



ECHO SUITE

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What is the Echo Suite?

The Echo Suite is a four-system star cluster parceled out by intergalactic real estate brokers known as Sternans. The star cluster consists of Minas, Mako, Millenia and Galven systems.

Though the Echo Suite is full of lush and habitable worlds, the Sternans deemed the star cluster too rife with celestial contamination to be of any value to the big players in intergalactic real estate, and marked the worlds to be sold off for scrap.

3,000 years ago, humanity made an appearance in the Echo Suite before a sell could be made by the Sternans. Even more surprising to them is that their human leader, Terri Fairchance, held the deed to the Echo Suite, making her the rightful owner of the entire star cluster.

The reasons behind the Terri's transaction and the arrival of humanity in the Echo Suite have been lost to time, but Terri's family continues to rule over the Echo Suite to the present day.

From the seat of power on Fairchance, in the system of the same name (changed from Minas in honor of Terri), humanity spread out across the Echo Suite, settling in nearby planets in the Fairchance System, and moving on to Mako, a star system that could be reached in three years.

Humanity now occupies six planets, and a number of moons within the two systems. Galven and Millenia are too far away to make an expedition in a lifetime, but signals from the two systems suggest that they are already inhabited.

The Fairchance System

Formerly the Minas System, Fairchance consists of three habitable planets – Fairchance, Ulamech and Konera. There are also two rocky planets, Fayte and Fairence, which cannot sustain life, and three gas giants, Shavis, Amina and Kateel, in the outer orbit of the system.

In addition, the Fairchance System has six habitable moons, with Fairchance the planet supporting four – Kea, Coil, Versis and Eccelson. Ulamech supports two – Zensho and Florena.

The Mako System

The Mako System, consists of three habitable planets – Ugry, Bessinger and Mutinellis, as well as a habitable planetoid once went by the name Kokaria, but is now called CIN, after the central interplanetary network that's located there. There are no habitable moons in the Mako belt, in fact, of the three habitable worlds, Bessinger is the only one that boasts a moon- Carvus.

Rounding out the planets in the system are Mako Minor and Pince – two uninhabitable worlds – and a single gas giant named Qendra, though it's referred to as Mako Major outside the system.

One unique feature about the Mako system is that Ugry, CIN and Bessinger all share the same orbit. Ugry and Bessinger are on opposite sides of one another while CIN travels almost halfway between the two. Because of this, CIN became the communications hub between the two planets.

Life in the Mako System

Ugry

The first planet in the Mako System settled by humanity, Ugry fancies themselves as the police force of the Echo Suite. The countries of Ugry have a combined military force known as the Mako Belt Alliance which works tirelessly to beat back threats from around the solar system. The most elite soldiers of the Mako Belt Alliance come from Vivaria, a city in which orphans are trained from a young age to become skilled fighters.

Bessinger

While Ugry is a lush world full of economic activity, Bessinger is a mostly unpopulated wasteland. The world was first settled by people wishing to leave behind society, and later became a prime location for weapons testing and dangerous scientific experiments. Because of the lack of oversight, many scientific breakthroughs came about in lieu of ethical practices. Many competing labs sprung up across Bessinger in those prime years, and were, in turn, served by criminal organizations that obtained illicit items through black market channels.

