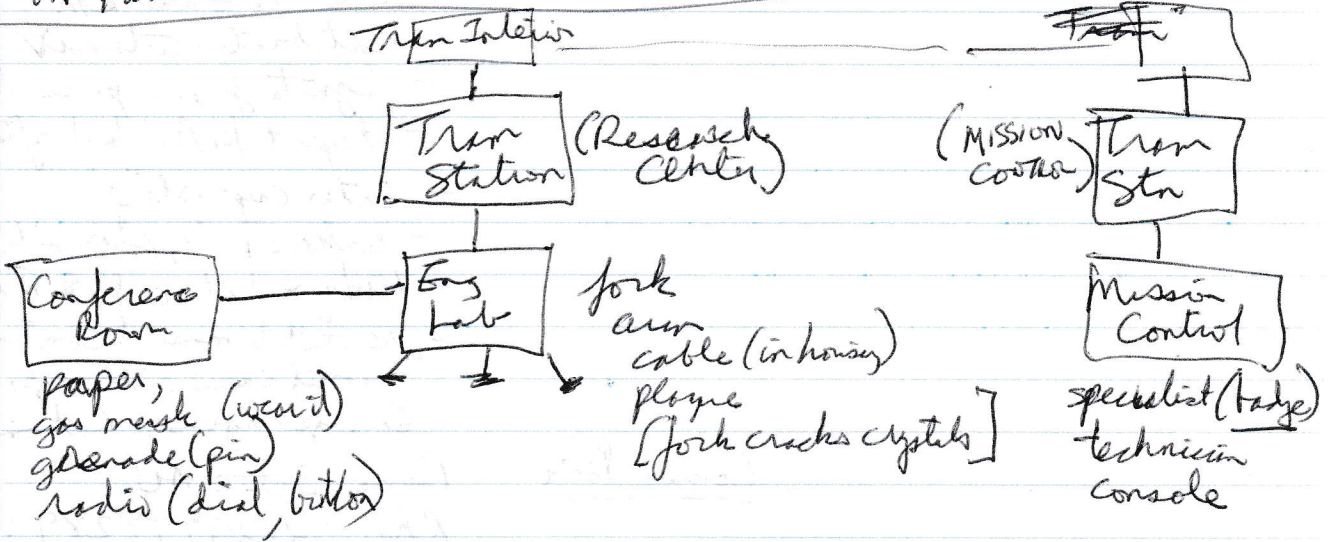
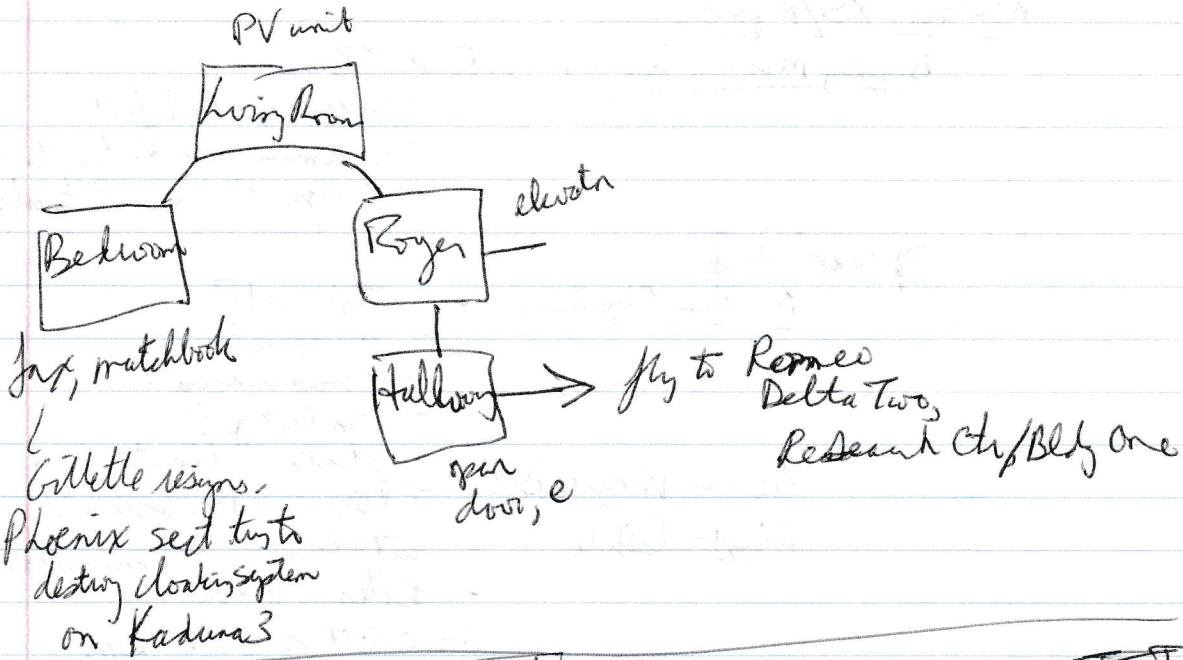


Gateway 2: Homeworld

PART I: ESCAPE

GATEWAY 2:  
HOMEWORLD

San Francisco 2112



ship: Aquila  
 paper: auto-launch  
 auth. code ABRIE  
 badge: Spec code: AS52

Liquid oxygen levels  
 in booster 2 remain  
 below limit

Kaduna 3

X Coreole

ASSZ

Mission XS/Aquila

Display Mission Summary (Pad T3)

- intercept Artifact
- communicate & try to board
- origin? crew? salvage?

Special Info

Mission Objectives

- threat?
- origin?
- communicate?
- salvage?

Aquila Vehicle Data

Flight Profile

- data collect
- (DSX-3 "Probeship")
- autoland 30 minutes
- jettison boosters
- orbit at 320 km
- Calibrate autonom
- ignite fusion pulsedrive
- depart for Artifact after 2 orbits
- Enter cryo-sleep
- wake up by proximity alarm
- flyby & data collect maneuvers
- revert to manual control until crew authorizes return
- Engage engines, Return to Earth

Course Data

Range 3000 AU

Rho 2.29948289393294 rad

Phi 0.43943873467458 rad

Margin: 6.239 km

Systems Check

Eng'g

Life

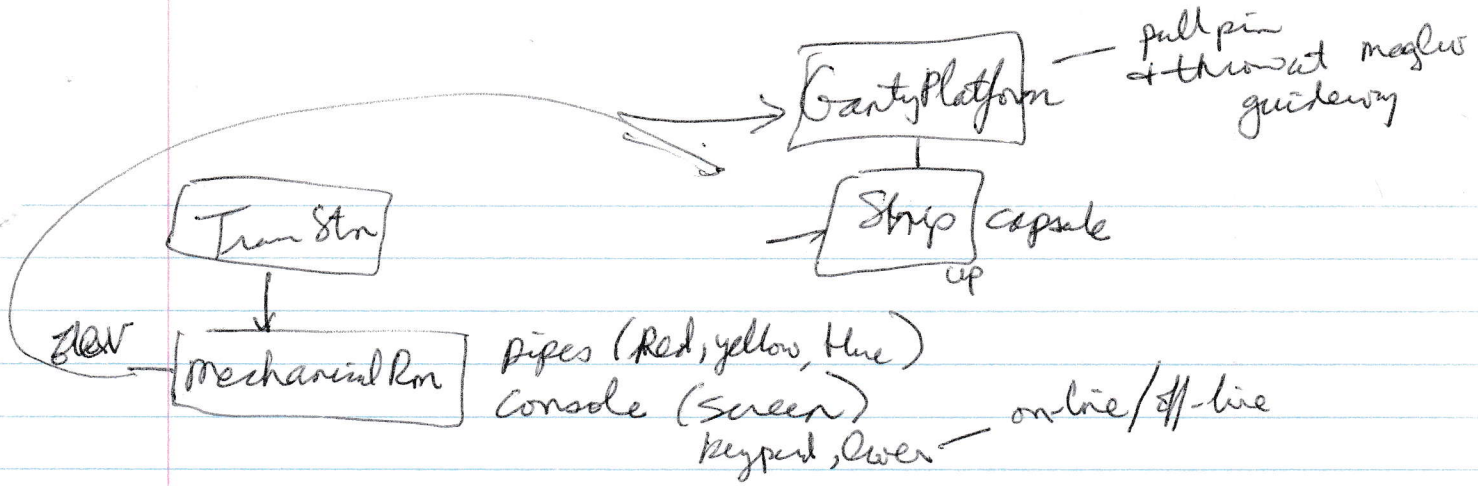
Autonav Standby

Engines

Boosters Standing

Launch Standby

La



X Screen

FUELING STATUS

Booster 01 - Tank 01 (Hydrogen) ✓  
 01 - Tank 02 (Oxygen) ✓  
 02 01 CH } ✓  
 02 02 CO ) EMPTY

