talkron, to date.

Yandra made a gesture to any others, to say what they thought.

“Sir, we know that *Moon 2* was a headquarters of the Talkron, for their Sequetus operations. There was over twenty thousand staff there. In addition, we found sixty-five thousand Talkron, *agents, troopers* and administrators on the moon proper, scattered over it, in pockets, and we are still finding more.” It was Castano. “Really, we don’t know what is down there, on Sequetus 2. That’s what we are being careful about. We found their ships, and thousands of them, on the asteroids, in various stages of construction. They were building an armada, much larger than anything we have here, but not finished. We also found four more partly built, Station Ships.”

Beel added, “We heard yesterday, that another of their Station Ships converted, to our side, out past *Palbo*.”

“Excellent,” concluded Castano.

Akeala added, “So, we need to know what they have been doing, down there, so that we can use the right tactics. We mustn’t just blunder forward, to enter.”

“That’s correct, sister,” explained Yandra. “It looks like they have been building an armada, for an invasion. We can see now, well over a thousand ships in various stages of construction. *Moon* was a mining base. It has the titanium needed; to make the ships. Moon 2 seems to have supplied the personnel, for the labor to build the ships. Some of those ships built, are possibly already out there, such as those Station Ships, around Palbo. However, they need a crew and that

crew has something to do with *Sequetus 3*. If I'm right, they have used *Sequetus 3* to lure crews from outside of the physical universe. When those crews took residence on *Sequetus 3*, drawn in by the bodies born there, these Talkron depopulated the planet, by removing the life from the bodies, similar to what we found, on *Kantee*. Now, they mightn't need *Sequetus*, because they have enough life sources, for their crews."

Yandra looked around. The others nodded, in agreement, at his train of thought.

"That's possible," added Beel. "If that's the case, then they will need access to many fast short-life bodies, and I don't see those; down there.

Akeala butted in. "No, we found those, or experiments with them here, on the moon. They have grown fully mature adult bodies, in only seven years, from birth! From the data in their files, it seems they were attempting to have fully grown mature adult bodies developed for this galaxy, after four years, which then lived only twenty-five years and died. These were purely expendable invasion humanoid bodies; being grown.

"From the notes, the bodies were inserted with DNA, to make them extremely reproductively active, so that they could begin a mission on a ship with a smaller crew and within a few decades, have a fully-manned crew, which they trained themselves. The only drawback they hadn't worked out, was how to get the reproductive drive to cease, after a selected number of

generations.” Akeala looked about, to make sure her audience was paying attention, to her.

She continued. “On Earth, for example, they couldn’t stop that reproductive drive. This caused the population to grow too fast. It in turn stripped the planet of the resources, to support itself. My guess is that this hadn’t been thoroughly worked out.

“It looks like these bodies on the moon were slightly smaller, so more of them could travel faster, more economically.

“The Talkron, were also experimenting, with the existing populations on Sequetus 3, to make those bodies more perfect. The Talkron wanted the population to expand, at a fourfold rate. However, they also knew, that if these body types were allowed into the galaxy, they would populate, beyond what their fighting armada could conquer. The Talkron wouldn’t then be able to keep track of them, as they lived such short lives. Consequently, the Talkron were scared to let them travel, into the galaxy. In fact, they couldn’t let them go, uncontrolled, until they had developed a DNA program, to limit the number of generations a body could reproduce for. Their records indicate that they saw seven generations, as the ideal reproduction limit.” Akeala look at Beel.

“Why was this not done, in the *Andromeda Galaxy*, where they come from?” asked Beel.

Akeala turned. “That’s simple. They were using Earth DNA. Earth DNA isn’t all native to this planet, and it has bits and pieces, from many other sectors of the

galaxy, inserted into it. It's a well-advanced DNA. It is a highly-strung body, and goes anywhere in the galaxy, but it seems it might only work, here in this galaxy. Otherwise, Beel, to answer your question, we don't know why not."

Yandra nodded. "We know that *short-lifers* can adapt to almost any planet. While long-lifers might suffer, the short-lifers seem more resilient, to handle bacterial and viral strains that might attack long-lifers, out there. It's a very well constructed humanoid, for here." He smiled.

The other commanders and captains watched in inspired awe, as these three siblings worked out what was happening, and what they would do next.

Wellum broke their thoughts. "You should know that a small fleet of *othersiders*, as we'll call them, our equivalent of the other side, have just left the system. These, are the *volunteers*, which Amanda referred to earlier. We haven't been able to track them, which makes me suspect that they have left space, for another galaxy, all together."

Yandra looked around. "Then, they will be seeking help and reinforcements, and restructuring their strategy. If they have a galaxy, that's already converted to their way, then they could have access to a million times more ships, than we have."

"Correct," added *Castano*. "That's the exact reason, why we must secure this Sequetus System. This was their beachhead. It's apparent, that this was a galactic invasion. It was well planned. We exposed

them. They have run. We need to push them out, completely. If they return, it might be fivefold, a thousand fold, or a million fold. If we don't do this, for fear of the unknown, then we could be beaten, by a smaller force."



Othersiders leaving Moon 2

Castano looked at the screen, which showed the fleeing ship. "A smaller force and our fear could overwhelm us, but if we've no fear... we are extremely potent."

Akeala nodded. "Agreed. We need to move now, get into their bases, learn what they have, and how to use their technological advantage, against them. An invading army only wins, by technological advantage, superiority in size, or surprise."

Yandra looked at his sister. "We will make it our business, to know all about their technology. To invade, from a long distance, also requires a much larger sized support crew, at home. They may not have that advantage; anymore. We are speculating, but if we've driven them out, then they underestimated our resistance, or lacked the resources, to meet it. Let's hope, that it's the latter."

ψ

CHAPTER 2

SEQUETUS 2

Yandra was watching the machines, bore down through the rock. It was difficult, with the planet's atmosphere comprised partly of sulfuric acid, making mechanical parts wear faster.



The surface of Venus

It took a week, to bore down fifty *pacs*. Akeala was already concerned at the lack of speed. The *othersiders* had left, twelve days ago, and the Federation Alliance was nowhere near, getting into that base. The Talkron on the other hand had, sent out skirmishes from the base, to raid the *alliance*, as they

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were now calling Jaron's group. They were the Boguard, *IFFCo*, and the *Temple*, combining forces against a technological superior race, but one, which was now on the run.

"Wellum?" asked Akeala.

"Yes, Captain?"

"How long will it take the *othersiders*, to get from here to Andromeda?"

Wellum paused, in silence. He considered. Yandra expected, that he might have been asking Amanda. Finally, Wellum answered, "It could take a year, perhaps three."

"Why so long?" asked Akeala. "I thought that travel for your kind, was almost instantaneous, like thought, just a consideration, and you're there."

Yandra sensed that he perceived a chuckle from the ship, to his sister's question.

"Yes, and no, Captain. I expect it would take...hmmmm... hours to days, for us to move a Man-o-War from here to *Jilta*, for example. A Man-O-War is fast, as it was built with its speed understood. Its molecules are imbued with that fundamental idea."

Akeala stopped him. "I thought you could get here within minutes to hours."

"There are many variables. Let me explain them. If it's just the Man-o-War ship and me, yes, minutes to hours. If I'm bringing along a team, it depends on their consideration, and belief, that it's possible. If I was taking a group of civilians from *Jilta*, I could take months, and the more passengers, the slower I can go.

I can't take anyone anywhere, if they think it's impossible. The travel speed depends on the willing agreements, of the people traveling. *What life considers; life gets.* That's the universal law."

Wellum continued, after allowing time for that concept to take hold. "As for reaching another galaxy, it's so much further. It's perhaps several hundred thousand times the distance than crossing one. One must also take into account, the fact that the maximum speed of travel would have to approach the speed of light squared, which no ship can travel. Nothing with life in it, except for Jaron, when wearing that headpiece, can approach it. Moreover, he only approached that speed because there were Man-o-Wars, at both ends, and we used *admiration particles*, to move him out from the universe and bring him back. These same particles are the basis of gravity. Therefore, I make a conservative calculation that it could take between one to three years; before they get there and return. In addition, the more they return with, the longer it will take to prepare. Furthermore, if there is a reason why their invasion force wasn't a hundred times its current size, it was this alone. People who kill and torture, have heavy considerations about life, have a low source of admiration, and won't travel fast."

Yandra understood. He relayed the estimate to the other commanders, who subsequently reaffirmed the expected time return time.

Ω

The burrowing continued, for another two weeks. There were five new entry points, which they had made, under the Sequetus 2 base.

At the same time, there were smaller bases and outposts that were in the process of capture. The result was mostly one large mega base, left to subdue.

Yandra looked at the screens, which he had erected.

Beel was watching along with six others. "I'm not sure that this siege is working. We've lost seven craft, in the last week, to the planet's 400 K winds. We've lost over three hundred personnel by simply trying to get onto the planet. If our craft aren't blown to bits, by enemy rockets, crushed by the wind, then the sulfuric acid in the atmosphere eats into what is left. Our suits are dissolved away, and we've an operational time of only two hours out there."

Yandra looked at them all. He understood Beel. "Well, we can't use atomics, because of what's in there. We've five machines, under two of their tunnels, now."

Beel nodded. "Correct, but that cap rock is fantastically hard, and wearing out our machinery."

Yandra watched, as another two craft pulled out from the atmosphere, after an aborted entry attempt. He shook his head. The wind was the worst. It didn't matter, that the temperature was hundreds of degrees. They could overcome that for a short time, but the wind was impossible, to fight.

He turned. “We’ve high atmospheric temperature, due to the heating of the carbon dioxide atmosphere. We have winds we can’t get through, and when we do, that acid eats into our machines and suits. Therefore, the solution must be to find out what they used, and how they did it. How did they get down there and build it?”



Venus storms

They all stood, looking down at the planet. They could see the plan of the base, on the screen. They had that mapped out. The base they were trying to

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enter into had corridors and passages, stretching at least a thousand *Ks* in many directions. They had twenty levels, which they could find and monitor. There were pockets of big open spaces, but mostly, the underground was laced with a web, of thousands of *Ks* of tunnels. The question was, how to get into them.

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CHAPTER 3

NEW YORK

Polton Beel was back, in the old New York library. They had slung wires into the building. Photosensitive cells were put on the roof, and via satellites, the building and its neighbors were being powered, every hour of the day.

“Have you been to Europe?” asked *Charlene*.

Beel shook his head. “Yu Rup is really just a place, in our stories o’ *Sandrist*. I read where it `s been dead, for a hundred years noo, nothing alive at all, almost.”

Charlene handed Beel another book, on ancient *Sumerian*¹ history. “Do you really think you’re going to find where these Talkron, as you call them, came from?”

“That’s what I believe. They were the first here, if I’m right, an’ these books are our best clues.”

“What about just going there, to Sumer, now?” asked *Dianne*, enjoying the chase, for data.

Beel shook his head. “The tablets that `re once the pride o’ the Iraq museums; vanished at the turn of the millennium. It seems a group o’ people stormed in on the museums, on the heels of some invasion, and the tablets vanished. All ten thousand vanished, in several

¹ **INFORMATION: Sumer:** Where the first civilization sprang from, in current day Iraq. The civilization arrived, out of nothing. ◀Return

trucks. The locals said it was people from Yu Rup, who took `em.”

Dianne showed him a picture, of some of the tablets. “How are you going to work out where they are and so on, if you can’t find them. That’s impossible.”

Beel looked up. “Maybe. Nevertheless, if I can get one or two, and take them to Jaron, maybe he can find the others. It’s just an idea. Those Talkron came from somewhere, and these clues you have here, on Earth, are from a long time ago, and they may help.”

“What about their computers, up there? Surely they are able to tell you,” suggested Dianne.

Beel laughed, not to ridicule Dianne’s question, but because he thought it was a funny idea. “Nope. Those `n the moon actually melted literally, int’ a strange liquid, when we stormed the moon bases. The entire moon network started t’ shut down, before our eyes, an’ we had a heck of a time gett’n through any doors, anywhere. Their security was good. Remember, we’re dealing with people, who can traverse from another galaxy, an’ they have technology, way ahead of ours.”

“Then; what is the point. How can we win?” asked Charlene, holding the book closed.

“Please shine more light; here. I think I see something.” The room brightened. “They may have that advantage, but we’ve the necessity t’ become smarter, an’ that need is on our side. Therefore, we’ll overcome them, if for that reason, alone. I believe `n

the goodness o' mankind. We'll win. Please pass me that magnifying glass."

Charlene handed him the glass.

"See here, this is the symbol of the Talkron, 'n the bottom left. It's their star."

"It's broken. It shows nothing. What use is that?"

Beel smiled. "I know, but the whereabouts of this piece of clay didn't come from Iraq, it was 'n the Museum of Sidnee, wherever that 's."

Dianne nodded. "Sydney is on the other side, of the world."

Beel smiled, and looked at them, both. "Have ya' ever been outside, o' New York?"

Dianne and Charlene looked at each other, shaking their heads, cautiously.

Ω

Jaron looked out, over the planet. He had been in his ship, for six weeks, now. He hadn't helped anyone. He had just sat there, looking out over the world, and beyond. He looked at his planet. Earth was once beautiful. It had been a ball of blue and green. Now, it was brown, yellow and a small patch here and there of green, but very small patches. He sighed.

Amanda was the ship, next to him. "You can't bring them back," she said.

Jaron laughed, aloud.

"You think otherwise?" she asked.

"I know I could, if I really wanted to."

Amanda knew it, too. "You aren't going to go there, are you?"

"Why not?"

"It's immoral, to go against the agreements of the universe."

"Is it? Why is it immoral?" he asked.

Amanda thought about that. "Well, if anyone could do it, they would, nothing would be the same, and everyone would be changing it. Then; the game, and its rules, are lost."

Jaron looked at a cloud. He loved the clouds, but there were so few of them. "I'm the only one, who can do it."

"I know. Nevertheless, what happens, if you do it? What happens after that? How do you know, that you can control it, for good? Have you thought of that? What happens if you make a mistake, and we all vanish from here, now?"

Jaron sighed. "May be you're right and it can't be done."

Amanda sensed he was getting aggravated. "I'm not saying you can't, as you can. I just don't know how we can do it, and get away with it."

"Maybe we won't. But should I give up?"

Amanda stopped for a moment before answering. "You rescued me, and I'm in your debt. You helped me get over the condition I was in, when I lost the person, closest to me. I'm here, and I'm going to do the same for you, even if you get upset with me."

Jaron smiled. "I'm not upset with you, Amanda. I just want to do something, not sit here, doing nothing. By not trying, what am I? I'm less of the being that I thought I was. Trying and failing, is better than simply giving into failure, before you try. That's where I am now. I failed, and I haven't tried to reverse it."

Amanda thought about that. "I wish you wouldn't use logic, with me. You know it isn't my strong point."

Jaron smiled. "We're both going to do it; then. We are going to do it. You can help me, Amanda. Are there rules, against your kind, doing this?"

Amanda thought. "No... but I don't know how to, and only you have the Golden Cap."

"Correct, but you can see the region below us; now."

Amanda didn't reply, for ten seconds.

Jaron broke the wait. "You said that you wanted to go through. If anyone can do it, it will be you and me."

Amanda was stuck, trying to work out the projected parameters. "I don't know."

Jaron smiled. "That's because it's over eighty-six thousand years, from today. Of course, you don't know. If we manage to go through it, we'll be eighty-six thousand years; into the future."

"What if *Centrecom* is still there, and resurrected?"

"He might be, Amanda. Are you scared?"

Amanda was getting a blank feeling. "There is something wrong with this idea. I really wanted to do

it, before, but now... there is something wrong. I don't think that... we should..."

Jaron nodded. "I understand that, Amanda, but what do you know?" Jaron waited and waited.

Amanda took three minutes, to answer. "It's right to do it, but it could be the end of me. That's all I know. I don't understand that, but ... I'm scared of Centrecom."

"How could it be the end of you?" Jaron was worried, as he didn't want to lose another one, close to him. He didn't think he could cope with that.

Amanda found that touching, and it pleased her. "I don't know how I know, or even, what exactly I know. However, I do know that it is right to go. The risk doesn't outweigh the rightness of going, and trying to do something."

Jaron sat there, looking out over the small cloud below his ship, as Amanda, drifted over Mexico.

"The *Zone* has shown no activity, since we've been here," he said.

"Correct," answered Amanda. "However, I haven't been there, before."

Kuro sat back watching the two of them bantering. For her, it was as if Jaron was speaking to a flashing light, and the light was replying to him. Nevertheless, she understood a lot, of what was happening. She jumped from her chair and went to the exit link, trying to engage the switch on. She wanted to change craft and visio Jaron.

"Okay, no need to scratch at the wall, you know," said Amanda, a bit flustered. "He is still there, and he isn't going: yet."

Kuro looked at the screen and then to the exit, and then at the screen, again.

Amanda sighed, over the voice control. "He didn't say he would take you, and I know what you're thinking. No, you can't stay up here, if we go. No, you can't go back to Mars, just now. Well, you can, if you want." Amanda wondered if she was losing it, now. She was having conversations, with a *feelup* from Mars. Of all the things, she has had to endure these thousands of years around Sequetus. Now, she had to put up with a *feelup*, who thought she was the animal incarnation, of Egyptian Pharaoh Royalty.

Kuro strutted out from Amanda's hull, through the airlock, into Jaron's craft.

"You're welcome, too," said Amanda.

Ω

Sheryl was now holding classes, for those who wanted to learn *The Way*. There were classes, several times a week.

She held up the same rock again, and asked everyone, what was inside it. "Reach into it. Don't tell the person, next to you. Look at: what is inside?" She waited a minute. "Now, tell the person next to you, what isn't inside? Lie about it, and tell them what isn't there."

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She laughed, as the local people were getting good, at lying about what wasn't there.

"Why are we lying, Miss Sheril?"

Sheril laughed. "If you can tell, freely, from any *compulsion* to tell the truth, then you will see what is there. However, if you're compelled to tell the truth, then you won't see the truth, as you are following a compulsion. Therefore, I want you to tell lies, until it's safe to do so. Then, you will be free to tell the truth yourself, by choice, you will be able to see, what is there. All right, can you tell me: what is inside, now?"

A young girl looked to the others and laughed. "Of course I can't. I don't know what is there."

"Good. We'll lie about it, some more. Can you do that?"

"Yes."

"Good. Then do that and make sure you tell big lies, and respond to that person, by saying it was a very good lie. When you have that down good and proper, we'll go up a notch, to what could be there, and then, get you to really see what is in there. Once you can lie, without fear, you will then be able to speak the truth, as well, without fear."

The class continued, for the next three hours. *Aron*, the almost black puma, sometimes patrolled, looking over the students' shoulders, as they sat. Often, he just sat by Sheril, looking distinguished.

One of the students cursed, and threw a rock in the water. He was frustrated.

Aron was quietly lying, beside Sheril's legs. He stretched up and looked at the student, licking his lips.

"You stupid cat. What are you looking at?" called the student.

Aron got up, on his four legs and started to make a clicking guttural sound.

Sheril leaned over, stroking him. "It's all right, Aron. He is allowed to leave: only on the condition, that he doesn't come back, and all further learning, for him is forfeit."



Aron

The boy stood. "You don't know anything." He pointed to the rock, that she was holding.

"You can't make that work. I've never seen it."

Sheril smiled. The rock began to lift, slowly, from her hand and float: though the air. All the children stared. It stopped; just in front of his nose. The other students, ten of them, continued looking at it, in awe.

Sheril had never shown them what she could do. They had only heard of it, but never seen it.

The boy looked around, not sure what this meant. "Well, maybe you can do that, and you have been away forty years to learn it. What good is it? We'll never be able to learn it. None of us here can learn it. We are all too stupid." The boy looked around.

The others were beginning to nod.

Sheril stood up. "Very well. If no one can tell me what is inside the rock, I will give up. I won't hold another class. Who can tell me now? Come on."

The youngest, only four years old, put up his hand, while the others sat there, denying the possibility of what they had been asked, to do.

Sheril nodded.

"Miss, I know. I can see a frog."

The other children laughed. The rock was solid and no holes were in it. They had all held it, and felt it. It was a solid rock.

Sheril asked, "Why do you say that *Megalin*?"

"Because I can see it, Miss. I can see it, inside. I can."

Sheril had the rock float, back over, to her. She laid it on a big leaf, on the ground, in front of her. The other children stood up, in interest, now. They could sense, that something was about to happen.

They watched, quietly. Even Aron did. Under Sheril's gaze, the rock slowly started to separate, into two pieces. Sheril put more of her attention on it. It split.

There it was; a small brown toad, thin, the length of a small finger. It was alive and unharmed.

Megalin looked on amazed. "That's the frog! That's what I saw, miss. How did you do it?"

Sheril laughed. "No. I only broke it. What they want to know is, how did you? I've had forty years, to learn what I did, but you, Megalin, you learned how to know, after only three days.

Ω

Beel was loading the last of the cases, onto a *floater* they had brought down to the planet, weeks before. Charlene was looking over the craft carefully, as though it might explode and kill them.

Dianne laughed. "Get used to it, Charlene, our friend from Europe, is going to show us what we should know, anyway. How far away is this Sydney, Polton? Over the next few hills, maybe three hills? Ten hills?"

Charlene and Dianne climbed aboard, laughing and sat in the seats, allocated them. They strapped in; and the roof came over.

Beel smiled. "It's much more than that."

With that, the machine started to rise, and continued to rise and rise.

Charlene started to grip the seatbelt slightly, then with terror, the side of the machine. After a minute, Dianne was beginning to think that she might vomit. It was absolutely terrifying! Out the window, she could firstly see buildings, then hills, and finally clouds.

V I G I L

Beel nodded while watching them, on a screen. “My first time was just as bad. I actually wet myself. I’m sorry to admit it. Most people do, the first time, and take precautions for it. You aren’t your body, and we all have different body reactions. I brought you those bags, if you need to throw up.”

He looked back, and double-sealed the rear compartments. He took off fast, for outer space. He could see his passengers were white, while their monitors showed their heart rates were fine. They would be okay.

He looked back, as the floater was now outside of the gravitational pull of the planet, and they were approaching a *destroyer* parked permanently two hundred Ks over New York, for his mission.

Ten minutes later, they had secured, aboard the Sandrist *Destroyer Yalo*. Beel stepped from the floater and three junior officers greeted him. They saluted him, crisply. Beel motioned and Charlene and Dianne followed, walking bandy legged like.

Beel made a point of jumping down the last two steps, and landed on solid steel. “You can do the same, ladies.”

They didn’t, but gingerly stepped down. They looked out, through the open doors, beyond the *acron shields*, to see Earth.

Dianne looked at Charlene. She pointed. The other one pointed. They said nothing but kept staring.

A woman came up to Beel, stood to attention and saluted. “Well done, sir. Do you want me to take

these... locals... to accommodation? I think they need to change, sir.”

Beel looked at them. He agreed. Their body functions had overwhelmed them.² Beel turned around to the two. “You’re my special guests. This is my ship, and it commands my small fleet. On this ship, you will be tended as the holiest of guests, having been the first ever, to step aboard Sandrist territory, from Sequetus 3. Please follow Lieutenant Stacy and she will take you, to your cabins. You will get fresh clothes and your existing wear will be washed. You can then have a meal, and get used to being aboard. Learn what it’s like. This is the real world. We are honored, to have you aboard.” He bowed low.

The girls looked at him, and then at each other. This was fantastic and yes, they did smell. They started to smile.

Stacy nodded at the pair and winked. “Follow me and we’ll get you cleaned up. The Commander also wants you to have this. If you ever need to, while aboard, you can signal him immediately. He can hear you, via it. Put it around your necks, like this. It also allows us, to see where you are. It will allow you though to areas, where you are permitted. For example, if you get too close to that open port there,

² **INFORMATION: BODY FUNCTIONS:** Bodies in time of fear, or when the organism is going to have to flee or fight to survive, will discharge the bladder or bowel as a normal survival habit. It enables the organism to fight or flee better, so enhancing survival. It’s a very normal function. [◀Return](#)

the doors will shut, even if the shields are on. They're for your protection, so don't lose them. Shower with it, eat with it, and don't take them off, even when back down there."

The two girls accepted the *keys* and put the chains holding the keys, around their necks. "What is a shower?" Charlene whispered, to Dianne.

Beel watched them. He smiled and turned to the Lieutenant. "There are books, in the rear of the floater. Unload them and have someone scan every page. Meet me in debrief, in twenty minutes. I'll also be getting clean. They are in the guest rooms, next to mine?"

"Yes, sir."

"Good. Lead them to their quarters, and show them how to use the showers, toilets and so on. After that, take them to the canteen, and show them how that works, and find them something, which they can eat. Then; have them return, for debriefing, in..." He looked at his antique wristwatch. "Two hour's time. Yes, I was presented with this priceless artifact. It still works. I'll meet them: in two hours."

Beel walked out and nodded to the women, as he left.

Charlene looked at Darlene, and quickly, they scampered after Stacy, who was already leading the way. They were very self-conscious, as it seemed, to them, that all the people on the ship were watching them. At every corridor, people stepped aside and looked. Every crew stood still, as they passed.

"Do we smell that bad?" Charlene asked Darlene.

Stacey turned. "I understand some of what you say, because I've been studying *Ing-Lysh*. You don't smell. You're from Sequetus 3, the holiest of places, for any *Torrenist*."

Darlene nodded. She leaned over to Charlene.

"What is a *Torrenist*?"

Stacy smiled to herself. "Here are your rooms, and your shared bathroom. This is a tap. Water comes out of it, when you do this."

Charlene was impressed. "Wow. I don't need to get a bucket?"

"What's this?" Darlene was putting her hand in the toilet, to feel its water. She was going to taste it, when Stacy stopped her.

Stacy moaned silently, and smiled. "I see. I'll explain it in a moment, but its best to keep your hands out of it, unless you're cleaning it. Over here, are some clothes. Here is a bag. Put your old clothes in this, and we'll clean them. Someone will be here, in fifteen minutes' time, to pick them up.

Stacy looked at the girls. "These other clothes, you will have to work out, how to put them on. Look at mine. They have this, here, that opens all the way, from the side of the neck, down to the thigh. You then step into it; it's easy, and you can do it up.

Stacy sat on Charlene's cot. "These are *nylop* boots and they simply roll on and off; like this. If you can't get it worked out, someone will show you, soon enough. I'll be back in thirty minutes, to get you

something to eat. We are expecting you, to meet with the Commander for debriefing, and we don't keep him waiting."

Stacy didn't wait, but simply indicated how the toilet worked, the small tiny shower, and that it went for two minutes and stopped for five minutes, and yes, it was recycled water, as they suspected.`

Dianne was curious, about what was recycled water. Charlene still wanted to know, if they needed a bucket, to get the water out from the toilet.

Stacey left, wondering if there was really that much hope, for the planet. However, she did like the girls, and it was an honor, to have them aboard the Destroyer Yalo.

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CHAPTER 4

PREPARATION

Jaron sat at the bridge of his ship. Amanda still could *mind-call* clearly. Jaron looked at Kuro, who somehow, seemed to have total run of both ships now.

Jaron hadn't spoken much, the last two days. He was deep in thought, trying to work out, what was the correct course of action? He had been mentally numb, for a month, after the death of *Amy* and *Anki*, not knowing how he should feel, or what he should do. He had ideas, but they came and went. The result: was no action. Right now, he still didn't feel like doing anything.

People from the fleet, had been calling him. He had Amanda screen all the calls. He would accept Beel's calls, sometimes. He would listen to Tubin, Akeala and Yandra. His children he had time for, but in reality, they didn't need him, and were capable of resolving the day-to-day crisis, which seemed to be forever brewing, around Sequetus.

However, he was grateful for briefings, on important matters. As he told Amanda, to tell them, he wanted them now to make decisions, and not heave all the responsibility onto him. He didn't want to be the only one, that if the whole universe imploded, to be

told that it was his fault. Someone else could shoulder it, too.

His children and crew understood. So did Amanda. He was blaming himself, for the loss of his wife, and old-time friend, Amy. If it wasn't for him, they could have retired happily, on Jilta. However, they didn't, and they followed him instead, and ended up, being tortured beyond belief, and recognition.

Amanda asked him if he wanted to talk about it, and he said no. He said he was happy, to think it out, so she let him. She saw that it was fitting. This was how she met Captain Jaron, after she lost *Captain Bigow* in the Battle of Kantee. Jaron had waited patiently, waited for her, to come out from her grief, shock and self-pity. She would accord Captain Jaron, the exact same private time of solitude, which he needed, and had accorded her.

Ω

Dianne was looking at the light switch. She stooped down, looking straight at it. Quietly, she whispered *off*, and the lights dimmed. She chuckled.

Then, she twirled around and heard a gut wrenching scream coming from the bathroom, and some cursing. It was Charlene. Upon swinging the door wide open, she saw Charlene pulling at some clothing, trying to pull them, out of that toilet machine. Charlene cursed. "Don't just look, help me."

Dianne grabbed hold, and they both pulled. The toilet let go and the girls fell backwards, with a wet towel, draped over them.

Charlene wasn't laughing, but Dianne thought it funny, and asked, "Well?"

Charlene stood. "I tried to wash my old clothes, with this small brush. It didn't work." She held up a tube of tooth whitener and an electric toothbrush. "Then, I tried to wash the smelly stuff off it, in that wash bowl, on the ground. When I accidentally touched this lever, that bowl tried to swallow the shorts, and did so, and then; it tried to swallow my towel, and that was when you came in."

The door outside gave a small bell-sound, and the girls jumped up, and hid in the shower closet.

"It's only me," called Stacey, from the next room.

The girls slowly came out into their room, now wet, as well as embarrassed.

Stacey nodded. "I brought you an orderly. It's my fault, as I should have realized. Her name is *Midshipman Lanis.*"

Lanis gave a small half bow. She was a junior officer, which befitted important guests. Lanis smiled. "I've also studied Ing-Lysh and I'll help you, to understand more, of what we have here. She walked past the pair and called, "On please." The light brightened and she called again, as she went into the bathroom.

The girls were looking over her shoulder, as she surveyed the room. Lanis sniffed the air, grimaced and

turned. "Okay, you first, Charlene. Off with your clothes, now." She turned to the shower cubicle and called out, "Warm medium: all round," and water started spraying all over, in three directions, from otherwise unseen nozzles

She grabbed another towel, and gave it to Charlene. "Wrap this around yourself while you undress, if you're shy. Here are all the towels, drop yours in the chute, as soon as you have used it once. No germs, and it will be sterilized, immediately. She bundled Charlene into the shower, and handed her the soap. "Rub it, till it lathers, to get the dirt and smell off your body. You've two minutes of water, only. Get it all done and off. Yes, you've got it. I'm sending your old smelly clothes in this bag, down the chute, too. Here are your new clothes: put them on, once you're dry, use the towel to dry yourself. I'll be outside, if you need any help."

She bundled Dianne out, and showed her how to work the lights and locks, with her key from around her neck.

Twenty minutes later, both girls were on their way to debriefing wearing modern day trooper garb, one piece, with roll up nylop boots. Their hair was washed, and tied back. As they walked, several of the male troopers stopped and looked. The girls were slightly taller than their Sandrist counterparts, but otherwise, not anything more striking. It was just that they had a certain raw naïve innocent freshness, about them. That was how Stacey explained it to Beel. It attracted men.

Ω

Jaron looked out, from the cabin of *Black Knight*.
“I’m ready, I think,” he called, to the air.

“You’re still going ahead with it?” came Amanda’s response, from nowhere and everywhere.

“Yes, Amanda. I have to try.”

“How are you going to be sure, that you don’t make great errors, or put us in jeopardy? It isn’t as if your body will be here, to warn you, if there’s an error this time. You will be in the past. If you change it, how will you know, if the future changes so rapidly, that you must return? How will you know, to instantly undo, what you have just done?”

