



A F T E R
S H ● C K

CHAPTER THREE
AMONG SOVEREIGNS



Credit Note:

(Cover art is an edited version of an illustration that was done by Guillebot from Deviant Art)

Elizabeth

“You can’t be gone, not after going through all that...
(another moment passes while hoping for a response)

...wait, the signal... the signal might still be on its way here.
(looks out over the bridge)

And if this is Europa, then... (softly) 1 AU takes 8 minutes... Jupiter is 5 from the Sun... so minus
1.5 starting from Mars means... (normally) means it’ll take 30 minutes to know for sure...

...then again, (looks at communicator), you could just be broken...
(looks around)

...should probably try to find another comms array to cover my bases.”

Taking a better look around the bridge area, you quickly discover that one of the slanted structures is accessible thanks to its entry door not being closed all the way. As for the structure on the opposite side of the bridge, you find it to be completely sealed and are unable to manual open it via brute force (so no Master Blaster or Armstrong combo will help you here).

You also notice that neither structure appears to be powered, at the moment.

Opening the door that you can manipulate (either physically by hand or using Armstrong), you step into and then pass through a short metallic hallway which leads you to yet another partially opened doorway that you also manage to open just enough to pass through. And after doing so, you are led into the respected hub of the structure.

Right off the bat, you are greeted by the following promotional decor:



Just under the sign, you find map information of the structure, and as you quickly look over it and update your Map Maestro projection, you see that this structure in particular dealt with housing Sovereign Fabrication workers.

Roughly half the size of the inverted atrium of the underground dwelling in Olympus, the hub area is slanted on all sides (mostly made of glass that has become opaque due to wear and tear) and is at least a quadruple height space, with the actual private living spaces being situated below your current level.

As you start to look upward, you also see that a lift of some kind at its core leads to an overlooking structure at the top, which as you refer to the physical map info, labels it as “Management and Communications.”

Reaching the base of the lift near the center of the hub area, you confirm that it too is not receiving any power, and seeing as the emergency stairwell behind it has collapsed mid-way up, you realize that finding a way to power up the facility is your top priority now.

Elizabeth
(Sees unpowered lift and collapsed stairwell)
“No power, and useless stairs... what else is new.”

As you saw on the map on your way in, and now on the Map Maestro projection, the levels below you are more densely organized with living quarters and other facilities, so you decide to head down one of the staircases that flanks the lift near the core of the hub in hopes of finding a way to get not just the lift working, but everything you'll need to both reestablish communication with “Zero,” and do what you came here for in the first place, acquire a ship so as to reach Titan.

Descending the staircase, you traverse from a spacious commons, to a more compact and tidy set of corridors and small to medium sized rooms. To your surprise though, you find some of the living areas themselves to be more diverse and personalized than the surface apartments of Olympus.

Some of the items you can discover while making your way through the living quarters:

The most common item you find in the personal sleeping areas is more “Upload” invitations like the one you saw in the underground dwelling, with several of them being found pinned to worker lockers next to family photos.

In what must of been the cafeteria, you find more oval TV like displays, with many of them once again having the, “Forfeit the Flesh - Upload Today,” message “burned” into them. You also find a banner that has fallen down on one side which reads:

Last Day Buffet

Just past the cafeteria space, you find another commons like area which connects to all the corridors on this level. And though it's nowhere as grand and open as the hub area up above, the presence of a metallic panel which has the designation “Fabricator Alpha 5” laser cut out of it, along with hundreds of signatures that have been laser etched all around it, give the impression that it was one of the last places the workers used to converse with one another.



Moving past the living quarters, you continue farther down into what you think must be the storage and HVAC/mechanical rooms.

Heading down a short stairwell into the bottom level of the worker's facility, you finally begin to come across areas that you think may aid you in restoring power.

Now in a tight corridor, the first room you come across is mainly storage, with containers ranging from shoe box size to an average sized book case that once again have the "Quantum Jump Industrial Shipping," label across them. However, you also see other boxes that had not yet been fully packaged and sealed into the "Jump" containers, with one in particular having a personal label which reads:

*JD-24576
Personal Belongings
& Attire*

Though slightly perplexed as to why these are still here, you decide to continue on towards the actual mechanical spaces that reside at the end of the corridor, and upon reaching it, you come upon two short passageways. On your right, you see the labeling "Climate Control," and on your left you see "Power Bays."

With power being what you need, and the Climate Control doorway at the end of its passageway being sealed and requiring power in the first place to access, you turn the corner on your left and enter the already opened Power Bay room.

Elizabeth

(After seeing the "Power Bay" label, and entering through the doorway)

"Perfect, now... all I have to do is..."

Upon entering, you stop yourself mid-sentence as you discover that the L shaped room, which contains three large generators lined up in a row along the long portion of the room, is filling with water due to a burst water cooling pipe just above the middle generator (the ones above the other two are still intact).

Elizabeth

"Of course."

Walking towards the generator area, you see that the water is about ankle deep, and though you are able to walk over it via a short catwalk that surrounds the generators so as to get close enough to attempt to use the Blaster to melt the pipe just enough to seal it shut, both the temperature of the water (which you assume is being drawn from the surrounding frigid Europa ocean that the sphere is submerged in) and the pressure, prevent the heated ray from being of much use.

Fortunately, you manage to make out a series of identification markings in a workshop area near the generators which identifies which each generator powers. And though the middle generator that is being both doused in water and is no longer being properly cooled for operation is the one you need to provide power to the hub area up above, one of the other two provides power to the "Climate Control."

Elizabeth

(While looking over the generator identifications/power routing, and overall schematics of the mechanical areas)

"Hmm... let's see, (sees water cooling pipes pass through the CC room) right... if I can get power to the climate control, then maybe I can divert the water flow, then go from there."

With water still gushing in from up above the middle generator (and somewhat spraying over the two on its sides, along with flooding the floor around them altogether), you see no other choice but to forgo safety and attempt to activate the one that feeds into the CC.

After using Armstrong to reattach a few cables and then the Blaster to unlatch the cover panel on the emergency manual control console on the CC generator itself, you slowly begin to move the override lever on the console, causing the generator to activate.

Elizabeth
(Watches generator turn on correctly/safely)
“So far so good.”

Leaving the Power Bay, you head down the now lit up passageway that leads to the Climate Control entry door, and as you approach it, the door slides away.

A mirrored version of the Power Bay in terms of shape, the Climate Control room is composed of more maintenance workshop areas, densely packed machinery that pertains to heating, and the three massive water cooling pipes which enter through the far wall of the space and out the other side towards the Power Bay.

However, you also see several large chunks of ice scattered throughout the space (everywhere except near the heating machinery of course), and you decide to move towards one for a closer look.

Now next to one of the larger chunks of ice near the entry door of the room, you manage to see that embedded in the ice are several small “sticks” that are slightly pulsing with light.

Elizabeth
“Huh, what’s this... wait, (pulls out Blaster and sees that the “sticks” look similar to the power cell that the Master Blaster uses)”

Melting away the ice with the Blaster, you soon are able to reach for the glowing cells, and as you pick one up, you quickly let go of it due to how cold it is.

Elizabeth
(Tries picking up one of the power cells)
“(Quickly) Ow... (looks at right hand fingers which are already almost frost bitten),
wow... (more pain sounds) okay, um...”

