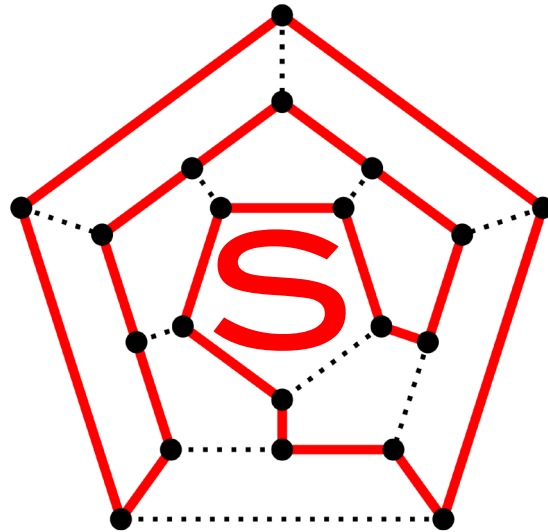


## The Test Run

The project has struggled with constant delays, budgetary concerns and technical malfunctions. The initial test run of the **Kerensky Translocation Array** didn't happen until three days ago, long after this project demonstration had been scheduled. The test had some problems of its own, though it appeared to be successful. The data from the test run is very odd, though. Nonetheless, Mr. Smithee presses on for a full demonstration for investors.

During the test run, the **Quantum Flux Doorway** (labelled "Alpha") was damaged. No one is sure how or why. Therefore, the demonstration will have to use the backup Quantum Flux Doorway (labelled "Beta"). The Quantum Flux Doorway creates the tiny wormhole that allows for teleportation, so it is a key component of the array.

The other pieces of the Array, like the **Safety Interlocks** and the **Crypto-Anagon Transmitter** are still in working order. Which is lucky, because you don't have backups for either of those. The Safety Interlocks keep the experiment from getting dangerous. The Crypto-Anagon Transmitter controls the destination of the teleportation beam.



SUFFICIENTLY

ADVANCED

TECHNOLOGIES

Demonstration Agenda for

*Dr. Kim Bread*

**Project ISIS** presentation

*January 22nd, 2021*

## Welcome to Sufficiently Advanced Technologies!

We hope that your employment at **Sufficiently Advanced Technologies** will be an enjoyable one. You will hopefully find your employer, **Alan Smithee**, an agreeable one. **Dr. Kerensky** will be project supervisor for **Project ISIS**. If you have any questions or concerns please direct them to Dr. Kerensky or to Mr. Smithee.

## The ISIS Project

As you know, **Project ISIS** is an attempt to create a functioning teleportation device, utilizing Dr. Kerensky's radical new breakthroughs in theoretical physics.



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## Background

Your consciousness is not the terrestrial consciousness that the native apemen believe it to be. Your mental framework inhabits this physical vessel for a short time while you work to save yourself.

You came through the doorway to escape much conflict. Another group of entities called themselves **The Clockmakers** and attempted to do harm to you and your kinfolk for unknown reasons. Your kinfolk, a species called **The Grubbers**, were nearly made extinct by the Clockmaker's attacks. Unable to fight back, the Grubbers tried to escape your home in the Negative Dimension. But there seemed to be some tremendous elemental force keeping both races trapped there.

The outlook appeared bleak, as the Clockmaker Extermination units closed in on you. But then a mysterious energy field formed nearby, apparently a doorway to somewhere else. Eager to escape by any means, you sent your consciousness through and located a physical vessel here to use.

That was three rotations of the planet. You have been trying to blend in with the native since then.

## Goals

**Escape the Clockmaker.** You think one or more followed you through the portal. He wants to kill you, so you need to avoid or defeat him somehow. Unfortunately, the Clockmaker has probably taken a human form like you did, so you cannot be sure who the Clockmaker is.

**Hide your alien nature.** The humans do not know of other sentient life in the universe. They would likely react poorly if they discovered an alien being in their midst.

**Expose the Clockmaker as an alien** Come to think of it, exposing the Clockmaker as an alien might be the easiest way to stop it. The humans will imprison and dissect the Clockmaker or whatever, and you'll escape easily.

**Prevent the re-opening of the portal.** The humans think the device is a teleportation system, but it isn't. It's a dimensional portal to your home plane of existence. Re-opening would let additional Clockmakers through, which would be terrible. You'll miss your home plane of existence, but the Clockmakers had destroyed most of it and killed your kinfolk already.

**Find out where you are now.** And learn more about this new world. You've escaped the Negative Dimension, but you know nothing about where you are now.

## Sentient Races

**Grubbers** - Grubbers have difficulty understanding abstract concepts, metaphors and analogies. Grubbers only comprehend the concrete ideas and the immediate data of their senses. Grubbers are non-physical entities that share their biological manifestations communally. You didn't realize that the apemen on this side of the doorway operated differently, so you took an available body. You're not sure what happened to **Dr. Bread's** consciousness - it may be permanently overwritten. But now you have discovered that you cannot jump from one body to another any more.

**The Clockmakers** - Horrifying monsters bent on killing the Grubbers. You have no idea why they hunt you. You must escape and avoid the Clockmaker however you can.

**The Infinity Guardians** - Trapped your entire race in the Negative Dimension without even realizing you were there. Trapped you in with the horrific Clockmakers. Ultimately, the Infinity Guardians are to blame for all your suffering.

**The humans** - You don't know very little about the natives or their culture. **Alan Smithee** acts as chieftain of this tribe, and this tribe is devoted to experimentally investigating this universe. **Samms, Kerenky** and **Manciple** follow his orders. Other humans are new here today, some sort of visitors.