DIAGNOSTIC - Fault in Mech Rm

- Flow sensor failure, ~~LOX~~ Fuel Transfer Subsystem
- Alarm? Fuel Overpressure  
 Pipe Rupture  
 Vehicle Damage  
 Explosion Hazard

RECOMM. ACTION

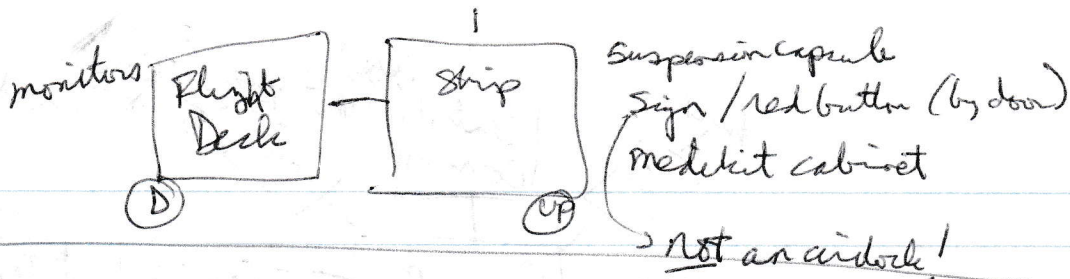
- Sensors for Pressure, temperature, rate of flow
- sensors are modular (removable when locks released)
- flow sensor (blue) should be replaced with a new Model 4220 flow sensor from Base logistics.
- locks released automatically

- take blue sensor
- take red sensor
- put red sensor on blue pipe
- pull lever

- XP19FI 552  
 Bruno Oscar

ASTO

- flush gas mask
  - radio in cabinet above cryo capsule
  - enter cold sleep
    - ask computer about sleep
    - who energy traps sleep
- engines, now + life support going down  
 - inside the vessel



## PART II: The ARTIFACT

in cabinet (radio, bandage, hypo unit, autodoc, vial)

not taken ✓ ✓ (+S) ✓ ✓ (+S)

push button

Cargo Bay

Corridor

"sections" down in bulkhead  
(blue button)  
- push it to open door

Strip

vial - alcohol (flammable)

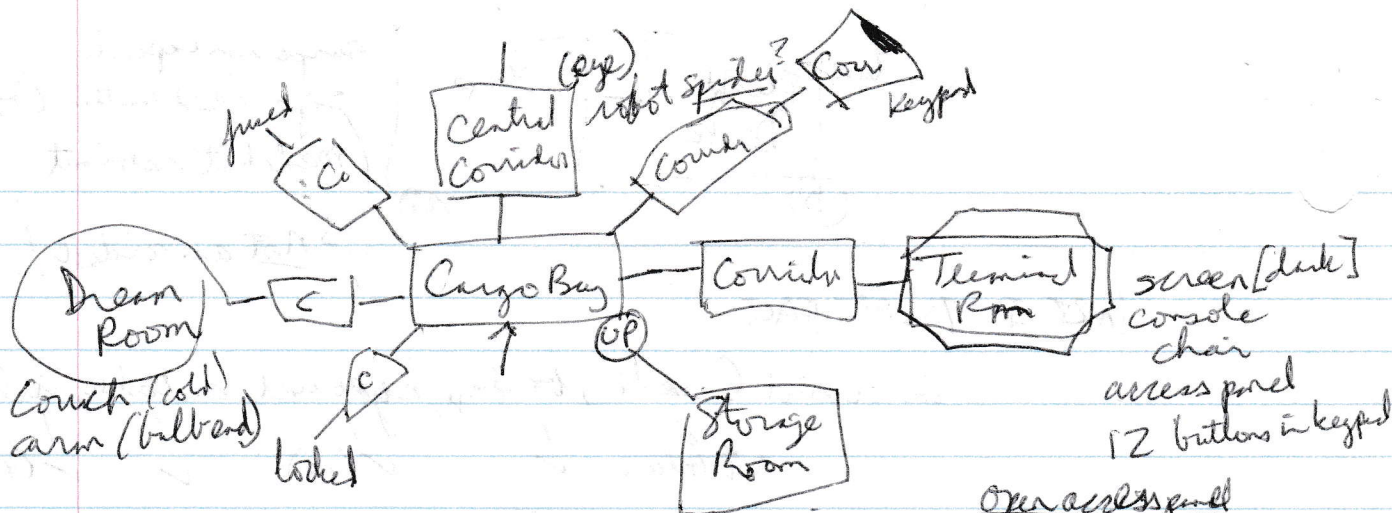
hypo (toggle switch, blue dial, green dial, LED)

Drug selected: Insulin

Dosage: 0 cc

Qty remaining 5.0 cc

autodoc cuff (wear it: pulse 80 / Temp 98.6 F (NORMAL)  
BP 128/69)



Woman - tag: Diana Tolson:

- spores
- green skin
- wounds

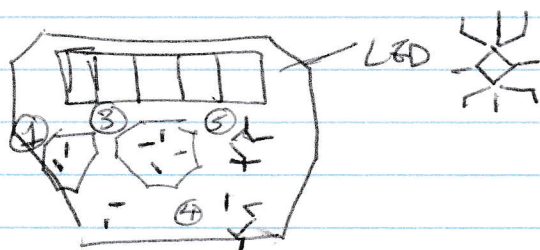
- woman in Corporation uniform
- blue box (closed)
- metal bowl

Open access panel  
 crystal matrix (green)  
 (jade or comets)  
 3 holes in triangle

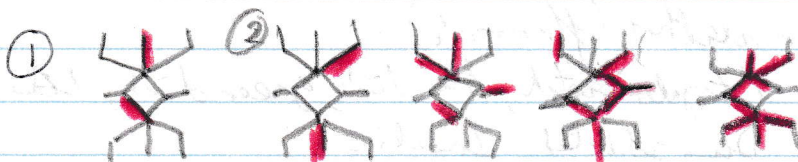
put antidote on Diana

- Pulse 139
- Temp 105.6F (fever)
- BP = 170/130
- Toxin: 84.1% (PAIN Dose)
- Infection present

NE keypad



dispenser  
 CHON food  
 blocks



Blue dial		Green Dial	
0	Insulin	0	Dose 0 cc
1	Adrenalin	1	.10 cc
2	Antiviral	2	.20 cc
3	Antibiotic	3	.30 cc
4	AntiToxin (1-2 cc)	4	.40 cc
5	Tissue Regenerator (1cc)	5	1.0 cc
6	Sedative (.2)		

green crystal cube under Diana

Inj 1-2 cc of Antitoxin (Scorpions! she says)

green cube - near area covered in dried blood?

2002 - theory this ship is a zoo

- need to find the portal key (a red ~~rod~~ <sup>rod in box</sup>)
- 1st way: thru bulkhead in NE (combo under room)
- 2nd way: central corridor (spider robot!)

bowl - to carry water

Jack - Dine's partner

put cube in matrix, 2nd day screens come to life,  
computer? two spinning boxes

Japanese woman - Miki Akino (Gateway proprietor)

- Computer program only based on women

~~Miki~~ Miki - not doing anything

- captured by spider (arms + legs of "the Oldest One",  
the intelligence on central computer)
- either inactive or wander in cyberspace prison
- fly vessel to Earth, defeat computer,  
reach center in forward section & program nav for Earth  
~~then plan is~~
- Nav section is all the way forward, past Science & labs
- Near ship's control center is main computer room,  
an array of 4 computer systems
- Go thru zoos on right side of ship & shut down computers  
that house ship intelligence
- pull out all GREEN cores to knock out high level  
& leave low-level alone.
- leave cube plugged in, she may be able to help further

Comboto NZ is 12441

- There are others in the computer; Miki can't talk to them
- red rods traverse force fields into zoos

2<sup>nd</sup> button - Chinese/Japanese man (can't understand him)

3<sup>rd</sup> button - Arab man (Arabic)

- had laser gun (robot crashed it)

- hold laser on sensors continuously to blind it.

4<sup>th</sup> button - man (Indian?)

5<sup>th</sup> button - woman (asks for ~~John~~) Tara, doesn't believe you're not John.

- used Paolo's map to buy a ticket to Gateway.

- she called J + he + a woman answered

6<sup>th</sup> button - young man (Roland) from Louisiana

Dec - Twelve chemicals killed his dad.

- in Dream Rm he found Bridgette (she told me he was trapped)

- told of food dispensers, monster & the Worlds

- NB: room built along a pyramid - thing  $\bar{c}$  symbols;  
force-field to "another World!"

