



THE INTERNATIONAL FORERUNNER FOUNDATION

Kurmanjiva Q0

Report 3214/128

EXECUTIVE SUMMARY OF KEY PROGRESS TO DATE WITH PARTICULAR REFERENCE TO WORK DONE ARISING FROM FIELD WORK ON THE THREE PUTATIVE FORERUNNER CIVILISATION HOMEWORLDS AND INTEGRATION OF THEORETICAL PERSPECTIVES WITH KNOWN ARTIFACT FINDS

Following the most intensive and thorough work of the vast army of academics, researchers and volunteers, gigantic steps forward have been made of our understanding of the Forerunner civilisation.

This report will not go into the millions of pages of research backing up these findings, but wishes to report, very briefly and in the simplest possible terms, to the supporters and funders of the IFF some of the headline findings, so far.

Of course, the peer-review process is ongoing, and much of this material remains a little speculative and is not ready for wider dissemination (and may even be challenged by subsequent research) but we are confident enough that what we have found so far is good science that we are able to report tentatively at this stage.

Forerunner Civilisation

We now think that the Forerunners originated about 2 million years ago,

About 6,000 years ago they 'disappeared' fairly suddenly and the evidence we had indicated that this was over an astonishingly short period of about 250 years. It seems now that the period over which this 'decline' and disappearance occurred may have been much longer, and only the final stage of the disappearance occurred in what is now known as Quadrant Zero. Certainly two of the three worlds now known as the putative homeworlds were abandoned more than 15-20,000 years ago, and only the final one, Mystery, around 6,000 years ago.

As we all know the Forerunners were hominid carbon-based DNA-based sentients (very like the old mythical 'Greys'), and that they they used their own biology to seed the worlds they lived on. We now think that they controlled their own biology to a very high degree, limiting population to sustainable and comfortable levels and that it is entirely possible that individual forerunners were very long-lived, possibly even 'immortal' to put it in populist terms.

Based on the most recent finds we now conclude that their economy was non-consuming – which means that after an initial growth to a volume of space roughly aligned with the present size of human space (in fact we now think it may have been slightly smaller) their civilisation they did not grow or expand, and probably only took the materials needed for



sustaining their civilisation.

In this period it is thought that their population was very small, with only a few hundred thousand on each world, at most. We find that Forerunner 'cities' are very rare outside the three supposed homeworlds. The use of biological science is one explanation for the dearth of high-energy structures – we think they lived in mainly biodegradable habitations.

For this reason, forerunner 'hard' archaeology is rare and hard to find – there are no great ruined cities to find, only isolated bases and habitations.

Seeding

The Forerunners appear to have seeded with life, and possibly also terraformed many of the 'known worlds' in human space (perhaps all of them). One group theorises that late extinctions in Earth's past may have been the work of the Forerunners. It is thought that it may be because of this seeding that there are so many worlds very suitable for human colonisation.

They also engineered some other species, we have found more evidence that the Forerunners engineered the so-called 'Genesplice 9' and that this was almost certainly devised as a biological weapon system. We have found evidence of further species development, and some evidence linking the Forerunner civilisation with early human development (see below). There is also another sentient species, about which little is yet known, but the glyphs indicate that this species was sent on some sort of long journey, possibly in one or more 'generation ships'. There is some unsubstantiated speculation that the giant 'factory artefacts' at Mystery were constructed to build giant, moon-sized, generation ships, but the evidence is sketchy as yet.

The Exterminators

There is some indication Forerunners designed a fighting AI warship in their early period but there is little evidence of this yet in the archaeological record. In fact we found very little in the way of military infrastructure. We have been looking for the 'defence grid' in the new sites, but this has not been a high priority as it is hazardous work, and the magnitude of material on the planets is so great.

The theory that the Exterminators were in some way spawned by an escaped forerunner AI still holds some credence, but the theory has not been either supported or discredited by our work so far on the homeworlds. That discussion therefore falls outwith the scope of this report.

Forerunners and AI

The forerunners used intelligent computers, this much is certain. There is even some slight evidence that they successfully created sentient artificial intelligence that they could peacefully coexist with. We had hoped to find out more about this by studying an active automated (but not sentient) space traffic control system found in the Mystery system. Unfortunately this was vandalised and a possibly irreplaceable and unique research opportunity utterly destroyed for all time. This one single act of wanton destruction has probably cost us dearly in terms of ever properly understanding the forerunner civilisation.



