PROGRAM NOTES:

The following information is included in the interest of reader preparation. Charts, keys, etc., are intended to encourage familiarization with terms, abbreviations, and historical references in the narrative as well as in conversations between characters. Recognition while reading is the intent, not memorization of terms and ideas. These prefatory pages may be handy references as you read the book. (See also Appendices: Glossary of Names and Terms at end of book; pp. *i-viii*)

The GREAT DEPARTURE

Fifteen spaceship/cities; mammoth, generation-type starships, called **eikodromes**, each with its computer 'Regulator' or **UIMS** ('Ultra-Intelligent Mind-Simulator'), carry their active, suspended, and potentially living cargos out of your Solar System and well beyond the influence of Earth (whose demise is considered imminent) toward a rendezvous with hope; hope that, out of several planets surrounding a particular, not too distant stellar system, one or more will be somewhat hospitable, or terraformable toward an Earth-imitative ecosystem. Thus would humanity spread across our galaxy.

The **Great Departure** (the disembarkation from Earth orbit of the **First Fleet** or '**Vanguard**') marked year one on their calendar. That star-fleet consisted of three eikodromes, bearing, in memory of the Solar System, the names of ancient Greek Titans: SATURN, the first and smallest '**drome**'; and the twin, full-sized cities, URANUS *[oo-RAHN-us]* and GAEA *[gy-EH-ya]* (the Earth-mother).[1]

The **Second Fleet**, sent forth several centuries after the Vanguard had departed, is much larger and more complex. This main fleet, '**The Twelve**,' built and launched nearly ten centuries in your future by the **ISS** (Interfederation of Solar Sovereignties), is the concern of this volume.

The 'dromes' are widely separated. Travel between them is restricted, encouraging establishment of distinct traditions, dialects, political systems, and life-styles via cultural isolation rather than enforced toleration. New languages have developed, but the elite in every eikodrome are multi-lingual.

Names of dromes and their UIMS are presented throughout in upper case to distinguish them from references to the planets of the Solar System—e.g., a person from the eikodrome 'MARS' as distinguished from a native of a colony on the solar planet, Mars (or a reference to the Roman god).

Over the many centuries of their voyage, especially in the 2nd Fleet, populations have spread far beyond the confines of the eikodromes by construction of 'satellites'—experimental laboratories; observatories; defense stations (for the 2nd Fleet is not always at peace); vacation resorts (including a singular, fairly large, iron and nickel laden, free asteroid that happened their way, and whose course they adjusted to nearly match their own).[2] There are also outlying colonies of separatists in ring-type vessels, isolated from the corruptive influence of the main societies; beyond the zones of government.

Each major city, while designed for self-sufficiency, also has specialty functions and/or obligations to the Exodus as a whole. Certain of the eikodromes were originally constructed with those functions in mind. Others have been modified, more or less, over the centuries in flight. The following table will give a general picture of the arrangement at the time period of concern to this book:

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[1] *Gaea*, the Earth, representative of matter; *Uranus*, the sky (or, perhaps, the more sophisticated concept, 'space'); *Saturn*, the child of their union who became the king of the gods, symbolizing the organization of the physical universe or, possibly, the origin of life and/or 'will.'

[2] Officially, the asteroid was named BACCHUS. But, after it was virtually mined-out and transformed into a resort, it became known more affectionately as Pete's Planetoid, in honor of the military engineer, Technology-Major Petrovious, who rescued it by realigning its course to more closely match that of the 2nd Fleet. Later it was completely renovated, and very successfully, by its legendary renegade governor, Mythokrates. At the time depicted in this volume, slowly turning in free space, well beyond the governmental embrace of any of the nearer cities, it thrives on its gambling casinos, nightclubs (it is always night at 'Pete's'), houses of prostitution, and unusual financial institutions with secret books and coded accounts—a kind of Monaco of the Exodus.

