

MALUKA RISING

**NICK
BROADHURST**

**THE FOURTH BOOK IN THE EARTH
SYNDROME MINISERIES AND BOOK
TWENTY-ONE IN THE EPIC
SEQUETUS SERIES**

BOOK 21

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

MALUKA RISING



BOOK 21

By Nick Broadhurst

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MALUKA RISING

Page 2 | 255

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.

Contents

MAPS

- CHAPTER 1 [MASTER TEMPLAR](#)
- CHAPTER 2 [SHERIL AND THE AMAZON](#)
- CHAPTER 3 [JARON AND AMANDA](#)
- CHAPTER 4 [GARTH KWOK](#)
- CHAPTER 5 [MAROEN](#)
- CHAPTER 6 [GARTH'S WORLD](#)
- CHAPTER 7 [AKA](#)
- CHAPTER 8 [TRANS GALACTIC SHIP CORP](#)
- CHAPTER 9 [PALACE CONVERSATION](#)
- CHAPTER 10 [1642](#)
- CHAPTER 11 [THE ESTIMATE](#)
- CHAPTER 12 [HALLOWMEN](#)
- CHAPTER 13 [MALUKAN DEFENDER](#)
- CHAPTER 14 [AMELIA](#)
- CHAPTER 15 [ARAGON](#)
- CHAPTER 16 [EPILOGUE](#)

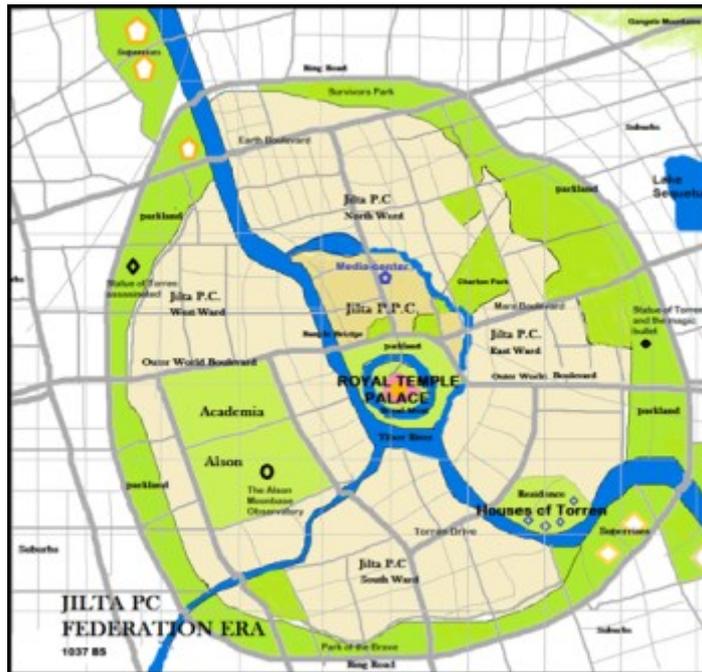
GLOSSARY

NOTES ON REMOTE NEURAL MONITORING

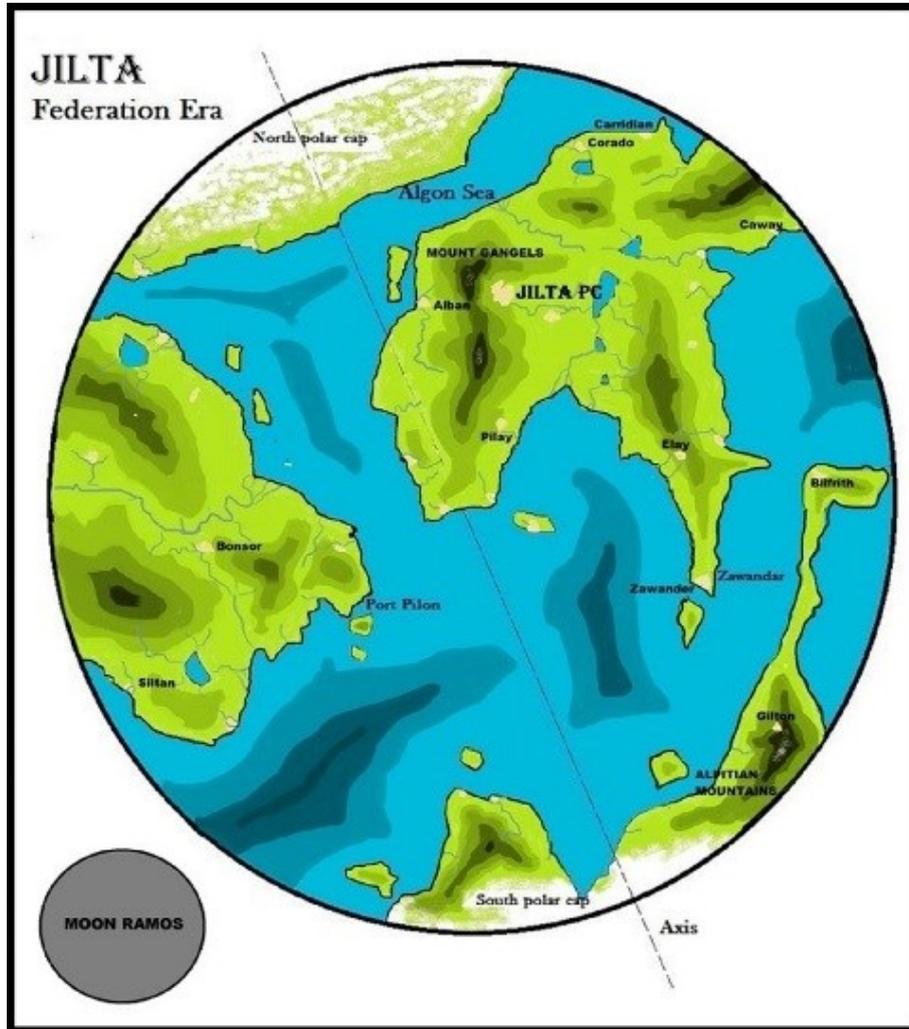
OTHER BOOKS

BACK COVER

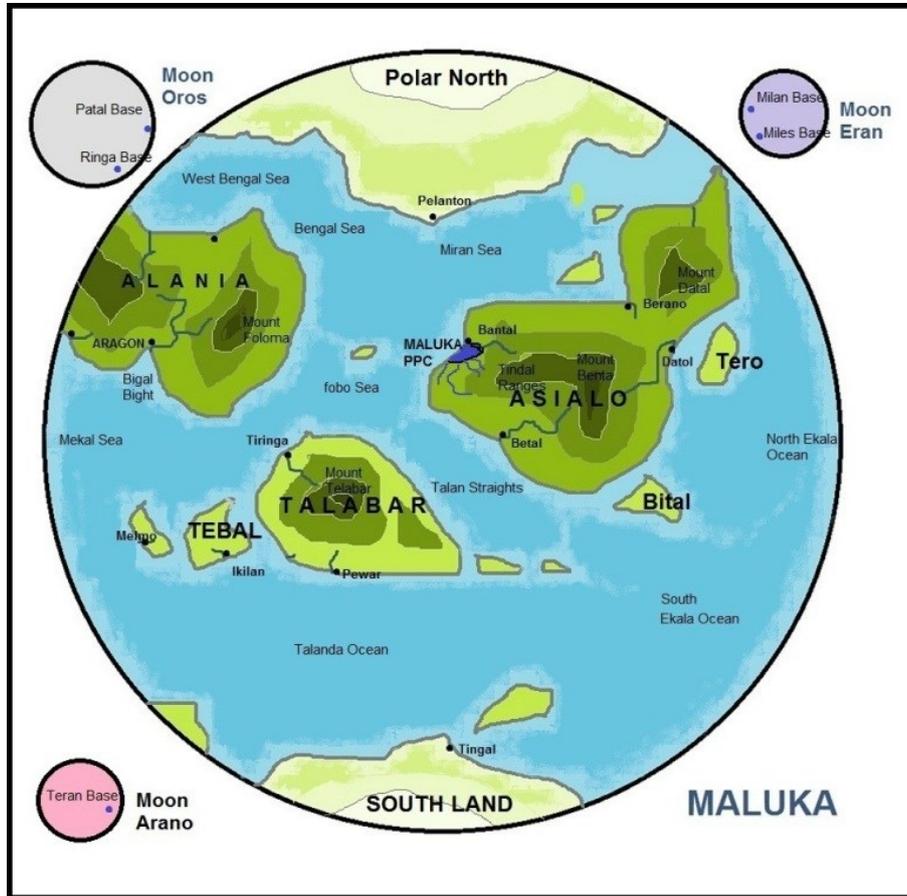
MAPS



Jilta Planetary Centrum



Jilta Planet



Maluka Planet

MASTER TEMPLAR

The *Master Templar* sat in his stateroom, looking over the *courtyard*. Beyond the *Royal Palace* of *Jilta*, to the west, were the mountains. He was waiting for his next meeting, with the Commissioner of the *Hallowmen*. He considered this one of his best actions, developing such a corps. They were pulling in results, otherwise unseen before.

There was a knock on the door.

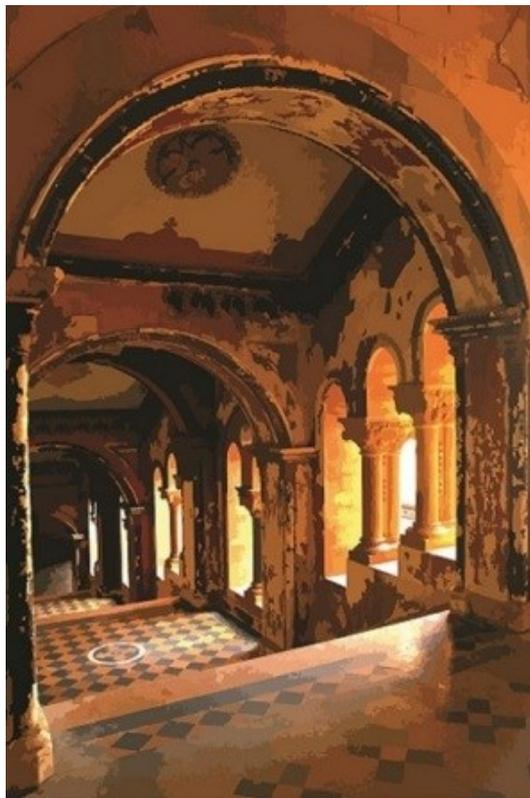
His aide entered, a *Boguard*. "Sir, the *Marshal* Commissioner of the *Hallowmen* has arrived to see you."

"Show him up." The *Master Templar* stood. He was a powerful older man, possessed with a reason for ensuring that his world, and many others, were protected, well into the future. It had been a year and a half since they began to expunge the remnants of the *Talkron* and their *agents*, throughout *Jilta*. Still he felt them though, or he believed that he felt them. He just couldn't get the thought of them out of his mind. It was as if they were still there, unseen, planting ideas in him, and watching them grow.

The *Hallowman* came up several flights of stairs, through the rear entry, as it was this man's custom.

The *Hallowman* delighted in seeing the same *Boguard* each year, when he presented himself to the

Master Templar. Now, he was worried. The Master Templar had survived many attacks on his life, lived through the death of *Anki*, his daughter, and much more. However, for all that, the Master Templar wasn't about to survive the death, of his short-lived body. That was as inevitable as it got.



Palace Corridor

One more corridor, and a flight of stairs, then, he would be there.

He entered, and stood the official *pac* distance, in from the doorway, with the Boguard aide behind him. The Marshal bowed low, as was the tradition. The

Master Templar was standing in the room's center, and gave a reciprocal short nod, of acknowledgement. That over with, the Hallowman entered, and looked at the old man. The Master Templar looked stronger, than ever.



The Palace State Room

The Master Templar nodded. "I seem to think you approve of my health, Grant."

The Marshal smiled. They had been friends, for a long time. *Marshal Grant Tagora* had been the first choice, by the Master Templar, to head the new Hallowmen division. He was the most distinguished *Corduke*, and the only person who refused the offered position of *Cordello*.

"Please," the Master Templar indicated, pointing to the seat.

The Marshal moved closer, careful to make sure that the Master Templar sat down, before he did. This was the palace protocol.

Grant looked around the room, as he always did. The Master Templar nodded to the aide, who closed the windows and swept the air, with his instruments. He wanted to make sure that there was no eaves dropping, beams, aimed at the building from afar.

“What have you got?”

The Marshal handed over a pile of papers, made of real paper, a sign of important information. Such information was difficult to copy. In a world of computers, paper and copying machines was now an ancient technology; which only the more sophisticated spies knew how to deal with.

“This here, sir, is my *intelligence estimate*, of the situation. In essence, *Sequetus 3*, or planet Earth, was made toxic, deliberately. Many people knew about it, but their greed and fear stopped them, from doing anything. They thought their planet was an infinite resource, like their expanding population. However, all planets are finite. They outstripped it, and the planet life folded.”

The Master Templar sat and listened.

“Back then, they had a money-model as their most important standard. While they had old religious texts telling them to be careful, and that even *the love of money is the root of all evil*¹, they somehow ended

¹ **INFORMATION: 1 Timothy 6:10** “For the love of money is the root of all evil: which while some coveted after, they have erred from

up with a democratic system, controlled by monetary power brokers. The Talkron, in turn, controlled the brokers. The monetary people owned the media. The media convinced the people that money was the only real issue, which needed solving, and that until the people had enough, there was simply not enough money. They even gave a name to their monetary system, and called it *the economy*, which by implication meant *not enough money*. The democratic parties then pushed the concept, that the party offering the most money, should be given power. That is what happened. That was the social mechanics of Sequetus 3 - money."

"Did that cause the fall of their democracy?" asked the Master Templar.

Grant sighed. "Almost so. The democratic countries fought hard, to get the world under democratic rule, that is, under their international bank cartel. It worked. It meant that the banking cartel, which owned, or had great sway in the established media, could lead the thinking of the average person. They ran the drug industry: pharmaceuticals, which helped keep the population's intelligence down. It was the votes of the not-so-bright, which kept their democracy going. The less bright always had the balance of power. They decided, so the decisions were obviously flawed."

the faith and pierced themselves with many sorrows." *King James Bible*. [◀Return](#)

The Master Templar had heard this criticism, before, and was a firm believer in the voting process of leadership. “Though, surely, they were able to vote in people, who would reform their democracy?”

Grant shook his head. “Every country was eventually established with a two party democratic system, with both parties being almost identical. The media had sway over which one they wanted, so the politicians did, as the media lobbied. This in turn, was what the banking industry wanted, and that in turn, was what the agents of the Talkron were pushing for. Understand, that the average person on Earth wasn’t very intelligent, and so long as the democratic forces were able to promise wealth and prosperity, they ruled.”

“Did it change under *Lorde Hymondy*?” asked the Master Templar.

The Marshal nodded. “It did, for a short time. He too, was hamstrung; Lorde Hymondy needed to keep a public relations profile. He had lost his original power base from here in Jilta, and being only the administrator of Earth, placed great pressure on him, to agree to what the locals wanted.”

The Master Templar nodded. “I understand that pressure, here. So when did the planet turn? I can see indications here, that we in Jilta are being pushed, to develop similar ways. What were the critical points along the way, which made large differences? When could they have turned back, and didn’t, because of

some kind of intervention?" asked the Master Templar. He was genuinely concerned.

Grant nodded. "There was a time, when Hymondy pushed for radical reforms on the planet. However, he had by then, lost his seat of power of Jilta. He pushed to get Earth cleaned up, but it didn't work. The media told the populace that he wasn't thinking of Earth's interests. There were seventeen attempts on his life, back then."

The Master Templar stood and walked around the room. "Did he not work out that someone was clearly against him?"

"He did. Nevertheless, he lacked *Goren Torren*, our *Lorde of Wisdom*. He didn't have the *Independent*, and as a result, he couldn't get the correct *why*, on what was happening, or who was attacking him. That, in turn, led him to withdraw his programs, and try to fight them, at their own game. He couldn't dictate what to do, or how to run the planet. He had an open rebellion, at one point, and he erred on the side of being humane. He wouldn't crush those opposing him, with arms. He couldn't, as he wasn't from Earth."

The Master Templar poured *Kalo*. "Marshal?"

"Thank you, sir. No sweetener."

An aide handed Grant, his cup. He continued. "There was a critical moment, when the planet was obviously running short on oxygen. That was when it was exposed, that the number of oxygen generating trees, plants and plankton had been reduced by two thirds, while the machines and ways of using oxygen,

had increased twenty fold. That was during their year, of 2035. Many governments tried to change the situation. None did more than cry about it, though. The democratic process is that, it only needs a majority to agree to do nothing, and nothing is done. This has been the cause of Earth's ruin, since their first empires."

The Master Templar brightened up. "I saw an educational program about that. There was one city, called Rome. I know. In Rome, to get power, the politicians would give away corn and games to the masses, and in doing so, become elected."

Grant nodded. "Correct, and it was that way on Earth, until its demise."

"That's until they ran out of air."

"Correct, my Lorde. In addition, when they had crossed the line, and gone too far down that road, to return, it was impossible to pull back, without catastrophic effects. Some wild schemers called for a culling, of ninety percent of the population. Others called for mandatory sterilization of all people over twenty-two years old. Some tried to prohibit mechanical transport to every second week. Some simply wanted to overthrow industry. In all, they were doomed to fail, as none received majority agreement."

"Correct. I read about it," explained the Master Templar. "Shall we move outside?"

The Hallowman looked around, and out to the mountains, straining to see, if anyone out there could observe him.

"It's safe," explained the Master Templar. The aide opposite nodded to him.

They moved, and made their way, to the outside courtyard. As they moved Grant spoke of how some of the crazier schemes to solve the planet were really the work of the Talkron, to make the more rational schemes seem ridiculous. He gave the example of the *Rationale Party*, as it was called. It was established in most democracies. They were secretly funded by the banks, and promoted that people should be forbidden to spend and carry out financial transactions every second day, and thus supposedly cut industrial waste and pollution by half. Of course it was nonsense, and most people knew it. However, it enabled these crackpot ideas to be lumped together by the media, with intelligent solutions, and for anyone who was concerned with the obvious deadline of planet Earth to be labeled, a crackpot. "It was a clever subversion."

"Tell me more," requested the Master Templar.

Grant moved closer to him, and they walked between some trees, as three Boguard aides trailed, behind. Grant had been told, not to worry about them, but that wasn't his way. He always worried. He said that was his job to.

Grant looked around. "Sir, there are similarities to here, and many of the planets are populated by us, *short-lifers*. I have information here, that our exodus, out from Earth, is possibly part of an earlier attempt, to subvert the *Federation*, with short-lived bodies."

The Master Templar, himself a short-lifer, like Grant, was intrigued. “Continue, please. It’s dangerous ground for the Temple, but we must know. How is it that we got here? Was there an overall plan to do to the Federation what had been already done, to Earth?”

Grant nodded and looked around. “When our races from holy Earth were evacuated, it was on humanitarian grounds. Our short-lived races were stuck on that planet, dying or forced to die, are my thoughts. By dying, I mean there were billions dying. Therefore, mankind of Earth had been given approval to migrate, to the Federation’s other planets. We went out in waves, and because of that, the economic climate, on all the Federation planets changed.”

“How so?” asked the Master Templar.



From the Royal Courtyard

“Well, sir, have a look. The long-life economies are based on endurance, saving money through hard work. There is no frantic hurry. These endurance economies have been slowly replaced, by the Earth-styled economies of borrowing. The banks and financial institutions that we have now, didn’t exist until short-lifers settled here. Before we came, banks were nothing of importance. They were just a business where you placed saved money and valuables, for safekeeping. They were relatively unimportant. Now, as lending institutions, they have power over all who borrow.”

The Master Templar stopped walking. “We have rid ourselves of the Imperial Federation Warp Drive Bank. It’s now a relic. As of a year ago, the government of Jilta appropriated it. So, how does that fit in?”

Grant nodded. “You have power. You’re not democratic. You’re theocratic, but benign. So, therefore, you’re tolerated by the people, and this newer styled democratic government can’t challenge you or the Temple... yet.”

The Master Templar looked at the Marshal.

Grant continued. “Sir, I believe that if the banks had the power, and they had the media, similar to what they had on Earth, they would do to you what they did to every rising religious institution there. They would make it ungodly to belong to.”

The Master Templar looked at Grant. He then looked over to a flower. "Do you think I could be tossed, thrown out?"

Grant laughed. "Every few years they try, and you outsmart them. Yet, that's the illusion of time, right? Nothing good lasts, they say; not even a Master Templar."

The Master Templar looked up and nodded slowly, while holding a rare flower and smelling it, before letting go. "A rose," he said.

Grant deeply breathed the air. He almost smiled. He had spoken much to the Master Templar in the past, about the Master Templar's passion for Jilta to be a true democratic institution. Nothing would sway the Master Templar from it. He always would simply say that it was up to good-minded people and groups, to better the education of the not so bright, and raise them, so they could make good decisions.

Grant looked at the Master Templar, who was smiling at him now. "I think it's time for me to head back to Earth, sir. I need to get more data again, before anyone gets the idea of closing our investigators down. I have fifty Hallowmen on that planet now, and they are still searching for clues, as to what went on, and what went wrong, there."

The Master Templar nodded and looked back to his palace. "Please take me back, Grant. I'm a long way from inside, now."

Grant nodded and held his old friend's arm, and slowly guided them back, along the winding path.

“One last question, Grant,” said the Master Templar. “What did the governments of Earth do, when it was obvious their climate change was going to affect the planet, so dramatically?”

Grant stopped for a moment. “In the United States they built prisons. This period in their history, was also after their so-called terrorist scares, at the turn of the new millennium. It was also after the Kyoto Accords², to which that country said they couldn’t adhere. However, in essence, they built prisons, tightened laws, so that if the population got too out-of-control, they could swiftly imprison two million people.”

The Master Templar looked up. “That was a lot of people. What did that nation’s allies do?” he asked.

“They did the same, and the funny part was, the people didn’t even know their nations were passing laws, stripping the population of their freedoms, so that if they ever woke up to it, they would be locked away.”³

“Was it the Talkron?” asked the Master Templar.

² **INFORMATION: Kyoto Accords:** Kyoto is an inland city in Japan, the historic seat of the Emperor of Japan. In 1997 governments met from around the world to decide what to do about the rapid warming of the planet and impending climate change. The accords drawn up were known as the Kyoto Accords. The nation that stood out most as objecting the accords was the USA, stating the accords were weighted against industrial countries, and not enough against developing countries. As a result the accords failed to reach a consensus, and no action resulted by governments to curtail the impending climate change of Earth. [◀Return](#)

³ **INFORMATION: Planetary Mass Prisons of Earth:** By 2010 Earth had many unmanned prisons. In Australia and its territories they were mostly out in the oceans and inland in its deserts. America had them scattered throughout. [◀Return](#)

The Marshal shrugged. "I'm not really sure, but that's how it happened."

The Master Templar nodded. They were now back, inside the stateroom. "Then, you need to go back there, find out what was happening, and why the planet didn't avert a disaster, which was so obvious. I believe that the Kyoto Accords were the first major attempt, before intervention, to stop the catastrophe. It failed. I want to know why, and what happened. I want to know if there are any similarities to our worlds, and I want to know what the solution is. I intend to keep power. However, if I fail, I have a successor, but that successor isn't ready yet."

Marshal Grant Tagora knew when his meeting had finished. It had been exactly one hour, since he had arrived. He bowed low, and stepped backwards, towards the door. He slowly turned, nodded to the Boguard present, and started to leave.

"Grant," called the Master Templar.

"Yes, sir?"

"The Temple, the House of Torren, and I, personally, all owe you an enormous debt. We will never be able to repay it. I just want you to know, that you're absolutely vital, to the cause."

The Marshal stopped, and smiled at his old friend. "Master Templar – Elysis Morander, I remember when they used to call you *The Fox*, when you were young, before you took this office. Both you and I are a pair, Elysis." The Marshal raised his hand, in the form of a casual salute. "Until we meet again, and when I bring

you the conclusion of the *estimate*, which I have been promising you." The Marshal then assumed a formal stance, bowed deeply again, turned and promptly strode out.

The Master Templar chuckled to himself, about having been reminded, of his earlier days. She smiled. *The Fox* was a short story given by Goren Torren during one of his staged events on Earth. He sat down in his large sofa, and looked out, of the window thinking about the past. He signaled one of the Boguard aides.

"Sir?"

"Can you get *Captain Macrodon Curr* for me?" asked the Master Templar.

ψ

SHERIL AND
THE AMAZON

Sheril looked out over the small riverbank, to the other side. “Who can hear what the trees are saying?” she asked her small class.