7<sup>th</sup> - woman (language problem)

8<sup>th</sup> - young man ("leave me alone")

9<sup>th</sup> - aged man - Keogh - of McAlister Foods (insane)

10<sup>th</sup> - woman (confused) - in toxic region of ship

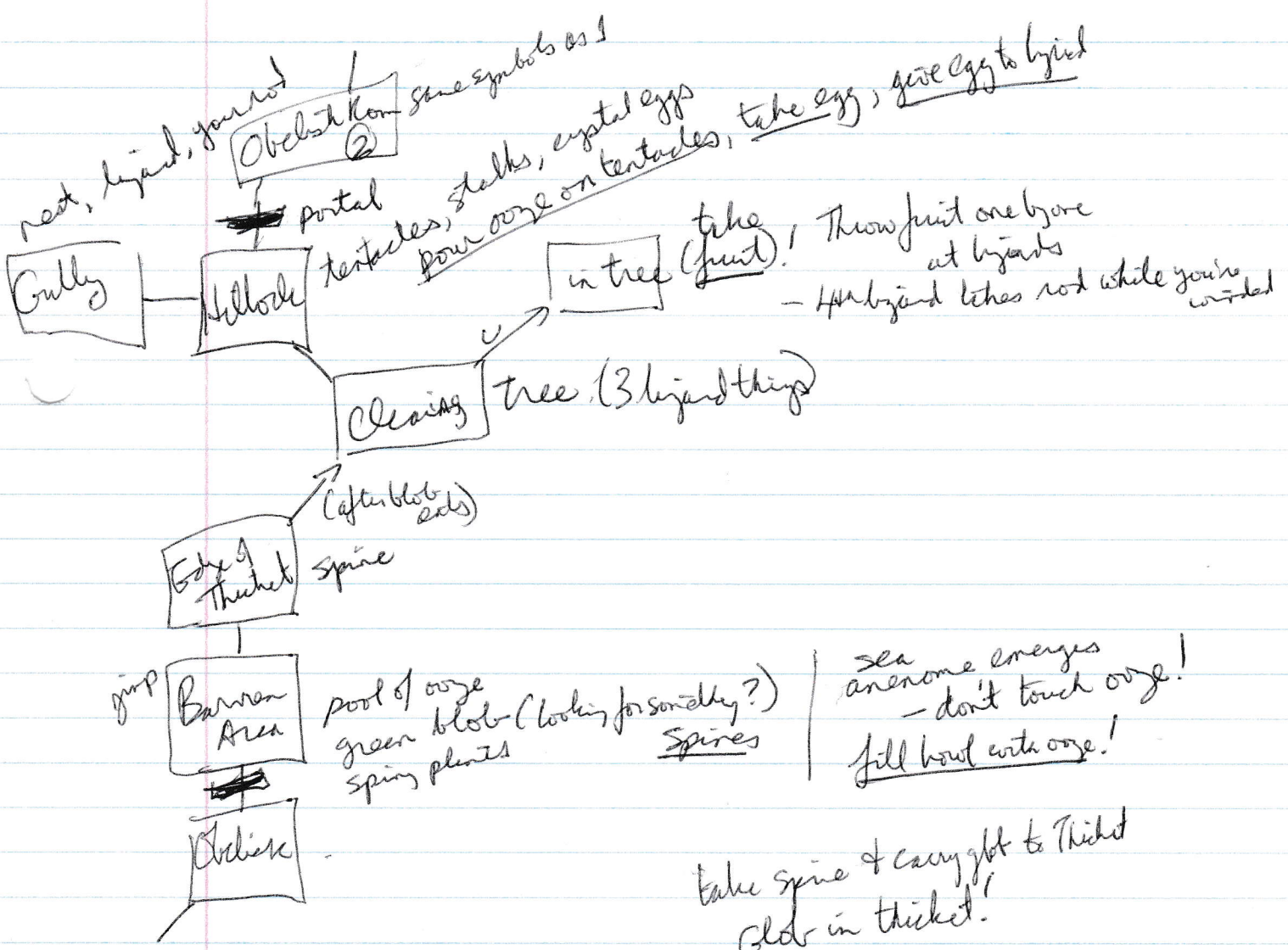
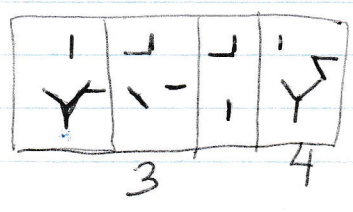
Bridgette, spider only goes where there are sensors

- you tell her she is a program.

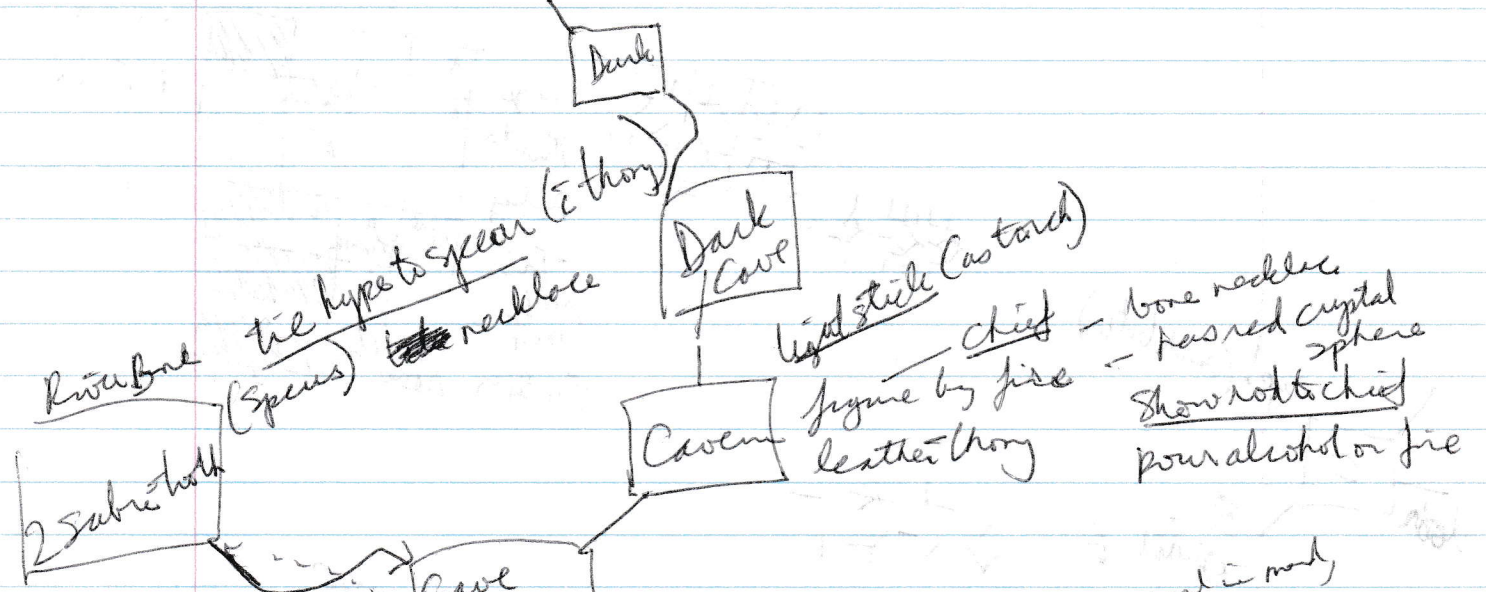
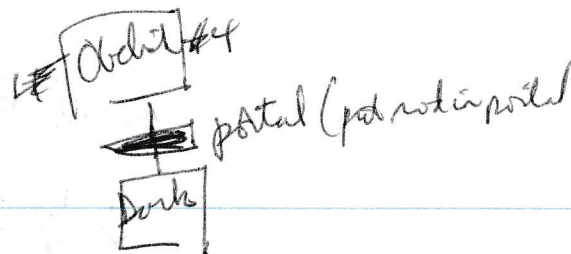
11<sup>th</sup> - woman in mid lecture (calls you "Tanya")

12<sup>th</sup> - man (Jack Samora)

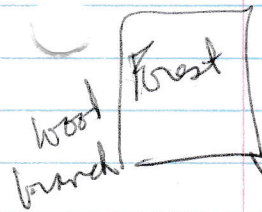
↑ some fell, sphere  
 Obelisk ①







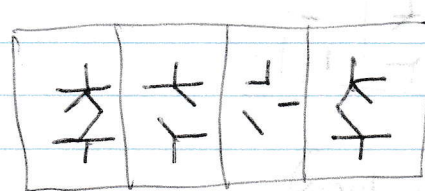
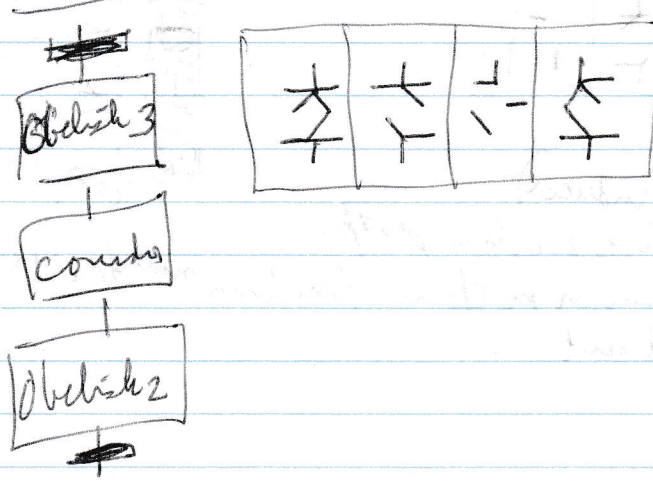
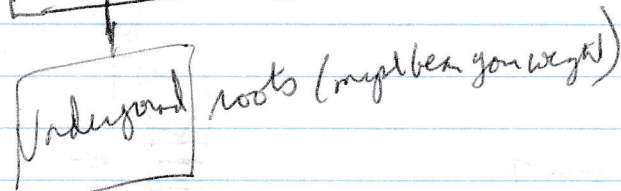
(they let you pass if you are covered in mud, wear fur, & carry a stick)



