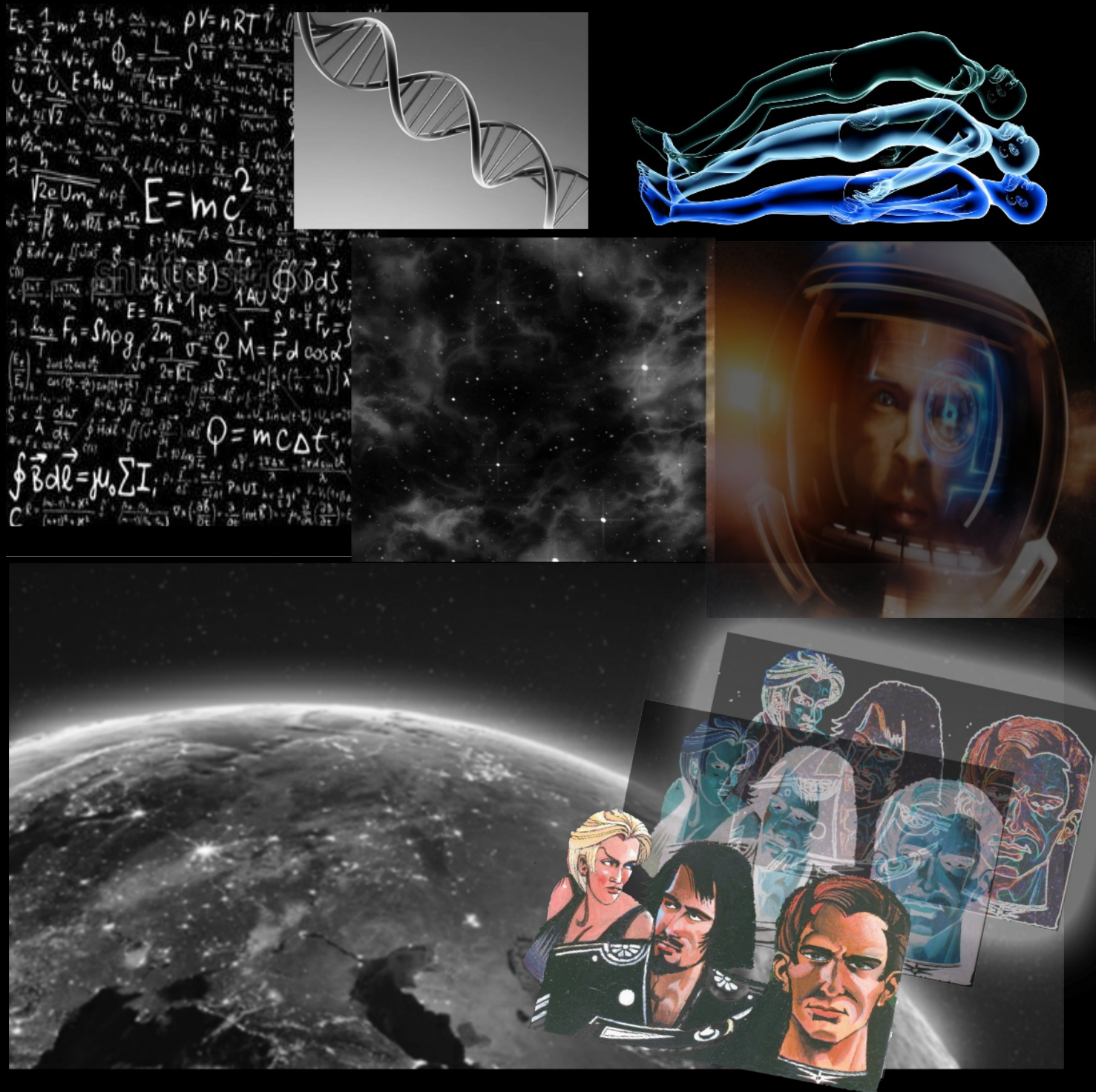


BIBLIOGRAPHY of THE GALAXY SPACE POLICE FEDERATION OPERATIONS HANDBOOK

A JIM LONG SPACE AGENT OPERATIONS DIARY



BASED ON THE JIM LONG SPACE AGENT BOOK SERIES

By ROBIN G. HOWARD

BIBLIOGRAPHY

Welcome to the

GALAXY SPACE POLICE FEDERATION

HISTORICAL POINTS

Location and Planetary Information - the hollow planet - recruitment

Space Agent teams

Federation Policy and Structure and rank structures

Craft and Travelling Information

Equipment-gravity engines-scrutiniser

Matter transmitter/receiver doorways

Out of Body - Out in Space

Jim Long Diary

The Asral realms and other known dimensions

IGC Log Entries

Book Adventures

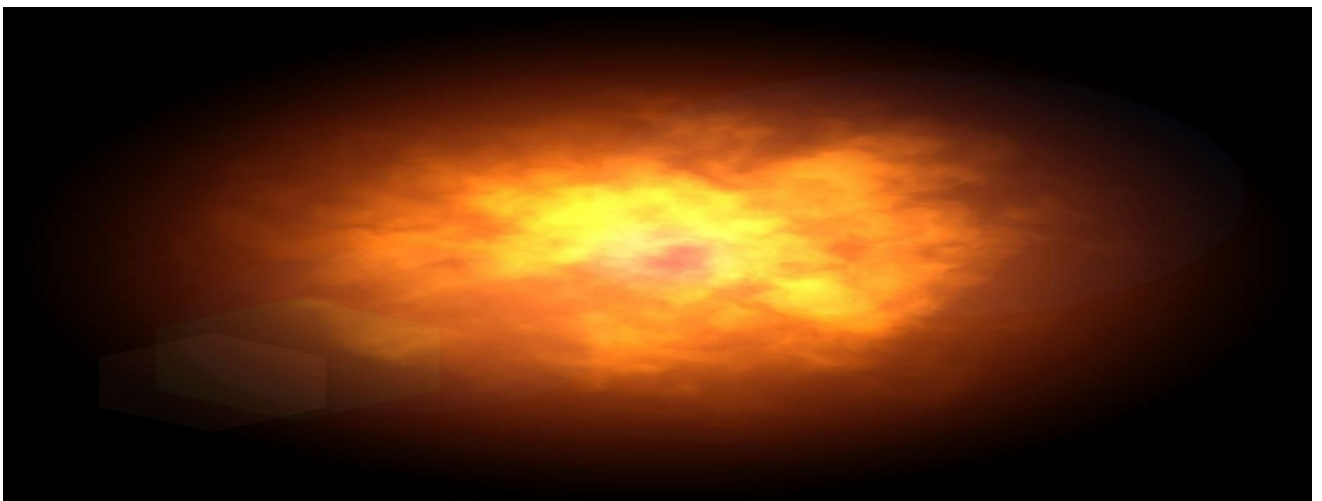


GALAXY SPACE POLICE FEDERATION

HISTORY

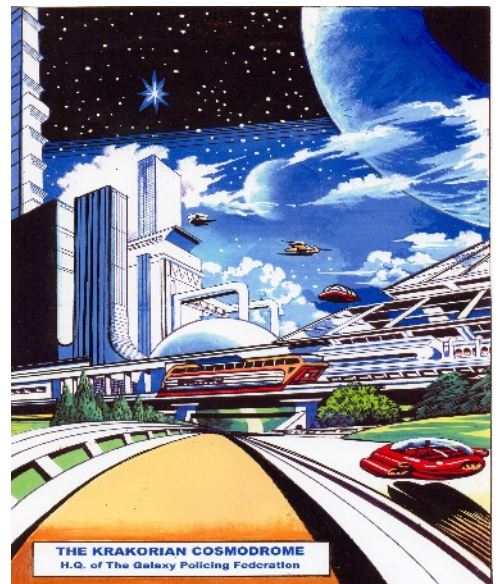


The Galaxy Space Police federation started its existence over one hundred thousand years ago. Its creation nurtured by the Ancient Beings of Light, primeval creatures of the spirit and Guardians of the galaxy. The Guardians forged and manufactured a new planet with metaphysical engineering. The constructed planet named 'Krakor', physically, internally hollowed out contained thousands of different types and models of computers. The engineers of the newly formed Federation assembled and maintained the computers over a period of five hundred years. At this point, the Ancient Beings incorporated transcendental features of a spiritual nature into each computer. Now, the Federation engineers could still service and repair all units, but could never understand how they worked. At the centre of Krakor, two huge biological computers stood towering over the others. One, allowed entry into other parallel dimensions and the other into the various spiritual astral realms.



