Dear Parasite Servants —

I've been reflecting on the letter from the Electrics Designer. The idea of living within ruins that she describes feels more urgent than ever given the Reticulite plan.

We now have a partial breakdown of key personnel for the "assemblage" that will be joining us as we finish the Ruun (the Reticulites are using other names for their undertaking but I'll stick with this one for the sake of clarity):

Engineers: We will be responsible for operating the ruun and helping Seekers use it properly. Without us, no one will find the parasite, ever again.

Practical Problem Solvers: They will be running background interference and foundational logistics for the Reticulites at the satellite sites throughout the week.

Runners: As always, they are the mouthpieces for the Reticulites. Expect them to convey messages to Seekers and run the modules of the assemblage.

Initiates: The Initiates do not know about the particulars of the Reticulite plan. As I understand it, some of them have tried to infiltrate the Seeker recruitment process to discover the assemblage. Thus far, none of them have been successful.

Seekers: The assemblage has been created for the Seekers. There is no guarantee that they'll solve all of it in time once we begin in less than three weeks. That's a risk the Reticulites are willing to take. I just hope they realize that, no matter what they're told, this is not a game! The parasite depends on how they organize and proceed.

It's crucial that you keep this list of personnel from the Seekers. As you can see, I'm not including details of the Reticulites plans in case this note gets into the wrong hands.

Games: 1. D20 die, 2. *Metroid* puzzle piece, 3. *Theory of Games and Economic Behavior*, 4. Handheld game console, 5. Educational plush, 6. Rubik's Cube, 7. Football, 8. Arbiter's robes, 9. *Twister*, 10. Go, Privileged object: Red Cup

Production stat!
Engineer

P.S. At the heart of reflection in a continuous spectrum visible from multiple orientations. A nexus of identity and affinity.