Now knowing that picking them up with your hands is out of the question, you decide to try and use Armstrong to “guide” one of the cells into one of the Blaster’s two unoccupied power cell ports (three in all, with the default “heat” cell occupying the first port).

Elizabeth
(While using Armstrong)
“Here we go, and... (power cell is placed into port) gotcha.”

Right as the freezing power cell is integrated into the Blaster, the outputting end of it begins to turn lighter in color and slightly frosts over, followed by the very air around it becoming visible due to it becoming extremely cold (think how “Old Man Winter” worked in BioShock, and the effects it had on a user’s hand, except now on the firing tip of a ray gun).

Wanting to see what this new power cell can do, you decide to aim the Blaster towards the shallow water on the floor that formed as a result of melting the chunk of ice, and as you fire, a frosty thin ray of bright light shoots out, and in mere seconds, the entire floor of the room becomes a thin sheet of ice.

Looking around the rest of the room, you realize that the water cooling pipes are part of a passive system, and thus have no mechanical controls (with the fabricator submerged, the ocean pressure outside is able to force the water through the cooling system by itself).

However, with the new Blaster ability, you decide to use it on the middle pipe directly, in hopes that the ice build up inside will be just enough to block the pipe so you can seal the ruptured portion in the Power Bay.

Elizabeth

“A passive system... well if I can’t divert it (looks at Blaster), I’ll just have to be a bit more direct.”

Situated under the middle pipe, you begin to fire the “freeze ray” across a small portion of it, and after a few moments, you can see that the area you’ve fired upon is now encased in a modest chunk of ice. You also notice that a slight leak in the pipe just ahead of the ice has ceased.

Elizabeth

“Good, now to hope it didn’t freeze the whole thing.”

Not wanting to wait around too long in case the pressure build up causes a cataclysmic rupture, you head back into the Power Bay, and to your delight, you see that the middle cooling pipe is both no longer spraying water into the room and hasn’t become a giant ice sculpture.

Elizabeth

“All right, now to seal the rupture... before a new one is made.”

Using the controls on the side of the Blaster, you switch it back into “heat ray” mode and begin to melt the fractured area of the pipe that resides just above the middle generator.

Heating the pipe until it is a bright orange, you see after a few seconds the damaged areas begin to melt and seal, then instead of waiting for it to cool, you switch back to the “freeze ray” mode and use it to speed things up a bit.

Elizabeth

(As steam blows away from the pipe after freezing it)
“More of a mess again, but if it works, it works.”

Heading back into the Climate Control room for hopefully the last time, you use the Blaster to melt away the ice chunk on the middle pipe so as to allow it to flow again, and after doing so, you can hear the water rush past the now unblocked area and through the wall towards the Power Bay.

Now back in the Power Bay, hopefully for the last time, you can see that, for now at least, the seal you made is holding.

Elizabeth

“So that worked. Question now is...
(Approaches the middle generator)
“...do you?”

Putting the generator back into what appears to be the right configuration for operation (so using Armstrong to put cables back, and the Blaster to access the manual control console), you slowly pull the override lever, and after a brief tense moment of nothing happening, you hear the inner workings of the generator start to rumble, then roar back to life.

With the generator activated, you head back up to the main hub area and towards the lift at its core, which along with most of the lighting in the space, is now powered on.

Stepping into the lift, you press the upward button (in a gentle manner of course), and after a brief moment, the lift begins to slowly rise up towards the overlooking Management and Communications area.

While still rising, you also get a better look out through the giant window panels that make up most of the hub's slanted walls (the lower windows were too dirty to see through), but just as the grand scope of the spherical "exterior" is about to come into complete view, the lift enters into the floor structure of the overlook.

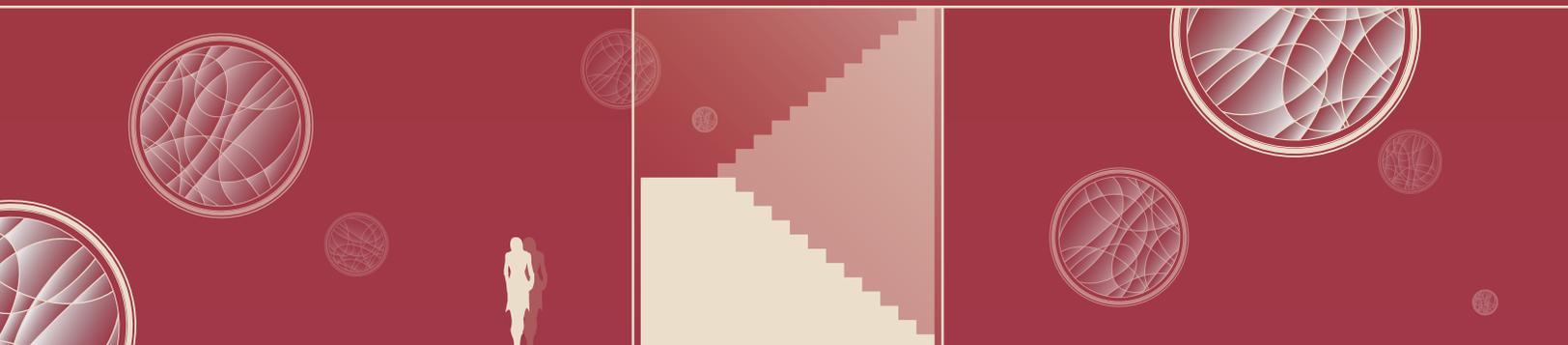
However, after a few seconds, the lift re-emerges past it and comes to a stop at the entry area of the Management and Communications facilities, which doubles as an observatory (The actual rooms are located one floor above, accessible by a glass encased stairwell next to where the lift stops).

Though, instead of seeing an overview of the sphere's interior, the observatory like space you've been led into actually resides on the exterior of the sphere, and as you look through the much clearer thick glass walls which make up the observatory on all sides, you manage to see other large spheres that must be fabricators like the one you are in right now, scattered about and now adrift within the dark and icy waters of Europa's massive subsurface ocean.

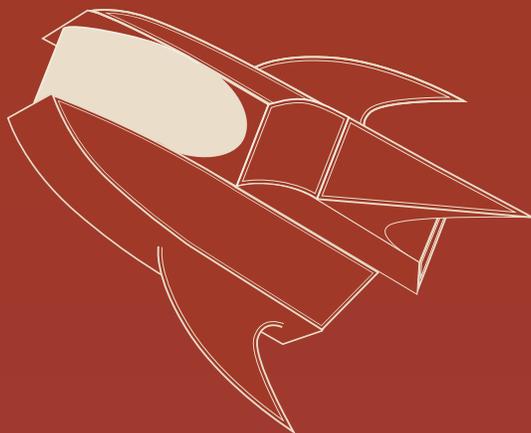
Elizabeth
(Slight chuckle)
"Checkmate Mr. Rayanovsky."

Once taking in your fill of the sight, you proceed up the stairwell and into the heart of the Management and Communications area.

And with every passing minute, you hope to be getting closer to receiving good news, let alone any news.



At the top of the stairs you enter into a triple height space where you are immediately greeted by a ship that is hanging from the ceiling, and just below it, you find a plaque which reads:



"The Pinnacle of Private Space Travel"
- Charles Hullton

Interplanetary Series Prototype

26th of January, 2042

Elizabeth

"Private space travel... well there's the ticket out, (short pause) just hope it's for two."