Krakor circled the sun in a small solar system near to the centre of the galaxy incorporating two suns and five planets. Three of the planets were full life supporting with the principal hollow Planet Krakor a place of great beauty with oceans, rivers, lakes, streams and waterfalls viewed throughout the landscape. Controlling the environment were strategically placed weather stations that generated a full cycle of every condition foreseeable, another gift from the Ancients.

Several City type structures had been set out over the surface, including the main admin headquarters, science offices, financial institutions, officer training, engineering headquarters, spacecraft construction, universities, and many holiday resorts with controlled weather. The other two planets with natural environments were living quarters for five million members and their families.

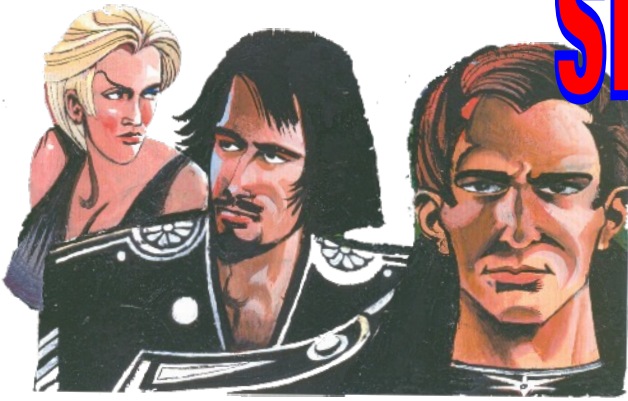


Art -Keith J Luck

Overt Galaxy Space Police Embassies rated as ratio five and above located at thousands of planets throughout the galaxy had a staff of officers and non-officers. Planets rated under ratio five had only covert operations. Recruitment for the federation was from every life-bearing planet in the galaxy above ratio five. Ratio five signified light speed, the ability to travel at 186,000 miles a second allowing a single spacecraft and crew to travel within their life span to the nearest star systems and visit other civilizations'. At this point, the Galaxy Police Federation would openly visit and initiate diplomatic relations in the form of a Galaxy Police Embassy. A signed charter then protected the planet and its inhabitants from being an aggressor to another civilization or falling prey to a high technological advanced group of predators. The Space Police Federation at all times acted as guests to planetary leaders and governments.

