

Comp Time: RPG In the “Future Past”.

Comp Time: Expanded Rules by Michael Selvaggio

Time: Option # Three / Game is played in 3 sessions of 3 hours each.

Ingredients: Package Two / Actor, Steel, and Team

Players 3 LARP, 3 NPC. 1 Referee

Entry 3/17>>>

Advertisement

You’ve worked hard so, how’s about some “Comp Time?”

Live: play using the local mall and your cell phones as the setting of a unique futuristic time travel adventure.

Action: packed game where 5 to 7 mature players explore, fight, and grow in this new interactive game design.

Role: play Sarge the unlucky war dog, or Doc the warrior scholar, or even Tiny the lucky lovable oaf.

Playing: and refereeing Comp Time is EZ. Even a referee reference board is supplied to coordinate the action, & is used for table top play

Advertisement

Entry 3/15>>> Due to the nature of this design environment. (Game Chef Challenge). **I will, from now on, place makers to show a new rule has been added to an already established subject. The word “Entry” followed by the date will be placed before the new rule. I do this to support recurring readings of this document. PS please forgive my fevered grammar.**

“Archetype memory injection greatly lowers the possibility of “Now Time” thought steam disturbance commonly found in senior IBS Time Troopers.”

Professor Tempus: Conference on Thought Stream Mechanics

Setting: (read to players)

The year is 2116 AD. The world is divided by two super powers; the corporation known as IBS (**Itty Bitty Software**), and the country of New Hampshire. The head of IBS is the Mega Trillionaire William Doors inventor and sole owner of Pre Comp-nition, the most powerful Computer System in the Solar System. Using time travel William Doors placed his super silicon neutron computers in the 20th and 21st centuries.

The way Pre Comp-nition works is if a customer has a question of any kind the question is sent into the past where the super silicon neutron computers have more than one hundred years of “COMP TIME” to work on the problem. The answer is given to the client immediately after the question is made. The company also has a “Dèjà vu Contract”. For an extra fee the answer is supplied before the question is asked.

The Pre Comp-nition facilities embedded in the past where huge due to the time portal equipment and cyber bowling alleys required by union regulations. This is why they had to be disguised as shopping malls.

All Pre Comp-nition facilities known as “Malls” were issued “Temporal Beacons” with a panic button. If the panic button is pushed a message is sent to IBS HQ signaling the need for emergency help. Before the recovery team (**ingredient one**) is sent a “First In” team is injected to gather a pre-recovery report and to make sure a “Time Tare” hasn’t developed. If atomic cleansing is not required a hardened Para military team known

Comp Time: RPG In the “Future Past”.

as The Mall Rats are sent to track down the Temporal Beacon, reestablish communications with the personnel and restore the Computers to full operation. That’s your job.

The Object of the Game: (read to players)

You are a Mall Rat. Genetically designed, to emulate the early 21st century natives. Your memory has been altered to minimize polluting the past with future knowledge. You will only remember your 21st century cover identity and the briefing given at the entrance to the time portal called “The Mall Entrance”. The portal is synchronized to launch back to the present three native hours after the team arrives. If you don’t make to “The Mall Entrance” for the launch you will be forever lost in time. Or at least till you find a temporal taxi.

The game will require a commitment from the players of three visits to the mall for three hours per visit. Each player needs a cell phone. Also players are to be reminded they are on private property and must not perform any acts which are illegal or unethical. So do not break the Law and be respectful of others. (Mentioning of the law is not one of my ingredients).

Each player will be given one of three characters. Characters get wounded get healed have problems. The main problem is they cannot communicate with each other. They can talk to any native but not each other. This is due to Hanson’s Syndrome. When a time traveler’s memory is altered it dose some unknown . They can only communicate with 21st century speak and they have forgotten how to control their telepathically chips in their head.

Each character will have a equipment, personality traits, that may be triggered by the referee, a prop or native interaction. A native is any one who dose not knows about the game. Obviously were ok.

Players primarily will avoid interaction with natives unless they are affected by Time Sickness. Time Sickness is when players start acting like customers. The exception is buying food and drinks which cures time sickness. At the end of each session all shopping receipts have to be scanned for time ticks. The player rolls a 10 sided die. If the roll is equal to the first digit on the price total the character is infected and dies a terrible death. So native shopping is a ticky operation. I won’t tock about it again.