Colonies

During much of their existence the forerunners colonised. There is some theoretical work that suggests that their colonisation might have been transdimensional as well as within normal known space. We have not found any functioning technology and few clues to support this though the work of others following the incidents at Evangelou and Dolha have given some credence to the theory. However some evidence we have shows clues to technologies that may have exceeded our current understanding of what is possible in the universe.

There are some interesting indications however, in complex inscriptions that depict non-euclidian geometries which will be now studied in greater depth (despite protests from the delegation of researchers from the Rackham-Von Schmitt Institute),

Forerunners on Earth

As a result of comparison with materials found at Mystery, we have now discovered interesting evidence of extensive forerunner finds on Earth in the Cambay finds in the Indian Ocean – though they were misidentified several centuries ago as being from the Cambay Civilisation and have been languishing in various museums. This is causing some consternation in archaeological circles on Earth – and provides further evidence of Forerunner 'interference' or even 'grooming' of early human civilisation.

Forerunner Technology

We have a growing collection of technological finds, many of which are still active to some degree. Some seem to have very routine functions – kitchen implements, communications etc. Some seem to be examples of some of the high tech finds already known about, such as stasis devices and power drainers.

A number, whilst powered and obviously technological have no known function and have been provisionally identified as probably of votive or religious significance.

Large technological items have not yet been found, apart from the Great Polar Pyramid on Mystery. Of interest is that this pyramid is one of the youngest structures on the planet, we think between 6,000 and 10,000 years old.

The Map

We have found a lot of material on astronavigation and stellar maps, which the forerunners seem to like to carve into the sides of buildings and in rocks. This, together with data drawn from many other sources (some of which only very recently made available through the work of IFF staff researchers) has allowed us to draw the best map yet of Forerunner civilisation in Quadrant 0 yet created (attached). Work will continue to map the outer quadrants, but with much less data to work on definitive maps of those quadrants may be many years off yet.

The blue stars are deep gravity well worlds not colonised by humanity.

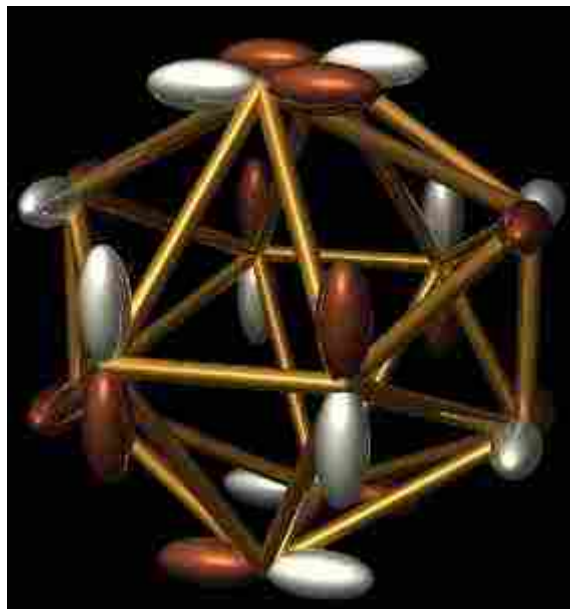
Of note are the orange dots on our map - these indicate important worlds to the

Forerunners. These may have been the best developed, or the best defended, or both. Interestingly Sol doesn't seem to be that important.

The reason for the lines between some of the systems remains a matter for debate, but the arguments come down to the following:

- a. They indicate a political connection between these marked worlds – like the areas marked out on our own star maps. Since we don't know if the Forerunners even had politics, nobody has yet come up with a rationale for how this might be the case or what it might signify about forerunner politics..
- b. They indicate some sort of agreed trade route – perhaps as part of a agreement, tradition or some such.
- c. They indicate links between worlds using a transit system that is unknown to us, perhaps super-fast HSD, or even, it has been previously suggested, some form of transmat – though so far as anyone knows such a thing remains science fiction.
- d. They indicate the routes of religious pilgrimages to or between worlds that had a spiritual importance to the forerunners.

The academic debate continues to rage on this one.



One of the putative 'religious artefacts' discovered on Mystery