Walking past the prototype, you see that the area is an "open" layout, with the triple height space encompassing the entire floor and the offices and other rooms only being walled off all across the level (basically each space is like a large cubicle, so 10 foot high walls surrounding each particular space and no ceiling but the one that encloses the entire area).

Appearing as if everyone just got up and left one day, many of the offices and conference rooms still look like they are waiting for the workers to return and get right back to work. From basic documents, terminals and writing utensils, to even drafting tables where you find several designs of other ships that look similar to the prototype, the whole operation seems as if it was ended abruptly during its prime.

Continuing to make your way through the managerial spaces, you also locate the communications center which is built into one of the perimeter walls of the space, thus making it the only totally enclosed and isolated area.

Elizabeth

(Sees room marked "Comms Center")

"Now, if my math was right, the signal should be getting here any moment."

Upon entering through the doorway into the Comms Center, you find a room full of terminals organized into rows and other banks of machinery against the walls on your left and right, with the far wall being all glass and giving another view of the other spheres outside.

Quickly surveying the room for any activity, you unfortunately find nothing out of the ordinary, and with each passing moment you become more and more anxious that a message may never arrive.

With the lights on overhead, and a slight buzzing sound coming from the banks of machinery behind you, power is seen as not the issue, and you continue to make your way around the room to see if you missed something.

Elizabeth

“There has to be something...”

More time passes and nothing, but just when you feel your luck has finally ran out, the oval displays on nearly every terminal slowly begin to turn on one by one, followed by each of them displaying the following message:

SUGGEST FINDING A QUANTUM INTERFACE TERMINAL
END OF PRERECORDED MESSAGE

Elizabeth

“(Relived sigh)... not all for nothing just yet... okay (looks around), a quantum... interface, let’s see.”

Now looking around the comms center again, you decide to follow the slight buzzing sound you were hearing in the background before, which takes you into a separate room from the one with the rows of average looking terminals, and on the far wall, you discover a lonely terminal connected to more banks of machinery that lie all around it within the room.

Elizabeth

“Guessing that has to be it.”

At this same moment, the communicator comes back to life and types out:

RELAY ESTABLISHED
REMOVE QUANTUM CONVERTER FROM TERMINAL
(Displays a crude schematic of the terminal, showing where the converter is located)
END OF PRERECORDED MESSAGE

Elizabeth

(Looks over the quantum terminal and sees the converter)

“Hmm... ah, there you are, (looks back at the schematics still being shown on the communicator’s display), all right, so take this, then remove... that, and... (disconnects converter) got it.”

One last prerecorded message is received by the communicator which reads:

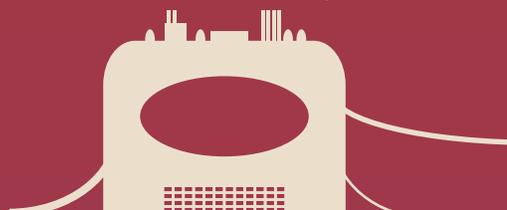
DISCONNECT TRANSMITTER COUPLING
AND RECONNECT TO CONVERTER
END OF PRERECORDED MESSAGE

Elizabeth

(Sees communicator wire that connects to the transmitter and connects it to the converter, which is roughly the size of a business card, then tucks the converter under the wrist strap) “There, done... so... um... you there?”
(Short pause)

“Zero”

WELCOME TO EUROPA■



Elizabeth
“(Slight chuckle) Truth be told, I thought you were gone for good.”

“Zero”

SERVER SCRAMBLE AND POWER REROU

(Short pause)

THINGS GOT INTERESTING

Elizabeth
“So then, now that we’re finally here, what’s next on your oh so masterful plan?”

“Zero”

ACCESS TO THE MATTER CONTROL FACILITY IS REQUIRED

Elizabeth
“But what about the sealed door? Because last time I checked, they built the generators on the inside of these things.”

“Zero”

SOLUTION IN PROGRESS

Elizabeth
“If you insist then.”

After taking the lift back down, you exit the worker’s facility and head out onto the connecting bridge.

Elizabeth
(While starting to walk across the bridge)
“So, just a thought, of sorts, there any particular reason you chose this fabricator?”

“Zero”

**AVAILABLE DATA INDICATED THAT ALPHA 5
HAD THE HIGHEST PRODUCTION OUTPUT**

(Short pause)

AND THE BEST SAFETY RECORD

Elizabeth
“And specifically in that order. Hm.”

As you get closer to what you now know is the matter control facility, you see some of the interior areas begin to light up, along with hearing subtle sounds from machinery being turned on, and as you reach the still sealed doorway, you observe a short pause, followed by it sliding away quickly. However, to your surprise, it gives way to an unknown middle aged white male (with balding hair) in SF labeled worker attire (and wearing designer glasses) standing directly before you.

Unknown Male Being
“Greetings madam, how may Sovereign Fabrication be of service to you today?”

Elizabeth
“Wait, what? How?...”

With the unknown male being saying nothing in response and remaining in its polite greeting posture, you wait for a response from Zero.

“Zero”

THE EVASION LED TO CERTAIN

(Short pause)

DISCOVERIES■

Elizabeth

(While looking over the being, a slight “fuzzing” of its appearance is briefly observed)
“He’s another manifestation, but... its not, you... is it?”

“Zero”

**TO AVOID REOCCURRING UNKNOWN ERRORS
REPLICATION OF UPLOADED DATA WAS FOUND TO BE ACHIEVABLE**

Male Manifestation
(Begins to move again)

“I’m Charles Hullton, founder and head designer of all you see before you.”

Elizabeth

“(Softly) Hullton.. the prototype, (normally) so you’re... I mean, he, was responsible for all this then?”

Instead of getting a response from Zero, the Hullton manifestation continues.

Hullton Manifestation

“Well of course I was. They said Europa was crazy, (walks out of the doorway and onto the bridge, with his hands gesturing outward towards the sphere) but how else would we keep cool the blaze of prog..., og... ressss?”

(More fuzzing of its appearance, followed by it freezing in the gesturing pose)

“Zero”

STILL ADAPTING TO DUAL SERVER SCRAMBLING

Elizabeth

“But you think it can still help us?”

“Zero”

**MATTER CONTROL IS NOW ACCESSIBLE
PRIMARY TASK HAS BEEN FULFILLED**

(Short pause)

BEGINNING SECONDARY TASK

Hullton Manifestation

(Unfreezes from gesture pose, followed by it walking past you and into the fabrication facility)
“Now, about that IP series you requested, let’s get started. (Now in the passageway that leads into the core of the facility, and with a slight echo) Tomorrow won’t build itself you know.”

“Zero”

AMONG OTHER THINGS

(Short pause)

PROVIDING COMPANY■



Now in the core of the structure, you once again find yourself within a quadruple height space, however, unlike the worker's facility, the upper areas above this hub are occupied by several massive opaque spheres which have piping flowing down from them and into the floor. And at the center of it all (on the floor below the spheres), both you and the manifestation walk towards a circular grouping of banks of machinery which feed into a massive oval shaped display.

Hullton Manifestation

(As he reaches the core terminal)

"Ah, here we are, matter control. (starts typing on the terminal's keyboard)

"I must say, automation is great and all, but there's nothing quite like being directly at the helm."

Elizabeth

"I guess a duplicate will do."

Hullton Manifestation

(While still typing)

"Duplicate?... (slight chuckle) now I know I'm not flesh and blood anymore, but I can assure you I'm still the genuine article in mind."

