- Track 1 Music Introduction
- Track 2 Ship's Log The Full Advantage is parked in geostationary orbit above Shanghai Spaceport, waiting for Brad and Alex to return from the surface.
- Track 3 Heat Sink They sprint to Venus at the request of an important A.I. Ambassador. A chilly reception awaits them on a very hot planet.
- Track 4 Aleph One The Ambassador has shocking news on several fronts.
- Track 5 Parallelogram Giri Null insisted they visit an old acquaintance of his in a parallel universe, for reasons entirely unclear to all.
- Track 6 Game Plan Realizing they are pivotal figures in a power struggle between star systems, Brad and Alex try to understand their position as best they can.
- Track 7 Rendezvous with Overdog Planet Lithom is under siege by the Grefim. Solship Overdog is there to help them rescue Attos from his war torn city.
- Track 8 Tokolosh & Devil's Pique They cross paths with sinister ships of war. There is no reasoning with A.I.'s of this nature.
- Track 9 Negotiations Brad and Alex are pinned down in the lander on the surface of planet Grefim itself. Will they ever be allowed to leave after touching holy Grefim soil?
- Track 10 Secret Ballot The terms of the peace deal with Giri Null are announced. As always, the devil is in the details...
- Track 11 The Face of Eternal Fire Under armed escort to the Grefim star, their ultimate part in the peace deal is now abundantly clear, or is it?
- Track 13 Looking Back The genius of Giri Null.

