

The Winter Market,

cont. from p. 24

empty drinks in front of her, big ones, the kind that come with little Hongkong parasols or plastic mermaids in them, and as she looked up at the boy beside her, I saw the wizz flash in her eyes and knew that those drinks had never contained alcohol, because the levels of drug she was running couldn't tolerate the mix. The kid, though, was gone, numb grinning drunk and about ready to slide off his stool, and running on about something as he made repeated attempts to focus his eyes and get a better look at Lise, who sat there with her wardrobe team's black leather blouson zipped to her chin and her skull about to burn through her white face like a thousand-watt bulb. And seeing that, seeing her there, I knew a whole lot of things at once.

That she really was dying, either from the wizz or her disease or the combination of the two. That she damned well knew it. That the boy beside her was too drunk to have picked up on the exoskeleton, but not too drunk to register the expensive jacket and the money she had for drinks. And that what I was seeing was exactly what it looked like.

But I couldn't add it up, right away, couldn't compute. Something in me cringed.

And she was smiling, or anyway doing a thing she must have thought was like a smile, the expression she knew was appropriate to the situation, and nodding in time to the kid's slurred inanities, and that awful line of hers came back to me, the one about liking to watch.

And I know something now. I know that if I hadn't happened in there, hadn't seen them, I'd have been able to accept all that came later. Might, even, have found a way to rejoice on her behalf, or found a way to trust in whatever it is that she's since become, or had built in her image, a program that pretends to be Lise to the extent that it believes it's her. I could have believed what Rubin believes, that she was so truly past it, our hi-tech St. Joan burning for union with that hardwired godhead in Hollywood, that nothing mattered to her except the hour of her departure. That she threw away that poor sad body with a cry of release, free of the bonds of polycarbon and hated flesh. Well, maybe, after all, she did. Maybe it was that way. I'm sure that's the way she expected it to be.

But seeing her there, that drunken kid's hand in hers, that hand she couldn't even feel, I knew, once and for all, that no human motive is ever entirely pure. Even Lise, with that corrosive, crazy drive to stardom and cybernetic immortality, had weaknesses. Was human in a way I hated myself for admitting.

She'd gone out that night, I knew, to

Star Trek
Gaming Material

WORLDS

of the Treaty Exploration Zone

A planetary Index of the Star Trek Series

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The following is a complete listing of all the planets, systems, and galactic phenomena mentioned in the *Star Trek* TV and animated series (listed as "anim." in the index), as well as the three *Star Trek* films. This information has been gleaned from various *Trek* publications released over the past 15 years, and from the author's viewing of the syndicated episodes. This list has been compiled to further the background of the *Star Trek* universe and aid in the detailing of your adventure campaigns. Perhaps, sometime in the future, someone will come out with a detailed Galactic map and tell us where all these places are located. Most information listed is sketchy, at best, due to the limited information the dialogue of the series gave to most locations. Any additions and/or comments should be directed to STARDATE at the editorial offices' address given elsewhere in this issue.

Acadian Star System

This is where the mining planet

Motherlode is located, which is rich in fissionable materials (anim. "Mudd's Passion").

Aldebaran III

Home to carbohydrate compounds used to slow down the degeneration of various types of plants ("Deadly Years").

Alfa 177

Location of a magnetic ore with strange properties. Also is known as a planet with a dangerously variable climate (night temperature drops to -250 degrees, Fahrenheit ("Enemy Within").

Alondra

Uninhabited planet outermost in the Pallas XIV System, eaten by a cosmic cloud (anim. "One of Our Planets is Missing").

Alpha Carinae II

A Class M planet containing a number of islands and major land masses ("Ultimate Computer").

Alpha Carinae V

Home of the love eating Drella ("Wolf in the Fold").

Alpha Centauri

UFP charter member, home of Zefrem Cochrane, creator of warp drive ("Metamorphosis").

Alpha Majoris I

Origination of the Milletus Cloud Creature ("Wolf in the Fold").

Alpha III

Planet where various precedents in Federation law were drawn up ("Court-martial").

Alpha Proxima II

Planet where various women were murdered by having their throats cut ("Wolf in the Fold").

Altair VI

Central world of a system just recuperating from interplanetary war ("Amok Time").

Amerind

Class M planet on which an advanced race established tribes of humans resembling American Indians ("The Paradise Syndrome").

