

things 'n stuff

The Whorl list — 2 messages, 2 voices, 18 Feb 1997

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Ranjit Bhatnagar — 18 Feb 1997, 12:09

mantis:

Hey, anybody--how come Rose's door was smashed open/down at around the time of her death? And nobody fixed it? Talk about surreal . . .

Is this a question, or a quiz? I'm never sure! :-) Remember when Marble's brain popped a cork, her soup dissolved into numbers and she went out the wrong door? She finally made it upstairs, and misjudging her strength put her hand through the door.

This scene-- and the one where Marble is haunted by a memory, and a trunk, and a "cloud," and _Why don't you dust it?_ -- are some of my favorites. Wonderful and disorienting how Wolfe can write the point of view of a somewhat malfunctioning robot. Bringing the reader into someone else's daze is one of his signature effects.

mantis:

We struggle to define the Mission of The Whorl

I still favor Potto's explanation, as you put it: a two hundred year (subjective) journey, one way, to establish a colony for the glory of the Monarch. Sounds like something a monarch would do, like a bunch of them did on our planet over the last six hundred years or so. (Penal colonies came later, after the first waves of I-Claim-This-Land-in-the-Name-of colonies, no?) That Blue turns out to be a rotten place doesn't necessarily mean that Pas had bad intentions. Science fiction is full of stories of people colonizing unpleasant planets. Maybe the Blue/Green system was the best Pas could get given his financial and technological limits. Maybe he bought or leased it from the Inhum. ("In consideration for a fee of 1200 juicy bodies per year...") Quetzal is the super, come up to make sure the new tenants get moved in safely...

mantis:

(Imagine the culture rift on Blue between the generational colonists and the Sleepers! Can't wait for the Short Sun series!)

Yeah! Hmm, in some Larry Niven novel or other, the crew of a colony ship gets fed up at having to live through decades of boring space travel when everyone else is sleeping happily, so on arrival the crew sets themselves up as a ruling class, controlling all the resources, before thawing out the sleepers.

rock, on the condition of the Whorl:

Good points, on why the Whorl is breaking down -- cargo ripping out the cards and so forth. But I also imagine that Pas and his engineers would've built the Whorl to last for the duration of the

journey and no longer -- budget overruns, y'know -- and didn't expect it to be prolonged. Hmm, another thing -- maybe the weather patterns were designed to take the force of acceleration and deceleration into account. Now the thing has been in orbit for a few decades, and the weather's all messed up. I doubt that any power on the Whorl has the resources to repair it, though it would probably help a lot just pumping out the tunnels.

mantis, I can't see Mint getting mixed up in the Rose/Marble confusion. Any hints?

-rana

Questions or problems to whorl-owner at lists.best.com

Doug Eigsti — 19 Feb 1997, 12:51 · follows Ranjit Bhatnagar

rana writes:

Yeah! Hmm, in some Larry Niven novel or other, the crew of a colony ship gets fed up at having to live through decades of boring space travel when everyone else is sleeping happily, so on arrival the crew sets themselves up as a ruling class, controlling all the resources, before thawing out the sleepers.

The book is A GIFT FROM EARTH.

=Talon=

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