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## Scenario

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## 1 The Galaxy

*The First Eldrushyn Congress at Centauri* takes place in the Milky Way Galaxy, some hundreds of thousands of years from today. Over half the Galaxy has been populated by a myriad of races and states that make up known space. The other half of the galaxy is currently being explored, but for some reason, colonies on the far side of the Milky Way tend not to survive.

## 2 Galactic History

The Milky Way is rich with history, starting long ago when the first sentient beings began colonizing space.

### 2.1 The Interstellar Age and Contact

Each race or civilization enters an Interstellar Age when it begins to colonize planets other than its home. An interstellar government or empire of any sort requires very fast travel and communication, and so most interstellar civilizations end up fracturing in their early existence.

The first race to become interstellar was the Sestarial. They held a niche in the Talthysarian arm of the galaxy for some time, and expanded inward. The Bzzn, the second race to become Interstellar, met the Sestarial on the inner edge of the Talthysarian region. After some awkward diplomacy, the two races signed a peace and cooperation treaty. The signing of this treaty marks Contact, and is the beginning of Standard Year 0. The Rokanagi came to contact the Sestarial and Bzzn at about Standard Year 2800.

Since then, Faster-Than-Light (FTL) travel and communication have made interstellar empires possible. FTL travel requires Fast-Jump drives, which use a crystal called Doram to generate phased wormholes. Early FTL travel was dangerous, but has become safer with time. The only remaining flaw in Fast-Jump technology is that a chain reaction causes all the Doram fuel to be used up, regardless of the length of the jump. This has created the need of a massive network of Fast-Jump hubs, which have refueling stations, and one jumps hub to hub to make a cross-galactic journey.

FTL communication requires massive relays, which bounce information through microscopically thin and precise phased wormholes. Connections are prone to trouble, because of the chaotic formation of these wormholes, but reliability is improving.

### 2.2 The Race Wars

The Race Wars were the most trying time in the entire history of the Galaxy. A few thousand years before the Humans made Contact, the peace between the Sestarial and Bzzn broke down in some border clashes. Many believe that the two races were so fundamentally different (largely because of the gap in psychic sight), that small disagreements could not be reconciled.

The border skirmishes expanded along the entire border between the Sestarial and Bzzn. Hoping to stem the war, the

Rokanagi sent in peacekeeping troops that eventually were dragged into engaging both the Sestarial and Bzzn armies. Although the Bzzn warriors were fearsome, the Rokanagi had very developed strategies that kept them at bay. Other, smaller races allied with the Great Three by their geography. Hundreds of races were involved in the war... dozens were made extinct.

The war raged for centuries. So many civilians died that all three armies kept fighting simply to avoid extinction. It was not the Rokanagi military intervention, but instead the philosophical intervention by Bran Ki Tai that ended the race wars. His teachings, re-preached by those that called themselves the Followers of Bran Ki Tai, brought popular dissatisfaction with the war, and an uneasy armistice that became a lasting peace due to the massive propagation of Bran's teachings.

Almost ten thousand years have passed since the treaty was signed. Today, the Race Wars are seen as the greatest tragedy in the history of the galaxy. Trillions died, many races became extinct and civilizations fell in a matter of decades. The galaxy rebuilt slowly after that, and vowed to never let the race wars happen again.

### 2.3 The War of Ascension of The Grand Imperial Dominion of Aurora

Though peace prevailed for a few thousand years after the Race Wars, armies shrunk and many states let their guard down. During this time, a small state of Gyor built up a highly mechanized military, designed to destroy critical transportation and communications infrastructure.

Gyor's conquest began with a simultaneous operation by agents planted all over the galaxy that crippled the Fast-Jump and Relay networks, crippling the scattered and unorganized militaries of the galaxy. Over a mere 162 years, Gyor had conquered or destroyed half the inhabited planets in the galaxy. In the desperation of the situation, the Rokanagi united the Three Great Races in a grand coalition that trapped and defeated the Gyor command fleet, and Gyor surrendered about 8000 years go.

Victorious but surrounded by conquered and broken planets, the coalition of Generals deemed themselves an oligarchy government over a Grand Imperial Dominion of Aurora (GIDA) to watch over the anarchic power vacuum that ensued. They effectively rebuilt not only the Auroran region of the galaxy, but the entire southern half. After hundreds of years of rebuilding, it seemed that the Great Races were steadfast and united, and that peace would reign for a great time.