Antos IV

Home of race who can change their shape to whatever they wish. Helped Garth of Izar when he was crippled in an accident ("Whom Gods Destroy").

Arachna

Spiderlike remnant of a supernova many light years across (anim. "Terratin Incident").

Arcanis

Noted point of interstellar navigation ("Arena").

Ardana

Home of the cloud city, Stratos, and origination of the substance called Zienite, a treatment for botanical plague ("Cloud Minders").

Argelius II

Favored shore leave planet by Starfleet due to the very friendly natives ("Wolf in the Fold").

Argo

Water planet once covered by land. Home of the surgically altered Aquan civilization (anim. "The Ambergris Element").

Argus X

An uninhabited planet with an abundance of Tritanium ore ("Obsession").

Ariannus

A planet which exports a number of agricultural products ("Let That Be Your Last Battlefield").

Arret

A dead planet hundreds of light years past explored territory, destroyed when its atmosphere was ripped away some half million years ago ("Return to Tomorrow").

Aurelia

Planet inhabited by intelligent, bird-like creatures (anim. "Yesteryear").

Axenar

A planet where Garth of Izar won a notable victory, later the site of peace talks ("Whom Gods Destroy").

Babel

Neutral planet that is the site of the Federation Conference on the admission of the Coridan planets ("Journey to Babel").

Benecia Colony

A planet with limited medical facilities and some cultural tastes ("Conscience of the King" and "Turnabout Intruder").

Barengaria VII

A planet inhabited with some dragon-like species ("This Side of Paradise").

Beta Antares IV

Planet where the cardgame "Fizzbin" is played ("A Piece of the Action").

Beta Aurigae

A binary system that has been studied for rare gravitational effects ("Turnabout Intruder").

Beta Canopus

A planet where the rare drug Strobalin occurs naturally (anim. "The Pirates of Orion").

Beta Geminorum

Minor star near the larger stars Castor and Pollux ("Who Mourns for Adonais?").

Beta Lyrae

Star system whose panoramic beauty has made it a major tourist attraction in the Federation (anim. "Slaver Weapon").

Beta Niobe

A star that went nova and destroyed the planet Sarpeidon, whose inhabitants escaped to their past to avoid the catastrophe ("All Our Yesterdays").

Beta Portalan

System which was attacked by flying parasites centuries ago, destroying the civilization there ("Operation: Annihilate!").

Beta VI

Colony to which the *Enterprise* sometimes delivers supplies ("Squire of Gothos").

Beta III

Planet in Star System S-11 which used to be controlled by the computer Landru ("Return of the Archons").

Beta XIIA

An agricultural colony of some 100 Federation citizens ("Day of the Dove").

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The Winter Market...

kiss herself goodbye. To find someone drunk enough to do it for her. Because, I knew then, it was true: she did like to watch.

I think she saw me, as I left. I was practically running. If she did, I suppose she hated me worse than ever, for the horror and the pity in my face.

I never saw her again.

★ ★ ★

Someday I'll ask Rubin why Wild Turkey sours are the only drink he knows how to make. Industrial strength, Rubin's sours. He passes me the dented aluminum cup, while his place ticks and stirs around us with the furtive activity of his smaller creations.

"You ought to come to Frankfurt," he says again.

"Why, Rubin?"

"Because, pretty soon, she's going to call you up. And I think maybe you aren't ready for it. You're still screwed up about this, and it'll sound like her and think like her, and you'll get too weird behind it. Come over to Frankfurt with me and you can get a little breathing space. She won't know you're there..."

"I told you," I say, remembering her at the bar in that club, "lots of work. Max..."

"Stuff Max. Max you just made rich. Max can sit on his hands. You're rich yourself, from your royalty cut on Kings, if you weren't too stubborn to dial up your bank account. You can afford a vacation."

I look at him and wonder when I'll tell him the story of that final glimpse. "Rubin, I appreciate it, man, but I just..."

He sighs, drinks. "But what?"

"Rubin, if she calls me, is it her?"

He looks at me a long time. "God only knows." His cup clicks on the table. "I mean, Casey, the technology is there, so who, man, really who, is to say?"

"And you think I should come with you to Frankfurt?"

He takes off his steel-rimmed glasses and polishes them inefficiently on the front of his plaid flannel shirt. "Yeah, I do. You need the rest. Maybe you don't need it now, but you're going to, later."