Jaron looked at Earth. It slowly rotated. “I’ll mark time here, and now, with a mental viewing machine. Here....” He put his hand up, and indicated a position in space, that he was now remotely viewing, through. “I can see through this position, even if I’m a half galaxy, away. In fact, any person can do it. I can create one of these any place, and look through it, any time and see anywhere.”

“I know that, Captain. Yet few know that they can, and would use the ability. In your case, you will be traveling in time. How do you know, that you will be able to see through time?”

Jaron was standing now. “I don’t really, do it. I just think that I can. It’s time, Amanda. You, I, and Kuro too, need to go.

VIGIL

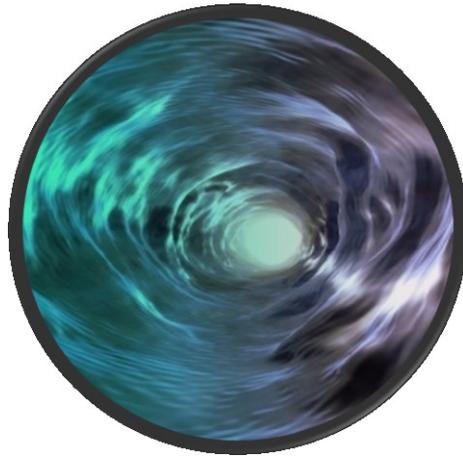
Ω

Aron was waiting, with the children. Two of them had mastered the art, of moving a leaf, floating in water, without touching it. Aron jumped on the leaf, the instant that it moved. He then looked, towards the next leaf. It would start to float above the water, and then he would pounce on it, next. It was a great game, which he and the children were playing. Sheril looked on, with amusement. She wondered if the great cat was somehow becoming younger.

Now they had enrolled three children, from the next village. She and her almost black puma had become famous, throughout the Amazon. As the days went by, she was getting invitations to visit near and far villagers. She accepted some, and on several occasions, delegations came to see her and Aron.

Ω

Black Knight and Amanda were now over Mexico. Jaron and Amanda were in unison. Amanda had separated and Jaron was aboard. *Black Knight* was locked down again. Jaron gave the countdown, three, two and Amanda and Jaron were gone, from the Sequetus System.



The world took on a green hue, and then started to vanish, as though a pale fog was rolling over the view. There it was; the tunnel. It was slightly different, to last time, as the first two times had also differed to each other as well. Yet, there was no mistake: they were traveling the vortex, through the portal of the Zone.

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CHAPTER 5

VENUS

Yandra was on the planet Venus, in the utility barracks. There were several such barracks. They were places where anyone could rest between shifts, as the borers continued to tunnel, beneath the cap rock of the surface.

They had managed to break into five tunnels so far and the Talkron had fought them, out from each.

Yandra looked at the others. Akeala was also in the room. "We've made no real gains. It's hard going. It isn't like the moon, where after a week, all the tunnels were ours. Here, it's tougher. There are traps and their holding out, is to their credit."

Akeala nodded. "Yes, they have placed their facility well, on a planet that's corrosive to all who would attack them. I suspect that they have a time program, they are working to, so as to hold-out, until their help arrives."

Yandra concurred. "Our real dilemma is when will that be? We think it could be years away, but how do we know that?"

An aide approached, and broke into their briefing. "Sir, we've another breach: into their tunnels. This time, we are two Ks under the surface, in region *Belga*." He handed them, the map.

Yandra looked at it, then to Akeala. He looked over at a Boguard instructor. "Can the *Fronts* get down there, do you think? It's pointless, trying to send down Federation troopers. They are no match, for the Talkron."

The Boguard instructor stepped forward. "Captain Yandra. We have our own risks, to consider, too. If they manage to capture one of us, we risk them bleeding the information, of Yaltipia's whereabouts."

Yandra knew that. He looked to the other Boguard; all were Boguard in the room. "Understood. Then, we must mark where each of us are, and have an agreement, that if one of us is captured, then the others must agree that instantly that captured Boguard brother must die swiftly, of a cerebral hemorrhage. Thus: there is no risk. The only condition is, that due time will have to be allowed for, in case we can make a rescue."

They all looked at him, their thoughts going out, to the hundreds of brothers and ships, linked by their thought network.

Yandra felt the body of unity, between them. It was strong. It was as real a bond. "Follow me," he said. "I'll lead the first Boguard Fronts. The same rule applies, to me. I must die the same way, if it happens. Do you all understand?"

The bond of hundreds replied, yes, and they understood.

Yandra grabbed his helmet, weapons belt, and made his way to the exit, leading to his floater. Others followed him.

Ω

It was dark and they were down deep. It was hot. There was little space. Yandra looked ahead, at the break-in. They had gotten through the tunnel, and there were no immediate signs, that the tunnel was inhabited. No Talkron erupted with laser fire, or psychokinetics.

The Boguard crept forward, looking through the hole. It was forty paces ahead. Yandra was aware of his suit; corroding slowly in the atmosphere, and he could feel heat, penetrating his lining, overloading its cooling system. They got closer. Yandra *far-saw* into the hole. He tried to look up, into the tunnel. "I'm either getting it's empty, or it's a picture, of it being empty."

A Boguard Instructor was lying next to him. He breathed quietly and murmured. "It's a picture, of nothing. I see it, too."

"They are there, then," Yandra whispered.

"I can feel their presence and I can tell that they can feel ours."

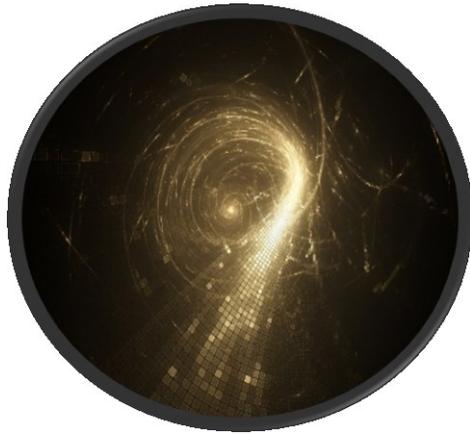
Yandra looked back, at the forty white-suited *Boguard Fronts*, behind them. He could feel their thoughts. They were with him. He looked ahead. He could feel the Talkron, also thinking the same. There

VIGIL

were two sets of unison mind here. Both were equally poised. Both were waiting, for the other to make a mistake.

Yandra sent his mind out further, this time, into the nothingness. He penetrated the nothing, which the Talkron had erected, for him to see. It should have stopped him, but he went through it, with his own far-seeing remote viewpoint. He saw further. As his remote viewpoint drifted down the tunnel, he could feel the Talkron's fear. It scared them, as it wasn't what they had thought it would be. Yandra's viewpoint came to another corner, and looked down that tunnel: it was black. He was sharing the images, from his far viewpoint with his Boguard brothers, and they shared it with others, including the Man-o-Wars.

The viewpoint went down, and down, further. However, the scene was still black. He couldn't get past the blackness. He decided that it wasn't black and then he saw it: the tunnel appeared to him - it wasn't black. The remote viewpoint returned the image, of over a thousand Talkron troops, waiting for his fifty Boguard; waiting for him, to make his move.



Yandra breathed deeply, and looked at the instructor's eyes. He let the viewpoint look down further, and there was another blackness, three Ks, further down the tunnel. It was so dark, and he couldn't get it, to brighten. It was a different kind of blackness. It wasn't lessening. It was a huge blackness, bigger than any that he had imagined. It was so big, but so beautiful, it had a colored fringe to the blackness, and a yearning. It had an admiration for the viewer, it loved the viewer, and it wanted the viewer, to see it. It was yearning for him, and it was all embracing, for the viewer. Yandra was fascinated. He really wanted to see, into that blackness.

As though being awoken, from a bad dream, he was being shaken by the instructor and he looked up. He was no longer in the tunnel, anymore. The Boguard were carrying him out. He looked down, and started to

move his body. He still had his helmet on, and knew where he was.

The instructor set him down. There were Boguard all around, and he looked to the entrance, from where they had exited.

Shaking his head, he looked up, at the instructor.

"My Lorde, we almost lost you. That was a trap, a trap to draw in all life. They have something down there, which draws in life, sucks in life. We all saw it. We almost lost you; from your body. We almost lost all of us, as we were all interconnected, and we all started to be drawn down, into that black trap. It was the wavelength of beauty and admiration, which pulled us in. Admiration of life, is the wavelength that can trap life."

Yandra looked around. "Then how did we...?"

"Get out?"

Yandra nodded, noting the perspiration, on the inside of his helmet visor.

The instructor pointed to above.

Wellum? asked Yandra.

Yes, Captain Yandra. You had Akeala with you, in your mind. She then had her mind, linked to me. While you had each other, and you were losing yourselves, down that vortex of black admiration, into that beautiful blackness, we in turn, anchored ourselves, to all of you. You were in unison mind, but whatever is down there, the manufacturer of that wavelength: it out-did the entire unison mind, of two hundred strong Boguard.

Then; you and your ships saved us? asked Yandra.

We did. We have our own anchor, back where we come from. We also started to lose ourselves. That blackness was absolute beauty, and it admired us greatly, too. However, we had moored our anchor, into the infinite beyond, the absolute all of everything beyond the physical universe, the infinite infinity. What is down there, was no match, so it withdrew; we survived, and hauled you out.

Yandra thought about that. He looked at his Boguard instructor, who was also wondering, about what Wellum was referring. What was that link, to the infinity of infinities? How did he moor himself: there?

ψ

SIX WORLDS

Jaron and Amanda came out, exactly where they thought they should. After the green light tunnel, were the purple worlds; *Six Worlds*.

Jaron respectfully stayed, several thousands of Ks away, from the planetoids. Amanda asked what he was waiting for, and honestly, he didn't know. "This place spooks me," he merely answered.

He looked down, and saw the wreckage of an old Federation destroyer, then another, and the parts of another. Jaron tried to feel, the ghosts of that battle of Six Worlds. He recalled the distant memory, of a fine *Marshal*, and others dead, who had come from the far planets of the *Pleiades*, to battle Centrecom.

Amanda opened up her instruments, to scan the planets. They were all there, six planets.

"Amanda,"

"Yes, Captain."

"Any sign of any life, at all?"

"No, Captain. Nothing."

"What about inside the planetoids, in their centers? I feel that they are inside."

"Hmmm. There's something small, on one, but only one planetoid.."

"Which?"

"*Yildon*," answered Amanda.

Jaron nodded. “Interesting, as I seem to have a memory of it, Yildon. I’m curious, as to why, it’s all so dead.”



Approaching Six Worlds

Amanda scanned through the planetoid, and displayed her findings, on the screen. “This planet has several life-forces, residing in it. The others have none, at all. In fact; this planet has ...” she stopped, and waited, and then resumed, “It has quite a few life forms, many small ones, with only a few larger ones, and only one or two, that we could describe as big.”

Jaron looked deep, into the planetoid, with his own mind. He was wearing the cap. It surprised him that it worked so clearly. He could now sense the life down there, as well. It was small.

Amanda slowly moved, to hover finally over the surface of this second smallest, of six planetoids. There were no entry ports to inside, this time. They spent an hour, crisscrossing the surface and found nothing.

"Amanda, what guise are you using outside, what are you appearing as?" asked Jaron.

"I'm a battle *cruiser*. I don't want some upstart, on a rock, to think it can blast away, without fearing reprisals," offered Amanda.

"Perhaps, that's too strong, for who is down there. Scale your image of yourself down, to that of a ferry-shuttle. You can always strike back, but appear as a shuttle. It might be that you're scaring them, whoever they are. The planetoid may not otherwise reveal itself. I get that the life is scared. I feel fear, coming from inside."

"Correct, I think. I'm now an unarmed, floating shuttle."

"Good, continue the search, for an opening."

Amanda continued to cross over the rocks. Yildon wasn't a large planet. Jaron vaguely recalled, it being perhaps only hundreds of Ks in diameter, inside.

"It has worked," called Jaron. "A previously shrouded opening has now appeared. It is small, seventeen Ks to port. Proceed there, with caution."



Landing on Yildon

Jaron watched, as they slowly approached. It was a round opening, just wide enough for Amanda. He nodded for her to continue down, into and through. Down they went, past the rocks, past small cliffs, into blackness.

Jaron was experiencing that feeling, that he had been here before, and he had. As Amanda slipped down, into the center of the hollowed out planetoid, her screens went blank. She went to the infrared scanners

and they were only marginally more receptive. She turned on her lights. It was still dark.

"Is it night?" Jaron asked. He tried to see, but what he saw, didn't match his memory.

No. Just no light. No manufacture of light.

Is a suit needed? He asked.

Yes, Captain. Very low oxygen.

Jaron watched the screens, as Amanda slid down, over the surface, of the inside of Yildon. Yildon, the once great hollowed out planetoid, full of life, was now, almost dead.

Slowly Jaron directed the small craft, where to go, down past the dais, where he recalled Pegasus had previously stopped. He could see the woods approaching, all dead. He swallowed. This isn't what he had thought, or what he would have wanted, in a victory over Centercom.

Amanda was feeling his guilt and she too, started to feel some remorse, as she wondered if she may have been here, once before. *I feel it, Captain. The déjàvu feeling. It's scaring me. I shouldn't have that feeling. I haven't been here, before. I feel the fear, as though there is evil here, and it scares me.*

Jaron nodded. *Well, that description scared the halz out of me, Amanda.* He swallowed.

He had his suit on, and his helmet partially connected. He looked down, by the airlock floor. He smiled and quietly said, "Kuro, this adventure isn't for feelups. If you go out there, most likely, you will die fast."

The little black animal squatted on her hind legs and looked at Jaron, then outside, through the screen. It understood, sat back and watched.

Jaron stepped into the lock, secured his helmet tightly, and flicked his breathing apparatus onto *steady*. He pressed the inner door *close* button, the door swished behind him and sealed. The second that air was removed, Jaron pressed *open* on the other door. He looked outside, into the blackness.

Mentally, he was guiding Amanda through pictures, which he was able to recall, from over a thousand years, before, as Goren Torren. He hadn't forgotten who he was, and his memories of those previous lives were still clear. So long as he allowed himself to believe, they were real. If they were real to him, they were like reliving yesterday.

Jaron hung onto the side of Amanda, the *shuttle*, as they slowly skimmed over the surface, down a hill. They carefully approached the desolate wood. There weren't any trees there. All he could see, were some old bent petrified trunks, half sticking out of the ground, reminding him of the earlier days, when life abounded. Jaron recalled his lesson from the life, which inhabited the whole world.

Jaron swallowed. Was it like this everywhere, he wondered? Did life vanish, wherever he went? Was this his hidden purpose, to eradicate life from the physical universe? He pondered.

I hear you, Captain. That wasn't your doing, I think. However, there was a greater life here,

certainly. It isn't here, now, but once it was. I have the records of the larger Life Of The World, which has now gone.



Jaron in Yildon

Jaron swallowed and said nothing. He continued to stare, out towards the blackness. He felt the remorse of many lifetimes of pain and suffering, now coming to haunt him. The death he saw out there, now, was partly his doing, no matter how he tried to justify the feelings of guilt. He was there, back then as Goren Torren. He was there when they defeated Centercom, and this was the result: a dead and decaying landscape and planet. He sighed. He wondered to himself. He never really knew the lesson, which Centrecom must have been learning. Jaron had a philosophy, and that was; life was on a journey in the physical universe, to

learn. Jaron looked out, thinking about his previous victory, over Centrecom. Nothing seemed alive. He wondered what Centrecom was learning.

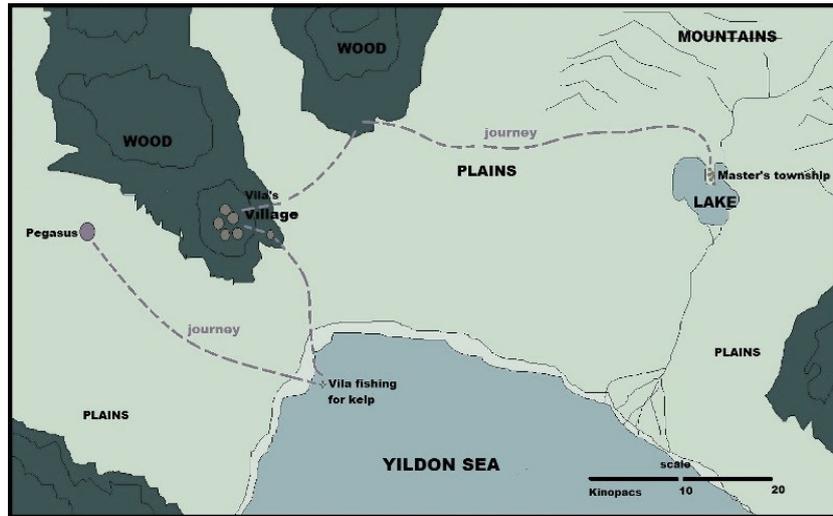
They glided over, where he knew little *Vila* had lived. He looked for the ruins of the village, but found none. They weren't there, as though time had completely eradicated them, from the memory of the planet.

Jaron kept guiding them down, past the wood. He could see the water ahead, where they first encountered Vila, fishing for kelp. Jaron half smiled, at the thought that the kelp might be alive, but felt it was unlikely.

The water looked dead, and uninviting, as though nothing would survive there. The shoreline was rimmed, with brown scum.

Jaron pointed up to the river and beyond. "Out there, about thirty Ks away, was a small town. It was run by the *Masters*."

I understand. Amanda was getting some very strange feelings, and they weren't coming from the planet. They were coming from her, as though her own self, or something, was being pushed. She was feeling pressure, but it wasn't on her hull or anything physical. It was herself, inside herself. She didn't share it with Jaron. She continued to allow herself, to be guided by him.



Map of Yildon, in Six Worlds

She had an earlier diagram, of this region. Goren Torren had drawn it up, after his escape from Six Worlds, a millennium ago. Amanda now had the map on the screen, displayed on Jaron's visor.

Jaron glanced at the glowing map. He almost smiled, at having recalled doing its drawing.

"Look out there!" He pointed. "Amanda, what is that?" he called. It was a faint pinkish glow and they were approaching it.

A life-force, Captain.

Jaron's heart began to beat faster. He started to feel relief that maybe not all had died. He was perspiring now, though it wasn't hot. There: he saw it, on the rocks, on the plain. Its outline was unmistakable. It was an adult *Rytoen*.

Amanda moved nearer, to it. It reared up on the rocks, in defiance. There was a slight glow, emanating from around, as it spread out its wings. It was challenging Amanda to defy it, or attack it, as it would defend its territory.

Jaron could see that the animal shouldn't be disturbed. "It is tame, compared to what it once was. It once was terrifying, in control of the skies, and much of the ground. Now, it looks almost tame."



Rytoen

I feel it, Captain, as though it has little life left in it. It has nothing to defend, no space, or territory left. I can feel into the animal's psyche. It has lost its will to survive. It's just hanging there, because there's no other place, for the life to go. What vitality once pulsed through its veins, is now, totally beaten, into failure.

“Like me,” breathed Jaron, to himself. He thought it curious: that the light emanated from the animal, a creator of light.

Amanda ignored the comment. At least her captain was getting a chance to express himself, and it was better expressed, than left unsaid. She believed that.

They continued, past the Rytoen and skimmed, over the lake’s surface. It was quiet, below. *I see no real active life, but there are a few larger life-forces, and a few smaller ones too: some fish species. There is a microcosm, but it is small, weak and definitely dying. It won’t survive, much longer. This planet reminds me of Mars, but not quite as far-gone. There is still time, for someone to save this planet, Jaron.*

Jaron nodded. The idea that a planet could be saved, instead of destroyed, brightened him up, considerably.

The cliffs and hills rose up from the lake and there were the remnants of the city, crumbling to dust.

I see it, Captain; the same thing that you see.

It was a single light, shining, out from a building.

Amanda approached, cautiously. She was feeling very nervous. There was something, in the building, that wanted something, from them. *Be careful, Captain.*

“I can feel it Amanda. I’ll need to get out here.”

Amanda checked her weapons batteries. They were fully charged. *Very well, Captain. I have the records of the last time that you entered this city, and*

what lay, through there. This time, you have the cap; I'm here, and will be monitoring you. However, there is a limit to how far down I can monitor, without blowing a hole through their city superstructure, to communicate with you.

Jaron was starting to perceive her fear. He understood. He also knew that this had to be. "Thank you, Amanda. Watch my back, well." He jumped, and slowly floated, down from the hold door, to the planet's surface. There wasn't much gravity. The inside of the planetoid was hollow, revolving and the low gravity came from *centrifugal force*, only.

Jaron felt the ground, beneath his feet. Oxygen was at very low levels. He would pass out, if he removed his helmet.

As he took a few steps, away from Amanda, he looked back and nodded at the small ferry craft, which was her disguise.

He looked forward to the light. It was on a building. He tentatively stepped, towards it.

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GRASON

Jaron saw the light wink off and then on, at him. He knew this was to draw him in. He raised his weapon. "Cover me, Amanda!" His breathing was heavy, inside the helmet.

I'm right behind you, my Captain.

Jaron smiled at the reference to him, of being her Captain. Yes, she wouldn't allow him, to be harmed.

"I'm pressing this door hatch. It seems familiar." He could feel Amanda's acknowledgement, as the doorway slid open. Jaron relayed that there was still low-level power, present. The door moved open slowly.

As the door slid, he could see down, into a dark corridor. He stepped forwards, whilst looking sideways and around. His monitors were reading his fear. He could hear his breathing, see the adrenalin levels spiking on the right hand graph, in his visor. There he could see his oxygen level intake, his heart rate, blood pressure and other vital signs. He ignored them.

To his left, was a set of stairs. He knew those; from before. He wasn't being beckoned, to those. He knew where they led. The other stair on the right, was calling to him.

He took the left stair, again. The next door that he came to, he slid open, manually. He went down a corridor and then opened the first door. There was the

large open room, from over a thousand years ago. It was here, where he met the Masters. They were still here, now, but only as vaporized ghosts. They really didn't exist.

Amanda was feeling her own fear levels spike, too. She was worried. *Captain! Talk to me!*

"I'm here, Amanda. You can see, all that I see."
I like the sound of your voice.

"Thank you, and right now, so do I." He looked around. "There is nothing here that I can feel telling me, to be here. This is all memory, of a bad time, in the past. It was once life, life created, by someone, but it was life. Now, it has all died. The spirits of those, who were here, have gone too. They aren't here."

That's correct, but I have fear.

"Me too, Amanda." Jaron holstered his gun and walked over, to the windows overlooking the lake, below. He remembered meeting the Masters, in this very spot and looking out, into their world. Now, the windows were broken. There was no wind. There was just an uncanny silence. He stood and watched, for a minute. He was beginning to get a warning feeling.

He turned, with his gun drawn, but no one was there. He looked around. It was here: where he had been captured and implanted, with false memories. He could still recall them. He prayed that they were false, because the time that these memories were meant to impact, was still in the future, compared to the world of Sequetus, which he had left. The death, which he was

to bring about, according to those memories, had been averted, he thought.

He looked around, some more. He could tell Amanda was accessing those old implanted memories.

“What?” he thought to her.

Hmmm. Captain. I can't think, with these records. Have you gone forward in time, to see yourself, if they are real, or false?

No I have not!

Why not?

Fear.

Understood, she replied. Where to now?

Let's find the other stairs, down, he thought back to her.

With that, he slowly backed away from the room and its memories. It didn't seem like a thousand years ago, that he had been here. It seemed perhaps, one year or two. He slowly opened the door again, and cautiously turned back, into the corridor.

He looked at the other set of stairs.

He went down one step, and then the other. They were made of stone, but maintained, as though someone was still using them. He breathed deeply.

I'm with you, came Amanda's thought.

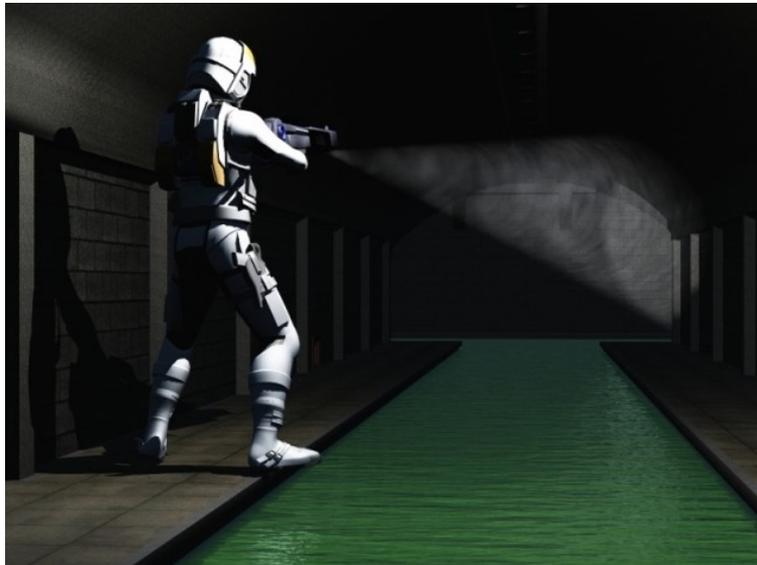
Jaron nodded.

The steps led down, several building levels. Jaron wasn't sure how far down they were going. With every step, he was beginning to feel more fear. He was getting further away, from Amanda. She could still feel him. She was still there, but further away, from help.

Jaron was now beginning to realize that he was operating, against mission protocol. This wasn't the Boguard way. He should have someone, there, with him. He swallowed, as he realized where he was.

He was at the bottom of the stairs. They lead out to another level hallway. There was water, ahead of him. "I think I'm at lake level, Amanda."

I think so too.



Jaron in the Masters residence at Yildon

Amanda's fear levels were spiking, higher again. This wasn't the time, to communicate it, to her captain. She maintained a vigilant watch, on all the monitors.

"I can sense there is another opening I must go through," he called out, to her.

Okay, she briskly replied.

Jaron approached the opening, being careful not to slip into the water, on his right.

He checked the oxygen levels outside his suit. It was higher, at around five percent, and rising. He slowly made his way forward.

He reached the end. He pushed at the door, and it didn't move at first, then it opened.

Jaron could see a faint light, ahead. It was dull, but visible. He approached it, with his weapon drawn.

I'm with you, Captain. The oxygen levels have reached twelve percent. There is a life form there, to your right. It doesn't appear armed. It isn't moving.

Jaron looked in that direction. He could see in his visor, the shape that Amanda was outlining, as the life form.

Correct, Captain. That's it. It is alive.

"Correct, Captain. I am alive," came the voice, from the shape. The shape got bigger and stood; a full two paces tall. It turned around to reveal itself, as the same height as Jaron.

Jaron looked at it. It looked at him. Jaron swallowed, slowly pulled back his gun, and more slowly, holstered it. Jaron breathed carefully. "My name is Jaron. My apologies for being rude with the weapon." Jaron dipped a bow ever so slowly, being manner perfect, but not taking an eye from the figure, in front of him.

Amanda was watching, and monitoring the figure. *Unarmed*, she gave the thought. She scanned its brain. *Cap free.*

Thank you, Jaron replied.

The figure gave him a fleeting smile.

“It was rude, as you put it,” said the figure, motioning to the gun. “However, in the circumstances, knowing who you are and where you’ve come from, it’s understandable.” It bowed slightly in response, also not allowing its eyes, to leave Jaron.

You getting this Amanda?

Yes, Captain.

What now?

The figure smiled. “Sirs, Captain Jaron, and Amanda. You both are welcome, and we’ve been waiting for you. You can use thought or speech. I can use both; fluently. Standard is fine with me.

Jaron stood straighter.

“You can take off the helmet, Captain. I can see you’re uncomfortable. And Amanda will tell you I can’t or won’t harm you.”

He’s correct, Captain. How sir, do you know us, both?

The figure nodded to Jaron. “We are in the future and that simply means that we know the past. It is recorded and easy to find out. Jaron, you invaded this space, or liberated it; depending on the point of view. Invader and liberator can be the same thing, really. Since then, there are records of you, from when you returned to Sequetus and what you did, over the next many years. Of course, you don’t yet have those records. On the other hand, we, in the future have the

benefit of being able to look back. In short, you both are known; to us.”

Jaron was beginning to feel uneasy.

The figure smiled. “I’m not about to short-circuit the future for you, and tell you what you do. You will find out soon enough, when you go through present time, in your future in due course. That isn’t why you’re here. I haven’t been impelling you and Amanda here, for that purpose.”

The figure held up his hand. “My name is *Grason*. Yes, I am a descendant of the Masters, whom I believe you will have good recall of. You fought the controlling life entity, Centrecom. You defeated it.”

Jaron nodded. “Yes, the rogue computer program.”

Grason shook his head. “That is not quite correct. It was a life form. A life that you actually already knew. Isn’t that right, Amanda?”

Amanda? Jaron thought.

Amanda wasn’t replying. Her fear spikes had gone, beyond count. She was now still, finding herself unable to move, or communicate.

Jaron could see with his mind, Kuro, in front of the ship’s screens, trying to awaken the ship. Jaron looked at Kuro, and encouraged her to stir Amanda. Kuro understood. She jumped down, leaped up from the floor, and onto the Captain’s chair to bite it. At any other time, this was forbidden.



Grason of Six Worlds

There was no response from Amanda. Kuro scratched the captain's chair. This should have given her an electric shock. Scratching was something, which Amanda absolutely riled against. Still, there was nothing.

Kuro looked at the screens and the monitors, showing Jaron, as though indicating, to him, that there was nothing else, she could do. Amanda was in shock.

Jaron looked at Grason. "What have you done?"

Grason smiled. "I've done nothing. The thing with Amanda, is that, she is Amanda. Only she can tell you. Is that not right, Amanda?:"

There was no reply.

Jaron looked at Grason sideways, and felt as though perhaps, he might need his gun.

Grason shook his head. "You still don't understand, do you. Look at you, Jaron. I'm a match for you and vice versa. We are from different times. You know I don't have a cap. However, you do. Otherwise, we are the same. I can make this seat rise, and so can you." Grason raised the chair a pac and lowered it. "If we were to fight each other, we wouldn't need weapons. We would use this, ourselves." Grason tapped his head. "You and I are far more powerful, than any weapon, which we could develop."

"How do you know, Grason?" asked Jaron, cautiously.

"I'm a descendant, of the Masters. Nevertheless, I'm not one of them." Grason walked to a window.

He then turned and said, "Follow me. The Sequetus history books are full of Amanda. She is in many of their historical works, especially religious writings. She works for a very high authority. I know you have been wondering who, and so have we, to be honest. However, she has been on Earth many, many, times, in many forms, in many disguises."

Jaron was following Grason, as he led them to a larger room, which seemed to be more comfortable. There were chairs.

Grason continued. "She has not always been female. Often, she has been male. She is portrayed in the history books, as there, to help humankind. She is never bad... but that doesn't mean she can't make a mistake. Isn't that so, Amanda?"

There was no reply, from the ship.

Jaron wasn't sure, where this conversation was going.

Grason smiled. "I have the advantage, of history being behind me. It's much easier; for me. I knew you both would arrive. It's simple. There are historical records of you, arriving here in the past, and it was known to be, about 86,000 years ago."

"So; what are your intentions, to Amada and me, now? Are they hostile?"

Grason shook his head. "No, I'm merely the keeper, of Six Worlds. I have been waiting for you both. Amanda is the important one, not you. I am sorry, Jaron. You're merely her keeper. Her burden is far greater; than yours."

Clearly, Jaron still didn't understand.

Grason continued. "She has been trying to rectify something in history, which happened a long time ago and she is after something from the future, which is why you both came here. You want to fix up your past, and she, hers. She has not told you; I can tell."