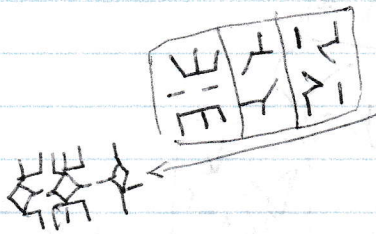
mud puddle

dried fur skin on carcass

take fur! wear fur. take mud

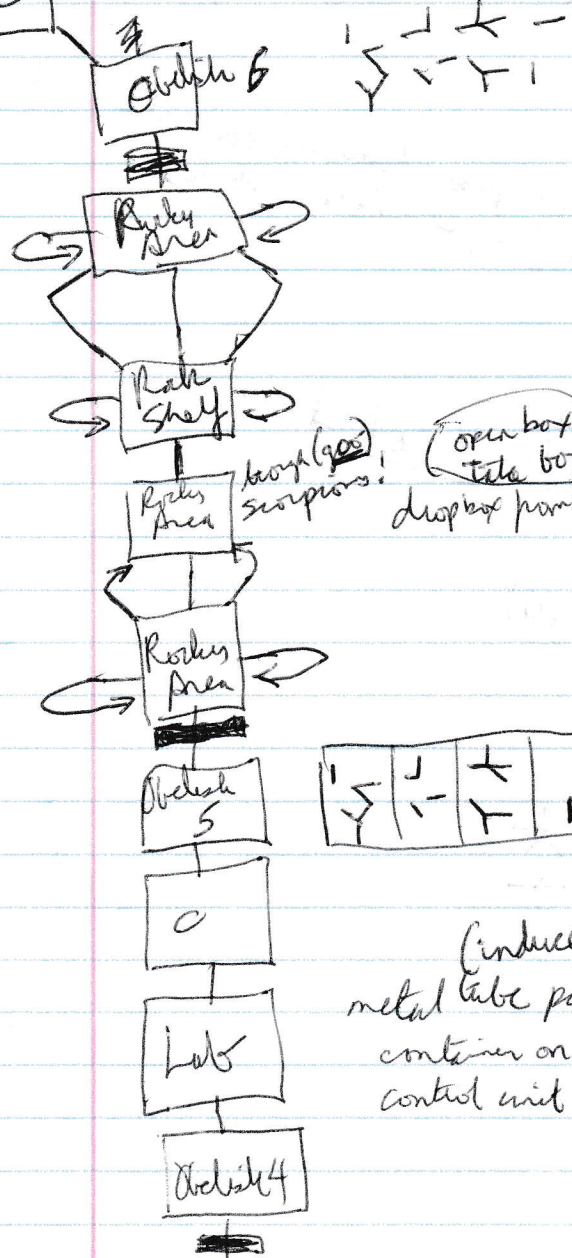
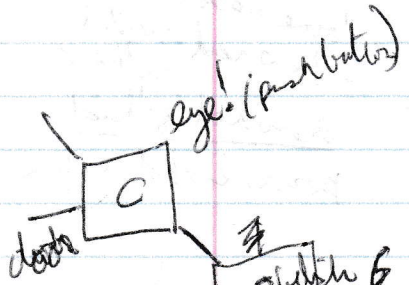


R O B V



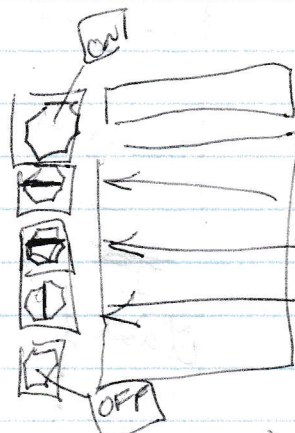
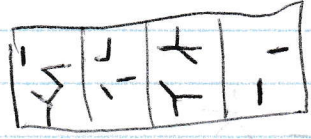
legs  
Mouth  
Body  
Tail  
mid Body  
material  
Fore Body

A			
A		Peelers	
		A	
None	A	None	
	A		
A	claw	spiky	
None			



FL6-MAP

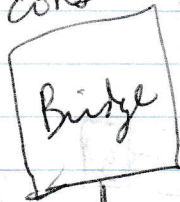
keep (gas) scorpions!  
open box take box drop box powder



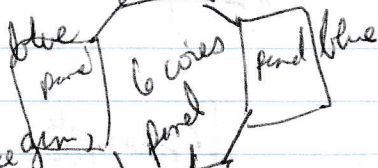
select text use or graphics  
select both area  
rotate choices

(inducer)  
metal tube points at platform  
container on platform (contains made of metal & glass)  
control unit

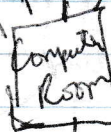
windows console



blue panel

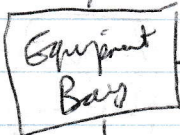


take key, shoot eye

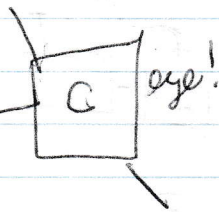


fore clamp  
fore clamp key  
power cell

eye!  
gun  
outpost  
(fore field)



Central console



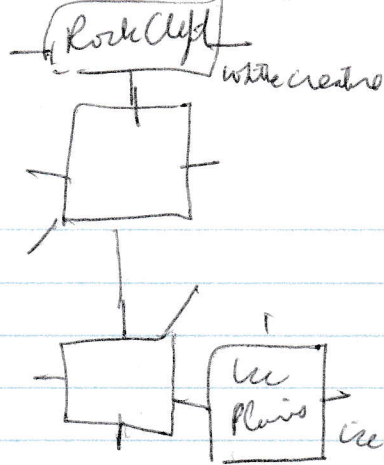
pull green cube from matrix

- orange - communications + monitoring
- red - library
- purple - internal maintenance
- blue - may be engineering

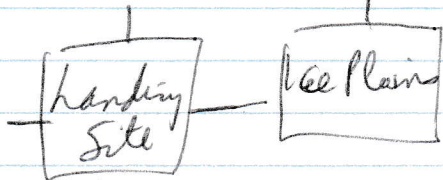
15 minutes until M/AM explosion  
(coordinated in Engineering)

# Part II: Rescue

- Glacier reclaims ship
- tremor opens glacier
- drop ball + follow where it rolls
- ship in center, they excavate & build a ladder
- Kord's can't open hatch
- cawing made of ship (including symbols)