"How's that?"

"When you have to edit her next release. Which will almost certainly be soon, because she needs money bad. She's taking up a lot of ROM on some corporate mainframe, and her share of Kings won't come close to paying for what they had to do to put her there. And you're her editor, Casey. I mean, who else?"

And I just stare at him, as he puts the glasses back on, like I can't move at all.

"Who else, man?"

And one of his constructs clicks right then, just a clear and tiny sound, and it comes to me, he's right. ★

Room to Grow...

full-sized person. Xanthe.

"Hello, Sompsin," she said, standing up and kicking the kinks out of her long, curvaceous legs.

Sompsin was too shocked to say anything. How could Xanthe fit inside her own head? Evidently the body which Rac had shot was really a roboticized copy of Xanthe. Xanthe, knowing Rac's desperate state, had used a remote-controlled robot-copy to confront Rac. The real Xanthe had sat in a small control room directing the robot's motions. But... somehow the control room had fit inside the robot's melon-sized skull. How could Xanthe fit inside her own head?

She smiled now, enjoying Sompsin's confusion. "It's a new space-distortion technique my geometrodynamics-lab is working on. Still hush-hush. We've learned how to stretch small regions of space as much as we like. The next step is to scale up the technique so we can make the inside of the Can bigger." She gestured gracefully at the robot's split head. "Go on in. See how it feels."

Sompsin poked the handle of his hoe into the region between the two plastic head-halves. Contrary to all expectation, the whole two-meter hoe-handle could fit.

"Space is real," said Xanthe. "It's like a soap film. We've learned how to stretch the space-film out towards the fourth dimension. Like a pointy bump in a rubber sheet. We call it a space-spike."

"It's lucky for you Rac didn't shoot the head," mused Sompsin. "I think he meant to kill you."

"Poor Rac." Xanthe's handsome face grew suddenly haggard. "I've been so awful to him: taking him for granted, not helping him grow. And he's been so awful. He had an affair, and then I had to get even. I've been torturing him for months, we drink too much, we fight, we fight, we fight. And now he's dead." Her voice broke and she burst into sobs.

Sompsin patted her face gently. "He's not dead, Xanthe, he's on his way to Earth. It's dangerous, of course. But Rac is a resourceful young man. He may be very happy down there. We all know he's always wanted out of the Can."

"Room to grow," Xanthe quoted with a sigh. "He always felt too cramped here to really develop himself. But—oh, Sompsin!—he won't make it to Earth, he won't make it more than a couple of kilometers away from the Can! My G-lab put something out there, an infinite space-spike from one of our first experiments. It stretched too far and got unstable; it's radioactive. There was no way to destroy it, but we were scared to keep it in the Can. We put it in orbit around us. And I just know that Rac will..."

A warning-hooter went off. A ship was coming in through the launch-iris. Rac's ship, finding its own way home.

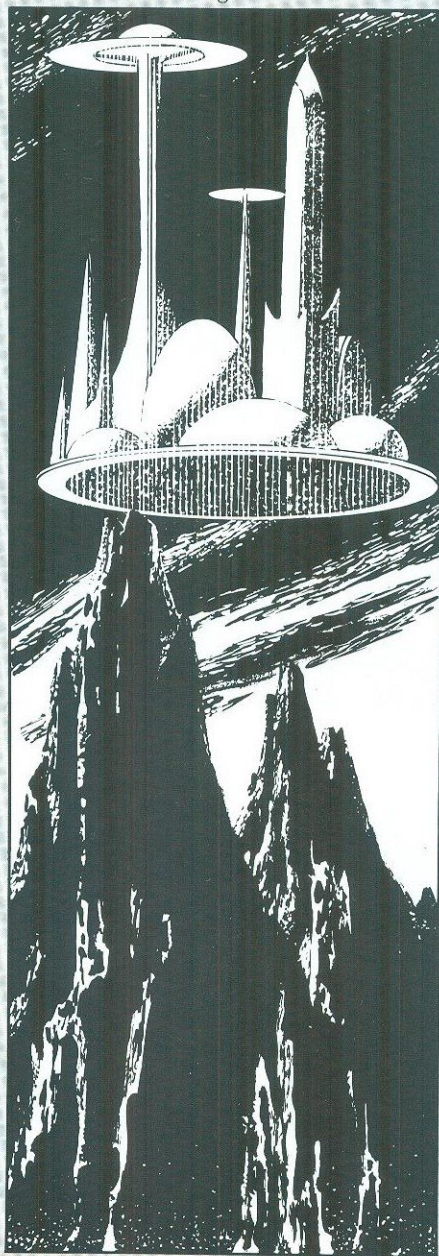
Worlds, cont. from p. 27

Bezaride

Planet of the Pallas XIV Star System, endangered by an intergalactic cloud-being (anim. "One of Our Planets is Missing").

