

EVEN

5



KEY OF TIME



LOONA



**SCIENCE
FICTION**
COMICS & GRAPHIC NOVELS

EVEN * 5

KEY OF TIME



LOONA

SCIENCE FICTION
COMICS & GRAPHIC NOVELS

EVEN·X

KEY OF TIME



Sol system 2521 AD

The planetary system of our sun is new, fast and explored manned spaceships. Many people leave the earth captured by the longing to discover new worlds. Colonies and Bases are also established in the most remote locations of the Sol system.

Some brave people set out into interstellar space to travel to distant planets in our galaxy.

The "Cybernetic War", which begins in 2995 AD, stops this development.

At the end of the war in 3000 AD it will the Solar Parliament formed. Biological and biogenic humanity will form from now on together the new humanity of the Sol system.

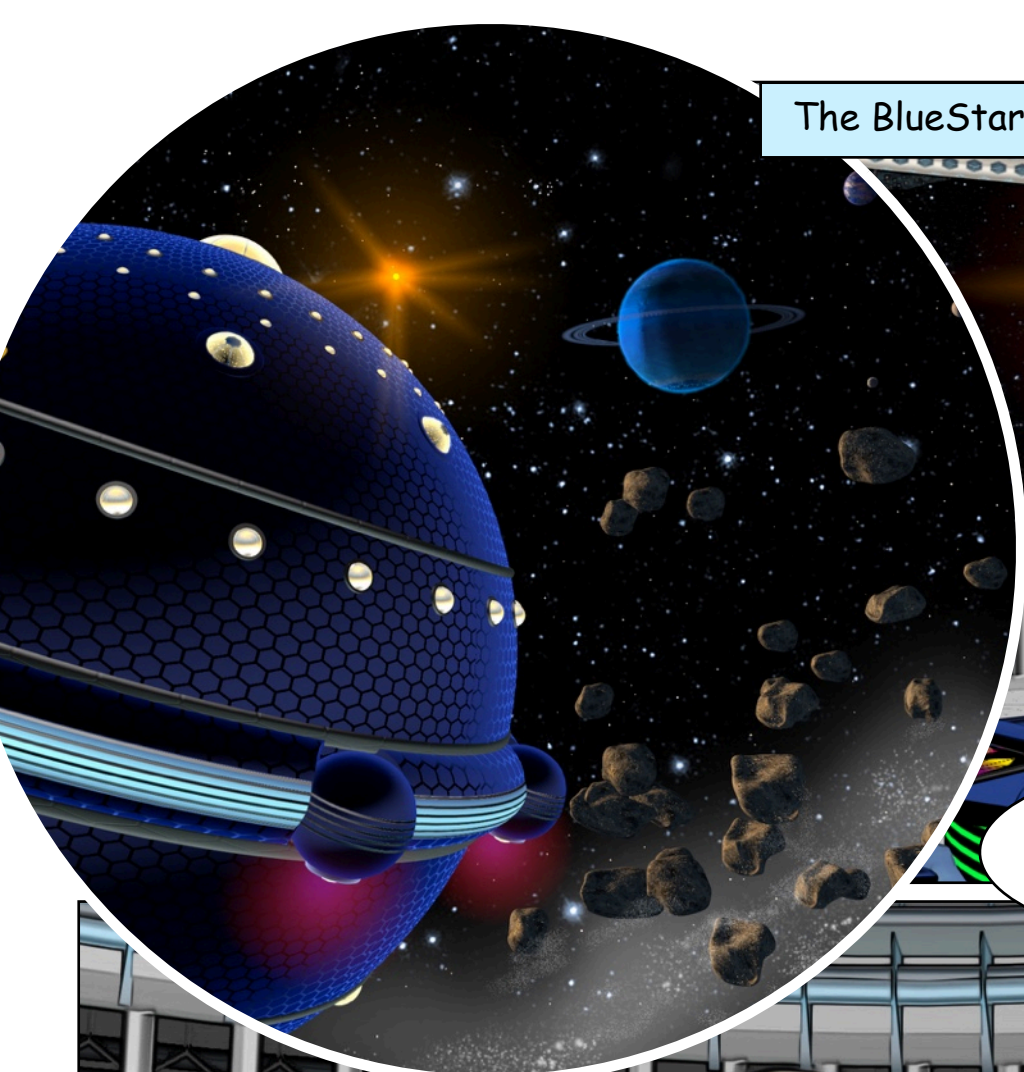
A new era is introduced in the Sol system.

The year 1 ST (solar time) begins.

