



**P**enny takes you through another series of corridors, and you catch glimpses of several more hangars and a host of gargantuan dockyards, where warships the size of buildings lurk in the dark water.

You decide to fish for some more information. “I take it everything has been going smoothly?”

“Of course,” she responds abruptly. The woman isn’t giving anything away. “Just through here.” She motions through a door in the side of the current corridor, and the three of you step through.

Lamar whistles in awe, and you don’t blame him. The cavern you emerge in could barely be called a hangar - you could fit half of a city in here. Then you realise it isn’t a cavern at all: the smoothly curved walls and ceiling are transparent, revealing the ocean beyond.

It’s the contents of the mammoth enclosure that scare you, however. Six colossal slug-like robots, each apparently the size of Uluru, wait in the space below the balcony you stand on. They are covered in missile launchers, satellites, and what looks like impenetrable armour.

“The virus we call DARKNESS is threatening their ability to be controlled wirelessly,” Penny is explaining, but you can barely hear her. “We’ve traced the virus to a hacker somewhere in the Pacific Ocean. You’ve probably heard the name: it’s Cosmological Snake.”

The name does ring a bell, but currently you’re focused on a chart next to the door. It looks like some sort of war plan, and if you can decipher it, you might be able to stop whatever these lunatics have planned...