“Troopers do not need to think. Troopers do not need morals. Troopers do not need to survive. Troopers only need to follow my orders.”

Major Player: Trooper boot camp welcoming speech.

The Real Object of the Game: (for referees only)

Comp Time is a Live Action RPG game based on scavenger hunts and problem solving. The game is played in three sessions of three hours representing three parts of an adventure which must be solved before the time is up. The referee will need a cell phone a camera and a mall lots of envelopes, and hid a keys. Magnetic boxes you put a key in for secret storage. If a mall is not available use a town area (ID this).

On the first session the team is given the First In team report. This will be in the form of photographs hints on paper, photo’s, and Information Packets or IP’s. The IP’s contains partial information that only the characters players may see. When the IP is activated the player now has a complete instruction, command or hint leading to the team’s victory. Again the player must keep this info secret because their memory was altered to minimize polluting. The characters intuitively know what they must do they just don’t know why sometimes. The referee also calls them from the future and opens memories (More IP’s). If a native interferes or something doesn’t work; you have to deal with it after all you are a Mall Rat.

“There is only one person that is expendable on this mission. Me.”

Sarge: Spoken on every mission Sarge has commanded.

The Story Behind The Game And The Adventures Structure

The False Trail & The Lost Beacon

At the Mall # A56 (pick a mall) professor Tempus stumbled upon a terrible secret. IBS is secretly infecting the past with futuristic knowledge to infect the city (pick a local city) which will become New Hampshire’s capital. Doing so will destroy the world’s last hope for freedom or at least lower taxes. The report the team is given is false. They are told to go to a location and meet with the professor at a certain time. He isn’t there instead the team receives a call (refs check all locations for signal strength). Go to protocol #2 their directed. In the envelopes is more information. the main instructions which are: They are to find the Time Beacon and return it to the time portal. Sorry I meant to say “The Mall Entrance”. They must now find, using the clues, four stores. By running a line from one store to the other a cross is made. At the intersection of the x is a fifth store where there must be some *steel* possibly a door or fixture (*second ingredient*) where a hide a key will be secretly placed. The hide a key box is the time beacon. Inside the box is the professor’s letter with a strange symbol. It is a sad tale of the professor and the first set of instructions for the next session. Fallen players must go to the mall entrance and wait with referee.

Where is the Professor?

According to regulations personnel may not go native unless their memory class is gamma six or lower. The professor is Zeta 7. That’s big. Really. The Rats are sent in to do a simple snatch and run. The professor’s letter from the previous session and personality profile will be given to the players. Using a map of the mall and the personality profile; they must find stores that relate to the professors habits. The first letters of the stores will help to spell out the last store the professor is sitting at. The professor will be an *actor* playing the part (*third Ingredient*). The professor can speak with the players until they are sure he is the professor. On the professor there will be in plain sight a symbol matching the symbol found on the professor’s letter. The symbol is an upside-down “W”. Touching, below it, a sideways letter “D” (curve down) with a red Ø (international stop symbol) covering the miss aligned letters. The symbol is confused as a “Stop Mall Dementia” button. These are worn by anti time travel activists. It is really a Data Device the professor tried to label “Stop William Doors” while the Time Dementia was taking over the Professor’s mind. Did I forget to mention the professor is not himself. When a team member speaks the secret time travelers welcome “Shazbot” (or your choice) the professor hands them a packet.

In the packet the team will be informed the professor is in shock and suffering from Time Dementia. The Professor cannot move on their own and must be moved by holding their elbow like a blind man. While the team is inspecting the packet, or whenever possible, the professor will try to wander off to one of the stores on the personality profile list.

The professor will have two props a freeze bomb which when pulled out forces the team to stay in place for three minutes. The Actor will go to one of the personality trait locations. The second prop is the tempus board (trash bomb) this must be thrown in a trash can or “turbo tube” in front of a store. The store is really a front for the time generator equipment which allows the portal to work. That’s necessary.

Healing the Professor, and the Big Finale.

Comp Time: RPG In the “Future Past”.

The doctors say if the professor doesn't get cured in the next three hours the time dementia will be permanent. Your team will go back and try to help him/her regain his memory. This time you must follow the professor to some of his old haunts. What you are trying to do is watch the professor's travels and see if you can learn the cause of his condition.