"Then, who is she?" asked Jaron

You will know, at, and in, the right time, butted in Amanda. *Thank you, Grason for the lesson. It's good that you're here, and I know where you are from, and*

that you're waiting for us. I understand. I would have told you, at the right time, Jaron. I'm sorry; that it wasn't me, to tell you.

Jaron stepped back from the window, looking into the air. "Perhaps, you should tell me now, Amanda?"

Grason walked to the window. He spoke to the nothingness, out there. "Then, you also understand the danger, of what you're about to do? You could stay here, Amanda, and become who you intended to be, all those years, ago. You could repair the ravaged worlds, which you left destroyed. You could bring back the life that you promised. You could do all this, but if you leave, it all becomes a risk, again."

Amanda manifested, in front of them both.

Jaron stood back. He put his hand up, instinctively to shield away the light, emanating throughout the room.

Correct, Grason. I could stay and I could simply repair what I have destroyed. I could do that, or I could take what I came for, and return, and attempt to reverse all the wrongs, which happened, over the many tens of thousands of millennia, between when it all first started, and now. That was why I was sent here, and that's what I must still do.

Grason considered, for a moment. "I thought that might be what you would say. You were always the most important one of your kind in the religious and history books on Sequetus, and I understand why."

Then, you know what I'm here for, and what I must do?



Amanda

Yes, answered Grason, in thought pattern.

Jaron put up his hand to shield his eyes as Amanda appeared visually in front of them.

What if it goes wrong, like last time? thought Grason.

It won't, she thought back. *Jaron is here, to make sure.*

You might be worse, next time, and then what? thought Grason.

Jaron was watching both of them, and realized that they knew each other: very well. Slowly, he joined the thought patterns. He looked at the image of Amanda. He stepped closer, watching them both. They seemed to be confronting each other.

Look around you Amanda. This is all that is left.

I know, Grason. That is why you must help me. You want me to risk myself, and my friends; again?

Yes. That's the only way that I can reverse the past. You know that. I can exist, forever regretting, and all regret is – is the urge to get back into the past, undo what has been done, and make the future, new, from that point, again. That is all regret is. I'm full of regrets, and this is my chance, to go back and undo all the errors.

Errors, Amanda? They weren't just errors. You wiped out all of humanity, everywhere, except for a few. It was those few, who were able to return through the past and undo you, like him.

Jaron watched, as Grason pointed to Jaron. Jaron stepped back. He felt little danger as these two, friends or adversaries, confronted each other.

You have seen the future, thought Amanda. You have seen it, from your vantage point of being here, now. Do I succeed; or do I fail; again? Can I get off this treadmill of failure? What do I have to do, to fix what I've done? Please tell, me. What?

Jaron watched Grason, as he turned and walked back to the window that overlooked the Yildon Sea. Jaron wasn't totally forgotten. It was as though he was unimportant, in the scheme of all this. He looked around, wondering if he should leave.

"Jaron," Grason called out. "You just try to understand. She said she would tell you, when you are ready. Be patient. I'm not here to harm you, or her.

She, like you, is on her own journey, though this universe. She has her path to follow and needs to be very sure, that it's the right path. Be patient." With that, he turned and the light source, that was Amanda, followed him outside.

Jaron stood there, watching them both. Grason, like Amanda, was beginning to glow, the manifestation of his body grew less and less, and his light grew, more and more. They drifted out, over the land, over the water.

Jaron looked back. He held his helmet, in his hand. He stepped into the security of the building, while watching the two light forms, outside.

Jaron looked around. It was desolate, as though no one really lived here. He looked out at the pair of light sources, over the water. He wondered who could they be, and who was Amanda: really? Then, as out from nowhere, he suddenly understood. He understood who she was, and all, which she was now attempting to do.

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CHAPTER 8

PLANET
SEARCH

Yandra looked out, at the Venus landscape. This wasn't going, as planned. There was something down there, which was evil. He knew it was his own singular term for it, evil, but that was how he described it.

Tubin was on the screen. "Yes, Tubin?"

"Brother, I just want to let you that now we have located another Station City, again buried, under the surface of the Earth."

Yandra sighed. "Where is it this time?"

"It is called Mountains of the Moon. It is in Africa. This is the second such mountain range, the other being between Spain and France."

Yandra nodded. "It makes sense. The planet was always very tense. Something had to be stirring it up, all those years. How old are these bases, brother?"

"At least four thousand years old. I've a feeling these date back to the time of the pyramids."

Yandra looked out over the screens, showing the Venus heat and barren landscape. "What about Beel? What is he finding?"

"He is in Australia, looking for Sumerian artifacts. I believe he has found something, though I'm not sure if it has value, yet."

Yandra nodded. They needed to find something, soon. They still had no real idea where these Talkron were from. "What's my mother doing?"

Tubin smiled. "She has a small band of magicians, in tow. That's all I know." Tubin tried to suppress his smile.

Yandra ignored Tubin's sense, of what was funny. "What is Akeala doing? Is she still chasing after Father?"

Tubin shook his head. "No. She gave up trying to get into *Black Knight*. She received three very mild electric shocks from the craft, which caused her no real harm. She says that was our Father, making sure no one entered while he was away. She is worried he might have gone through into the Zone; however."

Yandra looked at the other screens and at *Black Knight*. "He most likely did, and Amanda has gone with him. Who knows what they are doing? Like Akeala, I hope he doesn't get himself, or us, into trouble. However, he wasn't much use, to us, the way he was. Therefore, I'm not about to chase after him. What have you got down there, now, Tubin? What have you found, exactly? I know you have been investigating these two sites, for several weeks."

Tubin turned on two more screens.

Yandra watched them, as Tubin narrated. "These here, show the digging. See the shimmering effect? The area has been screened-off, with a *shroud*. The shroud shows the area, as uninhabited forest. The region was special, out of reach and protected from the

terrestrials, when under Hymondy's rule. Before that, it had protection from the United Nations, as a sacred heritage site. So, someone knew about it. Maybe agents got it protected. The same applies, to the one, in the Pyrenees Mountains in Europe."

Yandra had his attention on smoke, now coming out from a tunneling location, on Venus. He held up his hand to Tubin, and quickly got some answers.

He looked back to Tubin. "Sorry. It seems that there is some sulfur, coming out of one of the tunnels and we have to evacuate, again. It's tough, down there. Boguard are ineffective, as there is a special trap waiting for them. It has to be Cordukes only. They are hardy, but don't have all their abilities tuned in."

Tubin smiled. "Agreed, they are good stock, and look at me." He laughed.

Yandra did look at him. "Brother, you're as Boguard, as me. You just don't say it yet. Continue please, and pardon my interruption."

Tubin explained more. "We got past the shroud and found this place: here." He showed a tunnel and quickly, they were underground with flashing lights and screens. The cavern was half a pac wide, and showed many layered and glazed balconies "It seems their intent may have been, to trap some kind of life, down here. Alternatively, it could have been a receiving point, something transmitted over long distances, to here. We aren't quite sure."

Yandra looked at the screens. He could see the pulsating light, in the picture. Moreover, he saw the flashing colors and pictures, which flashed with them. “Whatever was happening on that planet, it wasn’t good. There was never a planet under so much duress, war, illness, and upset, as Sequetus 3. There was never a moment, in its history, when it wasn’t at war with itself, somewhere. Furthermore, out there, the same with the Confederated Council of Planets, or the Federation. It seems that left to their own devices, people like other people, and they repair their differences, but only until some other person comes along, and stirs it up again. In our case, it was the Talkron.

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Commander Beel was looking at his troops. They had combed the hills area, which they were searching. He looked up into the sky and saw three more floaters, traversing the air, in a crisscross fashion.

He looked over at Charlene and Dianne, who had decided they would exchange their earlier New York style dress, for Federation Sandrist trooper garb. “Do you have it, yet?” he called up to the lieutenant, on the first floater.

“Not yet, sir. We have the general location, and a small lock on the coordinates, of where it should be, but we are unable to get any beacon to come to life, yet.”

Beel turned around, to the two New Yorkers. "We need to be leaving, soon. The weather will be getting foul and night will be here in the next two hours."

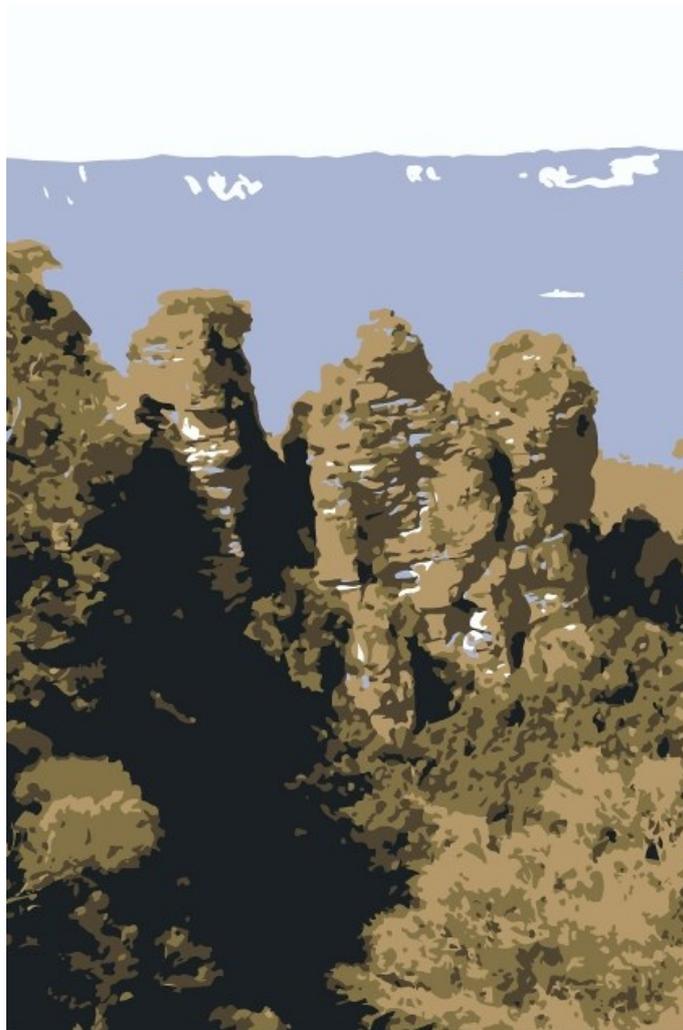
"We'll find it, Commander," said Charlene. She had been correct, so far, in locating all the containers of clay tablets, and was confident, that she had the right location, this time.

From the find of one single clay-tablet, they had been able to get it imbued by Wellum, and he was able to search the planet, for similar heavy concentrations of life and clay, of similar qualities. He had located the region in the Euphrates valley, where the tablets had originally been made. Then, he was able to find two buried containers with two thousand tablets in each, hidden for well over a thousand years. The next hot spot was somewhere nearby outside of the old remains of the city of Sydney, in the Blue Mountains.

They were now on the side of a hill, looking for the entrance, to a natural cave. The other locations were similar, buried in natural caves, which had withstood thousands of years of floods, fires and other disasters. This had been deemed better, than hiding them in manmade structures. In a manmade depository, they would likely have been found, years ago, and looted. In a natural cave, hidden from everyone's eyes, they wouldn't have been disturbed, for perhaps another ten or twenty thousand years, or longer.

"Commander! Come quickly. I think we've got it!" a voice called excitedly, through the air.

Beel turned. Three of his men were now going down the side of the gorge, to the base of a rocky outcrop.



Overlooking a small part of the Blue Mountains

Six minutes later and Beel was there, too. It was getting dark, under the few trees. It was a strange valley.

Beel looked around. They were in a sunken plain, below the rest of the mountains and cliffs, but otherwise, it was unremarkable to view. One would never have seen it, if they weren't searching here, exactly for it.

Charlene was already at the entrance. "It's like the others; covered by light vegetation, and very natural looking. But looking here you can see how these rocks aren't as eroded as the others around them."

Charlene pointed to the less scoured part, of the rocks. "These have an extra thousand year's wear. These new ones have been here a thousand or so years only, and really aren't natural rocks, but a composite cement based product, with a silicon compound, to enable it to last tens of thousands of more years."

Beel was watching, as his staff set about scanning all the rocks. One of them raised his hands, meaning he had found it. It was the edge, of the composite product. They would remove the existing natural rocks, and come in through the side, into the tunnel, where the artifacts were expected to be hidden.

An hour later, they were pulling out six titanium metal containers.

Beel looked at Charlene. She nodded to another trooper, who snipped a seal on the side of the metal lid. Charlene carefully opened the lid. The vacuum seal broke, air rushed in, and she peered over, into it. After removing the cloth packing, she found small wrapped

cardboard boxes. She carefully pulled one out and handed it to Beel.

He smiled. "You open it. You understand it better." He gently handed it back to her.

Charlene slowly unwrapped it. The thousand year old cardboard came off, followed by a thousand year old fibrous animal wool. It was perfect, not a chip from it.

Charlene held the raw tablet, with her soft-gloves. She turned it over; raised it to the light and nodded. "This one is a different version. It is... discussing the ethics or legal system, I think. I'm not totally sure. We need to spend hours on it, just this one piece, but there are symbols, which we recognize, as meaning *law-like*."

Beel nodded. "Excellent." Are we missing any? Charlene shook her head. "The American allied forces that took Iraq at the turn of the millennium, back then, assisted some men dressed in black, raiding the Iraq national museum, and took away ten thousand Sumerian clay tablets, in these boxes.³ They shipped them, to allied command posts, scattered around the world. This one, in Australia, was the last."

³ **INFORMATION: Cuneiform Clay Tablets:** The raid, as described, did happen, in the very first hours of the Iraq war, and invasion by America and allies. Of the ten thousand tablets, which were stolen from the museum, six hundred were recovered. Witnesses have been reported, as saying that those raiding the museum arrived in trucks, they were European looking, in dark uniforms, with soldiers in allied uniforms, protecting those doing the looting. [◀Return](#)

Beel stood back then, waved to the floaters, to come on down. It was getting dark and their bright lights were all they had for lighting to see by.

He stood, well away. Beel was a happy man. Only three weeks ago, he had gone to Scotland, for the raising of a previous load of boxes. They were similarly hidden, in the Scottish highlands, near where his ancestors had come from.

Those weeks had been fruitful, but these were the key, being the last. Now, they could examine what all the tablets meant, as a collective overall whole.

ψ

CONFESSION

Jaron was watching, as the two light sources approached. The greener source took on its solid form again. The more purple light, the one identified as Amada, remained in the room for a few seconds, and then left.

Grason looked at Jaron. "You need an explanation. Amanda, are you....?"

A voice came, out from the air, from nowhere. It was Amanda. It sounded stronger and surer. "Very well, Captain. It's time for me, to tell you about who I am."

Jaron nodded. "I already worked out, why you're here, and I admire that."

"You mean, me being the same life-force, as whom you defeated, who you used to know, as Centrecom?"

Jaron nodded. "Yes. That is obvious now, but who are you really, Amanda?"

Amanda sighed. "Perhaps I should explain who Grason and I, both are. He is, for a start, the same as I am. He is from the other side, beyond the physical universe, where there is life only, without time. His job here, has been to wait for me. He knew that I would return. It isn't only in the religious scriptures all through Earth, but we are in the *Early Works*, *The Way* and other galactic historical recordings."

Jaron was standing looking, out over the water. "So, you, like me, want something, which can take you back, to undo those things, which you did, correct?" He turned and looked, towards the center of the room.

Amanda's light reappeared there. "Yes Jaron. That's what I seek. I only hope you can still be my Captain, with what you know, of who I am, and what I've done. I need a Captain. I'm still bound by the oath of rules, which I swore by, to be allowed into the physical universe."

Jaron nodded. "We are still a linked pair, Amanda. I gave an oath to you, too, when we bonded. Nothing has jeopardized that oath. We are still the same life, who took the oath together. Neither of us has died. We remain; with the same purpose. My purpose has not differed. Neither has yours. So, what do you propose we do next?"

The light of Amanda grew in intensity. "I need the computer, which Centercom was operating, out from. You were correct in that it was a program, but I wasn't a program. I was badly influenced by a corrupted program. It's the same way, which you humans are corrupted; by the mind, of the body you're running. I'm not making excuses. It's just a fact. Having that program, the hard wiring, and fixing both, we can go back into the past, and change what we did."

Jaron turned to Grason. "Is that not dangerous, her taking the same program, which originally created the trouble? Would it not be better for her, to just start afresh?"

Grason laughed. "Those were my very words, I think." He moved over to both Jaron and Amanda. "I think the truth is that all life wants to atone, for what it has done, not just make it better. The magnitude, of what happened with Amanda is ... I can't describe the damage, and destruction, to life. It affected those on the other side, significantly."

Jaron looked over and the light of Amanda grew less, as though ashamed.

Grason continued. "That's why I'm here, in this bodily form. We do take bodily form sometimes, you know, our kind."

Jaron half laughed. "Yes, I saw pictures, in the early texts about your kind, on Earth. You had wings, if that was you."

Grason smiled. "That was the only way they could illustrate us, being able to raise ourselves, off the ground. You can do that, too. I know. The point being, we are a life form, no different to you, other than one major aspect. That is our volume. I am the same proportion larger than you, as you are compared to Kuro. Kuro exhibits all the qualities of life, and can experience pain, affection, contempt, humor, jealousy, and understanding. She is life. However, she is small. Moreover, you're bigger, much bigger, and you can understand her. Amanda and our kind, are that same leap; but upward and larger, again. That's all. We make mistakes, like you do, can get jealous, grieve the loss of someone close, and see humor, where it's funny."

Jaron looked out, over the water. "Then, what she wants to do, is wire in that same computer, but your job is to remove the harm before she accesses it."

Grason looked out, over the water with him. "Yes, and if she is successful, you will be able to travel back with your body to help your friends, and she will be able to change her destiny, from some point past."

Jaron turned to Grason. "What about you?"

Grason laughed. "I just go back, to where I came from."

"What will happen, here?" asked Jaron, as he looked out over the sea and plains, to the side.

"If she fixes the past, it will be repaired, and this will be full of life."

"However, if she doesn't?" Jaron asked. "Will she be worse, and destroy more?"

"Precisely so, Jaron. That's why you're her Captain, and why I'm here. If she gets worse, you will have to kill her. You're the only one, who can do that. You did it before, and have proven yourself capable to us. Shall we start?"

Jaron turned to Amanda, and her image of light, was very low. Jaron was aware of the moisture in his eyes. He had been chosen, because he could kill those, whom he loved. He stood looking, out over the water. Was he ready for this?

Please, pleaded Amanda.

Jaron thought of Amanda, then he thought of Anki, and then of Amy. It returned to him: the pain, and the

hurt. He doubted that he could kill again, let alone who he loved.

He was about to say that he couldn't, and the light changed its wave length, and got smaller.

Please Jaron, I am already dying. I have far less power, than before. That is what happens if you hurt others. You lose. If you kill me, it won't be death; it will be liberation, from harming again. You won't lose, Captain. I beg you, Captain. Please.... Please, help me, as our oath says.

As Jaron turned away, he recalled the oath he took, as a captain; to come to the aid of his ship, and never let her suffer distress.

"Tell me about the Talkron, do we still defeat them? They are the source; are they not?"

Grason nodded, looking out over the water, with Jaron. "They are the source, but not the sole source. I believe Amanda has referred to what she calls *volunteers, or othersiders. Renegades* would be a better term. They are the source of evil, behind the Talkron. They trace back, to our own kind."

Grason didn't stop. "A long time back, some of our own kind, rebelled, and took to opposing us, and they are the real source, and it is they, who we are really battling. You must battle the Talkron, and you will. Understand there is a source behind them, and that's who Amanda and I are here for."

Jaron did understand. "Then, why does she have to go back?"

Grason nodded. "Amanda used to be the ultimate, in our society. She was the second most important, who there was. She wasn't as all-powerful, as the one who leads, but she had power. She was certainly the most powerful on Sequetus, over those thousands of years. However, doing what she did with Six Worlds, that cost her, her power, and she lost trust. We need her back, but she must atone her past, regardless of the higher risk. Once done and accepted back into power, I believe that we can stop the Talkron *othersiders*."

Jaron understood. He smiled at Amanda. "Well Amanda, you wanted to be here, again, and here we both are. Are you ready? I brought you here; for this."

Amanda brightened. "Yes, Captain. Thank you, Captain. I know where we must go, Captain."

Jaron looked at the light source, and it enveloped him. He felt warm, youthful, and exuberant. He looked over, through the light, to see Grason smiling widely.

"Show me an image, please Amanda," said Jaron, laughing to his re-energized Man-o-War.

A picture of a dark cavern came into view, in one of the other planetoids.

Jaron nodded. "Now?"

Now, came the reply.

In a split second, all three of them, were in the other cavern. It was dark. Jaron waved his hand in the air, and a light appeared.

Grason smiled, as he looked around. "Is he always so eager, to show himself?" he asked Amanda.

"Always," she replied, mocking her Captain.

"That's fine for you two, with all your power. Just find where all these computer components are," said Jaron. He looked around and put his helmet on. The oxygen was low, only a few percent. He also was now weightless. "We are near the center of the planet?"

Grason drifted past nodding, and indicated the far wall. "This whole room is loaded with circuitry."

Soon, Grason was pulling out drawers, from walls. Jaron looked around, and saw that the walls were lined with circuitry.

Grason explained that what Amada was searching for, was the same, as what Jaron was wearing, but much bigger. They were the coils, and could be fitted, into the Man-o-War.

It took several hours, and they had salvaged many armfuls, of computerized components. Jaron looked on, shaking his head as they placed them, into the ship. "I still don't see, how all these physical universe components can help an entity, of life like you."

Grason laughed as he opened another floating container. "That, over your head, bypasses counter-commands, by inducing a harmonious refining of power, to that which you produce. It draws on the latent power, in broadmatter. The same will work, for Amanda. All the thoughts, ideas, wants and so on, which life puts into the physical universe, interferes with her. By putting similar coils around her, she will

create a field, which blocks out all this additional interference. She will be the natural native power that she is, without interference, and be able to work purely on thought, alone. It will then, be only what she believes she can't do, that will limit her. Nothing else will be able to stop her."

"That's scary, and a bit extraordinary?" asked Jaron.

"It is needed," explained Grason. "Not scary, because you were able to stop her last time. Let us get this, into your Man-o-War."

They were soon back in the planet, loading more.

With that, they began to move the component boxes into passageways, and from there, to the planet's surface. Over the next twenty-six hours, the pair wired-up the re-invigorated Man-o-War, known as Amanda.

ψ

RETURNING

The Man-o-War was brought to a state of readiness. Kuro was interested in Grason, but he wasn't so interested in her, other than being polite, to a small level of life.

Grason was standing on the bridge, having inspected the vital computer signs of the ship.

"I must leave now. I believe you've been successful, in the installation," said Grason. "Perhaps only time will tell. Time is a great revealer. It exposes all lies."

With that, nothing more said, Grason bowed low, and faded from view.

Jaron looked over and then back to Amanda's control panel. "Where did he go?"

Nowhere, Captain. He simply resumed his former point of being, with no space or position of being.

Jaron knew better, than to have asked.

He nudged Kuro slightly, to the side of his chair. She didn't want to move. He pushed her harder. She stayed fixed, in space.

Jaron looked up. The chair became very cold, causing the small feelup to saunter off. Jaron touched it and sat.

Ω

VIGIL

Yandra was startled, by an emergency message coming in. It was Akeala. "Yes?" he quickly answered.

"It's Papa, and he is back with Amanda. Look. *Black Knight* is turning, and moving away from Mexico, and Amanda is with him." Akeala was excited.

Yandra watched, as the screens showed the old ship beginning to pull away from Earth, but stopping again, after some minutes, at a higher orbit.

Ω

An hour later, Akeala was aboard Amanda, holding Kuro. She greeted her father. She still couldn't get any data from him, other than he intended to somehow fix the past, whatever that meant.

"No, I don't intend to get involved, right now, with anything that you're doing, down there. You're all doing exactly, what is best. You must leave Amanda and I, to sort out what we've got to do." Jaron smiled at her. "No, I won't tell you what that is."

"Oh, Papa, I do hate it, when you know my thoughts, so intimately. All right, we'll leave you to go and do; what you must. You look well. Kuro looks fine, too."

She kissed Jaron on the cheek, and waved from the other side of the airlock, and in two minutes, her floater was drifting back, across space.

Ω

VIGIL

“Amanda, do you see it?”

“Yes, Captain. I’ve got it. Now?”

“Yes, now.” Instantly, they were on Mars. Jaron looked at the screens, and there it was. He thought:

Now?

Yes Captain.

He was outside by the obelisk, which Akeala and Anki had brought to the surface, just before the raid by the Talkron.

Jaron was standing in front of it, now.

Jaron put his hand on its surface. Amanda instantly felt, through the glove into the material.

“It isn’t from this system. It’s a metal, unknown in this galaxy. That’s why there is no oxidation, or wear. I can’t see through; into it.”

Jaron put his hand closer. “I can. I can feel the molecules. Follow my point of attention, Amanda.”

Jaron looked deeply, into the molecular structure. He could see the atoms, and the agreement they had, with their maker.

Jaron let his mental ability drift, with the metal atoms. He could feel them. He let himself drift away, yearning to go back, to where they came from, to help them return home. He let his attention go, all around it; feeling the direction, which the atoms would like most to go. He felt their yearning, to be amongst their own kind. He let himself be pulled into them, and their desire, to be home. He then felt a great attraction to the metal, a desire to be the metal, to make it part, of

himself. He felt that he was the obelisk, and wanted to go home.



The obelisk on Mars

He looked around, saw the direction, and looked through the planet, to the other side, down past the outer limits of the *Santonica Galaxy*, to way beyond. His attention went out to far distant space, and his arm came up, and pointed. He had it, the direction, and he

looked down and outward and felt Amanda, there with him.

He brought himself, back to the present, back out from the obelisk, out from the atoms. He looked around.

“Did you get it, Amanda?”

“Yes, Captain. I know where it was made, what planet; what system, and what section of what galaxy. I have it,” she said exuberantly.

“Is that how they tracked it here?” he asked.

“Yes, Captain. They put it there, or someone else did, and ever since, they have been able to track it. It’s exactly, as you thought.”

Amanda repositioned herself. “What do you wish to do with it, Captain? It’s still a tracking beacon. It’s Talkron. It’s how they found the giant race. My guess is, that the giants took it with them, and the Talkron somehow followed them here, with it. Perhaps it was a gift?”

“Hmm. I think that we need to be rid; of it. Can we manufacture another, in the exact same space and rearrange the atoms and harmonies and broadmatter, and all the agreements, so the original is no longer there?”

“It’s the only way, Captain. Are you ready?”

Jaron nodded and put his hand on the obelisk. He penetrated into the metal, its shape, and began to imagine creating the metal and form. He felt Amanda, joining him. Together, they imagined themselves forging the metal, and the time to make it. They felt

their minds, creating the atoms, the energies, the bonds, and the agreements of the metal, which made up the obelisk. As the two agreements met, the old and the new, they began to push at each other, like they were competing for the exact same space, same time, same force, same energy. Then like two waves hitting each other, at the exact same instant, the agreements of the obelisk started to break down, and in less than one more second, the obelisk was no longer there. Instead of two obelisks, there was now none.

Jaron stood back. He looked down, at the hole in the ground, as the sand started to fall: back in. He stepped away. The obelisk was gone.

ψ

VENUS SIDE

Yandra stood, watching the screen while drinking hot kalo. His generals stood with him. He turned and put the cup down.

"This is the third month, and we've little to show. We need to change what we are doing, or we'll be here in three years, and those who left the system, will be back; with reinforcements." Yandra looked around.

"Sir," called one of the Boguard, a Man-o-War Captain, "I think purely intelligent low-force solutions evade us. We need to use greater force."

The others, around the table, were nodding. Yandra looked towards the Cordukes. "You're the ones, suffering the most losses, down there. Do you agree that we pull out, and use more force?"

The Corduke Admiral nodded. "Yes. We are getting few gains, compared to the expenditure of personnel."

Yandra looked at the Sandrist deputy commander. "Lieutenant, what are your thoughts?"

"The same, sir. There is no other solution. It's possible we could make a threat, use enough force, to scare them and make them give in, come out and fight. However, just waiting isn't intelligent, and gives the advantage to them. They know how far away they are, from reinforcements. We do not."

Yandra nodded. He looked at his brother Tubin, who nodded.

Yandra breathed deeply. "Very well. We'll pull back. Akeala, can you get enough Man-o-Wars together, to bring in three very large asteroids, some surface busters? Perhaps the same ones, which they were threatening, to use against Earth, to stop them from returning to the moon, in their Twentieth Century?"

Akeala stood up, from leaning against the wall. She quickly stood correctly. "Of course, we can have them here; in about seven days."

Yandra looked around the room. There was agreement. They all knew a one-kilometer rock would crack through the planet's crust. It would also extinguish all life, within five thousand Ks.

Ω

Five days later, huge asteroids were being towed, into the Venus orbit range.

Yandra had placed speakers down into the tunnels, telling those stationed there, exactly what was going to happen, and that the Talkron forces were welcome, to surrender.

On the sixth day, the asteroids were finally stationary, over Venus. More announcements followed.

On the seventh day, an announcement stated that in an hour, the first and smallest asteroid would impact,

two hundred Ks, from the furthest underground tunnel. There was no response.

Ω

Commander Beel was back, in his destroyer. All the clay tablets had been laid out, on benches. There were 8,592, all told. The tablets covered his destroyer's entire floors and benches, of all the spare rooms.

Dianne and Charlene found themselves absorbed, by the project.

After a week, the entire crew, and three other ships of the Sandrist fleet, were doing nothing but cataloguing, image taking, recording, and learning everything, about the tablets. It was exhausting, with little data was coming from them, yet.

Commander Beel was not sleeping. He had become preoccupied with a fear, that the Talkron could appear any day, now. His crew was equally as worked up, as he.

Ω

The first asteroid was pushed out of its orbit, causing it to gain speed. Its trajectory was perfect. It went faster and faster, racing across the sky; blazing.

Yandra stood: watching the screens. His camp were on spring-absorbing mobile floaters, secured

above the Venus surface. They could evacuate, at a moment's notice.

His staff watched the asteroid-turned-missile, screaming loudly, overhead.



Asteroid turned weapon

They held on, as it then slammed into the surface. From out in space, the shockwave was being recorded, as it traveled a thousand Ks an hour, across the orange landscape. The asteroid didn't penetrate the crust, but would cause many failures, inside the Talkron tunnels.

The first tunnels were hit, and then the next, and so on, as the wave ripped through the enemy positions. Gases exploded into the atmosphere, from underground. Flames leapt up through the ground.

Yandra's own headquarters bounced and rode three pacs, into the air. The wave threw the generals and captains from their seats. They clamored back and

looked at the viewscreens. They knew the enemy wouldn't survive long, without help.

Yandra then reached over, to the microphone. "All troops forward. Take the tunnels."

Quickly, the carriers, Man-o-Wars, and destroyers took to their positions. Thousands of suited ground assault troops jumped down to the surface, and in minutes, had filtered below the ground.

The fighting was fierce. The enemy had been prepared, but the shocks had overwhelmed them, and the escape of air had left them vulnerable. The Federation was gaining ground.

The enemy waited and the Federation troops slowed.

Yandra pulled his men back, into safer positions. They had made gains. He gave the order, for the next asteroid to be brought into position. He reached for the microphone. "Hear this, those of you under the ground. In five minutes time, our troops will be withdrawing. You just had a hundred pac wide asteroid, hit the ground. This next one will be two hundred and fifty pacs wide. It will, without any doubt, leave ninety percent of you, dead. There is no question, of how much resistance the last ten percent of you alive, will give us. You won't. Likely, all the available air, not already being released, will vanish, in the first thirty seconds, after impact. The sulfuric acid will enter your breathing apparatus. Those not killed by the percussion of the impact or falling debris, will die

from acid in the lungs. My troops are now beginning to pull back.”