Megalin raised her hand. “Miss, I know.”

Sheril nodded. “Yes, you’re tuned into the trees. I can tell. I can hear them; whispering to you. They tell you, that they like the rain.”

Megalin stepped back, and looked at the trees, on the other side. They were so big. She looked at Sheril. “That’s what they are saying. How did....”

Sheril nodded. “I can hear you, and I hear the trees. They are alive; they have thoughts, like you. They also have feelings and emotions like all life does.”

Megalin looked at Sheril, as if she was an old time goddess. “You know.”

“Yes, Megalin. I know, and so do you. Now, who else?” Sheril asked, as she looked around the rest of the group.

A young boy put up his hand and said, “The fish say that they are hungry.”

The other children laughed.

Sheril looked at the boy and nodded. “They do, too. What about the trees, on the other side of the river Boni, can you hear them?”



Amazon trees

Boni was only seven years. He put his hand to his head and stared. “Miss, they tell me that they are in pain.” Boni started to feel a tear, pooling in his eye, and he tried to look away.

Sheril walked over to him, knelt down and put her hand on his shoulder. “You’re very awake, as a

spirit guide, Boni. Tell me more, about their pain. I want to know," she said, with understanding.

Boni looked around at the others, and Sheril put her hand up, and said in mind talk: *The first person, who laughs, will go swimming with the hungry fish.*

There was silence.

Boni half smiled and wiped his eye, and looked across the river. He could feel the trees. Sheril felt with him, and she helped him feel, what the trees were saying. "They can't breathe, Miss. They are choking. They are in a lot of pain, and..." Boni started to cry.

Sheril sat right down, on the sand next to him. She looked at the young boy, face to face. "You can feel something, which I can't. This is important, Boni. You are getting a message, which I do not get. You have an extra gift. I must know more, please. Tell me: what do they have to say?"

Boni looked at her, and then across the river. He looked up in the air, and then to the ground. He walked over, to a small plant, nearby. He picked off one of its leaves. "The tree said that I could give this, to you. Look inside, Miss. Can't you see it?"

Sheryl tried to see, what was there. She saw the leaf, some veins and some life. She saw the aura, and the now diminishing life of the leaf. She shook her head. "Tell me. I can't see it."

As Boni held the leaf in both hands and stared into it; he was able to put his attention, right into the leaf.

Sheril felt the strength of his ability. She was a little envious, but very grateful that the boy had it. She saw into the leaf, following his thoughts, reading what he saw. He could feel her too, and he went deeper.

He looked at the leaf, then at her, and then back at the leaf, and then at her.

Sheril gave a gasp, as though she had been pricked, with a pin. It hurt, but on a psychic level. She looked at Boni, searching for an answer.

He nodded. "That is happening to all the life of the world, Miss. All the trees are experiencing this. They are under some attack, and it isn't from the physical world. They are being attacked, and hurt, in another world, on another level. They get hurt and hurt and hurt, so much so, that they can't stay. They leave."

Sheril dismissed the others. She took Boni to the side of the bank. Sheril permitted Megalin to stay and observe.

Sheril was quiet. She sat, looking out over the water to the tall trees. She looked at them. They were thinner than what she remembered, as a child. She had thought the cause was pollution; and had never suspected that the trees were under some attack, from inside their own field, of life-force.

Sheril looked at the leaf, and imbued it, with her own life. She cupped it in her hands, as if in a cup of water. The leaf came back to life again. She then withdrew her imbuelement of life, and watched the cells of the leaf. Slowly, they died. She could see them.

They were being attacked; each cell, one after the other was being punctured, causing all life, to leave the cells.

She looked over to Boni, and asked, "Are my pictures right? Am I seeing correctly?"

The young boy said, "Of course, yes, Miss."

Sheril smiled. "Boni, really, tell me if I'm wrong. I'm not as good, as you are. Do I see correctly?"

Boni looked at her and then at the leaf, and then at her. "Yes, Miss. The life of the tree is being attacked by another, a long way, from here."

Sheril put her hand down, and placed the leaf in a pool of water. "How?" she asked.

Boni shook his head. "I can only see. I don't know how, or why. I can only see."

Sheril sighed. She wanted to know.

"Miss," said Megalin, "I know."

Sheril looked at her, with surprise.

ψ

JARON AND AMANDA

"Captain?" asked Amanda.

"Yes, *Amanda*?"

"Do you know where we are?" Amanda asked.

"No, Amanda. I just know that we decided we would step through the time frames, of the universe." *Jaron* answered, as he looked around, feeling bewildered.

He stared at his hand. It was translucent. He glanced at his feet, and he could just see the ground, through them. He looked out and away, and saw some trees. They were very clear, rustling in the wind. He looked around at the field beyond, then the clouds. He looked at his hands again. He could see the ground through them too. He clasped them together, to make sure he could feel his hands. He put his hand onto the ground, and he could feel that too.

He saw a tree. He liked the texture of its bark. It was fifty meters away. Instantly, he was there, in front of it. He hadn't even decided to move there. He looked at his hands again, and then placed them, up against the tree. He could feel it. He pushed hard against the bark, and his hands slowly went into the tree. He quickly withdrew them out.

"Amanda, what ... where are we?"

"Sequetus 3, Captain," answered Amanda.

"You're on Earth. You can't recall what happened?"

Jaron shook his head, pushing his hand curiously through a tree trunk, and looking at it, on the other side. He looked around and realized he couldn't see Amanda. She appeared before him, as a translucent wavering light.

Jaron stood back and thought, *Amanda?*
Yes, Captain.

Jaron looked over at a small pond; he then walked to it. He saw the clouds in its reflection, and then his own reflection. He was wearing his white *shocksuit*, and his golden cap.

He heard a thundering noise behind him, and a scream. He turned quickly, and there were horses, bearing down upon him. He was still too shocked to move. They were pulling a carriage. Jaron had no idea what they were, but was thinking back, to his youth. Maybe he knew about the uses of horses. Moreover, the driver sitting on the carriage saw him. Half out of terror, and the other of fear, he whipped the horses, as they were almost upon Jaron.

The horses saw him, and began to rear and scream, but the duress of the whip thrust them forward. Jaron held his arm up, to protect his face. The horses and carriage raced on and through him, and out, the other side. The carriage driver looked back at him, wide-eyed in fright, and shook the reins, to push the horses even more, even faster.

Jaron waved the dust from around his face. It made no difference. The wind blew it away. He looked out to the mountains. The air was clear and clean.

There were trees and grasses, and the air smelled rich to his nostrils.

He looked for Amanda, and she appeared again, as a small light in front of him.

Jaron asked, "Tell me the truth. Am I dead, Amanda?"

Amanda laughed. "What is death? If you mean, are you a life-force, and you have no body, then yes, that's true. However, if you mean that you are bodiless, no, that isn't true. You do."

Jaron thought he might have heard her softly laughing. He waved away an insect that was now buzzing around him, as though trying to work out, how to feed off from him. He went to brush it away and his hand appeared on its other side, without touching the insect.

"Am I a ghost?"

The light of Amanda twinkled, in front of him. "In a fashion, perhaps, but not really."

"All right, Amanda. Please tell me what happened, and where we are, please."

Amanda sighed. *Here is what occurred.*

Ω

A few minutes before, Amanda was looking down at Earth. "Captain, it's time to go."

"Where? Down there?"

"Yes, Captain. That's a start, but it isn't all. I believe, what you wanted, will allow us to alter that, what we perceive. You won't be physically there."

Jaron nodded. "Tell me, what do you have in mind?"

"Very well Captain. It is like this. The universe moves forward, in a series of present time flashes. We call them *nows*, that span a series of eighteen universes a second. You actually don't move in this universe; you only perceive movement. You alter position; every eighteenth of a second, and your mind tells you that you're moving by making the necessary computation. You don't move. You change from one position in one universe, instantly to the next position in the following universe. You appear to be moving, in a single universe. That, however, is an illusion. You're doing, what we call the *now* sequence, from one universe frame, to the next. All life in the physical universe does this. It's an enormous agreement and series of computations, made by all life; that are almost too complex, to understand."

"Hmm...." was all Jaron could say.

Amanda continued. "You experimented in the Boguard of moving your attention from now, to back in time, right?"

Jaron nodded. "Yes."

"Well, what that was, was you sending back a mental machine into the past, and looking at the past universes, and experiencing them again."

"That description is simply memory," protested Jaron.

"No, it wasn't memory. You were able to influence your thought back then, when you visited yourself. You also transmitted ideas to yourself, back then. This happened when you stopped the bullet at the United Nations building. You seemed to be there in the UN building, looking at yourself, but you weren't. You were actually still back on Yaltipia, in the caves. However, you had a mental machine you projected to back then, in time, back to the UN building. All your attention was on, and in, that machine. However, that was only your attention, not you."

Jaron looked at his hands. During their conversation, they had left *Black Knight*, and were now back, on Earth.

"Those aren't your real hands. You're creating the image of them, and very accurately."

"Where am I, then?"

Amanda laughed. "Where are you, Captain?"

"I'm here!"

"Correct. That's where you are, however, you have a body, back on *Black Knight*."

Jaron looked up. "I was there, then, now..."

Amanda put them both back, aboard the ship. "Watch, now Captain. That's your body. It's sleeping, as such. Now, we're on Earth."

Jaron looked up, to above the atmosphere and was able to *remotely view* the ship. From a distance, outside of the atmosphere, he could see *Black Knight*.

"I have *shrouded* the ship, so no one will find it, not even *Akeala*. I have given her a second ship image, to try to get into, but she will give up, trying to enter it."

Jaron looked at his feet and saw something, which darted past. He jumped back. He looked again. "*Kuro!*"

Amanda sighed. "That wasn't meant to happen; she was supposed to stay up there, and not come here, like this. It's like there is you, and a ghost of her. You can ignore her, as she isn't sure about where she thinks she is. She will follow us, however, so please don't distress about her."

Jaron shrugged.

Ω

Even earlier, Jaron was with Amanda, speaking over the intercom system. "I'm ready. I assume it will be similar to when I go back into the past, like back in Yaltipia."

"Hmmm," was all Amada said.

Jaron was excited, as he was sure that he would be able to take his body. He had it all worked out, though Amanda seemed to not be letting on too much.

She had asked him to tell her, what year he wanted to visit, and she insisted that he give the first figures, which came to mind; no thinking allowed. Jaron had quickly spouted the numbers 1587. Amanda pointed out that those numbers were a date on

Sequetus. She asked where, and he simply said Yoo Rup. Amanda said that was Europe.

As a light appeared before him, he focused on it. He smiled. "You know Amanda; you're very aesthetic, as that light.

Jaron saw the light turn a slight shade of pink. He smiled.

Ready to go, Captain?

Jaron nodded. He expected somehow, to have to move, inside Amanda, and she explained: *Lie your body down, Captain. It's important.*

Jaron did.

Ω

Jaron remembered now. He remembered as he looked down at his body, and the room seemed to lose its solid feel. Jaron could feel his golden cap, around his temples, and he could perceive the presence of Amanda. He understood.

The very next instant, and they were in Europe. A horse team, pulling a carriage, was bearing down upon them. Jaron recalled it all now. The disorientation left him. He looked around and could sense Amanda, as light, pulsating not far from him.

Is this going to be any benefit to me? asked Jaron.

It's your time, Jaron. This is the year you chose. It's the continent you nominated. I looked into your mind, and you have pictures of nearby here, somewhere.

What does that mean, Amanda?

That you have pictures of here? she asked.

Exactly, he answered.

You tell me, she responded.

Have I been here before? asked Jaron.

Very funny, Captain. Before when?

Before now, he responded.

Before now? she asked.

Jaron stopped and thought: *No, before, in the future... You mean, I could be here now, elsewhere?*

The concept that he had been on Earth before, had only fleetingly been entertained.

You're here now.

I know that. However, am I also here as...

Correct Captain. That's what we're here, to explore. Why are you carrying that date, in your mind? Why do you have this location, in your memory?

Jaron nodded while thinking. He looked down both ends of the road. "Then, if I'm following what seems to me, to be the right direction, we should follow that carriage."

The light that was Amanda disappeared.

Jaron looked around, and saw more dust coming from the same track, as the previous carriage. He stepped back, into the cover of the trees. The thunder of the horses' hooves grew louder, and the ground began to shake. He watched them go past. The driver hadn't seen him.

After they had gone, Jaron looked in their direction. "I expect we should start walking."

Walking?

“Yes, it will help me think.” Jaron began to walk. He was taking a lot of effort, to watch his steps, to make sure that he appeared to be walking. He didn’t want to seem, as if he was a floating image.

“So, Amanda, tell me, how do we go back in time, and how is it that I have this image of my body again?”

Amanda was happy to explain. *The universe moves through eighteen frames a second. With your cap helping, and with the coils and circuitry, which I possess in my ship, we’re able to tune out, and be away from the noise, of the physical universe.*

Noise? asked Jaron?

The chatter of all the minds; I call that noise. The mental chatter from all the creations by life. Life itself chatters. This gives chaff of thought. It pervades the universe as matter. It’s overwhelming to us, in our native existence, without bodies.

Jaron thought about this concept. *Are you trying to tell me, that the physical universe is a result of thought?*

Amanda didn’t answer and continued her explanation: *With these coils around us, you and I tune into broadmatter. Broadmatter doesn’t influence us; greatly. We’re able to tap into broadmatter, and pull out energy, which then enables us to screen out the physical universe. If we can screen it out, and hold it out, we can go exterior to the physical universe. When that happens, we’re no longer in any of the frames,*

which we believe we're meant to be in, so we're able to select the frames, in which we want to be.

Jaron said nothing but waited.



*Searching through the
Myriads of Time*

You have a lot of attention on this date, so it was easy to be drawn back to this point, in time. If you had no attention here, then it wouldn't be so easy. However, as you want to be here, we followed that yearning, and here we are.

“Didn't I do that, in Ataran, when we were experimenting with going back, into the past?” asked Jaron.

Amanda answered him. *No. Your attention then, went way down through the past, to where you could see yourself, very clearly. It was more real there and then, than where you were back there; in the present.*

You were able to give yourself thoughts and ideas that you wouldn't have been able to; otherwise. You

were in the present on Ataran, and you sent your attention down back, into the past, and from there, linked your present time self, to your past self. Then; you gave your past self a message.

That's déjàvu Captain. That's all déjàvu is, nothing else. Next time you experience déjàvu, Captain, look up into the future, and see yourself. You can do that, and strengthen the line and bridge of your attention into the future. Then, while you're in the future, put your attention into the past.

Jaron looked at Amanda. *I'm not sure. Now I'm getting confused and dizzy. I think I understand what déjàvu is.*

I'm pleased to help, Captain. Next time that you have déjàvu, see if you can locate yourself and see what comes, from that.

Jaron laughed. *Will I not vanish? I thought nothing could occupy the space in the universe, and duplicate itself.*

No, Captain, you don't occupy space. You're a life-force, and don't have physical properties. You're not duplicating yourself.

What is the difference with us, here now, then? Captain, in this instance, you're here: now.

Jaron looked up. They were crossing the brow of a hill. He saw a walled town, further on.

Jaron was walking properly now. He also had the appearance of his body's image, looking denser and more real. He continued, walking to the perimeter wall

of the town. He walked a small narrow track that followed the wall.

A person stepped out from the shadows, and yelled at Jaron. Jaron didn't understand. *Amanda?* He thought.

Yes, Captain, I will translate the thoughts, for you both.

"Stop in the name of the Bishop." A lance was thrust, in front of Jaron.

Jaron balked.

"Who are you?" demanded the guard.

Jaron thought. "My name is Jaron," was the translation that went into the mind of the guard.

"What do you want here?" asked the guard.

"I want to learn."

The guard looked at Jaron, in his white shocksuit. He looked at his clean-shaven face, and his shorter hair.

Jaron on the other hand, was taken aback, by the repugnant smell of the guard, who hadn't washed, for several weeks. He smelled as though he slept with animals, not humans. Jaron felt inside the man's mind, and withdrew. The man did sleep with animals. Pigs were his bedmates.

Jaron looked at the guard, as the lance was pushing harder, against Jaron's throat. The guard's clothes were strange, heavy wool, with a leather front piece, protecting his chest. He also had brown leather leg bands and boots. He sported a short knife, dangling on his belt.

The guard called out something, which Jaron didn't understand.

Where's my translation? thought Jaron.

Sorry, he is calling for another guard.

The other guard appeared; from behind a thinly planked gate. He was similarly dressed, but slept with horses, so didn't smell as bad. Jaron somehow wondered; perhaps the horses could give them both tips on how to keep themselves clean. The small town might be better for it.

The second guard took one look at Jaron, and in turn, called for another. That person shortly arrived, at the gate.

Jaron looked around at the gate. It was four pacs high and the walls were only three pacs high. He estimated that the town likely had only a thousand people.

Two children crept around, behind the guard, and Jaron could hear them speaking, in the local language. It sounded nothing like *Standard*, yet he thought he might have been getting a feel for it. Amanda was still translating.

The first guard stood in front of Jaron, lance held out. He called to the second guard, who was now yelling to another person. This time, it was a black robed man, who came out through the gate. This robed man stepped forward, and he wasn't scared, like the others. He walked out from beyond the gate, and circled Jaron holding a crucifix. He stepped back, to stand beside the guards.

He nodded to the second guard, "Bring him inside. He is the one."

The guard barked at Jaron, which meant that he had to move inside, under the threat of the lance.

Ω

Jaron had been roughly jostled, pushed, prodded and threatened. He was concerned not to break his attention, from the image, which he was projecting of himself. He didn't want to have the lance go through his image, as it would spoil what he was learning.

Jaron was shoved up, inside, a stinking building. He wondered if this was where the pigs were kept. He wrinkled his nose. He saw the black robed man, standing there.

He was then led inside, and the door locked behind him.

They walked down a flight of stone steps, and the smell became more rank. There was almost no light. They weren't completely underground; the very top of the room had barred outside windows, along two walls. It was a small prison, with three cells.

Jaron was pushed into one of the cells. There was a young woman, in the other cell.

Jaron looked at the woman. She seemed to attract him, under her grime.

She stared back at him. "I know you, right? Where from?" she called.

Jaron stepped away from the cell door. He looked at her hard. "If I said, *when*, it would be more accurate. Let us say, in the future, we meet again, and I'm from there, another place; out there. There are worlds from out there, like this. You and I maybe meet there."

The woman thought this was confusing talk. She looked at the man. His clothes seemed to shine. His hair was clean. His face was shaven. He did not smell bad. He was a rare type of person. She sat up, pulling against her chains.

"Tell me again, who you are."

Jaron looked back at her and then walked to the window. He had no chains attached. He stood on his tiptoes, and looked out. He saw the trees. He sighed, turned and smiled, looking back at her.

"Are we meant to be here now, together?" she asked.

Jaron looked at his memories. "You're interesting, and that's a very interesting question. I'm sure you don't ask that, always."

She sat up and looked at him. "You're not from here. You're like... I don't know what. You're from... out there." She pointed out, through the window.

She had Jaron's attention now. He walked over to the bars separating them, curiously looking at her. She certainly looked familiar. Jaron half laughed to himself. "I knew a girl, who looked like you, and we met in a prison. It was much colder, than this then."

She strained at her chains to move closer, over to the bars. "Was that in Geneva?"

Jaron was confused. He shook his head. "No, *Sleebo*. Where is Geneva?"

She looked at him and pointed out the window. "Out there. Where is *Sleebo*?"

Jaron smiled. "Out there, too."

The woman sat back down. "I haven't heard of it." She looked a bit dejected.

Jaron looked at her. "I think when people are together, they were always meant to be together."

The woman looked up interested again. "Have we met before? You look familiar. I'm sure that we have met."

"No. We're meant to meet in 1576, in Venice," said Jaron, in all seriousness.

"I have been to Venice," suggested Amelia, not looking a bit surprised. "I don't remember you. What is your name?"

Jaron looked out to the stars, and simply answered, "Bruno."

She accepted that. "Are we going to Venice?"

Jaron looked over, to where Amanda would have been, if she had been visible. *Well?* he thought.

ψ

GARTH KWOK

Garth Kwok had been a normal *Malukan*. He had never wanted to become better than he was, and was happy for the world to be, as it was. He was pleased to listen to state broadcast transmissions, raise his family, and die at the age of two hundred and seventy-five years old, like any other *Malukan*. He was a middle class worker. He knew that he hadn't been bred, for thinking. That didn't bother him. He was happy to be the simple cog in the machine, and not its operator.

However, something happened to him. He had a daughter, who had joined the state-run troopers, and she had changed. She was no longer the gem of a girl, which he had raised. She had become an angry and hateful person, and this hate had surfaced, once she had joined *Malukan Guards*.

Garth didn't say much, and then one day he came home, to find his wife had been arrested. She had been charged, with inciting sedition. Garth couldn't believe it, until he read the report, and watched the recorded visio. There was his wife and daughter, in his home, having an argument, about the standard of *Malukan* life.

It wasn't as if Garth, and his wife *Aka* were really that unhappy. They knew that after they came of

distinguished age⁴, they would be shipped to an outer planet of Maluka, where they would be allowed to live the rest of their lives, in peace and quiet. There, they would ripen in old age, until they joined their ancestors, in the beyond. Anyway, that was how it was promoted, on the Malukan state-run media. No one questioned the media.

Garth was a janitor, in the building, where he lived. That was, until he found his wife had been arrested. He stood in shock, with a *C-S* in front of him. He had never had *City Security* come to his home before, and they were there waiting, when he got back, off from his shift. There they were; just standing, waiting. He showed them inside. They sat down, and pulled out the *all-play*⁵. That was when he saw, what changed his life.

The recording had been made; from inside the lapel of his daughter's guard uniform. There was his wife, arguing that the state didn't know everything, and

⁴ **DEFINITION: Distinguished Age:** A term used in Maluka, meaning that the person was no longer contributing to the state or society. That age was generally around 220 years old. It however varied from person to person. The state recognised the person's achievements, and was granted residence off in another world. This was how the state made room for those on Maluka, the head planet of the sector. To be allowed to reside on Maluka, one had to continually show they contributed to the state and planet, or else they would be moved to another domicile, appointed by the state. *Source: Searfinders Index p. 6771* [◀Return](#)

⁵ **DEFINITION: All-play:** A portable hand held recorder that plays back a three dimensional hologram of a pre-recorded event. The image is about two hands high. Made by State All Industries Maluka. *Source: Searfinders Index p. 3.998* [◀Return](#)

that the state didn't own the people. That was what was called *radical-thinking* in Maluka, and considered a *vestige-crime*, punishable by transportation to the *Far-Colonies* of Maluka.

Garth still recalled that day: his daughter was standing at the door, with three C-Ss, as they took his wife away. He never spoke to his daughter again, ever.

He thought back about the past. He could recall when he first heard about the resistance movement, and thought that it was stupid. His life was going along, fine. He had a nice wife, and family.

Garth never *wanted* for too much. That was what they warned about, on the state-run media, not to *want* too much. They warned, *want* was the source of all evil. He had thought that was correct. It was *wanting*, which created the problems in the world. People wanted too much.

Many books had been written on the subject of *wanting*, and how it was an evil trait. The state had warned them, and now the state had found his wife guilty. She had been proven to have *wanted* a better world, and that was the biggest *want*, of all. To want something that was outside of your life's potential, was the worst *want*, and it was a source of a fruitless and wasteful *life of wanting*.

Garth had wondered what he should do, when he saw his wife being escorted away. How should he react? Did he want her back? He did *want* her, but wasn't *wanting* an evil crime? He was confused, and

didn't know what to do. That was when he met a very unique woman.



Planet Gogon Surface

He stared, thinking of the memory of it all, now. It had been strange. He looked out from the *Gogon* cave where he was now living, wondering if he was now *wanting* to return to Maluka.

He remembered the way it used to be, the way he used to exist. He thought that was strange now. He would work his days on the job, watch the state-run news, and listen to the great strides which Maluka had made, economically. He would also listen to the state-

run challenge shows⁶, as they were known. He used to be a great supporter of them.