The format of this game is twenty questions. You are trying to find out what one object the professor is at that store for and the overall subject of the objects. Again: Why the professor at that store? What is in common with all of the items in all of the stores? The object in each store has to do with the subject “time”. The objects could be a calendar, a date book, a “Time” magazine, an audio or video recording with the word time in it or the subject related to time. You may ask the professor if the cause of the professor's illness is some subject only after at least three objects are found. If the suspected cause is wrong a IP is given to the group. The sheet says the inside the envelope will say: That question has put the professor in shock and the team must wait 5 minutes before they may continue. Also they are told if they ask and fail again the professor will be incurable. This is false; every time the teams fail they lose 5 minutes for the same reason.

Once the professor is healed they can return to the portal. Telling a story about the truth all along the way and stopping to communicate with Sarge's not dead spouse about finding a cure for Bonnie. Upon arrival the referee as the character of the portal controller will hold a bean bag the size of a fist in plain sight with the word gun written clearly on both sides and count one, two, three. The referee will then try to hit the professor in the torso. If successful the professor dies and William Doors wins. No trial or loss of sales. If the referee misses the full truth is revealed to the world and the players have saved the world, time, New Hampshire and everything.

“So this drunken Rat twice Tiny's size says, “My buddy says you're a little SLLLOOOW.” Then in a flash Tiny pins him to the floor and says. “Slow in what way?”

Doc's tells favorite story, about Tiny.

Initial Set Up

Comp Time is a seven player game. Three players are the Role Playing Characters, three are NPC or actors, and last as usual is the referee that's you. Really it's you. Because each mall is different you must customize the adventure to suit the adventure. Through out the game I will make design guidelines but I cannot foresee any problems particular to your arena. So overall keep this in mind solve the plot and location problems one of three ways make a game decision and dress it with rationalization. Turn all obstacles into game components, and lastly quarantine an area or condition that is a huge problem with some trumped up label like Time Radiation or Temporal Distortion. Players are used to lies what they won't stand for is sloppy ones.

Also brief the players of Hanson's Syndrome, Com Links, and any other common problems other mall rats have had. Give them a map of the Mall and the location of the com links make one critical mistake on the map and don't admit to it unless your caught and then fain stupidity as the referee (“Oh man I don't know what I was thinking. I'm sooooo sorry, really.)) Let the players talk with each other on how they want to solve the problems of being a Mall Rat and what they think standard Mall Rat Procedures should be. This includes hand signs different procedures like splitting up. Have them issue a paper for each other and the referee on these procedures limited to one page 12 point type.

The referee picks a mall.

The mall must have a stationary store, a book store, a kiosk (a “you are here” map), an electronics store, a toy store, a department store, sporting goods store, and benches or sitting areas. Access to these stores should

Comp Time: RPG In the “Future Past”.

be via public accesses only. The referee will chose locations in the mall and label them one to six. They will be used as Com Links and some will be coordinate locks. Coordinates locks are locations where information is to establish the location of the second beacon in the first section.

Com Links or CL's are used to talk with the referee. These are the only places players can send messages via their cell phone. Players can receive messages at any location from the referee. The referee must visit the mall and check for cell phone strength at all CL's. Coordinates locks and CL's can be key features like the “south entrance” or the 6 foot red mouse (the only one) painted on a wall. CL's should be no more then 5 minuets from each other. I'll help you later on with CL setup.

To send a message from one player to another both players must be at a com link and log in with the referee. The referee gets the message which must be no more than ten words or numbers long. Link #4, 9 pm and 12:54 pm, ph # (987)-654-3210 counts as one number.

The cast in our production: “Major Player”: played by the referee, “Professor Tempus” an NPC played by an actor, The Time Police npcs played by two or one actor, “Sarge” (short for sergeant): played by role player, “Doc” played by role player and “Tiny” played by role player. Comp Time's characters are not gender specific but there are times when gender is important game color. When this happens the text will read (GENDER??) followed by a set of choices. Example you are the (GENDER??) Mother/Father of a little girl or Sarge's civilian name is (GENDER??) Dug / Dale.

Getting a Character

Players are asked to pick a color. Their choices are Green, Blue, and Red. The Red player gets Tiny, the Blue player gets Doc, and the Green Player gets Sarge. Give each player a common knowledge sheet and their characters IP (secret file) to be read later with their mutant power.