The EIKODROMES

	UIMS # / City	Description & Function	Population (avg. living)
FIRST FLEET	I / SATURN	A ring (doughnut-shaped) structure—Vanguard Capital; Headquarters, Fleet oversight/admin.; education, science, research; emergency stores. The first true starship.	500 to 1,000
	II / URANUS	Barrel-shaped, self-sufficient, generation-type starship	10,000
	III / GAEA	Mirror image of URANUS; the first of their kind	10,000
	< UNKNOWN & INCREASING TIME/DISTANCE >		
SECOND FLEET	IV / JUPITER Jovians	2nd Fleet Headquarters; govt./admin. Center; Cosmopolitan mix of cultures (a New York City of space)	1,000,000
	V / JUNO Junons	Australium ecosystem preserve; keeper of Standard Genetic Encyclopedia; fresh water aqua-system—fishing/recreation	700,000
	VI / MINERVA Minervans	Fleet Univ.; art/history/theoretical science-philos.; Fleet's largest population; pseudo-democratic w/military oversite	3,000,000+
	VII / VULCAN Vulcans	Industry/manufacturing/practical science-technology; High-energy physics (super-collider cyclotron); aristocratic	100,000
TriAD	VII / MARS Areans	Aridium; Experiments in dry climate agriculture; Fleet Defense/Primary; Spartanist culture; monarchical govt.	500,000
	IX / CERES Ceresians	Terrarium; 'The Garden of CERES'- agricultural (traditional farming); communal/dictatorial w/weak People's Assembly	1,200,000
	X / NEPTUNE Neptons	Oceanarium; 'The Aquadrome' - saline aquatic preserve; Oceanography Academy; fishing/seafood; water recreation	800,500
	XI / Venus Venusians	Amozonium; rain-forest & jungle preserves; orchards; lakes; wild animal park; 80% female, mono-matriarchy	600,000
	XII / DIANA 'Dyans'	Sylvanium; woodland/wilderness; Earthian nature preserve; Vineyards; Fleet Defense/Secondary; military training	700,000
	XIII / PROMETHEUS 'Proms'	Matter Bank; energy redistribution; small scale experimental ecosystems; toxic/radioactive materials storage/recovery	200,000
	XIV / MERCURY 'Merks'	Banking/finance/insurance; intereikos trade; medical center; monarchic (elected) w/aristocratic counterweight	300,000
	XV / PLUTO Plutons	Arcticarium; 'Arch-hibernaculum;' experimental cryogenics; astronomy/astrophysics—major observatory	100,000
	BACCHUS "Pete's Planetoid" Petians (*PEE-shuns*)	BACCHUS has no sector number. It was a free, wandering asteroid, found centuries earlier, whose course and speed have been adjusted to follow the Fleet. Its population has varied widely from its days as a busy mining/manufacturing complex to being gutted and practically deserted (for centuries, after the virtual exhaustion of worthwhile material). It has been revitalized as a vacation resort and gaming/entertainment center. The relatively few natives are officially known as Bacchanalians, but usually referred to (demeaningly) as 'Petians'	Various (no permanent legal population)

CLOCK & CALENDAR

Atomic Standard Time is used throughout the 2nd Fleet coordinate system (which is, for all practical purposes, in uniform motion). Tiny fluctuations are periodically accounted for through averaging. The UIMS adjust all clocks automatically.

'Days' of 24 hours are divided into **three** 8-hour **'Periods**:'

Hour Zero PI thru 7:59:59 PI (pronounced *'Pie,'* Period of Inactivity)
Hour Zero PA thru 7:59:59 PA (*'Pay,'* Period of Activity)
Hour Zero PL(A) thru 7:59:59 PL(A) (*'Play,'* Period of Leisure—or Leisurely Activity)

15 days constitute one '**Cycle**.' Days are named after the eichodromes, including those of both fleets.

CYCLE

WEEK 1 & 3

1. Saturnsday (at some citys, 'Saturday') — *Beginning of Week No.1 or No.3*
   (At some cities this is called 'Cycleday,' indicating a:) **NEW CYCLE**
2. Uranusday (*oo-RAH-nus-day*, or 'Ursday')
3. Gaeasday (*gy-EH-yahs-day*, or Gaeday, often sounding as 'Gyday')
4. Jovesday (for JUPITER)
5. Junosday ('Junsday')
6. Minervasday ('Minday,' or 'Minsday')
7. Vulcansday (sometimes simply called —'Weekend')