Yandra waited and gave the instruction, to withdraw his people and evacuate the planet. He showed this, on all the screens.

Next, he gave the instruction to place the second asteroid into a low, decaying orbit. He showed this on the screens also. He broadcast it on all bands. He wanted the enemy to have full knowledge of what was coming.

He made his next announcement. “You don’t all have to die. Upon your surrender, you will be treated with dignity. You have voice-scanning equipment and you can read my sincerity. I don’t want to kill you. However, I would rather have you dead in the next hour, than wait any longer. It’s purely your own choice, now. I believe I’ve demonstrated that I will kill you, and that I believe it necessary, if you don’t surrender.”

He waited, and then added. “We’ll accept partial or whole surrender. We’ll accept surrender of small units, or whole divisions. We’ll accept the surrender of just one man. You are not criminals. You are troops, in a war zone. When the war is over, you can go home. Nevertheless, until then, you will be our prisoners. We’ve the resources, to treat you humanely. You have five minutes, no more. After that, the asteroid will be on its way. You can see it now being positioned. You have five minutes, to let me know.”

Yandra sat back and looked at his generals. "Sirs, I think it might be time, that we also leave the planet. This rock will impact close by. It's designed to disrupt and kill."

The generals agreed. They stepped back and made for the door.

The rock began to move, and started to gain speed. It slowly made its way, across the heavens.

Yandra was about to exit, when he saw on the screen, two people clamber from the tunnels, to above the ground. Then, there was another, and another. Soon, there were twenty above the ground. Shortly, that twenty was a hundred.

Yandra bounded back to the microphone. "Your men are surrendering. All above the ground will be saved. All destroyers, fire upon that asteroid. Rockets to the asteroid. Everyone in the tunnels get out. If you stay, you will die. Those out, get down. We'll break up the asteroid, into multiple parts. It will still impact. It will still kill. Mainly, you will die if you're underground. Impact is in two minutes. Get out!"

Yandra then called on his generals. "Stay, and bring your troops down to round up this lot. There are now at least a thousand, above the ground and numbers are swelling. They will have air, for an hour. We need to pick them up fast, before they go back, below, after impact. In the meantime, aim at that rock. Break it."

Yandra watched with his generals, as they gave their orders and the rock began to explode, and veer its trajectory, slightly.

It exploded again, and again, and was now in four pieces. Those pieces were also exploding and starting to burn up, in the atmosphere.

The rockets were of no use, after the first minute. The asteroid pieces were racing faster. Lasers were still targeting some of the larger rocks, but they became pointless eventually.

Some rocks burned up, in the atmosphere. Some exploded, near the Federation headquarters. Others exploded on the far side of the tunnels, and some drove, into the mountains.



Asteroid breaking up over Venus

The shock waves, though smaller due to the asteroid being broken up into smaller rocks, were more often. There was one, then another, and another and

finally, a fourth wave, tearing through the tunnels. The earlier asteroid had already weakened the tunnels.

After each explosion from the ground, the sky was lit up by flares, which flashed into open space, above the atmosphere.

Yandra's office rose and flipped, with the second wave. He and his generals were amongst the injured. They never got out.

The troop carriers landed, amongst the exploding debris. Four thousand Federation troopers went onto the ground. They began to round up tens of thousands outside; barely a shot was fired, above ground.

The *Boguard Fronts* took to the tunnels first this time, followed by Corduke Hallowmen, a tough dedicated special squad of Cordukes, which had arrived in the system, only three days before. Yandra and his leaders found refuge, in a makeshift HQ, aboard a large floater.

Ferries descended, to evacuate the surrendering Talkron troops. The only trouble, was as expected, no real Talkron were amongst them.

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CHAPTER 12

HALLOWMEN

Reen Ballo had been a Hallowman for three years. The unit had been initiated by the Master Templar, under tight security. It was overseen by an office of the founding-Cordellos. The founding-Cordellos were those five original Cordello planets, which had started the Temple, in Jilta.

Reen was now in the tunnel. This is why he had been trained. His squad of men and women had his same purpose, to unite life and move it forward, in harmony. Their beliefs were the same as all Templars, with the exception, that they knew how to make life get on with its original purpose. In this instance, their job was to find tormented life, and help it move on; help it unfix itself from the torment it was suffering, in the physical universe. Often, life manifested itself, without a body, inhabiting places where it had once died, a tormented death. The Hallowmen's task was to help such trapped life, and allow it to move on.

Reen looked towards his second in command, and the other deputy by his side. They had all been briefed. He looked back and glanced at the ten Hallowmen, behind him. Their job wasn't simple this time, not that it ever really was.

The ground began to shake. Reen looked at his second, again. "Scared?" he asked.

VIGIL

His second held her instruments up. "Absolutely."

"Have you got anything?"

"Yes, a lot of it. Masses of it, and it's starting to move around. The readings show a lot of disturbance."

The second's name was Yeenol, and she was from Jilta. In her hand, was an instrument that was able to interpret the proximity and volume of life. What it was measuring, was the interruption of the dissipation of energy, between two separate points in the instrument, which were in a vacuum and working, only in broadmatter. As the broadmatter was disrupted, the flow of energy waves lessened. This was measurable, in photon loss. Life slowed down and diverted photons in a vacuum, if it was in close proximity to broadmatter.

Reen was lying flat on the ground, like the rest of his unit. Their job was to work out what was down there, its quantity and what was its purpose. The Templars suspected that what was happening in Sequetus, was happening in other populated areas, in the Santonia Galaxy. Their job was to ascertain the risk, to the rest of the galaxy. Was Sequetus just the exposed tip, of what the Talkron had been doing?

Yeenol looked over at two of her other staff, and they nodded behind their visors. They were getting the readings; as well. It was getting closer. These staff were to send back recordings to their ships, which in turn would relay their findings; to the Master Templar. Once a correct evaluation had been made, then, countermeasures could be worked out. To date,

several *hot spots* had been found. *Sequetus* was the worst and most pronounced.

The ground erupted, again. It was another shock wave. The floors lifted up an entire pace and cracked. The Hallowmen fell back, against the walls and then onto the floor.

"Check your suits for leaks, check visors!" Reen called, to his squad. There was no damage reported, however.

They looked ahead and it was black. Yeenol looked at her instruments. "The reading is high, and now getting higher. It's big, whatever is down there."

"How big?" asked Reen.

"Planetary big, like a whole population." Yeenol looked over, half excited.

Reen swallowed. He was quietly scared. He motioned, for the squad to go forward. They advanced. Reen stopped on one knee, and held up his hand. He was fully suited and had his helmet firmly on. He shook his head.

Yeenol turned to him, looking down. "I can hear it, too, like a hive of bees, and it's getting louder. It's showing as spikes, on my instruments."

Reen swallowed. He looked back and the expectant faces behind, were watching. They would follow him, as that was their training. He stared forward. "What are we going to encounter? What's coming?"

Yeenol shook her head. "I've no idea. It depends on what was done to the life forms, they have captured

here, and how much volume of life, we find.” She held her instruments up, turned down their volume, and looked into the blackness, of the tunnel.

Reen shook his head. The noise was no longer a hum. It was a growing intensity, of unpleasant resonating ringing, in his ears. He was sweating. He looked at Yeenol. She was sweating, too. “It’s going off the dial. I ... it has gone.... The instruments don’t read this. It’s too big, there’s too much volume. Maybe too angry.”

“How big?”

“A whole planet big.”

“Thousands? Thousands of lives?”

Yeenol shook her head. The worry read on her face. She threw the instruments on the ground and jumped up. “There are billions. Billions of beings, captured here, now let lose, and coming.”

Reen saw the look of terror, on her face, and those of her staff. “How angry then...? Yeenol. How angry?”

She looked at him, “As terrifying is it gets. Runnnn!!!!” she screamed, as she turned and started to sprint back, past the squad, with her other staff in tow, in their baggy white suits.

Reen looked back, ahead into the tunnel. He was starting to get pictures in his mind, of hurt and pain. He started to feel pain in his hands, pain in his legs, and pain in his head. A word came to mind and that world was *revenge*. He saw pictures of people being killed, being torn apart. The pictures floated through the air. They were just sheets of energy on nothing,

just two-dimensional energy. They increased in intensity, and got stronger. It was a heavy stream of pictures, screaming past him, of people dying, being hurt, and tortured. Millions of them streamed past and overhead.

Reen stood and the pictures were now passing, through him. He looked. Another eruption overhead happened, then another. The screaming intensified in his mind, and the pictures came more and the noise grew. The heat increased and the pictures started to tear at his memory, his sanity, and then, he didn't know where he was. The pain in his body was now unbearable. It was as if he was being cooked alive, with millions of spikes in his flesh, drawing blood. He screamed in terror and started to back away. He saw animals out there; eating him and eating all the others; the heat was melting his body and the needles were skewering his skin. Those were the pictures, and what they were telling him, as they passed through him, on their way out, of the tunnel.

The noise was like metal, ripping at his eardrums, and he dropped to his knees. His nose started to bleed, his suit was vibrating and his visor cracked. He looked at his hands: his gloves were deteriorating, and they blew off. His hands started to melt, his left eye ceased to work, and then the right, and finally, his suit deteriorated into bits, blowing away in the storm, of angry pictures. His flesh soon became scattered and he looked down at his body remnants, and the bodies, of his fallen comrades. He joined the other nine billion

lost angry souls, of Sequetus 3, as they searched for the surface of their tomb, Sequetus 2.

Ω

Yandra was watching the screens, when he saw a central eruption point. Then gasses, exploded and a light shone out, from under the crust. Another light shone through from below, and a third and a fourth. He stared, as a torrent of bright sparks took to the sky, billions of sparks, like little pictures, and he saw them go, saw them leave the planet. He knew they were free, the tormented population of life, from Sequetus 3. They rose higher into the sky, into the clouds, spreading outer wider, but moving up. The phenomenon continued for seven minutes before it started to subside.

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EPILOGUE

Thirty hours, after taking the first prisoner, Venus was theirs. More bases were found, and they capitulated. The asteroid threat was too horrifying, for the Talkron troops to oppose. They announced their positions and came out, onto the surface. The Federation fleet broadcast images, of those surrendering, and soon, all pockets of resistance had ceased.

The large underground base did need further flushing out. There was more than one base down there, and there was fighting for a full thirty hours, in many regions. The underground bases were interconnected, on many different levels.

Nevertheless, finally, the inhabitants of the planet surrendered.

Yandra toured some of the underground tunnels, as they secured them. He looked at the destruction. The tunnels, or what remained of them, had been overwhelmingly destroyed. There had been too much killing. Yandra looked at his generals and wondered; would it be this way; everywhere that they had to go to fight? Would the Talkron put up such an intense resistance; everywhere? How about in their home galaxy?

The Federation allies started to map the tunnels, learning what they could, as they took control. While the Federation didn't yet have a full understanding of the workings of the Venus operation, from the initial data, it appeared the planet had been occupied by the Talkron, from around 1200 AD, Earth time. Whatever it was doing, Venus had been doing it, for two thousand years, at least.

Yandra stood, at one of the many open underground canyons. It stretched wide for tens of Ks. There were even floaters, inside the canyons. The canyons were natural and linked by capillary vents, now fitted with rail.

They inspected Talkron troop berthing quarters. Tens of thousands had surrendered en masse; they still had to be provided for, and the best way was to use their existing premises, until better solutions could be worked out.

The Federation engineers repaired the Talkron food growing algae tanks. They also found artificial water lakes, underground orchards, and other food producing facilities. Yandra marveled at the ingenuity of the recycling measures used, to keep the Venus operation completely undetectable and isolated, from outside.

Yandra inspected the thousands of kinopacs of growing vats, which the Talkron had assembled, many containing half-grown bodies. This was a potential invasion army. They could grow millions, in a year. The collected tormented souls from Sequetus 3, would occupy the bodies, which had been stored and kept in

equilibrium, with static electrical controls. Those souls were now mercifully released, and their controls destroyed, during the attack of the asteroids. Now; the question remained, what to do with the bodies, growing in the vats? Regardless of their original purpose, these bodies were still life, and life was being drawn into them, from outside of the physical universe. To turn off life support, to these half-grown bodies seemed a cruel and senseless act. The bodies had no intent to harm others. The future of these bodies would have to be a conscience decision, involving all allied groups.

Commander Beel continued to decode the Sumerian tablets. It made sense, what he found, but it was slow work. None of his team had been involved in the securing of Sequetus 2.

Sheril and her group of followers grew, in number, to over a thousand, in the Amazon.

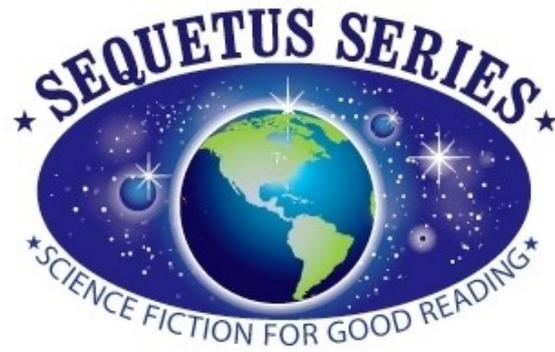
Akeala was horrified when her father said he was going to vanish again and did, with them finding no trace of him, or his Man-o-War.

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End of
Book three of the Earth Syndrome Miniseries, and Book 20
of the Sequetus Series.

Vigil

ψ



GLOSSARY, DEFINITIONS, HISTORICAL NOTES

AND BACKGROUND DATA

Editorial note: When the term *Terrestrial* appears beside a word or term, of historical note, this means that it's a terrestrial word, from Sequetus 3 – Earth – and the definition is a terrestrial definition, or historical note. It isn't a fictional term or definition.

Aaron: Original name of the race on Yaltipia, otherwise known as Boguard outside the Pleiades, and the Galaxy. On Yaltipia the original race was called the Aaron. They went into the Galaxy known as the Boguard. Technically anyone can evolve to become a Boguard through their training programs and can join and become Boguard. However, to be Aaron, one needs to be born on Yaltipia within the Aaron race. *Templar miniseries*

Aaron Library: An underground library of 17 levels, that measure about a k wide in each direction. In Earth terms, it covers 17 square kilometers of library floor space. *Templar miniseries*

Academia: 1. A college of high learning, tertiary education, offering doctorates. 2. (Plural – academias) The institutions of the highest places of learning in the Federation. *Source, Jiltanian* after the gardener *Academos* who used to tend the gods in by making their gardens a paradise. *New-Earth miniseries*

Acran: Pleiadian for what translates into Devout Coordinator for On Planet Operations. This began in Sequetus 3. Acran Anderson was the first of many Acrans to follow. *New-Earth miniseries*

Acron Field: This is one of several kinds of fields that hold free-air inside military craft. The Acron Field is generated around a ship and prevents the free-air from leaving, while permitting large solid objects to enter and leave the ship. This effect is achieved by a magnetic force that's held as a ridge at the perimeter. The magnetic force is strongest nearest the center of the source of the field. Through unifying fields gravitational, electrical and so on, the magnetic fields can be made denser, further out from specified epicenters. They then prevent free-air molecules passing; while at the same time allow more solid masses and objects to pass. Named after its inventor, *Luis Acron* of Tilk. *New-Earth miniseries* [◀Return](#)

Admiration Particles: Life can emit particles that draw on properties of the physical universe. What life admires it draws closer. The more it admires the more the closeness. Gravity is possibly such a particle of admiration. Albert Einstein referred to gravity as affinity. *Earth Syndrome Series.* [◀Return](#)

Afterburners: When dumping fuel out through the exhaust system, and igniting it within the system, the continual

explosion of such *afterburning* adds speed to the craft. *New-Earth miniseries*

Aftersun: 1. When a ship has a permanent station orbiting a planet, the period when the ship goes into the shadow of the planet is called aftersun. 2. It simulates night. 3. The shifts aboard Federation military craft are divided into two per Standard Day. The first is called Foresun while the later Aftersun. There is no *night* aboard military craft. *New-Earth miniseries*

Agelay: Pronounced *a-ja-lei*. The capital city of the southern continent of Kanut of Palbo. Population 12 million. *Juggernaut miniseries*

Agent: 1. Two levels below independent. Starting at the top is: Independent, Junior Independent, *Agent*, and *Agent Junior Grade*. *New-Earth miniseries* [◀Return](#)

Akeala: 1. See Albine below. Same person. Daughter of Jaron and Anki. *Templar Series*. 2. She becomes a central figure in the freeing of Earth and the Federation from the effects of the Talkron. She has many of her father's properties. *Earth Syndrome miniseries*. [◀Return](#)

Albine: Daughter of Jaron and Anki. She is the granddaughter, of the Master Templar. Her grandmother was a long-lifer, but died before she was born. She changed her name to Akeala, upon the advice of her protector, to avoid being killed, like her two brothers. *Juggernaut miniseries*

Alfrash: The planet that was first colonized by the Pleiadians. It has 1.04 Standard Gravity, was lush with forests, had deserts, ice poles, temperate and tropical rain forests. A super solar flare, itself a series of 12 flares, took out the colony over a sixty-year period. There were enough suspicious circumstances, to indicate that the flare(s) may not have been completely natural. Over ninety percent died, during those sixty years. The planet was abandoned, and at vast effort, it was engineered, to remove all evidence of previous occupation. *New-Earth miniseries*

Algamm Grass: Found on the edge of deserts, around Sandrist. It's high in B vitamins and sought after, as a natural product, harvested and exported. It's said that a short-lifer could become a long-lifer, by eating Algamm grass from birth with every meal. This was never tested. *Juggernaut miniseries*

Algon Sea: The nearest sea to Jilta PPC, measuring 765 Ks across, at the widest point. *New-Earth miniseries*

Allied Council of Free Sectors: The name given to the first authority controlling the new Federation Alliance. It came from the remnants of the Federation after the Battle of Sequetus 3, and consisted of the military heads of all the known sectors, including Farsen, which was restored. It was the forerunner to The New Federation. *New-Earth miniseries*

Alliance, Federation: An alternative name for the Federation after the *Battle of Sequetus 3*. *New-Earth Series*

Allied Council of Jilta: After the atomic war on Jilta the planet set up a temporary government called the Allied Council of Jilta. 2. After all the Royals had left their Federation planets; the planets no longer had their autocratic control. There were members of the Federation military, as well as government, who tried to seize control of their own cities, countries and continents. Some seized atomic weapons. In the Federation, wars were starting to break out. On Jilta this culminated in an atomic war between three factions. After three years, and with almost all of Jilta PC and its sister cities completely wasted, the war ended. The government that took over was named the *Allied Council of Jilta*. This shouldn't have happened and for several years after the *Battle of Sequetus 3*, Torren traveled to Jilta trying to stop the wars and the fighting. He was unsuccessful, and it continued to the almost total destruction of the former prosperous cities of Jilta. As the other planets became embroiled in similar wars Torren found he was just as ineffective, so he concentrated his efforts on Earth, and hoped that when he found who was behind what was happening on Earth, it would lead to the same solution for the rest of the Santonia Galaxy. *New-Earth miniseries*

Allied Imperial Federation: A fuller term for *Federation Alliance*. *Allied Imperial Federation Forces*. AIF, or AIFF all mean the same thing. *New-Earth miniseries*

Alson: 1. A suburb in Jilta PC. 2. *Alson*, Academia, most prestigious tertiary Academia in all of Jilta. It teaches most degree doctorate courses and has forty five thousand students enrolled per year including full time, part time and by correspondence. *New-Earth miniseries*

Amanda: 1. The name taken and accepted by a Boguard Man-o-War, born BS 1013. Ceremony with Captain Bigow of Yaltipia, BS 1014. Crucial in the police action in Kantee

against the Talkron. *Juggernaut miniseries 2*. She was subsequently captained by Jaron, and becomes his greatest advisor. She originates from beyond the physical universe and would suggest she is still always there. *Earth Syndrome miniseries* ◀Return

Amy: The teenage daughter of a family of settlers on Rambus. She used to dream of finding out what was outside of Rambus. She became strong friends with Anki of Jilta. She was stranded off from Rambus after the planet was raided by pirates, and they killed her family and friends. On returning to her home planet and experiencing the death of all she loved, and almost dying herself, she swore an oath that she was even the score. She was central in removing the pirates from Sleebo, and bringing down Brandon Mirac of Palbo. She earned the nickname, Goddess of War incarnate. *Templar miniseries* ◀Return

Andromeda Galaxy: (*Terrestrial*) The Andromeda Galaxy is a spiral galaxy about 2.5 million light years from Earth. It gets its name from the constellation of Andromeda, which was named after the mythical princess

The galaxy has about the same mass as the Milky Way. It's expected to collide with the Milky Way in 3.75 billion years. It can be seen with the naked eye from Earth on cloudless nights and no moon. *Earth Syndrome miniseries* ◀Return

Aneel, FAS Destroyer: The Aneel went through the portal with the Expeditionary task force BS 10, and never returned. Presumed destroyed. *New-Earth miniseries*

Angalian: The race of beings who aren't native to the Santonia Galaxy. They inhabit the Man-o-Wars. They have been known to visit Sequetus 3 over the past five thousand years. *Earth Syndrome Series*

Anki: The teenage daughter of the master Templar of Jilta. Was shipwrecked on Rambus and saved by settlers there. She attended Academia Alson of Jilta. For former past lives of Anki see *Anqi Storm* and *Vicra Starn*, both separate lives at different times, but the same person. *Templar miniseries*. The woman, years later, who is the mother of Akeala, and Tubin, and married to Jaron. Anki's mother was a long-lifer, Karine Malor - married to the Master Templar, a Cordello at the time, and died two years after Anki was born. *Juggernaut miniseries*. ◀Return

Anqi Storm: 1. Malukan trooper, former resident of Sleebo. 2. Important in saving Sequetus 3. Daughter of Nobus Mas and Regel Subar of Taronga PPC. Educated in biophysics in Anst Academia at Taronga, joined the Malukan Guards shortly after graduation. *New-Earth miniseries*

Antithesis: A direct contrast or opposition of person, action or idea. *New-Earth miniseries*

Aquel: A local length measure of stride from the planet Aqeliam. *New-Earth miniseries*

Arenic Alps, Jilta: On the continent of Algorico, the Alps run through the center and are on the opposite side of the planet to Jilta PC. *New-Earth miniseries*

Arganate: A plentiful translucent pale misty green non-precious stone That's found on Jilta. The major quarries are in the northern hemisphere. The stone's properties are limestone based and calcium derived. *Juggernaut miniseries*

Arlon, Doctrains: Head of household staff of Residence of Jilta. Employer Goren Torren. Has a degree in Business Management from Academia Alson, Jilta. He moved with Goren Torren to Earth, and survived the *Battle of Sequetus 3*. On Earth he headed the *Home* of Goren Torren. He showed flair and became active with *Boguard Letone* in external affairs. He vanished after the FBI assault on *Home*, along with other *Household Staff*. Later he was found and did his part to bring about Intervention. After intervention he became a national USA celebrity on terrestrial television, made eleven movies, and married another member of his household. He returned to Jilta three times but remained as a resident of Earth. He had two long-life children. He died 498 BS a full supporter of the Temple movement. He was deemed a Minor Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Armsman: Federation for Master at Arms, MAA. His prime purpose is to keep order, on a ship. *New-Earth miniseries*

Aron: A black puma in the Amazon, which befriends Sheryl and which looks after the village children in return for being part of their group. The black puma is possibly a myth, and in this case Aron is only 90% black. *Earth Syndrome miniseries* ◀[Return](#)

Arrival Day: The day of arrival of the First Fleet and its pioneers, to a new world, sponsored by the Templar

movement, the anniversary of is celebrated as the Arrival Day each year. *Templar miniseries*

Ataran: City of Ataran, which housed the *Boulan*, the ruling class of the Aaron. Ataran had 110,000 people and was one of the oldest and biggest Aaron cities in Yaltipia. It was hydro powered by the cross currents of water flowing through the planet's crust. The city is at least 15 thousand years old. *Templar miniseries*

Auto-Credit: Similar to a credit card but instead of the credit being held at a bank, it's held at one's place of employment. *Juggernaut miniseries*

Auto-fecha: From *auto-fetcher*, (also a-fecha™) an automatic computerized library vehicle device, which that when enabled with the correct code, leaves the study table, and brings the volume from the storage shelves, back to the intended user. They are the size of a shoebox, available in many modern libraries, in different models, colours and from many manufacturers. They were first developed on planet Peel. *Juggernaut miniseries*

Automatic beam: Simply means that weapons lock on target automatically and are fired by computer programs. The advantage is that they aren't only accurate, but will continue well after the crew manning them is dead or incapacitated. *New-Earth miniseries*

Bacterol-bandages™: Bandages with anti bacterial impregnated layers, which bring about fast healing. Made by Medicol Corp Inc. Jilta. *Templar miniseries*

Bailock: The name given to Jaron on Tors, by the local native, Garnow. The term became Jaron's name there. It was local dialect for fast-god, due to the speed, which he descended from the sky. *Juggernaut miniseries*

Balgoss, Eroni: Base Commander of the Palboan outstation on Sleebo, pirate station. Aged 234 when killed in the fight for Mount Drapper. *Templar miniseries*

Ballard; Colloquial term for the rear end, of the native beast of burden of Jilta, a Kull. Source: Searfinders Index P 287. Used on many planets in the galaxy. 2. A peta-ballard means the prime part of the rear end of a kul, sometimes eaten. *Templar miniseries*

Baling: 1. The martial art of fighting with a two pac long thick stick made from the dense wood of the Baling tree of the Nalpan province. 2. The name of a tree from Nalpan province. Their folklore says that this tree was intelligent and the chief god over Nalpan would come to think and get his best ideas whilst sitting under a Baling tree. 3. It's said that a Baling stick has a mind of its own and after meditating with the stick, the stick and the fighter think as one, during a fight, in order to overcome a more powerful enemy. *New-Earth miniseries*

Bank: See The Imperial Federation Warp Drive Bank. Home planet Palbo. *New-Earth miniseries*

Banquast: A city of 60,000 on Yaltipia, made up of the warrior class of the Aaron. There were twenty-three warrior cities, of similar sizes. The city occupies six interconnected canyons. *Templar miniseries*

Barnell: The Boguard leader running the Boguard operation on Jilta, in 1,043 BS. *Juggernaut miniseries*

Battle Bar: 1. The saloon aboard a cruiser or destroyer, where alcohol can be served. 2. The name of the flight bar, on the *FSS Nebulus*. *New-Earth miniseries*

Battle of Sequetus 3. The: *The Battle of Sequetus 3* is the official title for the battle between the Hymondian and Malukan forces, in the Sequetus Series, in 1990 local time. *New-Earth miniseries*

Battlemaster: The Malukan equivalent of a marshal and commander of a fleet, or armada. *New-Earth miniseries*

Battleroom: A temporary make shift war room, CIC – Combat Information Center – inside the palace. It's 50 by 80 pacs, with seventy staff, troopers or Boguard. *New-Earth miniseries*

Battle of Six Worlds: A temporary make shift war room, CIC – Combat Information Center – inside the palace. It's 50 by 80 pacs, with seventy staff, troopers or Boguard. *New-Earth miniseries*

Bauxite: (*Terrestrial*) The rock That's mined, which when treated, is converted to aluminum. *Templar miniseries*

Bearing Harvest: A two week period on Sleebo, when it's close to the sun and crops can be harvested. The whole of

Sleebo get busy, harvesting the year's crops, during this one two week period. *Templar miniseries*

Beel, Polton: Adventurer and freedom fighter from the far-Outer-Worlds. A short-lifer, aged 42 at the writing of Book 12 of the epic series. *Juggernaut miniseries* ◀Return

Beeton: See Blu below. *Juggernaut miniseries*.

Belkron Blu: Corduke assumed name (real name Beeton Blu) of an operant working on the Palboan Sector. Trained in struck fighting in the out worlds of Jilta. He teamed up, with Amy of Rambus. *Juggernaut Series*.

Bigow, Captain: Yaltipian (Boguard) captain, of the Man-o-War, *Amanda*. Born BS 789. He headed the mission onto Kantee (police action) to rescue the captured life-force Royals. *Juggernaut miniseries*. ◀Return

Bilkars Profood: A Jiltanian protein bar, made and found, only on Jilta. *Juggernaut miniseries*

Biobots: The surgical automated worms that are used to inspect, stitch and repair tissue during an operation. Biobots generally are 10^{-4} pacs in diameter. *New-Earth Series*

Biotynes: The small insects bred and let loose onto a planet, that destroy human and mammal life by the pirates. The Warp Drive Bank sponsored the breeding and release of the insects themselves. *Templar miniseries*

Black Knight: (*Terrestrial*) This is the name dubbed, for the 15 ton satellite, that has been in space, on a polar orbit since before the first Sputnik.



Possibly, this object has been around Earth, for as long as 13,000 years. The Americans, and then the Russians, first observed it.



Each nation thought the other was responsible. The term *Black Knight* refers to a British attempt, back in the fifties, to put a satellite in orbit, but obviously this craft wasn't theirs.