### 2.4 The Rise of the Post-Humans

The Humans made contact when the exploring Rokanagi stumbled upon the Human Mars colony, approximately 5500 years ago. The Humans, afraid of and confused by the Rokanagi, killed the diplomatic attache. The Rokanagi responded by sending an expeditionary force to defeat and enslave the Humans.

After hundreds of years under enslavement, the Humans learned the Galaxy Standard Language (GSL), and were conscripted under the command of the GIDA military. Their performance caused great debate among the leaders of the galaxy as to whether the Humans should remain enslaved, but it was decided that the Humans were not intellectually ready for self-autonomy. Hearing this, the Human Jherod Pilner conducted experiments for over 50 years in developing a device to allow the Humans to be connected to the network at all times, giving them the intellectual prowess necessary to ascend from slavery. He died during testing, but his experiments led to the first successful Flotation Devices, which the Humans used to quickly learn engineering, search for Rokanagi weak points, and communicate with each other to launch a coordinated uprising. The uprising was short; the other races in the galaxy knew that the Humans had won their freedom. 2900 years ago, they declared the forming of the Post-Human empire in the Loran region, which later came to incorporate many other races and become the Lorian Republican Commonwealths (LRC), fewer than 1800 years ago.

Today, there are few bad feelings between the Humans and Rokanagi, but there is certainly a sense of competition between the two races.

### 3 Races

Although there are hundreds of known sentient races in the galaxy, most have not come to populate more than a few local planets. There are four races in particular that are known by all educated people in the galaxy, both for their sheer population and for their renowned participation in history.

#### 3.1 Post-Human

The Post-Humans are the people that emerged from the ashes of the Human race. After defeat and enslavement at the hands of the Rokanagi, the Humans genetically engineered (Geneered) themselves, resembling their former selves only aesthetically. Enhanced organs, as well as resistance to aging have allowed the Post-Humans to live a healthy life beyond 150 years.

Further, Post-Humans usually equip themselves with body modifications (Borging), both hardtype (visible by the human eye, like bionic arms) and nanotype (microscopic in size), though nanotype is cutting edge and only used by the wealthiest and most technologically advanced.

The overwhelming majority of Post-Humans wear a Flotation Device, starting in adolescence. Flotation Devices allow a Post-Human to keep a fraction of his consciousness in the Network at all time. In doing this, he can access Network information in a dynamic, real-time framework. The Post-Humans use the Flotation Device to keep an edge up on the rapid shifts in the Galaxy that they might otherwise miss.

#### 3.2 Rokanagi

The Rokanagi are an ancient silicon-based race. Their lifespans are long, stretching between 300 and 400 years. Short and stocky, the Rokanagi are the most physically robust race in the galaxy. The Rokanagi often take great care to cultivate their bodies and minds, and integrate the two in a harmonic and powerful force to be reckoned with. They often meditate, seeking inner peace and outer perfection. As they consider their bodies to be pure, almost holy, they often join the Tiberian Order, and generally look down on Geneeering and Borging, as these defile the purity of the body, and cheat the efforts of meditative cultivation and hard work.

The Rokanagi mostly populate the Grand Imperial Dominion of Aurora, and have largely dominated interstellar politics for millennia.

#### 3.3 Sestariel

Tall, slender, and graceful, the Sestariel are the most psychically adept of all the races in the galaxy. Even young, untrained Sestariel have the ability to read the auras or vague feelings off of their peers; and older, highly-trained Sestariel are capable of extensive mind-probing or brainwashing. With power comes responsibility, and the Sestariel look down on the abuse of psionic powers. Despite this, some groups have risen to use their psychic powers for manipulation, power, and evil.

The Sestariel are poor organizers, as they prefer to keep a good deal of distance between each other to protect their thoughts. Sestariel tend to rarely form monogamous relationships or stay in family groups, but often prefer solitude. This has made Sestariel interest fronts very weak in the past.

There is a legend in some Sestariel cultures that their gifts, which are still prone to confuse cognitive scientists, are the product of a higher psychic entity, one that exists without form or mortality. Some Sestariel consider this entity a supreme mother of their race and are in active search for it. Most Sestariel no longer believe in this legend, though the few that do have been

pressing the idea with fervor lately.