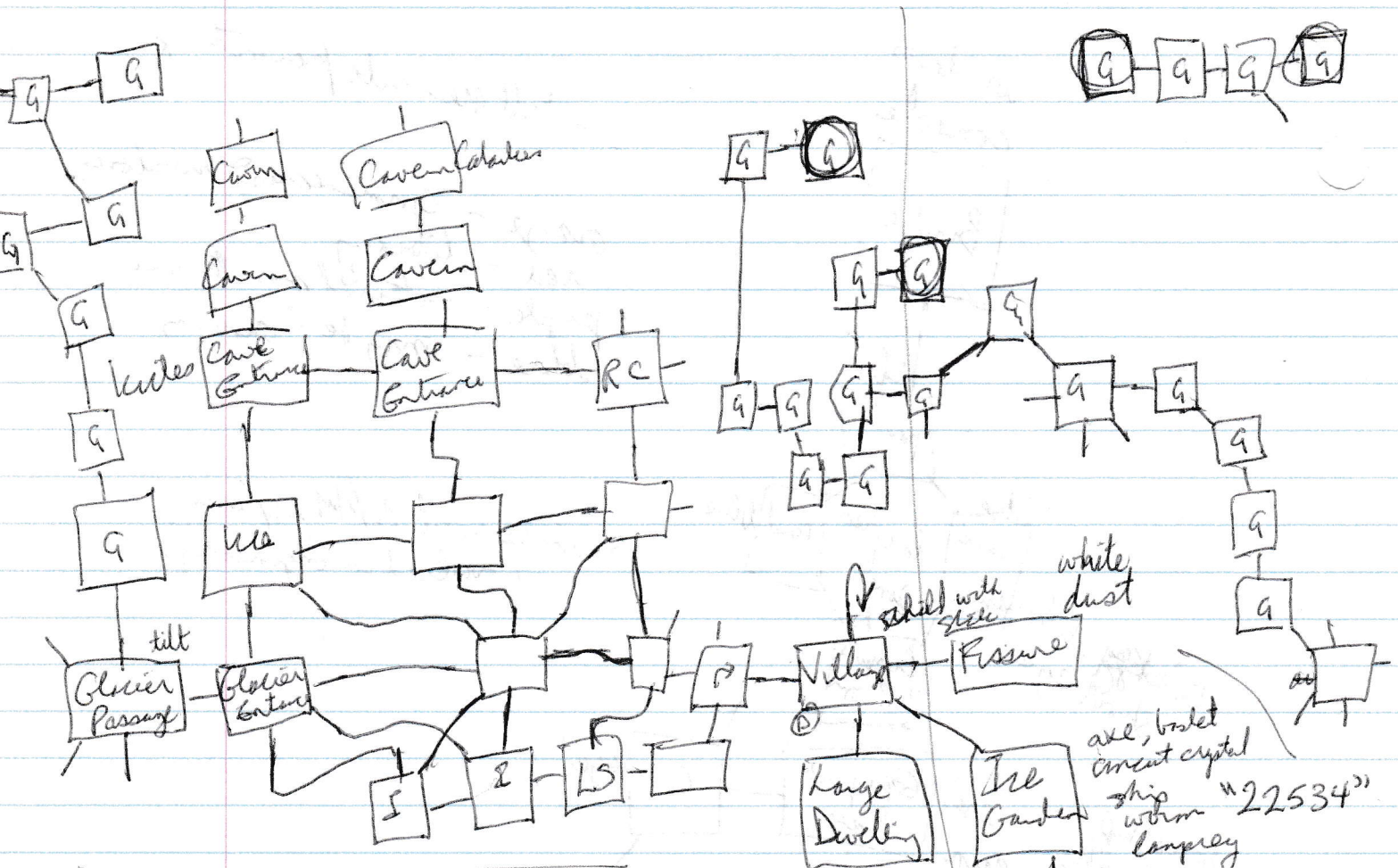


- (show gems to artist)
- Cave half hidden
  - spikes
  - see red glim
  - red crystal
  - Kord touches crystal & is caught & transformed



ice  
take clamp, compass, keypad  
access point

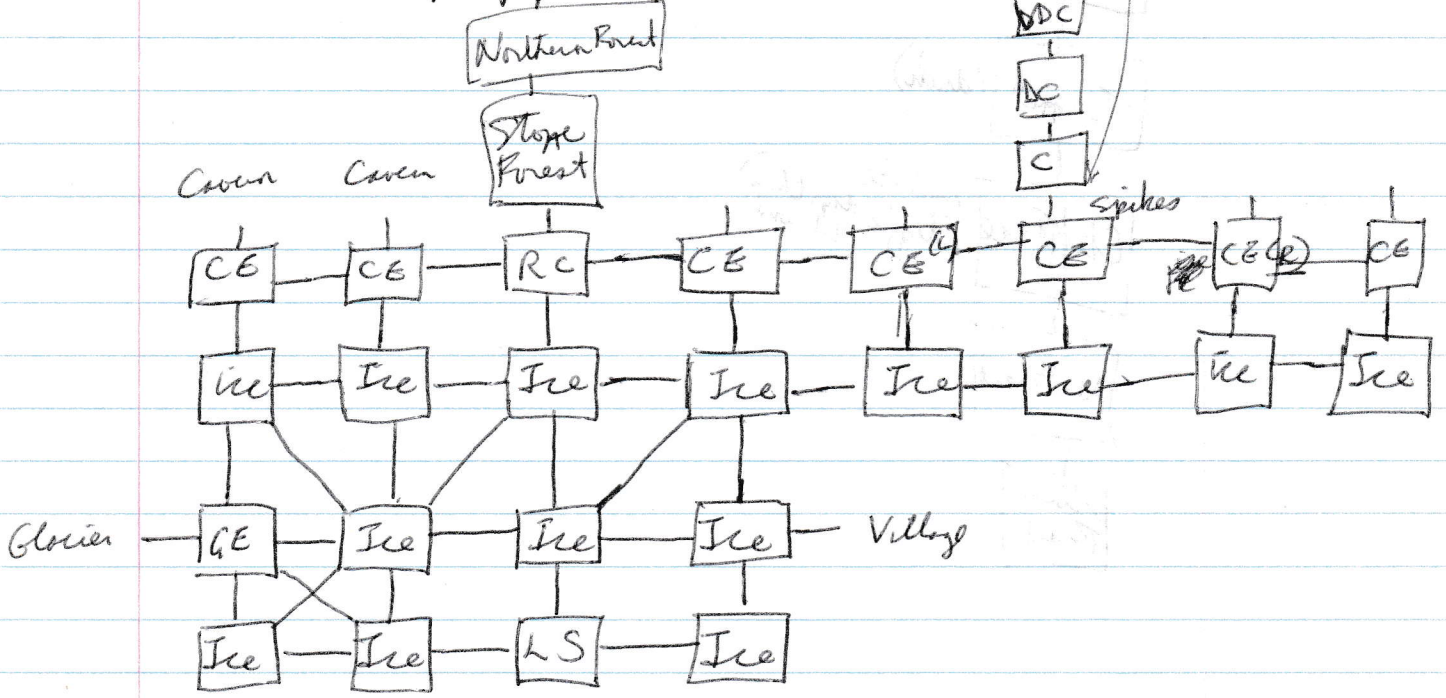
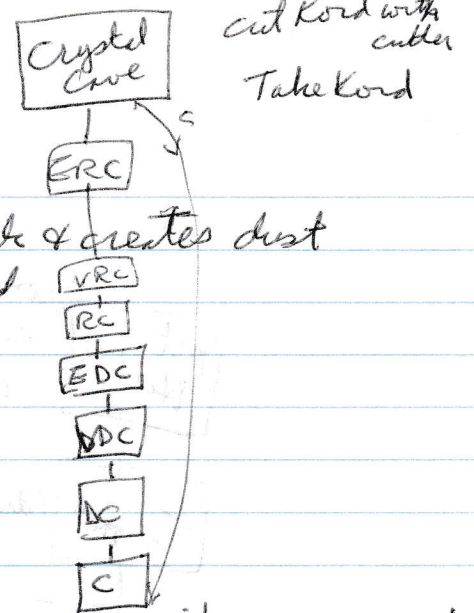
follow crevasses



- show ice board to artist → get crystal boot ✓
- show cutter cawing to artist → get crystal cawing ✓
- show worn to artist → nothing
- show lamprey to artist → flying lamprey has electrical attack. (for white grainy dust)

Workplace  
black cutter, artist

- if rock diff creature is eating, you can get past it
- scrape ice & expose rock; worm eats rock & creates dust
- winged creature appears, talons stretched
  - a Kord bangs stick on head
- bowl to scoop up dust



- put dead Kord on path (+20) (4 wait until it's dead)

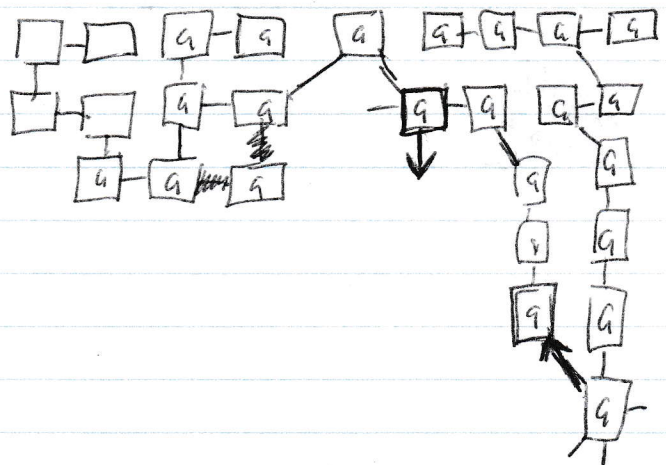
MT Hollow dome =  $\nabla$  impression  
arrow on compass blades  
cables

Tunnel (drill)

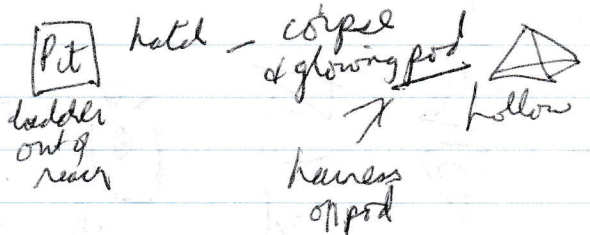
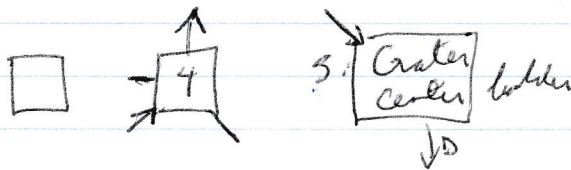
Cliff Face (cut ice dips thru N wall)