The photographs here are taken from later American missions, and the first photograph of the *Black Knight* was in the 1960's. *Earth Syndrome Miniseries* ◀Return

Blackheart: Pleiadian term, for meaning a person who lives against the better good of the community and self. A law breaker, a breaker of moral and ethical codes of behavior. One who creates turmoil, and one who does more harm than good around him. *See also Clean Heart. New-Earth miniseries*

Bloat: A space life boat. Usually, 5 x 9 pacs in size and taking up to twelve passengers. Typically there was a minimum provision of one bloat per 25 crew, and one bloat for every 20 passengers. *Juggernaut miniseries*

Bloodwood, Jiltanian: A tree measuring up to 390 pacs tall, found in the temperate regions of Jilta. Its wood is a rich red, dense and sought after for making furniture on Jilta. Today the trees are numbered and protected. Each tree is plotted on a map. They can live to seven thousand standard years. There is an entire industry on Jilta dedicated to protecting these trees. They are the source of much of early Jiltanian folk lore. Each tree has resident within it hundreds and thousands of other species. Its aroma is known to keep away parasites and plagues. *New-Earth miniseries*

Blue Mountains: (*Terrestrial*) A mountain range on the east coast of Australia formed by the south Pacific continental plate and the Australian continent pressing up against each other. The mountains are blue due to the haze given out by the foliage of eucalypt trees. *Earth Syndrome Series*

Bluster: See Microwave bluster. *New-Earth miniseries*

Boguard: 1. Guard at the palace to protect of Lorde Hymondy III. 2. Race of bodyguard for the protection of Lorde Hymondy III. Their inception into the Federation region was about 550 standard years after Federation conquest. Origin of race unknown. Life expectancy indefinite. Run along military lines. Source of instruction: Lorde Hymondy III. They are known to speak many languages, are trained in martial arts, physics. No command links with IFFCo. Being a race the word *Boguard* is capitalized. *New-Earth miniseries* ◀Return

Boguard Fronts: The assault corps of Boguard. They can be anything from 50 to 500 strong depending on the objective. The Boguard Captain Felice Karo made them famous when she defeated Palbo 1,000 years before. At that time there were up to twenty thousand *Boguard Front* that hit the planet at one time, carefully coordinated, taking out all communications systems in one unified moment. *Templar Series* ◀Return

Boguard rank: The following is the Boguard field rank from highest to lowest:

Captain

Guard Instructor

Instructor

Leader

Boguard

Boguard Novice (student) New-Earth miniseries

Boll, Pabs, Lieutenant: The on-planet fleet representative during the Palboan raids of the far-Outer-Worlds. Graduated Merida Academy, Palbo CC. *Juggernaut Series*

Bonding: 1. The official legal recognition that a male and female couple, had decided to cohabitate, as a single group, with the purpose of furthering the species through the production of children. The average BOND would last 36 years, with three offspring. Often re-bonding would occur later in life. 2. The ceremony accompanying the commitment, of between a Boguard Captain and his new

Man-o-War. The bond is a lifetime agreement. *Juggernaut miniseries*

Boulan: The Boulan number exactly 500. They reside in a small section of Ataran, of a square K in area. They are the ruling elite, of the Aaron and Boguard. *Templar miniseries*

Bridge briefing: 1. *Bridge briefings* are where missions are presented and discussed in a formal manner. They are recorded for future reference. Discussions of missions aren't permitted outside of such briefings. All crew attend. 2. They are called *bridge briefings*, not because they happen on the *bridge*, because in larger craft they don't, as the *bridge* can be too small for all crew. Only senior personnel present the bridge briefing usually from the *bridge*. *New-Earth miniseries*

Brijet, Captain: Female senior Boguard officer captaining the expeditionary forces fleet taking Captain Jaron to his objective mission. She was 283 years old at this time. It was her first command as an entire fleet command. *Templar miniseries*

Broadmatter Theory: Broadmatter is that matter That's so small that current instruments can't read it, but it acts similar to a sea supporting molecular-matter that floats within it. It transmits heat and ALL energy and in this way is very different from the concept of dark matter. Broadmatter makes up the bulk of the universe mass, and is the reason why the universe is expanding at an accelerated rate. Broadmatter ties in with space and time and without broadmatter there would be no space, no gravity and presumably no time. Without it all other matter would collectively condense. See Broadmatter theory Addendum at the end of Book Seven for more details. *New-Earth miniseries*

BS: 1. This indicates how many years since the Battle of Sequetus 3. 1038 BS means 1,038 Standard Years since the Battle of Sequetus 3. 2. A dating system, adopted through the galaxy since the Battle for Sequetus 3. *New-Earth miniseries*

Caff: The place, where non-intoxicating beverages are served, aboard a vessel. *New-Earth miniseries*

Captain: 1. Middle rank in IFFCo. Usually In command of an interceptor squadron, a destroyer, or a fighter team. Below Lieutenant Commander in rank. 2. Highest field rank in the Boguard. *New-Earth miniseries*

Castano, Carole, Captain: Male Corduke Captain heading the Mission with Amy to find Jaron around Tors. *Juggernaut Series* [◀Return](#)

Caraday, Bel: Son of Oralo Caraday of Jilta. Started in the Coproduce service when 18 years old. He is Commander of the Corduke Base and answerable to the Master Templar. *Juggernaut miniseries*

Carriers: 1. Short for non military ore carriers. They are generally made in space, and can be many kilometers long. They are under WD. The carriers connect up section after section (sometimes known as pods), and can be as many as four sections long. Often *carrier-trains* is used to express the long attached lengths of the carrier containers

2. Federation military *carriers* contain a compliment of between 100 to 800 fighters, and a total of onboard crew of 1,200 to 9,600. These ships pack a tight crew, have high morale. In the Federation of Jilta the word *hive* is used in slang to mean *carrier*, and *darlt* is often used for *fighter*. A *darlt* is an insect from Jiltanian mythology that when stirred would seek out its enemy anywhere to attack, even if it meant the insect itself died. The tradition of using this term goes back well before Federation of Jilta. *New-Earth miniseries*

Carriers, Ore Carriers: Unarmed Ships used to transport mining produce or spoil. While they are big they have a very small crew. *New-Earth miniseries*

Carvan: A city near two cross currents of water as well as geothermal power sources, and was one of four such cities devoted to manufacturing clean power for the other Aaron cities. *Juggernaut miniseries*

Castano, Carole: Corduke missionary, 38 years old, short-lifer. From Jilta, and from parents, who were Templars. His father was a leading Cordello of Jilta. His rank was Captain. He was instrumental for saving Lorde Jaron stranded on Tors, saving Anki in Palbo, and becomes one of the most highly decorated Cordukes in his lifetime. *Juggernaut miniseries* [◀Return](#)

Cast-outs: The term given to those who are cast out into space unsuited. An illegal act, but practiced in some sectors, especially in remote mining areas.

Law systems turn a blind eye to the practice as most offences happen in return for illegal acts. That's, when a

person gets caught committing theft or murder, and there are no law enforcing officials around, often the local inhabitants, meet and pass sentence with cast-outing being the penalty. *New-Earth miniseries*

Cenon: *Pronounced Che'non.* 1. A planet in the Jiltanian out worlds where both Belkron Blu and Castano served. 2. Population 212 million. Agrarian economy, feudal by nature. Gravity 1.02, 45% water, three races. *Juggernaut Series*

Centoria: A democratic rim sector of the galaxy, adjacent to Jilta. Centoria is the capital system, where there are two inhabited planets. Being adjacent to Earth, Centoria has the most number of temple buildings, secondly only to Jilta. Centoria is the closest system capital to Earth. *New-Earth miniseries*

Centrifugal Force: An apparent force that acts outward on a body, moving around a center, coming from the body's inertia. A bucket on a rope, being whirled around one's body is apparently pushed out, by centrifugal force. *Juggernaut miniseries* [◀Return](#)

Centrecom: 1. Either a life-force or a computer program that ran the Six Worlds. It was responsible for the depopulation of almost all the Santonia Galaxy at its time. It existed on the other side of the *Portal*, but tied to Earth. It was defeated by Goren Torren and the Boguard and the race known as the Pleiadians. *New-Earth Series 2.* A spiritual life form that had a pure intent, to help mankind, but had a, human-made computer program, at it was corrupted. *Earth Syndrome miniseries.* [◀Return](#)

Charlene Johnson: North American female living in New York, befriended by Commander Beel to assist in the Federation cause. Single 32 years old. *Earth Syndrome miniseries* [◀Return](#)

Charlton, Navia: Social anthropologist from Academia Alson, companion and associate in Sequetus 3 to Independent Goren Torren. Torren and Charlton both attended Academia Alson together studying, prior to Torren applying for his Independent's Certificate in Jilta. They were married for three years during at this time. Upon the end of the *Battle of Sequetus 3* Navia moved to Sequetus.

3. On Earth, she headed the Torren corporate empire of ACI. That corporation collapsed after a siege, by the terrestrial forces. She then took on a role gathering data

and waited for the return of Torren, using the new corporation Acram. Upon intervention she continued on in Sequetus, and went back to her earlier profession of lecturing in anthropology until her retirement. She wrote 23 books while as a lecturer to universities in New York, London and Tokyo. She died 480 standard years after C Day. She never returned to see Jilta, maintaining that she wanted to retain good memories of her home. She never remarried, no children. See *NEW FEDERATION* for more data. 4. She is considered by the House of Torren to be one of the Temples (see definition of *Temples*) of Sequetus 3. *New-Earth miniseries*

City Security (C-S): 1. The body of armed civilian security personnel, who are responsible for the peace of Jilta. 2. Police. *Juggernaut miniseries*

Civvies: (*Terrestrial*) Slang. Civilians. It also means civilian clothes, civilian life, as distinct to military. *New-Earth miniseries*

Clapboard: A computer pad upon which a flashscan is taken for identification verifying the user. The palm and three fingers must be present. *New-Earth miniseries*

Class A rocket: Non-explosive rocket. No warhead. *New-Earth miniseries*

Class B rocket: Non-explosive rocket. No warhead. *New-Earth miniseries*

Class C rocket: A non-atomic warhead, but packed with liquefied explosive gel. Designed to explode and send the burning gel to other areas to set those other areas alight. *New-Earth miniseries*

Class D rocket. The warhead is packed with explosive shells, so that when the war head explodes, it sends armor piercing unexploded shells through armor plate and they in turn explode, on the other side of armor plate. *New-Earth miniseries*

Class J rocket: J is the Juggernaut miniseries, containing atomics of various subclasses. *New-Earth miniseries*

Clean Heart: Clean Heart: Pleiadian term. A person who does more good for society and self than harm. A person who abides by the ethical and moral codes, and laws of society. See also *Blackheart*. *New-Earth miniseries*

Clerical Law: The Templar law as written by the Foundation Temple Goren Torren or as was ratified by the Sortet, during meetings of the ruling Cordellos. *Templar miniseries*

Clife: A long Federation military blade made from Magnopolop (a non metallic resilient compound) That's worn in a sheath on every shocksuit. Clifes are either dress or combat style. *Origin:* from the days before Federation when the Royal race was planet bound, the clife was worn as an instrument for bonding of the earlier warrior clans. *New-Earth miniseries*

Cold Hype: Death that results from exposure to subzero temperatures in space, freezing of the limbs and body. *New-Earth miniseries*

Comm-tact: Trade name for a mass commercial visual communications system, and network. By Comm-Tact Industries, Jilta. *New-Earth miniseries*

Communications Center: A ship has a *bridge*. A Base has a *Communication Center*, which is the focus of all data going in and out. It can also be called a *War Room*, or a *Combat Information Center*, depending on the sector. *New-Earth miniseries*

Compu: ® The largest computer manufacturer in Crackess. Famed (or infamous) for its early invention – *intelligent computers*. After the Medallian Rebellion, the *Compu* executives were interned off-planet and CCP administrators placed inside the company. After this the company expanded, to become the largest interplanetary corporation in the Federation, with 1.7 million staff, in total. *New-Earth miniseries*

Compubanks: ® a collective name for viewscreens and computers, which plot a craft's course and synchronize with Warp Drives. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compuboard: ® Often found in airports, these boards are an instant tally board showing craft departures and arrivals. In a space fleet they are used to show the tally of battle. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compudata: ® Abbreviation for Computer Data or non-intelligent computer information, or in slang: a *dry-*

computer – meaning no intelligence. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compuscreens: ® Computer screens manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Computers, Intelligent: 1. 5,550 Standard Galactic Years prior to Federation, Luis Medallia developed the first recorded fully mobile *intelligent computer*. At the time it was recorded as a brilliant technological marvel. Not only could it store and extrapolate data to logical conclusions, but also it had the ability to self perpetuate in other computers. The basis of all *intelligent computers* was the program *create*, coupled with the subprogram *survive*. 2. Intelligent computers led to the lowering of human-life to that of a servile status to computers. Without the intervention of neighboring galactic civilizations, and the *Medallian Rebellion*, these social degrading phenomena of humankind would have spread throughout the Santonia Galaxy. It's speculated that without the *Rebellion*, within several millennium, all humanoid races may have become extinct. The cost of the Medallian Rebellion was fifteen billion humanoid lives which were needed to defeat the intelligent machines. *New-Earth miniseries*

Confederacy: The loose governing body, democratic, that ruled the known outer galaxy prior to the conquest by the Federation. The full title is *The Confederated Council of Planets*. (CCP) It existed loosely for a hundred and twenty thousand years. The Federation defeated it in only decades. *New-Earth miniseries* ◀[Return](#)

Confederacy: Full title - Confederated Council of Planets. (CCP) The loose and often extended term applied to the political attempt to bring the multitude of races, political systems et al together to end the warring of two hundred and thirty standard years in the Santonia Galaxy. The *Confederacy* failed at total unification and was succeeded by the Federation. *New-Earth miniseries*

Confederacy: Travel could take decades. As a result the *Confederacy* was never conquered by a single force or in agreement with itself. Often planets would get forgotten and cultures rediscovered over centuries. *New-Earth miniseries*

Conquest: The CCP was conquered by the Federation. While many planets simply didn't fight and changed governorship of who was ruling them, some planets resisted

and fought the Federation fleets and armies. During this fighting many government sections of cities were razed and government records lost. This was as much a cultural and economic set back as anything else. It was a loss of historical records. *New-Earth miniseries*

Consol Agent: The chief and legal representative of an intragalactic corporation to a planet. Similar in status to an ambassador. *New-Earth miniseries*

Control-fathers: Those who implemented the program to go back in time to avert the catastrophe that happened in the Galaxy, which originated in Sequetus 3. They in turn became to be known as the *Masters on Six Worlds*. *New-Earth miniseries*

Conversion, ship: Ship conversion refers to, the changing of a Warp Drive system, of impelling life, to power a ship; to allowing life to join with the free-fleet, and willingly power a ship, by choice. The actual conversion, is done by the life-forces running the Boguard Man-o-War, ships, imbuing life and freedom into a trapped life, which is under threat and duress, in the Warp Drive compartments, of a Warp Drive Bank vessel. *Earth Syndrome miniseries*

Cordellos: The heads of the Houses, which represent the strongest Temples. There are Ten Cordellos, but that will later expand, to include more Minor Temples. There were originally five Cordellos, and they were presided over by the Great Sharman. There were another five Cordellos representing the Lessor Houses. This number has been increasing, as the Outer-Worlds becomes inhabited.

The word comes from old Standard Galactic *cordelle*, meaning *small rope*, indicating the knotted cord worn by the Cordellos. *Templar miniseries*

Cordukes: A network thirty years old at the writing of the fifth book, in Templar Series. It's an intelligence gathering service, in employ of the Master Templar. It comes from the old Standard Galactic word, *chorda*, which comes from the confederacy term *khorda*, meaning string of a musical instrument. The connotation here, being that, if the *Master Templar* uses his *Cordukes* well, there will be harmony within the Temple. *Juggernaut miniseries* ◀[Return](#)

Coreen Wind: The name given, to the cold wind of winter that comes off the mountains, of Tors. Before the Coreen

Wind arrives, locals know to vacate the mountains.
Juggernaut miniseries

Corrado City: Population of 700,000, and a Bank run city. On Jilta, north, northern hemisphere. *Juggernaut miniseries*

Council: 1. Another term for the Confederated Council of Planets, CCP. 2. Confederacy, CCP, *Council*, Confederated Council of Planets. *New-Earth Series*

Council of Order: A Boguard small body of persons whose task it was to decide what areas the Boguard should influence, and how, to bring about the goals of the Aaron.
Templar Series

Crackess (Krackass): 1. Home of the Confederacy inspired uprisings against the Federation in the Hymondian Realm. This cost the lives of three million civilians and military. 2. Planet in the Federation that previously was relegated to backwaters after severe depression. It being a mining planet that also relied heavily on computer manufacture, it was depressed economically after the Medallian Rebellion. The planet later changed its name to Karakas. *New-Earth Series*

Crackess Uprisings: See Crackess. *New-Earth miniseries*

Cravana: Settlement in the Amazon of Sequetus 3. Population 420, at date 1,000 BS, and an outpost for the federation. It once had a population of 50,000 at date 500 BS. *Templar miniseries*

Credit: 1. The galactic pronunciation of the credit is dahl. Its subunit is *dihlo*, and takes ten *dihlos* to a *dahl*, and ten *strake* to make a *dihlo*. For the sake of translation in this book we use the word *credit*. 2. Federation unit of currency, whereby tied to the Average Production Index. The average person earns about seven hundred *credits (dahls)* a week, but this varies upon the wealth of the planet. The value of *credits* remains constant and inflation and deflation are negligible with the Average Production Index system. 3. Material assets only rose and fell against the Average Production Index, not *credits*. *New-Earth miniseries*

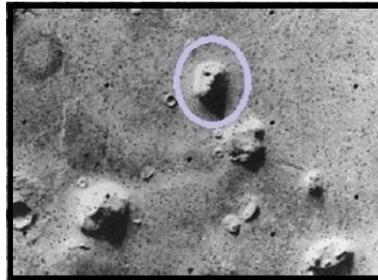
Credit-Control-Office: A controlling office for credit liaison. Similar to a bank. on Sequetus 3. *Juggernaut miniseries*

Crosshair Nebula: The giant gas cloud in the Pleiades wherein the Karo Series lies. It's a collection of dust

particles that block out much view through the Pleiades.
New-Earth miniseries

Cruiser: The largest Federation military strike ship. It's half a Kinopac long of destructive power. It houses between forty to sixty interceptors with five escort fighters for each interceptor. Personnel number around 3,000 per ship. *New-Earth miniseries* [◀Return](#)

Cydonia: (*Terrestrial*) From the Viking 1 Mars orbiter and released by NASA/JPL on July 25 1976. The photographs revealed, what appears to be a huge pyramid, and face, on the planet surface, sculptured into a mountain. There is also claimed, what appears to be the remnants of an old fortification. The findings have been controversial, as were follow up photos by the Surveyor craft. *Earth Syndrome miniseries*



Darlt: Jiltanian insect in early mythology. It had 12 legs, was the size of a finger. It was said to travel to any length to carry out its deadly sting. In the myth the *darlt* wouldn't stir until stirred. A *darlt* hive was said to have killed the son of the god of Jilta, after its hive was brushed against, accidentally during a hunting tournament. The insect was thus given intelligence by the god – Taurius, so that when Taurius destroyed the *darlt* species, the insect would realize why it was being destroyed. The term *kill like a darlt* means to not carelessly choose your target, but to seek one's target intelligently, with purpose, and not fall back until the kill has been effected. *New-Earth miniseries*

Dates: 1. As of fifteen years after the *Battle of Sequetus 3* all dates of history were recorded from that data, which on Sequetus 3 was known as 1989. So the year 2000 on Sequetus 3 was recorded as BS 11. BS standing for *Battle of Sequetus 3*. 2. All dates before the battle have a minus symbol before the number. BS -50 is a date 50 years before the battle, and would be 1939 local date. *New-Earth Series*

Decam: *Slang term for decontamination* when leaving an isolated world or system. *New-Earth miniseries*

Day-of-Foretelling: 1. From fifteen years after the *Battle of Sequetus 3* all dates were recorded from that date, which on Sequetus 3 was known as 1989. So, the year 2000 on Sequetus 3 was recorded as BS 11. BS being the abbreviation of *Battle of Sequetus 3*. 2. All dates before the battle have a minus symbol before the number. BS -50 is a date 50 years before the battle, and would be 1939 local date. *New-Earth miniseries*

Defense Fleet Destroyers: This large class off Jiltanian destroyer bristles with guns, torpedoes, and single man *defense-sortie-craft*. *New-Earth miniseries*

Defense Marshal: The most senior *Marshal* ranking. See *Marshal*. *New-Earth miniseries*

Defense Sortie Craft (DSC): Craft likened to suicide capsules designed to singularly target an enemy incoming ship. The single crewman may, or might not evacuate, just prior to impact. The craft would come in at speeds low enough to not be deflected by the Acron or Proposhields. Once the warhead was (armed with electromagnetic pulse - EMP) within the shields the *DSC* detonated. The Acron and Proposhields would then be eliminated. The atmosphere around the launch bays leaves the ship and makes the launch and landing bays inoperative. Those caught in the bays die instantly as their bodies explode out due to zero external pressure. The effected launch bays remain down and open for hours, enabling enemy crews to board and fight their way into the ship. The EMP not only downs the shields, which enables external laser fire to be effective, but it disengages electronics, making electrical doors inoperative. The *DSC* is a very powerful weapon, but has almost no return rates for its single crews. Not used in the *Battle of Sequetus 3*. Crews often have some external reason why they volunteer. All crews are volunteers. They and their families are always subsequently highly honored and decorated. *New-Earth miniseries*

Delerum: A planet, seventeen light years from Earth. The home of the bone traders, that brought about the extinction of the great dinosaurs on Sequetus 3. *New-Earth miniseries*

Delopacs: Ten thousand pacs, 10 Ks. *New-Earth miniseries*

Destroyer: An IFFCo or Federation era military ship. It houses six interceptors and six fighters per interceptor. *New-Earth miniseries* [◀Return](#)

Dianne Smith: North American Caucasian woman living in New York, befriended by Commander Beel to assist in the Federation cause. Single 34 years old. *Earth Syndrome miniseries* [◀Return](#)

Director of Alerts: A trouble shooter for the Imperial Federation Warp Drive Bank. His job is to prevent trouble, and prevent it from escalating. He has broad sweeping powers. *Juggernaut miniseries*

Dispatchers: Staff – Boguard – who would deliver messages on behalf of Hymondy and ensure they are obeyed by the recipients. *New-Earth miniseries*

Docks and Checks: The docking procedure used in space, and where the crew and ship are inspected per regulations. *New-Earth miniseries*

Drysuit: “The helmet was similar to that of any aquanaut. Breathing tubes were connected to the suit through a series of cells, it was able to draw oxygen out of the water. The used air was expelled through the suit walls, which were of a molecular size small enough, being then absorbed by the water.” *New-Earth miniseries*

Duality: The universe can’t exist as singular events, items or happenings. It exists as dualities. Men and women are one such duality. *New-Earth miniseries*

Duchy: *Duchies*, may have up to a thousand stars of which only a few may have habitable planets. A sector has 1001 stars or more. There are two Duchies in the federation – Kalanon and Celtronia. *New-Earth miniseries*

Early Works, The: 1. The basic first historical record of the Pleiadians, which shows how they arrived in the Pleiades, and also, how to develop one’s potential. 2. Historical record in full, originated from within the Boguard. *New-Earth miniseries* [◀Return](#)

Econdar: An education city of the Aaron in Yaltipia. It housed students and educators and administrators and had a population of 65,000 population. It was near the equator. *Templar miniseries*

Element analyzer: It analyses the physical elements for their various properties, a planet’s atmosphere, the temperature of space etc. *New-Earth miniseries*

Elevator: (*Terrestrial*) Lift. Interchangeable term for lift. *New-Earth miniseries*

Elevators: Vehicles used to exclusively lift great tonnage into space. In effect they are one big gravity plate with two pilots and one navigator. Twenty-five *elevators* can lift a destroyer off a planet with specific gravity of 1.0. *New-Earth miniseries*

Empire of Earth: It lost in civil war to long-lifers, in BS 5789. The Earth Empire that ruled the Galaxy for over five thousand standard years. *New-Earth miniseries*

Empty Way, The: *The Empty Way* comes from the belief that the universe itself is nothing but an illusion, an empty way to fulfillment, and a false fulfillment. The Talkron adopted this philosophy. It means not only is universe empty but that people can theoretically move through the universe as though it's empty. They can control it, as though it weighs less than a feather. Being Talkron, means to be in absolute control of *The Empty Way*. *Juggernaut miniseries*

Engineers, Federation: *Federation Engineers* are famous for their work, repairing almost anything, getting bases occupied, making bridges, and so on. Generally, they are non-combat crew. *New-Earth miniseries*

Exodus Week: As with clerical law, the Outer-Worlds celebrate a week remembering the exodus from Earth, to the newer Outer-Worlds, such as Rambus. *Templar miniseries*

Expedition Fleet: The Boguard fleet, of 4 ships, including a Man-O-War, which goes out on a mission for a designated predetermined objective. A total crew complement of up to 200. *Templar miniseries*

Express-undertube: The name given to the underground magno-rail link, that bridges Jilta P.C. and its outer lying sister cities. *Juggernaut miniseries*

Far-Outer-Worlds: The worlds beyond the Outer-Worlds, and beyond the center of the Galaxy. The *far-Outer-Worlds* number in the thousands. *Juggernaut miniseries* [◀Return](#)

Far-saw, far-see: The ability to see something remotely from a distance, well away from the object to be seen. *New-Earth miniseries* [◀Return](#)

Farsen: A region of space with few planets, but ruled over, by the Federation. *New-Earth miniseries*

FCS: Federation Civilian Ship. The title given to a registered civilian vessel, within the Federation. *New-Earth miniseries*

Federation: Stands for The Imperial Galactic Federation, The Lordes Of All Worlds And Vassals Within The Domains Of The Galaxy. It has been the governing body that ruled the Galaxy after the CCP. *New-Earth miniseries*

Federation: 1. The Imperial Galactic Federation (IGF), The Lordes of All Worlds and Vassals within the Domains of Santonia Galaxy (Santonia - Quadrant 451f or New General Catalogue 9154 Galaxy [Terrestrially termed *Galaxy*]). 2. FEDERATION - formally established in the standard year 13,576 upon cessation of the Santonia Wars of 13,331-574. Federation saw an end of 116,158 separate intra galactic domains of varying strengths. 3. Galactic political unification through federation after 120,000 years of varying peace and interplanetary warfare. *New-Earth miniseries* [◀Return](#)

Federation Fleet Command; 1. (IFFCo – Intragalactic Federation Fleet Command) The military command of the Federation fleets. On planet armies aren't subject to IFFCo, but come under Planet Military and Guard – PMG, the military force over guards, and guardsmen and on-planet troopers. 2. IFFCo pronounced "if-co", is the vast interstellar military arm of the Federation. It's represented on all planets. 3. IFFCo doesn't usurp the sovereign power of the royal sectors, and the sovereignty of each sector was senior to IFFCo, until the arrival of the junta that ruled the Federation, then IFFCo became senior to civilian authority. *New-Earth miniseries*

Federation Sectors: See attached front map. The sixteen Federation Sectors are: Hymondy, Maluka (Maluku), Pilik, Timbor, Penec, Centor, Qilto, Siltonia or Silt, Tilk, Patua, Serene, Penetia, Kalanon, Celtronia, Kantee and Farsen. Farsen did exist until taken by neighboring hostile sectors of Qilto, Penec and Pilik. Each sector is made up of provinces. *New-Earth miniseries*

Feelup: Small furry *Martian* mammal, which lives in trees. They are dark colored, with small bushy type tails. They are similar to what would be a cross between a domestic cat and a squirrel from Sequetus 3. They appear friendly, show affection, though timid. They have communications skills to

other species, and have an apparencey of mental reading. While feelups can be tamed, they aren't considered a domestic animal. *New Earth miniseries* ◀[Return](#)

Ferry-copter: A four-bladed rotorcraft that carries up to ten passengers. Various sizes. *Juggernaut miniseries*.

Felice Karo: See Karo, Felice. *New-Earth miniseries*

Felicia: Capital of the province Felince of Tors. Population 17 thousand. Tropical, but known for heat. *Juggernaut miniseries*

Fibrerail: The train That's used, through the tunnels of Yaltipia. The railcars are pulled up and down the canyons, more for vertical travel, but also lateral, to a degree. *Templar miniseries*

Fighters: 1. Fighters are the only real defense craft against interceptors. They are non-atmospheric and short ranged, and very fast. Usually they are quartered on carriers, cruisers or destroyers. 2. *Fighters* have a complement of one pilot with sometimes a second co-pilot.

Two more of the *fighter* crew remain at the carrier, so each fighter has a tight assigned squad of four personnel. Fighters further have allocated to them, a general staff of seven more support crew (cooks, doctors, administration staff etc) on board a carrier, cruiser or destroyer. Thus each fighter carries ten to twelve personnel. Also see *carriers* for more data. *New-Earth miniseries*

Final Battle: BS 26 That battle which was waged around Earth as the last battle for the *Federation Alliance* against the *Far Federation*. It was after the Alliance had fallen, subsequently to Jilta being taken. Those not under the *Far Federation* gathered around Sequetus for one last stand. The Alliance forces were outnumbered 10 to one. *New-Earth miniseries*

First Fleet: The First Fleet was those first ships bringing the pioneers to the new worlds for settlement. Each planet had its own First Fleet. Those who came on the First Fleet were revered. *Templar miniseries*

Flashscan: An instant scan of human details taken with multiple bands of light. The scan checks for life in what is being scanned, as well as other details such as finger prints, palm prints, foot prints, iris recognition, facial recognition etc. People aren't always aware they have been flashscanned as these are used in docking bays, banks,

stores, airports, trains, and even highways. *New-Earth miniseries*

Floater: Originally, a registered trademark, but now the term is used to mean any low speed city vehicle that can reverse gravity. (The polarity of broadmatter is reversed in series so that gravity phenomenon is defied.) The effect is that a floater can float any distance above a planet. Governors are placed on the vehicles, which control the floaters' height limitation, such as 20 pacs, 50 pacs, 100 pacs, 200 pacs. *Templar miniseries* ◀Return

Fluid-wellness: Given to any crew in the infirmary who are ill aboard Federation military vessels. It consists of protein mixes, vitamins and carbohydrates, depending on the body type. There are a dozen varieties, and within those types, various strengths. *New-Earth miniseries*

Fransibar: Planet Capital of Orbat, of the Karo System, of the Pleiades. Population fifty-eight million. *New-Earth miniseries*

Free-area: Slang for a place *free* of tight discipline. *New-Earth miniseries*

Free Areas: 1. *Areas*, which are *free* from certain codes of military law. Often found as the recreation areas of military personnel. 2. *Slang - Free Areas* are also civilian commercial areas, of trade. *New-Earth miniseries*

Frigate: A warship by the Templar movement, which was brought into being, to counter the piracy against its colonies. It had up to 45 crew. *Templar miniseries*

FSS: Federation Service Ship; the title given to each military ship in the Federation. *New-Earth miniseries*

Fundamental form: The original form that populated the Galaxy long before changes that adapted the body to environmental requirements. "People from Earth have *fundamental form*." *New-Earth miniseries*

Fundamentals: The *New World Doctrine* followers refer to as being from the Temple and who have lost their way. *Juggernaut miniseries*

Future: The Boguard understand the universe to merely be a series of *nows*, lasting a very short duration, and that when all the *nows* are run consecutively, then life appears to exist, like a stream. However, as the life of the Boguard is

considered separate to the physical universe, and actually in not part of it, then the Boguard, theoretically, isn't controlled by time. It's the belief of some Boguard that they have already lived many lifetimes in the past, and, also in the future. Whilst some can easily recall their past identities, some believe they may also recall their future and alter the future thereby and thus have an effect, on the present.
Templar miniseries

Galactic Council, Boguard: It's the Council's sole purpose to guide the future of the Galaxy towards a path of greater survival. *Templar miniseries*

Galaxy: (*Terrestrial*) *The Milky Way* is the *Galaxy*. *Galaxy* means *milky way*, and it also means the universe. Once there was thought to only be all the stars above in the heavens and they were in this Galaxy, called the Milky Way. There was no other Galaxy other than this Galaxy. There is no other name for it than above. Later on other galaxies were discovered. Thus you will read the term Galaxy as capitalized and it means the Milky Way, the Galaxy that Earth is part of. *New-Earth miniseries*

Gandin, Guard Instructor: Boguard leader, who lead the assault on Mount Drapper in Sleebo, against the pirate base.
Templar miniseries

Gangels, Mount: The tallest mountain in Jilta, 250 Ks due west of Jilta PCC. Height 4,289 pacs, said to be home to the gods of Jilta. *New-Earth miniseries*

Garato: The Nalpan martial art of fighting, with rope and wire. *New-Earth miniseries*

Garnow: Local villager of the Handart village of the planet *Tors*, who befriends Jaron and helps him, after he was saved from an assassination attempt on Palbo. *Juggernaut miniseries*

Garule: Boguard, who, with Trabune and Arden Keote tracked Chelo Bade to Mortifor, from Carridan City of Jilta. *Juggernaut miniseries*

Gavii fruit: A tangy melon fruit that originated on the planet Paxel. Now common on most water planets and commercially grown, for market. Its fruit is often crushed for juice extracts and is a strong source of vitamins and minerals, notably vitamin B3. *Juggernaut miniseries*

General Surgeon: On a ship or a military base the head of the medical corps was called the General Surgeon. *New-Earth miniseries*

Goddess Of War: Amy of Rambus, *Goddess of War*, was a short lifer, from Rambus. To some, she became a godlike deity. (*Terrestrial*) 2. Athena was one such goddess—, so was the spear carrying Ankt of Egypt. Annouke, elder *goddess of war* of Egypt-, Andraste of Celtic Britain, and Anahita of Persia. There have been others. *Juggernaut miniseries*

Gods of Jilta: 1. From mythology, dating back 15,000, who were said to be the ruling class and who ruled the world from Mount Gangels. 2. A saying, exclamation of emphasis. *By the Gods of Jilta...* *New-Earth miniseries*

Goldor: Administrative Member of the Confederated Council of Planets. *New-Earth miniseries*

Goren Torren: 1. An independent, of Lorde Hymondy III. He graduated in Galactic Law at Academia Alson before being accepted into the School of Independent Learning of Jilta PCC. Once he had completed his apprenticeship, he finished a mandatory one year in the Federation Guards in a neighboring system, before returning for his *independent* internship. He was the youngest intern cadet and graduated with honors. He once was married to Navia Charlton. Other relationships unknown. He inherited his family estate early in life. No siblings.