SPACE AGENT TEAMS

Of the Galaxy Space Police Federation



Keith J luck

The Space Agent teams consist of a Space Agent and two chosen officers' ranking at Space Officer One. There are at all times twenty teams operating on special assignments throughout the galaxy.

JIM LONG SPACE AGENT - ASTRO PILOT, NAVIGATOR, PLUS DETECTIVE TRAINING

At thirty-five years of age, Jim is the youngest Space Agent of the Galaxy Police Force. He displays an athlete's body under his custom fitted uniform kept in shape by regular visits to the Krakorian gymnasium where he can train in any environment in the reality hologram centre. He always travels with his team of two, fellow officers, Gail (Frosty) Farmer a computer expert, and Norman Clark sometimes called Nobby, a senior engineer of structures and engines.



GAIL FARMER - SO₁ - COMPUTER & ASTRAL NAVIGATION SPECIALIST



Gail, who exudes a cold exterior posture, hence the nickname 'Frosty' can hold her own in male company and always seems to have a humorous cutting answer. She is smart and tidy and does not like mess and chaos.

NORMAN CLARK- SO₁- ASTRO PILOT & ENGINEER CRAFT STRUCTURES & PROPULSION SPECIALIST

Norman is a complete reverse. As an engineer, he always looks slightly shabby and prefers to wear overalls and do physical work. Stripping down an engine and fitting it back together is his idea of fun. Even in stressful situations, Jim and Gail can always find a jocular temperament to release tension much to Norman's annoyance.



Besides their differences, there is a tight bond between them especially in demanding situations. Only Jim Long and his team have been given special dispensation for inter-dimensional and spiritual travel.

FEDERATION POLICY and STRUCTURE



Keith J Luck

Upon a new government inviting the Galaxy Space Police Federation to their system, the federation would try to consolidate the moral and humanitarian laws of each solar system. They would protect all life and stop contamination, upholding the law governing travel between the different worlds.

The laws dictate to stop any one race or creed from dictating or interfering with another and to act as an intermediary between warring systems. Armed technological aggression against lower life forms would be actively neutralised and interference in the development or progression of other life forms not be tolerated. Police embassies are visible on any planet above ratio five, invisible observation on all planets below.

Ruling Galaxy Council with its Chairman
Supreme Chief Officer Vanders (SCO)

Deputy chairman
Deputy Supreme Chief Officer Gray (DSCO)
and ten other **Assistant Supreme Chief Officers'** (ASCO's)
commanding various departments

Two **Space Agent Chief Officers (SACO)** forming the supreme council.

The rank structure continues downward with:
Twenty operational **Space Agent Officers (SA)**
Twenty **Solar System Advisors (Diplomatic Core)**
Solar System Controllers (SSC) for each solar system

SPACE POLICE FEDERATION And STRUCTURE

Personal Data

JIM LONG (SA)
GAIL FARMER (S01)
NORMAN CLARK (S01)



Artwork Keith J Luck

One light year - the light that travels ten million, million kilometres in one year. The speed of light, light that travels at one hundred and eighty six thousand miles a second. The universe itself a vast void of unimaginable distances of space and time. The galaxy a mere pinpoint of existence, measuring approximately in length one hundred thousand light years and twenty thousand in depth, possibly containing a hundred to two hundred thousand million stars, much still uncharted.

Federation rank structures consist of:

The Ruling Galaxy Council with its Chairman
Supreme Chief Officer Vanders (SCO)

Deputy chairman

Deputy Supreme Chief Officer Gray (DSCO)

and ten other ASCO's

plus two Space Agent Chief Officers (SACO) forming the supreme council.

The rank structure continues downward with:

Twenty operational Space Agent Officers (SA)

Twenty Solar System Advisors (Diplomatic Core)

Solar System Controllers (SSC) for each solar system.

Further officer structures are Planetary/ Space.

Chief Planetary Officer (CPO)

Chief Space Officer (CSO) (Craft Captains)

Assistant Chief Planetary Officer (ACPO)

Assistant Chief Space Officer (ACSO)

Planetary Officer 1 (PO1)

Space Officer 1 (SO1)

Planetary Officer 2 (PO2)

Space Officer 2 (SO2)

Planetary Officer 3 (PO3)

Space Officer 3 (SO3)

A solar system council consists of one SSC, one ACPO, one ACSO, five CPO's and two CSO's.

A council would be the ruling body in that system for the galaxy police federation - existing laws standing.