N-Forest

Stone Forest



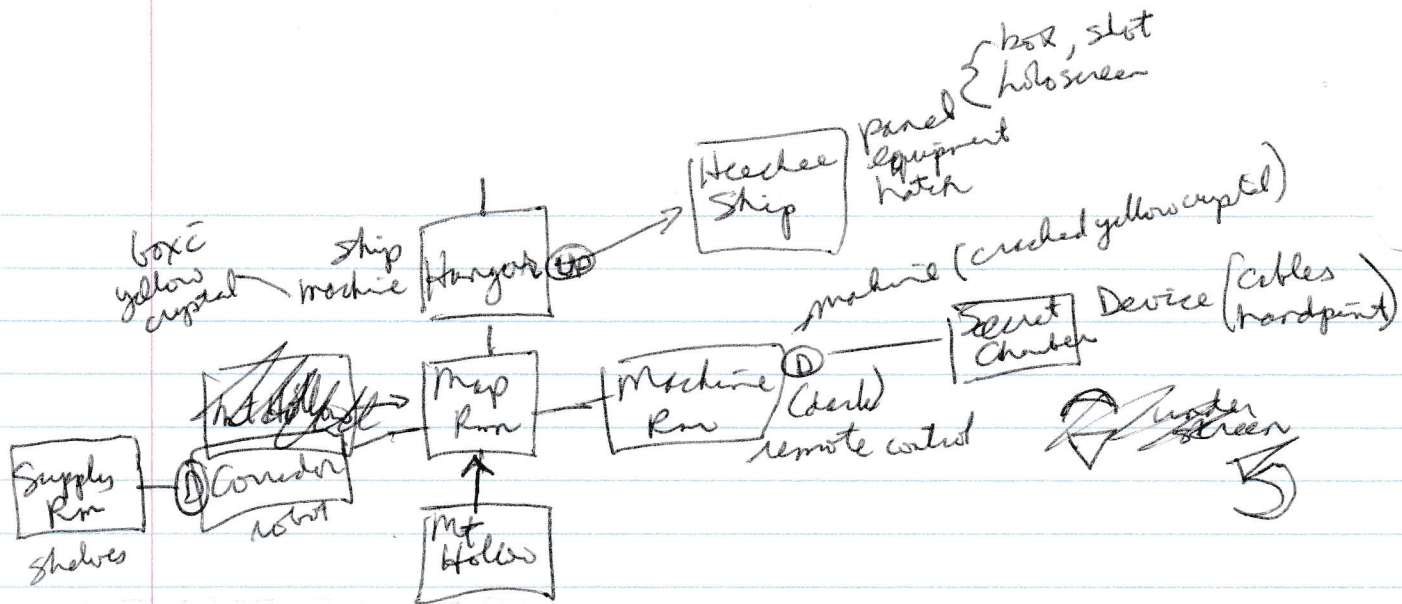
from intersection to intersection  
 NW, S, SE  
 ↘



turn off corroded clamp  
 drop corroded clamp (it turns on)  
 turn off clean clamp  
 put clean clamp on corroded clamp  
 stand on clean clamp  
 stand on red button

(polarity fields repel & send you up)

open access panel  
 - turn off corroded clamp



robot has  
ears +  
arm

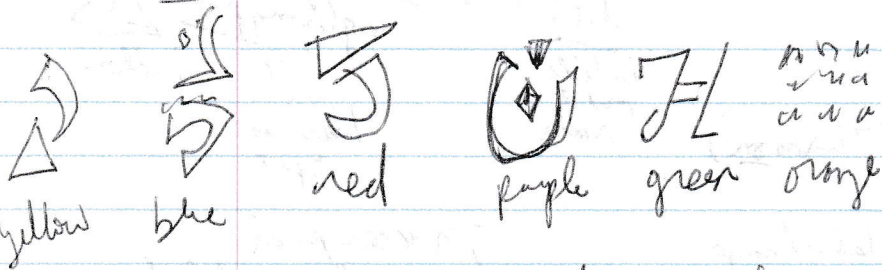
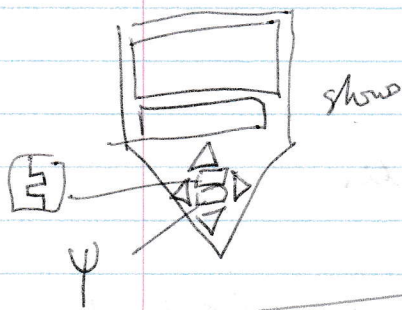
push handprint  
in Secret Rm  
to turn on building

- push button to north  
with robot  
(opens ceiling + lets  
in lanpreys)

- panel in ship

- R B G Y V O

- hit fork in Hanger,  
vibrations scare  
lanpreys away.



check remote of screen for colored color symbols  
& push appropriate button



Phthisis

Fogram  
(at seat  
Ancestors)

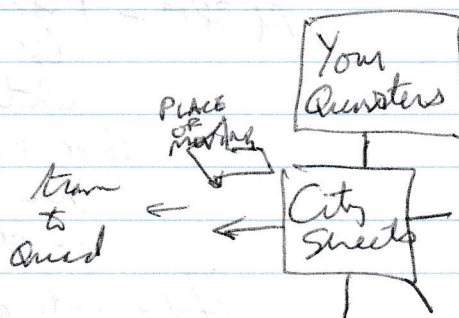
Convergence  
2nd seat

Conv. sez to let me lecture at the Place of hearing

Fog say must keep me hid (they'll let the Poe destroy human race)

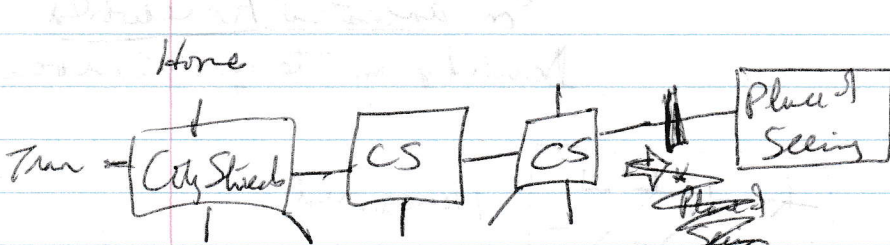
- vote: I must say nothing of Earth & thus become a lecturer
- Conv gifts the ship to you, but it will never leave the Core
- fly to main Beeches city, officials will show you quarters

PART IV: HOMEWORLD



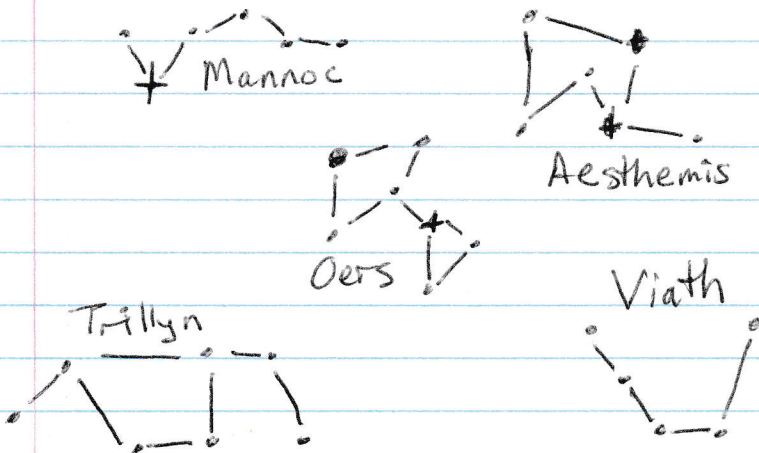
bed, table, chair, cabinet, (silver pouch) - sleeping powder.  
communication device, pod (transfer pad)

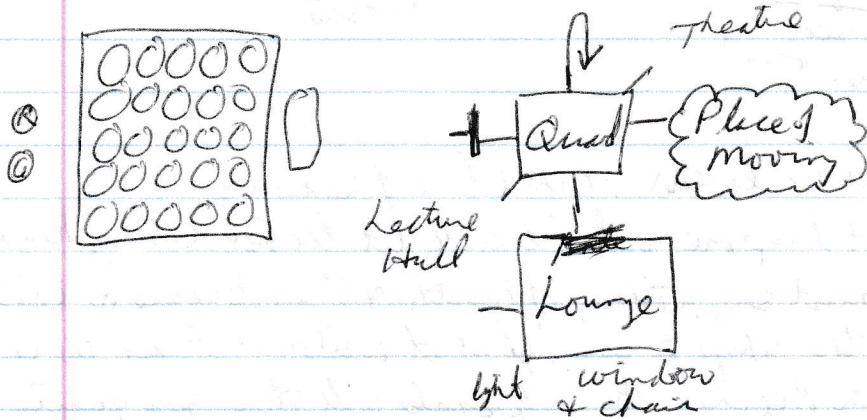
- first two lectures 9 AM & 8 PM
- schedule other lectures 1 hr after arrival at Place of hearing
- terms west of here will take it here



room travels up

- (telescope, sign)  
overlays constellations
- gushelky
  - sensors in shaft would detect preful
  - shield is stilling place
  - artists Assembled the constellations