Holiday--

8. Marsday (in most dromes referred to only as, 'Holiday') — **MID-CYCLE**

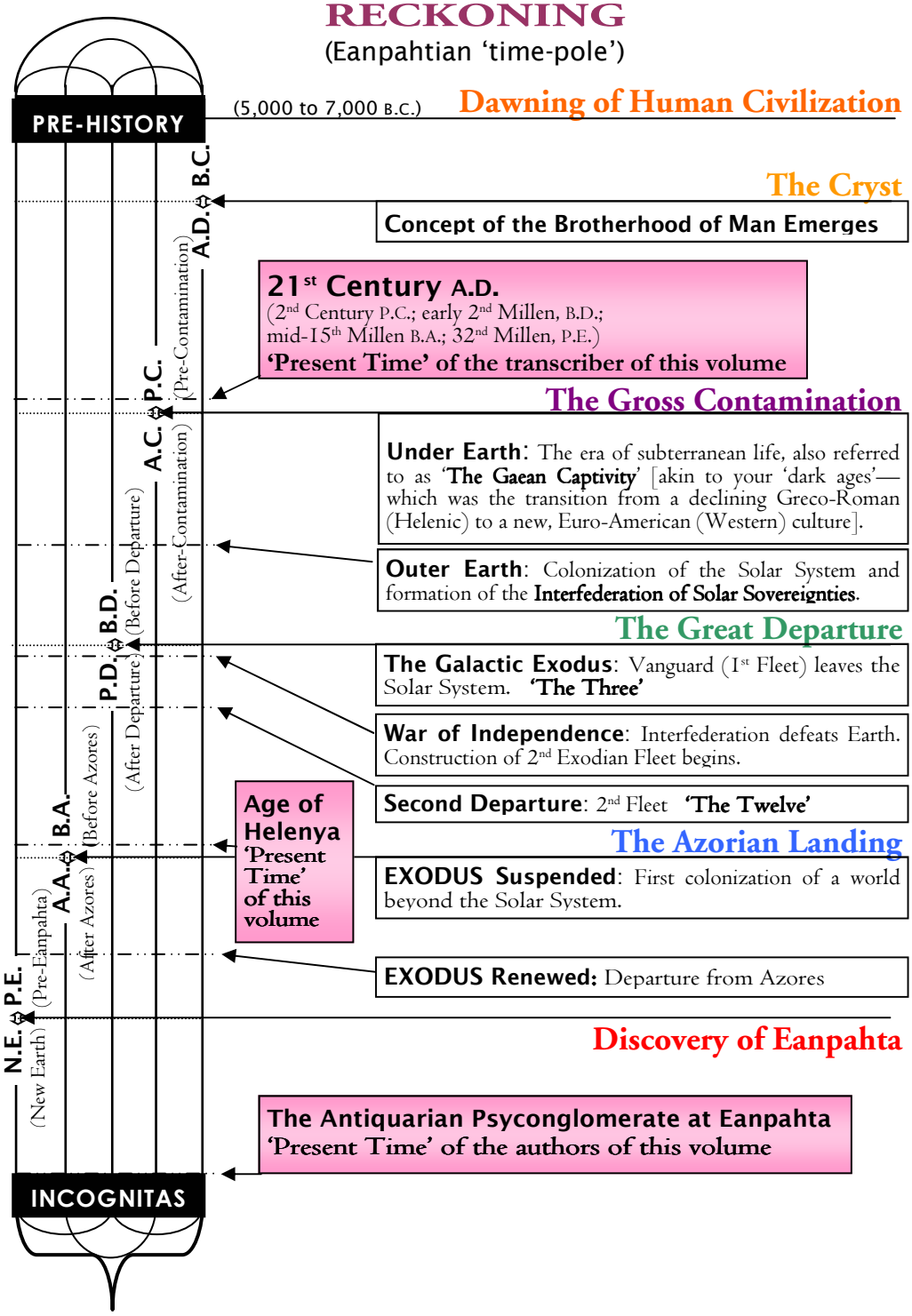
WEEK 2 & 4

9. Ceresday (*SEH-res-day*, or Cersday)—*Beginning Week No.2 or No.4*
10. Neptunesday (*NEP-ns-day*, Nepnsday')
11. Venusday ('Vensday')
12. Dianasday (*DY-yans-day*, often 'Dysday')
13. Prometheusday ('Prosday')
14. Mercurysday ('Mercsday,' often, 'Mersday')
15. Plutosday (*PLOOS-day*, spelled 'Plusday' but usually called, **CYCLE'S END**

Thus:
8 hours = 1 period
3 periods = 1 day
7 days = 1 week
2 weeks (*+ Holidays, or 15 days in order*) **= 1 cycle** (of 360 hours)
2 cycles = 1 month (30 days each—*no moon ∴ adjustments unnecessary*)
(*'1st' or '2nd' Cycle of Jan., Feb., etc.; months as in Earth, Western Culture, Pre-Contamination*)
12 months, or 24 cycles (48 seven-day weeks + 24 holidays), *or*
360 days = 1 annum, or year
(*Years are also sub-divided into 4 seasons. Thus 'Spring, Summer, Autumn, Winter' are memorialized, officially, but little used, as there are no associated change in climate.*)

10 annae = 1 decade
15 annae = 1 chron (360 cycles)
100 annae = 1 century
12 chrons = 1 disochron (180 annae)
24 chrons = 1 isochron (360 annae)
48 chrons = 1 bisochron (720 annae—*seldom used*)
1,000 annae = 1 millennium, or **'millen'**
15 isochrons = 1 heliocoil, or **'coil'** (360 chrons, or 5,400 annae)

As the 2nd Fleet enters the Age of Helenya, the 3rd 'coil' of the EXODUS is nearly 'unwound.'

GENERAL HISTORICAL RECKONING

(Eanpahtian 'time-pole')