(Short pause)

Hullton Manifestation

(More typing) "There she is, Interplanetary Series Mark 3

(A ship that looks similar to the prototype from before is shown as a wire frame on the display), my last design in fact before the transition, a nice send off that one."

(Continues looking over the ship's schematics)

"She'll get you where you need to go."

"Zero"

**INDEPENDENT RUNTIME OF DATA WAS REQUIRED
TO AVOID UNKNOWN ERRORS**

THIS WAS A PREDICTED OUTCOME

Elizabeth

"So he just thinks he's Hullton?"

Hullton Manifestation

(While looking over the information on the display, particularly areas displayed in red)
"Hmm... seems farther time hasn't been so kind. No worries though, (emphasized) I did, design this place after all, so I'll be damned if I can't put her back together."

"Zero"

I WOULD SUGGEST

(Short pause)

PLAYING ALONG■



Elizabeth
“What’s the problem this time?”

Hullton Manifestation
(While still looking over the information on the display)
“Oh, just some matter injection tube blockage and a few power relay issues throughout the mechanical levels, shouldn’t be too big of a issue, though.”

Elizabeth
(As the manifestation is walking away from you and said softly)
“Famous last words.”

With the lower levels accessible via another pair of stairwells that flank both sides of the central terminal area, you head down one and arrive at a space that is mostly open and occupied only by hundreds of connecting power lines that stretch all across the ceiling (occasionally a grouping flows downward and through a bank of machinery and into the floor) and steel columns which are holding up the floor above.

You also notice slight heat fluctuations flowing through the lines themselves.

Hullton Manifestation
“How bout you make use of that Luna’s Light of yours and get the power fully flowing in this place.”

Elizabeth
(While looking at the cables, you see some that aren’t fluctuating)
“And what about you?”

Hullton Manifestation
(While walking over to a bank of machinery that has several cables feeding into it)
“I’ll be reconfiguring the distribution and taking out what we don’t need. That way, we don’t apply anymore stress on the old gal than what is needed. Of course, all things considered, (stops and briefly looks around) she’s not looking too bad for 170.”

Elizabeth
“Don’t remind me.”

While the manifestation makes changes to the machinery, you make your way around the level and use the thermal fluctuations giving to you by Luna’s Light in order to seek out the source of the non-powered lines, and after utilizing both Armstrong and the Blaster to either just physically reconnect disconnected couplings or solder cut lines back together, you get the entire network back up to full strength.

Hullton Manifestation
(Looks around and sees all the lines in the space fluctuating)
“Ah, like a tree on Christmas morning, but... all good things must come to an end (flips a switch on the power distributor, causing about 2/3rds of the lines to go dark).

“Right (claps hands together), now for the matter injectors.”

During your walk around the area, you never noticed any obvious ways that lead further down.

Elizabeth
“Lead the way then.”

Hullton Manifestation
(After walking away from the power distributor for a few moments)
“One of the perks of designing something yourself... (uses an ability similar to Armstrong and lifts a large panel out from the floor which exposes a small maintenance stairwell), you know every back door.”

Elizabeth
“Huh, so you can do that as well.”

Hullton Manifestation
(As you both make your way down the steps)
“A good worker is a capable worker. Then again, (chuckles) suppose we all came to the conclusion that the best worker (you both arrive at a doorway at the base of the steps, followed by the manifestation opening it)... is no worker at all.”

As the manifestation opens the door, it reveals a space that has a ceiling composed of several large tubes, with each one eventually turning downward and going past the walkway the two of you now find yourselves on, followed by them taking another 90 degree turn towards the interior shell of the sphere, then riding along side it towards the very bottom.

Several dormant “cognition spheres,” like the one the Hullton manifestation is using, can also be seen scattered across the walkways.

Hullton Manifestation
(After both of you walk out onto the catwalk, the manifestation grabs the railing with both hands and looks out over the tubes that lead down to the bottom of the sphere)
“Magnificent, ain’t she.”

“Tomorrow’s cradle.”



(Gameplay note: the player is free to move along the catwalks during this conversation)

Elizabeth

(While looking out towards the sphere below you)

“Let me guess, these, matter injectors, flow from here and down to the bottom, and thanks to the pressure... back up and out across the interior shell and into those nodes (sees small circular points that are scattered all across the sphere that reside specifically on the criss crossing tracks that run all over it).

Hullton Manifestation

(Slight smirk)

“You catch on pretty quick.”

Elizabeth

“And you use the Jump to move things in and out, sure, but... but how do you go from pure liquefied matter to something like a ship?”

Hullton Manifestation

“Oh you know, a little heat here, and some gravitational molding there can lead to nearly endless possibilities. And good thing too, otherwise such wonders as the Edictal would of been impossible. And let me tell you, you don't know a challenge until you've undertaken something like that. The Lunar assemblers had it easy.”

Elizabeth

“The Edictal... was made here?”

Hullton Manifestation

“We didn't build these things this large for nothing, oh no, we at Sovereign always knew something the likes of that ship was inevitable. And to be blunt, our usual line up of heavy industry and aerospace products before it were just mere warm ups to the main event. Shame about what happened though... (short pause, then upbeat), but thankfully there's always another Tomorrow when today passes you by.”

“Zero”

AUTOMATED SUBROUTINES TERMINATED

BEGINNING ON SITE ACTIVATION■

Right after Zero's message is typed out, the catwalks begin to vibrate and a mix of mechanical and electrical noises ring out across the interior of the sphere.

Normal, non-critical/emergency lighting is activated across both the walkway and throughout the inner shell, and in the distance you also see the matter injector nodes begin to slowly move across their respected lines on the sphere itself (think of a printer when you turn it on and the ink jet moves around for a few moments as it gets ready for use).

Hullton Manifestation

“We have a pulse, and once we get the injectors flowing again, she'll be back on her feet and ready to go.”

“Zero”

MANUAL CONTROL OF MATTER INJECTORS REQUIRED

Hullton Manifestation

(After you see the message on the communicator)

“Second verse, same as the first, I’ll get the matter flowing while you scope out which tubes need help as a result. (Starts walking away) The Blaster should do the trick, just... be careful where you fire. The last thing we need is more holes in this old boat.”

(Gameplay note: If the player decides to fire at the interior shell of the sphere, nothing will happen. However, the manifestation will be heard off in the distance saying, “Ha! Certainly a design that lasts!”)

With the manifestation now off in the distance, you begin to make your way around the nearby walkways that pass by the descending matter injection tubes while you wait for them to start flowing again.

Elizabeth

“Quite the friendly you picked.”

“Zero”

HIS DATA SUGGESTED HE WAS THE MOST OPTIMISTIC

Elizabeth

“And what of you, then? Any headway on using one of the spheres yourself?”

“Zero”

ANALYSIS REMAINS INCONCLUSIVE AS TO THE REASONS BEHIND THE UNKNOWN ERRORS

Elizabeth

“Well keep at it, the more the better.”
“Not to say what you’re doing now isn’t helpful, it’s just...”

“Zero”

MORE PRACTICAL■

(Short pause)

Elizabeth

“(Hesitant) Sure.”

(Right after being said)

Hullton Manifestation

(Off in the distance)

“I think I got it!”

Suddenly the walkway begins to vibrate again, followed by the sound of rushing liquid being heard all around you.

Hullton Manifestation

(Still off in the distance at the matter injector controls)

“You see those blocked pipes, gonna have to resolve that if we want a ship that’ll do you any good.”

