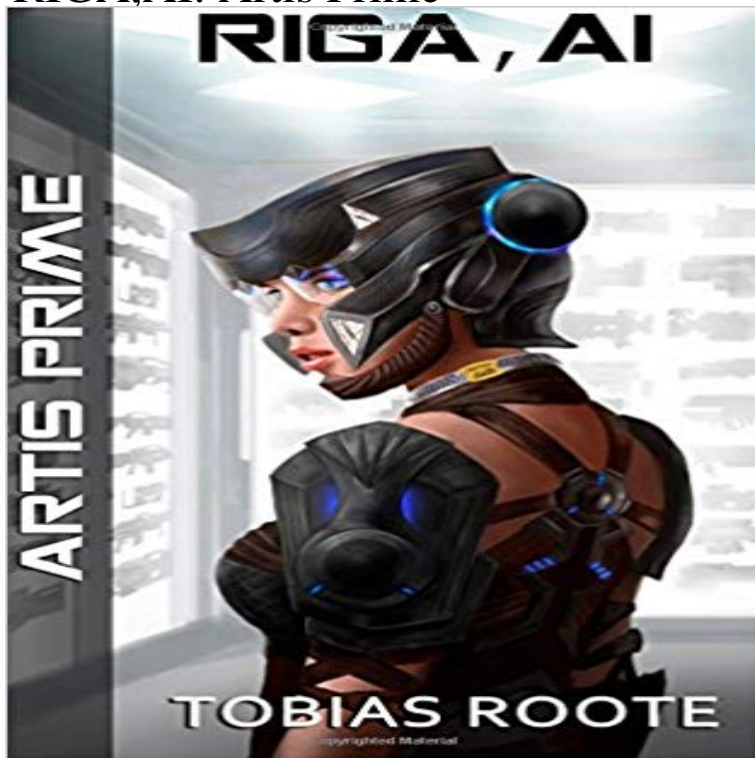


RIGA, AI: Artis Prime



ARTIS PRIME A deadly game is afoot between RIGA and unknown enemies. She has stepped into a hornets nest and no amount of running will keep her safe. She must unravel the mystery of who, and why before they succeed in eliminating her. No easy task, when it seems they are everywhere. When she finally uncovers the truth, RIGA is left with no choice, She must single-handedly defeat an enemy that is poised to strike at more than just the Emporium. If she fails, it will be the start of an interstellar war.

----- The AI Wars are long past, and a fragile peace has settled over the AI and Human worlds. The differences that once kept them apart, now work to their mutual benefit. However, not all is well. The Emporium that governs them is wracked with constant attempts to upset the stability, thus forcing the ESSG, the Emporium's Security Guardians, to employ heavy measures to keep the PACT together. Within this harsh environment, RIGA, a new biological AI, carves out a career for herself distributing her unique brand of justice to pirates and smugglers running the borders. The PACT between the different species means their Navys hands are tied. RIGA has no such problem and with a modified one-person spaceship is more than able to slip the leash and maintain the status quo. Her job often requires diplomacy between the two species, but when that fails she resorts to her personal skills and bio-mods that enable her to keep on top in a fight. The humans allow her onto their planets, which is essential for her missions, the AIs think she is a human too, so never see her as a threat (until its too late). But, for RIGA, there is a big question mark over her origins - and something is tracking her - pushing her constantly onto the defensive.