2. Torren comes from old Jiltanian, *torre* or *torenza* meaning *heavy rain*, and Goren comes from *gore* meaning to *fetch*. *The addition of the letter n* is to indicate it's a masculine word. So Goren Torren would mean the man who seeks to make the heavy rains, or the one who breaks the drought.



VIGIL

Above: Goren Torren stops the assassin's bullet in mid flight.

3. *The Independent*, as prophesied by *The Early Works* as Magi.
4. The personage as promoted by The Master Templar, and accredited to be the founder of the movement that grew later on. *For more history, see the NEW-EARTH SERIES.*
5. The foundation Temple for the Houses of Torren. See definition of *Temple*. *New-Earth miniseries*

Gragon Weed: A poison plant, found on Palbo. Its properties, when ingested bring about a hypnotic state, whereby a person becomes easily suggestible. *Juggernaut miniseries.*

Gralgol Maximons: Most senior Talkron, on the Kantee Planet. Aged 1279 Standard Years, and not from the Kantee region. He took over the operation of Kantee centuries before this story began, after several royals – such as Hymondy and the Duke of Kallon – never returned for rejuvenation. He has been administering the Talkron operations, for almost a millennium. *Juggernaut miniseries*

Grand Council: The highest ecclesiastic body of Templars, convened to adjudicate accused crimes, against the Temple. *Templar miniseries*

Grangow plant: A common plant, growing seven pacs high, in the temperate regions of Tors. There are over twenty varieties. The plant is used to build huts by natives and also used for fashioning implements. *Juggernaut miniseries*

Grango fruit: (*Pronounced Gran-goh*) The fruit from the Grangow plant. Common on Outer-Worlds, but not common in the old Federation. It's a yellow citrus-like fruit, with thick skin, tangy sour juice and high in fiber. *Juggernaut miniseries*

Grason: The being that met Amanda and Jaron, in the planetoid Yildon of Six Worlds. Grason is a life form known as *Angalian*, a pure race, not native to the Santonia Galaxy. *Earth Syndrome miniseries* [◀Return](#)

Graviton: (*Terrestrial*) Is the force of gravity, and for many it's described in theory as a particle. *New-Earth miniseries*

Great Hall: In the Jiltanian Palace is the Great Hall. It was designed and built by Jiltanian architect Gioveni Gabalo and

is 1,275 standard years old, predating Federation royalty.
New-Earth miniseries

Great hall: The great hall is a Templar tradition, whereby many temples would have a *great hall*, based on the Great Hall of the Palace of Jilta. *Juggernaut miniseries*

Great Holy War: As described in The Early Works there would be a holy war unrivalled in history that would set mankind straight again. Here mankind had a new chance after the war to take a higher place in the existence of things. *New-Earth miniseries*

Great Palace: The Palace of Jilta that was taken as residence by the Jiltanian leaders. It was once the home of Lorde Hymondy III. More recently the Master Templar resided there. It originates from the time before the Confederacy. Estimated as 1,780 years old. *New-Earth miniseries*

Great Search: After Goren Torren vanished one of the biggest searches in federation history was undertaken. The search wasn't limited to just Sequetus as there were purported sightings in other systems, but there were none that proved true. *New-Earth miniseries*

Great Sharman: The first was John Anderson of Sequetus 3, who fired the assassin's bullet that created the legend of Goren Torren. After the assassination was foiled Anderson hid and then joined the army. He was lifted off the planet by Letone to a higher status, but was then back on the planet, running the Temple Movement and was Torren's representative on Earth. Each subsequent Great Sharman has been Torren's representative in the Galaxy. There are other Sharmans, one for each major planet, which have the status of one hundred temples or more under them. *New-Earth miniseries*

Greendale Health Retreat: A 1,500-bed mental health retreat on Palbo, situated 45 Ks outside of Palbo City Centrum, the hub of central interplanetary government of Palbo. The retreat comprises 17 buildings, over 300 nurses, psychrons and psycho-surgeons, and over 200 administrative staff. It sits on 15 square kinopacs of land, has its own airport and security forces and a small weapons depot. *Templar miniseries*

Greetonne: Village of Tors. Population 456. Long lifers. Primitives. *Juggernaut miniseries*

Groundflight: ® A vehicle used on a planet's surface. *Groundflights* can elevate two pacs above the ground. A *groundflight* seldom carries more than eight persons or that equivalent in cargo. Manufactured by Resilient Industries Inc of Jilta. The Groundflight model was the center piece of their production. *New-Earth miniseries*

Grunn: Talkron representative leader on the Palboan mission to the far-Outer-Worlds. Estimated 1,357 years old. After Sandrist, he has been captive in the mental universe of Amy of Rambus. *Juggernaut Series*

Grut: A curse word of the Federation. It came from the Confederated Council of Planets administrative planet Tilan. A grut was an instrument used to artificially inseminate wild animals, with outer planet genes, for domestication purposes. *New-Earth miniseries*

Guard Instructor: A high field rank in the Boguard, below Captain. *New-Earth miniseries*

Guardsman: The basic military personnel on a planet. *Guardsmen* are contracted and are mostly on the planet and less likely to see military action. They have defensive roles. They can be used as a supplement for local law and order. They can also be found on ships and remote bases during times of low conflict. See also Trooper. *New-Earth miniseries*

Gyrocopter: A single seated autogiro, which is a form of aircraft, which has freely rotating horizontal vanes and a propeller. The difference with a helicopter is that the vanes of the gyro aren't powered but instead rotate in the slipstream. The power of lift comes from the propeller in front. *Templar miniseries*

Hallowmen: The term given to Corduke Special Forces, which work under extreme conditions. There are two divisions of these only, in the Galaxy. They take orders strictly from the Master Templar himself. Their purpose is to rehabilitate life, find it where it's distraught, and free it. *Earth Syndrome miniseries*

Halz: The term to represent something bad. In ancient Jiltanian mythology, Aqin, son of God Zoltro of the mountains was kept captive in an underground prison, in Mount Halz by Zoltro's enemy, named Lansider. Lansider kept Aqin alive for 25 years, some said under constant torture, until Zoltro relinquished his status as head god. Aqin was boiled alive and it was his skin that was given back

to Zaltro by Lansider that made Zaltro give in. Lansider was never caught but was always there, potentially waiting to take what was important. So there are phrases such as *hot as Halz, as bad as Halz*. *New-Earth miniseries*

Harvester: The large multi -story machine, which extracts bauxite from the surface of the planet, Rambus. H1 means simply Harvester 1. There are five or six harvesters on Rambus. *Templar miniseries*

Heat seeking nose: Particle guns can be equipped with a heat sensor, which enables the particles to target the warmest parts of a body, the heart or brain. The heat seeker is accurate tor 20 to 30 pacs at 5 degrees. Settings can be changed. Standard trooper issue. *New-Earth miniseries*

Health Retreats: The retreats set up by the Bank to treat those who disobey their commands. See series deprogramming to understand more about what is done to people at these retreats. Detention centers would be a better suited name, than health retreats. The physicians overseeing those treated therein are psychrons. *Templar miniseries*

High Parade Dress: Parade dress with campaign bars, medals, honors, distinctions knives, and awards worn over Parade Dress which is a quality shocksuit. Parade Dress has gold braid for rank on top, of a standard shocksuit white issue uniform. *New-Earth miniseries*

High-holiday: The day of remembrance in the Temple, reserved to remember Lorde Torren and what he stood for. *Templar miniseries*

High-volves: Native animals, that are notoriously vicious, on the peaks of Sleebo. Hibernating carnivore that has a 25 year life span, weighs the same as a man. *Templar miniseries*

Highwater TM: Water combined with minerals, vitamins, and body-salts and with the citrus fruits of Jilta, sold commercially and made from similar fruits in different sectors. Made by the Highwater Company of Jilta. *Templar miniseries*

Home: Residential headquarters in LA of Goren Torren, Boguard and household staff in Beverly Hills, California. The initial property was 3 acres, but was extended to 5 acres with additional purchases of neighboring properties. *New-Earth miniseries*

Hot-Pack: A survival pack, in which food is placed and heated by a blast cartridge. This was first developed by the Confederated Council of Planets and little changed, through the passing millennia. Origin unknown. *Juggernaut miniseries*

House of Torren: Part of the Temple Movement. Each House represents one of the Temples of the Templar movement. House of Torren, House of Charlton and so on. See *Temple*. *Templar miniseries*

Hymondy: 1. A Royal Lorde of the Federation. With rejuvenation he has reigned over Jilta since its conquest. Lorde Hymondy III of Jilta. His refusal to accept the status quo, and his keen appreciation of what wasn't right, enabled him to expose the happenings on Earth, and this led to great changes in all sectors of the Galaxy. 2. The patron of Goren Torren of Jilta. 3. Hymondy III means that he had gone through three rejuvenation procedures. *New-Earth miniseries*

Ibolu, IP Cruiser: Palboan Imperial Cruiser, with 40 interceptors, 290 fighters, and 3,678 crew. Saw action off far-Outer-Worlds and Sequetus 3. *Juggernaut miniseries*.

IFFCo: Intragalactic Federation Fleet Command. See *Federation Fleet Command*. Pronounced: "if-co" *New-Earth miniseries* [◀Return](#)

Ikerus, I.P. Destroyer: Palboan (Imperial Palboan) destroyer of 754 crew, six interceptors and forty-eight fighters. Built BS 745. *Juggernaut miniseries*

Imperial Federation Warp Drive Bank: The organization, which control the transport regulations and lease agreements of the Federation Warp Drive systems. They are an all-powerful body that predict and plot the expansionist policies of the Federation. They are the instrumental power behind the Federation, as without it all commerce and military travel would effectively cease. See also *Warp Drives*. *New-Earth miniseries*

Imperial Templar Guard: A crack guard of 1,000 top guardsmen, chosen from the Temple Guard of Palbo, situated on Palbo who swore allegiance to the Temple and their Officer in Chief. *Juggernaut miniseries*

Independent: 1. A contracted vocation of intelligence gathering and sometimes action amongst the royal families of the Federation. 2. A license is required after a five year internship, in which is possible to enter after completing a

prior tertiary degree, *independent* schooling and apprenticeship. The quota for *independent* licenses is low. 3. Most *independents* have a non-military background, though this isn't mandatory, but they must complete one year's duty in an alternate defense force prior to acceptance. Most sectors have reciprocal exchange programs whereby *independent* students are permitted into off-world training programs. *New-Earth miniseries*

Independent, the: *Short for:* the Independent Goren Torren. (Now capitalized as Independent) *New-Earth miniseries*

Instructor: A Boguard high field rank. It's below Guard Instructor, but above Officer. *New-Earth miniseries*

Ing-Lysh: The English language, as pronounced in the far-Outer-Worlds, after exodus from Earth. It is a phonetic language pronounced as English, but written in Standard Galactic phonetic symbols. *Earth Syndrome miniseries* [◀Return](#)

Interceptor: 1. A winged space craft that can stay in space or enter atmospheres. It's the prime attack craft of the Federation.



It carries atomic warheads on its rockets. Manufactured by various corporations, the most common is Fair Space Industries Inc. The interceptor was the fastest of all Federation military attack style vehicles.

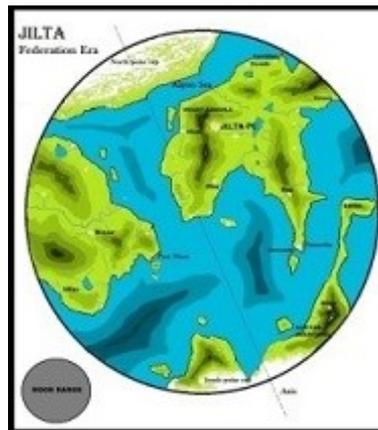
2. There were many models of interceptors, depending on the region they were to be used in. Various ones were wide bodied, some narrower. Some had more or less rockets. The variance depended on the gravity and the expected atmosphere the craft was to encounter. *New-Earth miniseries*

Jaron: Born 985 BS in the north east Amazon of the village Manquin, of Sequetus 3. Married Sheril Brud, also of the Amazon, but in Yaltipia 1002 BS. They had one son, named Yandra. Jaron became Boguard Leader rank, in 1015 BS.

On Greetonne village Jaron is known as the god Bailock. He married Anki, daughter of the Master Templar after assuming the Palboan Cordelloship, and had four children to her, two of which died at the hands of the Talkron shortly after their births. The two children of this marriage who survived him are Tubin, (son) and Akeala (daughter).
Juggernaut miniseries [◀Return](#)

Jenny Wanten: Resident terrestrial anthropologist in Western Australia. Instrumental in assisting Independent Goren Torren in his *estimate* of Earth. Graduated University of Western Australia 2013. Deemed a Minor Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Jilta: (Pronounced *Yilta* in English) Is the Royal Planet in the Hymondian (now Jilta) sector. It's the center of the sector and the residence of Lorde Hymondy III. Population half a billion.



Jilta is a watery planet with oceans over half its surface saturated, 11 continents, frozen polar regions, and some deserts.

Before the Hymondian Realm Jilta was a prominent hub planet of a small province of the CCP. *New-Earth miniseries*
[◀Return](#)

Jilta P.C.: P.C. stands for Planet Center and is the capital city of the planet. Population 1.2 Million. *New-Earth miniseries*

Jilta P.P.C.; *Jilta Prime Planetary Center, Jilta PCC,* the inner center of Jilta PC, the capital city of the planet *Jilta*, where the government administrative offices are.



Jilta PC layout.

Population 210,000 (Note; to pronounce *Jilta*, it's necessary to pronounce the *J* as a *Y*, so the reading of *Jilta* is pronounced *Yilta* in Standard Jiltanian speech. This pronunciation is a local dialect of Standard Galactic.) . *New-Earth miniseries*

Juggernaut: Any blinding idea for which people are prepared to sacrifice their lives forsaking all else. *Juggernaut miniseries*

Junta: A military – or political – group that by using force, have seized power. *New-Earth miniseries*

Ks, K: Kinopac, a thousand pacs, over a kilometer long. Also used to mean kinopacs per hour. *New-Earth miniseries*

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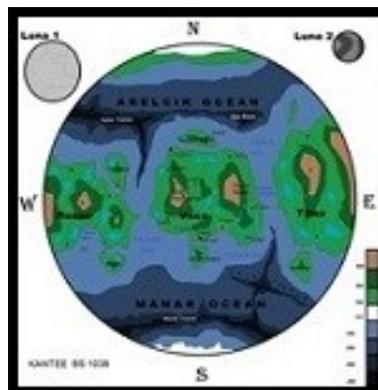
Kalanon (Kallon): Reluctant ally of Jilta. Kalanon was the Duchy of Kalanon, a relatively small sector. Its royal was the Duke of Kalanon. At the end of the Battle of Sequetus 3 he arrived in Sequetus to support Hymondy. *New-Earth miniseries*

Kalo: 1. Mild stimulant pick-me-up bean roasted and ground, that when mixed with hot water is a popular drink. 2. Very popular drink around Jilta. 3. A Jiltanian equivalent of coffee. 4. *Kalo* is from the underground root, a legume, of the *kalo* tree. The “beans” are roasted and ground. Depending on the soil conditions, the taste and aroma may change, but also the ratio of ‘bean” to root ratio depends on the stimulant effect. Kalo beans can also be eaten whole, similar to Earth peanuts, which are also a legume. 5. Kalo as a drink can be taken black, or mixed with creamer, sweetener added, or mixed with alcohol. It can be put into cakes. 6. The kalo industry was once a prime industry on Jilta, ranking only second behind learning. 7. Tradition has it that the kalo tree was a gift from the head god Zaltro, to

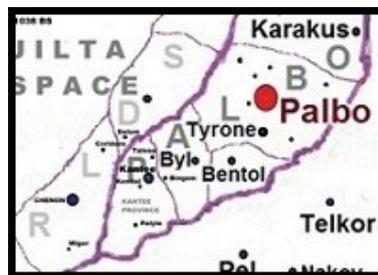
his son. 8. It's said on Jilta that a drink of kalo a day, leads to good health and long life. *New-Earth miniseries*

Kangas Squad: Crack intelligence squad, of the Cordukes trained to do almost anything. One thousand elite persons. Operating out of Jilta, only. They take a special oath. *Juggernaut miniseries*

Kantee Planet: Kantee planet. The remnant of the Kantee Sector before it was taken over by Palbo, as the ruling planet of the system. Kantee is the old capital of the system where the royals originated. *Juggernaut Series.* ◀Return



Kantee Sector: One of the inner sectors of the Galaxy. Home of the royal bloodline and separate race known as Royals, who provided the push to form the Federation. While the Royal race didn't seek a dominant role in the Santonia Galaxy, they were forced to rule it – benignly – or suffer the consequences of being overwhelmed by increasing wars and skirmishes of neighboring races of the Confederacy. *New-Earth miniseries*



Kanut: Southern Continent of Palbo. Named after the explorer, Kelmet Kanut. It's the mining continent of Palbo. *Juggernaut miniseries*

Karakas: 1. A planet in the Outer World province of Belamore. In the Hymondian Sector, and in from the Penek Sector, its nearest neighbor. *New-Earth miniseries*

Karo, Felice. Pleiadian daughter of the Governor General of the *Karo Series* of the Pleiades.

Later, became Boguard and captain of the Boguard during the Battle for Centrecom, and battle of Palbo, where she excelled. She transmuted when she rehabilitated her otherwise lost abilities when training as Boguard. Said to be the duality of Goren Torren and just as important.

She is deemed and titled as one of the Temples of Sequetus 3. (See the definition of *Temple*.) *New-Earth miniseries*

Karo, Series: A series of 27 planets within the Pleiades, otherwise unknown to the Federation or the CCP. It has five of its 27 planets habitable, including those it's terra-forming.

There are two races, the original Aaron, otherwise known as Boguard, on Yaltipia, and the Pleiadians, who arrived, after fleeing Earth in their long forgotten history, and who set up a new life, on Orbat. *New-Earth miniseries*

Kelvin: (*Terrestrial*) Temperature measured in the same as degrees Celsius, but where absolute zero, where there is no temperature at all, is zero on the Kelvin scale.

0° Kelvin = -273.15° Celsius *New-Earth miniseries*

Keote, Ardan: Ardan Keote was a boyfriend of Chelo Bade, a mining engineer, 278 years old, graduated Academia Gansol with honors. Works for Geodeck Att. El mining, Jilta. *Juggernaut miniseries*

Kick-bucket: 1. A mildly disrespectful term, given to ordinary crew drifters on Palboan ships. *Juggernaut Series 2*. The term for deckhands, on Palboan seas. It simply comes from the image that when one is upset, he can always go and kick the bucket, sitting outside the door. Originally used in the Palboan movie, *Sultry Seas* made BS 876. *Juggernaut miniseries*

Kildon, Canning Captain: Fleet captain of the Talkron lead cruiser fleet, that failed, off of Sandrist. He was from Palbo PC, and 398 years old at the time of Sandrist. Married twice, with three children. *Juggernaut Series*

Kinopac: 1. It's exactly 1030.91 Meters. 2. A thousand pacs. Kinopacs is abbreviated to Ks. 3. K, slang meaning kinopac or kinopac per hour. *New-Earth miniseries*

Kintecs Province: A former industrial and technological planet famous for its intelligent computers before the Medallian Rebellion. It's now in the Hymondian Sector. *New-Earth miniseries*

Kol: Boguard who traveled with Ardan to Mortifor. 569 years old. Highly distinguished. *Juggernaut miniseries*

Kul: A transport beast known for its cussedness. It can carry the weight of twenty men, over rocky ground. *New-Earth miniseries*

Kuro: 1. Kuro is a black feelup from Mars, its species preserved in the pyramid at Cydonia. 2. She is a Martian black feelup, befriended by Akeala and Jaron. *Feelups* can be domesticated. 3. (Terrestrial) In means *black* in Japanese. *Earth Syndrome miniseries*

Kwankindo: The martial art of unarmed combat. Taught in most military schools in Jiltanian Out Worlds. *New-Earth miniseries*

Lallow: - The word comes from the minute sound of its wings, Lal-loh. The lallow can live two years, and adopt the colors of various fungi for repelling enemies or attracting mates. They are a sign of good fortune and cherished by the Aaron. Many Aaron cultivate small sections outside their homes certain fungi the lallow feed upon, to attract them. The local lore says that while the lallow reside in the labyrinth of caves below Yaltipia, so can the Aaron. *Templar miniseries*

Lanis, Lyn, Midshipman: Junior officer aboard the Destroyer Yalo. 20 years old, from Sandrist. *Earth Syndrome Miniseries* [◀Return](#)

Last Battle, The: *(Also see Final Battle)* This was the last stand by the Federation Alliance against the Far Federation. There were no other battles after this. The Alliance totally fell at this point. Twenty-three ships were destroyed in this battle, and it was the first time the Alliance had confronted the enemy face on. *New-Earth miniseries*

Leader: Boguard field rank below *Officer* and above *Boguard*. See *Boguard rank*. *New-Earth miniseries*

Letone: *(Historical information only)* A Guard Instructor of the Boguard, Commander of the Boguard. He was assigned to Lorde Hymondy III of Jilta. He is seen below in the Wanted

Poster. He died (presumed) in BS 27 when *Home* was raided by Earth intelligence agencies.

He was born on Yaltipia, age unknown. He was in charge of security at ACI under Goren Torren in California, Earth. He was also in charge of the mission that captured Anderson from the Wright Patterson Air base and brought back the dead alien Tog from the crash retrieval.

He was loyal and believed in the freedom of Sequetus 3 to maintain its own sovereignty without interference by external forces. A statue was erected in his honor in Los Angeles. He never married, no offspring known.

Deemed by the Templars as a Temple of Sequetus 3. *New-Earth miniseries*

Life-force: (*Terrestrial*) That spiritual singular existence that gives energy to a living organism and which does its computing and decision making. *New-Earth miniseries*

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Life suit: A pressurized, helmeted space suit. *Also lifesuit.* The suit can be worn in space with no atmospheres, toxic atmospheres and even atmospheres such as Venus, which has sulfuric acid clouds. The same suit can be worn underwater and is good to 180 pacs. Made by many manufacturers on many planets. *New-Earth Series*



Lift: (*Terrestrial*) Elevator. The terms are interchangeable. Lift is more English and elevator is more American. *New-Earth miniseries*

Long-lifers: 1. A slang term meaning someone who would normally live a long-life, as distinct to some planets, which produce short-life humanoids. 2. A long-life is 250 standard years or more. Short life is less those 250 standard years. 3. See *Genesis* for a list of prior long-lifers of Sequetus 3. *New-Earth miniseries*

Lorde: 1. Lorde, meaning a title of trust, and honor, used by royalty and high ranking religious officials of the Federation. 2. (*Terrestrial*) Old English 1200 – 1300 The spelling of lord was lorde, along with other spellings in England at that time. From *Hlaford* means *bread-keeper*. *Juggernaut miniseries* [◀Return](#)

Lotta: A flesh eating predator from the mountains of Jilta. Protected species. The most similar mammal on *Sequetus 3* would be the Bengal tiger in size and habitat. *New-Earth miniseries*

Macrod Curr: 1. Boguard who works under Jilta within the tunnels and befriends Ardan. Macrod Curr seems different and more able than other Boguard. He then is sent on mission to bring Akeala to Yaltipia, and then to unite her and Lorde Jaron on Sandrist. 2. Curr means *above men*. The word Macrod is a word from a local old Yaltipian dialect for *can't be equaled or beaten*. *Juggernaut Series*

Magi, The: From *The Early Works*, one who has redeemed his natural inherent abilities of life, who will lead the Galaxy away from a hidden tyranny. Goren Torren became the Magi of the Early Works. *New-Earth miniseries*

Magi: (*Terrestrial*) 1. The fourth century BC the Greeks saw the magi as being associated with the Zoroastrian religion of Persia and the term became synonymous with practitioners of magic, astrology, and higher knowledge. The Gospel of Mathew refers to magi being the *wise men of the east*. The number three (three wise men) was added perhaps a thousand years later to the English version. 2. The Old Chinese word for magician, wizard, is *m'ag*, coming from *magi*. The Old Chinese symbol for this is the following cross: (A cross with serifs: ⊕) The point being is that the term has crossed from China to the far West and generally means people who have wisdom and who can perform real magic. 3. The term illusionist, or one who performs tricks, to make people believe the magician is performing a real feat came during the Hellenistic period of Greece, when the term magician was applied by skeptic thinkers. This term

survives today in the English words magic and magician.
New-Earth miniseries

Magnaplate: *n.* The flexible plate threads that are electrically locked into polynylop. When woven into nylop and charged, the impregnated nylop adds dramatic strength and endurance to the wearer. *v.* magnoplating. *New-Earth miniseries*

Magnoclamps: ® Clamps which hold vehicles in space stationary to each other, and lock them together. They are used particularly on interceptors when they dock for refueling and need a quick turnaround. Magnoclamps are made by Standard Solid Industries, of planet Peel. *New-Earth miniseries*

Magnopolop: A non metallic resilient compound that has no magnetic properties. *New-Earth miniseries*

Magnetube: High speed rail, that travels a top speed 500 to 780 Ks, per hour. The trains at these speeds are held down on the track magnetically, but also held off the rail; magnetically. They are faster and more efficient than flight. *New-Earth miniseries*

Makka, Roddy: Corduke operative, in the southern seas of Palbo. 138 years old, origin Palboan. *Juggernaut miniseries*

Maluka, Lorde: A Royal Lorde who rules the Malukan sector, originally from the Kantee Sector. *New-Earth Series*

Maluka, also Maluku: The main central and Royal Planet of the Malukan Sector. Famous for its industrial products, and engineering skills. The Malukan sector was once larger than it's now and was the sector that Sequetus was in. *New-Earth miniseries*

Mangow Plant: A common plant around Tors. Often the pronouncing of the word *mangow plant* is used a unit of time on Tors. The plant is used a source of green food, clothing, timber.. *Juggernaut miniseries*

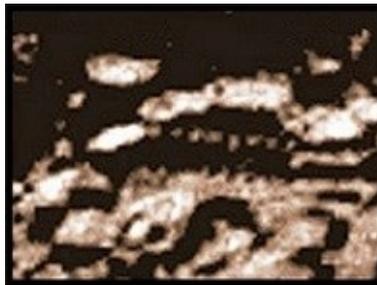
Man-O-War: The Boguward warship, which works in harmony with its crew, as though the ship itself was a living life-force in its own right. It works on thought rather than mechanical operation. The man-o-war varies in size up to a hundred crew, and can be as small as twelve crew. *Templar miniseries* [◀Return](#)

Marinta Clay: Cordello of Jilta and head of the Corduke network BS 10052 - 62. Short-lifer, aged 54. *Juggernaut miniseries*

Mars: (*Terrestrial*) Mars has a history, of being thought of, having an alternative civilization to Earth. Today there are many who would argue that the planet is less of an enigma than it once was.



However, with the advent of the Internet there is perhaps even more mystery. There are reported buildings found on Mars. Some are hoaxes, yet some are worth a close look at. The above and below are photos from scans over the planet. Below is a blown up section of above.



Today with high-resolution photography, and with Google Mars, new data is being discovered adding to the controversy.



The picture above is from Google Mars and shows a crater that seems deep with water. The larger picture (see notes at back) shows the waterline, the water draining down into the crater. Even the spill from the smaller crater above it, can be seen draining down. See notes. *The Earth Syndrome*.

Mars Base: The scientific expedition base on Mars, set up by the Federation, on Sequetus 4, in the Cydonia region. Its

job is to monitor the Sequetus Series, for Scientific purposes. *New-Earth miniseries*

Marshal: The senior military rank in IFFCo. The rank of Marshal in order downwards is.

Defense Marshal - five stars, Ranking Marshal - four stars, Reserve Marshal – three, Marshal - two and one stars. *New-Earth miniseries* ◀[Return](#)

Masters: The self-proclaimed creators of life such as Togs, beyond the portal. *New Earth Series* ◀[Return](#)

Master Templar: The ecclesiastic head of the Templar movement. He was elected for life. The elected position had been male dominated since the movement began, but no rule to enforce so. The position is decided upon by a vote, by the Cordellos. *New-Earth miniseries*

Martone: Boguard on Jilta, serving in the Royal Palace, 1043 BS. *Juggernaut miniseries*

Matow: Planet previously known for its industrious work ethic, and manufacturer of galactic ships on its three moons, prior to its demise at the hands of the Patuans. *New-Earth miniseries*

Meedle: 1. A drink often served in the Malukan sector. It's distilled from barley and mixed with a cinnamon and pepper derivatives. It's served warm to hot, and highly alcoholic.
2. On Sleebo meedle is drunk extensively, easily made, and there are great competitions for who can produce the best. *Templar miniseries*

Megalin: Young four-year-old girl, of the Amazon Paqet tribe, gifted with native spiritual ability. Daughter of Palin and Turan. *Earth Syndrome Series* ◀[Return](#)

Mepat: Captain of the Boguard stationed at Jilta. His Excellency High Commander of the Boguard. See also the Great Manapet. He was deemed a Temple of Sequetus 3. See the definition of Temple. *New-Earth miniseries*

Merron City: On Palbo, a powerful city, that built cruisers and was the final manufacturing place of Warp drives. Population of 2.8 million. It was laid waste by Felice Karo, during the intervention of Sequetus 3. Getting Merron running again gave power to the Bank and Mirak did this for 150 years before being elected to the Board of the Bank.

After 45 years on the Board was elected to the Boards chief executive and administrator. *Templar miniseries*

Milky Way: (*Terrestrial*) This is the name of the galaxy the Earth is part of. It's referred to as *milky*, as that was what it appeared like when discovered. The rotation of the *Milky Way* is about 200 million years. There are 200 – 400 million stars. It's a spiral galaxy. Our Solar System is 27,000 light years, from the center of the galaxy. It moves in relation to other galaxies at 600 km per second. The oldest known star in the galaxy is 13.2 billion years old, and is the same age as the said physical universe. The *Milky Way* is surrounded by smaller satellite galaxies, as is its equivalent neighbor, the Andromeda Galaxy. The word for *milky way* in Greek, is *galaxy*. *Earth Syndrome miniseries*

Mind-call: A call mentally from one to another or all. A Boguard term. *Templar miniseries* [◀Return](#)

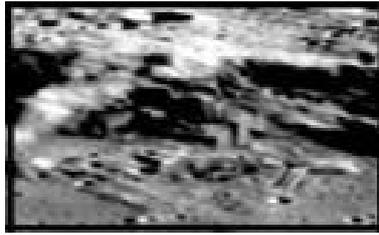
Mind-keeping: Either through drugs, hypnosis or both, a controller can control another mind, so that it will do only the controller's bidding. This is called mindkeeping. *Juggernaut miniseries*

Mind Register: A device used to measure thought waves. It worked around the fact that that force deflected energies directed at a living force, and this deflection could be detected electronically. The deflection changes, as the person thinks of positive to non positive thoughts, such as fear and anger. *New-Earth miniseries*

Minor Cordello: A Cordello, representing a Minor Temple, such as the Minor Temple of Wanten, who represents Kalanon. *Templar Series*

Mirac, Brandon: Head of the Imperial Federation Warp Drive Bank, the chief administrator, and once elected by the Bank Board, he has a ten year term of office. Already having being elected as President of Merron City – population 2.8 million, got him onto the board of the Bank. *Templar miniseries*

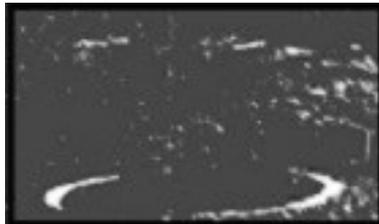
Moon: (*Terrestrial*) 1. The Moon is 356,410 km from the Earth at its closest point. It has a diameter of 3,473 km and has a surface gravity of one sixth of Earth with a comparative mass of only one to eighty-one.