RANK EPAULETS

RANK	EPAULETS
SCO - Supreme Chief Officer	Planetary Police Uniform Green - Space Police blue
DSCO - Deputy Supreme Chief Officer Assistant Supreme Chief Officer	3 blue diamonds
Space Agent Chief Officer	2 blue diamonds
Space Agent Officer	1 blue diamond
Solar System Control Officer	1 blue diamond
CPO - Chief Planetary Officer CSO - Chief Space Officer	3 blue diamonds
ACSO - Assistant Chief Space Officer ACPO - Assistant Chief Planetary Officer	2 blue diamonds
SO1 - Space Officer 1 PO1 - Planetary Officer	1 blue diamond
SO2 - Space Officer 2 PO2 - Planetary Officer 2	1 blue diamond, 2 blue triangles
SO3 - Space Officer 3 PO3 - Planetary Officer 3	1 blue diamond, 3 blue triangles
SP4 - Space Police 4 PP4 - Planetary Police 4	4 blue triangles
SP3 - Space Police 3 PP3 - Planetary Police 3	3 blue triangles
SP2 - Space Police 2 PP2 - Planetary Police 2	2 blue triangles
SP1 - Space Police 1 PP1 - Planetary Police 1	1 blue triangle

Police Inspector (PI) 4 stripes (Detective Division)
Police 3 ranker (P3) 3 stripes
Police 2 Ranker (P2) 2 stripes
Police Basic (PB)

CRAFT & TRAVEL INFORMATION



The transport for the federation consisted of massive Inter-galactic craft (IGC's) that travelled at light speed. Each craft has an inter-dimensional engine that converts and switches to an alternate dimension thus diverting it out of time allowing a journey of ten thousand light years in just twenty-four hours. Travel from one end of the galaxy to the other and back attained in twenty days in the same time continuum allowing the occupants to arrive back at Krakor with only standard time loss. One of the greatest scientific gifts ever bestowed on the police federation by the Ancient Beings of Light. Each IGC powered by the natural successor to electricity, electonity. The power produced from the atom in the form of colossal magnetic forces forming anti-gravity and gravity. The extraction of dark matter and dark energy created an electronic force field, traction and disable beams and a light speed propulsive force.

NEW IGC-1 B

A smaller prototype version under development for Space Agents and crews allowing the same mode of travel.

PROBE INTERCEPTOR CRAFT - Mk1/2

A dart shaped shuttlecraft for use between the mother ship and planets'. Multipurpose for defence and attack - all capable of sub and normal light speed.



I.G.C

INTER-GALACTIC-CRAFT



FLIGHT CONTROL

Automated computerised flight by use of the Alpha-Beta audio computer or manual control. Two doorways situated in Flight Control - one normal - the other by means of a matter transmitter/receiver (MTR) flat panels. These panels when activated change from a solid surface to a brown treacle substance allowing instant passage to all parts of the craft.



Positioned in the centre of the control room is a central circular hologram Viewer (HV) extending outwards a solid picture over half the flight control area. Feeding into the HV are hologram cameras on all levels and exterior - forward/backward/ port and starboard/ top and bottom, giving a 360 degree viewpoint in the centre of the control room.



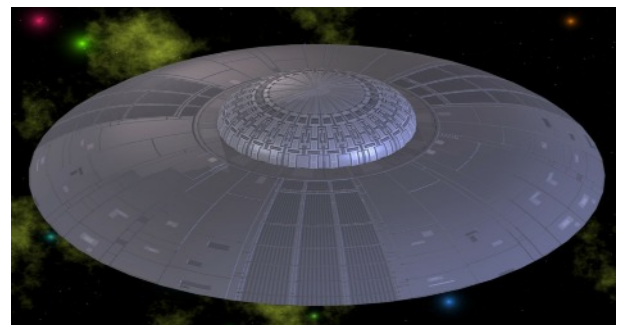
I.G.S.S

INTER-GALACTIC-SPACE STATIONS

Inter Galactic Space Police Federation space stations are all circular built structures. Most are 3 to 5 miles in diameter and a few at 10 miles diameter.

They all have access for shuttles, probe craft, and IGC's.

An IGC can link its nose portion into specially constructed recesses allowing an instant link to the space station.



GALAXY SPACE POLICE

INVENTORY

Alpha-Beta - new advanced computers now in service called Alpha-Beta . Each computer operates on verbal commands - predicting and making decisions from signs and input.

Computer linked bracelets

On Jim's left wrist a dimensional bracelet and on the right the spiritual bracelet linked to the two massive biological computers at the centre of Krakor. The bracelets allow inter-dimensional and spiritual travel.

MTR's -

Matter transmitter-receiver flat metal doors still in a stage of development only used over short and concise distances. Mainly used for transporting from one to the other and now used on IGC's as instant transporter doorways to different decks of the IGC. The MTR metal portals double as doorways when projected onto a planet allowing instantaneous movement to and from an orbiting ship. A handheld module carrying the correct code sequence operates the MTR. Upon activation, the centre of the portal resembles a brown treacle substance that dissolves and reforms atoms.