Elizabeth

(Looks around at the opaque piping)

“What do mean see, they’re all...”

Hullton Manifestation

(Interjects)

“You still got the Light right? Then just focus... with a subtle squint mind you, and you’ll know what I mean.”

(The lack of Liz squinting explains why nothing new happened during any prior use of focusing, post Upgrade)

While looking at a group of nearby pipes, you “focus” your sight on them, and after only a brief moment, your vision begins to change, and you see the opaque appearance of the piping start to dissolve away, revealing what is occurring inside it.

(Gameplay note: If the player at this moment now holds down the button/key that is used for normal focusing, their field of view will slightly zoom in as usual, however this time it will be followed by their sight being altered to this new state)

Elizabeth

“(To herself) Peeping Tom?...”

Hullton Manifestation

“What was that?”

Elizabeth

“Oh, uh... nothing. All good.”

Hullton Manifestation

“There, you see. Now, if you can get those pipe issues resolved, while I again get the other affairs in order, we’ll be on our way.”

Elizabeth

“(To herself) To think, I was only reading about this kind of stuff but mere weeks ago.”

With your vision now able to switch between its previous enhanced state to now the X-Ray ability, you are able to quickly inspect all of the piping that passes by the catwalks and proceed to use the Blaster to heat up the ones that need to be unblocked.

(Gameplay note: Clear pipes are seen flowing normally, while blocked pipes will either be empty, so blocked up above somewhere, or not flowing, so blocked somewhere down below, and as the player uses the blaster’s heat ray, the pipe in question will heat up along its entire length, eventually melting away the blockage regardless of its location within it)

Upon clearing the pipes, you hear a clattering sound from one of the larger pipes, followed by it rupturing and spewing a bright orange liquid over the surrounding walkways.

Hullton Manifestation

(As you approach the pipe, and still off in the distance)

“Looks like you’ll have to get a bit more creative for that one. Here, one second... there.”
(flow in pipe stops)

Seeing as the rupture on the pipe is enough for you to fit through, you realize that a normal heat seal won’t work, which causes you to look around for other options, and as you do, you again take notice of the several cognition spheres that are lying all around the catwalks.

Elizabeth

(Now near where the manifestation is)

“Hmm... Say, what’s the temperature tolerances on those spheres of yours?”

Hullton Manifestation
“What for... ah, I like your thinking.”

(At the exact same time)

“Zero”

**OPERATING TEMPERATURES RANGE BETWEEN
-600C AND 1000C■**

Elizabeth
“Either way would work, I suppose.”

Hullton Manifestation
“And all this time I thought I was the one who would have all the answers.
(Goes back to manipulating injector controls)
You would of made an excellent addition here back in the day you know.”

Elizabeth
“Thanks, but I’d rather just stick to the academics.”

Hullton Manifestation
“Curious, and what is your alma mater anyways?”

Elizabeth
“Oh... um, I was... home schooled.”

Hullton Manifestation
“Really, huh... guess your folks were quite the knowledgeable ones themselves, then.”

Elizabeth
“(Slight chuckle) Yeah... you could say that.”

Deciding to go after its greater vulnerability to cold temperatures, (player’s choice whether to melt, or freeze then melt) you use the freeze ray ability of the Blaster to encase a sphere in ice, and after doing so, you fire upon it with the heat ray function, causing it to shatter apart into several small pieces of metal and other electronics that were housed inside it. You then do the same thing to other nearby spheres, leaving you with a pile of mostly metal fragments to make use of.

Now utilizing Armstrong, you suspend the fragments in the air, followed by using the Blaster to melt and fuse the individual pieces together into a large silver semi-liquid material (sphere shaped, with the sequence being similar to what was done to the High Line fragments in Olympus).

Elizabeth
“A sphere won’t do the trick though...”

Hullton Manifestation
“Already ahead of you (with both hands, he starts using his version of Armstrong to manipulate the material, which causes it to flatten out into a curved panel like shape). That should do it.”

With the material now properly shaped, you use the freeze ray to quickly solidify it, so as to prepare it for use as a patch for the ruptured pipe.

With the material now permanently formed into the panel like shape, you take it over to the pipe with the massive gash in it and use the heat ray function to weld it into place, followed once again by briefly freezing it to ensure maximum strength.

Elizabeth

“There, (towards the manifestation), alright, try it now.”

Hullton Manifestation

“Here we go... (manipulates injector controls)”

Even with the surrounding pipes giving off their respected sounds of rushing liquid, the sounds from the patched pipe can still be heard over them, and just as the matter inside the pipe starts to flow past your location on the catwalk, you see it vibrate and bulge ever so slightly around the section with the welded on panel, but after a few moments you are relieved to see that it appears to be holding for now.

Hullton Manifestation

“Wonderful!... at last we may proceed with the feature presentation.”

While leaving the matter injector control area, the manifestation seems to manipulate one last console which causes a small lift at the bottom of the sphere to rise upward along side the inner shell on a track that is similar to those used by the injector nodes that criss cross all over the sphere. And after about 20 seconds of traversal, the lift comes to a stop at a lonely catwalk which extends outwards from the main cluster that resides under the matter control facility.

Hullton Manifestation

(While walking towards the lonely catwalk as the lift is still ascending)

“Time to get this show on the road.”

As you both reach the lift, you board it and soon begin to make your way down towards the facility at the bottom of the sphere.

Elizabeth

“Now to keep hoping there’s still an end to justify the means.”

“Zero”

TITAN DISTRESS SIGNAL IS STILL TRANSMITTING■

Hullton Manifestation

“Normally I’d respect a customer’s privacy, but seeing as normality left us all some time ago, mind I ask where exactly you’re heading?”

Elizabeth

“Titan. It’s giving off a distress signal, or so we think. And at the moment, we’re the only ones who can answer.”

Hullton Manifestation

(While the lift is nearing the bottom of the sphere)

“To the Enclaves? Huh, they were one of our biggest clients, especially after their whole switch from industry to entertainment. Quite the tale really.”

Coming to a stop at the bottom of the sphere, the lift opens up towards yet another lonely catwalk which extends out from a facility that shares the same aesthetic qualities of the two above, however, instead of being vertically organized, this one is more horizontal in its layout, and stretches out across most of the lower area of the sphere.

Elizabeth

(As you both leave the lift and walk out onto the catwalk structure)

“Entertainment?... I thought that’s what Olympus was for.”

Hullton Manifestation

“Most certainly, but things weren’t always like that. Back when all this started out, Titan was home to several key mining operations as a result of its unmatched quantity of hydro carbons.”

Elizabeth

“So what changed?”

Hullton Manifestation

“What happens to all things... (looks at hand, then smirks), most things. It doesn’t last forever.

(Now nearing the end of the catwalk, which ends at a doorway to the facility)

The mines ran dry, and the hydro carbon markets were banned due to environmental and safety concerns. So, they turned to the next best thing. Luxury.”

Elizabeth

“How’d they manage that? From what I’ve read, the place isn’t exactly, paradise.”

Hullton Manifestation

(Slight smirk, looks out over the sphere)

“Why find what you can simulate, they’d always say. Titan may be the closest you could get to an actual hell, but thanks to the Enclaves, the reality could be... well, whatever you wanted it to be.”

Elizabeth

“So they created a... virtual reality... like what Zero One does.”