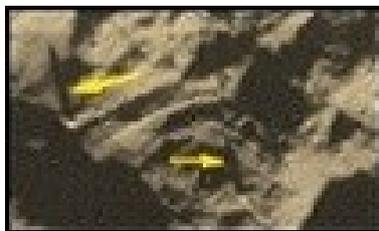
The difference between the comparative mass of Earth and the relative gravity is of unanswerable interest. Obviously, the moon is very unusual compared to the volume its mass takes up, so that the gravity of the moon isn't in line with its mass.



Here are photographs of the far side of the moon that have sparked comment in the book *Alien Agenda*, by Jim Marrs. Evidence is that the moon is much older than the Earth. Marrs cites evidence, that the moon is hollow, and that it was placed around the Earth 12,000 years ago. The far side of the moon, is constantly facing away from Earth.



This photo comes from Apollo 8. Below are the needles, now famous.



Earth Syndrome miniseries [◀Return](#)

Moon 2: The name given to the second moon, placed around Sequetus 3 (Earth). The moon was a third the size

of the original moon of Earth. It rotates at the same exact speed as the first moon, but is three times the distance out from Earth. Analysis gave the origin of this moon, likely as Saturn. *Earth Syndrome miniseries* [◀Return](#)

Morander Scott: From Taborack planet, short-lifer, and follower of the *New World Doctrine*. Son of Betty Murry and Stewart Scott. *Juggernaut miniseries*

Mortifor: The second station-city to be built. Three thousand years old. Built in space. Had over 150,000 inhabitants. *Juggernaut miniseries*

Mount Drapper: A mystical mountain in the Kendal Ranges of Sleebo. It's 18,000 pacs above sea level. It's permanently covered with snow, and its peak is weeks away from the nearest village, by foot. It's one of the remotest parts of the planet. *Templar miniseries*

New Age: The New-Age of Palbo, or Empire II, as some called it, then. It was a new reign of Palbo, over the other worlds. Mirac first used the term in a speech, to a crowd before he received his first programming. It was one of his last original thoughts. *Templar miniseries*

New World Doctrine: A set of principals adopted by Templars who had forsaken the old Federation as corrupt and departed from the original ways set forth, by Goren Torren of Sequetus. They believe the Temple to be the work of John Anderson, and not Goren Torren. The *New World Doctrine* focuses on the recorded lectures and what Torren, not the Temple, wrote. *Templar miniseries*

Niloglass: A synthetic, toughened, but very thin glass. Originally developed by Niloglass Industries of Jilta, but now made my many manufacturers. No longer trademarked. Juggernaut Series

Nylop: 1. A tough material That's used to create fabric, especially for use in military clothing and upholstery in galactic craft. 2. A synthetic material of Confederacy origin, easily molded, resilient to tear, but pliable. Often used in the manufacture of garments. *New-Earth miniseries* [◀Return](#)

Off planet: 1. The term used to mean leaving or being away from the planet. 2. Leaving to go into space, or to another world. *New-Earth miniseries*

Offplanet: Meaning not from the planet that one is on, from another place, off from this planet. *"Tomorrow, I go offplanet, for my holiday."* *New-Earth miniseries*

Off-worlds: A term used in the *Karo Series*, to refer to the habitable worlds, beyond Orbat and Yaltipia. *New-Earth miniseries*

Omm: The leader of Talkron for the Palbo region and sector. Over 500 years Standard Years old. *Juggernaut miniseries*

Ommandah: There were three races, on a rim planet, which had unique abilities. The first one was the *Ommandah*, the second was the Aaron, and the third was the Talkron. The *Federation planet Palbo persecuted the Ommandah*, after it learned their whereabouts. They vanished. The whereabouts of the rim planet was forgotten, possibly covered up, by the Aaron. *Juggernaut miniseries*

On planet, on-planet, and onplanet: The term used to mean going onto the planet from out in space or another world. *"I'm going on- planet from the cruiser."* *New-Earth miniseries*

Orbat: The chief planet in the *Karo Series* in the *Pleiades*. Standard gravity: 0.97, Water 68% of its surface, 267 million kpac from its solus. One of a binary pair of planets. *New-Earth miniseries*

Othersider: A term given by Man-o-Wars to those beings that are working with the Talkron. Also see the term volunteer in this instance. Also refer to renegade *Angalian*. *Earth Syndrome miniseries*. [◀Return](#)

Out synchronization, or out-of-sync: The term applies to the mechanism of misalignment, of sub atomic particles and time, when the Warp Drive fields engage. *New-Earth miniseries*

Out-Worlds of Jilta: The Out-Worlds of Jilta, also known as the Out-Worlds, are those worlds in the Jiltanian sector that were never truly conquered by the Federation, but which by treaty agreed to fall under it. *New-Earth miniseries*.

Outer-Worlds: These aren't to be confused with the out-worlds of Jilta, those small regions lying on the outer part of the Jilta sector. The Outer Worlds on the other hand are those worlds that fall outside of the Federation of the long-lifers. The outer-worlds were never inhabited, until the

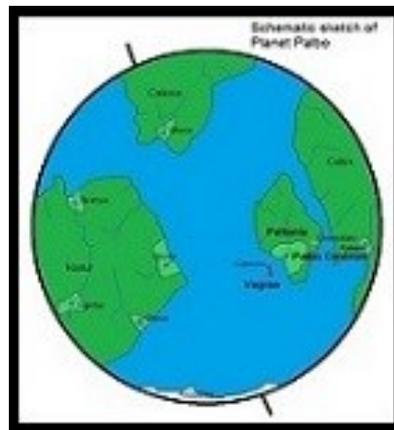
Temple or House of Torren pushed humanity out there beyond the earlier Federation limits. *Juggernaut miniseries*
[◀Return](#)

Ovid: 43 BC – AD 17 Roman poet: his full name is *Publius Ovidius Naso*. He is noted for his love poems, as the *Amaores*; his series of tales of mythological, legendary, and historical figures. *Earth Syndrome miniseries*

Pac: 1. Officially 1.03091 Meters (*Terrestrial*). 2. A length of standard measurement used throughout the Federation. 3. One pace or step. *New-Earth miniseries* [◀Return](#)

Palace Trust: A deed of trust given to the Boguard, by Lorde Hymondy III of Jilta, to care for the Royal Palace, and its occupants, until he returns, which he vowed he would. The trust was given 800 years before Battle for Sequetus 3. *Templar miniseries*

Palbo: In the Kantee Sector, the planet rose to prominence, due to it being the home and headquarters for the Warp Drive Bank. 38% water, not counting another 23% of frozen water caps. 12 continents, but with one supercontinent at the northern polar region. There are three native races on Palbo. Three moons, gravity 1.23. Oxygen 23%, nitrogen 75%. *Templar miniseries* [◀Return](#)



Palboan Empire: Under Brandon Mirac, the Palboan Empire was seized, and expanded, to include almost half the known inhabited planets, of the galaxy. 137 inhabited planets were under military control by Palbo, at its peak, by 1015 BS. *Templar miniseries*

Palbo Temple Palace: The palace erected in Palbo, for the temple, and built to surpass the grandeur and esteem, of the Royal Palace of Jilta. Built around 1,025 BS. It contains

1098 rooms, and has over five hundred staff. *Juggernaut miniseries*

Parrock: A hybrid bird of Jilta, domesticated prior to Federation. Source; Searfinders Index PP. 1239-43. *Juggernaut miniseries*

Past-lives: (*Terrestrial*) 1. There is frequent mention of past-lives in the sixth book of the NEW-EARTH SERIES. This phenomena of a past-life is simply a person leaving his humanoid body, as a spiritual life force, and getting another humanoid baby's body at its next birth. This is distinct to reincarnation, which allows for migration of the spirit between species. Past-life theory doesn't subscribe to migration between species and this is the concept used in this book, past-lives. *New-Earth miniseries*

2. Factually there are no such things as past lives, as such. A life is a continuum of the life force in the universe, and monitors himself, and it doesn't die. The body dies, but not the life-force, running it. So factually, the person has never lived and died a past life, he has merely lived and lived on, from a long time ago, to the present with different bodies. *Juggernaut miniseries*

Patua System: Planet system, nearest the Jiltanian System. *New-Earth miniseries*

Patu, Lorde: Ruler of Patua. *New-Earth miniseries*

Peel: Royal planet of Kalanon. Population 29.1 million. *New-Earth miniseries*

Penomb: Wife of Garnow, daughter of Tinra and Moor, of the village Greetonne, Tors. Penomb is a long-lifer, of 53 years of age. *Juggernaut miniseries*

Permanent Status: When a law is submitted and approved it's provisional, but it's put into effect straight away. After a predetermined number of years of testing the law, it goes before the Sortel again and gets ratified as a permanent law. To revert the law after that, it needed a new law be provisional and so on. *Templar miniseries*

Pilik: A thin *rim sector*, between the old Federation worlds and the Outer-Worlds. *New-Earth miniseries*

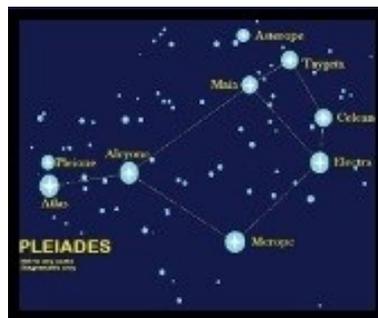
Pixiis: Official name is pixiis-agimius, (biotynes) the parasite that exists on southern Sleebo that was used on

Rambus and other planets, to destroy populations. *Templar miniseries*

Planet Gega Computer: A computer That's so large, that it can draw on sister components, a planet away, or even a system away. It can run a planet and on some planets, it does. They are non-intelligent. To be most effective, there should be at least many such computers, on a planet. *Juggernaut miniseries*

Plant: Someone planted amongst a group to spy on them. "A plant that high amongst us?" An infiltrator, a spy, put there to steal, and pass on confidential data. *New-Earth miniseries*

Pleiades: (*Terrestrial*) 1. Star cluster known as the Pleiades, or Messier object 45 – M45 – or the Seven Sisters.



2. A cluster with seven stars known as the seven sisters containing middle aged B type stars – hot blue - in the constellation of Taurus. They were formed around 100 million years ago. The stars are 440 light-years away and about 48 light-years across. There are around 1,000 stars.

3. The name Pleiades comes from Greek mythology and the names of the seven sisters are the seven sisters from Greek mythology.

4. The Pleiades are reportedly referred to in the following ancient cultures: Maori, Australian Aboriginal, Persian, Chinese, Japanese, Mayan, Aztec, Sioux and Cherokee, Babylonian, Hindu (six mothers of war), Revelations 3:1, and perhaps is the Star of Najm referred to in the Quran. *New-Earth miniseries* [◀Return](#)

Pleiades: 1. There are three star systems with inhabited planets known by the Federation. They are: Thora, Lordal and Quintex, with about ten million people on each. 2. There is the Karo Series, a system with several occupied planets. When someone in this story is referring to the

Pleiades as a civilization they are usually referring to these coming from the Karo system. 3. A relatively young set of stars in the Galaxy. *New-Earth miniseries*

Plutarch: (*Terrestrial*) Greek philosopher c 46 – c 120, Lucius Mestrius Plutarchus. He is mostly known for his writing *Parallel Lives*, a collection of biographies of prominent Greeks and Romans. *Earth Syndrome miniseries*

Polynylop: 1. A fabric made from twisted metal thread that when intertwined with nylop produces a material that can be used to cover spacecraft skins, space suits, boots etc. It's extremely strong, and rigid and durable depending on the ratio of nylop to the metal thread. Its strength varies depending on the metal used. Polynylop is watertight to over 150 pacs, and airtight in space. 2. *Polynylop 0* can be used in space suits. *Polynylop 9* can be used in wear as desert clothing. The graded number represents how tight the thread is woven and its strength. Polynylop rope and twine is the recommended material for tying down and securing loose objects in federation craft. *New-Earth Series*

Powerdown boots: The boots use magnetism to give traction. They are a technology based on Broadmatter Theory, where the broadmatter gives the atoms and molecules their binding graviton attraction. The boots incite the broadmatter in the boots to cling to the molecules of the surface, that they are walking upon. Invented by Paramor Industries, Kallon. *New-Earth miniseries.*

Profood: They are self heating packs of food. This is the Federation equivalent of junk food, extensively used by outspacers, but high in protein and nutrient value. *New-Earth miniseries*

Projection-Master: A navigator of the Corduke's ship. He would have the slight ability to project himself into the future to being in time to see events slightly ahead. *Juggernaut miniseries*

Proposhield: An electronic shield usually in the front of the ship that negates and or deflects laser fire. (*See the Broadmatter Theory Addendum for more working data.*) It operates differently to that of an Acron Shield. *New Earth miniseries*

Protector, of the Temple: The up righteous person, who has the sole charge of protecting the Temple, on his planet or area or region or even sector. It isn't a solely ecclesiastic position, but rather, part ecclesiastic and part management.

Jaron was the first *Protector of the Temple* of the Palbo Empire, spanning many sectors. He was ideally suited, being a short-lifer, and being born on Earth, the holy planet, it gave him a position, within the Temple as being more senior, than the highest of other positions, within the Temple. Jaron's marriage to Anki, the daughter of the Master Templar, united the Palboan Temples, to those of Jilta. *Juggernaut miniseries*

Psycho-surgeon: Professionals from Earth who were seconded to Palbo, after Earth was introduced to the galactic civilizations, to operate of malcontents and those who would oppose the Warp Drive Bank's rule. They introduced surgical implants, for new-born infants, the size of a grain of sand, implanted in the brain through the soft skulls of the new-born, to ensure future compliance as the child grew older. They later changed the name of their profession to the term *psychrons*, however the profession divided into two schools of activity. The psychrons dealt with purely the mind and non intrusive methods of implanting, while psycho-surgeons dealt with manipulating the body to change behavior. *Templar miniseries*

Psychotronic mines: The mines go into Warp Drive automatically and send out millions of signals in millions of time slots. If any return, a signal is then is plotted. If there are any craft in the same time instant as the mine then it's registered. If it can be plotted, with subsequent plots, as well then the craft can be intercepted and mined and destroyed. *Time-mining* it's called. *Juggernaut miniseries*

Psychronics: The science of altering a person's behavior be removing their choice and transferring the choice of behavior to another external to the subject. Outlawed in most civilized countries, popular on Earth and taught in most tertiary schools of study.

Psychrat-chamber: 1. A four pac chamber, which, when a person is placed into it, head first, it wraps itself around the person, applies a certain amount of pain and numbing sensation by the use of alternating currents to the whole body. At the same time the person is fed imagery through the eyes, to create an entire new memory for the person. Psychrons and psycho-surgeons do it. 2. Through drugging and hypnotically instructing the patient has to keep his eyes open and by projecting into the patient's eyes pictures and movies, along with a verbal sound track of the logic of what is happening and of why and what the patient is to think, the patent can be made to take up new causes, fight previous

alliances and so on. A complete artificial memory can be induced, into the patient as real as any he had lived during his lifetime. *Templar miniseries*

Psychrons: A branch of physicians dealing in series-deprogramming, who originally came from Earth in 89 BS. They were shipped to Palbo from Earth to work with the Warp Drive Bank re-instate its control over the population, which had been liberated from the Bank by the Boguard and Felice Karo after BS 35

Psychrons are the control-fathers that the Masters on Six Worlds claim to have come from, and thereby linking their heredity line to the mind controllers of Earth from the 20th and 21st Century. Psychrons is another term for psycho-surgeons. *Templar miniseries*

Purge, The: Referring to the round up of the psychrons, by the populace of Palbo and beyond, after the fall of Brandon Mirac. Many psychrons and psycho-surgeons were summarily, executed. Some were interned, and some shipped to far away unpopulated world across the galaxy. The purge was unable to be controlled, and was a natural phenomenon of those, who has been mentally programmed, when they come out of the program to find what had happened to them. *Juggernaut miniseries*

Quantum Drive: The sub-light method of travel during the Confederacy era of the Galaxy. Federation Warp Drives outdated the technology. *New-Earth miniseries*

Quiet-talk: The term used by four year old Mathew Wanten, to describe the concept of thought communication. *New-Earth miniseries*

Rambus: An Outer World planet discovered 789 BS. It has .96 standard Gravity. It's mostly desert with huge lakes and weeds. There are some mountains, and in the colder area is snow on the mountains by the lakes. There is some sparse vegetation near the lakes. Oxygen is produced by the various plant growth, beneath the water of the lakes. Bauxite extraction is its primary industry. Its population was destroyed by the pirates. Rambus became a symbol to the Temple over later years, to never give up fighting back. *Templar miniseries*

Randolf, Imer: Captain of the IP Destroyer Ikerus. Long-lifer, son of Sari Nik and Manon Imer of Palbo CC. Has two children from a second bonding. *Juggernaut miniseries.*

Rangercraft: ® 1. A small spacecraft, manufactured by Rangercraft Industries Inc. of Jilta. The *Rangercraft 1,2* and *3* models are sought after especially by mining enterprises, as they are economical, sturdy, and have excellent navigation systems. *New-Earth miniseries*

Rapid gunneries: Guns that fire over three thousand rounds of particle fire from space craft per second. *Rapid gunneries* work in space only, as they are generally inoperable on planets due to their excessive heat generation. *New-Earth miniseries*

Ratwalks: *Slang* Jiltanian term, for the moving pedestrian walkways, common in most central business districts. They move at 1 to 4 K, per hour. *Juggernaut miniseries*

Rebirthing Chamber: A small room, with transparent walls, and inside is an electronic bath, with a humanoid body, being grown, and in an electrostatic field. When a Talkron mission leaves, the personnel are hypnotically implanted, to remain in touch with a body, in such a bath. Each personnel have their own such body. (This body remains back at the base, whilst the personnel go on mission, with their regular body.) The rebirthing body is asked by a controller, what the person is doing on the mission, even though it may be billions of Ks away. The body will tell the controller, anything it knows. By the same mechanism, the controller may give the person on mission, ideas and thoughts that aren't his own, but which he may then act upon. The personnel on mission are usually given the thought order, of not to be able to recall the rebirthing body. Most on mission are very unaware, that it exists. *Juggernaut miniseries*

Recount coils: The coils used in broadmatter theory to bring about WDS operations. They cause a unifying of the different physical fields to change time and space. *New-Earth miniseries*

Reduction: A pirate term for administering the *biotynes* - the insects that burrow into human beings, mammals and destroy human populations. The insects are safely managed, using large spheres, that are sent from space down to the inhabited regions on a planet. Reduction can take from week, or months, depending on the resilience of the population being attacked. *Templar miniseries*

Regeneration: ® 1. A process that Royals underwent when returning to their home in Kantee Sector. 2. *Regeneration*

is complete body rejuvenation. 3. *Regeneration* is technology administered by the Warp Drive Bank. *Regeneration* isn't permitted on non-royalty. *New-Earth miniseries*

Religion: (*Terrestrial*) means simply the organized way to explain oneself, the universe and how one fits in the cosmos now, the past, and in the future. Often answering the age old questions of who am I, what am I, do I've a purpose, and what happens after death? *New-Earth miniseries*

Residence: The home residential name for Goren Torren's home on Jilta. It has now become the administrative center for the Houses of Torren of the Temples. *New-Earth miniseries*

Resurrection: The era after Earth had been introduced to the Federation, and the time when depopulation of Earth had been instigated, by the Warp Drive Bank by lifting off humanity in its billions to other worlds. It was seen as a time of healing of Sequetus 3 after it had been heavily polluted and ravaged by the short lived species of man on Earth. No one has records of those who survived the travels to new worlds or how many of those billions were lost in the ether worlds of warp drive space. The Templars kept the only true records for those they sponsored to arrive at the Outer Worlds. *Templar miniseries*

Rigrano: Fleet Commander serving the Palboan Fleet Command, originally born in Sleebo. Very highly decorated career officer, he saw service in Sequetus before being taken out of commission. 434 years old, son of Bubbo Brin and Dorin Rigrano of Dacal, North Sleebo. *Templar miniseries*

Rim sector: A sector on the rim of the galaxy, such as Timbor, Center and Maluka and so on. *New-Earth miniseries*

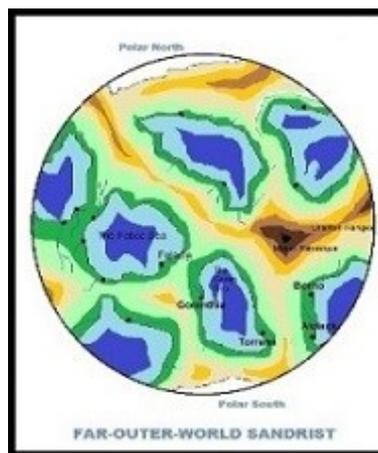
Royal Courtyard: The courtyard, as part of the Jilta Royal Palace. The gardens of the palace go back a thousand years, or more. Reserved for the ruling royalty or rulers, from the palace. There are said to be every variety of Jilta plant life, somewhere in the courtyard, which extends for two acres. *New-Earth Series*

Royal Palace: The royal palace of Jilta that predates the Federation and predates the Confederated Council of Planets. It's thousands, (perhaps seven) of years old. *New-Earth Series*

Royals: A tall humanoid race from the Kantee Sector of the Galaxy measuring up to 2.5 pacs tall. *Royals* as a race are olive complexioned, have stronger foreheads and cheek bones, and wide shoulders. Usually their hair is dark brown to black. They have a naturally high IQ. Prior to the development of W.D. *Royals* had no expansionist policies. *Royals* is sometimes capitalized – being a race, sometimes not. *New-Earth miniseries*

Rytoen: 1. A flying or gliding animal, with a loud frightening scream, said to be carnivorous. It lives 185 years, and grows to about four meters long. 2. It could be said to be similar to a dragon in Earth folk lore. 3. Rytoen live beyond the portal, and are used, to hunt down renegades on the planetoid Yildon. The scientist, Yablin Markel, developed the Rytoen on the Six Worlds group of planets. There are 25 rytoen, at any one time. They don't have the ability to reproduce. When one rytoen dies, another is created in the planet's laboratories. *New Earth miniseries* [◀Return](#)

Sandrist: A small rim planet in the far-Outer-Worlds, comprising 27 million people, mainly refugees from the Outer-Worlds, after the Brandon Mirac era of the Palbo Empire conquest. One fifth of its surface is water, the rest, desert regions. It's now self-sufficient, is a substance economy, with almost no trade, with any other planets. Religion: Predominantly *Torrenists*, or *Church of Torren*. *Juggernaut miniseries* [◀Return](#)



Santonia (Santona) Galaxy: 1. Named after astronomer Rel Santonia, who mapped the Galaxy for space travel seventy-five thousand standard years ago. 2. The name for the Galaxy in Federation is *Santonia Galaxy* or *Santona Galaxy*. The terrestrial name is simply *Galaxy*, or *Milky Way*,

which has exactly the same meaning. Galaxy means a milky way. Galaxy is capitalized when referring to the galaxy we are in, as it's the name of our galaxy – Galaxy. Galaxy and Santonia Galaxy mean the same. Galaxy is terrestrial, and Santonia Galaxy is Federation. *New-Earth miniseries* [◀Return](#)

Scram: 1. A blend of vitaminized protein cereal, and dried *parrock* egg. Origin, Jilta Academia for Martial Conquest. 2. Any form of mixed protein food, mashed (mixed) to make a meal. *Juggernaut miniseries*

Screens, ship: Aboard battlecraft are different types of screens. They aren't linked to a central computer, but rather are run as completely isolated computers with their own separate attendants. These are datascreens, which access data; and commscreens, which access communications going in, out and around a ship; viewscreens, for general display of information, briefings and so on. There are mapscreens for showing overlay, ground enhancement and positions in space. For security of data these systems are physically never linked. *New-Earth miniseries*

Searfinders Index: ® 1. The two hundred and seventy-three reference volume set of books That's used to standardize galactic cultures and education, which had been missing under the Confederacy. Searfinders Publishing Industries Inc. is headquartered in the Kantee Sector and has half a million staff around Santonia. Searfinders publish over 1,800 daily, weekly, monthly and quarterly publications through the Galaxy. 2. Searfinders are a conglomerate of publishing divisions. They have a mandate to accumulate and publish data, for the cultural future of humanoids, to bring about an improving civilization. 3. Searfinders are an aligned body of publishing houses. *New-Earth miniseries*

Sector: The region of space controlled by a Royal family within the Santonia Galaxy. A *sector* can have a million stars, of which only a few hundred are barely habitable. Some *Sectors*, *Duchies*, may have only a thousand stars of which only a few may have habitable planets. *New-Earth miniseries* [◀Return](#)

Security Council of Palbo: The body of 13 men, six military, seven non-military, that answer to the President, and who preside over all security matters of the planet and its empire. *Templar miniseries*

Sequetus: The solar system that includes Earth. The system is wondrous in all the different types of planets that are involved, and that Sequetus 3 and 4 are or were habitable. From Latin, *sequi*, meaning to follow. *New-Earth miniseries* [◀Return](#)

Sequetus 3: 1. Earth (terrestrial name). Fully colonized and expanding. It's in pre-intervention stage of development. 6 billion inhabitants.

2. (*Terrestrial*) One natural satellite – moon. Diameter 7,654 miles - 12,654 km, 90 million miles (149.6 million km) from the sun. Density 5.5 times water. *New-Earth miniseries* [◀Return](#)

Sequetus 4: 1. Mars (terrestrial name). A planet that once boasted a large colony of some seven hundred thousand colonists. The planet was terminated and colonists moved to Sequetus 3. Named after one of the early explorers of the CCP, Mares Bey who gained a ruthless reputation in slaughtering local inhabitants.

2. (*Terrestrial*) Mars is 141.6 million miles or 228 million miles from the sun. Diameter 4,208 miles, or 6,787 kms. Its red color comes from the iron rich mineral surface. Tenuous carbon dioxide atmosphere. *New-Earth miniseries*

Sequetus Series: 1. The *series* of habitable planets in the Sequetus system. *Series* as a title applied only to *systems* that contain more than one habitable planet. Sequetus has *Sequetus 3* and *Sequetus 4* as its *series*. *Sequetus 4* is barely habitable today but has been so in the past, and therefore qualifies for the title of *Sequetus System* to be upgraded to the title of *Sequetus Series*. 2. A *System* is the title of a star with one habitable planet. A *Series* is the title of a star with two or more habitable planets. *New-Earth miniseries*

Series deprogramming: 1. A form of mental and administrative exercises which may be as light as a short mission debrief, but could be as intrusive as removing memories, by the use of otherwise illegal controversial means. This may involve electrocution to the brain, removal of parts of the brain, microwaving to cook the brain, or ingesting chemicals to prevent the brain from operating. 2. On Sequetus 3 series deprogramming is done in psychiatric institutions and laws have been set in place to enable it to be administered by qualified Malukan agents (or others), as a legal therapy. *New-Earth miniseries*

Shaman: (*Terrestrial*) n. priest or clan witch doctor, claiming to have sole contact with gods etc.: hence *n*, shamanistic *a*. [f. G *schamane* & Russ. *Shaman* f. Tungusian *saman*.] (Oxford Dictionary) *New-Earth miniseries*

Sharman, the Great: 1. The sole person responsible for speaking to and being able to understand the spiritual deity of Goren Torren. To be the Great Sharman one needed to be able to transmigrate through time itself to be able to contact the Holy Torren. 2. The title was first accepted by John W. Anderson on Earth. In the two thousand years after the graduation of the Holy Torren in BS 31, there have been five holders of the title of The Great Sharman. 3. Sharman is an alteration of the word shaman. *New-Earth miniseries*

Shanar: Title pronounced upon a person by The Master Templar. Technically it isn't a name but is received as a title. Such a person has to reach a certain mental and spiritual enlightenment state, as well as certain physical ability, before being granted Shanarian recognition. This was the title given to the public relations officer of the Master Templar 2020. *New-Earth miniseries*

Sheril: Born 987 BS, in the north east Amazon to an Indian tribe named Brud. Had one son, Yandra, to then husband Jaron Manquin, and moved to Yaltipia of the Pleiades. *Templar miniseries* [◀Return](#)

Shocksuit, Shock-suit: ® 1. Space wear for military duty in the Hymondian and some other sectors, manufactured by Hard Ware Enterprises Inc. Also worn by Boguard.