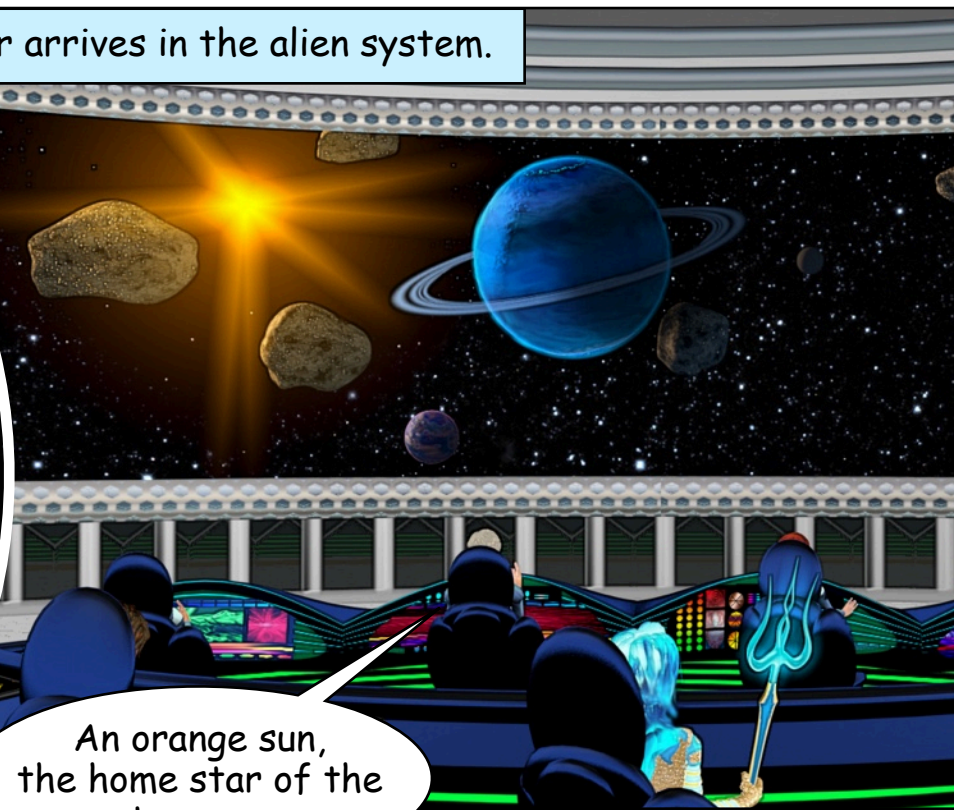
In 196 ST a small special unit is formed, which is able to research strange processes in space.

The EVEN·X

The data of the spaceship on Poseidon are kept by the EVEN·X to the home system of LOONA.



The BlueStar arrives in the alien system.



An orange sun, the home star of the strangers.



The system has only one planet, a massive gas giant. Five worlds revolve around him.

Space stations and artificial worlds but no other planets orbiting the sun.



Lively radio activity. Language translation in progress.



Many thoughts, on many worlds. They call themselves Loona.



The Central World. It is densely inhabited and, like the other four worlds, orbits the gas giant. We'll examine that in more detail. The Jumpstones are ideal for this. Teams of two, each team explores one world.



The jumpstones are ready. Action plan is issued.



The crews are on their way to the spaceships.