Gogon Cave

He also remembered the state-run *show-tells*⁷. These were where ordinary people like him, were

⁶ **INFORMATION: Challenge-shows:** On Maluka the state-run media promoted *challenge-shows*. This was where the average person could get notoriety and fame, and even money, by being part of a local group to win broadcast competitions. It was reasoned by the state that such shows gave people a feeling of belonging and self betterment, and satisfaction, and were a release for what otherwise might become anti-state attitudes. It was better to give that frustration an outlet, and a chance to win, rather than have it surface as rebel activities. *Source: Searfinders Index p 4983 – Maluka – 3* ◀*Return*

⁷ **INFORMATION: Show Tells:** Malukan betterment shows run by the *Malukan State Broadcast Bureau*. They were informal shows showing local members of the community, to the larger parts of the community. They promoted life betterment of Maluka. *Source: Searfinders Index p 4888* ◀*Return*

invited to speak on the state-run media, and say how they could get back, to the old Malukan days of power. Ordinary people were invited, to suggest how they could one day bring back prosperity, to Maluka. He thought these were good. This wasn't *wanting*, it was *dreaming*, explained the state, and it was fine to *dream*.



Maluka Prime Planetary Center

Then, his wife was taken by the state. It seemed so unfair to him, as it was just an angry moment, between his wife and daughter.

He remembered thinking: what could a small insect like him, do against an injustice, like this? He was looking out from his window that day, feeling sorry for himself, and looking at the massive buildings, opposite his. That was until the door buzzer sounded.

He turned, and looked at the door. He walked over and opened it. There was a woman. She seemed different. There was an intensity about her, which made him invite her in, to listen to what she had to say. She had said she was with the state-run water department. He knew that wasn't true, as he had met plenty of those. This person was different, so, he asked her inside his apartment out of curiosity.

ψ

MAROEN

Instructor Maroen was a member, of the Boguard Fronts.

Garth looked at her. She wore the same kind of clothes as he did, but she seemed brighter. “The front of what?” he asked.

Maroen walked, to the other side of his apartment, and looked out, from his window. He stood beside her.

“Did you know you have four security cameras, watching you right now, watching you speak, with me?”

Garth looked out. He couldn’t see anything. He looked at her and then outside again. She just sighed. *Malukans*, she thought to herself.

“I see no cameras,” he said.

Maroen smiled, and pointed to the opposite building. “On its seventy-fourth floor.” She pointed to another. “Next to that building, on the thirteenth floor, is another camera. There is another: over the cinema there, and one, at the top of *Duds* department store.”

Garth looked at her. “Are you an insurgent?” he asked naively.

She looked at him, smiled and nodded. “That’s correct, Garth.”



Malukan City Life

“Then, you’re not really from the water department?”

She shook her head.

Garth was pleased that he had worked that out, beforehand.

Garth thought about this a bit more, and looked out, over at the buildings. Then, it dawned on him. If

that were true, then he was about to face the *Outer Colonies*, or be killed in the process.

He looked at her; he was about to speak, and she just nodded her head. "That's correct. Someone, from high up, framed your wife. I will explain that. They don't have what they wanted, yet. They have your daughter, or at least her mind. However, what they *want*, is you, Mister Garth Kwok. They want you. More precisely, they want your mind. You have been under suspicion for some time, and they *want* you."

Garth looked out, and at the people, passing below. He really was a bit confused. He looked up.

"What were you doing, four years ago?" she asked him quietly.

He was about to answer, when he realized he couldn't remember four years ago.

There was a bang on the door.

Garth looked at Maroen and then out the window. She nodded. "Yes, they are here, because we were speaking together by your window, and now they have all the evidence, which they need, to really lock you away. You're about to be arrested, on the *vestige-crime of association*. You're associating with me, but really it's the *vestige-crime of remembering*, remembering who you really are, or were."

Garth looked at her. He didn't know what to say. "Then, who was...?" he was about to ask.

He turned, to the sound of heavy thumping, on the door. There were three C-Ss outside, now trying to bash their way in.

"Your daughter wasn't your daughter. It's time to go, Mister Garth."

With that, she placed four small caps on the corners of the window. The door behind exploded inwards. The window blew outwards.

"Here!" she yelled. She threw her hand, up in the air. A rope was being shot into it, from outside. She instantly caught a small missile, with the rope attached. She wrapped it around his waist, and called, "Now, now, now!"

The door behind them was crashing to the floor, and three burly C-Ss leaped in through the dust, to see Garth and Maroen being yanked outwards through the window opening.

Maroen looked at Garth's face, as he appeared half petrified, and half just a bit puzzled, as though his life had changed before, and now, this was just one more episode.

The C-Ss ran to the window, and as one was about to raise his rifle, Maroen raised her finger and shook it. She looked intensely at him, and smiled. *If you do, you're dead. We have lasers trained on your faces, all of you. Be good, or be dead.*

The C-Ss looked at each other incredulously, and yes, there were small blue laser dots on their foreheads. They blinked, and quickly ducked down, out of sight, behind the walls. The senior of them began screaming orders, into his lapel microphone.

Garth looked above, and saw their escape vehicle was a small C-S patrol car, racing away over the

building tops. He was about to suggest that it was illegal to impersonate the C-Ss.

Maroen winked at Garth, and pulled out her gun and aimed back at the window. The C-Ss were aiming their weapons. She shot, then another, and finally a third. She put the gun back in her holster. The C-Ss fell back stunned, but not dead.

Garth looked down, as he swayed, dangling precariously, above the city streets. He was moving at about two hundred *kinopacs* an hour, he thought. He looked up, as the vehicle above was getting closer. They were slowly being winched, aboard.

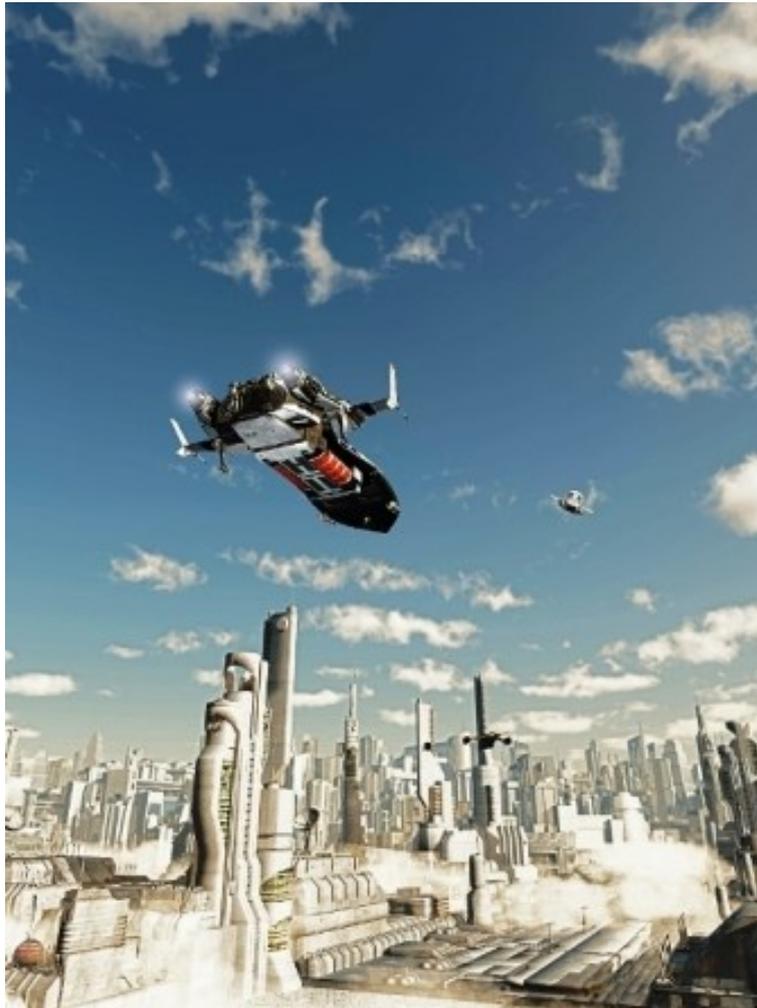
Ω

It didn't take long for a small fleet of floaters to come charging, after them. Maroen was finally inside the vehicle in the pilot's seat. She saw that Garth was strapped in, at the back.

Her co-pilot grinned. "I just love it, Maroen. You get more destruction, per nanosecond than any woman from Yaltipia."

Maroen winked at *Markoni*. He was her bondmate, ever since training school. "Maybe so. Perhaps, but there was still one, who will always be greater."

Markoni didn't need reminding. "Amy of Rambus, the *Goddess of War*," he murmured, under his breath. Now that Amy had died in battle, Markoni had adopted her name and image, as his unit's patron guiding force.



Floater pursuit over Maluka PPC

“Well, she wasn’t exactly from Yaltipia, but she might have been, as her spirit has always been with us.” He yelled above the wind, roaring through their canopy.

Maroen nodded. She turned and called back to Garth. “Have you ever heard of her, Garth? Amy, the *Goddess of War*.”

Garth cringed. Gods and goddesses weren’t proper thoughts, to have in Maluka. A vestige-crime of

imagination, he thought. He took many breaths, breathed deeply, and cringed lower.

The pursuit craft were getting closer. There were two missiles, coming their way, and so Markoni swerved. The missiles went aimlessly, towards the ground.

Maroen took the controls. "Hang onto your lunch Garth, and don't choke." With that, she pulled the floater straight up, almost vertically, then upside down and back towards the pursuers, inverted. Then, she side swerved, and two of the pursuit craft fired at each other, in the confusion. Maroen was on her way back, into the center of Maluka Prime Planetary Center.

The pursuit craft turned, but they were slower. Maroen could see three more, coming in, from out over the bay, and then another. She was pushing top speed, to the center of the sprawling mass of Maluka PPC.

Maluka PPC boasted seven million people. Maroen, saw a tall building, and instead of going around it, she aimed for it. Garth reared back, as he saw the wall of steel and glass, dead ahead. The walls started to open, and their craft's reverse thrusters engaged.

It took all of three seconds, and then, their floater was on the floor of the fifth level, of the building.

"Come on. We have only seconds, Garth. Get out, or die. These C-Ss aren't going to be taking you to court. They will kill you first, and then feed your body, to the fish in the bay."



Boguard Leader Maroen

Garth unstrapped and jumped from his seat: when he looked out, he saw that their pursuers were only a kinopac away.

Maroen led. Garth hesitated and looked back, as their floater exploded.

“It’s no use to us now, Garth. Follow me.”

With that, she ran down a corridor, as Markoni hauled on Garth, to hurry him. They turned into the stairwell, and ran down more steps. Garth counted the levels, until level eleven. Then, Maroen simply stopped, stood and listened. They all stopped. They could hear the footsteps of C-Ss above, in pursuit down the stairs.

The C-Ss were soon shooting, in the direction of their quarry's breathing. They threw two percussion grenades, in the general direction of Maroen, which exploded.

The Boguard ducked. After the flash, they called back to the C-Ss, "You'd be foolish to follow. If you do, you will all die. The tunnels belong to us. You know that."

Maroen smiled, as she leaned back against a wall, out of sight, and looked at Garth. "I could taunt them more, but here, we leave them." She opened a low half door, by her side. It was black inside. Lights lit up beyond the door, as she jumped in. Markoni pushed Garth, and he followed. They closed the door, behind them.

They sprinted down about a hundred pacs, and came to a three-way junction. They chose the right tunnel. That led to three more branches; they took the central tunnel. Then, this crazy Boguard woman led Garth and the group, down three more sets of stairs.

Garth's nose reeled, at the awful smell. It was raw sewerage and it seemed to get worse, the further down they went.

Maroen smiled, slowly breathing. She had slowed to a walk. "All those doors are locked. They have no lights, which all turned off after us, as previously arranged."

Garth stopped. He was panting heavily. This wasn't the normal lot, of a janitor. He looked up at the group, then down the tunnel. He began to shake his head. He was leaning forward, with his hands on his knees taking deep breaths.

Markoni turned to Maroen. "It's time, better tell him or he isn't going anywhere. Right Mister Garth?"

Garth looked at them both. "You Markoni, seem to know what I think. You, Madam Maroen aren't who you seem. Neither of you are. What is going on? I'm not moving until I find out." He continued panting.

Markoni smiled. "Lights," he called. The lights turned on. They were in a larger open space. "Present yourselves, please, Boguard Fronts."

Seventeen Fronts came forward, all wearing black shocksuits.

Garth stepped back, looking worried. He wasn't a fighter and these were obviously professional soldiers.

"No need to worry, Garth," explained Markoni. "They won't hurt you. If we wanted to harm you, we would simply let you go. Those above us, up there, would kill you."

Garth stood straight, looking around, and thought of this. He had caught his breath now. He looked at this group; their weapons, and how they looked. "Are

you rebels? You can't overthrow this government. It's too big."

Markoni shook his head. "No, we're not from this part of the galaxy."

Garth looked at him sideways. "Are you Jiltanian?"

Maroen smiled "Nope. However, I have been there. I'm not from *Palbo* either, though I have been there, too."

ψ

GARTH'S WORLD

Markoni looked at Garth, with a smile. He then pulled over an old crate and sat down. The other Boguard Fronts squatted, while Maroen and two others stayed on watch.

Garth looked at them, and their uniforms. He then looked at Maroen, who had somehow shed her water department uniform.

"Are you an invasion force?" asked Garth. "I can't fight you, and I know I can't escape, so you may as well tell me the truth. I could use a little of that, even if it scares the wild out of me."

Maroen half smiled, while watching him.

Markoni nodded. "Very well. Unknown forces overthrew the empire of Maluka, about twelve hundred standard years ago." He watched Garth, who gave no reaction, so he continued. "The system lost its Royal leader, then. It became a second planet to Palbo, and together, they acted in unison. They had a means of space travel, known as *Warp Drives*. Maluka developed its own technology, through its association with Earth. Earth was an Outer Colony of Maluka at the time."

Garth looked at him, strangely. "It was a prison planet?"

Garth nodded. "Earth then, was a prison planet of sorts. I will get to that, later." He could tell Garth

was attentive, much more than his janitor personality should permit him, to be. That suited Markoni. Garth was sifting through his Malukan mental implants, and was slowly finding the real Garth, underneath.

“That means of travel; Warp Drives, hurts a lot of life, when it operates. That’s where the group, to which I belong, comes in. I won’t tell you about where we come from. However, I will tell you where the group comes from, which took over your government. They are from a nearby galaxy. Not the closest galaxy, but nearby. They have a name, and that name is Talkron.”

Garth more or less shrugged. The Boguard Fronts were monitoring his thought patterns. Nothing negative was coming from him.

“You’re right, that there have been insurgents. We’re not they, however. We seldom get involved in local politics, or with the game, of who runs whom. However, the Talkron are different. They use a technology, known as psychronics, and they use this to alter people’s minds, to do their bidding. They use it, to stop their enemies from recalling who they are, and what they have done. It’s a kind of effective memory death. They can monitor their subjects, while they still live, but the memory is effectively dead. If their enemies physically die, they know they will lose them, and lose the opportunity to control them. Thus, they prefer their enemies to be memory dead, and simply monitor them, from that point onwards.”

Garth thought about this. “Is that what you are insinuating, that I’m memory dead?” Garth thought

quickly about what he could remember about himself, and really, there was little.

Markoni always tried to avoid telling the subject, what he thought about them, as it often turned the subject, against him. Markoni cleared his throat. "No, you are merely their enemy. What they did to you, I have no idea. However, they were monitoring you heavily, with up to ten agents allocated to you, at any one time. As their enemy, you must have been extraordinary." Markoni bit his lip, as perhaps he may have said too much.

Garth thought about that. "And my wife? I have loved her, for a long time." He looked over at the professional soldiers, in front of him. "You're professionals, aren't you?"

They all nodded in unison. They were following every word.

"You've been monitoring them, while they monitored me?"

They nodded.

Garth thought more. He recalled the chase, the missiles, the breaking down of his door. He looked at the Boguard Fronts. "Then, who am I?"

Markoni looked over at Maroen, who smiled and nodded.

Garth was following their eyes, and facial expressions. "Spill it, or I won't cooperate."

Markoni smiled. "For a start, your apparent daughter, the woman you thought was your daughter, was an agent. She was recruited five years ago, to

watch over you. She had six month's training to learn how to act, as your daughter."

Markoni turned on the *all-play*, and in front of them, was a copy of Garth's so-called daughter, learning how to mimic being Garth's real daughter. "It's from her files, at *Palace Centrum*."

Garth nodded. As he watched, he tried to recall all her birthdays. All he could remember: was the same birthday scene in his mind, being played for each birthday he recalled. He tried to recall his daughter's birth, graduation, and nothing was there. He sighed with deep regret.

"My wife Aka, is real?" he asked.

Markoni smiled. "She is real, and she is your partner. She has been your partner, for fifty years at least. That's what I have learned. You tell me, if I'm wrong."

Garth tried to recall getting married. It was only three years ago, but he had only the one image of their wedding, as though it was a cutout picture, being looked at, from different angles.

He sighed. "Is she..." he tried to ask.

Maroen called out. "She is alive, Garth. I have met her. That was how we learned more, about you."

Garth looked up. He couldn't remember much about Aka, but he did know he liked her a lot, and that he had strong feelings for her. He was beginning to doubt his emotions, as to what was real, and what was implanted "That's good. Will I meet her?"

Markoni smiled. "Yes, if you *want*. However, she isn't here Garth. She isn't even on this planet."

"Which one, then?" asked Garth.

Maroen stepped over. "She's on Gogon."

Garth looked at her. "How can we get there, and back? It's a prison planet, and heavily guarded."

Maroen smiled. "Look around yourself. Where are we, now? What did we just do? We're in one of the most heavily defended centers of the galaxy, and, with care, we go anywhere we like."

Garth looked around. "If that's so, how do you manage to live, down here?"

Markoni smiled. "That's our heritage. We thrive in caves and the subterranean."

Garth thought for a moment. Then he turned to them. "When will I get to see Aka? I *want* to."

Markoni smiled. "That was all that we wanted to hear. Follow us, Garth, and you will be there, soon. We won't be escorting you. However, others will. We have more, to do here."

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CHAPTER 7

AKA

Garth stood, looking out from the cave, remembering how it was on Maluka. Life was harder on Gogon. A gentle hand caressed his shoulder. It was Aka's, and he wrapped his fingers tenderly, around her arm.

"Do you miss Maluka?" she asked. Her voice was soothing.

Garth laughed lightly. "No. I have you, and I have most of my memories, again. I'm whole, once more." He turned to his wife. He could now recall his real children; all three of them. They were living on other planets; unaware of what their father was doing, now. He didn't mind that.

"We'd better get back down there, and work on our infrastructural government plans. If those Boguard are correct, and a new government is going to be installed, then we have only several months, to work out how to do it."

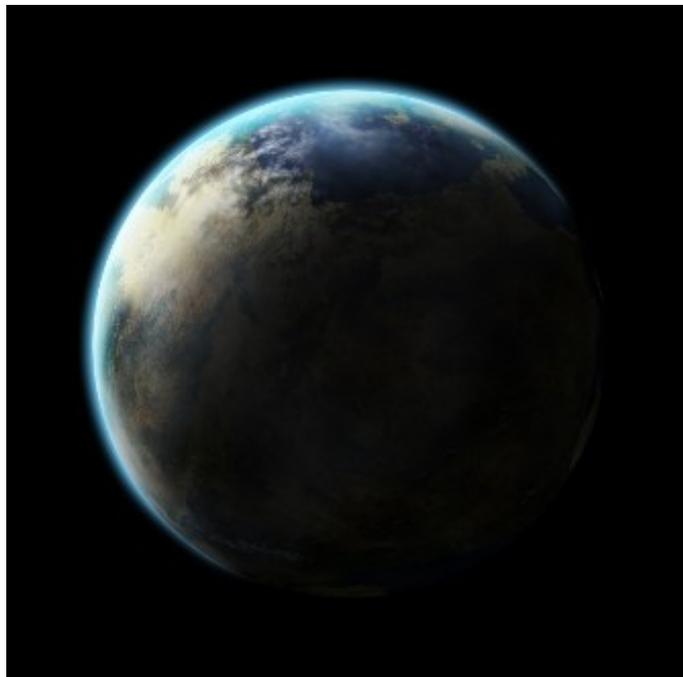
Aka looked back, outside of the cave, one last time. She then returned to the dark, closing the door behind them.

Ω

Maroen was watching the monitors. They still didn't have the center of where the Talkron were in Maluka, which was their second objective. Their mission was to get all potential leaders out from the planet, to form a new government. Then they had to find where the Talkron really were, and report it swiftly to Yaltipia.

They had their leaders now, all of them. That hadn't gone without a hitch, however. They could feel the Talkron minds searching for the *Fronts*. The Boguard were evading those minds, while at the same time trying to find and locate the Talkron.

Ω



Planet Gogon

A *Man-o-War* was approaching planet Gogon. It went into shrouded invisibility mode, and side stepped the dockside unit, in the Gogon outer orbit. Slowly, the Man-o-War went over to the night side of the planet, and waited.

After three hours in darkness, the ship settled down into the atmosphere, undetected by the planet's security systems.

Gogon was an open prison, where they made use of the herded population. Although the prisoners weren't confined to any particular area, each prisoner had a tracking beacon implanted, inside him. That beacon transmitted: the person's position, his health, vital signs, and even what the person saw, heard and was saying⁸. This meant that prisoners couldn't plan an escape or rebellion without their authorities knowing.

Maroen jumped from the Man-o-War, to the surface, followed by Markoni. They were being

⁸ **INFORMATION: The Beacon:** (*Terrestrial*) This technology was reportedly developed on Earth before the beginning of the twenty-first century, and reportedly first used in the Kuwait War with Iraq in the 1990s. The technology was in its infancy then. It would have progressed considerably by the time the reader comes across it in this volume. The name *The Beacon* is the name given in this book only, and not a code name used for its development on Earth. In carrying *The Beacon* the user can be unaware of its use. *The Beacon* can also be used as a receiver and relay messages to the nervous system whereby the subject can believe he is hearing voices and commands from someone he can't otherwise determine the source of. *The Beacon* is placed inside the subject's body, and can be in the brain, behind the spine, or a place that makes it easy to access the neuron system. Prisons are where subjects are easily obtained for experiments. [◀Return](#)

shrouded, and otherwise invisible, to standard tracking satellites.

Markoni looked around. It looked desolate. Maroen was next to him. She waved back at the other four Boguard Fronts, staying inside the craft, monitoring their actions. She signaled; the vehicle lifted from the surface, and disappeared from view.



Landing on Gogon

They could see the cave, not far ahead. The map on Markoni's visor guided them. He nodded to Maroen. "They are expecting us, I hope."

She looked around, and could see the first rays of dawn, starting to stream over the horizon. "We don't have much choice. We can't stay out here. The shroud doesn't work well, while we move in the daylight."

Come on. We simply have to get under cover, urgently.”

As they expected, there were several rebel guards, at the mouth of the cave. The shroud covered them as they walked at night, but as soon as they entered the cave, the shroud no longer operated. The guards were shocked, to see two figures materialize from nowhere, inside the cave.

Markoni and Maroen smiled at the guards. Their Man-o-War was still tracking them.

Maroen slowly put her weapons down, in front of her. She carefully raised her hands. Markoni did the same.

A guard came forward, to take their weapons, and Markoni shook his head and said, “You’d better not do that. They are ours. We’re here, to see Garth and Aka. We have a job for them.”

The guard didn’t pay much attention, but kept his gun trained, on the pair of them, as the other picked up the old receiver piece of a radio, which had been hardwired to a cable, down below. He confirmed that the cave had visitors.

The guard near Markoni went to push the weapons aside from the Boguard pair, with his foot. As she did so, Markoni’s gun moved by itself, and the guard’s foot missed it. She tried again, and the gun slid away again. The guard looked at Markoni suspiciously.

Markoni shrugged, with his hands still up in the air. “It’s mine, not yours. It won’t do what you want.”

"We will see," said the guard, and she went to stamp her foot, onto the gun. Again, it moved, on its own accord, to the side and avoided her, a fourth time.

By now, Maroen had lowered her hands, placing them firmly on her hips. The guard using the radio looked over at her, and Maroen just shrugged and gave him a look that indicated this silly game, wasn't of her making.

Now, the other guard was trying to jump on the weapon, and each time, she missed.

Then the first guard said, with his gun drawn, "That's enough."

With that, the second guard's gun got too hot to handle, and started to burn her. She cried in pain. As it fell from her hand, Markoni's gun flipped up from the ground, into his hands. He had it trained on her in an instant. The first guard's gun had also become too hot, and been dropped as well.

Markoni smiled, and then both guards' weapons rose from the ground, and drifted into Markoni's arms.

The first guard shook his head and turned, to open the door. The second guard, a woman, looked embarrassed, as Markoni handed her, back her weapon.

From the other side of the cave, came the sound of clapping. They all turned.

It was Garth. "Markoni, you're still impressive. It must be important, if you are here. I see that you've met Velma, and her partner, Telono."