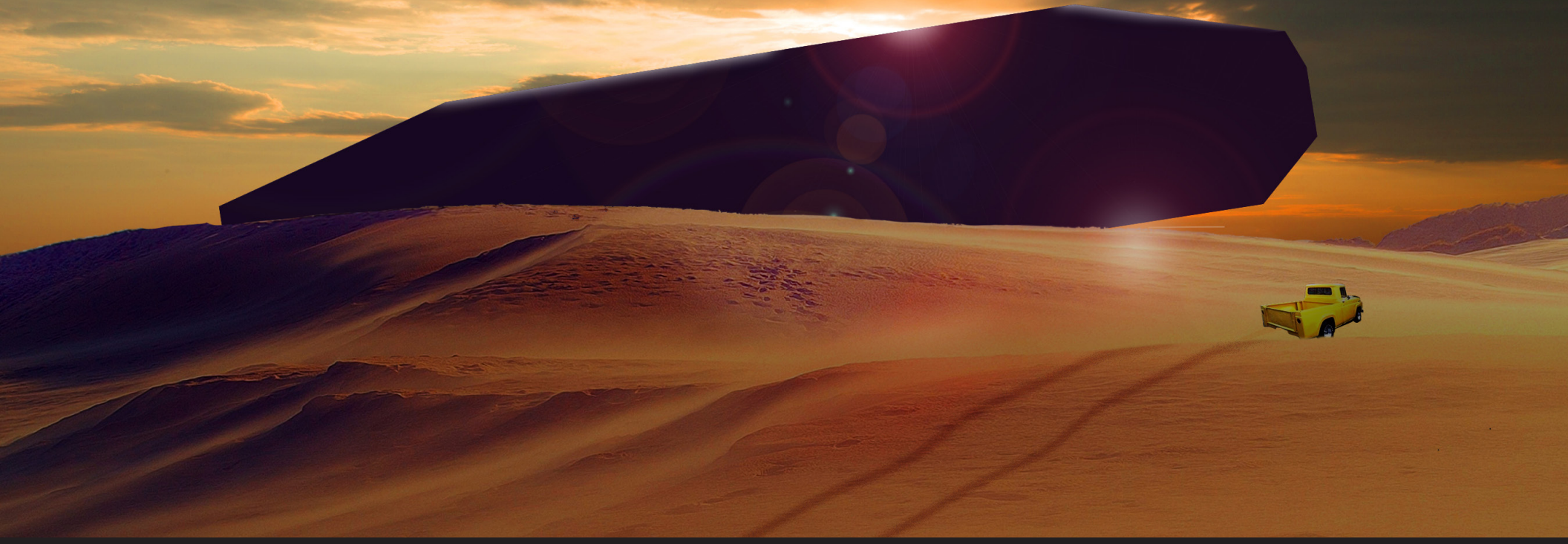
CIN (Kokaria)

Locked in orbit between sister planets Ugry and Bessinger, the planetoid once known as Kokaria was an ideal spot to build a communications relay. As demand for data storage grew, the two planets agreed to build a server on Kokaria to house the raw data. The construction lasted more than a decade and took up over half of the planetoid. In doing this, Kokarians, the indigenous species of the planet, were driven underground. The planetoid was later renamed CIN for the Central Interplanetary Network that was housed there.

Mutinellis

Mostly staying out of Mako Belt politics, the governments of Mutinellis mostly kept to themselves, even though they still contributed a small force to the Mako Belt Alliance. Because much of the planet is made up of vast deserts, the lush northern region became overpopulated, ultimately pushing the impoverished and disenfranchised to live in towns and villages in the desert. Regardless, the desert people thrived because many industries requiring a vast workforce followed these laborers into the desert and built highly successful production facilities there.

