

1. (4 points) Which of the following is *not* a way used in *The Algebraist* to keep characters around for hundreds of years?

- (a) Traveling at speeds very close to the speed of light
- (b) Cryogenic preservation of a severed head**
- (c) Non-human characters, belonging to a long-lived species
- (d) Very wealthy people being able to afford life-extending treatments
- (e) Entering “slow time” to work with Slow species such as Dwellers

2. (4 points) Of these locations in the book, which is a gas giant planet?

- (a) 'glantine
- (b) Ulubis
- (c) Nasqueron**
- (d) Zenerre
- (e) Sepekte

3. (4 points) What genre of science fiction is *The Algebraist*?

- (a) Swords and sorcery
- (b) Future shock
- (c) Cyberpunk
- (d) Space opera**
- (e) Psychological thriller

4. (4 points) At the end of the book, the Transform needed to use the Dweller List turns out to be “Zero... a contrived mathematical joke.” What does this mean—where did the wormhole openings in the Dweller’s wormhole network turn out to be located?

Answer: The Transform being zero meant that wormholes were located at the centers of the gas giant planets on the Dweller List. (After all, gravity is zero at the *center* of a planet.)

5. (4 points) *The Algebraist* describes the Mercatorian religion called the Truth. Does the Truth strike you as similar to human religions today? How does it differ, and how is it similar? Briefly explain.

Answer: Answers will differ; I’m looking for some reflective thought.

Perhaps the most striking difference is that the Truth is a religion that appeals to multiple intelligent technological species, so it does not rely on specifically human psychological characteristics. You don’t for example, have anthropomorphic gods. But there are also obvious similarities: the Truth also functions as a social ideology holding groups together, gets involved in politics, etc. It also includes a notion of life after death.