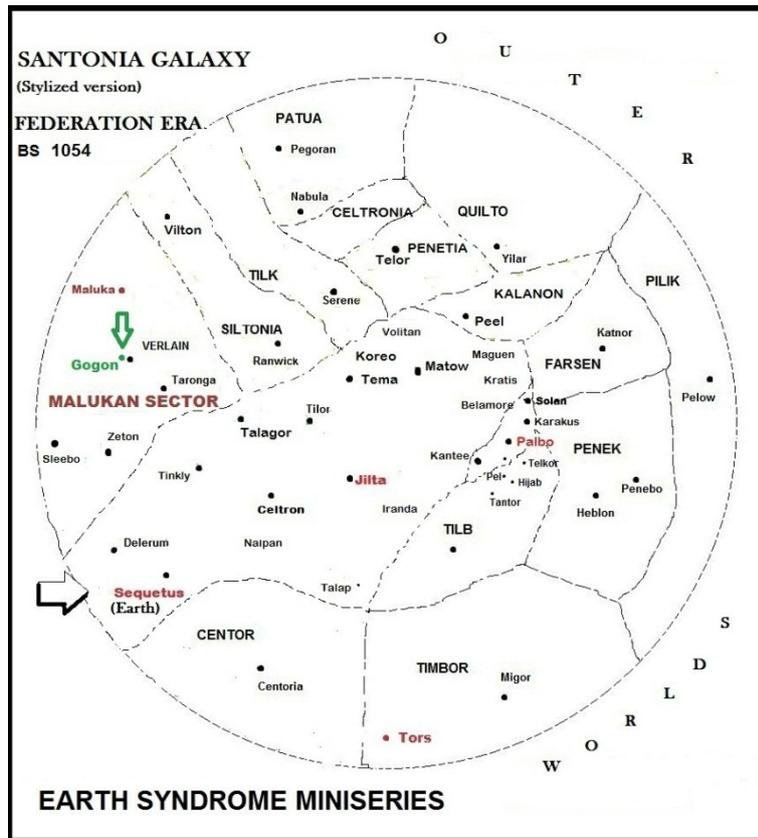
The first guard bowed. "I'm always pleased to meet a talented trooper." He bowed lower.

Velma wasn't so happy, as she was embarrassed to have looked so silly, and so she bowed, without saying anything.

Markoni bowed back, but not as low. "The pleasure is mine, and when this war, that's about to start, finishes, I'll be glad to introduce you to this."

With the introductions out of the way, Velma and Telono left, going deeper into the cave. Markoni, Maroen, Garth and Aki descended down to the subterranean voids, now totally dedicated to rebel use.

Markoni smiled, as he looked around.



Garth saw that Markoni was impressed, and explained. “There are at least a thousand rebels, on this base. Being so close to Maluka, it has never been detected or suspected. Once we got our foothold here, we have been able to bring in people from right under their noses. They just haven’t suspected such a base could be here. Thus, they haven’t look for it.”

“We’re self-sufficient, under the surface here; thanks to the Boguard Instructors, whom you left here, to teach us subterranean horticulture.”

Maroen looked around. It was like Yaltipia, in many ways. There were water springs, lots of

pedestrian traffic, and the temperature was comfortable, both for people and crop production. Markoni nodded to her thoughts.

Maroen brightened when she saw the two Boguard Instructors in the distance. They waved.

Welcome, thought one.

Thank you. Impressive, Maroen returned the thought.

Garth smiled, and looked at the pair of them. "Thought transfer. I can see it, on your faces," he said, with a smile.

You do thought talk? asked Maroen to Garth.

No, he answered. *I don't know how.*

Maroen laughed.

Garth looked a bit bewildered, as the thoughts, which he had just received, were so clear.

Maroen looked at Aka, who was watching them both. "I was showing Garth how thought transference worked, between Boguard."

I know, were Aka's thoughts in return.

Markoni butted in next. "I'll keep it to speech, as we all agree on that. However, how did you learn to speak with thought? Who taught you?"

Garth looked at Aka. "It just developed, when we two first met, and it grew, from there. As we continue to know and admire each other, it seems to get stronger. We both started to use it, without realizing, and then one day, we knew that we had it. I think that was why the Talkron tagged us, decades ago, to get us out from their way. They wanted us gone."

Aka led them all, to a smaller room. “You’ll be here only a few hours, and I’m to help you understand better, the strengths of what we have.”

Maroen asked, “Do others have this ability, here?”

Garth explained more. “Half this base has. Once Aka and I found we had it, we started to teach others. It doesn’t take much teaching, either.”

Markoni smiled. “We know.”

Aka added, “We’re not as advanced as you, but we would like to be.”

Garth nodded. “That was one of the reasons, for this base. We searched for leaders on Maluka, and its outer-lying planets. We looked for people, with similar abilities. People with this ability, are the cream. They are more inclined to help others, give more of themselves, and make better judgments and decisions, for the group, which they represent. They are more honest. That’s why we want our democracy, should we get it, to contain people, who have this ability. We can teach it. We just need to have a fair system, whereby those who learn it, get more say.”

Maroen didn’t say anything. This was politics, and not part of their mission brief.

Garth continued anyway. “One-man-one-vote with everyone all being the same, has a flaw in it. That’s what we have been researching.”

Markoni looked at Aka, and she nodded. “You’re going through, what all great societies have experienced. All people need to have a say, in the

government, otherwise you get injustices, coming from the inability of the average person, to correct the system, in how it runs.”

Garth continued. “That is what happened on Sequetus 3. They had one vote, one person, regardless of how talented the person was. There was no test, in their later days. In their original democratic system, developed in Greece, they had a kind of means-test, attached to the vote. That system of voting was scrapped, later, and it developed downwards, and promised the most to the least able, to be elected. Therefore, our intent here, is to raise the ability of those, who vote. We aren’t going to force everyone to vote, but if they want to, they have to show that their vote has worth.”

Maroen considered this. “Have you got that system worked out, yet?”

Aka sighed. “No, we haven’t. It still has flaws in it. It needs to be fair, in everyone’s estimation, where it cannot be abused, and we’re still working on it.”

Markoni nodded. “All systems have flaws in them. Perhaps you need the one, which has the least flaws. Good luck, and when you find it, export it.”

They were sitting at a table now, in a conference room.

An aide came in, offering hot kalo.

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TRANS-GALACTIC
SHIP CORP

“The *Trans-Galactic Ship Corporation* of Maluka, or *Trans Galactic Ship*, is the power base of the Talkron; here on Maluka. If we can take this powerful organization away, it’s like removing the nerve center, from the Talkron. Without *Trans Galactic Ship* the *Imperial Federation Warp Drive Bank* folds, here. They have no other outlet for their ship manufacturing now in the galaxy, other than here. The Temple and independent operators, under Temple and Boguard guidance, no longer operate, the way they used to. Only *Trans Galactic Ship* is left, manufacturing warp drives.”

Garth sipped his kalo. “If we get rid of *Trans Galactic Ship*, will we be subject to your guidance, as you put it?”

Markoni smiled. “Yes, and no. If you don’t become oppressive, we will have no interest. If you become another Talkron, then, yes. If you run your own media, or own the media through private means, as they do with *Trans Galactic*, and directly run the judiciary, and the police, yes. We will get involved, again. The galaxy is too small, for one group to develop, without pressure and guidance, from its neighbors.”

Garth conceded this point. “Understood. What is it you propose we do here, on Maluka?” he asked, as he pointed to the map on the wall.

“We’re preparing to take the Palace. We need the full occupation of all the offices, the buildings and somehow, to get the workforce on our side. We will neutralize the *warp drive* components, so they don’t work. The Talkron will be able to flee, but that’s all. They have their own ships, which don’t respond, to our warp drive disabling technology.”

Aka looked at Maroen. “I hope that these ships don’t supernova, when taken over.”

Maroen smiled while sipping her kalo. “No, they will not. I will be there right amongst them, when we do it.

“The rest of the Federation has had its fleets converted. This means that the ships manufactured by the Warp Drive Bank, and thus the Talkron, are no longer operable, except through agreement.”

Garth looked perplexed.

Markoni put down his kalo. “Up until now, the warp drives have worked, by drawing in the very life energy unit, from outside of the physical universe. The warp drives control that life-energy, through the application of pain. The life unit inside, is trapped. What we do, is liberate the life unit, by using life units already liberated, to guide and help the trapped unit, to become free. Does that sound simple enough?”

Garth looked at Aki. "No, I think that it isn't simple, and sounds like gibberish. I don't mean to offend." He smiled.

The room immediately went black.

Garth started to rise; but a force held him. He tried to yell, but he couldn't get his vocal cords to work.

"Garth, don't fight it. You have just deeply offended one of those lives. They inhabit our own ships, and work from agreement. Her name is *Feelay*. It's alright Feelay, Garth knows that you're there."

The lights came back on again, and the center of the room was dark, except for a small twinkling radiating light.

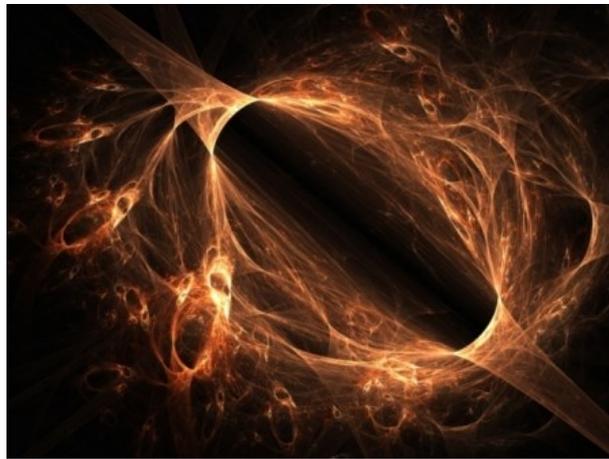
My name is Feelay. Thank you, Captain Markoni, my Captain. Garth and Aka. I have a crash course for you, explaining what life really is. You are life, so am I. You have a body made of flesh. I have chosen the computer circuitry in this ship, up here. I can leave, any time that I want. You cannot. You are trapped by another life, and that's the life of your body, which you are supposed to be operating. You have two minds, your own, and the mind of the body. You get those two confused. I have only my own mind, and my own will. This, friends, by ability standards, is far greater than yours.

Feelay continued. *If I took real human form, and a real body, I would become like you, and slowly lose my real ability. That's because the body would take over my thinking. I would become like your prisoners, outside there. I wouldn't know the difference, between*

the controller's thoughts, who is controlling the prisoner, and the prisoner: myself.

Garth nodded at the white image, as it turned to yellow.

I'm now going to show you something powerful. I haven't shown it to you before, Captain. You will see it firsthand, now.



The Anatomy of Time

This is a three dimensional look, at time. It appears that time follows a uniform path, which is unalterable. Mostly, it does, but there are pockets of activity, that the universe can widen, to go down, instead of using the main path. The universe isn't bound to the one singular path, which it's following. The future can be changed. You see the wide opening: there? That's where we're headed, now.

What we're trying to do, is not to go down that path, as it involves the enslavement of all humankind,⁹ by the Talkron. We want the universe to go down these smaller side vents, we call them, from the other side, outside the physical universe, where there is no time. If we don't, you will become slaves to your bodies, which have you trapped. You will be slaves.

Eventually, all of you have to answer to the Talkron, who are inserting these prisoner type devises, into newborns, on selected planets. The prisoners are simply those, upon which they first experimented. Then, they used the devises on smaller livestock, to control the food chain. However, the intention has always been to use it, to control humanity.

⁹ **MORE INFORMATION: REMOTE NEURAL MONITORING:** (*Terrestrial*) If the reader wants to know more of this technology, it's called RNM. It was developed partially in response to apparent terrorist threats. It's reportedly being used in the USA, UK, Spain, Germany and France. Also look up the case in the USA of John St. Clair Akwel's lawsuit. The technology is such that now there is no need for an outside agency to monitor a brain or neural ways by detaining the subject. One can become a subject by simply going on line with gaming computers, which use special caps to monitor players' brainwaves. By using this technology it permits the user to not use a computer mouse. By using thought over the Internet one can control the outcome of a game. Companies that manufacture these devices commercially are in the USA and Japan. The user can in turn be monitored by using *blue-tooth* technology tuned into his thought patterns, which are singularly his, and monitor them by supercomputers (more powerful than a brain) using satellites. A subject can then be followed using GPS tracking, and his private data, such as typing of credit card numbers at banks, can become known. This technology is years old at the writing of this book.

[◀Return](#)

Now, here is your choice, Garth. You can come with us, to go down a side vent of the future, or die: trying. You have a choice. You can stay a prisoner. Perhaps one day, you will wake up, with no memory of how you had a choice. Maybe, being a prisoner, under unknown external control, could be bliss for you.

You can always ask the prisoners, upstairs. They are now happy, to be there. They just don't know that they aren't free. That's the difference, between them and you. So, Garth, who is better off? Are the prisoners on the surface, living their blissfully ignorant life, better off, or happier? They do as they are compelled, or are you, being free down here, in a hole, more fortunate?

Garth leaned forward, as the image of time vanished, and the room returned to its normal solid look. Garth again had the feeling, of being in the present. Garth looked at his hands. He couldn't see through them, anymore. He looked at the others.

He cleared his throat. "I have met the prisoners, up there. They are less than human. Yes, they are very happy, or so they say. Nevertheless, that seems a compelled happiness. It's as if a happy-drug drives them. If they knew the freedom, which they had lost, I'm sure they wouldn't be saying that they are happy. Nevertheless, they don't say this, because they are controlled. They are compelled to say that they are happy. It's that external compulsion, against which we're rebelling."

The others looked at Garth, and he continued. “I believe happiness isn’t the issue, at all. It’s being free, free to choose. Choice is the senior ideal we must strive for. To have a choice is vital to living a happy life. It has to be.”

“What do we do next, Feelay?” asked Garth.

Markoni leaned over and explained each of the points, which they and the others had to follow, to make this rebellion on Maluka work.

He outlined, that if it did go wrong, the city and planet could supernova, as had happened before, with other planets. However, it wasn’t expected that the Talkron would flee, leaving behind all their work, destroyed. They would want to return, with reinforcements later on, and take it back, rather than lose thousands of years of work and planning. No, they would leave with the expectation of coming back, as they did, in Sequetus. Markoni outlined the invasion, and its relative success, so far.

ψ

PALACE
CONVERSATION

Macro Curr had been asked to sit, with the Master Templar.

"You summoned me, sir?"

The Master Templar was frail. He leaned forward, in front of *Macro* Curr, and looked at his own hands. "My body is aging, fast," he said. He smiled at *Macro* Curr. "I could never summon you here, Mister Curr. More likely, it's the other way around. We're here: doing your bidding."

Macro Curr sat back. "Sir, I will be very honest, as you have asked me to sit with you. I don't subscribe, that one can order another around. One does what one does, because he believes it to be the right thing, to do. I'm here, because I want the galaxy to turn in a specific direction, to head down to what you and I would agree, is a good future. You want the same thing. We're both men of influence and power. We're perhaps like the fabled bears and tigers, of the Jiltanian past. Both roamed the mountains, not far from here. Both ruled in their own right. They crossed paths, but never joined forces. They are now extinct. I believe that we need to unite, rather than face extinction. That, whether you or I believe it, is what is happening. I'm not even saying, there may, or may

not be a higher force behind this, as there may well be. However, I willingly play my part. For me to do so, I call you sir, as you have been perhaps one of the greatest men, to occupy this palace. You're certainly the wisest, and I mean that, with all sincerity."

The Master Templar held back a tear that was forming, and shook his head. "They are powerful words, when it's truth. It humbles me, what you say, Macro. I don't have many friends. Can I count you, as one?"

Macro nodded, with a short bow. "Sir, I'm honored, and I believe that we are friends. Friends are those, who share the common cause, walk down the future path together, and want to see each other survive, so that they can meet again. We're friends, Master Templar, regardless of titles."

The Master Templar nodded. "We both, to a degree, follow what Goren Torren taught; am I right?"

Macro nodded.

The Master Templar looked away. "As regards this war with the Malukans, are we likely to win?"

Macro straightened. "Sir, it's more an intelligence operation, and less of a war."

"We're the aggressor's, are we not?" asked the Master Templar.

Macro sat back and looked at the old man. "You're worried about future history, and how they might view you?"

The Master Templar simply smiled, looked and nodded, to an aide, for kalo to be poured. "No, I'm not

worried how history judges me, as against how it will judge the Temple, and what is right and wrong.”

MacroD nodded. “Right is what furthers the species and us all, and helps us raise ourselves to greater state, of being. Wrong is what pushes us down, lessens our existences, and makes us more depraved.”

The Master Templar nodded. “Yes, and I know what we’re doing is right. Yet, if we lose, it won’t be right. The Malukans have been building an invasion force, to invade us, for the past several hundred standard years. Their force almost equals the rest of the Federation sectors, combined. We know that. Their attempt to hide the *Trans Galactic Ship Corporation*, as part of the Warp Drive Bank, never worked. If we lose this war, we lose everything. That would be the most profound wrong that there is.”

MacroD nodded.

The Master Templar continued. “We have won, in all the other battles. We won Sleebo against the pirates, Jilta against the generals, Palbo against Mirac. We won *Kantee* against the Talkron, and more recently, Sequetus. Now, we’re setting our sights on Maluka, and its fleets of ships.”

MacroD stood and walked to the window. “After the Malukans lost the *Battle for Sequetus 3*, we never went back, to take the advantage. We found that they had a fleet still there; twice as big, compared to what they lost in that battle. Nevertheless, by us not going after the source of the Galaxy’s evil, they overthrew the

Federation Alliance, in only decades. They would have ruled us all, if it weren't for Goren Torren. This time, we can't make the same error."

MacroD accepted his kalo, sipped it, and placed it back, in the table. "That's correct. We couldn't take them, and they, with the Palboans, and Brandon Mirak, almost took it all from us, again. They took Jilta. They took the entire Galaxy, and if it weren't for the work of the man, whom we both hold so high, Goren Torren, we wouldn't now be talking. If we otherwise existed at all, we would be hiding under a rock, too scared to come out," MacroD said.

The Master Templar was pleased to hear that. It was the mention of Torren, which brightened his mood. "He took on insurmountable odds, an entire Galaxy, piece by piece, and won. It was impossible, otherwise. Yet: he won. If he were here, now, he wouldn't stop, or back away. He would do what is right. That's what he said. He just never outlined how to work out right from wrong. He just said every being knows right from wrong."

MacroD nodded. "That's correct, sir."

The Master Templar sighed. "You have this palace secure?"

"Yes, sir."

"Good. I will give you our entire fleet, and more with my blessing. Do you need my Cordukes?"

MacroD nodded. "Yes, more than ever, sir. We want them to lead, at the side of the Boguard. We

don't feel comfortable being out there in front, alone. This is a joint effort, please."

The Master Templar nodded. "There is something about the Talkron, that scares you, and not me, isn't there? You know something, which I don't."

MacroD sipped his kalo, placed it back on its coaster, and stood. He walked to the windows and looked out, over the hills and mountains, beyond the courtyard. He looked at the Boguard attendant, who seemed to pay him no attention, but who was feeling every thought, of both of them.

MacroD came back and sat down. "Sir, the Talkron and the Boguard are the same race, and have the same talents. One uses them for good, and the other for bad. We originate from the same planet. They evicted us, or we fled. It doesn't matter which. They followed in an insane drive to conquer all, and enslave all life, including ours. We had thought it impossible to beat them, until now, until you and this anomaly of a life-force, named Goren Torren. He taught us to stop hiding and seek out our opponents."

MacroD sat back and nodded to the aide, who then closed the door. "Sir, this is for your ears only." MacroD received the thought of total acceptance from the Master Templar.

"Sir, the Talkron have been hunting us. We have experimented with many things, to evade them. We have experimented with time itself, as a means of defending ourselves. We have found that the Talkron also have been experimenting with time. They have in

the past, altered events, when it suited them. I understand that we have been free of the Talkron, at least three times in the last eleven hundred standard years. You will have no memory of that, because each time we are totally victorious, such as in the *Battle of Sequetus 3*, when we did continue and overthrow Maluka, they turned the past against us. We did it again, after Goren Torren was assassinated, where they turned it again, and most recently after victory over Palbo, where we simply turned around and took Maluka, again. Each time, they went back into the past, knowing who was involved and took them out, through assassination or torture, so these events never occurred.”

The Master Templar looked on, incredulously. He sat back, as though there was something niggling in his own mind, as if he had been there; before.

Macrodd Curr leaned forward. “Sir, I feel you’re now experiencing *déjàvu*. That phenomenon is simply yourself in the future, looking back in on your own past presence.

“I will tell you now, this too. You have been assassinated, four times in your office, as Master Templar. Maybe you can’t recall it, but...”

The Master Templar leaned forward, almost excited. “I can, however. I do have memory. I thought I was paranoid, even crazy. I thought that I had died, several times. Once, I thought a Boguard killed me, and simply prevented me from breathing.”

Macrodo nodded. "Correct. However, that was a Talkron. We went back earlier, into the past, and stopped the assassin from entering the palace. We still have him prisoner, and that's the only way to hold them, from going back through time again, avoiding us, completing their mission, and changing history."

The Master Templar couldn't stop himself. "I was killed in Palbo, right?"

Macrodo nodded. "Yes, during your visit, last year. It was a renegade cruiser, apparently. Actually, it was a Talkron thought-controlled captain. He had ten Talkron pushing in, on him. It can't be repeated now, as the larger life-force, which inhabits the warp drives of that ship, is now free, and on our side."

The Master Templar nodded, excitedly. "The third was last year, and I got sick. I felt myself leave the body, and look down, on what was happening. I saw ethereal images of three people present, hovering in the room with me. Then, a whirl wind of light came in, and I awoke, in my body."

Macrodo nodded. "Again, it was the Talkron. They did that to kill your grandchildren, as infants in Palbo. Since then a ship known as Amanda, who was here, with your son-in-law, Jaron at the time, has also been responsible for ridding us, of them.

"The fourth time you died was during the invasion of Jilta, by Palbo. You died and we simply went back in time a few days earlier, and had you moved to another location, and the bomb went off, in the wrong prison cell."

The Master Templar sat back, relaxed. He looked at his hands. He smiled. "I think they shake less, and I'm pleased. They are real memories, and not some crazy old man's fears or delusions."

Macros sat back. "That's true, and what are delusions anyway? They are the reality of one life or person, not being real to another. They are nothing else. As for reality, and what is; that depends on the being. Sir, I must go. If you need me, I'm available. If I could, may I be excused?"

The Master Templar leaned forward. "Of course. I have one last question. How will you prevent them, from changing the past again?"

MacroD smiled. "Sir, they are trying. They really are. They have the same ability, which we have. However, by weighing the present and future in our favor, it lends more credibility, to the past. In other words, if we succeed in the future against Maluka, then that has an effect of making it harder, though not impossible, for them to change the past, to alter our future success. The bigger effect we make in the present, the harder it is to change the past. That's why we work, to make the future the way we want it, and not just dive back into the past, to change it, as our only means of fighting. It needs both. We need to attend to the past, to protect the future, and then we must make that future happen." MacroD looked at him, to see that this was understood.

The Master Templar smiled, looking at his hands. "They shake less, now."

Macrodon smiled and looked at the other Boguard, the Master Templar's aide. Macrodon bowed low, looking at the Master Templar. That answered his question, about the hands. Macrodon now knew that he knew. He bowed again, and the Master Templar nodded, in return.

Macrodon turned and left the room.

ψ

1642

Jaron was looking at the guard, who had forced him into the prison, at lance point. Jaron looked around. His cell was dark, and there were a few walls, with some small torches burning.

A priest came forward. He looked at Jaron. "Explain yourself."

Do you want me to do anything? asked Amanda.

Jaron looked at the man. *Not yet*, he replied to Amanda. Jaron then looked at the young woman, who was watching intently, while trying to appear half-asleep.

Another man walked into the cell, wearing a black robe, with a black hood over his head. He looked at Jaron, looked at Jaron's clothes and back to the guard. "Bring the other one in, the carriage driver."

The driver was escorted, into the dark cell.

"Is this the one you described?"

The man nodded. "He isn't human, he's a ghost. I saw right through his body, and my horses rode straight through him, without harming him."

The woman became more interested.

The priest then nodded for the carriage driver to be taken away, and looked at Jaron. "Hold him firmly."

The two guards grabbed Jaron, by the wrists. Jaron had a way of holding his body tight. They held

him hard. He struggled slightly, to give a better effect. He was very curious.

One of the guards drew a knife, cut Jaron's wrist and drew blood.