Camus II

Home of a long-dead civilization



Stratos, the cloud city of Ardana.

which is under study by a Federation archeological team ("Turnabout Intruder").

Canopus

Star system that was the home of Phineas Tarbolde, a famous poet of the Federation ("Where No Man Has Gone Before").

Canopus III

Planet with fire breathing lizards on it (anim. "The Eye of the Beholder").

Capella IV

A planet rich in Topaline, a mineral used in life support equipment on some colonies. Also the homeworld of an honorable race of humanoid warriors ("Friday's Child").

Centauri VII

Home of Taranallus, a famous lithographer ("Requiem for Methuselah").

Cepheus

A star near the Arachna Region with a single planet in orbit around it (anim. "Terratin Incident").

Cerberus

Planet which was saved by Carter Winston when famine threatened the populace (anim. "The Survivor").

Cestus III

Planet that had the closest Human colony to Gorn space on it, destroyed by a Gorn cruiser ("Arena").

Ceti Alpha V

Planet of "exile" for Khan Noonian Singh and his followers, later laid waste by the explosion of Ceti Alpha VI in the same system ("Space Seed" & "Wrath of Khan").

Ceti Alpha VI

Unstable planet which exploded and changed the climate and atmospheric conditions of its neighboring planets ("ST II: Wrath of Khan").

Cheron

A dead planet destroyed by its inhabitants in pointless wars of prejudice ("Let That Be Your Last Battlefield").

Colony V

An inhabited planet at which the *Enterprise* occasionally makes stops ("Charlie X").

Coridan System

System containing a number of inhabited planets rich in dilithium crystals. Currently they are lobbying for admission to the Federation to protect themselves against Orion pirates and illegal mining operations ("Journey to Babel").

Corinth IV

Planet on which a Federation Star Base is located, identity number unknown ("Metamorphosis").

Cygnat XIV

A planet controlled by female technocrats. Some repair and refurbishment of Starfleet vessels is done here ("Tomorrow is Yesterday").

Cygnia Minor

A planet whose Federation colony is periodically threatened with famine ("Conscience of the King").

Daran V

A planet with a Federation colony of some 3,724,000,000 inhabitants ("For the World is Hollow and I have Touched the Sky").

Delta Theta III

A Class M planet with reptilian sentient race (anim. "Bem").

Delta Triangle

A region of space where a number of strange disappearances of starships have occurred (anim. "Time Trap").

Delta Vega

An uninhabited planet near the edge of the Galaxy, it is the location of an automated Lithium Cracking Station ("Where No Man Has Gone Before").

Deneb II

Inhabited planet where Rejac struck in its reign of terror ("Wolf in the Fold").

Deneb IV

Inhabited planet known for its good

killed nearly all of its inhabitants (anim. "Albatross").

Eden

Fabled garden planet located in Romulan space, found to be uninhabitable due to its acid-based plantlife ("The Way to Eden").

Ekos

One of two planets in the M43 Alpha System governed by a militant fascist dictatorship due to Federation observers ignoring the Prime Directive ("Patterns of Force").

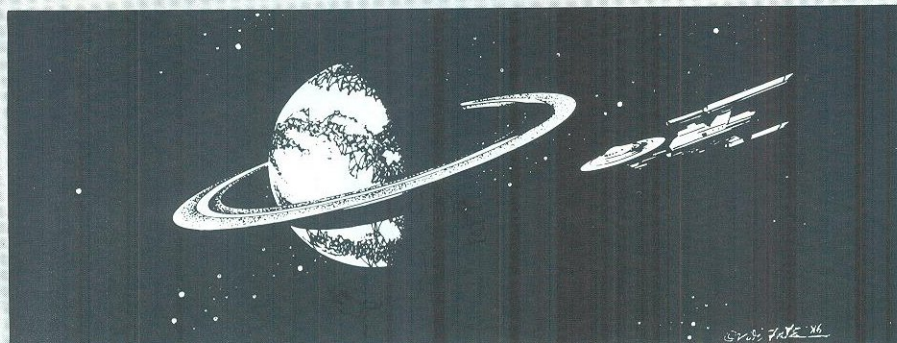
Elas

Inner planet of the Tellan System inhabited by a humanoid race of barbarians ("Elaan of Troyius").