#### 3.4 Bzzn

The Bzzn are an insectoid race, composed of three castes. At the bottom caste are drones: lacking subjectivity or self-motivation, drones will follow whatever orders they are given, including those from outside Hive members bold enough to steal them. They are excellent workers and tend to do dangerous or hard labor: mining, factory work, etc. The drones are often used by high-caste members to complete chores or help with difficult tasks. Hives usually contract off drones to government or corporate institutions for incredibly profit.

The second caste is a warrior caste. Taller, bulkier, and more agile than other castes, warriors are held in great reverence, and are both the pride and the enforcement arm of any House. They are birthed and killed rather quickly, though, as the Houses are prone to conflict. Hives will even use their Warriors in the conflicts of other races, should the price be right.

The highest caste is the House cast, a small family of nobles that represent a Great Brooding Queen. The Houses have their own crests and colours, and are often pitted in conflicts of superiority. Houses spend lavishly on decor, estate, and pomp, in efforts to show off their wealth, and tend to have incredible social awareness of how their House is seen in relation to other Houses.

The Bzzn are notable for having absolutely no psychic affinity. They are immune to psychic attacks. Despite their odd culture and inter-hive squabbling, other races appreciate their excellent customer service.

#### 3.5 Serkash

The Serkash people are very small in number, but discovered Elrushyn and have some say in its fate. They are almost mythical creatures; winged and covered in vibrantly coloured feathers. The Serkash people are known for being charismatic and peace-loving, and have a deep cultural history that centers around their art. They are one of the many races in the galaxy that largely lacks a political voice.

## 4 Religions

#### 4.1 Followers

The Followers of Bran Ki Tai form the largest religion in the galaxy. The religion began near the end of the Race Wars, when Bran Ki Tai came to teach that all races were equal, and that the brief moments of life outside of the Void should be cherished. His teachings brought the Race Wars to end 300 years after his death, halting in armistice the bloodiest war in the Galaxy's history, having destroyed worlds and brought races to extinction. Many historians, though, have argued that long ago, the Followers had a holy order of warriors that helped to put an end to the war, as well.

The fundamental teachings of the Followers are three<sup>1</sup>:

- Void - "In the Void, there is no meaning, and no hope. It is the ultimate negation, the enemy of Life."
- Birth - "Birth is the first and greatest gift we receive, for it is the gift that raises us out of the Void. It is the gift we can never repay, and we owe to our parents our eternal gratitude and obedience for their gift."
- Form - ""The exterior is meaningless. It is the interior, the method of living of one's life, that matters."

<sup>1</sup>No more, no less. Thou shaln't count to four, nor two, unless thou shalst proceed unto three. Five is right out.

Most Followers hold these Truths dear, but the Servants of All practice them as a life calling. They help others in need, and never rest to make sure the Race Wars will never happen again. The Servants are loosely organized, bound by Archbishops on each planet that meet every ten years or so.

## 4.2 Tiberian Order

The Tiberian Order is the oldest philosophy in the Galaxy, known separately by most races before they even entered space. There is debate as to whether the Tiberian Order is actually a religion, but many practitioners are extremely devoted to its principles of Harmony. Practitioners spend long hours meditating on the cultivation of their minds and bodies, and perfecting the Harmony that carries their bodies and minds through the universe as long as they are alive. Many Tiberian Order monks, despite being humble and soft-spoken, are incredibly skilled hand-to-hand warriors. Their strength and skills are built over time, during intense physical practice that takes a great deal of a dedicated practitioner's time.

Because the Tiberian Order emphasized Harmony between body and mind, it looks down heavily upon body-modification, drug usage, and cyberware. Some branches of the order are passionate enough about this idea that they will ex-communicate members that are guilty of using such modification tactics to improve their physical abilities.

An extreme faction of the Tiberian Order is known as the Perfect Temple, which ravenously enforces the idea of body purity. The Perfect Temple believes that body modification is a plague that threatens to corrupt the Form of all people. Terrorists have claimed responsibility for attacks in the name of the Perfect Temple, and the membership of the group is completely secret. The Tiberian Order monks often reject the Perfect Temple, but there are monks that sympathise with their cause. As a result, the Tiberian Order has recently been banned from the LRC colony on Elrushyn.