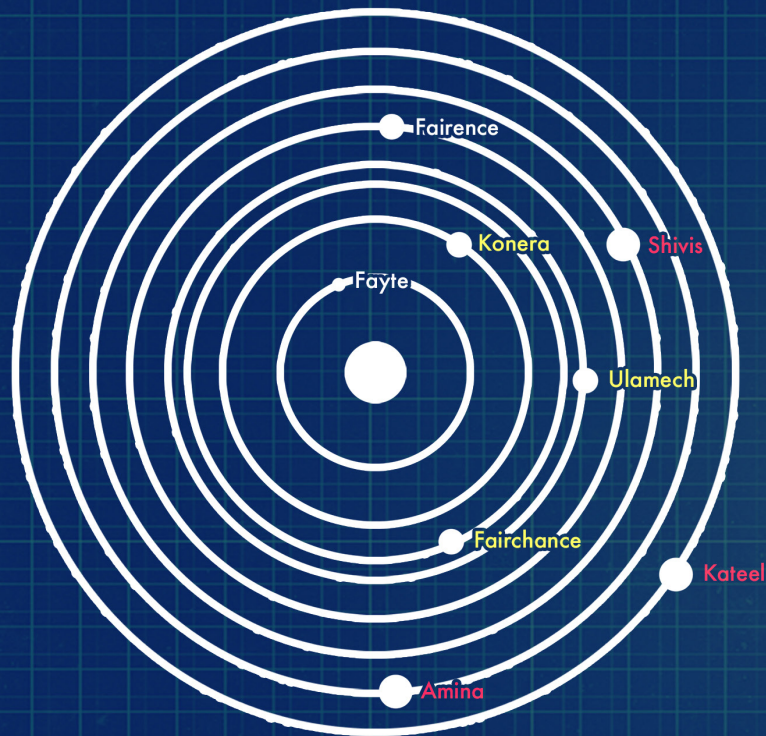
The Great Bessinger War



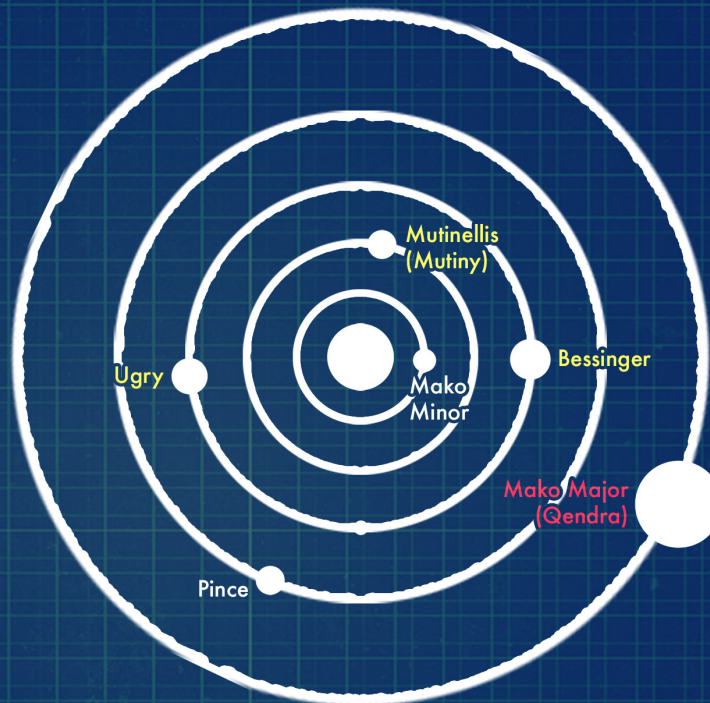
As the laboratories on Bessinger grew in power and their technology became more advanced, Ugry became concerned that their lawlessness would have dire consequences should they ever stop serving the greater good. In an effort to instill oversight, the Mako Belt Alliance requested that the laboratories comply with new regulations. All labs but the two largest honored the agreement. Ryvio Industries – the largest of the labs – dispatched an army of X-81 Killbots to dispatch the military unit that first

came to enforce the new rules. This sparked an all-out war between the two planets, and drug the compliant laboratories into joining Bessinger's side. The conflict drug on for years until Bessinger seized control of CIN, and held all the data and communications it contained hostage. The economic viability of Ugry was crippled by this event, and the Mako Belt Alliance had no choice to stand down until a plan could be drawn up to take back the now heavily-fortified CIN.

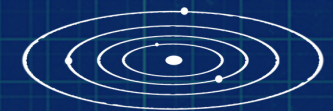
Star Map of Real Estate Parcel Listed as the Echo Suite



System 1
Fairchance

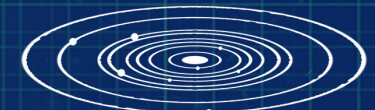


System 2
Mako



System 3
Millenia
Uncharted • Four detected worlds

Current Names
Pending Scientific Approval
(From Sun outward)
1. Planet
2. Millenia Major
3. Alexis
4. Millenia Minor



System 4
Galven
Uncharted • Eight detected worlds

Current Names
Pending Scientific Approval
(From Sun outward)
1. Cabell
2. Squire
3. Vitenellis
4. Colmb-Evila
5. Exatalis
6. Taylor
7. Duocore (possible twin orbit)
8. Spud

Yellow Denotes Confirmed Habitable World **Red Denotes Gas Planet**

As valued by the Sternan Intergalactic Property Authority (SIPA) The authoritative real estate entity of the observable universe.
Reason for property abandonment: Celestial Contamination Deeded Species: Humanity Reason: Obtained Deed for Unknown Reasons
Name of Deed-Holder: Unlisted

The Hexgrid Operation

The Cannon Fodder Initiative

With no good way to break through the sentinel barrier surrounding the planetoid, the Mako Belt Alliance grew desperate for a solution and decided to charge the defense with as many ships as possible, in hopes that a handful could break through the line. To recruit for this suicide mission, the alliance offered inmates around the solar system their freedom in exchange for participating in the attack. When only about half of the 4,000 needed, the rest were drafted against their will. Each inmate was given a satchel containing a hacking kit and a remote transmitter that could discretely upload Ugry's data back to planetary servers.