Elba II

A planet with a poisonous atmosphere. Site of the Federation Asylum for the Criminally Insane ("Whom Gods Destroy").

Elysia



The rings of Motherload.

shore leave potential ("Where No Man Has Gone Before").

Deneb V

Industrial planet where a new Academy of Sciences has been opened (anim. "Pirates of Orion" & "I, Mudd").

Deneva

A planet with a research colony of over one million inhabitants, invaded by flying parasites but saved by the *Enterprise* ("Operation: Annihilate!").

Dimorus

A planet inhabited by intelligent rodent-creatures ("Where No Man Has Gone Before").

Donatu V

A planet fought over by the Federation and the Klingons ("Trouble with Tribbles").

Dramia

Main planet in the Dramen Star System (anim. "Albatross").

Dramia II

Second planet in the Dramen Star System, hit by an Auroral plague that

Area within the Delta Triangle region where a number of races have formed a peaceful government together within a 'Sargasso Sea' of derelict starships (anim. "Time Trap").

Eminiar VII

Planet in the star cluster NGC 321 which just recently ended its 500 year long interplanetary war with its neighbor Vendikar ("A Taste of Armageddon").

Epsilon IX

Space station on the Federation/Klingon border irretrievably broken down into data patterns by the V'ger Cloud ("STAR TREK: The Motion Picture").

Epsilon Canaris III

An inhabited planet that was on the verge of war at last report ("Metamorphosis").

Epsilon Indi

The Star about which the planet Triacus orbits ("And the Children
continued on p. 34

Room to Grow...

With trembling hands, Xanthe got the hatch open. Rac was slumped in the pilot's seat, a terrible wound in his forehead. But he was still breathing! The ship's robotics had patched up the hole where the singularity had punched through the front view-screen.

★ ★ ★

Ironically enough, the only witness to speak on Rac's behalf was the intended victim herself.

"He was in a fugue-state," Xanthe told the Council. "He really didn't know what he was doing. I provoked him by coming after him."

The hole in Rac's forehead had healed up now. He looked around the crowded Council chamber with preternaturally bright eyes, eyes that seemed to hold some vast and unspeakable secret.

"Well," said Goger, the Council head, "What do you have to say for yourself, Rac?"

"I'm sorry I shot at Xanthe. It was just a domestic squabble that got out of hand. We had a lot of bad breaks. I think we can resolve it now. I finally feel comfortable here. Finally I can understand what Xanthe needs from me."

"And what about your damage to one of our last three space-ships?" demanded Goger.

"He'll repair it," promised Xanthe.

"I'll do better than that," said Rac. "I'll improve it."

Law in the Can colony was an informal affair. Inflexible codes were a luxury this small, tightly-knit society couldn't afford. After some further debate, the Council agreed to let Rac move out of the sick-bay to live with Xanthe again.

Back in their living-quarters, the two looked at each other, suddenly shy and uncertain.

"Rac..."

"What, baby?"

"How could you? How could you shoot me?"

"I'm glad it was a robot, Xanthe. Maybe, subconsciously, I knew. But I needed to get out so bad. I needed time to think, room to grow. But now..." He broke into a laugh. "There's no exit-wound, didn't you notice?"

"In your head?"

"There's no exit-wound because the singularity got stuck in the middle. My head's huge inside... maybe infinite. And the radiation's started my brain-tissue to growing. I've got all the room I need now, Xanthe. I carry it with me."

For a moment Xanthe let herself visualize Rac's brain, seething up the endless space-spike like smoke in an endless chimney. How did it feel? What would he become?

Rac stepped towards her, smiling at her with a look of perfect understanding. Xanthe closed her eyes and let him embrace her. ★

Tricks with Glass...

Rawson clubbed an arm across the desk, smashing the machine. "Neg-o, I'm staying, and you are going to listen to me, glass man." He smiled then — a smile of bloodied teeth from where the seeds had cut into the gums.