Scrutiniser (basic) –

It is a small backpack that creates an extension and contact to the Alpha-Beta computer complex aboard all IGC's. The recipients allowed full computer access including information and translation. A built in gravity belt permits the user limited air flight.

Scrutiniser (SCTR-50)

The basic backpack with extra's able to project 3D stereoscopic solid pictures outward for viewing.

Scrutiniser (SCTR-100)

The advanced version is the basic backpack with a huge extended memory that can project/record 3D stereoscopic solid pictures up to 30 feet around the pack.

Power Packs

There are various sizes to suit many craft from small to huge. The huge packs provided power for IGC's for a one-year duration. A self-contained force field holds the regenerative power in check enough to supply a city. An engineer using the anti-gravity belt technology can change a power pack quickly.

Supreme Translator

An automatic written and audio module integrated into the Alpha-Beta computer.

VH Elevators (Vertical/horizontal)

elevators that move vertically and then transpose to horizontal and even transverse travel.

Krakor

The Galactic Police Federation HQ resides on the planet Krakor at the centre of the galaxy. A hollow planet created by the Ancient Beings of Light and maintained by the Galaxy Police Federation incorporating huge electromagnetic environmental weather producing stations with various massive computers at its centre.

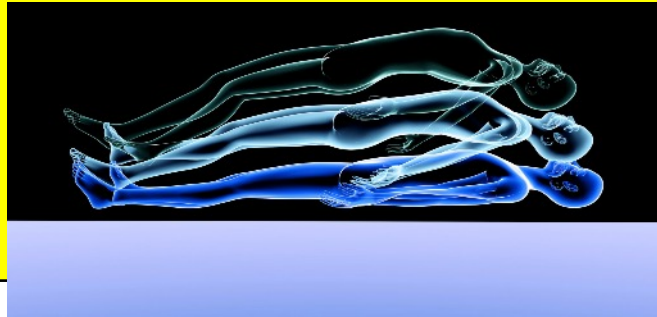
Environmental weather producing stations:

Huge weather producing stations with a range of 3000 miles in diameter covering the surface of Krakor projecting powerful electro-magnetic forces creating and controlling weather.

Gravity Engines -

In addition to the powerful electro-magnetic drive engines, the gravity engine can be used to hover or slowly descend - now being fitted to all craft.

OUT in SPACE - OUT of BODY



The actual duality of ethereal and physical properties - two in one existence.

In the beginning, only Jim Long Space Agent and Supreme Chief Officer Vander head of the Galactic Police Federation had the ability to move out-of-body into the astral plane and inter-dimensional travel to other realms of existence. Each had small bracelets on their wrists activated by their thoughts tuned to two vast computers at the centre of the planet Krakor. The gift of two bracelets presented to him from the Ancient Beings of Light, with a warning for him to be careful of his human nature.

The bracelet on Jim's left wrist allows him to move in other dimensions of time. The bracelet on his right wrist allows him to travel in spirit form on the astral planes. Both of his bracelets link to two massive computers installed at the centre of the planet Krakor, headquarters of the Galaxy Police Federation.

Now, fellow officers Gail and Norman had bracelets operated by Jim. Jim and his two fellow officers are people of high moral and ethical standards in relationship to their profession and beliefs. All three are of high intellectual standard bereft of any verbal profanity except for simple, humorous innuendo. They carry out the orders and instructions of the federation inviting and helping new society members to reach high standards of moral understanding. Although reaching a high standard of operation in the physical world the spiritual, astral world was complex and profound.

Many other aspects of inter-dimensional physical reality exist alongside our own. Some with life support, others strange and forbidding. Some are a haven of peace and tranquillity others hellish and terrifying. All dimensions exist within our timeline some slower, some faster.

EXCERPTS from the DIARY of JIM LONG

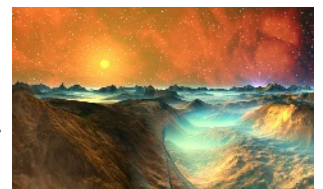


It was mind blowing. All the training I had received to attain my present high rank did little to help when I first received my bracelets. A visit to the Ancient beings of Light was traumatic in the sense I was being warned about myself. My fast human instincts that had got me out of many dangerous situations now had to be guarded against. Going out-of-body gives you a feeling of euphoria and tranquillity of mind. There is no adrenaline to kick into your system and you feel very vulnerable.



When I first left my body via the left bracelet and reached the first astral level I had to act in terms of thought. A lack of concentration can throw you anywhere in the universe and there are some really nasty environments. The time I used it to find the white hole I was completely flabbergasted. The whole ethereal part of me seemed to expand to the size of a galaxy and looking in I could plot the trajectory of the hole.