“Pop taught me. “Your awareness is equal to the quality of your life.” This is something we all can do.”
A favorite teaching from Tiny's adopted father.

Common Mall Rat Characteristics

All Rats are genetically perfect and considered the finest human specimens in the solar system. They know no fear. They are all masters of the multinational martial art called Sonic Photon Radiation Combat. (Rock, Paper, Scissors). They are all family oriented. They have common knowledge and secrets. They all have a Dream life waiting for them. “After this adventure I am going to.....” They all have one personality disorder they must over come in the game. They all have one piece of equipment they know how to use best. And they have one time mutation no one knows about not even the referee. Ha!

I need to talk about mutations now. At the start of each session the referee prepares 7, duplicate in appearance, mutant packets. These are taken to the Rats Meeting (more on that later). At the end of the meeting (done at the mall) each player takes one mutant power IP envelope. The remainders are discarded without opening them.

The players separate and read the letter in the packet envelope and then reseals it in a second envelope which is pre labeled on the front “Sarge's/Doc's/Tiny's Mutant Power” and on the other back “To use when call the referee FIRST or _____” The letter inside will instruct them to circle their name on the envelope and if they use the instructions on the back. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) the mutant power of that player is lost for that session even to the Clone Mutant. In short; “Keep it secret. Keep it safe.”

Comp Time: RPG In the “Future Past”.

The referee must be called when most powers are used. Mutant activation can be called from any CL. With the referee’s permission they open the envelope and read the letter. A mutant power may be used once per session. Once used the power is lost. If a player did not use a mutant power they may pick a new power for the next session or keep the one they have. The seven mutant powers are:

- 1: Temporal Control: Heal a player two wounds who is not dead (wounded three times).
- 2: Protection: Stops one Attack (of the Invisible Time Ninjas).
- 3: Clairvoyance: Neutralizes the negative results of an event where equipment harms players.
- 4: Psychic: Freedom from Hanson’s Syndrome for five minutes
- 5: Mental Shield: The Invisible Time Ninjas cannot attack for a 30 min. All would be attacks are lost.
- 6: Clone: Get mutant power used by another player.
- 7: Tick Immunity. Cannot be hurt by Time Ticks. This can be transferred to another player your not infected.

List of Characters:

Major Player: One of the leaders of the Time Patrol. The main function of this character is to brief the Rats at each upcoming mission. Also Major Player is the spoiler at the end when all refereeing is really over.

Professor Tempus: The real inventor of the Pre Comp-nition system. The professor is a highly educated work oriented Don Quixote. We see little personality from the Prof. but he/she dose tend to spent a lot of time mumbling to oneself and tends to wander off looking at ordinary things with great interest. Such as: the actor might be mumbling while looking at a door and say “AH! A fine example of 21st century post neo press board.”

The Time Police: Two goons with badges and too many lines of dialogue. Joe Friday types.

The Rats

Name Sarge: Sarge’s civilian name is (GENDER??) Samuel / Samantha Silva.

Common Knowledge: Sarge is a career solder and the leader of the group. Sarge’s troop record is full of heroism and bad carrier calls. Major Player was Sarge’s old commander three years ago and almost got Sarge drummed out of the troop. Sarge doesn’t let people get to close to him and has sworn never to lose another trooper under his command again.

What others don’t know: Sarge knows (GENDER?? he/she is suffering from a rare disease that could compromise Sarge’s last mission. Sarge is going to retire after this. Also Sarge is worried about Tiny and wants to make Tiny a better solder so Tiny can survive when Sarge is gone.

Family: Sarge lost (GENDER??) his Wife/ her Husband when Mall number “A13” had to be atomically cleansed. Sarge has a daughter name Bonnie dieing of a rare disease.

Sarge’s Dream: To go back in time before Bonnie got sick and Sarge lost (GENDER??) his Wife/ her Husband and live happily as a gas station owner.

Sarge’s personality disorder: Sarge’s best friend “Buckeye” died during a mission Sarge was in charge. Buckeye was run over by a truck full of toys. So whenever Sarge sees a toy store he will have problems.

Equipment Hkey Modulator: Sarge’s equipment is helps you find the “Hide a Key” locations (Beacons).