The Operation on Bessinger

As the Cannon Fodder Initiative began, the Alliance received intel that CIN's defenses could be deactivated from a remote outpost on Bessinger. Hooligan Squad, the Alliance's most elite strike force, was dispatched to the installation. This proved to be a trap, and the ensuing fight killed one of the Hooligans – the first casualty in the squad's history.



The Aftermath



Of the 4,000 inmates involved in the Cannon Fodder Initiative, only three survived to carry out the Hexgrid Operation on the planetoid – Quinn Braxton, Romani Doddridge and Tetsueo Mercer. With the aid of the Kokarian people underground, the team brought down the CIN installation. They escaped the destruction with the help of Scotch Greenwood, the former Hooligan commander and Gilky Barbagee, a talented solider he met after being demoted. Becoming disenchanted with the Mako Belt Alliance, the two defected from the army before carrying out the rescue mission. Needing a new line of work, the crew of five decided to take up the bounty hunting trade. To start with a clean slate, Quinn used his hacking abilities to wipe their bounties from the network systems.

The crew went upon their bounty lifestyle for some time until the day a horrific event changed the course of all life in the Mako System.

**What happens next?
Look for Heartspark
(Echo Suite #1)
on Amazon.com or
CressenBooks.com**

Heartspark

Destruction is imminent. A team of interplanetary bounty hunters are chasing a lead on Mutinellis, the last surviving world of a star system being devoured by a mysterious black hole. Their mission becomes more complicated when they encounter Jonathan Heartspark, a secretive courier who will not rest until he can deliver a package to a planet that no longer exists. Heartspark's actions set in motion a series of events that begin to unravel the mysteries of the past, and unlock the solution to stopping the impending calamity from above.

MUTINELLIS

(Eastern Hemisphere)



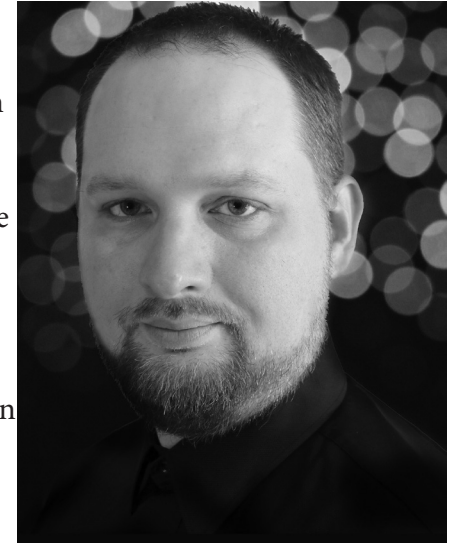
About the Author

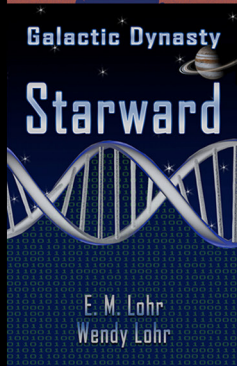
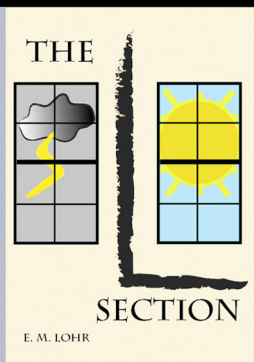
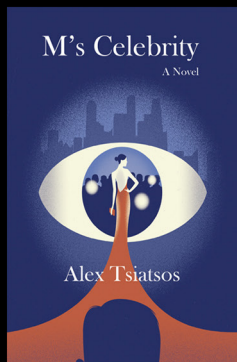
Mike Mallow grew up on a farm in Upper Tract, West Virginia, and developed a robust Imagination while playing in the barns and fields of the family farm.

Mallow is an accomplished newspaper producer, having won West Virginia Press Association awards for design, photography and writing. He is the current advertising manager of the Moorefield Examiner in Moorefield, West Virginia. Mallow is also a former councilman and recorder to the town of Franklin, West Virginia, has been awarded the Young Professional of the Year in 2010 and 2014 by the Pendleton County Chamber of Commerce, and was recognized by the State Journal's Generation Next 40 Under 40 in 2012.

Though he has been writing stories since college, Heartspark is his first published work. A second entry in this series, Fairchance, is due out later this year. Look for it at the West Virginia Book Festival in October of 2019.

Mallow resides in Franklin, West Virginia, with wife Traci and daughter Hazel.





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