Jaron was alarmed and looked at it. He then tried to re-call himself, back to Black Knight. He could see his body there, but it was now bleeding, where he had received the wound. Blood was dripping, onto the floor of Black Knight.

Amanda, I have made my body too real. I'm too real, and if they kill me here....

Got it, Captain.

Not yet however. Maybe I can talk my way out of it. There are things here, to learn.

Jaron looked at the priest, who was smiling. "You're mortal, then? Shackle him to the wall, where we will interrogate him more," instructed the priest.

Jaron was pushed over, and restrained against the wall. He looked around and there were metal instruments on the floor, and a bench. He looked at the guards. There were four of them; now.

The guards started to stoke a fire, in a hearth opposite.

There was a call, from a nearby room. "They are going to find out your secrets, hey?"

Jaron looked over. It was the woman, but she was older than he thought. She was clearly a woman.

She reached towards the bars.

Jaron asked, "Does this place always smell like dead rats?"

The woman laughed. "You're worried how the room smells, when you're going to die? You're funny, mister."

Jaron looked over again at the woman. He stared. He felt a lump in his throat. He could barely ask, "Why are you here?"

She smiled and answered. "I was caught healing a young boy, with a ground root."

Jaron looked over at her, obviously not understanding.

"Healing people of illness, is interfering with the almighty upstairs. That's a crime. Only he has the power to heal. My crime is blasphemy, and I'm being tried, as a witch."

Jaron shook his head. The likeness was still uncanny. "Your trial is when?"

She looked at the other door.

A priest entered. "It's now, and her confession, just then to you, was her trial. I'm thankful. She is guilty, so no further trial is needed."

The woman looked shocked.

The priest walked over to Jaron. "That was her third offense and *Amelia* will be sentenced. She will die, by burning. It will be in public. She is right, in that it's against God's law, for anyone other than him to heal, and cure. Only using his divine intervention is allowed. This was her third offence, and obviously, she is under evil forces, conspiring against God, to usurp his power. She needs to be made an example of.

Amelia sat back. The priest walked over past her cell and she spat at him.

The priest looked at the guard, who then shook his head and stepped over and opened her cell. "That's a mistake, you stupid wench. I will teach you a lesson. You need to be taught."

Jaron called to the priest, "I think that isn't wise."

The priest gave Jaron a look of disgusted contempt.

Amelia looked at Jaron and said, "Shut up. This is between this one, and me."

Jaron shrugged, still shackled to the wall.

The priest entered the cell. He looked at Jaron, and then the woman, wondering. He walked over to her. He checked that she was chained, and close to the wall. The chains appeared intact.

He leaned down, and kicked her foot. She withdrew, crouching on the floor. The priest smiled. He got down lower. "So, you like to spit at priests, little Amelia." He went to grab her, by the cheek with his right hand. She spat at him again. He lost control, and lunged at her throat.

She immediately raised her hand, to protect herself. He grabbed her chain, and she grabbed him, quickly wrapping the chain around his neck. She pulled him in tighter, held him with her hands. She held his head, and bit his nose, and kept biting and biting, closing down on his nose, like a clamp. He was going purple, from lack of air.

The priest screamed. He was heavy.

She tightened the chains, around his neck. She had hold of one of his hands, rolled him over, and thrust her thumb, deep into his left eye.

Jaron had seen enough and smiled. This was who he thought she was. He shook his head. The guards quickly rushed in, to the priest's side, and kicked and kicked the woman. She let go, and they kicked her three more times, before helping the priest away, who was now minus a piece of his nose.

Amelia spat that out. She had the priest's blood over her face and arms. In addition, she was now bleeding from her own kicks. There were bruises, but no bones were broken. She grimaced, at the pain of her damaged muscles.

The guards then left the priest, as he retreated upstairs. They walked over to Jaron, and looked at his clothes. "You shouldn't smile, mister, as you haven't been tried, yet. You could still get off, and not suffer, what she is going to experience."

Jaron looked at the girl, and then at the guard. "Thank you for the advice, kind sir. When will my trial start?" Jaron was feeling more confident, knowing who was in the next cell.

The guard indicated to his fellow guard, who walked over, with a red-hot iron poker.

Jaron stared at it. It was very hot, and he could feel it, from where he was shackled. He struggled with the chain. He couldn't free himself. He started to sweat. "How is that a trial?" His eyes were bulging.

Amanda, he called, but received no response.

The girl looked over curiously. "Mister, you don't understand. They work for God. If he wants to set you free, he will. Otherwise, if they simply kill you, then that proves you work with the devil."

Jaron was wild-eyed, pulling on his chains. "What kind of logic is that? I die? Of course I will die, if they do that. Are they crazy?"

A guard smiled. He pulled up Jaron's shirtsleeve, pressed the poker onto his flesh, and Jaron screamed in agony.

The guard smiled. "Sounds like the devil's cry, to me."

The girl tried to turn away, but also wanted to get free, so was pulling at her chains. She was screaming abuse at the guards, and spitting at them, from over the other side of the cell.

The guards just laughed, and slowly undid Jaron's shocksuit front vest. "This material is from the devil. We are only confirming, what we already know."

"This isn't a trial, and the devil is only a carryover, from the previous religion, Zoroasterism. Did you not know that?"

The guard looked at Jaron, and then turned to hear, the priest, back at the cell gate.

"Tell me more, my friend."

Jaron looked at the man's eyes. His face had healed, or the part of his nose had. Jaron swallowed.

The poker was pulled back, away from his arm. The priest nodded. "Put it in deep, this time, right over

the heart. We will see, if he is protected by God or not.”

Jaron looked at the priest, who gave him a knowing smile. The priest thought: *You're mine, this time, now.*

The poker started to descend, and began to touch Jaron's skin. He screamed. It was then burning, deep into his flesh. The smell became pungent. Jaron started to black out.

Then, the poker flew away, through the air. The other poker, resting in the coals fell, and scattered across the floor. The priest was thrown against the wall. A force, which almost knocked them unconscious, threw the guards across the room.

Jaron looked through the tears, in his eyes. His heart was thumping. In front of him was an extraordinarily tall person, emanating light, a full two paces tall. The person had large wings, also emanating light.

Jaron swallowed. “Amanda?” he murmured.

“Yes Jaron, my Captain. However, here I am better known as Michael. Here, let me unchain you.” The voice was strong and masculine.

The chains simply dissolved, and Jaron fell to the floor. Amanda, as Michael, picked him up, and looked over, to the other cell. “Amelia, come with us, please.”

The chains holding her dissolved, too. The cell wall iron bars, between them, bowed apart. Amelia stood upright and looked around. She looked over at the angel, felt her wrists, and simply asked, “Do you

know me?" Tears of relief, were forming in her eyes and she wiped them away.

The angel responded. "Of course. You are famous, well into the future. There, they will know you, as a goddess. Here, help my Captain. I can't take him with me, while he is like this, but I will escort you to the doors, above.

Amelia grabbed Jaron, as he was coming around. "You have friends in high places, mister. I'm pleased to know you, otherwise tomorrow, I was going to be a rats' roast dinner."

Jaron half laughed. He almost cried. It was so good, to hear her voice.

The angel walked past the priest. *Talkron, I will return for you.* He looked deep into his mind. *I'm stronger now, back here,* he thought. "I know you will tell your masters, so tell them, that Michael is back. Tell them he is stronger, than ever." With that, he raised the priest, into the air. The guards held their arms up, as if to block out the light.

Michael looked at the guards. "Do you work for him?"

The guards glanced at each other. They didn't know what to say.

Michael then turned, and let the priest fall to the ground. "Then, let the creator judge you two, who fight and destroy his creations."

Michael flicked his hand and the doors opened. Jaron was getting his feet.

Captain I can't take you, and the girl with me, through time. She doesn't agree, so it can't be done. I know you won't leave, without her, so you'll have to run. Hurry, there are more Talkron, stirring. I can feel them.

Jaron nodded. He was happy, though in great pain. "Come on, Amelia, we have to run," he said.

They made it, to the ground level. They looked around. Michael was standing, beside them.

A guard decided that he should stand back. Michael stood there, with arms folded.

Jaron and Amelia started to run. Jaron looked at his wound. It had healed. The pain was dissipating, quickly.

He ran, with Amelia fast behind him. His clothes changed from shocksuit to local garb, in mid stride. *Go Captain,* was the thought, which he received.

A guard jumped out, to stop them with a lance, Jaron went to block his thrust, but the guard fell, to the ground instead.

Jaron looked up.

Turn right, and the gate is now open.

Jaron called to Amelia, "Turn right, as the gate there is now open."

Amelia caught up with him. "That's never open, but..." She looked at the gate. It was now open. She then looked above and saw a light following above the pair.



Fleeing the Talkron

As they ran through the gate to the woods beyond Amelia smiled. She liked this man, and his friend.

ψ

THE ESTIMATE

The Master Templar nodded. "What have you got, Grant?"

The senior Cordello nodded, as he sat down opposite him, accepting a glass of water.

The Master Templar sipped his kalo.

"Elysis, it's very simple, extraordinarily simple, if you follow the works, of the Torren."

The Master Templar nodded. He looked at his aide, who then bowed; exited while closing the doors as he did so.

"The Talkron have been pushing into this sector, or this galaxy, for over ten thousand years. They have been settling into a long-term operation, of undermining what we do, to thwart them. It's probable, that they are behind the short-lives of Sequetus 3, even though it backfired on them. The short-lives meant that the *House of Torren* spread faster, than they could extinguish it. I believe that they bred us, as a plan for their invasion, into the rest of the galaxy. They set up in Palbo, and you already know the rest." Marshal Grant Tagora looked at his old friend. He swallowed. Elysis was getting old, he thought to himself.

The Marshal continued. "It was the spirit of Goren Torren, who defeated them then, on Sequetus 3, and whose wisdom holds us strong; now. We have the Talkron backing away, but they haven't gone, Your Excellency. They are still here, amongst us. I have evidence, which you will need to see; yourself."

He handed the Master Templar a hundred-page report. He continued. "The essence of the solution, is to defeat them, obviously. However, they are experts of deceiving the mind. On Sequetus 3, they used the Earth media to generate and build up acceptance, of oppressive laws. During the time of Hymondy, it wasn't an enlightened era. The planet experienced seven major acts, of what they termed terrorism. The *San Francisco Bridge*, was totally destroyed, which was the worst. They had a repressive law, all ready to pass, when that happened. It took many freedoms away, from the House of Torren. It was a blatant anti-religious law.

"The Talkron then sank two ships, carrying over seven thousand passengers, and more anti-terrorist laws were brought in. These oppressive laws continued to grow, and be passed. Most earlier so-called free nations, could monitor their own citizens through satellites, monitor their phone calls, their mail, and eventually it was legal, to monitor their thoughts. Countries were then allowed to freely trade data on their citizens, with the other nations, in the name of national security."

The Marshal looked at the report, in the Master Templar's hands. "The details of which law, who pushed it, and so on, are in that report."

The Master Templar looked around. "Did they not work out, who was behind all this?"

"No, Hymondy never did. He was faced with an anti-long-life lobby, and several times, various nations tried to impeach him. My data now shows, that these nations had a connection, to Talkron based groups. He had no chance.

The Master Templar sat back. "Do we have the same phenomena, here?"

"Elysis, they are here, and my information shows that the High Commissions of Maluka, as the source of much of their activity, on many of our planets, but not all. The Malukans also have allies, in *Siltonia*, and *Centor*."

The Master Templar stood and looked out the window. He turned. "If they could unite those two states, and the Malukans had a force, big enough, to defeat us, and take Jilta, they could take half the old Federation." He looked down at his old friend, who was now taking another sip of water.

Grant put the glass down, and nodded. "Maybe. How can they do that, against the Boguard Man-o-Wars? They are impregnable, are they not?"

The Master Templar sat down again. He sighed and shrugged his shoulders. "I just don't know. Sometimes, important battles have been lost through

overconfidence, and not believing in the data, obtained about your enemy.”

“Do you feel that we may be the effect of disinformation, by the Talkron, about the Malukans?” asked the Marshal.

The Master Templar sat back. He was getting old, but he knew he still had a sharp mind. “I just don’t know. It might be. I also am careful, in what I judge and think. I very seldom make a spontaneous decision, except perhaps, about the quality of good kalo.” He raised the pot and poured some more.

Ω

Jaron and Amelia sat in the woods.

Amelia looked at him. “You’re not from here, are you?”

Jaron shook his head. “No.”

“Where?” she asked.

Jaron pointed up. “Didn’t we have this conversation, before?”

“The trees?” she asked.

Jaron shook his head. “No, further away.”

Amelia looked at him. “You’re from God? Is that how you know about time?”

Jaron was about to speak, when a light appeared a few pacs away. It was Michael.

“I believe Jaron was about to say, he is from the north of Europe.” Michael looked at Jaron.

Captain, you can't put the future, in jeopardy. Already we may have altered the future too much, and if any of us isn't there, at your battles, because you changed her; here, you may have to come back here, to kill her, or fix the future in some other way.

Jaron looked at his body, in *Black Knight*, through his mind. It had also healed. He stood. "Amelia, could you excuse Michael and me, please?"

Amelia shrugged. "Who am I, to get in the way of angels? It looks to me, like you're about to have an argument, and it looks domestic, from the tension in the air."

Michael looked over at Amelia. "Hmmm. You won't do, will you?"

Amelia stood. "I will not do what, Michael? If that, is really your name."

Michael laughed. He turned to Jaron. "You better tell her, who we really are. I really am Michael."

Jaron stepped over, beside Michael, looking at Amelia. "Yes, but he is really Amanda, too, and I'm his Captain."

Amelia started the laugh. "You have problems. You're more confused, than I am. One of you is really confused, and I can't tell which."

Jaron looked away; indignant. "Well, I'm not confused."

Amelia turned to Michael. "Well?"

Michael shrugged. "I don't care, and I have a job to do, I am who I am."

Amelia looked at them both. "I don't know why you're here, but I want to thank you. You're both very honorable." She walked towards them. "What is more, as it gets dark, it's even better to be around you. I believe you both."

They both turned to her and said at the same time, "You do?"

Amelia nodded. "I don't know why, but I get a good feeling around both of you. That's apart from saving me, from being burnt, and becoming a rodent's dinner, in the morning."

Michael turned to Jaron. "She is, who she is. We came here, for one reason only, and that was to get her, and meet her. What do you think?"

Jaron smiled at Amelia. *We came here to see her, and that's true. However, now we're here, do you think we could take her with us, please?*

Hmmm. That's likely not possible.

Please Amanda, please?

Michael turned away. *If you tell her the truth and the future alters, what happens then?*

That's what I want.

What if you vanish, for example.

Amanda, I have never been scared, of my decisions. They are always based on doing what appears right, at the time. It seems right, to take her.

Why?

She will get into more trouble, and will only be killed, again, by the Talkron, over and over. Who is to say, that the Talkron aren't here, hunting us, and trying

to play a four dimensional game, by erasing the players?

That's exactly what they are doing, responded Amanda - as Michael. *In that case, do what you can.*

Jaron turned. "Please sit, Amelia."

Michael started to move away.

"He is leaving," cried Amelia.

"No, he is not, but I can make the light." Jaron looked and where he stared, the air space became a source of light. It hovered there, lighting up the space around them. "Michael is ensuring no one comes near us while we speak. "

Amelia shrugged. "Today is most wonderful. Carry on." She stared into his blue eyes. "Hmm," she murmured to herself.

Jaron called out. "Michael, don't go too far. I might still need you."

"That's obvious, and I can still hear you," came back the voice, from beyond the darkness.

Jaron looked at Amelia and she stared into his eyes, as though in a daze. "Amelia, I'm from the future." He waited.

She stared at him. "That's nice. From tomorrow?"

"No, like from about two thousand five hundred years into the future."

"That's nice. Do we know each other?"

"Yes, but not like here."

"Did I meet you, on Rambus?" she asked, in a daze.

Jaron jumped up. "What did you say?"

Amelia shook her head. "I'm not sure what I said. Something about rambling, I think."

Michael was back, standing beside them both. "No Amelia, you said Rambus."

"Hmm, I did. So what?"

"I did meet you on Rambus, almost. I was there, though we never met." Jaron looked at her and stared into her mind. "Rambus is a planet, and you lived there, for a while."

Amelia withdrew slightly. "I'm hot. What is all this, and what is a planet?"

This isn't going to get us far. We need to move, as they have people searching the woods; now. They are Talkron, and not afraid of the dark, Amanda communicated to Jaron.

"Not afraid of the dark," repeated Amelia absent-mindedly.

Jaron looked at Michael. Michael nodded.

"A planet is what goes around the sun. The sun is what is up there, during the day. The world is round and it kind of circles the sun. Our sun has ten planets. There are many suns out there. Each of those points of white is a star, and they are also suns. Many have planets, like this one, which we're standing on, now. Rambus is one such planet. In the future, you will be there."

Jaron stood back, to see where this was going. He looked at Michael, who shrugged. He looked at

Amelia, who looked at them both, as though they were something to be wary about.

She just nodded. "We need to find a place to sleep. I know a person, who might be able to help.

Jaron and Michael glanced at each other. Her thoughts were clean.

Michael said, "I will leave you two, as I have another house-call to do." With that, he vanished.

Amelia was suddenly concerned. She looked around. "No offense, but I do feel more secure, when he is around. Those trees out there, have spirits, and they can be scary."

Jaron laughed. "There are many life-forms, in the trees. None mean you, nor I, any harm. They actually like you, Amelia. The trees, well, ..." Jaron hesitated, as he looked out there.

She watched him, as he was straining to feel, amongst the trees. She did like him.

Jaron brought his attention back. She was holding his hand. "I feel more secure, now," she said.

Jaron smiled. "Amelia, in the future, we never had that kind of relationship."

Amelia smiled. "Times change. That was in the future."

Jaron leaned over and kissed her softly on the forehead. "Yes, that was then, and I'm sure I was madly in love with you. However, I was also married and I don't want to tempt the future. Anyhow, I'm at least twenty-five, years older than you, now."

Amelia stepped back and looked at him. “No one lives that long! Anyhow, I understand.” She turned from him and started to walk away, into the blackness.

Jaron caught up. He linked his arm around hers. “The trees like you, did you know that?”

She looked up at him. “Really? You truly are twenty-five years older, than me?”

Jaron nodded.

“What is a house-call, and where did your friend go?”

Up here, came the answer into her mind.

Amelia looked up and saw the shadow of Michael, floating above them, from tree to tree.

A house call means to meet someone, at his or her home.

“Well then, we need to find some place to stay, and move, if the woods stay friendly,” she said to them both. They could all feel some force now searching for them nearby.

ψ

HALLOWMEN

The first Hallowmen had arrived in Maluka a year before.

Randal Steel was new to the corps. He had a mission-deputy named *Warren Walters*. Both were short-lifers in their early thirties.

Randal looked at the image of *Aragon*, across the river. Aragon was the capital city, of the continent of Alania. Aragon was also a super city, of two million people, built for the sole purpose of administering the *Trans Galactic Ship Corporation*.

“That tall building, there, in the rear middle ground; that’s the one, into which we need to enter. It has the records, of where we will find the *station-city*, that they are operating.”

Warren peered at the screen, and then at the real view, from over the shipside, from where they were working. “Sure Randal. That’s simple. There are only a few thousand people, working in there. It should be easy, to get into the tightest security, in the whole damned universe.”

A ship chugged past. They kept low “How do you propose we get there? Swim?” asked Warren.

He and Randal has been best friends, all through their *Academia* years. They had joined the Cordukes together, upon graduation. The Cordukes had been

recruiting top students heavily, a few years ago. It didn't take long for Randal and Warren to be offered a position, within the Hallowmen. It sounded exciting.



City of Aragon from across the river

Warren looked over at the city again, and then ducked back, behind the railing. “Even if we were to swim at night, we need clean dry clothes, to get inside that building. We would be found, sooner than later.”

Ω

Marshal Grant Tagora shook his head. That was the sixth pair of Hallowmen, which he had lost on Maluka, in as many weeks. He looked at his aides. “Well, you can see the reports. How do we crack this? How do we get in?”

“Sir, it appears that they know our people are there. We can tell that they are unable to see them, or hear them, but when our people are anywhere close to

a target, they are always picked up, and vanish. That's the last that we see of them."

Grant nodded and looked at the screen, showing the last reports. "They were across the river. Then, the transmission stopped."

"Did we have the follow up crew, as we were intending?"

"No, and that's the unusual part. The follow up crew just got up, and walked away. They turned themselves in. We know that, as they had transmitters, which told us exactly what they were doing."

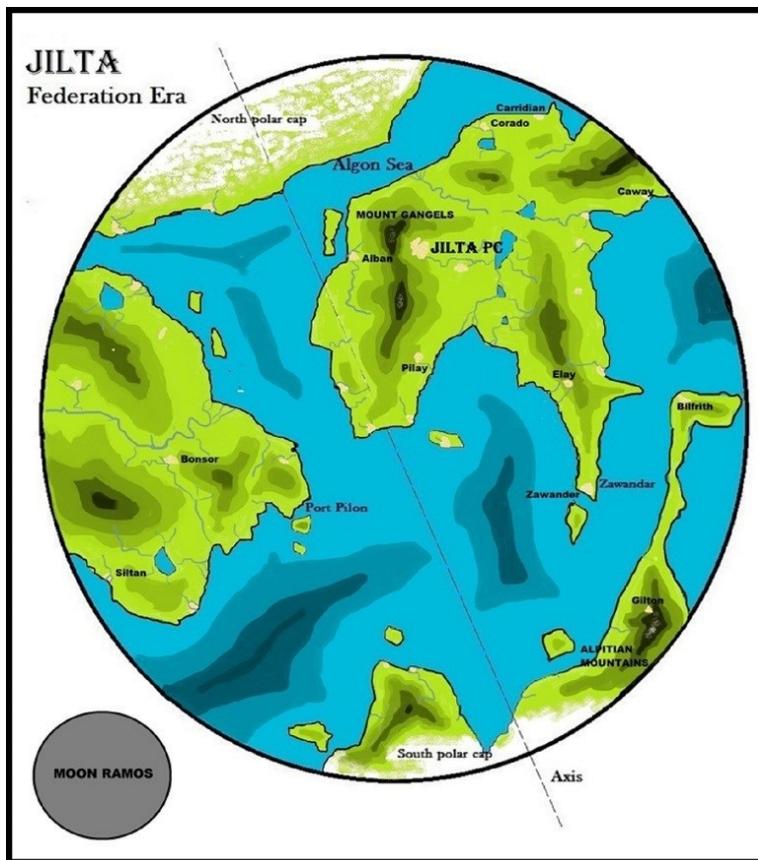
They were sitting in an underground bunker, outside of the city of Gilton, buried under the Alpition Mountains.

Mount Rakmoor was a remote headquarters, set up a two kinopacs under the mountain, during the early days, before the Brandon Mirak invasion, by Palbo. The meeting place was also known as Camp Halz, because of the wild nature, and the look of Rakmoor, above them. The Marshal had chosen this location, to set up his Hallowmen HQ, because it was well below the prying eyes of any satellites, no matter how powerful their supercomputer protection was.

They had mined Rakmoor, in its early days, for its heavier metals of lead, cadmium and then titanium. Due to the cold and ice, that used to come up from the South Polar Regions, Mount Rakmoor was as an inhospitable place on the planet, as could be found. Due to the metal content, the mountain was riddled

with now unused tunnels. The mines had closed hundreds of standard years, before.

When the Palboan dictator Mirak was on the rampage and looking hostile, Mount Rakmoor was reopened, as a remote headquarters, should Jilta fall. The base was to have been used as a staging comeback point, though it was ineffective.



Planet Jilta

Marshal Grant Tagora liked it however, because it was well secured, and more so because it had its

center, two kinopacs under the mountain. That meant satellites could not track internal radio communications, couldn't follow any broadcasts, no matter how deliberate or accidental. The metal in the ground around the mine acted as a diffuser, to all transmissions, and that applied to mental thought, as well.

Grant Tagora was well aware, that the Boguard could read minds, or *quiet talk*, as recorded in the early days of Torren. Grant had called his top-level advisors together for a meeting. They were now *think-storming*, as he called it. Together, he reasoned, with all of them present, they should be able to work out what was going on, whereas singly the answers might escape each of them.

One of his generals nodded. "Grant, what we know is that on Palbo, their psychrons were experimenting with supercomputers, and putting them in orbit, to monitor the citizens, whom they found questionable, suspicious or dangerous."

"Yes, but we lost their data records, and the Palboan computers melted down, when the Boguard forces arrived."

