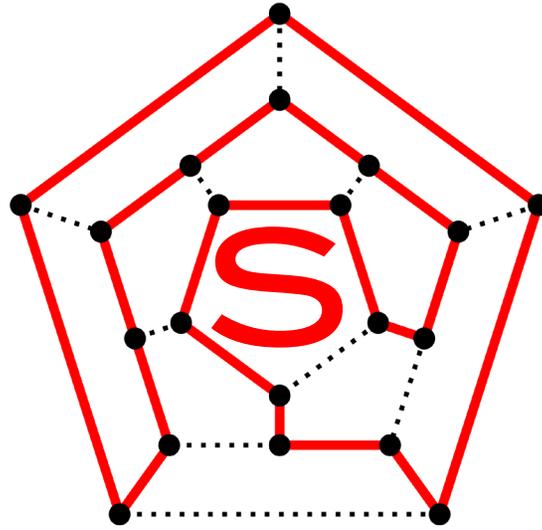


The Test Run

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. The refore, 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

Mr. Manciple

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.



(AKA the Roman God Tempus and many others)

Background

You've been waiting a long time for this. Impossibly long, it seems. Four billion years, in fact.

When your coup went wrong, all seemed lost. You mutiny of the timeship failed, and the warchief decided to exile you on a young dead rock, to live out your immortal existence alone.

But you were clever and patient. You couldn't make a timeship yourself with the tools onhand, but you worked to create a race that could. The first few billion years were slow, and tough. You were getting close to evolving a tool-using race when an asteroid killed the dinosaurs and set the plan back several million years. You had to uplift another race of creatures, and guide their culture for another few millenia.

Now these apemen are almost there. The test run didn't charge the **Zero Time Coil**. Apparently the settings on the **Crypto-Anagon Transmitter** were wrong. You won't let that happen again. The transmitter needs set to 11.9e to charge to coil properly. Once the demonstration goes off and your device gets properly charged, then you can put it in your homemade timeship, detonate the **illegal nuclear device system** and escape back a few billion years before your exile ever happened.

In order to watch over the experiment, you've taken an identity as **Mr. Manciple**, the Public Relations man for **Sufficiently Advanced Technologies**. But you aren't some measly hairless ape. You are ancient. You are vast. You are the destroyer. You are **Jagoroth**.

And you're close now. *So close*. You're getting impatient. You've waited for very long, and you won't wait any longer. Nothing can stop you this time, no matter what the cost.

Goals

Insert your Zero Time Coil into the experiment. You need to set the **Crypto-Anagon Transmitter** to 11.9e and place the **Zero Time Coil** through the doorway that will open. This will charge it up with positronic particles, allowing it to control your homemade timeship.

Escape in a time machine. Your timeship's **Tachyonic Vector system** requires enormous energy to break the temporal barrier. To supply this energy, you have swindled a **low-yield nuclear weapon** away from some Libyan terrorists. As long as you're in the ship, you'll survive in the ship just fine. The deaths of these human vermin is inconsequential.

Hide your alien nature. You've bred these apemen to be superstitious and gullible for so long that they're likely to freak out at the idea of an alien in their presence. So keep your history a secret by whatever means necessary.

Find your lost keys. You need them to access your office, where your homemade timeship is stored.

People You Know

Alan Smithee - Thinks he is in charge here, but you secretly own more of the project than he does. His financial troubles allowed you to buy out a majority stake in the company, and push for it to research projects of interest to you. You bought the company through a front company, **the Tempus Foundation**, to hide your connection. You want your control a secret, at least until you get the coil charged. After that, it won't matter what Smithee thinks. Or any of these apes, for that matter.

Dr. Kerensky - You've been feeding Kerensky advanced Jagorian mathematic information, by sending telepathic projections into her dreams. This has accelerated the project, but the knowledge is more than Kerensky's puny human brain can handle. She's begun to go a bit insane. You hope that she will last just a little while longer.

Norman Ashby - For some reason, this apeman makes you think of when you were worshipped as the god **Tempus** in Egypt and then Rome. Feasts were held in your honor and poets sang your praises. Why does Ashby remind you of this?

Other Humans - The other two scientists are weak, worthless wretches. They were too weak and stupid to understand the advanced scientific knowledge that you've given Kerensky. And the other humans are even worse: dumber, greedier, lazier, and more superstitious.

The Jagoroth - A mighty race of warriors that will recognize your might once you return in your timeship and conquer the galaxy in your name.