Name Doc: Doc’s civilian name is (GENDER??) Derrick/Dee Douglas

Comp Time: RPG In the “Future Past”.

Common Knowledge: Doc is the egg head of the group. Math, Medicine and Macro Engineering are “child’s play” for Doc. Doc comes from old money. His family used to lend Howard Hues money in the 50’s. Doc is a snob and thinks being a Rat proves Doc is otherwise. Doc looks up to Sarge and protects Tiny.

What others don’t know: Doc was offered a promotion but will not take it until Sarge gets one, which will not happen as long as Major Player is in charge. Doc is asexual and thinks sex is passé.

Family: Mother Douglas, Father Douglas and Uncle Dash

Doc’s Dream: To Work for William Doors as the head of Pre Comp-nition.

Doc’s personality disorder: Doc will never disagree with Sarge in the first hour of the game.

Equipment Temporal Healing Patches: Each working patch used removes one wound from a player.

Name Tiny: Tiny’s civilian name is (GENDER??) Thaddeus/Tabitha Thompson.

Common Knowledge: Tiny is a little slow. Tiny’s adopted family is the kindest most wonderful people in the world. Really the entire world. I mean it. They’re that nice.

What others don’t know Including Tiny: Others think Tiny has no secrets because Tiny is so special but he has the biggest secrets. Tiny is the long lost (GENDER??) brother/sister of Doc. Also there is a thought inhibitor in Tiny’s brain preventing him from being a super genius. This was placed there by William Doors. Tiny in another time steam was the super genius president of the country of New Hampshire. Tiny was able to answer the same questions in minutes that took Pre Comp-nition years to answer. So to protect the business William Doors went back in time. Kidnapped Tiny when Tiny was 3 years old then placed the inhibitor in Tiny’s little yet powerful brain. Door’s left him at the steps of the kindest most wonderful people in the world. Really, really, really.

Family: Pop, Mama Thompson, Grammy, Skipper and Doodles the dog.

Tiny’s Dream: To be the president of the whole world and be as smart as Doc.

Tiny’s personality disorder: Tiny can’t write the second hour of the game. His inhibitor chip is malfunctioning. Tiny thinks there is a shiny red Atomic Bomb in his pocket (IP “TA”) and if he isn’t careful it will go off. I lied to the player. So sue me.

Equipment Hanson Field Stabilizer: This device allows players to talk for five minutes to each other normally. Tiny was given this equipment assignment by Major Player who wants Sarge to fail. Tiny won’t use it unless you take Tiny to a someplace nice; pet store, toy store, any store a seven year old kid would like to go.

Using Equipment

At the start of the first and second session the referee is to prepare 12 envelopes; 4 Labeled Sarge, 4 labeled Tiny and 4 Labeled Doc. Take 12 sheets of paper and write on 6 of them the word OK on 3 the words NOT OK and on 3 of them the word MAYBE. In the four envelopes labeled Sarge place 2 OK, 1 NOT OK, and 1 MAYBE. Follow this pattern for Doc and Tiny. On the third session there aren’t any NOT OK sheets instead players will get 3 OK sheets, now that they expect a failure.

Players always use their own equipment (a set of envelopes) when they are alive. When they fall each set of IP’s are given to one player (fallen player decides who gets what). Sets cannot be broken up. When a player uses any equipment an OK sheet means the equipment worked and they get some reward. A NOT OK means for the original owner the equipment did not work successfully. If the player gets a NOT OK result and the equipment is not their original equipment they get injured one wound. If the result is a MAYBE the equipment works for an original owner and fails for a non-original owner. The players discover some of this for themselves.

Photon Punch Unseen

Comp Time: RPG In the “Future Past”.

Radiation Rampage Fails
Sonic Smash Foe Falls

Iggy Chang, SPR Combat Grand Master

The multinational martial art called Sonic Photon Radiation Combat.

Sonic Photon Radiation Combat uses the form of “rock, paper, scissors” as a platform to create interactive combat. When a team member receives a call on the cell and hears the referee say “Invisible Time Ninjas Attack” all action stops. The player called tells the others of the attack. All players without speaking set their hands in one of three ways. Fist (Radioactive Rampage), Palm Down (Photon Punch) or two fingers making a V sign (Sonic Shock). When the players are set the player talking with the referee says “Ninja scums do your worst.” The referee now informs the players which type of attack is launched; Radioactive Rampage, Photon Punch, or Sonic Shock.

