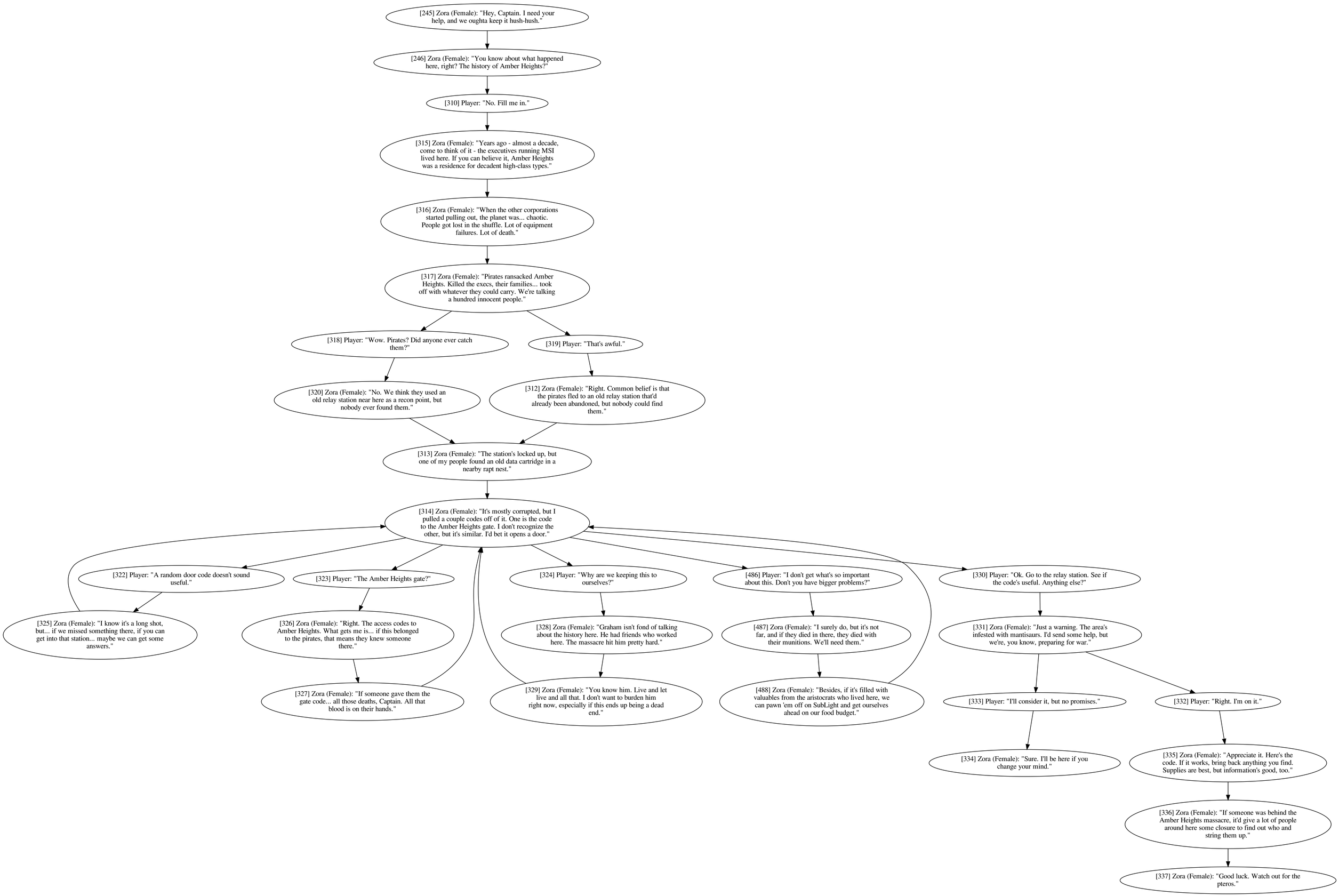
[245] Zora (Female): "Hey, Captain. I need your help, and we oughta keep it hush-hush."
[246] Zora (Female): "You know about what happened here, right? The history of Amber Heights?"
[310] Player: "No. Fill me in."
[315] Zora (Female): "Years ago - almost a decade, come to think of it - the executives running MSI lived here. If you can believe it, Amber Heights was a residence for decadent high-class types."
[316] Zora (Female): "When the other corporations started pulling out, the planet was... chaotic. People got lost in the shuffle. Lot of equipment failures. Lot of death."
[317] Zora (Female): "Pirates ransacked Amber Heights. Killed the execs, their families... took off with whatever they could carry. We're talking a hundred innocent people."
[318] Player: "Wow. Pirates? Did anyone ever catch them?"
[319] Player: "That's awful."
[320] Zora (Female): "No. We think they used an old relay station near here as a recon point, but nobody ever found them."
[312] Zora (Female): "Right. Common belief is that the pirates fled to an old relay station that'd already been abandoned, but nobody could find them."
[313] Zora (Female): "The station's locked up, but one of my people found an old data cartridge in a nearby rapt nest."
[314] Zora (Female): "It's mostly corrupted, but I pulled a couple codes off of it. One is the code to the Amber Heights gate. I don't recognize the other, but it's similar. I'd bet it opens a door."
[322] Player: "A random door code doesn't sound useful."
[323] Player: "The Amber Heights gate?"
[324] Player: "Why are we keeping this to ourselves?"
[486] Player: "I don't get what's so important about this. Don't you have bigger problems?"
[330] Player: "Ok. Go to the relay station. See if the code's useful. Anything else?"
[325] Zora (Female): "I know it's a long shot, but... if we missed something there, if you can get into that station... maybe we can get some answers."
[326] Zora (Female): "Right. The access codes to Amber Heights. What gets me is... if this belonged to the pirates, that means they knew someone there."
[328] Zora (Female): "Graham isn't fond of talking about the history here. He had friends who worked here. The massacre hit him pretty hard."
[487] Zora (Female): "I surely do, but it's not far, and if they died in there, they died with their munitions. We'll need them."
[331] Zora (Female): "Just a warning. The area's infested with mantisaurs. I'd send some help, but we're, you know, preparing for war."
[327] Zora (Female): "If someone gave them the gate code... all those deaths, Captain. All that blood is on their hands."
[329] Zora (Female): "You know him. Live and let live and all that. I don't want to burden him right now, especially if this ends up being a dead end."
[488] Zora (Female): "Besides, if it's filled with valuables from the aristocrats who lived here, we can pawn 'em off on SubLight and get ourselves ahead on our food budget."
[333] Player: "I'll consider it, but no promises."
[332] Player: "Right. I'm on it."
[334] Zora (Female): "Sure. I'll be here if you change your mind."
[335] Zora (Female): "Appreciate it. Here's the code. If it works, bring back anything you find. Supplies are best, but information's good, too."
[336] Zora (Female): "If someone was behind the Amber Heights massacre, it'd give a lot of people around here some closure to find out who and string them up."
[337] Zora (Female): "Good luck. Watch out for the pteros."