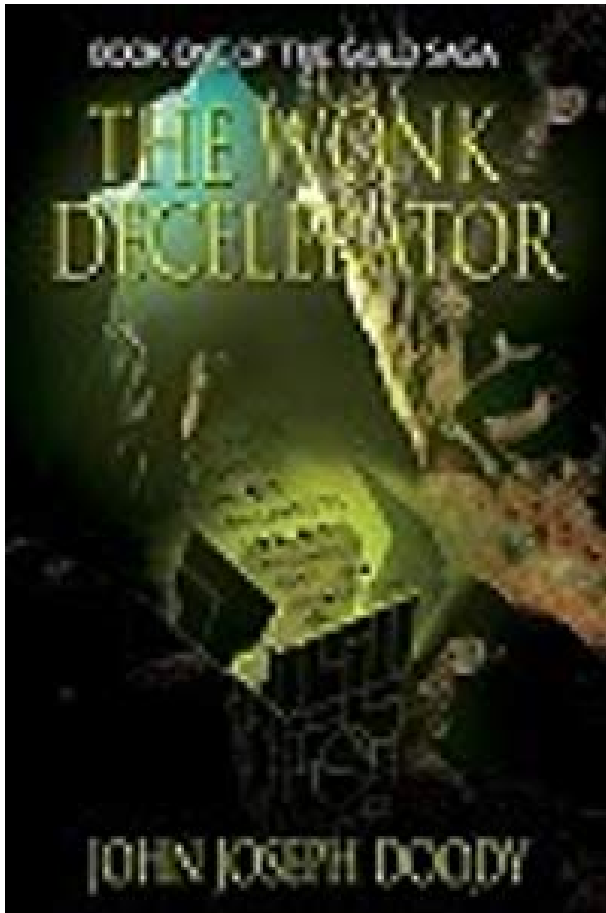


# The Wonk Decelerator



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For Earthers dwelling in Guild space, it is a one-hundred year journey back to Earth. An unimaginable voyage, until now.

When Guild commander and crack pilot, Thad Cochran boards the shuttle destined for the casinos of Timmerus, finding a way back to Earth is not on his radar. He wants the five-percent finder's fee the Guild is offering for a black box held by the lizard-like Yazz. Thad has a dream: With the loot he will get for stealing the Wonk Decelerator, he can buy a ranch on Beta Prime. But things begin to fall apart for him in the dark caverns of Timmerus, and Thad must reconsider his priorities in life. Has he discovered a cause greater than his dream? Are there actually more important things to life than money and his dream? What about the woman who is waiting for him? What about freedom in the galaxy? And what about his discovery, fashioned by the gnarled hands of a brilliant, old Yazz, that could change everything? Thad Cochran has a choice to make. He can fulfill his quest, escape with his life and be rich.

Or he can fly with the Wonks ...

one more time.