"I want her returned to me, glass man," Rawson said. "Not alive again. I didn't like her all that much alive. But I want the image of her — there in the mirrors, in the glass, beckoning to me. I want the reflection of me, the reflection of her, intertwined. You see... I wasn't finished with her."

The Mirrormaster stood. He turned as if to look away from Birdie Rawson, but the mirrors allowed no such avoidance. "I am... finished with you," the Mirrormaster said.

Rawson persisted, "You that said you wanted a challenge."

"Yes, but..." And, for a moment, again, the face of the Mirrormaster shifted — tightened ever so subtly, to an expression that could have been read as fear, or surprise, or contempt. But not disinterest.

"Can you do it?" Rawson pressured.

"I can... tinker with reflections, Mr. Rawson. What you ask, is to conjure a ghost."

"So the answer to my question — the one-word answer from the last of the glass men — is a big phoo!" Rawson said.

"I didn't say that," the Mirrormaster countered. "What I mean is, it hasn't been tried."

"So, I tell you," Rawson said: "Try. Dare. Plunge. Be, not the follower, but the artist."

J. Tipton Witt ruffled his silvery curls like the idea itself was a bug in his hair. "And if I don't?..."

"I will go out and tell the world what a fake you are, and it will have the ring of truth to it, glass man."

"And if I do?..."

"Then, I will see to it that you become rich, revered — and rid of me. I will put all three in writing to your complete satisfaction."

Silence filled the room like mirrors.

The Mirrormaster again contemplated the woman's photograph.

"I can see in her eyes. She died hating you," the Mirrormaster said. "So will I."

But he took from the desk drawer a long, silver-colored pencil and a pad of paper, and began drawing arrows and angles and little dotted lines criss-crossing this way and that, and muttering to himself about "angle of incidence" and "angle of deviation."

"By 'deviation,'" Rawson said, "I hope you mean nothing personal."

"Get out," the Mirrormaster ordered.

"Joobie! O-yes, I will be anxious to hear from you," Rawson said, and his boots, departing, rattled applause for the work so auspiciously begun.

It was a week later that J. Tipton Witt

Worlds, cont. from p. 31

Shall Lead").

Excalbia

A molten planet with a sentient lava-creature life form ("The Savage Curtain").

Exo III

A frozen world which once was the home of an advanced civilization, now being studied by Federation scientists ("What are Little Girls Made Of?").

Fabrin

A planet destroyed thousands of years ago but descendants of its

Triskelion").

Gamma Vertis IV

Planet inhabited by a race of empathes saved from destruction by a more advanced race ("The Empath").

Garv VII System

System containing the planet Pandro (anim. "Bem").

Genesis Planet

Artificial planet within the Mutara Nebula created by the unstable Genesis Effect, finally destroyed itself (*Star Trek II & Star Trek III*).

Gideon



Cestus III, too close to Gorn Space.

inhabitants built an asteroid ship to escape ("For the World is Hollow and I have Touched the Sky").

Gamma Canaris N.

Small planetoid, probably a remnant of a larger planet, with conditions similar to Earth standard ("Metamorphosis").

Gamma 400 System

System where Starbase 12 can be found ("Space Seed").

Gamma Hydra IV

Earth-like planet near the Romulan Neutral Zone. Starbase 10 is the closest Federation establishment ("Deadly Years").

Gamma VIIA System

Solar system totally destroyed along with its billions of inhabitants, by a huge amoeba-like space creature ("Immunity Syndrome").

Gamma Trianguli VI

A planet that, until recently, was controlled by a gigantic computer complex called Vaal by the inhabitants ("The Apple").

Gamma II

An uninhabited planet with an automatic communications and astro-

gation station on it ("Gamesters of

Gorla

Planet within an alternate universe, rebelled against the evil Imperial Federation and was destroyed ("Mirror, Mirror").

Gothos

An artificial planet constructed for amusement by a child from an advanced race of energy beings ("The Squire of Gothos").

Guardian's Planet

Ancient planet of a long dead civilization which houses the Guardian of Forever time machine ("City on the Edge of Forever").

Hanson's Planet

Planet inhabited by large anthropoids, similar to those found on Taurus II ("The Galileo Seven").

Holberg 917G

A small planet rich in Rytalin, which is used to cure Rigellian Fever ("Requiem for Methuselah").

Icarus IV

A comet that can be found near the Romulan Neutral Zone ("Balance of