"So, were those computers set to melt, if anyone invaded, or just if the Boguard invaded?" asked another.

There were seven generals and another two marshals present.

Grant held the floor, and nodded to another marshal.

“We know that on Earth, before it started to be depopulated, that there were similar computers in orbit.” The others agreed with this.

“We know that there are small supercomputers in Corado, up north in Jilta, built by the Warp Drive Bank, now taken over, by our world government. As the bank operated here freely and unobstructed, we can’t discount these computers, being still being used against us.”

Another general butted in. “I know what you think and I agree; it seems wrong that the Bank can operate now, being who they are. A problem we have, is that Jilta is a democratic society, and until they have proven themselves a legal threat, which they have not, nothing can be done here. There is no law on this planet, forbidding them from interfering with life, the way they have. Neither, have we found, any illegal link, to the station ships, with which they are dealing. The Jiltanian government has not made any new laws, to curtail their surveillance activities with supercomputers.”

Grant smiled. “Whilst the Master Templar still breathes, I back him a hundred percent, on leaving it that way. Education of the public is needed, as is lobbying to get that education disseminated. Democracy works to the degree that the populace is informed. Now, back to matters, at hand. What about Maluka?” Those in the room slowly nodded.

Another Marshal stood. “Earth had mind-mapping to such a detailed degree, that almost half its

citizens were mapped.” The marshal looked around, to see he had everyone’s attention. “They were mapping the life-force, which ran each body. They could map you at birth. It was illegal, not to get a person registered at birth, with their Institute of Concerned Records, and get all children recorded. From then, they mapped and monitored them, non-stop. Even after death, it didn’t stop. It was found, that the being, when reborn exhibited the same so-called brain wave patterns.”

“Brain waves, ha!” interrupted another general.

“Well, it doesn’t matter what you call them. The brain is still the switchboard, between the body and the *life-force* that’s running it. It emits frequencies, which depends on the life resident in it, and that life-force can be tracked, irrespective of the body, once it’s mapped. That is what was going on Earth. My guess is any of us, who were once resident on Earth in former lifetimes, could now be tracked here, on Jilta, so long as they still have our former records, and they have the software, to follow us.”

Another general got up and paced. “I recall being there. That was a thousand years, before. I have my own memories of it.” He was referring to Earth.

“Then; that means you could be tracked here, to Mount Rakmoor,” answered another General. “However, they wouldn’t be able to track you, to Camp Halz. Their computers can’t do that. We have tried to replicate the computers of Earth, and our computers can’t reach anywhere near as far down, as Camp Halz.”

The other general was relieved. "So; does that mean on Maluka, that is what is happening?"

"Yes, that's most likely. If we send in teams of Hallowmen, who were once on Earth in their early days, who had once been mind mapped, then they likely have those impressions. They then can be found if they set foot on Maluka. I believe that's what is happening there now, to the new crews that we send there."

"What, not send in Hallowmen, who were once from Earth, lifetimes before? That would eliminate almost all of us."

There was consensus. It seemed a rule of thumb, that almost all those recruited, could be traced that far back, in their memory, to Earth. It had been found that anyone who spent a lifetime on Earth, could usually recall it easily enough, many lifetimes later. They just had to get away from the planet, a few lifetimes, to be able to do it.

"Then, what other options do we have?"

"We need to recruit long-lifers, and those which we can't trace back to Earth," explained another general.

Grant looked around. There was agreement. That was going to be an operation, by itself. Templars, who were long-lifers, were rare. Getting them into the Cordukes was hard enough, but into the Hallowmen, was going to be extraordinarily difficult.

Ω

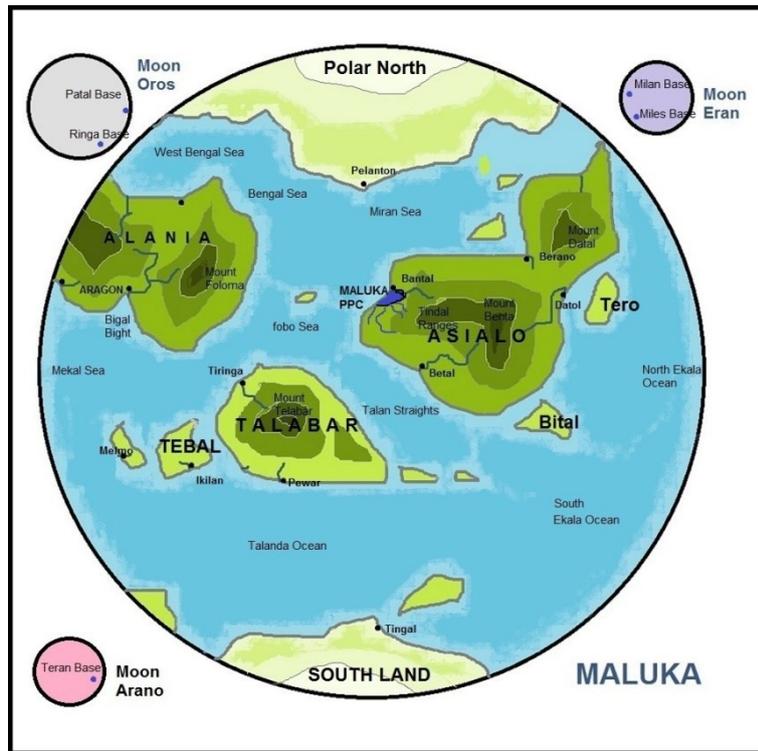
Warren Walters looked out, over the balcony of the ship, again. "It beats me, why I joined, at times. I've been shot at, and almost killed, so many times the past year; it isn't something, which I laugh at, anymore. My mother tries, every vacation, to talk me out of this, you know."

Randal Steel looked at him. "We both know why we're here. We have no previous life memory, of Earth. I never thought being a Templar with no memory of Earth, would be a positive point. It seemed that the opposite was true, when I was in the Academia. Earth, Earth and Earth, was all I ever heard about. Now, to find that being a long-lifer, and being of no association to Earth, is a positive thing, it's ... I don't know. That's almost something to laugh at."

Warren looked above. "Those satellites up there: can't track us. It's an interesting phenomenon. We're the furthest any Hallowmen have gone, and we're going to get a lot closer."

"It's time to go, there's our boat."

They both slipped over the side. The small boat was hired, to take them to the other side of the river, while it was dark. The security on the river was tight, but as they found, they were relatively untraceable. The Malukans were in paranoid fear, of being tracked and infiltrated; so they placed most of their attention on short-lived bodies, those once from Earth, and their own dissidents, or so it seemed.



Planet Maluka

Of course, this fear was being seeped into their society, from somewhere. The fear was being slowly pushed into their culture; decade after decade, hate would be filtered down to them, via their media, books, and entertainment. They would fear the Jiltanians, and most recently the Palboans, and even the short-lifers from Earth, once a former prison colony.

The Malukans occasionally reflected, on how great it all was, back in their early days, the days when they had the Sequetus Series, as part of their sector. Those days were gone now, but they had profited from that misadventure.

There was almost no record of the *Battle of Sequetus 3*, on Maluka. They only referred to it, as a bad skirmish, in their history records. It was as though that part of their psyche had been stripped. It didn't exist. For those who did know, recording the battle brought with it a question of: what honest benefit would the average Malukan gain, from understanding it? It was a war, which the Malukans had been brought into, by the Jiltanians, to expand the Jilta territories. That's what they taught Malukans at school, so that was the Malukan truth, now.

Randal wondered too at times, if his own regime was telling all. How could one ever know, he wondered? He slid over the side of the boat, and began to wade ashore. Warren was only a moment behind him, before also splashing into the salt-water river, up to his waist. Slowly, they began to make their way.

Randal held his weapon below his body, in the water, as he pushed forward. He could see the outline of his personnel invisibility shroud. It seemed a surreal piece of protection. He could also see the large buildings, looming up ahead. So far, there was no sign, that they had been detected.

ψ

MALUKAN
DEFENDER

“Chief, you were right. We have another two of them over here. That makes four of them, in the last four days. Will we take them out; now?”

The Chief of Security shook his head. He had been with *Trans Galactic* for over two hundred and eighty years, now. His great grandfather had been part of *Trans Galactic*, when it started, and had created its faster-than-light speed travel.

The Chief’s name was *Vernal*. He looked at the imagery, which their supercomputer was giving them. It showed two slightly blurry looking dots crossing the river, to Aragon. If Maluka had a holy city, it was this one, Aragon, the city of wealth, the bringer of fortune. Since *Trans Galactic* had been taken over by the *Imperial Federation Warp Drive Bank*, there had never been a better, more profitable time, in Maluka, or its territories. The Malukans never had it so prosperous. All a citizen had to do, was keep his nose clean, do what the state said, and he could share in the wealth, with no worries to his financial status, in the future.

The average Malukan was also ten times better off financially now, than before the *Federation*.

Vernal looked down, at the images. He knew whom he worked for, and he had his own life, mapped

out in front of him. He wasn't about to put it in jeopardy, by acting too rashly, just in case these were stray fishermen, wearing some strange head gear.

Even so, he knew, deep down, these were simply fanatical Jiltanian Templars, trying to subvert the Malukan economy. They were jealous. His nephew told him about the time, when he went to Jilta several years ago, and the way people treated him, because he came from Maluka. They hated Malukans. Vernal looked at the images of the two, on the screen, as they finally crossed the riverbank. They were now in the street.

Vernal turned, to the second set of images. It was another team, coming from the other side of buildings on *Angrosos Way*¹⁰.

Vernal's supervisor came up to him. Vernal always thought that this man was special. He had abilities, which could tell what people were thinking. Vernal had experienced this.

The supervisor stood next to Vernal. He nodded. "What are you going to do?"

"I'm going to let them get close to where they seek, so I can see their ability and their target. They have no mental registration with us, so we will have to monitor their thoughts, until we truly know their mental

¹⁰ **EXPLANATION: Angrosos Passage:** Malukan cities have many above and belowground streets and they have different titles depending on which, above or below ground. Above the ground it's called Angrosos Way, below ground it's known as Angrosos Passage. It travels the full length of Aragon City Centrum *Searfinders Index p 4890*. (*City Centrum = Central Business District - Ed*) [◀Return](#)

waves, and can catch and recognize them, in the future. Obviously, they are enemies and if they escape through death, we need to be able to recognize them, in case they are reborn on Maluka." Vernal was sweating towards the end.

The supervisor was impressed. He smiled. All that data came out, just as it should have, as per the instructed recorded implant, in Vernal's mind. "What else?" he asked.

"Should that happen, then the hospital will notify us and we will remove the infant, and inform the mother that her child is dead. However, we will actually be keeping this child and being¹¹ hostage, from an early age." Vernal looked happy, having gotten this message out of his head.

The supervisor smiled again. "What else?" he asked while looking friendly.

Vernal began to spout the next phase. "Should the life-force or being not escape us, we will intern him or her in an electrical field, ten times worse than death, with his fellow conspirators, and they will join the other dozens, which we already have."

The supervisor gave Vernal a smile, and with it, he allowed the supercomputer to caress Vernal's thought waves, with that same smile.

Vernal had been a supervisor on the Malukan Moon *Oros*, for a third of a century. He knew the work

¹¹ **DEFINITION: Being:** Here it means the life-force, or the life unit, which runs and operates the body, and answers up to *me* or *I*.

Source: *Searfinders index p. 5001*. [◀Return](#)

was easy, but the lifestyle was something else. That wasn't easy. Living in lunar habitats was hard. It was demanding. One never had any real friends. Vernal knew what friends were. They were something others had, but not him. He enjoyed the solitude of lunar life, along with only a few thousand others, who oversaw the development of Maluka, through the last two thousand years. The mental implant¹² that he carried in his thoughts told him that they were all heroes.

Lunar Management was almost a trademark of the Talkron. The Talkron took to moons, like planet bound fowl take to waterways. It seemed natural to them, to be able to survive and grow in lunar tunnels, and sub structures.

The Talkron method of operation, had generally been to firstly establish a base, on a planet. Then, they establish a planetary hierarchy. That meant controlling media, banking and the judiciary, with their agents, their own kind, and those who would work for them.

With that form of control in place, the next to come, were the lunar stages. They would terra-form¹³ the lunar landscape, and make them their own. It might take centuries; before anyone would realize a

¹² **DEFINITION: Implant:** A mental implant in this sense isn't a physical chip or something hard wired into the body. An implant here is a mental idea, computation, which is laid into the subject though various ways such as hypnosis, emotional overwhelm, drugs and the like. *Searfinders Medical Index*, p. 399. [◀Return](#)

¹³ **DEFINITION: Terra-form:** To create the landscape of a planet, lunar surface or asteroid. It may involve the planting of life, and starting new life forms. *Searfinders Index* p. 378. [◀Return](#)

Talkron presence, and they would do all they could, to remain unseen.



Talkron Lunar Management of Moon Oros

The hallmark of the Talkron was: remain unseen. That was wanted most of all. As long as they could remain unobserved, they were safe, and perhaps a thousand fold more effective. Thus, in the past, they warned Federation planets against visiting their moons. Such warnings included threats, use of illogic and sabotage.

Vernal looked up at the screen. Those dots and blurred imaged were getting closer; now. Obviously, it was a rebel rendezvous. He had to act.

Vernal hated rebels. That was part of his programming. The rebels hated the mental implanting. However, Vernal knew it was for their own good, and he was fine, right? Wasn't Vernal leading a perfectly

free life? Of course, he was. This was how he thought. The mind-mapping of every citizen did have opponents, when he was younger. However, did it not remove all crime, from the city? Was it not the ultimate deterrent? Wasn't it the ultimate threat to criminals: that they couldn't get away, with their crimes?

Vernal laughed aloud, as he thought at what the rebels would do, if they somehow got power. They would open up Maluka for criminals. They could do that. They would remove the great opulence of the state. They would remove *Trans Galactic Ship*.

Vernal had been briefed, on what had happened to the *Imperial Federation War Drive Bank*. He knew that the Bank had been taken out, by the Jiltanian *do-gooders*. Ha, he thought. Jiltanians; they were the scourge of the Federation. Who did they think they were?

Every Malukan had this duty. It was up to Vernal, now. He looked at his hands. He was beginning to shake. All this conspiracy; against the state, was making him angry. He had to act, before it was too late. His implants were telling him this, screaming at him. If he didn't act now, they could all die.

"Get me City Security of Aragon," he barked to an aide, on the other side of the room.

His supervisor had gone now, and it was up to Vernal. He was going to be the hero. No one would stop him. He would stop the criminals. For the good of Maluka, the good of the state, and its entire people, he

would stop them. He started to send off the data, to City Security. As he did so, he felt a lessening of tension, as though his body was feeling calmer, and more at ease.

ψ

AMELIA

Jaron looked at her. Amelia was sleeping. He could feel Amanda's thoughts. This was the wrong time to meet her, and there was nothing to be done here. Jaron and Amanda had disagreed on this; several times.

Captain.

Yes, Amanda, thought Jaron looking up into the dark sky.

We're in the wrong time.

No. I feel it's the right time for something, and it includes her and me.

Any ideas then, Captain?

Not really, only that if we leave, we will interrupt or change something important.

Hmmm

Yes, exactly. If we leave, we don't finish something, which was once finished, but now remains undone. That's what I feel, and it's very strong. It has to do with her, and myself. However, it isn't me.

Then what? asked Amanda, now curious.

Jaron looked up at the sky and then down at the woman. He watched the clouds move, in front of the moon.

Do you think the Talkron are here? I think that's why I was drawn here. I think they also were drawing

me here, because she is here, to trap me. Are they still here, now? Jaron asked.

I think so, answered Amanda. *The Talkron were young here then. I think, from what I feel. From my past history memories here, they have been on this planet, for about three hundred Earth years. I think this planet, and its inhabitants might have been handed from one owner to another. However, really, even though I have been here off and on, over many years, as you have too, it seems, that I'm not certain of anything.*

However, I agree. I think they may have changed the history of this girl, so she doesn't meet you, and that was meant to lure you here.

Jaron looked around. He listened to a far off wolf. There was another wolf joining it. He moved closer to Amelia. *I was here, a little bit after this time, as Goren Torren.*

Amanda appeared before him as Michael. "Jaron, you're here also, as you, now, I can feel you."

Jaron looked at Michael. "Hmm. Do you think that's it? I'm here: somewhere?" Jaron looked at the woman, and then to Michael. "I don't feel that she belongs with me, but I do realize, that she is with me. Perhaps she needs to find me: here. Then, what am I doing here? This is Sequetus 3, Earth."

Michael turned, to look at Jaron. "That, you must work out. The point is she is here now, there, in front of us."

Jaron looked at her and then at Michael. "Then, I need to find myself, and find out what am I doing on this planet; this lifetime. I had never thought I could exist here, earlier, than that single lifetime, on Earth. I'm deeply puzzled, and worried. What am I, or was I, doing here on Earth, during its Medieval period, and why?"

Michael looked over, at the woman. She was stirring. She opened her eyes and glanced at the pair. Light was emanating from Michael, and it lit up the nearby trees around them. Michael turned to face her.

Amelia sat up. "I wondered if you were a dream, and you seem not to be. I have never had two dreams play into each other, like this, so I expect that you're both real."

Jaron looked at Michael, and then at Amelia.

She had been watching them, for some time, feigning sleep. "So, who are you two, really?"

Really? Jaron thought to her.

She stared at him; wide eyed.

Michael looked at Jaron, and then at her. *Well?* He thought again.

This time, she shook her head as though something was loose.

Jaron thought again. *You're right, we're not from here.*

She stared at him and was about to verbally ask, and then stopped, and thought. She looked up at Jaron, and thought, *Then where?*

Jaron in response, pointed up, to the sky. He smiled.

She was about to ask something else, and Jaron raised his hand, as though to stop the game. "I'm not from there. I'm simply from out there." *Out there.*

"Stop that!" she retorted. "Stop listening to my thoughts, and I don't want to hear yours, either."

"Sorry," Jaron answered back. "We won't do that again."

She looked at him, perplexed.

Jaron waved his hand, and a kaleidoscope of images of small bright spots appeared, glittering, in the night. "This is an image, of what is out there. These white dots up there, are suns, like yours. Many have worlds like this, going around them, as yours does."

Amelia wasn't scared, but rather intrigued. Jaron brought up and lowered the planets, explained them and showed her, how they worked.

"I'm a person like you, Amelia. I have come a long way, to expand my ability, to be able to do things, like this. Anyone can do it, if they get the opportunity, and have the fortitude and persistence to."

"Me too?"

Jaron nodded.

"How?" she asked. She was very eager.

Ω

I have you, thought Amanda, to Jaron.

Jaron looked at Amelia, and then at Amanda, as though frozen in time. The universe stayed still. Jaron and Amanda were able to see; in that specific frame of the universe. It was now a static frame, where there was no time, only frozen impartiality, or where there was no life. Jaron had no form. Neither did Amanda. The universe had no three dimensional quality, about it. There was no solidity to it. It was as though the universe was a flat, two-dimensional screen, which was everywhere that one looked. Jaron could change position at will, within it, but the universe didn't move. He truly understood time, now. It really was the change from one flat three-dimensional universe frame, to another, and nothing else. Time wasn't a commodity. It was what one considered as an action, between frames; it was the doing, from one frame of the universe, to the next; it was all of these, and what life viewing the universe, considered it to be.

When Jaron and Amanda had previously left the universe, to travel in time, they had to flow around and outside of the physical universe. Now, they could stay in it and not leave. Now they could slide, from one frame, to another. Amanda explained that it was the coils she had working, inside her ship. They were drawing on broadmatter energy, to be able to be separate, from one frame of the universe, to the next. Amanda was highly refining her experience, in time-moving.

Ready? asked Amanda.

Ready, responded Jaron.

Jaron watched, as the universe started to move again, but backwards, as they began to go, back in time. It regained its solidity, through consecutive frames changing one after the other. It was time, which gave the physical universe, its last component of solidity.

In what seemed a few seconds, the frames slowed and Jaron asked, *Here?*

Yes. However, we're in northern Italy. You're also close by, in a body.

Is she here, too?

Yes, Captain. However, as you can see she doesn't meet him. Her life doesn't join his. They pass by. Someone has interfered; with their past meeting.

Jaron looked back, into his memory. He looked through the frames of the physical universe, of where they were. He could also look forward, into time, and then back again, as though sweeping time, for data. He looked at the subject of Amelia. It was 1572. He was a priest then, happily learning. He could see himself. He could also see Amelia, looking at him. However, there was nothing happening.

Are you sure that you want to do this, Captain?

Jaron looked in his memory. He could see back, the hundreds of years of time, back through the parallel vortexes of what really happened, and what almost happened, and what was most likely to have happened, if he changed her and him now. It was as though, if he changed his past, thousands of years ago, his memories changed, to suit the events, as he changed

them. He didn't have to come out from the present time, of where he was, and return to *Black Knight* around planet Earth, to find out what had happened. He already knew.

Right now, he had an almost infinite variety of pasts, present, and future memories. He only had to select what he would do.

He looked at a memory. He inspected its probability, for that was all memories were; probabilities of happenings, now past.

He looked over, at the streetscape. There: he was as *Giordano Bruno*¹⁴. He was a priest. Jaron looked at the position, of where Amanda was. "I was an ordained Dominican priest?"

Apparently, Amanda thought back.

Jaron shrugged. He looked at the image of Bruno, and wondered if he even looked like, he did.

Giordano Bruno looked around, obviously sensing something. He had just given a lesson, to an

¹⁴ **INFORMATION: Giordano Bruno:** 1548 – 1600. He was ordained as a priest at 24, but was reading widely of forbidden works, known as a free thinker. He was originally named Fillippo Bruno, but changed his name to Giordano to honour his tutor in metaphysics, by the same name. Bruno was in trouble with the Church over the years, and lectured in England and many other countries across Europe, publishing books on his theories. In 1579 he arrived in Geneva seeking religious liberty and security. He had great talent. He denied he was a sorcerer, but was widely known for his memory abilities. He taught at universities in England, Germany, and Czechoslovakia. He believed the sun was one of many stars and that there were many worlds, even with other people. In 1592 he was imprisoned in Italy, sent to Rome and tried, and in 1600 was burned by the Roman inquisition when Pope Clement VIII declared him a heretic. [◀Return](#)

interested group of businessmen, on the current theory of logic, and that perhaps there wasn't just mono logic, but dual logic.

Jaron was intrigued. He thought over to the figure, *Mono logic?*

Yes, came back the reply. *Everything is ordained. Everything is as per God's wishes. Nothing escapes him, as he pervades everywhere.*

Amanda was sensing an inner dilemma building inside her Captain.

Correct, there are two logics, at least. There is right and wrong, and it isn't single, as you assume.

Bruno thought about this, for a moment. He looked at the shimmering air, in front of him. He looked at it hard. He walked around it, and stared at it. He wanted to put his finger in it, but decided against that.

He shrugged, and began to walk away.

Turn around. Instantly, Bruno did, and looked at the shimmering light. He quickly stepped away, but the shimmering followed him. Bruno walked faster. He turned right, and crossed a wooden bridge, watching the shimmering, as it followed him. He was going to turn right, off the bridge but the shimmering air got there first, so he went the other way. He walked fast.

Finally, he turned around, and faced the shimmering effect. "Who, or what are you, and may the spirit of the angels remove your demonic presence!" He held up the palm of his hand. The shimmering moved back a few paces. Bruno smiled. "I

have you now, and he kept following and eventually chased the demonic shimmering, down an alley.

He stopped dumb struck, when he was confronted by Michael.

Bruno swallowed. He crossed his chest and murmured, that he apologized, for forever doubting. He swallowed. "I'm in trouble."

Michael shook his head. "Not half as much, if you don't pay attention."

Bruno took a quick step back, and turned. Michael now stood on the other side of him, blocking his escape. "Don't run, please."

Instantly, Bruno began to run. Michael lifted him, just enough off the ground, by decision, so his feet were no longer touching. "Can you for the moment, my young Captain, pay attention. Sorry, Captain."

Bruno looked around. No one was in sight. He looked at a rat, watching him. He flicked his hand at the rat intending it to go away.

"I will lower you, if you don't run, and will listen to me."

Bruno nodded. He was lowered. He was happy, that his feet touched the ground, now.

Michael asked, "You're fine now, and won't run?"

Bruno looked sideways. "I'm ... no. I will be fine."

Michael looked at the rat, and the rat turned, and fled.

"You were sent by, Him?"

Michael shook his head. "Not directly. Actually, you sent me, on an errand."

Bruno looked at the huge muscular angel. "Me?" he asked meekly.

