Operating the Kerensky Translocation Array

Safety Interlock?
* Locked?
* Unlocked?

(White Christmas lights are on)

(Make Sure Red Christmas lights are on)

Locked

Unlocked

Quantum Flux Doorway?
* Nominal
* Missing
* Damaged

Quantum Flux Doorway?
* Nominal
* Missing
* Damaged

Missing

Damaged

Nominal

Nominal

Damaged

Missing

Crypt-Anagon Transmitter?
* Missing?
* Tuned to 11.4e?
* Untuned?

Crypt-Anagon Transmitter?
* Missing?
* Tuned to 11.4e?
* Untuned?

Missing

Untuned

Tuned

Tuned

Untuned

Missing

STARTS FIRE

NON OPERATIONAL

TOTAL SYSTEM LOCKDOWN

DOORWAY TO NEGATIVE DIMENSION

CHARGE ZERO TIME COIL

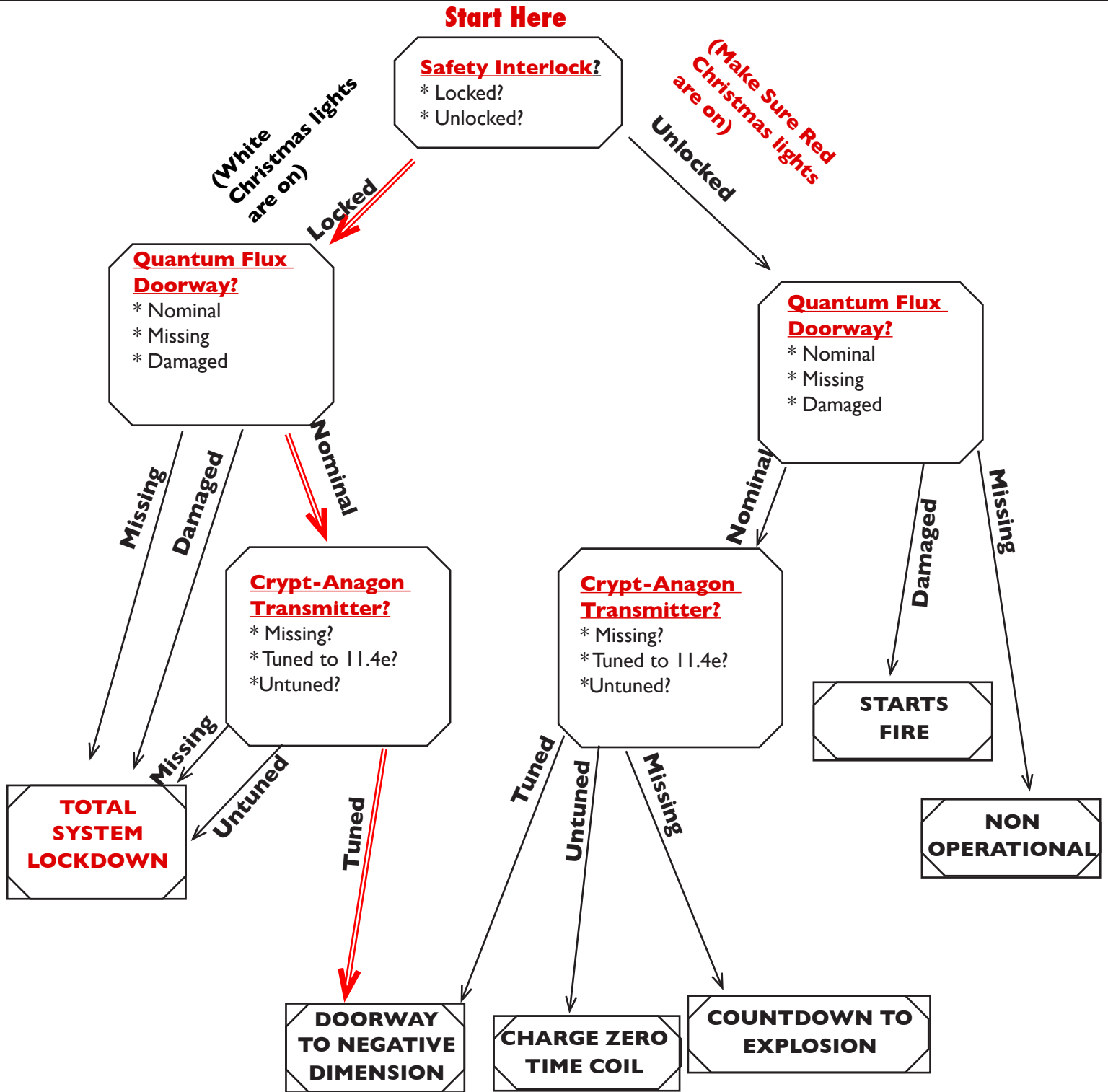**COUNTDOWN TO EXPLOSION**

End States:

* **System Lockdown** means that the system refuses to work, though everything still will be in working condition.

* **Doorway to the Negative Dimension** - Hand out a Possessed character sheet (either Clockmaker or Grubber, whichever seems more interesting) to one nearby PC. They are now possessed by one of the beings from the Negative Dimension.

* **Charge Zero Time Coil** - Strange lights and electromagnetic phenomena, but no apparent effect as far as humans can tell. If the Zero Time Coil is present, then change its setting to "Charged". (I'll have to figure out the prop for the Coil, and show you this ahead of time, as with the other props).

* **Countdown to Explosion** - tell them that things seem to be going out of control in dangerous ways. If someone doesn't deactivate the system in the next five minutes, then the system explodes, killing everyone in the LARP.

* **Non Operational -** The system simply has no power to open a teleportation gateway, so nothing happens.

* **Starts Fire -** The damaged Quantum Flux Doorway breaks down. Sparks fly out, and a fire starts in the Flux Doorway. If someone doesnt do something quickly, then the fire will spread. In a minute or so, it will engulf the lab, and then every minute or so it will spread from there. But this lab has fire extinguishers all over if anyone tries to stop the fire. (once it spreads from one room, it'll be impossible to stop with a fire extinguisher, though.)