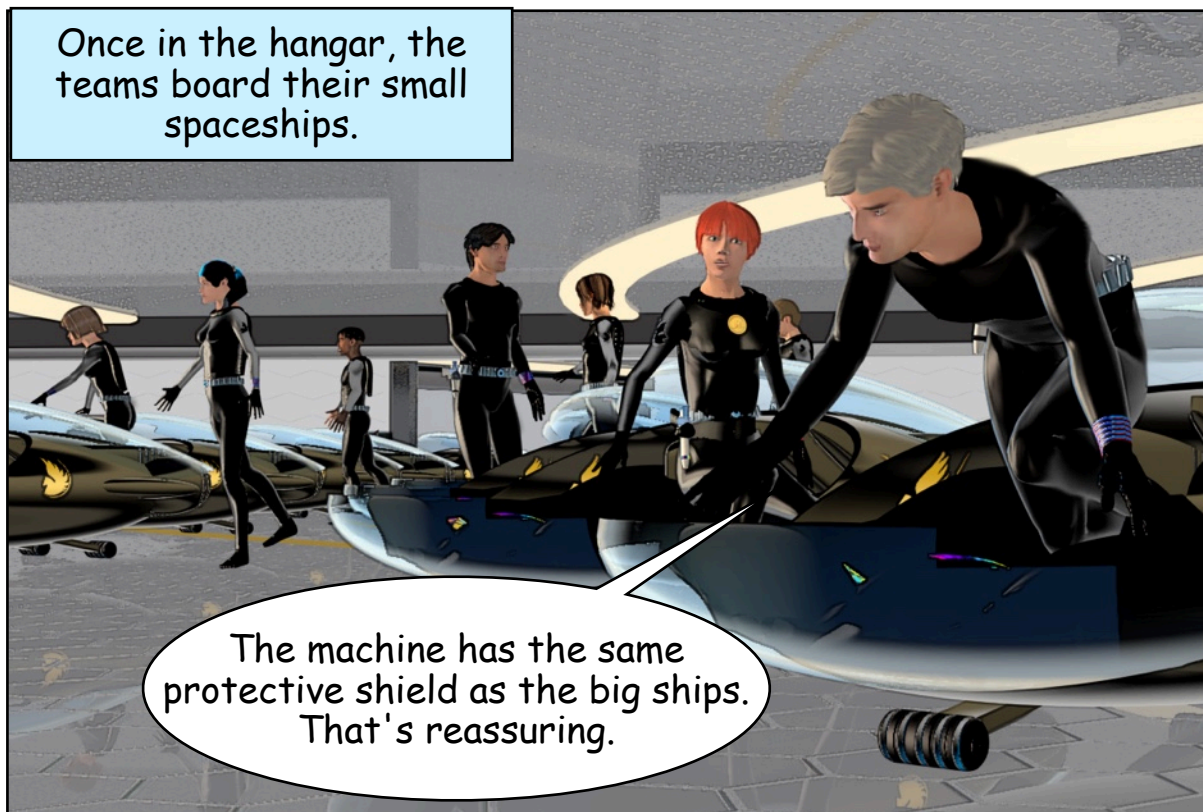


There are many spaceships in the system. The Jumpstones are built for such missions. Very fast and hard to locate.

We take over the main world. Flight route and actions at its own discretion. If the opportunity arises, contact us.



We must maintain radio silence. Exceptions are coded, micro-pulses.



Once in the hangar, the teams board their small spaceships.

The machine has the same protective shield as the big ships. That's reassuring.



Don't forget your comments. You could be valuable.



The small ship has energy weapons of different modulation. I hope I don't need them.

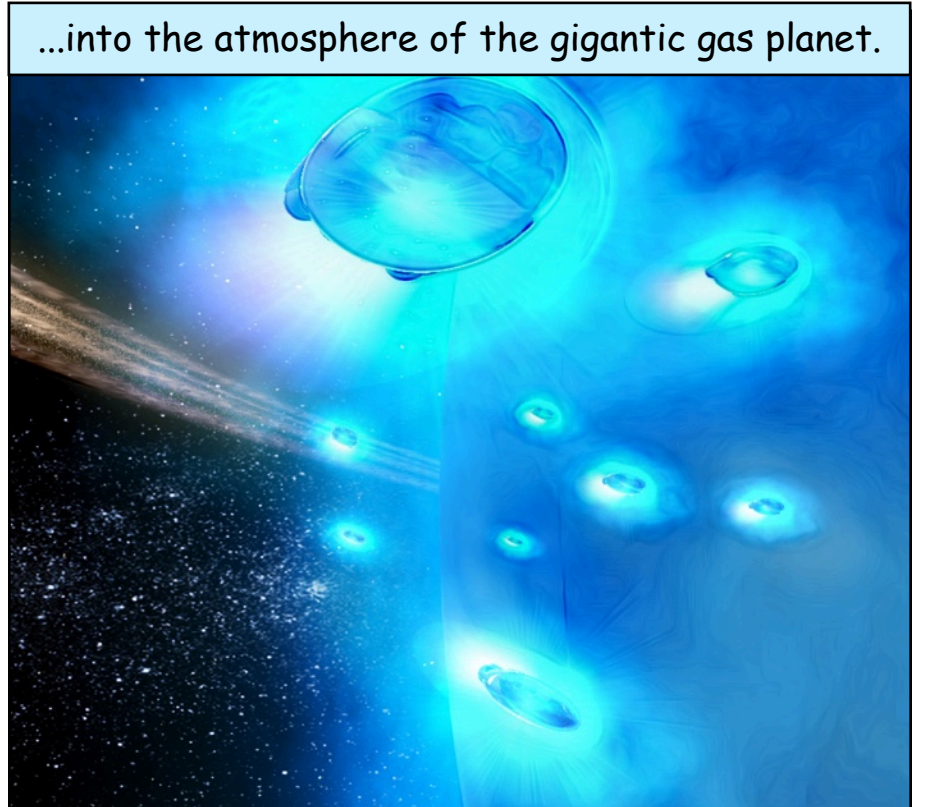
The ten small spaceships leave the hangar of the BlueStar...



...and immediately jump through hyperspace...



...into the atmosphere of the gigantic gas planet.



One after the other, the teams leave the gas giant and cautiously strive towards their goals.



Get it on
Apple Books