"Yes. Now, pay attention. I'm going to give you instructions, you must follow, and you must be open, to understand what you see."

Bruno nodded.

Michael then looked, in the direction of the shimmering light. "That isn't the devil. It's you, but in the future. I'm here, so the two of you can communicate. Don't ask how." Michael looked at Bruno. "I said, don't ask, but I can feel your thinking. Turn it off, and just accept for a moment, what you can see, please."

Bruno swallowed and looked at the shimmering.

Michael then waved to the shimmering and it started to show a picture, of another part of Italy.

"This is in 1642. Captain, please move closer." Jaron moved closer, into the image.

Bruno stared, and stepped forward. "That has a likeness," he said.

Jaron spoke while Michael, or Amanda, translated the words into a Naples Italian dialect. "Yes, I'm you, but from well into the future. You're right, in thinking that there are other worlds out there, other planets. You have your own belief, it's good. You're right, in your critical thinking. Now, listen. There is a woman, whom you must meet. I met her, and somehow I have unthreaded the past, and I need to thread it back, into

the future. To bring the desired future about, which is good for all, you need to meet her.”

Bruno looked to Michael, who simply nodded.

Pay attention to yourself, thought Jaron to Bruno.

Bruno looked at Michael, who just sighed, and turned to Jaron. “Captain, how did you get to be the person, who most influences the entire galaxy, when you’re like this, him, eh?”

Jaron looked at himself. “Bruno, it’s correct. You do become someone extraordinary, but not so much this lifetime, but in future lifetimes. Your name as Bruno however, isn’t forgotten, and is remembered, down through history, as well.”

“Future lifetimes?” Bruno asked incredulously. “That subject is forbidden.”

Jaron nodded. “Yes, I know, but it’s true. Now, this woman is about to pass, and you will miss her. She crosses your path many times, and you haven’t noticed her, any of these times. This is the last time, that her path crosses yours. You must meet her. She has memories, into the future. You must meet her, and she will become an inspiration, for you.”

Bruno looked down back through the alley and a young woman walked past, along the other street. She disappeared, by the alley opening.

“Why are you behind that shimmering air? Why can’t you and I meet?” asked Bruno.

“Nothing exists, in the same place, at the same time, as a duplicate of itself, in this universe. If we met, we would both vanish. However, a picture of me,

in the future, is barely tolerable and bends the laws of the universe, but it doesn't break them."

Bruno thought about this. "Who made the laws of the universe?"

Hurry, man! This was Michael's mental instruction; Bruno jumped, and saw Jaron waving, to him. Jaron gave another image of her, of Amelia, as she was being tortured, at the hands of the Talkron, posing as priests, in 1642.

Bruno nodded. He understood. He ran; he was going to save this woman. He rounded the corner, saw the young woman, and sprinted after her.

He caught her, in less than a minute, out of breath. "Excuse me. I'm here, to meet you," he panted.

Amelia looked at him. "I'm sorry; I don't know you. Have we met? You do look familiar."

Bruno nodded. He thought she had a nice smile. He was still catching his breath.

"Did I meet you in?" She tried to think. "It was... You look so familiar, as if I really do know you. Where was that?"

Bruno shrugged. He looked back at the alley and Michael was still there, leaning on a wall, but semi translucent. He waved, at Bruno to continue. Bruno swallowed. "In the future, I think."

Amelia liked that. She smiled. "You're very forward, but I don't normally talk to strangers."

As she was about to leave, Bruno stepped in her way. "We're not strangers. We met; in the future. How can we be strangers?"

Amelia thought about that. "How do you know that we met in the future?"

"It was from another life time, I'm told, in the future, and out there, I'm to believe."

Amelia looked, to where he was pointing. She smiled. "Are you a writer?"

Bruno nodded. "I am." He swallowed.

"Walk with me down by the Grand Canal, out in the open, and tell me more of what you write. I am interested. You see, I have dreams of worlds, out there. They haunt me."

Bruno nodded. He was now very interested, in this woman. He understood why that angel was so forceful, about him, having to meet her. He felt his pocket and swallowed again. He had no money. He wondered what he should do.

Here is a one-time help, with money. You've done well Bruno. The future is congealing now, as we desire. We can sense it. You must learn from this woman, and you must travel with her, and teach, with her.

Bruno glanced behind him; he saw Michael and the shimmering air, next to him. Then, he felt his pockets weigh down. He pulled out a pouch, and opened it. It contained silver and gold coins."

Amelia looked at them, too. She smiled. "So, you're a rich writer, trying to impress me?"

Bruno shrugged. "So, it would seem. I think."

He put that pouch away and brought out two more, from different pockets. There was the same amount inside each pouch. He pulled out one of the gold coins and looked at it; closely. "It looks real." He handed it to her; she shrugged, and gave it back.

"So, mister rich writer, what do you want to do? Tell me about your writing. You have my attention."

Bruno smiled. "I'm meant to take you to other countries, and teach what it is you know. What is it that you know?"

Amelia looked at Bruno. He was cute, but he was certainly strange. She had never met a man like him, before. She didn't care about the money, and she didn't think he did, either. However, he seemed genuinely interested, in wanting to learn about what her strange dreams were, and maybe, that made them compatible.

Ω

Back in 1642, Jaron was watching the woman, in front of him. She started to fade from view. Jaron swallowed, as she became ethereal and slowly vanished. Her presence was gone.

Jaron turned to Amanda, "She will be all right. She will move up, through time and avoid the Talkron torture of 1642, as she is in a different life time-stream, now. That stream is with Bruno, at least for several years."

Jaron next looked into his memories of the future and smiled. He breathed out relief. Moisture collected in his eyes. He sat quiet for a moment, looking into space.

Amanda was also quiet, giving him the time to explore the worlds, which he wanted to shift, by being back in time.

Jaron looked up, to the sky. "She avoids being tortured, after *Mars Base* is raided. It seems that the Talkron don't chase her down, now. We succeeded." Jaron was fighting off the emotion of grief, from success.

That's correct Captain. However, the Talkron torture you, as Bruno, instead, and that's your death, in 1600. Do you wish to correct that?

Jaron looked to where Amelia was. *I know that happens, now. Nevertheless, it doesn't change me, nor what happens, in the future. My life as Goren Torren is unaffected.*

Jaron looked towards Amanda. *My concern was for her, and has been, only for her. She was my greatest fighting companion and inspiration against the Talkron. Thank you, Amanda. Thank you very much, for helping. I couldn't leave her suffering the torture, the way she did. I feel better now. I can see the memories of Amy now, finally being flooded with newer and better times. She still is killed in that battle on Mars while I'm away in Jilta. I'm not about to change that. What the Talkron did to her, the torture, has been avoided. Instead, I found her body dead on the*

floor, next to Anki. They both died, in the gun battle, from the invading Talkron. Neither of them suffered torture.

Amanda sighed. She was satisfied. The past was successfully changed.

Jaron nodded. He was ready to return to the Sequetus 3, of his birth time.

ψ

ARAGON

Marshal Grant Tagora was aboard a converted Templar *frigate*. He was watching the screens. He had lost hundreds of men and woman on Maluka, so far. However, the Hallowmen kept coming in, to volunteer.

He sat back. His team was only volunteers, hardened by their own decision, to go and right wrongs. They weren't conscripted Templars or Cordukes, given mission orders. His group would have been the best of gentlemen, at another time. That's how he ran his team. There were several thousand of them now, all over the galaxy. He had files on them, and their families. He had met each of them, and they had called him Grant, the same as the Master Templar had. He sat back. He liked his team, his huge family, of which he was the father figure.

His team knew their fate and they carried their own death suicide pacts. They carried death pills, exploding devices in their brains, and necks. They knew, when it was over.

Grant also knew their parents, and their brothers, and sisters. He devoted some time each day to knowing something about them. When one of his team died, they were memorialized. He lamented each one who perished, in their service of the House of Torren.

The screens showed maps, of Maluka. They had made inroads. For every twenty teams that arrived and went onto Maluka, one team survived. The attrition rate was extreme. There was little else he could think to do; than suffer the pain of losses.

Finally, he had several teams in Aragon. He had teams on two of their moons. None had been able to penetrate Moon Oros, however.

His personal fleet was now out from *Tinkly*. The planet was the old Jiltanian outpost that had, once been inside the early Malukan sector. Since the *Battle of Sequetus 3* it had fallen inside Jiltanian borders.

At *Talagor*, an ex-Malukan system, were Corduke Fleets. All ships in all fleets had been converted. The ship drives were free life, operating on their own volition.

The Jiltanian sector divided the known *Santonia Galaxy* into three. There was the Jilta sector, and its allies, in *Kalanon*, *Farsen* and now Palbo, forming a block of determined spirit, against an ingress of evil. It was as if the demarcation lines of the old Battle for Sequetus 3 were being drawn up; again. This time, the target was Maluka.

Timbor, Penek and Pilik were abstaining from conflict with Maluka. However, the Temple had on their side, the *Outer Worlds*, and beyond them, the *far Outer Worlds*. They were so far from Sequetus, that they had to have their zealous cries watered down for worry that the Federation would fear them, more than the Talkron threat.

The sector of *Tilb* was quietly pressured, by the Jilta's own old *Out-Worlds*. These small regions of hardened fighting, from *Iranda* and *Talap*, had quietly infiltrated into Tilb society, over many months under Corduke direction. Tilb wasn't taking sides.

This left Siltonia, Tilk and Patu as the only sectors with any sympathy, to Maluka. For the past year, they were being neutralized. Teams of Cordukes, again, had been going in. The Cordellos and their networks had pacified all other sectors.

Ω

Gurano was standing, on the top floor of the *Giando Tower*¹⁵. The passing satellites were no longer noticing him. Corduke ships, way out there, had given him a *4D shroud*. By 4D meant that he was being shrouded, by four different craft, from four different sides. In theory, it meant he would never be detected. However, in reality, he knew that it was also likely, at one point, that his shroud would be revealed and he would have to escape, until his shroud was reinstated.

The trouble was that the ships out there were also under shrouds. They had to move, to avoid detection, being so close. They were within the Maluka system itself, not far from Maluka. It was a close, six-way cross.

¹⁵ **INFORMATION: Giando Tower:** The largest building in Aragon, measuring 227 floors. *Searfinders Index p. 5867* ◀*Return*



Aragon Central from Giando Tower

There were six ships, in the small fleet. They were covering each other five ways, and at the same time, they covered their teams on the ground, with four-way shrouds. The operation was complex, and if one ship had to move, they all moved, as a group.

Until that time, when Gurano's shroud would become exposed, he was recording, and his data was being sent back, successfully. He looked at his instruments. They were pinging in both directions, meaning his data was going out, and it was being acknowledged, as being received.

He looked towards the next building. He turned on his instruments. They began to record. There were heat emissions, water vapor output, and energy from lines, broadmatter emissions, and gravity-inpull. All these readings meant something, when analyzed as a whole.

There was also the output of carbon dioxide from the air vents, telling him the ratio of people breathing compared to the volume. They compared that, to the size of the building. The numbers inside were then calculated.

He now nodded, to his partner. She was a volunteer, too. She was strong. She was about to stand, when two doors blew in. She rolled, grabbed her weapon and began firing.

Gurano covered her and shot three of the enemy, which looked like ordinary City Security. He headed to the side of the window. She barricaded the door. He looked at his partner, and she shook her head.

"I'm not going, without a fight," she screamed over the wails of explosion noises from the side. She shot one of the C-Ss in the arm.

Gurano knew when *Feli* was angry, and this was it. He took his hand away from the detonator button,

which would have blown both their bodies to pieces. He shot two more C-Ss. "Follow me," he called. "Get away from the windows. Follow!" he yelled, as he dove to his right while throwing two grenades out through cracks, in the doors.

He then dived through a small open hatch, in the wall. He had spied it, when they entered. The data in his small tabulator showed the chute fell fifteen floors: straight down. He reasoned that it was better, than dying there.

Feli followed, and jumped through, without any second thought.

Gurano was in freefall. Feli was behind him. They both knew that they would most likely break their necks.

However, the chute didn't end at a bare metal floor, but rather, slid out sideways and started to veer away from being a sheer vertical drop.

They veered more. Their decent was slowing, for no apparent reason. Gurano felt that he might now survive. He could see light coming up ahead. He swallowed. He could hear Feli, cursing him, from behind. That made him strangely happy.

Then, the end of the shoot came, and they shot out sideways through it, into a large open room, like bullets from a gun. However, they didn't die. They started to slow down, tumbled over the floor, and finally ended, upside down against a far wall.

Gurano looked at the concrete beneath his face, and started to push himself up. He was amazed that his body still worked. Nothing was broken.

Feli was upside down, against the wall, too. She saw figures in black, and she tried to fire her weapon. It misfired. She screamed. "Centor junk! Gurano, why can't we have our guns made in Jilta?"

Gurano shook his head, as his own weapon flew away, from his hands.

He looked up and there were four figures. The nearest was reaching out her hand, to him. She was wearing an antiquated dark shocksuit.

"My name is Maroen." She reached down and helped pull him up.

Feli screamed at Markoni, "Don't touch me. I'm fine. Don't touch!"

"Very well, Hallowman Feli, my name is Markoni. It's nice to meet you. We need to hurry, though."

Feli looked at him, upside down. She was wedged, between two pieces of ducting. "Gurano, are you going to stand gawking, or you gonna get me out?" she screamed, twisting violently.

Gurano looked at the four in shocksuits, and ran over to Feli. He pulled her away from the wall, and she quickly righted herself.

Markoni tossed them their rifles. "We're Boguard. Follow us. By the way, a nice escape you two! We need to get further, under the building. You're on the second basement floor. We need to go to the seventh basement floor."



Markoni handing back weapons

Gurano caught up with Markoni, as he was taking aim, and four C-Ss were coming down the stairs. “The plans only show five lower floors.”

Markoni slowly smiled. “That’s correct. The other floors belong to us, not the Talkron. Quickly.”

With that, they took four steps down, and in minutes were lower, under the buildings.

“This is below sea level here, and we have two more floors to go.” Markoni winked at Gurano, who in turn glanced over, at Feli.

Feli looked at those, who had saved them. “You’re Malukan?”

Maroen laughed aloud, as she leaped over the landing. She indicated to them, to hurry. "Three tunnels and one more floor, and they'll never find us."

Feli looked back. "I'm not surprised. I would be lost here; for years."

Maroen smiled. "This is our world. You have been to the Royal Court of Jilta? You're Hallowmen, correct?"

Feli looked at Gurano. They were verging on forbidden talk.

Maroen felt it, in their thoughts. "It's fine if you don't say. We understand that, and honor oaths, of confidentiality. However, in the Royal Palace, there are the Boguard, who are the care keepers of the palace, and have been so, since the *Confederated Council of Planets*. That's who we are, and belong to."

Feli looked at them. "You seem a long way, from home."

Maroen smiled. "If you only knew. Jilta is not our home. We are only there; to guard the palace."

After the final stairs, and last corridors, a dozen Boguard Fronts met them. They were bigger and stronger, than anyone, who Feli had ever seen. They looked her over.

She stood taller, with her chin out. "Who are you trying to be then?" she asked the nearest.

That Boguard Front simply looked at her. He shook his head. "We're not challenging you, Hallowman Feli. We're on your side. I admire you."

She looked him up and down. "What use is your hulk, in a place like this, then?"

The Boguard Front looked at her, and she started to rise from the ground. *I have other abilities too, Hallowman. Being able to make my body any size, is one of them. When you're ready and able, you too, can change your body shape. However, until you've had the training, please be quiet. We have a war to fight; together. I'm not your enemy.* With that, the Boguard Front gently lowered her back down, on to the floor.

Gurano had remained quiet, during this. He nodded. "I had heard rumors, that Boguard could do extraordinary things. However, I thought they were rumors, started for some special purpose, not because they are real." He turned to Feli. "Hallowman, are you all right?"

"Yep," she said. Then she added "Fine." She checked to see if her gun was charged, and plugged it into the power pack, strapped to her back.

The Boguard Front she had spoken to; then turned and saluted Markoni. Markoni half returned the salute, nodded and led the way down, through the next tunnel.

Feli looked at the water running along the side of the tunnel. She had smelled it and it was rotten. She kept her mouth closed, and didn't offer another word. She was glad to be alive. This was the most secure, that she had felt, in weeks. She swallowed. She was beginning to wonder that perhaps she might get out from this war, alive.

ψ

CHAPTER 16

EPILOGUE

The ship conversions continued, and spread to the far-Outer Worlds. They passed through all the *Federation Sectors*.

Marshal Grant Tagora sat back. His men and women were being placed correctly. The attrition rate was declining. His crews seemed to be winning, for some reason. It seemed they were now learning about Maluka, what was where, and which buildings were important.

Ω

The Master Templar sat back, as Macrood Curr explained the happenings on Maluka. It seemed the Federation was ready for the final cleansing of the Talkron, from all their borders.

Ω

Jaron reappeared, back in *Black Knight*. His mission had been successful.

Akeala was excited about his return.

Yandra had secured all of Sequetus, and was now building up defenses, against the probable return of the

Talkron. He wasn't expecting them soon, but he was preparing. His crew was further occupied, researching on Earth where the Talkron had come from.

Ω

Tubin had returned to Palbo with his Palboan Templar Fleet. He was readying for what was likely his next program: to take Maluka, with regular troops. The Palboans were similar to the Malukans, in many ways. The Talkron had controlled them, and the Talkron had once directly implanted Tubin. He had lost his mother, to the Talkron.

Tubin had a personal vendetta, against the Talkron. They killed his two infant brothers as well. He vowed to be their most powerful enemy, after his father. He also came from good Sequetus genes, and he reasoned that gave him every right to take his stand, and demand the Talkron be expunged, from the Malukan sector. Furthermore, he reasoned that as Earth was once Malukan, he again had more right to be there, than most. He didn't want killing. He wanted to be free of Talkron control, forever.

His recruiting ground was wide open. Those who volunteered, were those who had been once implanted, and under the direct control, of the Talkron. As with all ex-implant victims, they now became zealous opponents to implanters, who would never back away. They had already been there, and experienced Talkron

life. Death had become a preferred option, to the other way of Talkron life, for these people.

Ω

A provisional government was being prepared on Gogon, getting ready for their invasion day.

Ω

Under the surface of *Yaltipia*, the full *Boulan* was meeting, in *Ataran*. None of them was anywhere near convinced that they could win, a so-called full out war.

If a war was being orchestrated, by outside influences, this council needed to know. They agreed. It looked like the Federation and the galaxy were going to war, and were poised for victory. However, no war ever ended in its dreamed victory. Those who won, simply lost less. That was all war was: the story of two losers. On the other hand, the Boguard had no option but to fight, for they knew that the Talkron had been planning their galactic invasion, for millennia.

"Sirs, the Talkron have left, and have taken with them, some of the fastest craft we have detected. They are a match for our Man-o-Wars. On and around Maluka, are thousands of craft. These *Trans Galactic* ships may, or may not, be simply converted. We honestly don't know. They could also be booby trapped, being Malukan."

“What of Jilta?” asked another Boulan executive.
“Is it secure? We can’t risk what almost happened,
under Brandon Mirak.”

A murmur went through the Boulan. This was the first full meeting of the Boulan, in two decades. Normally, the Boulan met in smaller groups and elected their executives, to meet and make decisions. This was too important, and the full five hundred were present, except for Jaron.

“We need to send at least another battalion, to fortify the *Royal Palace*.”

“Is that enough? It almost was not, last time, and we lost it, temporarily.”

They recalled how the generals of *Brandon Mirak* had taken the palace, for their own. Back then, it was the quick thinking of the palace Boguard, and the resistance of the Templars, that held out and won it back.

“We can’t risk it happening, again.”

There was a consensus.

ψ

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

End of
Book four of the Earth Syndrome Miniseries

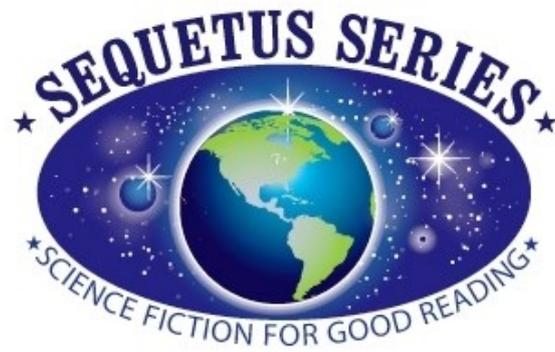
And
Book twenty-one of the Sequetus Series

Maluka Rising

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MALUKA RISING

Page 163 | 255



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. [◀Return](#)

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* [◀Return](#)

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*

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 miniseries.*

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 had her name changed 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 Pleadians. 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 miniseries* [◀Return](#)

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*

All-play: A portable hand held recorder, that plays back a three dimensional hologram, of a pre-recorded event. The image is, about two hands high. Made by: State All Industries Maluka. Often used in Maluka to entrap subjects into saying things. Recording on an all-play, is valid evidence in Maluka. *Earth Syndrome 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](#)

Amelia: 1. In 1642, Jaron meets Amelia Gustano of northern Italy. She is 38 years old at the time, daughter of Gustaf and Francesca Gunano. 2. A former lifetime of Amy of Rambus, but on Earth, during the Medieval period. *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*

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*

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 miniseries*

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*

Aragon: Capital planetary city of Maluka, consisting of seventeen wards. Population 2 million, with three academia. Its age is 3,450 standard years, predating the Confederated Council of Planets. It is the headquarters of Trans Galactic Ship Corp. *Earth Syndrome miniseries* [◀Return](#)

Arano Moon: Lunar satellite of Maluka. It has been in orbit for two millennium. It's hollow, and it has seventeen thousand inhabitants. Its center is highly protected. Its diameter is three hundred and eighty kinopacs. Its standard gravity is 0.04 standard gravity, and its artificial operational means of gravity is centrifugal. It rotates three times every Malukan day. *Earth Syndrome 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*

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* [◀Return](#)

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: TM: 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 petaballard 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* [◀Return](#)

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*

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*.

Beran Sea: A sea in southern Palbo. The deepest part is 1,300 pacs. *Juggernaut miniseries*.

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*.

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

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

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 miniseries*

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*

Boni: A seven year old boy, who can sense life, its pain, and has extreme empathy for life, over distance and time. Son of Fan and Gali of the Amazon. *Earth Syndrome miniseries* [◀Return](#)

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* [◀Return](#)

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*

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*

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*

Canon: *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 miniseries*

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*

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*.

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*

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*

Chrononaut: 1. One who can not only send attention back into, and forward into time, but one who can take himself there and change events around him. 2. (*Terrestrial*) Chrono from Greek, *Khronos* "time". Naut fro, Greek *nautes* "sailor." Chrononaut – One who sails through time. *Earth Syndrome miniseries*

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

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: 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, 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 Series*

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* [◀Return](#)

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*

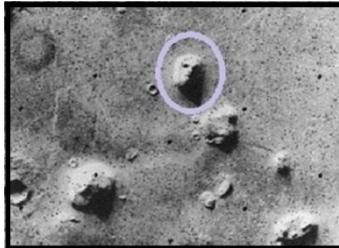
Crosshair Nebula: The giant gas cloud in the Pleiades wherein the Karo Series lies. It's a collection of dust

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*



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*

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*

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*

Do gooder: A Talkron derogative term, seeped into the cultural psych of a planet, aimed at, and designed to degrade, those who might want to reform evils in society. Accusing a person of being a *do-gooder* is meant to back a targeted person away from bringing about social reform. Prevalent on Maluka. *Earth Syndrome miniseries* ◀[Return](#)

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 Pleadians, 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

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: 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*

Estimate, also intelligence estimate: (*Terrestrial*) From the Free Dictionary – 1. “The appraisal, expressed in writing only, of available intelligence relating to a specific situation or condition with a view to determining the courses of action.” 2. “The strategic estimate of the capabilities, vulnerabilities, and proposed courses of action of foreign nations produced at the national level and as a composite of....” *New-Earth miniseries* ◀[Return](#)

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-Colonies: The Maluka far-Colonies are the remnants, of the flotsam of society. This is where thieves, criminals and the useless of society are shipped. There are sixteen known far-Colonies of Maluka. *Earth Syndrome miniseries*
[◀Return](#)

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* [◀Return](#)

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* [◀Return](#)

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*

Feelay: Pronounced Fee-lay A. She is the life unit, running a Man-o-War under Captain Markoni in the Malukan Sector. *Earth Syndrome miniseries*

Feelup: A 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*

Ferry-copter: A four-bladed rotorcraft that carries up to ten passengers. Various sizes. *Juggernaut miniseries.*

Feli Mack: Hallowman, recruited from, Academia Alson. He came from a mixed marriage of short and long-lifer. Both parents died in a vehicle crash at his early age. *Earth Syndrome miniseries* [◀Return](#)

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*

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* [◀Return](#)

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*

Fundamentels: 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*

Galmo: A dry planet, with breathable atmosphere. A servitude (prison) planet of the Far Colonies of Maluka. The planet supports life at the polar regions where there is water. Gravity is 1.03. Oxygen 11%. *Earth Syndrome 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*

Garth Kwot: Malukan rebel, aged 312 years. Two children. Both died when in the service of the government. Garth Hant had been sentenced to a suspended service, after he

had been previously incarcerated for opinions against the state. *Earth Syndrome miniseries* [◀Return](#)

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*

Giordano, Bruno: (*Terrestrial*) Born in Italy 1548, became a Dominican priest in 1565, but fled 11 years later due to his ideas.