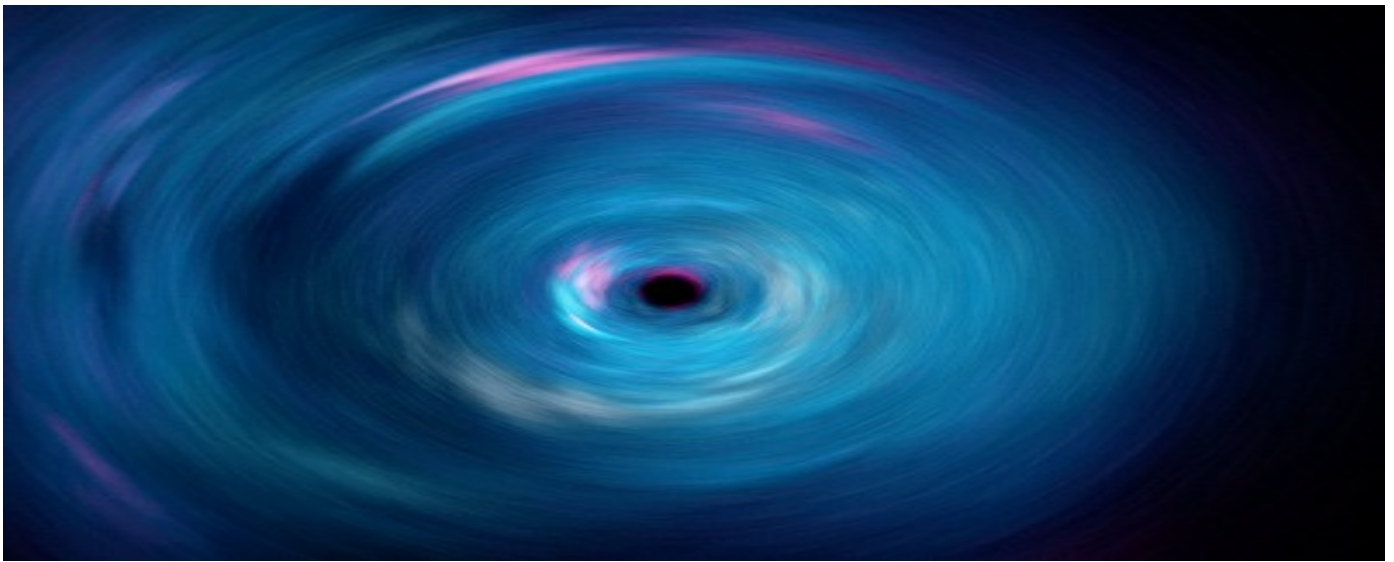
In my training with Supreme Chief Officer Vander, I was taken to the Mental Plane of existence, the highest plane possible whilst still in a physical body. It was truly an unexplainable experience as our heavenly forms changed into streams of light. On the last mission, I still shudder slightly at the thought of the cloud of the un-life. A realm where evil ethereal life forms which have passed on relive with own kind all the horrors and corruptions caused in physicality. There is no love or beauty, just a desire to re-enact atrocious acts of bestiality in a never ending passion of brutality. In this realm were dictators, despots and self-annihilating bombers. Something I could not comprehend was a journey in thought to the edge of the bubble of reality - some forty billion light years in a matter of minutes.



The right bracelet has saved our lives on one occasion prior to a bomb blast. We moved physically to the thirtieth dimension of tranquillity just as the explosion occurred. The only snag being that we had to return to point of departure just after, the heat was still immense frizzling our earlobes.



I am asked at times that now I can travel out-of-body do I believe in God? The answer is simple, the word God has been used too many times by ancient writers and editors of all the holy books. My interpretation now renames as the Supreme Divine Source of existence (SDS). For this source is a living energy life force in every atom of reality created in mathematical formulas.



OTHER DIMENSIONS of TIME – Some known – some visited

25th DIMENSION

Forbidden dimension of the spirit – only for souls without physical connection – A spiritual dimension of death and regeneration.

30th DIMENSION

A place of contemplation/meditation – a beautiful vista of tranquillity and colour – a kaleidoscope of interacting, swirling colours of the rainbow spectrum.

40th DIMENSION

A dimension of mosaic fantasy images – where strange and horrific creatures manifest.

50th DIMENSION

reverse gravity – where the population float and propel themselves by use of two out of four lungs and live in containers suspended in the air.

51st DIMENSION

A dimension of gravity fluctuations – Heavy that pushes you onto the floor – light – Huge floating rocks with buildings on them – herds of strange buffalo type animals -

103rd DIMENSION

Fantasy of the mind – where the brain can physically construct images of the mind – where two minds cannot exist without destroying each other.

160th DIMENSION

The hall of mirrors – hundreds of portals allowing spiritual movement to all sections of the galaxy.

180th DIMENSION

Reverse dimension – A reversal galaxy with white space and black suns causing powerful ultra violet colour effects.

INTER GALACTIC CRAFT - BULLET POINT ENTRIES.

Reference to the Ancient Beings of light

Jim Long returns to headquarters on the planet Krakor beset by a strange pursuing spacecraft.

Managed to neutralise a vicious attack by an unstable and deadly weapon.

Jim Long taken to the planet centre to receive bracelets by SCO.Vander and visit the Ancient beings of Light.

Gail Farmer is kidnapped by an unknown entity, and in negotiating her freedom, Jim Long, against a background of self-survival, has to fight his way through several life threatening situations and into a strange dimension of mind corruption.

The Incident of the White Hole in Space

Report of a missing space station with senior officers aboard has been swallowed by a white hole.