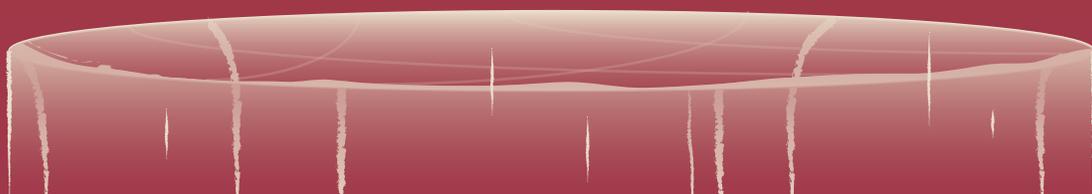
Hullton Manifestation

“In way, yes. Though, thankfully, we’ve moved on from their more, crude, methods. (Prepares to open door that leads into the facility). Now then, I think it’s best we make haste, (slight chuckle) don’t want to push our luck with nearly 2 centuries of wear and tear any further than we have to.”

As the manifestation opens the door, it gives way to a showroom like space, one that is triple height and mostly open in its layout, and up top, you can see that the ceiling has a large circle cut out of it at its center (roughly 50 meters in diameter) which exposes the space to the interior of the sphere that lies above it. However, water leaking in from the overall shell and onto the roof of the lower sphere facility has turned the structure into a circular waterfall.

Hullton Manifestation

“Just how I left it (more lights activate as you both fully enter the space, which reveals a partially collapsed floor directly under the circle cut out, with the water falling down into it and flooding the lower level of the facility. The lights also reveal more dormant cognition spheres throughout the space) ...more or less.”



“Zero”

GRAUITRONS ARE UNRESPONSIVE ON SITE MANUAL ACTIVATION IS REQUIRED■

Elizabeth

(Looks at message then back at the manifestation)

“It would seem mostly less.”

Hullton Manifestation

(Approaches the collapsed portion of the floor and looks through the waterfall and down towards the flooded lower level)

“Hmm, I hate to ask again, but (just over the sounds from the waterfall, creaking noises are heard in the background) time is not our friend here, so if you could take a look at the situation in the basement while I try to see if there is a solution in Fabrication Command, we’ll undoubtedly resolve this as quickly as possible.”

(Starts walking towards a small stairwell that leads up to the command room)

“No worries though, time may be calling to collect, (now heard out of sight as he walks up stairs) but she still got some fight left in her for at least one more waltz.”

Elizabeth

“All right then...”

Turning your attention to the collapsed portion of the floor, you realize that the water streaming down from above is extremely cold to the touch (if the player gets too close), which makes it impossible to proceed downward from this point directly unless something is done to stop it.

Elizabeth

(If the player gets too close to the falling water)

“(Stinging pain sounds) Right, sub-surface ocean on an icy moon.”

(Looks at the ring where the water is falling down from)

Though you could just find another way or use Armstrong to support an object overhead of you in order to provide safe passage, halting the waterfall altogether would be ideal so as to prevent any further flood damage to the lower level. Thus, you decide to turn to the freeze ray to create a solution.

Firing at the wall of water, the ice quickly spreads out all across it, and in nearly no time at all, the entire waterfall is transformed into a giant circular ice sculpture (effect wise, refer to how water jetting from burst pipes froze during Burial at Sea).

Elizabeth

(Switches the Blaster to heat ray mode)

Using the heat ray function, you then proceed to cut/melt a hole in the ice wall that is big enough for you to fit through (Gameplay note: as usual, this is all done by the player, so no automatic cutscene type stuff), and you begin to make your way down through the now ice palace like collapsed floor and into the lower level.

Iced over in a mixture of silver, white, and blue, you carefully make your way past the collapsed pieces of the floor until you reach the bottom where you use the Blaster's heat ray to once again cut/melt a hole through the lower portion of the wall of ice.

Stepping through the wall, you soon observe that the ice formation only continues outward from the collapsed floor/ice wall for about 2 meters before giving way to a pool of standing water that appears to be only waist deep.

Though pitch black at first, your Luna's Light optical implants begin to adjust accordingly, which slowly reveals several glowing (thermals) banks of machinery and large generator like structures spread out all across the space (also triple height), along with what must be the continuation of the matter injector tubes on the ceiling. However, as you follow their path, you see the tubes fade away into darkness that is ever so slightly interrupted by the silhouettes of even more massive structures (this is due to them residing beyond your implants visibility enhancement range). You also can see the Lead Line field around your body begin to pulse and fluctuate when you get closer to the unfrozen water at the edge of the ice formation. (Faint steam can be seen rising from the edges of the ice formation as well)

Elizabeth

"Huh, explains the standing water, then. And judging by the heat (sees a cluster of generators off in the distance that are not glowing with thermals)... or lack thereof. It would seem there's our problem."

Though, just before stepping into the water to inspect the banks of machinery and generators, the communicator gives off several beeps.

"Zero"

**LEAD LINE WAS NOT DESIGNED FOR AQUATIC USE
UNFAVORABLE OUTCOMES PREDICTED**

Elizabeth

(Right foot comes in contact with the water just as the message is received, which causes the field around it to pulse and fluctuate violently, forcing you to step back onto the ice formation)

"Right... nothing can ever be easy. (short pause)

"Hmm... so, how do we get from here to there, then."

Looking around, you see numerous low lying pieces of machinery that just manage to pop up above the surface of the standing water, however, the closest one to you is too far away to risk rushing through the extremely irradiated water to get to it.

In an act of experimentation, you decide to see what happens if you fire the freeze ray directly at the irradiated water, and as you do, you see that a sizable portion of the water does in fact freeze into a chunk of ice, and though it rapidly melts away just a few seconds later, you realize that it may last long enough to get you between each of the low lying pieces of machinery that dot the space.

Elizabeth

(After observing the ice freeze, then melt away seconds later)

"If I can just get from point to point, we should be able to get a better look at what's wrong. Worth a shot, right?"

"Zero"

**ANALYSIS SUGGESTS
(Short pause)**

PROCEEDING WITH CAUTION■

Blasting a path towards the nearest piece of machinery that you can stand upon, you quickly rush over the fresh patch of ice just before it melts away.

(Gameplay note: though falling into the water is not instantly fatal, the player will die after only a few seconds of exposure to it)

Elizabeth

(Upon reaching the first piece of machinery)

“(Softly, and preceded by a very slight chuckle) The floor is lava.”

“Zero”

THIS ASSESSMENT CONFLICTS WITH YOUR PRIOR OBSERVATIONS

Elizabeth

(While continuing to go from point to point via the temporary ice paths)

“(Chuckles) No, it’s just a game I use to play as a child.

Getting around the room using anything but the floor.”

“Zero”

BUT THE FLOOR IS NOT LAVA

Elizabeth

“Of course not, but it certainly makes things more interesting if you think it is. Imagination, that one.”

“Zero”

IMAGINATION

ANALYZING■

Elizabeth

(Interjects)

“Let me put it this way. It comes in handy when what you know just isn’t good enough.”

Getting closer to the inactive generators, the other massive structures that were once obscured in silhouette now begin to come into greater focus and detail.

In what appears to be making up the perimeter of the space, you see that the structures that dwarf the generators are bay like areas that are framed by massive beams, and as you look both left and right, they curve inwards, suggesting that the entire lower level is circular in shape.

Successful in your use of the ice paths, you finally reach the cluster of generators, and as you do, you look just beyond them towards the bay directly ahead and you manage to make out a label across one of the beams which reads:

INJECTOR NODE BAY 21

Elizabeth
(While still looking at the matter injector node bays)
“You said only the Gravitrons, correct?”