He was the first to suggest what later would be best accepted as atomic and molecular theory, and that even atoms could eventually be broken down into an undividable element – *thought*. He believed in life on other worlds and believed in multiple universes existing at once.



He claimed that Earth was in motion around the sun, there were millions of solar systems like ours, all moving, and that planets shone by reflected light from their suns, which were luminous. He spoke in Germany, London and taught his theories in Oxford. His ideas had him brought before the Church Inquisition in Italy, and while he invited the inquisitors to view the moons revolving around Jupiter they refused. He was burned at the stake in 1600. *New Earth miniseries* [◀Return](#)

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*

Gogon: A Malukan prison planet belonging to the old Malukan Empire. It was previously known as Verlain II, being part of the Verlain Series. The planet had little exportable product and so never prospered in the galactic trade sense. It fell away from any importance. It became a planet that the Malukans were able to send prisoners to. That became its only export importance. *Earth Syndrome miniseries* ◀[Return](#)

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.



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.*

[◀Return](#)

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*

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*

Guardsmen: 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*

Gurano Togon: Hallowman, from Jilta. Recruited from Academia Alson. Ager 28, short-lifer. Parents died in vehicle crash early in his life. *Earth Syndrome miniseries*

[◀Return](#)

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* [◀Return](#)

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 for 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™: 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*
[◀Return](#)

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*

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* ◀[Return](#)

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* ◀[Return](#)

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* ◀[Return](#)

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*

Interceptor: 1. A winged space craft that can stay in space or enter atmospheres. It's the prime attack craft of the Federation.



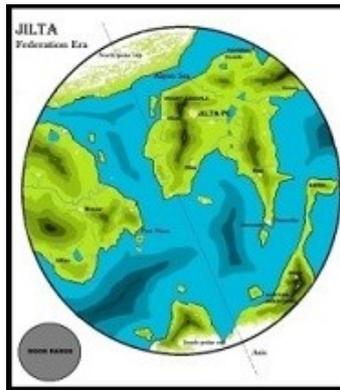
It carries atomic warheads on its rockets. Manufactured by various corporations, the most common is Fair Space Industries Inc. The interceptor was the fastest of all Federation military attack style vehicles.

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*

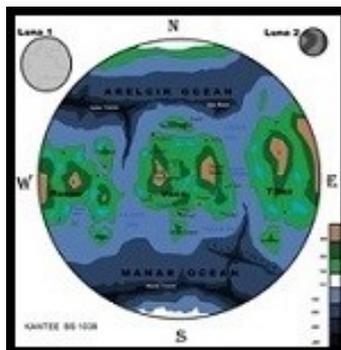
K, Ks, K's: Kinopac, a thousand pacs, over a kilometer long. Also used to mean kinopacs per hour. *New-Earth miniseries*

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* ◀Return

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* ◀Return

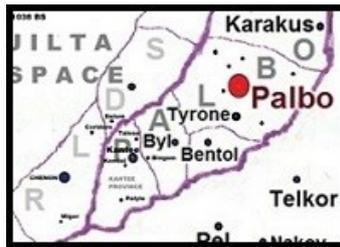
Kangas Squad: Crack intelligence squad, of the Cordukes trained to do almost anything. One thousand elite persons. Operating out of Jilta, only. They take a special oath. *Juggernaut miniseries*

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.*



M A L U K A R I S I N G

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* ◀[Return](#)

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* ◀[Return](#)

Kwankindo: The martial art of unarmed combat. Taught in most military schools in Jiltanian Out Worlds. *New-Earth miniseries*

Kwok, Aka: Wife of Garth Kwok, sentenced to life service, to the state, for a vestige-crime, and was last officially seen on the planet *Galmo*, a *Far Colony* of Maluka. *Earth Syndrome Series*

Kwok, Garth: Janitor of the Karika Building of Maluka PPC. (Karika meaning beautiful place in indigenous Malukan) He later became a leader of the Malukan Resistance. Married to Aka Ringo (Kwok) and has three daughters Ano, Kela and Beto Kwok. *Earth Syndrome 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*

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*

◀[Return](#)

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*

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*

Lunar Management (Inc): The corporation that looks after the management, of the lunar bases, on the moons around Maluka. They have a contract, that's renegotiated every seventy-five years. Their job is to manage, not build, the installations. They are in charge of the mental and physical well-being of their employees, and ensure the bases function to their memorandums of operation manuals. The staff aren't military, but civilian technicians. *Earth Syndrome Series* ◀[Return](#)

Macro Curr: 1. Boguard who works under Jilta within the tunnels and befriends Ardan. Macro 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 Macro is a word from a local old Yaltipian dialect for *can't be equaled or beaten*. *Juggernaut miniseries* ◀[Return](#)

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

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 Boguard 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*

Markoni, Leader: *Pronounced Mar-ko-nee*, Male, member of the Boguard Fronts. He is the Boguard partner of Maroen. He is 198 standard years old, has 23 missions, 7 citations-for-courage. *Earth Syndrome miniseries* [◀Return](#)



Marinta Clay: Cordello of Jilta and head of the Corduke network BS 10052 - 62. Short-lifer, aged 54. *Juggernaut miniseries*

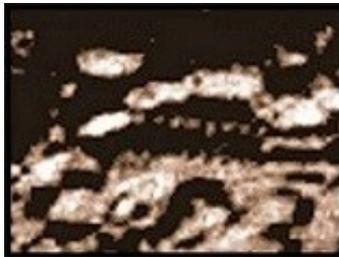
Maroen: Female Boguard Instructor: *Pronounced Mar-o-en*. Boguard Front Instructor, assigned to mission Maluka. Aged 173 standard years. Born on Yaltipia. Her service record includes: 17 missions, and 11 citations-of-courage. *Earth Syndrome miniseries* [◀Return](#)



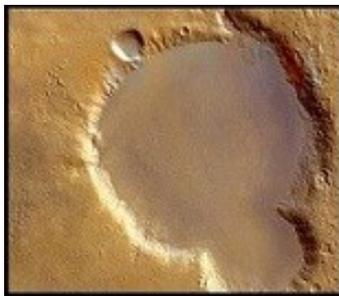
Mars: (*Terrestrial*) Mars has a history, of being thought of, having an alternative civilization to Earth. Today there are many who would argue that the planet is less of an enigma than it once was.



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 reported 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 miniseries*

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* [◀Return](#)

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*

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* ◀[Return](#)

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 miniseries* ◀[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*

Michael: 1. The largest and strongest assistant life form from the life-universe, from the other side of the physical-universe, who had been assisting people on Earth, over

three thousand years. 2. Other name for Amanda while he is on Earth appearing as a life-form. *Earth Syndrome Series*.

Microwave bluster: A wave device, working on broad matter theory, which sends out a microwaves, which can be tuned to any known element, and through oscillating the broadmatter between atoms and molecules, it gets those molecules to drop their bonds and collapse in towards each other. For example, if the microwave bluster was tuned to iron, which is a metallic lattice, then that lattice that holds iron together, and gives iron its strength, breaks down and the iron in the path of a microwave bluster beam, becomes no stronger than chalk. Turned on a building, from above, an entire building can be made into rubble, and free fall into its own footprint. Technically, this works on broadmatter, which is the unobservable particle that space is full of, that holds atoms and molecules apart. Broadmatter is harmonized by atoms nearby, and in turn, holds those atoms apart and gives the element its strength and gravity properties, as well as preventing the molecules from falling in on each other. Once the broadmatter is polarized, for that specific element, say iron, then iron loses the property of holding each iron molecule in its metallic lattice. Iron then collapses under any strain. The blusters can be tuned to any element, or elements. So; all particles in the bluster's path can reach the polarizing moment at exactly the same time. For example, in a building, all the iron and steel, in the beams, girders, columns, and the reinforcing in the concrete, will give way at the same precise moment. The building then collapses in a cloud of dust within its own footprint, just as in a controlled demolition. If the bluster is tuned to iron and calcium carbonate, which are the main elements in concrete, then a *superrise* can be turned to dust in a few seconds after twenty minutes of polarizing. The blusters draw their power from space itself, or the broadmatter within space. Space has energy, and isn't an absolute zero vacuum, but a mass of small particles that glue the universe together. They measure a couple of degrees warmer than absolute zero. It's this energy of free space, unlimited, that the bluster draws upon. *Earth Syndrome miniseries* [◀Return](#)

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*

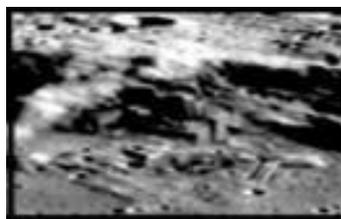
Mind-keeping: Either through drugs, hypnosis or both, a controller can control another mind, so that it will do only the controller's bidding. This is called mindkeeping. *Juggernaut miniseries*

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 miniseries*

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* [◀Return](#)

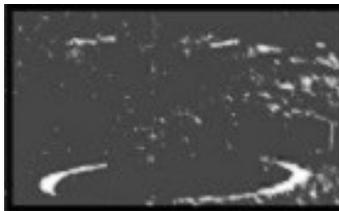
Moon: (*Terrestrial*) 1. The Moon is 356,410 km from the Earth at its closest point. It has a diameter of 3,473 km and has a surface gravity of one sixth of Earth with a comparative mass of only one to eighty-one.



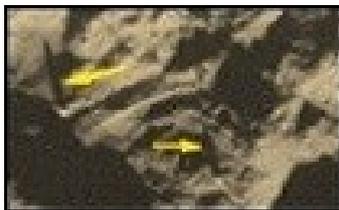
The difference between the comparative mass of Earth and the relative gravity is of unanswered interest. Obviously, the moon is very unusual compared to the volume its mass takes up, so that the gravity of the moon isn't in line with its mass.



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

Moon 2: The identification label 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*

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 Slebo. 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 by many manufacturers. No longer trademarked. *Juggernaut miniseries*

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*

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*

Oros Moon: The second largest Malukan moon. 1200 Ks diameter. It had three major bases, but only for surveillance and tracking. This moon has no known resources. Population less than 2,000. *Earth Syndrome miniseries*. [◀Return](#)

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*.

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*. [◀Return](#)

Outer Colonies: The Outer Colonies of Maluka, are harsh planets where rebels, sent there when caught, who needed less supervision, but where the planet conditions kill those who stray far from the colony bases. These colonies are hard, and most inmates die there at early ages. There are four such planets, bordering with the sector of Siltonia *Earth Syndrome miniseries*. [◀Return](#)

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](#)

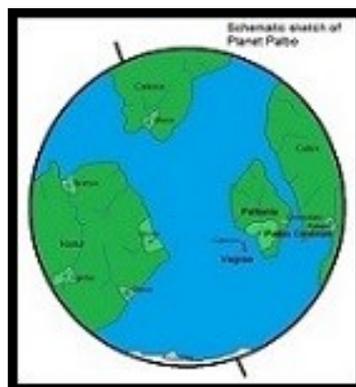
Ovid: 43 BC – AD 17 Roman poet: his full name is *Publius Ovidius Naso*. He is noted for his love poems, as the *Amaores*; his series of tales of mythological, legendary, and historical figures. *Earth Syndrome miniseries*

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*

Palace Centrum: This is the central headquarters of Malukan Intelligence. It was once the Royal Palace, but was renamed when the Malukan Sector intelligence community took it over. It takes up a square kinopac of space, including the grounds, old palace, and gardens. *Earth Syndrome miniseries* [◀Return](#)

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*



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*

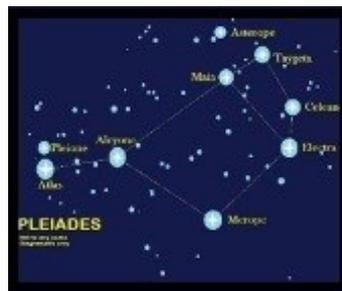
Pilik: A thin *rim sector*, between the old Federation worlds and the Outer-Worlds. *New-Earth miniseries*

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*

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 miniseries*

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 patient 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* [◀Return](#)

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*

Remote Neural Monitoring: (*Terrestrial*) If the reader wants to know more of this technology, it's called RNM. It has been developed again in response to the apparent terrorist threat. It's reportedly being used in the USA, UK, Spain, Germany and France. (See NOTES at back) *Earth Syndrome Series*

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*

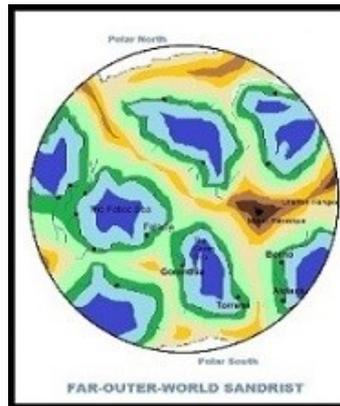
Royal Courtyard: The courtyard, is part of the Jilta Royal Palace. The gardens of the palace go back a thousand years, or more. They are reserved for use by the ruling royalty or rulers, from the palace. There are said to contain every variety of Jilta plant life, somewhere in the courtyard, which extends for two acres, including indoors. *New-Earth miniseries* [◀Return](#)

Royal Palace: The royal palace of Jilta predates the Federation and the Confederated Council of Planets. It's thousands, (perhaps seven) of years old dating back to the first one-world government of Jilta. It has three major building periods, consists of over 300 rooms, seven levels, including up to four levels underground in places. *New-Earth miniseries* [◀Return](#)

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*

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*



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*

Sectoral Space: That space within the sector, three dimensional, which includes all the written and interpreted boundaries making up the sector and all its systems as a whole. *Juggernaut Series*.

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*

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.

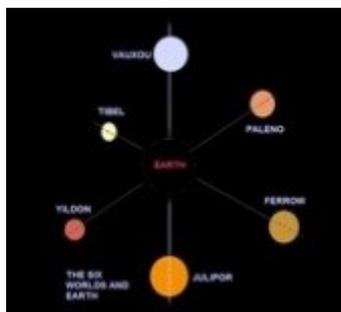
2. The shocksuit is designed to absorb blows and distribute the load of such physical shock around the body, so that no one place is overloaded with impact. The result is that the wearer is able to exert himself far greater with far less risk of damage. The standard shocksuit colors are dress-white, 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* ◀[Return](#)

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*

Shroud: The manifestation of making something invisible to normal 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 miniseries* ◀[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*



Skanes, Marly: Fellow biology student with Chelo Bade, at Academia Alson. Daughter of Vip Zed and Mono Skanes, of

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*

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 Series* [◀Return](#)

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 large 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. Often these are also called Station Cities. *Juggernaut miniseries*

Steel, Randal: Hallowman, first class. 33 years old. Son of William Steel and Fi Smith, from Jilta. Graduated with honors the Jiltanian Academy. *Earth Syndrome 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

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 proshields. 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: A 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*

Tagora, Grant, Marshal: A distinguished Corduke, who when Jilta was overrun by the Palboans, and Brandon Mirak, he never surrendered, and instead waged a guerilla war, from the nearby mountains against the Palboan military junta, on Jilta. After the liberation of Jilta and the freeing of the Master Templar, Grant Tagora and the Master Templar became close associates, and Tagora one of the closest advisors to the Royal Palace. After the invasion of Kantee, and the liberation of life there, Tagora was asked to head up the Hallowmen unit, answerable to only the Master Templar. *Earth Syndrome Series* [◀Return](#)

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 miniseries

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*

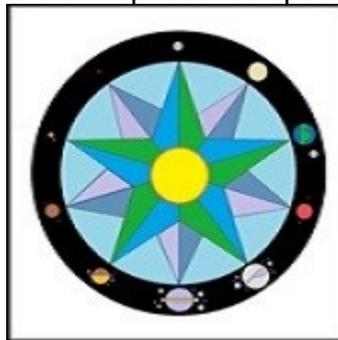
Temple Tribunal Affairs: The ecclesiastic body That's a court, internally within the Temple. It can hear and adjudicate any crime committed, within it. Its powers are

far sweeping. Its purpose is to protect the Temple.
Juggernaut miniseries

Tending the rail: (*Terrestrial*) The executive stands at the rail at the side of the ship, to acknowledge new people as they board that ship. The rail is by the gangplank.
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.

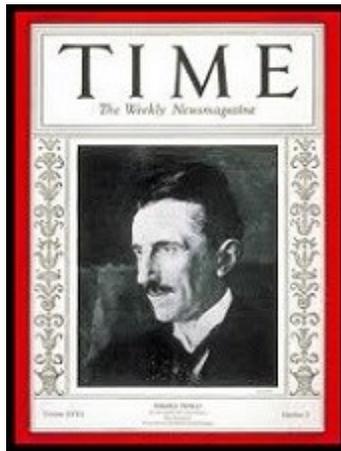


2. It's said to be a Boguard symbol and if one was to fix his stare on the star for five minutes the star starts to rotate within the wheel, as does the sun.

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.



(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*

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*

[◀Return](#)

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*

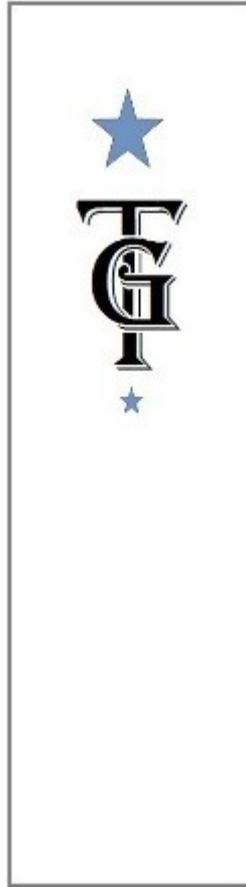
Torren Crest: The adopted symbol of Goren Torren, Magi.

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-ness 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*

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: This is brail. The term given to old brail writing when discovered on Manhattan Island BS 1038 by local inhabitants. *Earth Syndrome 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*

Trans Galactic Ship Corporation: This corporation started fifty standard years before the Battle of Sequetus 3, in Maluka. It started as opposition to the Imperial Federation Warp Drive Bank. It was eventually amalgamated with the Bank. It has around a quarter of a million employees on Maluka and is the most powerful organization in the Malukan region. *Earth Syndrome miniseries* [◀Return](#)

Trell: Administrative Member of the Confederated Council of Planets. *New-Earth miniseries*

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*

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*

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: 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*

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 times 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

Vernal Karum: Head of Special Security on Moon Arano of Maluka. He has no known relatives that he can recall. Age 456 standard years. *Earth Syndrome miniseries*

Vestige-crime: Vestige means a mark or memory. A vestige-crime is a crime that looks like it isn't a crime, but it really is a crime, against the memory and mark of the state. A vestige-crime is a crime of slander against the state, sedition. This is a high crime in Maluka and has been on its statute books for well over a millennium. *Earth Syndrome miniseries* ◀[Return](#)

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*

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*

[◀Return](#)

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

paces. 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*

Warren Walters: Hallowman First Class. Son of Betty and Bruce Walters of Jilta. Graduated Jilta Academia with first class honors. 33 years of age. *Earth Syndrome miniseries*

[◀Return](#)

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 Bogueard 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*.

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*

Yaltipia: Karo 4, of the Karo Series. It is 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*
[◀Return](#)

Yambol: Local villager of Tors, from Greetonne, who befriended Jaron. About 15 years of age. *Juggernaut miniseries*

Yandra: 1 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.

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.

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[◀Return to Glossary](#)

NOTES:

REMOTE NEURAL MONITORING: If the reader wants to know more of this technology, it's also referred to as RNM. Its most recent development has been in response to terrorist threats. It's reportedly being used in the USA, UK, Spain, Germany and France. Also look up the case in the USA, of John St. Clair Akwel's lawsuit. It's an extrapolation of the MK ULTRA experiments that took place in the USA from the 1950s to the 70s.

The RNM technology is such, that now there is no need for an outside agency, to monitor a brain or neural way, by detaining the subject. One can become a subject to this technology by simply going online, with gaming machines, which use caps to monitor one's brainwaves.

Internet gaming technology permits the user to forgo operating a mouse. Simply by using thought over the Internet, one can control the outcome of the game. Companies that manufacture these devices commercially are USA and Japanese based. This technology also means that the user, can in turn be monitored, by simply using blue-tooth technology, which now has the gamer's thought patterns measured. These patterns are singularly the gamer's own patterns, and monitoring them by supercomputers (more powerful than a brain) using satellites, means the following: the subject can be followed using GPS tracking, and his private data, such as typing of credit card numbers at banks, can be monitored. This technology is several years old at the writing of this book.

Claimed victims are reported to hear voices coming from unusual places, such as walls, ceilings and other unexpected locations. They claim of extended high pitched ringing and varying pitch changes, to the ringing (as distinct to medical hearing problems.)

Messages can be delivered to a victim by ELF – Extra Low Frequency. They can transmit from source to skull. ELF can penetrate through rock, concrete and dense matter. Today ELF can be delivered by satellite, and the theory is, that as all humans have their own separate DNA, they also have their own separate distinct radio frequency brain waves.

Today such surveillance could be very simple in theory, and perhaps one doesn't need to register his brain waves via a game simulator in the I Cloud. Today most phones are registered and tracked by GPS. Many cats and animals have to be micro chipped by law. Banks want to monitor the computer of their clients for security purposes.

Again in theory, within a small percentage of error, it's relatively easy to determine the person using a phone, with that cat micro chipped by him, and with his computer linked to his credit card, as the person who has been intended to be monitored for brainwaves. Thus, in theory, with today's technology, anyone could have his or her brainwaves recorded without knowing, be tracked, and given intended thoughts that are not their own.

As far back as 1992 a court case was brought against the NSA (National Security Agency) of the USA by ex-employee John St. Claire Akwel. The case describes the advanced technology back then, used to monitor remotely, hundreds of thousands of people in the USA and abroad. The capabilities reported included access to an individual's sub vocalizations, as well as images, from the visual cortex, and sounds from the auditory cortex.

For those interested in more, they should also research synthetic telepathy, artificial telepathy, and artificial memory.

[◀Return to Glossary](#)

List of Sequetus Series Books:

THE NEW EARTH MINISERIES

- Book 1. Advance on Sequetus 3
- Book 2. Over Sequetus 3
- Book 3. Chariots of Sequetus 3
- Book 4. Magi
- Book 5. The Silent Enemy
- Book 6. The Federation Unravels
- Book 7. Savior of Sequetus 3
- Book 8. New Federation

THE TEMPLAR MINISERIES

- Book 9. Temples of Sequetus 3
- Book 10. Temples and the Juggernaut
- Book 11. Escape From Federation
- Book 12. The Book of War

THE JUGGERNAUT MINISERIES

- Book 13. Juggernauts
- Book 14. Temple Worlds
- Book 15. Far Outer Worlds and Sequetus 3
- Book 16. The Talkron Hunter – Part I
- Book 17. The Talkron Hunter – Part II

THE EARTH SYNDROME MINISERIES

- Book 18. The Earth Syndrome
- Book 19. Final Passage
- Book 20. Vigil
- Book 21. Maluka Rising
- Book 22. Orbat
- Book 23. Galaxy

- Book 24. Expanded Series Glossary and Notes

[◀Return to Glossary](#)



This is the fourth book in the EARTH SYNDROME MINISERIES – MALUKA RISING. It's the twenty-first book since this epic began. Here you leave Earth again, in search of solving what plagues the region, sector and perhaps the galaxy. We hope what you find surprises you.

The Sequetus Series consists of:

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TEMPLAR SERIES – 4 books.

JUGGERNAUT SERIES – 5 books.

THE EARTH SYNDROME SERIES – 6 books

Put your thinking caps on with this one. You're getting closer to the end, though there are two more books to come. However, for now, get through this one. Yes, the plot is believably unbelievable, and maybe it could never happen, maybe.

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 *MALUKA RISING?*

[◀Return to Glossary](#)