## 4.3 Sunset Temple

The Sunset Temple does not exist publicly on most planets. A few AIS planets let the Sunset Temple operate to some degree, but the largest empires have all made laws that directly or indirectly outlaw the Sunset Temple and its practices.

Although their practices are very mysterious, it is known that the Sunset Temple often engages in ritual sacrifice. Members of the Sunset Temple, when they are old, will submit themselves to sacrifice for the sake of the Temple, but the Sunset Temple's primary stock of sacrifices comes from others, who are reportedly willing. These sacrifices have something to do both with worship and the myth that upon death, the individual releases a life energy that can be used to perform supernatural actions.

The Sunset Temple has established its largest ever base of operations in the entire Galaxy on Elrushyn in the last 50 years. Their sphere of influence rivals the governments on Elrushyn, and their ranks have swelled due to a large influx of exiles from other planets. Although many are uncomfortable with their presence, the Sunset Temple has a great deal of power and influence on Elrushyn.

# 5 Empires

## 5.1 The Grand Imperial Dominion of Aurora

The Grand Imperial Dominion of Aurora (GIDA) is the longest-lasting multi-planetary state to ever exist in the Galaxy. It formed about eight millenia ago at the end of a horrible war of conquest, in which three generals, one representing each of the Three Great Races, banded together in a defence pact and achieved victory. Due to the anarchy and armageddon that the war had caused, the military coalition became a de-facto oligarchy of three (though later it was expanded to four as the Post-Humans achieved Great

Race status). One representative of each race is present, with the Rokanagi general at the top as Emperor.

The culture of GIDA is very military and formal, and codes of conduct define day-to-day interactions. Most post-adolescent adults spend some time in the military, and a military career is the best way to get anywhere in government. The bureaucracy under the government has grown somewhat bloated and inefficient, but is coming to decentralize away from the central Oligarchy and its advising boards.

GIDA's military is very well-funded, large, and technologically advanced. This is a bit of a drain on the economy, but has kept its border regions safe. The military budget has grown in the last few decades, due to a possible security crisis at the rapid growth of the Lorianian Republican Commonwealths state.

GIDA has shown great interest in Elrushyn, and has spent the past 50 years pouring great economic and military resources into establishing the largest colony on the planet. It hopes to win the allegiance of Elrushyn in the new government's constitution.

## 5.2 Lorianian Republican Commonwealths

The Lorianian Republican Commonwealths (LRC), at just over 2300 years old, is the mature descendant of the Post-Human Republic, which was formed after the success of the Post-Human Rebellion from the Rokanagi. Now a Republic of many planets of many races and cultures, the LRC brings in nearby planets through an open application process and generous voting privileges in the Lorianian Congress.

The LRC, in its diversity, has issues of standardization and infrastructure, so the central government is not as strong as it hopes to be. But the advantages of diversity show; the economy is booming and many planets are making bids to join the Lorianian government. Each planet has a vote in the Parliament, regardless of its size, so the Commonwealth is made up of mostly smaller planets that would find this advantageous.

The Lorianian Military is not as large as that of GIDA, and is composed mostly of planetary militias, but it is far from a paltry force. The central government has begun subsidizing technological upgrades for local military units, and has even built a standing central army, due to high tensions with GIDA.

LRC boasts the most impressive schools of Diplomacy in the galaxy. Funded generously by the central government, these schools pass top graduates directly to government policy work. These diplomats are taught to use many levers in negotiation, and are unrivalled in their ability to make a deal. Almost any influential Lorianian has had years of training in Diplomatic schools, even in the corporate realm.

The Lorianian Republican Commonwealths is hoping to make its state great and legendary by diplomatically expanding at a rapid rate. LRC hopes to win the allegiance of Elrushyn to expand its growing state in a strategic and resource-rich state.

## 5.3 The Talthysarian Alliance of Monarchs

The Talthysarian Alliance of Monarchs (TAM) is the union of many old spacefaring kingdoms in the Talthysarian arm of the galaxy. Almost exclusively populated by the Sestarial, the small kingdoms of the Talthysarian branch squabbled amongst themselves for millenia. After facing extinction in the Race Wars, the Talthysarian kingdoms united under a common defensive alliance with a trading treaty, known as the Talthysarian Treaty. It was only 800 years ago that the Treaty states signed the constitution of the Alliance, and formalized a government that would enact foreign policy on behalf of all the monarchies. The Talthysarian Alliance of Monarchs flies one flag, and slowly, it is bringing some unity to the squabbling Talthysarian kingdoms.