“Zero”

YES

**ALL OTHER SYSTEMS ARE STILL RESPONSIVE
AND FUNCTIONING WITHIN ACCEPTABLE PARAMETERS■**

Hullton Manifestation (Over the intercom system)
“(Static noises)...Hel(static)... He(more static)... Hello?... is this thing on?... can you hear me?”

Elizabeth
“(Softly) Hullton... (looks around for a speaker but can't see any nearby, then said normally),
Yes... we're here.”

Hullton Manifestation (Intercom)
“What's the situation down there, I've been tied up with getting things sorted out up here and I'm guessing where you are isn't any better, since I'm not getting anything from the Gravitron generators.”

Elizabeth
“Seems the flooding must of taken them out, I'm at them now.”

Hullton Manifestation (Intercom)
“I doubt that's the problem, seeing as we designed them for a total submerge event. You don't go to the depths of an ocean without preparing for the worst. I suggest you keep looking around then while I see what can still be done from up here... (clattering noises as he reconfigures something)... ah, here we go.”

A second later you hear mechanical sounds all around you as the cluster of generators for the Gravitrons begin to sputter for a brief moment, followed by them returning to their previous inactive state.

Elizabeth
“(Softly) What is he... (sees thermals briefly glow throughout the generator cluster).”

Hullton Manifestation (Intercom)
“No... (more clattering noises) wait, yes, that's the one.”

Again the generators begin to sputter, only to slow to a stop a few short moments later. This now occurs over and over again.

Hullton Manifestation (Intercom)
“I think I finally got the loop circuit in place, which should keep initiating the start up sequence for the generators continuously. That way, you can observe what the malfunction is.”

As the cycles continue on, the thermal signatures in the generators “build up,” creating a picture of sorts of what is going on throughout the machinery itself.

Elizabeth
(Sees thermals continue to “build”)
“I think I follow...”

Stacked two stories high, you begin to make your way around the cluster of Gravitron generators while the thermal signatures continue to increase in size and complexity, and after finding nothing out of the ordinary in the thermals that are emanating from the lower areas, you decide to make your way up to a catwalk which provides access to the upper portions of the machinery.

Elizabeth

(Shortly after reaching the upper level, a modest sized void in the thermal signatures can be seen)

“You seem out of place... let’s have a closer look.”

Focusing in on the void, you begin to utilize the X-Ray ability of Luna’s Light, and as you do, you see the exterior of the generator begin to dissolve away which reveals the void to be an individual component of some kind that appears to have failed.

Elizabeth

(Spoken for the Hullton manifestation to hear)

“I believe I found the problem... but I don’t know what it is.

“Seems to be a large cubed shaped component of some kind, with wires connecting into it at the base. All of which isn’t active.”

Hullton Manifestation (Intercom)

“A regulator?... Of all the things. Leave it to the automation to find a way to get us in the end.”

Elizabeth

“But, we’re bypassing the automated systems?”

Hullton Manifestation (Intercom)

“Sure, if this was some two-bit Upgrade terminal, but in this case, all we’ve done is change who is giving the commands, so we need the regulators to work in order to fully channel the information.”

Elizabeth

“Can we replace it?”

Hullton Manifestation (Intercom)

“Hmm... you could get one from another generator cluster, but we need those for the injectors, however...”

At this moment, loud mechanical sounds are heard coming from one of the Injector Node Bays, and a few moments later, a massive triple story door that leads out into the interior of the sphere opens in Bay 21, and soon after that, an actual injector node is seen moving into it and comes to a stop.

“Zero”

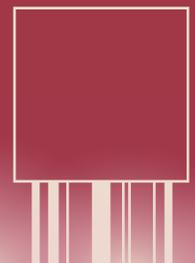
WE DO NOT NEED EVERY INJECTOR NODE■

Hullton Manifestation (Intercom)

“You still there?”

Elizabeth

“Everything’s fine, just a step ahead for a change.”



Now back down on the lower level of the generators, you once again make use of the Blaster's ice ray to traverse the irradiated water that stands between the generator cluster and Bay 21.

Reaching the exterior framing of the bay, you are able to get a better look at the Injector Node that now occupies it. Shaped like a shallow bowl that has been flipped over, you see that the top has a focal structure which must be the point of injection for the matter, while on the bottom you observe components that deal with using some other industrial form of Armstrong to extract the matter from the exposed piping that is embedded in the track that it is levitating over.

Elizabeth

(While approaching a catwalk system that allows access to the under portions of the node)

"Seems simple enough. Although, I can't help but wonder... just exactly how one keeps matter contained within exposed sections of track. And across a sphere, no less."

Hullton Manifestation (Intercom)

"Oh even simpler still, just an easy to implement electromagnetic charge along the track keeps the matter in check until extraction is required. Now, the regulator will be located on a mechanical access port labeled ZOR, it should also have the Zero One insignia on it."

With one final ice ray blast you manage to reach the stairs that lead up to the catwalk which provides access to the under areas of the injector node.

Elizabeth

(Sees the Zero One insignia once reaching the under portion of the node)

"I see it."

Hullton Manifestation

"Perfect, unfortunately though we have neither the ability, nor time, so you'll have to use the blaster to cut away the panel."

Elizabeth

"Okay, and then what?"

Hullton Manifestation

"After that, a few tugs should be enough to release it from the connectors."

Melting through the bolts, the metallic panel eventually falls away from the rest of the node's outer plating, revealing the top of the cubed shaped regulator, and after giving it a few tugs with Armstrong, you manage to free it from the port.

At this very same moment, the node deactivates and quickly falls downward towards you, but thanks to a support structure on the track, it comes to rest upon it just before it can slam against your head. (Scene note: after coming to a rest, there is only about a few centimeters to spare in head clearance)



Elizabeth

“Cutting it a little too close there, but
(brings regulator cube closer to observe it) I got it.”

Hullton Manifestation (Intercom)

“Not bad. Everything else is showing to be in order here, so make the swap and head back up.”

Using the ice ray, you traverse back to the Gravitron generator cluster and ascend to the upper level where you approach the port of the malfunction regulator, and after using the heat ray to again remove the metal panel that covers it, you remove the broken device and replace it with the one from the injector node.

(Gameplay note: the player will use Armstrong again to both remove the broken regulator and to put in the new one, and when the new cube is positioned into the port, connection sounds will be heard signifying that it is ready to go)

A few seconds after you replace the regulator, you again hear the generators go through their start up sequence, and unlike the numerous times before, the sounds continue to build, followed by the entire cluster roaring back to life and giving off bolts of electricity which arc between the banks of generators.

Elizabeth

“(Softly) Back in business, (normally and towards the communicator), now, that’s really it right?”

“Zero”

**ALL NECESSARY SYSTEMS ARE RESPONDING
WE MAY NOW COMMENCE FABRICATION■**

Making use of the ice paths one last time, you make your way back to the ice encased collapsed floor at the center of the lower level and up towards the small staircase that leads to Fabrication Command where the Hullton manifestation is waiting for you.

Reaching the top of the stairs, you enter into a modest sized space that stands alone atop the lower sphere facility, and thanks to it being enclosed by a massive glass bubble canopy, you are provided with a complete view of the interior of the sphere that lies above.

