It's been a while, and who knows, you might have just wandered in from an alternate Earth, or you're a descendant of the Lifeship Antares crew finally making it back to check in on the home world (and you're probably thinking "what the hell...?")

Anyway, it seems like it's time to recap ... If you've been along for the whole ride so far, you can skip this part, OK? You be the judge. There won't be an exam.

There won't be an exam.

The majority of the people on two and a half continents spend their entire lives, or

The majority of the people on two and a half continents spend their entire lives, or close to it, in Sleep. (Here's me, about to be tucked into my Sleep bed.) Sleep is a kind of dreamworld where you can live the life of your imagination ... if you have enough imagination ... and if not, other people will sell you some of the products of theirs. They'll be happy to, because Sleep isn't free, and everyone has some rough times where they wonder how they're going to pay their bed fees that month.

this entertainment go out and consume entertainment in their free time, so sometimes it feels like we're all just playing games for each other and passing rent money back and forth. The only people who don't ever have to worry about their bed fees are the Barkers, who own the technology that makes Sleep possible ... and own pretty much everything else, too. There are a few good Barkers, and there are a whole bunch that aren't. The crop of Barkers who run A4, the Sleep facility (you might as well call it a city) where I live, are about Pifty-fifty. I know, because I've had to deal with them. More than I'd like. My name's Ruby Martinez, and I never intended to be going anywhere near Barkers if I could avoid it. I was an actor, until I realized I had a talent for directing and writing and switched to that. It pays better, and you have to have sex with unpleasant people a lot less often.

There's really only one industry in Sleep:

entertainment. Providing things for people to

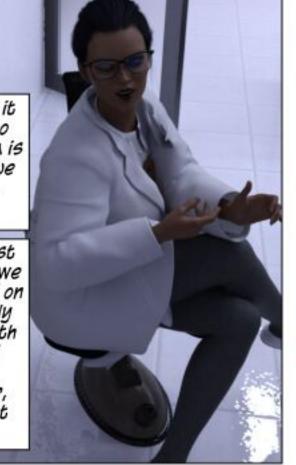
do and see. Some of it is innocent, and a lot of it is definitely not. The people who provide

More than a year ago now, I was approached by a woman named Leyna, who wanted me to help her investigate--and, if necessary, subdue--what she called "manipulators."



I guess everyone in Sleep can manipulate it to some extent, or you wouldn't be able to make your dreams come true. The problem is the ones who make their dreams come true by messing with other people's heads ... without their permission.

People like Dr. Zoe Chapman, a psychologist with very poor professional ethics. When we met her, she wasn't just doing "research" on non-consenting subjects, she was literally turning them into lab rats. Leyna and I both came close to walking on four paws and squeaking ourselves. I admit that Dr. Chapman did help me a lot on a case later, but she's still dangerous, and her current whereabouts are unknown.



We've also had to deal with Nathaniel Barker, a rogue member of that family. You can tell you're a real piece of work when they kick you out. Nathaniel would love it if everyone in A4 was walking around as a mindless drone. Misguided revenge? Sheer nihilism? We're not sure, but we've had to stop her twice.



But the one I think was the worst of the lot so far is "The Mesmerizing" Melinda, a hypnotist-turned-mind-controller with a really malicious streak. She likes to mess with people because she gets off on it. When last seen, she had teamed up with Clayton Barker, another one cast out of the family.



Clayton, the closest A4's ever had to a crime lord, was definitely looking for revenge against the rest of his family. He managed to mostly get it, with Melinda's help; a lot of the key Barkers were trapped in nasty and humiliating situations, and it looked like the two of them were going to have all of A4 as a playground.