In one of its first acts in the greater galactic political sphere, TAM has put in a bid for the allegiance of Elrushyn. Elrushyn is a few hundred light-years away from the edge of the TAM sphere of influence, but the Sestarial seem to have a serious interest in having governmental control of it.

Despite relative physical homogeneity, the many kingdoms of TAM have widely different cultures. But there are elements that link them together: respect of history and art, admiration of intelligence and psychic potency, and concentration on strong domestic programs that care for the young and elderly. But the introvertive nature of the TAM government seems to be changing.

## 5.4 AIS

The Alliance of Independent States is not a government, but a purely defensive pact by non-affiliated planets to prevent themselves from being trampled by larger Empires. The Alliance has been around for slightly over one thousand years, and has had credibility issues, its committee rarely finding the loss of one planet to imperial conquest a worthy cause for war. Recently, the AIS has begun to realise and face these credibility issues, and a crackdown of a small empire's war of conquest against an AIS state has sent a message to other governments that the AIS will not simply roll over. But their credibility is still in doubt, and their numbers are shrinking over time, instead of growing.

## 6 Corporations

Several corporations have established a presence on Elrushyn in the last 50 years. Far and away the largest corporate presence belongs to ACME, which has not merely a corporate bubble or two, but a colony comparable in size to those of the governments. The other corporations, while still significant, are more boutique operations, focusing on research and development in relatively narrow areas, and mining related resources. Those corporations and their specialities are: Eden Corporation, Cyberware; PLIF, InfoTech; Phoebus Enterprises, Shipbuilding; and Synergen LLC, Defense.

## 7 Elrushyn

About 500,000 years ago, a star went nova in what was, at the time, unclaimed space. It was unnoticed.

In the last two hundred years or so, a migrating star has come by and pushed the highly radioactive post-nova dust cloud away with solar winds, and has drawn the solar system's old rocks into a slowly-stabilizing orbit. By this time, GIDA and LRC shared the nova cloud as a natural border, and showed some scientific interest in the forming solar system.

Nearly fifty years ago, vague interest became excitement as an explorer, Adolpho Hegelson, reported finding a habitable planet in the system. Finds of new planets are rare in the galaxy, happening less than once every 100 years. Furthermore, the smaller rocks that were falling into an asteroid belt orbit were rich in rare materials, essential for ship-building, advanced electronics, and fast-jump fuel. The planet proved an incredible location for a new colony, with great economic potential.

Strategically, Elrushyn is in perfect position for a fast-jump point which had been previously blocked by the post-nova dust cloud. This jump point would give fast-jump access to planets that had never had it before, and would speed travel through the imperial borders, good for trade... and military conquest.

The planet, now risen from the ashes of its fiery demise, has come to be known as the Elrushyn, shining bright under the wing of its new parent star. Full of potential and hope, the colonies formed on the planet were populated quickly. So many wanted to go that their sponsors had to use incredibly stringent application processes to select colonists.

Within a year of its discovery, the two bordering empires landed terraforming units and colonies on each pole. Since, Elrushyn has slowly become more habitable, but not completely—A large equatorial desert remains.

The planet is in great contest. Both bordering empires and even the distant TAM have shown great interest in it, as well as many corporations and even minority religions. The planet has been in a state of colonial anarchy for nearly fifty years, settling

on neither a local government nor a larger state allegiance. There have been skirmishes and conflicts on the planet on the borders of colonial regions, and the local population, many of whom were born on the planet, are in discontent, and are asking militaries to stand down.

There exists a treaty, signed by the largest states in the galaxy and administered by the Followers, that gives a planet fifty years of amnesty to choose a government and declare a state allegiance. There is no single precedent for what happens after those fifty years if no government is formed, but it tends to start with frenzied negotiation and degrades into war.

Elrushyn, because of its resources and positions, is highly valuable to all parties involved. The imperial states with colonies on the planet, as well as some of the larger corporations, have dispatched significant military forces to the planet. These are currently waiting just outside its zone of control, ready for orders to seize the planet in what is sure to be a very bloody conflict.

At the time of game start, there will be ten days left in the amnesty of the treaty.