2. The shocksuit is designed to absorb blows and distribute the load of such physical shock around the body, so that no one place is overloaded with impact. The result is that the wearer is able to exert himself far greater with far less risk of damage. The standard shocksuit colors are dress-white, black, grey, sand, buff, and jungle green and navy blue. All the above colors are available in camouflage as well as special order colors. *New-Earth miniseries*

Short-lifers: Those who live a lifespan of between 70 – 150 years thereabouts. Until the emigration of peoples of Earth into the galaxy, short-liferism was listed as a physical treatable disease of the DNA. Short-lifer then became a derogatory term meaning someone with Earth ancestors. *New-Earth miniseries* [◀Return](#)

Shroud: The manifestation of making something invisible to usual eyesight. It can be done by various means. One is to bend light rays around the subject. Another is to project a false picture of what is there. *Earth Syndrome Series* [◀Return](#)

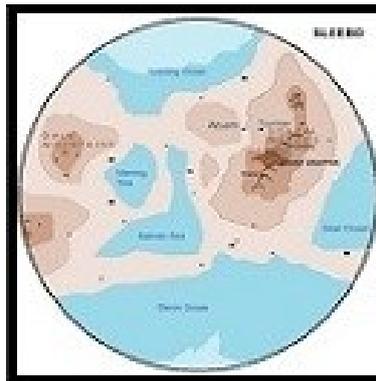
Siltonia: Sector, with Ranwick as the Capital and Royal Planet. Siltonia, also known as Silto, was a major ally of Jilta during the Battle of Sequetus 3. After the Royals slowly vanished the sector elevated to being a democratically run republic. *New-Earth miniseries*

Six Worlds, the: The name given to the six planetoids beyond the portal. The six worlds comprise: Yildon, the home of Vila and the Masters. Tibel, the home of Centrecom. Vauxou, Paleno, Ferrow, and Julipor. *New-Earth Series* [◀Return](#)



Skanes, Marly: Fellow biology student with Chelo Bade, at Academia Alson. Daughter of Vip Zed and Mono Skanes, of Jilta PC. They were offered a job at the Bank, after finding out, that their thesis was an astounding success. *Juggernaut miniseries*

Sleebo: Outer planet in the Malukan sector near the central rim. A cold planet much of which is frozen. After the Earth intervention day the planet became a major trading partner with Earth, due to the very close proximity, and a wealth of resources for the Templars. *Templar miniseries.*



Snow-trekkers: Ski operated vehicles, with four tracks and three skis. Made in Palbo. Usually with cabins. *Juggernaut Series.*

Solan: 1. Planet in the Federation that previously was relegated to backwaters after severe economic depression. Solan was a mining planet that relied heavily on computer manufacture, but was wiped out economically after the *Medallian Rebellion*. 2. Remote province in Centor Sector. *New-Earth miniseries*

Soldo: An inner Pleiadian colony planet, of the Karo Series. It has had human habitation and pioneers for 300 years, population 3 million. *New-Earth miniseries*

Solus: The center of a system, star system source of heat and light. Note; a solus isn't simply a star. A star must have a system of classified orbiting natural bodies, in order to be classed as the system's solus. *New-Earth miniseries*

Sortet: The annual Grand Meeting lasting two weeks, of the House of Torren. All Temples from the civilized world are represented. Traditionally the Sortet is on Jilta on the same date every standard year. *Templar miniseries*

Standard atmospheric: 1. A term applied to atmosphere pressures. This can vary to extremes. It's a relative term. 2. Sequetus 3 is 95% Standard Atmospheric, while Mars is 2%, Jupiter varies from 800% and above. 3. 1.0 is Standard Atmospheric. *New-Earth miniseries*

Standard Book of Records. A subsidiary of Searfinders Index for government data records. *New-Earth miniseries*

Standard Centre: A relative measure from the center of a Galaxy. 0.0 is absolute center. 1.0 being very the outside rim. The measurement is decided on the proportion of mass within the nominated figure, not distance. Example 0.3 has 0.3 of the

mass of the Galaxy to the center of the orbital position nominated. *New-Earth miniseries*

Standard Galactic (SG): 1. The language that was forcefully imposed upon Galaxy administrators after Federation conquest. Local languages still represent most dialogue, and there are over a million different languages in the Federation. *New-Earth miniseries* [◀Return](#)

Standard Gravity: The gravity of the original royal planet is 1.0. All other planet gravities are a comparison to this by the term *Standard Gravity*. *New-Earth miniseries*

Standard-year, Standard Year, standard year: 1. A *standard-year* is the measure of average time, which all the Royal Planets take to traverse one full annual cycle around their solus. Whilst each planet has its own local-year, and measures time on the planet in Earth-years, Jiltanian-years, and so on, there is a *standard-year* that all years can be measured against, and That's by taking all the royal planets and making the average time of each of those years, a *standard-year*. 2. By using this as a benchmark, it means that all planets have had an input into making the standards upon which the Federation is built. 3. A standard-year is 1.0595 earth-years. *New-Earth miniseries*

Starion: An animal for riding, burden, and for racing; bred on Jilta. *New-Earth miniseries*

Station-City: The manmade city in space that has up to 150,000 inhabitants. It's where warp drives are manufactured and where they get their energy. It's the most secret thing the Bank has. It's off the cross roads of all travel, away from systems, away from planets, highly secured. *Juggernaut miniseries*

Station-ship: 1. Ships that aren't designed for travel, which are simply there, as research vessels, in a region. 2. *Overgrowner* is a slang term for them, as they were often added to, during their life, to a point where they were unable to be transferred. They had *over-grown*. Often, they had no warp drive transport system, as they never expected to move them. 3. A stationary vessel used by the Warp Drive Bank to bring life into the physical universe, from the alternative life-universe, beyond. They can be as small as only having a few dozen crew, or as large as having hundreds of thousands of crew, verging on becoming a manmade planetoid. *Juggernaut miniseries* [◀Return](#)

Storm, Anqi: Malukan garrison trooper on Sequetus 4, daughter of Jarn Storm and Maggri Bulin. Born on Sleebo. Anqi Storm assisted Goren Torren in his work in setting up the defense of Sequetus 3. Grew up in Sleebo. Storm Island off the coast of Ankrass in Sleebo is named after her, as well as the Anqi Marine Park, also off Ankrass. She was deemed one of the Temples of Sequetus 3. See the definition of Temple. *New-Earth miniseries*

Strikers: Attack craft of the Boguard, not dissimilar to fighters, but which move at the use of thought, accelerate approximating the speed of thought, and which can actually alter position in space solely determined by thought. *Templar miniseries*

Struck-fighting: The martial art of fighting with stunners, called strucks. Popular in the Jiltanian out worlds. Outlawed in many planets. The struck has a 2,000 volt charge, but low amps. *New-Earth miniseries*

Sumer: (*Terrestrial*) An ancient region in southwestern Asia, in present day Iraq. It sprung from city-states that became Babylon from the 4th Century BC. Sumer is the first of the known recorded civilizations. The civilization began around 4,000 BC. They drained marshes, created Cuneiform writing, had taxation, had a history of the cosmos, knew of the planets Neptune and Pluto, which couldn't be seen without telescopes. They wrote and recorded on about fifty thousand baked clay tablets, which were stored in libraries. The tablets were inscribed with a stylus, and baked hard, and unlike papyrus didn't get destroyed over time. When the western powers invaded Iraq one of the first major points called upon was the Iraq museum, which had 10,000 such tablets. Trucks arrived at the museum as US allied soldiers took the city. Caucasians staffed the trucks. The tablets haven't been seen since. (See NOTES of Book 21) *Earth Syndrome miniseries* [◀Return](#)

Superrise: A building that exceeds 200 floors. Predominant in countries with climate extremes or which have excess population problems.

Superrises could have up to seven floors of shops and offices and service industries below it. It could also have underground rail stations inside it. *New-Earth miniseries*

Suppressor-plates: Plates which absorb lasers in battle. These are defense plates that allowed the lasers to hit, absorb and transfer the energy of laser fire, rather than

deflect the energy with propposhields. Thus CCP military craft were bigger and heavier than Federation craft so as to be able to absorb laser fire. *New-Earth miniseries*

Superior Council of Talkron: The most senior body of Talkron. It can be the most senior on a planet, a system, or a sector, or even bigger. There is no limit to size. The governing factor is ability. *Juggernaut miniseries*

Supreme Council of Palbo: A full bench of nine judiciary that approved laws, and proclamations, put into effect by the President of Palbo. They are non-political and are drawn from the legal fraternity usually. 2. Some say the Supreme Council are only a rubber stamp for the planetary President's Office, while the council was formed so as to curb excessive abuse of power. *Templar miniseries*

System-alignment ports: Whilst Warp Drives will work without the ports, only the drives themselves would be transported. To include the entire craft, its occupants and craft in the transportation, the crew and ship need to vibrate in harmony and synchronize with the Warp Drives. That's the job of the system alignment ports. They polarize the electrons of all matter within the ship so that the Warp Drives recognize the ship and its load as itself, and transport it all accordingly. *Port* means to travel, teleport, transport, *port*, so *systems-alignment port* means traveling with the *alignment* of a whole system. Normally alignment takes a variable time depending on the volume to be transported. *New-Earth miniseries*

System Security: The security personnel of a planet, a ship or a station. *New-Earth miniseries*

System, Warp Drive: A *Warp Drive system* is the hardware of the drives plus the integration circuitry as well as the intellectual knowledge of WD making up the full workable *Warp Drive* product. *New-Earth miniseries*

Taborack: distant rim planet, in the far-Outer-Worlds, inhabited by less than three million. Recently settled, less than 120 years, but with a great influx of Templar refugees, upon the fall of the dictator, Brandon Mirak. *Templar miniseries*

Talax: 1. Fabled, but also a real planet, where the Royals are said to come from originally. Whilst no history books actually record its existence as real, it's said that in one of the myths it was an early Outer World, beyond Migor of the

sector Timbor. *New-Earth miniseries 2*. The system is real, as is the [planet Talax. It's where the race comes from that were selected to be the bodies for the Royals. They are a two meter tall race or taller. *Juggernaut miniseries*.

Talker: A visual phone of Sandrist. Common, cheap, and used by satellite relay. Mostly available at some expense, when a city exceeds a million people. Before that, communication is by radio wave or in-ground cable. *Juggernaut miniseries*

Talkron: 1. The branch of a former race, of which the Aaron came from, that was thought extinct but still exists. It originated from a rim system, many millennia ago. 2. The Talkron bird that lives 25 years, similar to falcons in Sequetus. 3. They had been found to be involved in the rise of Brandon Mirak, placing agents within the Federation key civilian positions to subvert its society. Its real origins unknown. Its overall purpose still obscure. *Juggernaut Series*

[◀Return](#)

Tallum: A giant planet, in the Karo Series in the Pleiades. It has six moons, one of which is planned for colonization. Target date 4,000 years. *New-Earth miniseries*

Tarj Himble: Tarj means *holy place* in Palboan, and *himble* means *hall*. It's the holiest and largest ecclesiastic set of buildings in Palbo. 28 buildings, 17,000 staff and comprise a full suburb of Palbo C.C. It has its own universities, three secondary schools, a large monastery, its own security guard, and its rule is autonomous to the civilian government of Palbo. *Juggernaut miniseries*

Tema: Administrative Member, of the Confederated Council of Planets. *New-Earth miniseries*

Templars: 1. Those who are the clergy of the House of Torren and the Temple, and who follow the Temples of Sequetus 3. 2. Those following the way of the Temple. Lay and clergy alike. *Templar Series*

Temple: 1. The term temple doesn't mean a building that holds religious relics and statues. The term temple here means the body of the person who holds the spirit of Torren to their way of being. Every person who became a follower of Torren, and adopted some or all his teachings was referred to as a Temple of Torren.

2. There were some temples of Torren who were posthumously elevated to Temple-Status (sainthood) as being the pillars of the Temple movement. There is the Foundation Temple, and five Temple and five Minor Temple statuses as follows: *Templar miniseries*

Foundation Temple:

Goren Torren

Temple Navia Charlton

Temple Mepat

Temple Letone

Temple Felice Karo

Temple Anqi Storm

Lesser Temple Mathew Wanten

Lesser Temple Arlon Doctrains

Lesser Temple Jenny Wanten

Minor-Temple Erin Torb

Minor-Temple Hymondy III

Templar Series [◀Return](#)

Temple Expansion Program: The 20 year program that the Temple runs, to expand its influence and membership across the galaxy. *Juggernaut miniseries*

Temple Guard: The general guard of the Temple. Around 15 million Temple guardsmen were in the Federation and the Outer-Worlds by 1038 BS. *Juggernaut miniseries*

Temple Minor: A smaller temple, a subsidiary temple. A Temple could have as many as ten, or ten thousand Temple Minors. A Temple Minor could have as many as a hundred thousand members, with smaller local Missions consisting of thousands of members. Temple Minors and Missions are all temples. *Templar miniseries*

Temple Proper: The general guard, of the Temple. Around 15 million Temple guardsmen were in the Federation and the Outer-Worlds by 1038 BS. *Juggernaut miniseries*

Temple Robes: These are the formal wear of the Temple for court. They are:

- * Six multi-colors with tapestry design, the Master Templar.

- * Three colors with tapestry design, a Cordello.

- * Two Colors with tapestry design, a Temple Planet Leader.

- * Two colors with no tapestry, a Temple Regional Leader.

- * Gold, a Templar of The Court.
 - * Red, Green, blue, or white are for minor rankings, and aren't seen at court.
 - * Black, given to honored Templars of the Boguard.
- Juggernaut miniseries*

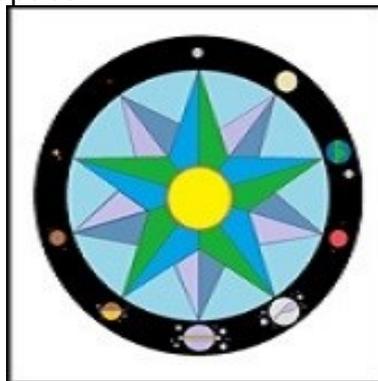
Temple Security: The security arm of the Temple movement. It handles the straight security affairs of the Temple. But it also has gotten involved in small clandestine activities as needed, such as hunting down pirates and where they originate. *Templar miniseries*

Temples: The buildings that are congregation points for those who follow the word of Goren Torren. *Templar miniseries*

Temples of Sequetus 3: The above eleven are the Temples of Sequetus 3. *Templar miniseries*

Temple Tribunal Affairs: The ecclesiastic body That's a court, internally within the Temple. It can hear and adjudicate any crime committed, within it. Its powers are far sweeping. Its purpose is to protect the Temple. *Juggernaut miniseries*

Ten-Pointed Star of Sequetus: 1. The star has the following symbolism: In the center is the sun, source of persistence. It gives life to the eight planets and many planetoids of Sequetus. They are in the order closest to the sun: being Mercury, on out to Eris. The ten points are indicate the green for life, dark blue for water, and pale blue for air. The shades of gray represent the other planets. The black represents space.

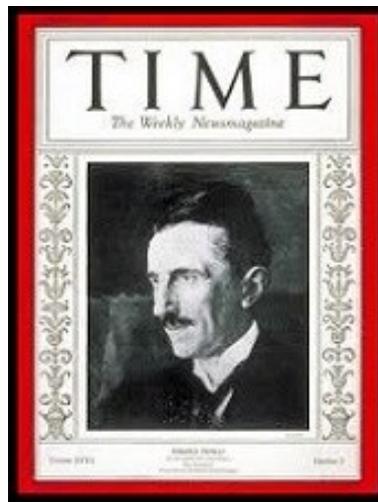


2. It's said to be a Boguard symbol and if one was to fix his stare on the star for five minutes the star starts to rotate within the wheel, as does the sun.

3. (*Terrestrial*) There are 5 known planetoids, three additional to Pluto and Eris. There are likely a lot more yet to be found. There are 8 planets and 5 planetoids, or dwarf planets recognized in this solar system.

4. The Federation recognizes the ten planets of Sequetus in the Searfinders Index and no more. *New-Earth miniseries*

Tesla, Nikola: (*Terrestrial*) 1856 – 1943 Electrical Engineer, US inventor, born in Croatia; he developed the first alternating-current induction motor, as well as many differing forms of oscillators, wireless guidance systems, and the now famous Tesla coils.



He is one of the most famous inventors of all time. He had as one of his projects, free power for all mankind, using nothing but the atmosphere for the source of power. That light he is holding below, connects only to the atmosphere.



VIGIL

(See [Notes](#) at the back of this volume.) The coils appear to be a source of perpetual energy, drawn from the atmosphere, or surrounding space. One of his plans was to get his coils to be a free source of energy, for mankind. There are many, such mass produced coils, today, that can be bought on the free market. *Earth Syndrome miniseries*

Theocracy: (*Terrestrial*) A rule by religion, or a religious order. Coming from *Theo* meaning God. *Templar miniseries*

The Way: The Boguard training and realization activity and program, that when adhered to, brings about the states of self- recognition and understanding, that enables a person to transform into being Boguard. It's by invitation only. *Templar miniseries* [◀Return](#)

Throne: *Slang.* The special ornately carved seat, for Lorde Hymondy, at the end of the Great Hall. Whilst it's used for meetings it also has a military function, meaning to sink down, into a battle mode of command. *New-Earth miniseries*

Tilk: The administrative planet, of the Serene System. *New-Earth miniseries*

Tilon: Planet in the Federation, which previously was relegated to backwaters after severe economic depression. It's a mining planet that once relied heavily on computer manufacture. It was wiped out economically after the *Medallian Rebellion*. *New-Earth miniseries*

Timbor: A rim-sector on the rim, between the Centor sector and Pilk. Lower Timbor is nearest the very edge of the galaxy. *New-Earth miniseries*

Time: 1. That component of the physical universe, that gives the universe its consecutive qualities. Perhaps it's the grease, which allows the universe to exist. It's considered that for each person, there is a different existence of time, and that by common grouping of experiences we've a physical universe agreement called time. 2. The Boguard have a program to alter time, so that the myriad of infinite number of time parallels can exist, the physical universe travels down a time continuum That's the best survival for human kind. However, it could be changed if one were able to go forward or backwards, down that continuum, which is theoretically possible, under Aaron principles of time conservation laws. *Templar miniseries*

Time, The: The Early works prophesize, that at *The Time*, a magi will appear from Sequetus 3 and save the Galaxy from an encroaching evil. *The Early Works* outline the clues, which will show the Time. *Templar miniseries*

Time and space. Both time and space are properties of broadmatter. Time needs space and space needs time. They are invariably linked. One can't have one without the other. Broadmatter is so small that it can move in space through time. See *Broad Matter Theory Addendum*. *Templar miniseries*

Time tracks: The physical universe is an agreed universe. Each life form has its agreement to be in it. The universes pass through time from one agreement to the next. To get to a time track in the future one needs agreement. There could be millions of time tracks available, but only one that all life agrees to. *Juggernaut miniseries*.

Time-mining: See psychotronic mines. Time-mining was outlawed after the Far Federation fell to the joint forces of the Boguard, the Pleiades, and Earth. *New-Earth miniseries*

Tinkly: Garrison planet run by the Hymondian realm within the Malukan sector. It's a very dry planet with lakes and vegetation toward the poles. It has a 0.4 standard atmosphere, which is breathable. *New-Earth miniseries*

Torish: Boyfriend of Marly Skanes, Bank representative, and traveler to station-city, of Mortifor. Agent of the Warp Drive Bank during his time with Marly Skanes. History before meeting Marly, unknown. *Juggernaut miniseries*

Torren Crest: The adopted symbol of Goren Torren, Magi.

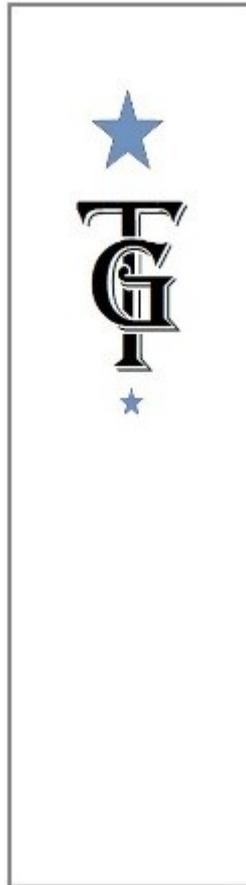
The crest is simply a smaller star at the bottom, being oneself – a small spirit looking for betterment. That spirit rises up and becomes larger, as it's more fulfilled by the philosophy of Goren Torren. Up is the traditional direction of attainment and growth.

The outward thrust of the five pointed star represents the outward drive of the spiritual being as it trusts outwards to control the universe around it. One has more control as a larger star.

The white background symbolizes the spirit and its everywhere through the universe. The initials TG are

simply the physical world representation of the body, the agreed form and the name of Goren Torren.

Commissioned by Felice Karo and inspired by the PR firm, Galbaty and Michaels of New York. *New-Earth miniseries*



Torren, Goren: Independent of service to Lorde Hymondy, of Jilta, tenth generation descendent to Phil Torell. Son of Betta and Bil Torren. *See Goren Torren.* For more data read the NEW-EARTH SERIES. *New-Earth miniseries* ◀Return

Torrens: Provincial capital city, in southern Sandrist. Population 230,000. Boasts over 200 Churches of Torrens, and 150 schools. *Juggernaut Series*

Torren, The: A way of referring or mentioning Goren Torren, as the Foundation Temple, of the Templar movement. *Templar miniseries*

Torren Works: The complete unabridged lectures, interviews, and written words of Goren Torren. It comprises

over thirty lecture series and up to ten lectures, a series. It includes all speeches, of which the most important, was in the United Nations, at his assassination. It also includes a twenty-volume encyclopedic set of books, about his entire life, including when he was on Jilta, as an independent for Lorde Hymondy. *Juggernaut miniseries*

Tors: A planet in lower Timbor, where Jaron's bloat found sanctuary. 63% water, 73% oxygen. Inhabited. *Juggernaut miniseries*

Touch-talk: Brail. The term given to old brail writing when discovered on Manhattan Island BS 1038 by local inhabitants. *Juggernaut miniseries*

Trabune: The Boguard, who accompanies Arden to Carridan, and then to station-city, Mortifor. *Juggernaut miniseries*

Traditional-form: The traditional battle-formation of fleet versus fleet was cruisers at the center, destroyers on the flanks, with interceptors and fighters placed where needed. Usually this is a wide flat approach. After Sequetus this was found to be an ineffective fleet formation. *New-Earth miniseries*

Trell: Administrative Member of the Confederated Council of Planets. *New-Earth miniseries*

Trolley-bus: **Trolley-bus:** On cruisers and destroyers there are electric carts called a trolley-bus. They carry weapons, parts and so on, but can also carry passengers. *Templar miniseries*

Trooper: The basic military fixed force personnel of space. Troopers answer to PMG and IFFCo. A trooper serves in space command posts, and small military outposts. The training of troopers is similar to that of guardsmen, and the basic rank of trooper and guardsmen is alike. *New-Earth miniseries* [◀Return](#)

Truth, a: The Great Sharman explains *a truth* as being something that can't be broken down into further explanation; that which needs no further explaining. *New-Earth miniseries*

Tube: The local term given to the rail cars, which travel the undertubes of Jilta P.C. and other Jilta cities. *Juggernaut miniseries*

Tubin: Second son to Jaron and Anki, born on Palbo, and an heir to his father's empire. He, being a mix of short and a part long-life could live to an expected age of 140 years. *Juggernaut miniseries* ◀[Return](#)

Tugract: A small heavy lifting ship used for dense planets to lift craft into space. It has lots of grunt, but no speed. The Tugract corps are specialized Federation engineers. *New-Earth miniseries*

Tugs: The space stations from which *elevators* work. *Tugs* support ten elevators each. *New-Earth miniseries*

Tunno-car: A small vehicle used in the underground tunnels of Yaltipia. It's electrically powered, from electricity generated thermally under Yaltipia. It can seat two or four people, travel at speeds of up to 500 Ks. The cars are centrally coordinated for traffic control and computerized to arrive at their destination as swiftly as programmed. *Templar miniseries*

Underthought: The lower more depraved forms, of thought. Underthought is shrouded with evil, and its intent is to harm other life. *New-Earth miniseries*

Undertube: The rail beneath the city. The Jilta undertube is over 3,000 Standard Years old, and is on seven levels, each varying in age and technology. As the systems became old, it was cheaper to install new tunnels, than refurbish older ones. Jilta became riddled with tunnels. *Juggernaut miniseries*

Unison, unison-mind, and unison action: Whereby all minds present are strong enough to feel the presence of each other's minds and then act in coordination with the other minds to bring about a single agreed upon effect into the physical universe. *New-Earth miniseries*

Universes: By universes is defined as: the universe of the individual. There is the shared and common physical universe, but there is also the universe, of each individual life force. This number of universes, could number trillions or quadrillions or millions timers more than that. Such universes could overlap in common universes, and the greatest overlap was the physical universe. In the physical universe, there is time, which may not exist, on the other universes. The way to make the physical universe certain in the future, was to get agreement on the individual universes. (*Note: This isn't a new concept, but borrowed from a*

*greater philosopher than this author, to explain this phenomenon.)
Juggernaut miniseries*

Vacuum Vault: A space within a planet, big enough to accommodate a Boguard spacecraft. The void is vacuum-sealed, so craft can warp in and warp out, from within it.
Juggernaut miniseries

Vicra Starn: Born in Norway of Earth shortly after the Battle of Sequetus 3. She was always interested in stars and UFOs. She just happened to be at the crash-retrieval site of an interceptor in Norway and reported it to the authorities. They visited her and no further action was taken. She then was at another retrieval site and this time met and spoke to Federation troopers, and to a Boguard (Letone). She informed Vicra's parents of this, and they made reports to the authorities; and subsequently they died in a rail accident. The Boguard Letone brought Vicra off planet; as he had been monitoring her for two years.

She attended Guardsman and Trooper basic courses and was adopted by *Commander's Care* (a trust the Commander set up to deal with children who saw IFFCo activities prior to Intervention and who in turn were removed off-planet when other means wasn't available, so as to prevent them from further harm by agents or renegade Earth agencies.) When she was 12 years old, she was brought to the Flagship. There she later met Independent Torren, became involved in intervention activities. She married Mathew Torren in BS 36 and had children and died on planet Earth.

2. Aka Anqi Storm in her earlier life, and deemed a Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Viewspeak: An audio visio phone, but which is voice command activated and programmed, to respond to certain callers. Manufactured by Speakeasy Viewing Systems Jilta.
New-Earth miniseries

Vila: The first alien person met by Independent Torren upon passing through the portal at Ground Zero. He becomes a traveling companion to Independent Torren and Felice from the Pleiades. *New Earth Series* [◀Return](#)

Visio: *Slang for:* visio screens on a craft or office. *New-Earth miniseries*

Viton: Planet under Malukan control. *New-Earth miniseries*

Volunteer: A term given by Man-o-Wars, to those beings that are working with the Talkron. Plus, see the term *othersider* in this instance. Also, refer to the renegade Angalian. Apparently, they operate from beyond the physical universe, but interfere within it. *Earth Syndrome series.*

Warp Drive: The faster-than-light speed travel around the Federation. Theoretically possible at the speed of light squared. See also *Imperial Federation Warp Drive Bank*. See *Broadmatter Theory Addendum*. *New-Earth miniseries*

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Warp Drive Coils: "Before them was the coil that circled the entire rear perimeter of the ship. It was the Warp Drive coil, and moved them from the now universe into another smaller universe which was only theirs, from which they could travel at accelerating speeds beyond the relative speed of light.

As free electrons surged into the coils, and then reversed, it created a charged field. That field was interwoven with another field, which was woven around the previous field, like coils around coils. The fields didn't cancel each other out but instead created a greater field that extended over the whole ship. The influenced was hyperbolical, increased by smaller coils around the larger ones. Soon all the ship and its components would start to harmonize in resonance with the coil fields. Then the final accelerators would play. Around the coils small electronic particles would be accelerated. They cut the field from time itself. The ship could then be edged into the future or back into the past by *nanoseconds.*"

"Before them, was the dark grey void of space. No stars, no coil, nothing. All she saw was black, as though all before her, had absorbed all light. Navia couldn't determine how far the coil went up, but she felt it must have been sixty pacs. She looked towards the sides, nothing. It wasn't as though the coil was black, or missing, but rather like a dark black fog shrouded the coil and it was prevented from being seen. The blackness had no edges, no corners or center. It felt as though you could simply walk into it to vanish forever."

"The coil was a series of spikes, like millions of tiny tentacles they waved from a central band"

"The Drives occupy their own universe, or are at least accessed from a different universe." *New-Earth miniseries*

Warmsuit: ® A one or two piece multilayered suit That's thermostatically set to keep the body warm by warming layers separately within it. The suit has ten layers with glass and metal fibers, which conduct energy from the inner to outer layers. The suit has a thermal inducing battery within the lining. This stores electrical current, so as to transfer heat. As the suit's outer layers cool to sub zero temperatures the suit uses battery power to warm the suit's metallic layers. The cold outside air contracts and shrink the suit fabric, trapping warm air therein. As the suit warms, it then expands; allowing trapped warm air to ventilate out, permitting cooling. Also see *Electroware*. Made by Suit Enterprises, Dalka, and Jilta. *New-Earth miniseries*

WDs: Warp Drives. *New-Earth miniseries*

Weather Suits: Wear That's the principle winter wear of Sleebo. The outer skin is an (imitation) fur lined, loose fitting garments. Shock suits are now often worn beneath. With the fur the dress looks baggy and unfinished. 2. Weather suit is a generic term and not a trademarked apparel item. *Templar miniseries*

Wellum: A life-force, which inhabits a Boguard Man-o-War, but who had been previously captured, and forced to run a Federation Warp Drive ship, and who was freed in the Battle of Kantee. He belongs to the Angalian race. *Earth Syndrome miniseries*. [◀Return](#)

Wheelie: ® A wheeled electric ground vehicle for mining camps. Dozens of models available. Maximum speed 15 Ks. Initially manufactured by the Wheelie Vehicle Co. Inc., Telco, Kinetics Province. *Templar miniseries*

Word, the: The Master Templar was given a spiritual understanding, through insight, that he was the chosen one, to promote the testimony of Goren Torren. This undertaking came to him as a moment of revelation, during in deep meditation called the Word. *Templar miniseries*

Xelofom: Royal leader in Karacas, before the uprising. He believed that by placing mental implants into the brains of people, one could control the thoughts of the many, from an external source. He thought this would eradicate war, poverty and bring about an ideal society. It did the reverse, and led to the Karacas uprising. He was tortured by his own people and parts of his body dismembered while alive. *New-Earth miniseries*

Yalo, FSS Destroyer: Sandrist destroyer, under the command of Commander Polton Beel. It was the fleet lead destroyer, for the invasion of the Sequetus Series. *Earth Syndrome miniseries* ◀[Destroyer](#)

Yaltipia: Karo 4, the larger of the binary planets of Yaltipia and Orbat. Yaltipia is the home of the Boguard, and Aaron race. It varies in gravity around 1.4 standard. It has 28% water coverage. *New-Earth miniseries*

Yambol: Local villager of Tors, from Greetonne, who befriended Jaron. About 15 years of age. *Juggernaut miniseries*

Yandra: Son of Jaron and Sheril of the Amazon, born on Yaltipia, to be Boguard. He was the first short-lifer, born as Aaron on Yaltipia two years after his parents left Sequetus 3. Jaron went off to fight the pirates on Sleebo and that was the last he saw of Yandra until the Juggernaut Series, where they reunited on Sandrist. Yandra went on to be one of the Boguard greats. *Templar miniseries* ◀[Return](#)



Yildon; The second smallest world, of the Six Worlds beyond the portal. *Yildon* means *little sister* 86,000 years into the future. It's where the Masters used to reside. It has countryside, mountains, lakes, and where the oxygen is made. The senior Masters lived in the buildings overlooking a lake in the mountains. *New Earth miniseries* ◀[Return](#)

Yoo Rup: "Europe" as pronounced by residence of Sandrist. A continent on Sequetus 3. *Juggernaut miniseries*

Zaltro: The senior god of Mount Gangels, God Zaltro, of Jilta. He procrastinated in saving his son, and in turn his son was boiled alive. The phrase *for the sake of Zaltro* means not to procrastinate. See *Halz. New-Earth miniseries*

Zip Suit: ® A bullet proof suit, also known as *zipsuit*, made in Tilk by Tilk Industries. These are the preferred suits most government dignitaries wear. During the first 100 years after Federation there were a recorded 15,679 assassination attempts on various government officials in the Federation sectors, mostly in the first twenty years. Zip Suits became very necessary. *New-Earth miniseries*

Zone, The: (*Terrestrial*) 1. Otherwise called the *Zone of Silence*. The data given in Chapter 12 of Book 4 about the Zone is reportedly correct. In 1989, when *The Silent Enemy* was first written, this region in Mexico was referred to as *the Zone*. Now it's referred, often to as *the Zone of Silence*. Refer to *The Silent Enemy* for more data.



2. A mysterious region in Mexico where unusual phenomena happen and where UFOs are reported as sighted, especially in the 1970's and 80's. It became notorious when a missile from the USA unintentionally veered off from course and came down in Mexico, in *The Zone*. The area is noted, for radios not working, microwaves not working, compasses not working, and extraterrestrial sightings reported.

It is also known for the strange colored cactus, purple and or red, instead of green. Apparently meteors are drawn there. The desert floor is reportedly littered, with meteorite stones. Also, the reports indicate, that there is a much higher incidence of meteorite activity over the Zone, than in other areas. The meteorite rocks that litter the surface vary, in type. However, they are above the surface, not buried under it.



In September 1976, a 300 meter long UFO was reported, at 8:59 pm, outside of the small community of Ceballos, in the Zone. The craft was rectangular. Lights surrounded it, green to blue to white, pulsating light, with humming sound. All the dogs in the town started howling. Two-dozen residents gathered to watch the object at the outskirts of the town. There have been many other reported sightings, of other craft, and even sightings of extraterrestrials, which fit the descriptions of *greys*, in this region.

Mexico has many reported UFOs, and many You Tube videos recorded that really can't be explained, out from the UFO type occurrence, particularly in 2012. *New Earth miniseries*

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- Book 24. Expanded Series Glossary and Notes

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So why don't you fasten your seat belt, buckle in, and get catapulted into the next book in this wild and magnificent science fiction space opera epic. Good luck with *VIGIL*.

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