The White Hole classified as a Unknown Phenomenon (UP).
Jim long recalled from holiday.

IGC Pathfinder allocated with Jim Long in charge to find the UP.
Jim Long reaches a negative reverse dimension defying the laws of physics.

Due to a limitation of time, he has to find the missing officers midst a universe of planetary chaos, a runaway moon and the puzzle of huge ancient mystic machinery.

The Psychic Happening Outside the City of Zant One

Jim Long with Gail farmer and Norman Clark visit the city of Zant One on the planet Zanteurians major.

Strange structure discovered buried outside the City boundary preserved for twenty-thousand years.

Planetary leaders try to determine the reason and the purpose of the construction and why it was abandoned.

A series of chilling psychic events disrupts this peaceful society devastating religious and political life.

Whilst translators try to interpret the text from an archaic religious book, a strange madness affects all who enter the inner chambers.

The Nuclear Annihilation Event

The Galaxy Space Police Federation are alerted as a distant planet starts to destabilise caused by the plotting of religious fanatics depicting the prospect of complete atomic annihilation.

Covert operation initiated with Jim Long and crew arriving under cover and in disguise.

Jim Long uses advanced technology to lure the leader of the religious terrorists to him.

The plot of an undercover portable nuclear weapon that can be carried and linked by three backpacks is discovered.

In the hills, scientists of the federation discover a hidden spacecraft three-thousand years old questioning both the Police Federation and planetary religion.

The Attempted Spiritual Domination of Physicality

Turmoil begins in the astral realms

Jim long and his crew briefed by SCO.Vander.

Disruptions occur on planets with peaceful advanced civilisations.

Solar System Controller Jardine is affected by an unknown entity.

A strange artefact found on a moon.

Jim Long searches for the book of spiritual destiny with his crew. Travels to unbelievable landscapes conjured and formed into realities that are held together by thought and higher essences of the spiritual species. In contrast the dark areas of malevolent thought and emotion and the terrifying un-life.

Jim Long visits the Akashic records and sees different strands of his own timeline.

The battle of two Archangels allows Jim Long a rescue from the un-life.

Jim Long witnesses something that he cannot explain.

Other dimensions of time and space do exist.

Visit a white solar system with black suns and chaotic planetary orbits.

Fly out of body into the realms of the spirit world.

Try to unravel the secrets of a psychic temple twenty thousand years old.

Try to stop self-destruction in a strange dimension of mind manipulation.

See the spectacle of a large floating ocean at the centre of a planet.

Witness the breakdown and destruction of planetary order by a huge psychic expansion.

Watch huge mosaic patterns turn into nightmarish creatures.

Visit the hoverers beautiful beings with four lungs in a dimension of nil gravity.

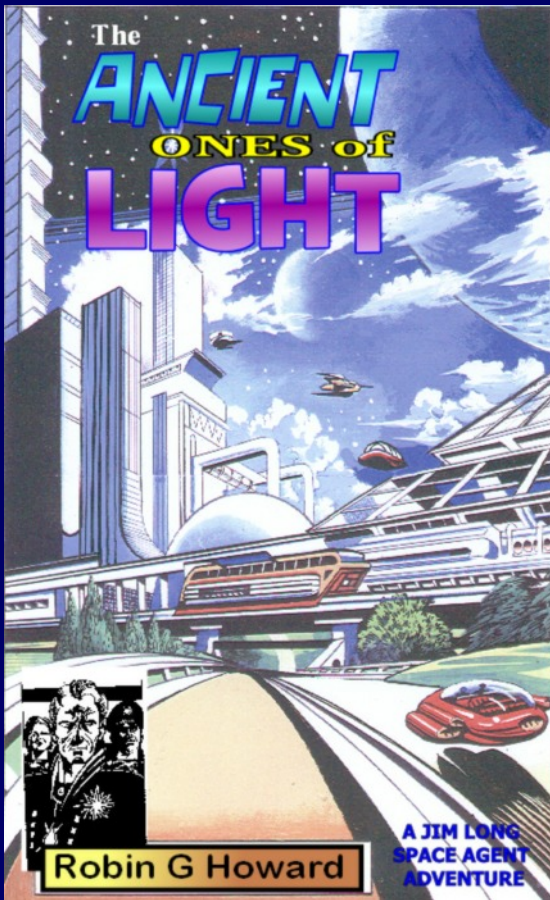
The ancient history of planetary religions revealed in a world of terrorists and the first mobile backpack atomic bomb.

Imagine a battle in the astral realms where some spiritual entities try to dominate physicality.

The Monadic chair- a misused chair that can travel anywhere in the universe in an instant.

The Divine Probe.