- escort meets you
- thermos of liquid
- yellow & rainy  
(escort needs liquid to stay awake)

- amphibians ('Mutz') test
- 200 arks created
- ice planet - first PoC kill

At 3PM - Macropterosus (studied member of 'White Hard')

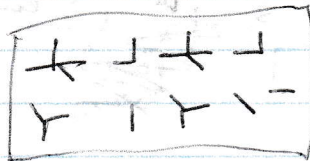
Gives block card & their loan; put it in ship's computer

Huddle under ancient temple\*

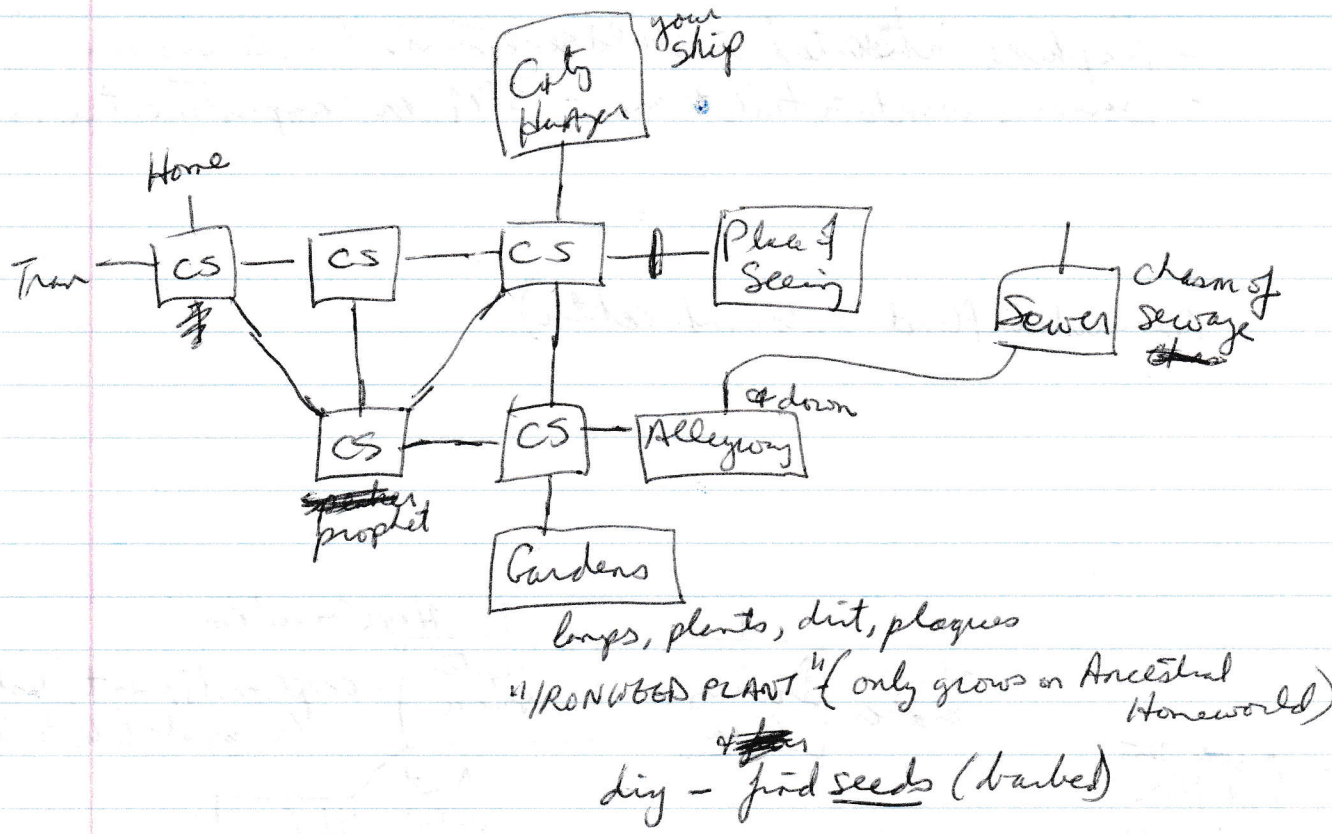
Must be familiar & elements\*\*

\*on ancestral homeworld

Derived from Steingard's 2nd verse



Homeworld



prophet → "Sterigma wasn't just an ancient priest of a long dead religion. He was a prophet in the true sense of the word."

"Sterigma spoke abt 'energy' in his verses, but the H had no enemies when he was alive. Was he speak in metaphors, or did he glimpse - future?"

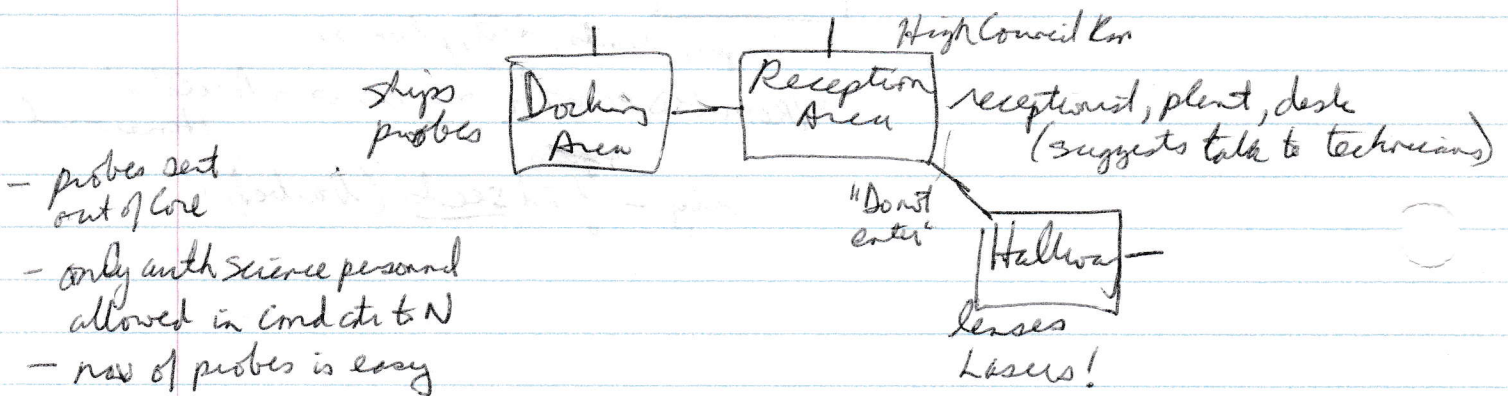
[S foretold Assassin threat. eg: 2nd verse...]

"They will come, the Dark Ones will. / Upon blk wings will they ride - sky,  
 Knowes of fire will fall, / Boiling seas will flood - farmlands.  
 And stone will crack from hammer blows / Then will - void open to accept us,  
 [protect us.]"

5th verse: "Eat the rock, & breathe the soil.  
 Make - warners you left behind.  
 Air, Fire, & Water give deference to Stone,  
 It is the foundation of life."

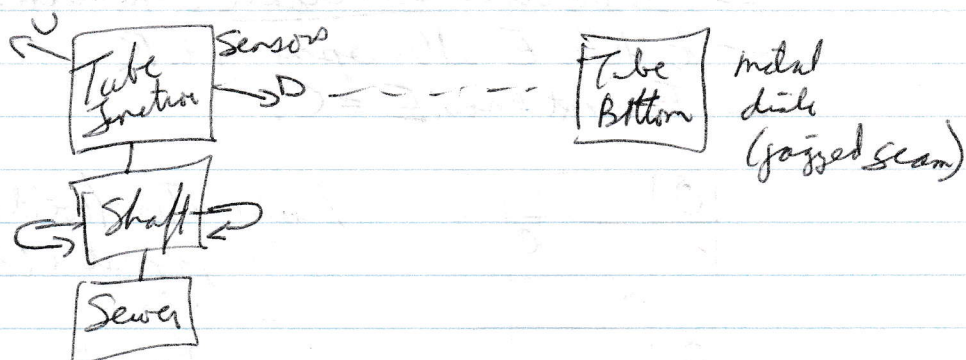
- Rephilde interested in shield generators. (via com screen)
- Someone wants to talk to me at 3PM in Campus Theatre (alone)

Administration Level (also info center)



- probes sent out of Core
- only with science personnel allowed in com deck to N
- row of probes is easy

use CP4 to freeze sewage (put it in sewage, push btn)

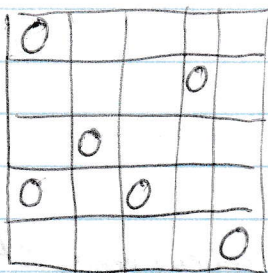


Place of Seeing  
5:41 doors close

- dome cover opens, shield under with stays closed
- gravity lens as backup
- sensors detect fast falling objects & will uncover & activate lens.