And at the center of it all, you find the Hullton manifestation standing next to a set of terminals and a mess of wiring coming from an exposed panel in the floor, which he had been reconfiguring.

Hullton Manifestation

(Finishes splicing together a pair of wires by using Armstrong with one hand and generating heat with the other)

“Ah yes, there we go, that should about do it, right...
(Steps in front of the terminals and faces you)

...shall we begin?”



Elizabeth
"You're the maestro here."

Hullton Manifestation
"Oh come now, it'll be your ship, so (steps to the side) it should be you who does the honors."

Looking at the terminals now, you see that one has a blinking red button on its keyboard panel, along with another wire-frame representation of the IP Series on its display. And just after you push it, you see the matter injector nodes begin to move into new positions along the inner shell tracks.

Terminal (Synthesized Female Voice)
"Fabrication in progress, please stand by."

A few seconds after that, four massive orb like structures start to rise out of the roof (the floor from your point of view in the control room) of the lower sphere facility, which give off a dazzling display of pulsing light and arcing electricity as they use Armstrong like gravity manipulation to suspend themselves in mid-air (you assume these must be the Gravitrons).

Coming to a stop at the center of the sphere, the Gravitrons give off an even greater pulse as they appear to generate some kind of spherical field that the matter injectors then begin to fire into. However, as this is happening, you notice that the microscopic cracks, which were allowing water to slowly leak in before, are now growing in size throughout the inner sphere in response to the stress.

Hullton Manifestation
(As the matter injector nodes begin to fire into the Gravitron field and the leaks begin to grow in number)
"Don't worry, she'll hold together (if the player is close enough they will then hear)...
"(softly) ..you hear me, baby? Hold together."

Looking upward at the center of the sphere, you see the matter being injected into the field at first forms into a shapeless glob of molten material, but as time goes on, the heat and gravity manipulation that it is subjected to begins to mold it closer to the shape of the design that is displayed on the terminal (observing the terminal gives a real time update on the fabrication process).

Another pulse is emanated, the strongest one thus far, as the sphere of matter becomes engulfed in light.

Hullton Manifestation
"Completely normal, it's just finishing the Quantum Drive core that's all."
(Details of this can also be seen on the terminal's display during this time)

Staying engulfed in light, the pulses, though not as powerful, become more frequent, and you notice the cracks all over the inner sphere grow yet again, with some of the leaks becoming a violent spray.

Elizabeth
"You sure about this?"

"Zero"

SPHERE INTEGRITY IS NOW AT 72 PERCENT

(Pulses continue)

68 PERCENT

Hullton Manifestation
(Looks around, as if now concerned, then walks past you and towards the staircase)
"And with that, the cue is heeded... (quickly) let's go."



(While the vibrations throughout the sphere become more intense as the pulses continue)
Just as you reach the bottom of the staircase, which leads back into the showroom like space, you see the Hullton manifestation again use its ability to self generate heat to not only melt away the ice wall that was blocking the circle cut out in the ceiling, but to also blast away portions of the ceiling structure itself. You also realize during this time that his Master Blaster like abilities are far more powerful than yours.

Hullton Manifestation

(As the water flow from above increases)

“We need to expand the opening to decrease the pressure (another large pulse shakes the sphere violently, then he blasts again, causing the ceiling to appear compromised in its structural integrity), your blaster should be able to have an effect on it now.”

Now aiding in the effort, areas of the ceiling begin to fall away more quickly (as a mixture of steel and streams of water, and since the sphere is acting like a giant heat sink, the water leaking through the sphere is heated just enough that it doesn't hurt you when/if you come in contact with it) and as the opening nearly doubles, you find yourself completely surrounded by a gushing wall of water (though now not as violent as before) which hits the floor and flows past your feet and down into the lower level once again.

Hullton Manifestation

“That should do it.”

Elizabeth

(Observes more cracking up above as the sphere continues to vibrate and shake after the pulses)

Hullton Manifestation

(While looking upwards, the matter injectors stop and the Gravitrons begin to descend with the still glowing orb of matter) “Here she comes, get ready (more shaking, even though the pulses have stopped, which causes the water that is falling into the space to increase in volume and intensity)

As the Gravitrons descend back into what is left of the ceiling structure of the lower sphere facility, the glow around the orb of matter slowly fades away, revealing the now completed version of the ship.

Exactly like the wire-frame design, and already coated in a metallic bright red color, the ship comes to a stop (levitates by itself now) just a few meters off of the now flooded, and near river rapids like, floor.

”Zero”

OVERRIDING AUTOMATED COMMAND FUNCTIONS

(A small hatch under the cockpit opens up, followed by a small ladder unfolding downward)

Hullton Manifestation

(As the falling water continues to become more violent, he begins to fire out ice beams from both hands towards opposite sides of the space) “Forgoing the usual company pleasantries, a simple bon voyage will have to suffice.”

Elizabeth

(While climbing up the ladder)

“Thank you.”

Hullton Manifestation

(While facing away and still blasting) “Just a duplicate, right?”

Elizabeth

(Turns back towards him, then speaks in a somber tone) “...Yeah.”

Hullton Manifestation

(Turns head halfway towards you and smirks)

The hatch then closes and you begin to feel the ship rise.

Climbing up the rest of the steps on the ladder, you reach the cockpit of the spacecraft and begin to look out through the front window where you see the Hullton Manifestation down below still firing ice beams in nearly every direction, but as the ship starts to rise, he ceases his efforts knowing they are no longer needed, and just as he turns towards you to watch you leave (all the while water is rushing past him) he goes out of view and you are left with nothing but the sight of the cracking and bulging inner shell, with the ocean water now spraying inward from almost everywhere.

Elizabeth

(After the Hullton goes out of view, you move away from the window and sit in one of the two cockpit seats)
“(Urgently) If you could get us going that be real great right about now.”

Still rising, spraying becomes all out jets of water, and just as you see the shell of the sphere begin to implode, the exterior of the ship starts to become engulfed in light.

“Zero”

(Right as you see this message, the shell implodes in the background)

ENGAGING QUANTUM DRIVE

(Scene note: time slows down during this moment for dramatic effect)

With the shell imploding, it is quickly replaced by a massive wall of water, and just before it manages to slam into the ship, the light from the Quantum Drive completely surrounds it and your entire field of view fades to white.

Going from the deafening sounds of imploding structure and rushing water to a more subtle ambiance generated by the ship’s cockpit controls and the hum of its engine, your vision slowly fades back to normal and you notice a wall of ice going past the ship’s window. A brief moment later, the ice gives way to a complete view of Europa’s surface, and as you look past the horizon, you see Jupiter and its other orbiting moons taking up most of the background.

Elizabeth

(Looks at the scene)

“(Relieved sigh)”

(Lays head back into the seat for a short moment)

“So, that’s done... but then... what of the dup-, (soft sigh) what of Hullton?”

Communicator

NOTHING LASTS FOREVER

I HOPE YOU FIND WHAT YOU SEEK

SO AGAIN, GOOD LUCK

(Short pause)

HULLTON DATA SERVER SCRAMBLE TERMINATED

Elizabeth

“Then we better not disappoint.”

(A few moments pass as you take in the sight outside)

“Zero”

ANALYSIS COMPLETE

CONFLICT DISCOVERED

Elizabeth

“Conflict?”

“Zero”

SETTING JUMP COORDINATES FOR SATURN■

Continued in Chapter Four
Throw in your support so I can continue writing/illustrating.

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