Book Information



ANCIENT ONES of LIGHT

eBook Only

ISBN:978 09538245-33

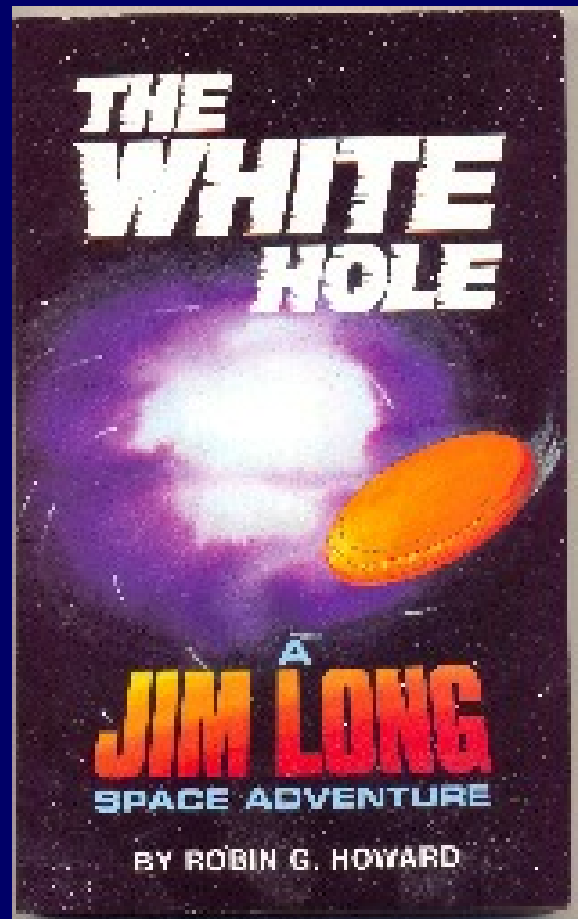
The WHITE HOLE

eBook

ISBN:978 09538245-40

Paperback

ISBN:978 09538245-02





SOULGATE-TEMPLE OF SOULS

eBook

ISBN:978 09538245-57

Paperback

ISBN:978 09538245-64

DIVINE FANATICISM

eBook

ISBN:978 09538245-71

Paperback

ISBN:978 09538245-88



A JIM LONG SPACE AGENT ASTRAL ADVENTURE

BATTLE OF THE ARCHANGELS



Robin G Howard

BATTLE OF THE ARCHANGELS

eBook Only

ISBN:978 09538245-95

OUT IN SPACE - OUT OF BODY

4 JIM LONG SHORT STORIES
To be PUBLISHED 2015

OUT IN SPACE - OUT OF BODY

SCI-FI FANTASY



A COLLECTION OF JIM LONG SPACE AGENT SHORT STORIES
By Robin G Howard

BOOK 1.

ANCIENT ONES of LIGHT

Availability - ebook only
ISBN 978-09538245-33

Two massive biological computers at the centre of a planet near the centre of the galaxy, home of the Galaxy Police Federation. Jim alongside his Supreme Chief officer is given the gifts of two bracelets that allow inter-dimensional and astral travel. He sets off with his two fellow officers on a fantastic voyage to a dimension of mind destruction.

BOOK 2. -

The WHITE HOLE

Availability-
Paperback - ISBN 978-09538245-02
Ebook - ISBN 978-09538245-40

A disappearing space station - a strange puzzle in space - an unexplained phenomenon sends Jim and crew in pursuit to find missing crewmen and into a dimension of white space with ultra violet suns. They launch onto a world of strange humanoids who live on a planet both internally and externally. This is a universe of absolute chaos with runaway moons and strange ancient mystic machinery.

BOOK 3. - SAMPLE AVAILABLE

SOULGATE-temple of souls

Availability -
Paperback - ISBN 978-09538245-64
Ebook - ISBN 978-09538245-57

On holiday, Jim and crew investigate a mysterious underground structure. The planetary leaders mark it as an ancient monument that is quickly revered by the religious authorities. The inner chambers are blanketed with a curious black light that seems impenetrable. The exploration starts to unfold releasing psychic power of an unbelievable intensity, slowly enveloping the whole planet.

BOOK 4. - SAMPLE AVAILABLE

DIVINE FANATICISM

Availability -
Paperback - ISBN 978-09538245-88
Ebook - ISBN 978-09538245-71

Jim and crew are sent in disguise to a planet on the verge of annihilation by religious extremists. Another crew find a craft hidden in a mountain some 3000 years old. He has to find the religious terrorists and stop them before they start the first act of destroying a city. A battle of wits between, Jim government agents and the terrorists ensues with the mysterious craft identifying their ancestry.

BOOK5. - SAMPLE AVAILABLE

BATTLE of the ARCHANGELS

Availability -
Ebook only ISBN 978-09538245-95

The physical world is slowly thrown into a chaotic and disruptive phase causing, Jim and crew to investigate a trail leading to the astral realms. On the trail to discovery he learns the truth of the universe and its composition and structure. He ploughs through a world encapsulating wonder and desolation finding answers from glowing beings, some who use duplicity and misinformation.

PURCHASE DETAILS

JIM LONG SPACE AGENT.CO.UK

ALL INTERESTBOOKS.CO.UK

ROBINGHOWARD.CO.UK

**EACH BOOK HAS A KINDLE
LINK REFERENCE**

**OTHER BOOKS by THE AUTHOR
NON FICTION**

HOW TO THINK LIKE A MODERN MYSTIC

THE PSYCHIC THINKER

**PRESENTED & PUBLISHED BY
ALL INTEREST BOOKS.CO.UK**