## 7.1 The Benjii-Savaar Treaty

THE BENJII-SAVAAR TREATY OF INTERSTELLAR CONDUCT:

I. We declare that war must have just cause, and wars must be declared with those causes explicitly stated before military action is considered justified.

II. We declare that a planet is a part of whatever larger group that its government publicly declares (these governments may decide how they wish). Claims of independence from a particular group that a planet may already be within, though, require a declaration of independence with just causes listed to do so.

III. We declare that civilian targeting is considered an act of terror and not a justified act of war.

IV. We declare that disputes of territorial claim must be allowed fifty years of negotiation to be resolved. For colonies or new states, fifty years of amnesty are given before a government must be formed and a larger allegiance picked, if any.

## 7.2 Radiation Storm

The radioactive dust cloud that has been drifting away has formed a long tail that shows weaker, but still dangerous, radioactivity. The tail of the dust cloud began to move over Elrushyn 4 days ago, and has by now consumed the entire planet. Because of this, going outside of city bubbles is very dangerous. Further, the radiation cloud scrambles communications and navigation systems such that neither messages nor ships can move in or out of the planet's direct orbit. The radiation storm may clear in a few days or a few weeks; current weather technology is simply not good enough to tell.

## 7.3 Tunnel Collapse

The advent of the radiation storm caught many engineering crews in many cities off-guard. Some cities suffered power failures, others simply lost their local networks. Centauri, the host city of the Constitutional Convention, lost control of its underground maintenance robots and machinery, which destroyed a number of building foundations and destroyed a number of tunnel infrastructure. Though the collapses were catastrophic, otherwise unknown relics and fossils were found inside the rubble by maintenance crews that point to what local archeologists believe was Elrushyn's pre-nova past. This has sparked incredible archeological interest and brought many archeologists from all over the planet to explore.

## 8 Centauri

The city of Centauri is the largest city within Elrushyn's Talthysarian colony. It was chosen as a relatively neutral meeting ground for the Constitutional Convention, largely because neither the Aurorans nor the Loranians could find objection. The city is surrounded by a joint security force to protect it from attack, and police forces have been put on overtime to regulate the flow of goods and people. The city is overrun by media, but the accommodations are nice enough that most of the Convention guests are enjoying their stay.

### 8.1 Law Enforcement

The police force is on high alert to protect the members of the Constitutional Convention. Deluvoire, the Chief of Police, has declared that he is dedicated to making sure that the Convention proceeds unmolested. Law enforcement in the last few weeks has been blisteringly effective, much to the praise of the police forces.

### 8.2 Martial Arts Tournament

A tradition started by the Rokanagi, a Martial Arts Tournament of epic proportions occurs all over the galaxy. Local tournaments send winners up a ladder from region to planet to system to galaxy, until a Galactic Champion is declared every five years. The Tournament is followed religiously by trillions throughout the galaxy, and causes children all throughout the galaxy to practice martial arts... and to dream. The winners of each tournament level achieve more and more fame, the Galactic Champion being crowned a god for five years in the hearts of his fans. The Constitutional Convention coincides with the Planetary level Tournaments, and the Tournament will be occurring within Centauri. Eight Martial Artists are competing for the championship, each hoping to be the one warrior that moves on to the System level tournament.

Starting at 8PM (unless the Referee changes the time), preliminary rounds will occur on Saturday, Sunday, and Monday evenings. The single-elimination playoffs will occur on Wednesday, Thursday, and Friday.

### 8.3 Archeology

The recent discovery of fossils and artifacts in the wrecked Tunnels beneath Centauri has prompted the flocking in of a few very esteemed Archeologists to Centauri to properly excavate and analyze these objects. The discoveries have the potential for great excitement, as they may come to explain a great deal of Centauri's past—what kind of creatures or even civilization lived on the planet before its star went nova, as well as clues concerning what kind of climate and environment to expect once Elrushyn has been fully terraformed.

Sadly, the wrecked tunnels are very difficult to navigate. Large rock piles, unstable ceilings, and heavy radiation make the tunnels a very dangerous place for archeologists, and they need help moving rock piles out of the way to pry deeper in. Local authorities have been very cooperative, but have been busy bolstering security on the surface. The archeologists could wait, but being the first to find these awesome fossils and artefacts will bring fame, pride, and funding to the most persistent of archeologists, so they have pressed forward, in spite of the danger.