**DOCUMENT UNIVERSE**

**FOR KERA**

**ENTRY POINTS & SPATIAL PORTS**

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Entry points are areas where the spaceships can join systems using the quantum jump. Over time, the explorers discovered several of them, which allowed the expansion of humanity. There are several by systems. And it’s often because of the high numbers that it is difficult for governments to keep them under surveillance.

Entry points face many problems. The biggest problems are pirates, and instability of the points themselves. Since all systems are not inhabited or totally controlled, they have become home of those who want to escape the law and authorities. And by combining the non-surveillance of certain points with the human desire to escape all authority, we obtain points which are insecure and which represent continually a danger for travellers.

To control these entry points and allow people to move between systems safely, there are **Valkyrie spears** and **Space ports**.

**Valkyrie spears** are tunnel-shaped technological jewelry used to accommodate and assist ships to transit between points of entry. These are spears that secure the entry points. It are not installed along the entry points but just around them when they open into a spaceport. Since the creation and maintenance of these spears is costly, there is not much per system. Installing a valkyrie spears immediately requires installation of a nearby spaceport. This, of course, increases the cost of production.

**Space ports** are immense stations serving as transit areas for travelers, traders and anyone wanting to reach a planet in any approved system. It allow ships to land if the final destination is the system in which the port is located. People can thus complete the formalities to get to planets or prepare to go to their final destination.

Most of the time, the entry points bear the names of the space ports where they lead.