- If only we had the Translyng Drive theories.  
(faster than FTL ships)  
theory by Solifaction, who spearheaded Shield project & was Fogram's opponent.
- killed in explosion (Fogram may have engineered that?)
- father, Astatine, was probably in S's pod at time of death
- other was Raphide, closest companion, then lifted & isolated (testy power core)
- radiation scrambled Astatine's datastore, A went insane.
- R & S petitioned Council to erase A, Fogram denied it
- S began political campaign vs F, but explosion killed S (+ A too?)
- Heckhee hid in Core, R died & lifted (next cast common knowledge)
- F saved A somehow; A is still a genius & F uses him
- how did F save A? Don't know. Only F or R knows, they were there
- F is using A for 'the Aesthemis Project' (top secret)  
hidden in Place of Seeing.
- R hides using wards (programmed shields)

- R will do anything to erase A once he knows F kept him alive
- mention old associate's father still lives to 'ashes'
- Exegesis is Convergence, the second set (this proves you aren't lying)
- talk to E after speaking to R.
- F can't know E = C.



Aesthemis

Laboratory (west of Quid)

- pedestal (device)
- visor
- "Comps"
- screen

Device is prototype with belt-strap  
- stand.

Wear visor to see light surround pedestal from top

Panel - datastore plugged into it

Datastore - blue light blinking,

two switches [UPLOAD, DOWNLOAD]

R 'made A die'

- bring datastore, plug it in jack, R 'll erase it.
- Then he'll spill all on Transwarp + Program. Hurry.

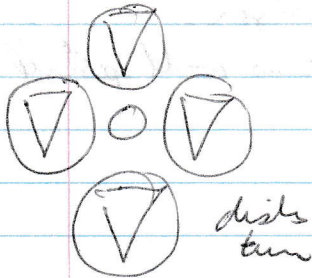
A's prototype - bends invisible light (lethal only)

- stand activates field until power runs down (several minutes)
- keypad controls cycle into visible spectrum
- code is 24154.
- drained eyes looks

When S rebelled, F approached R. R resisted, but agreed to persuade him to erase A. F said S was going to sabotage the Shields, & seemed to have proof. F called S the "Traitor". R agreed to help stop the Traitor, ~~in~~ in exchange for A's death.

Temple <sup>altars</sup>

harding site <sup>quiet thinking</sup>  
~~space~~ vine



plant, digger, hammer, wings  
(air)

Stone, Air, Fire & Water worshiped  
N region of temple devoted to Air (bottomless pit)  
E  $\equiv$  Fire (hearth should be lit)  
S  $\equiv$  Water (used to be endless spring)  
W  $\equiv$  Stone (fashioned itself)  
4 disks in center plaza  $\bar{c}$  icons used in ceremony

wings / fire / water / stone / void  
knife / plant / hammer

point triangles, in order, toward altars.  
center opens up to Inner Sanctum

### Inner Sanctum

- screen, table, Exegesis, cloak
- on death, Heechees are "lifted" (copied into data storage)  
White Hand doesn't believe this is the same as the living Heechee
- copy can be made of living Heechee; this doesn't drain life  
~~the~~ So consciousness isn't transferred
- not sure where consciousness goes
- ancestors treated as 2<sup>nd</sup> class citizens, interestingly (Foghorn excepted)
- Foghorn led Heechee into hiding when he was alive
- 3 components needed for ship to escape Core  
[Cohesion Field Generator, Gravity lens, Nav Data Chip]

CPG Cohesin fld Gen - strengthens molecular bonds  
 - fits palm of hand  
 - 3 meter radius effect  
 - liquid is as stone

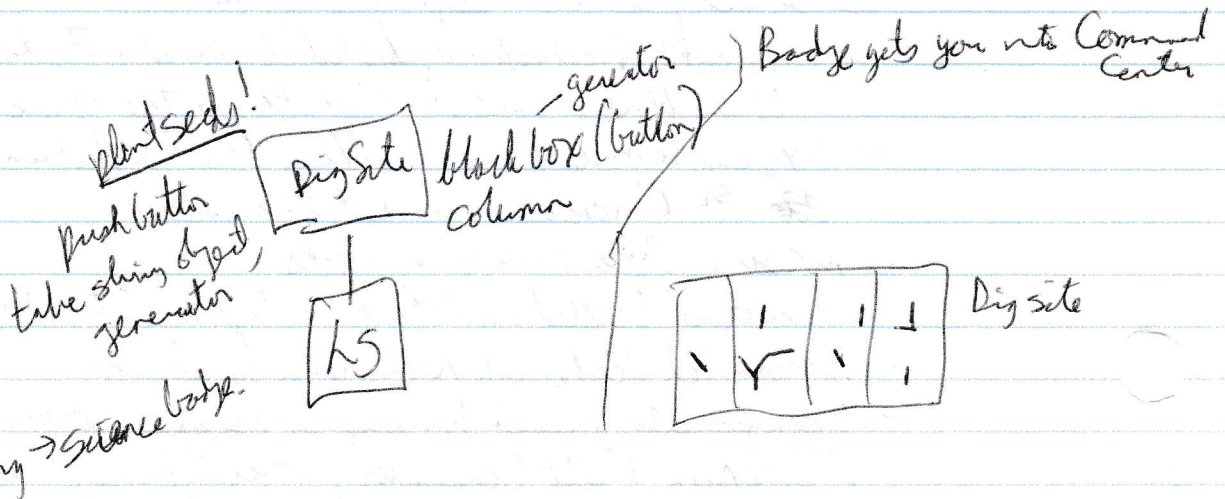
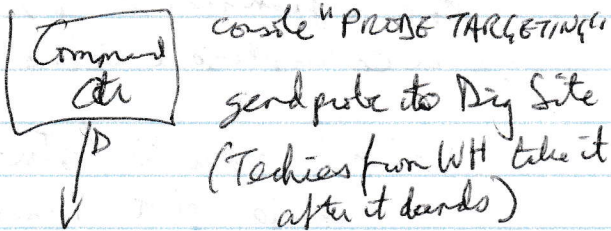
GL Gravity Heaps - negates & reverses gravitational pull  
 NDC New Data Chips - precision at event horizon

CPG - found on spacecraft or archaeological teams *crochet*  
 - gives course code to a dig where field is supporting a support.  
 (have to remove CPG without bringing down the site)

GL - more common, less lethal, no idea where one is though.

NDC - only for ships passing event horizon.

Bring all 3 components to Temple; engineers will install them.





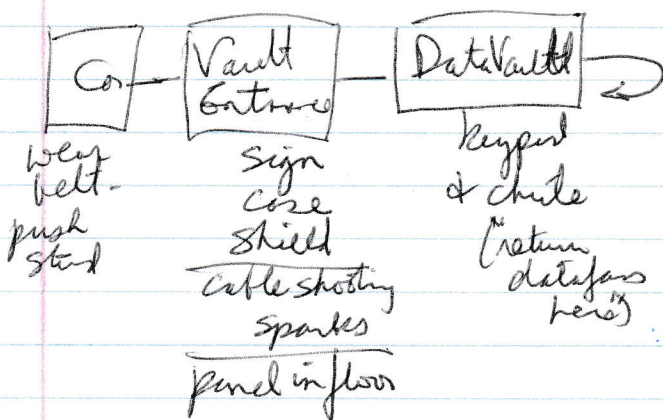
F abducted S, R covered. Two days later the "accident" was staged  
 R captured the power core with S's body & A's pod  
 F gained total power. Get F & crush him.

- my datastore is empty & can carry any Ancestor

note that F stilled S. This puts the personality into Stasis  
 eq: in a datafan. This is only done to criminally insane.  
 ∴ S is probably still alive in stasis!  
 S's testimony would be enough to still Fagen.

All Stilled Heechee are stored in the DataVaults.

- need a full Council directive to enter
- thousands of Stilled personalities on file. Use the index  
 Type 'Solifluction' → returns a number.  
 Enter DataVaults, type # in keypad by dots,  
 & a workthing will deliver that datafan.
- C doesn't know of any defenses.
- bring datafan here. C will reactivate S & build TransWay.



take cable  
 put cable on case  
 x index  
 type 'Traitor'  
 ⇒ 32142

datafan won't leave Vault.  
 connect datafan to port  
 push download

- TransWay belt & installed
- prototype modified for our light tower

Terrorists don't yet know Diana's on board  
(she hid in zoo using rod)

Archibald still heading for Kugelblitz

Assassin leader has all stuff in a security case

- In aft section today.

He's in Dead man's Rm

Guard ~~is~~ in central corridor, + west passage

- Couch on switch is behind it.

Lay on the couch + get inside terrorists' mind(s).

- Diana takes rod + goes off to hide in zoos.