Wounds applied to ones Time Shield are as follows. A player tying with the referee gets one wound, Sonic Shock vs. Sonic Shock for example. If a player is defeated by the referee that player gets two wounds. Players that beat the referee stop one wound delivered by the Ninjas during this attack. The player picks who to defend and they avoid taking one wound.

Radioactive Rampage beats Sonic Shock
Photon Punch beats Radioactive Rampage
Sonic Shock beats Photon Punch

Invisible Time Ninjas Attack!!!!!!

Ninjas attack three times each session. Each attack is already chosen so the referee won't go crazy. On the first session the first attack (using Sonic Sock) is before the team enters the portal. The referee can then fully train the Rats how to do it. The second attack (using Sonic Sock) will be one hour into the session and the third attack (using Sonic Sock) will be two hours into the session.

The second session's first attack (using Proton Punch) will be 30 minutes into the session. The second attack (using Proton Punch) will be one hour into the session. The third attack (using Radioactive Rampage) takes place when the tempus board is thrown in a trash can.

The third session's first attack (using Radioactive Rampage) will be 5 minuets after the team activates Tiny's Equipment. The second attack (using Proton Punch) will be 5 minuets after the team activates Tiny's Equipment for the second time. The last attack (using Sonic Sock) will be two hours into the session or 5 minuets after the team activates Tiny's Equipment for the third time whichever comes first.

Set Up for First Session.

Most malls are in the shape of an “X”. A central food court / hub and branching from the hub sections. If this is not the case you must modify the adventure to suite the mall. Let us presume there are four sections one north, one east, one south and one west. We will also say for instructional papooses say the entrance (Time Portal) is at the furthest location north in the north sections of the mall. Based on this presumption; set up the CL's as follows; number one is half way from the entrance (Time Portal) and the hub (middle intersection). CL #2 is at the end of the east sections. CL #3 is at the end of the south section. CL #4 is at the end of the west section. CL #5 five is at the hub and CL #6, which is also the com link array, is outside the mall about a minuet from com

Map Info in post able form.

North Section MALL ENTERANCE (exit) / mid point CL #1

East Section at exit CL #2 / XL+ / Hkey 1

South Section exit CL #3, Beacon 2, XL #, Hkey 2 (go a few stores north) XL## Hkey 3 (further North) Beacon 2 Hkey 5

West Section exit CL #4 (mid way east) XL<> / Hkey 4

Hub CL #5

XL+ Starting from the N, E, S, W exit move inward. XL # 14 stores XL ## minus stores 7, XL<> N, E, S, W side of branch. From the exit south move towards hub seven stores (14-7) on the east side. South.

Building the Referees Board

Entry 3/15>>> The coordination of the characters movements and varying conditions are difficult to follow without a board. Make a board 8 12" x 11" or larger which is the map of the mall upon it. Get some checkers and affix these labels When CL #7, Beacon 1, Beacon 2 Beacon 3 (Item Markers), CL Down (condition marker), Sarge, Doc, Tiny, Proff., Police (shows characters last location), Sarge going to, Doc going to, Tiny going to, Proff., (shows characters future location),. (Shows characters last location),

Entry 3/18>>> You can play this game as a table top board game. Increase the size of the board to 22 X 17. The referee must find the scale of the diagram they are using and find the relative length of 100 yards on the board. Let's say on the board one inch equals one hundred yards.. Measure the distance the team will travel in inches and that is the number of minutes it will take for them to get there. Your map scale should be different. The "one hundred yards equal one minute" rule is an approximation that I think favors most players. With little adjustment to the remaining rules the game should be playable. Two games for the price of one.

Information Packet Preparation

Envelopes with sheets of paper in them are called "IP's". IP's are issued to each player and are specific to that character initially. Equipment is usually the only packets that changes hands when a character falls. The story of Comp Time is reveled via the packets. The complete story of why Comp Time is taking place is sometimes independent of the mission's success. IP's are sometimes triggered when completing a goal, activating equipment, reaching a time or condition in the game.

IP's are either global, all players have a copy of the same information (possibly skewed to that player), or personal (for that characters eyes only.) All IP's have identifying marks on the envelope of two characters (alphabetic, and numeric). The first alphabetic character is the first letter of one of the characters name. The second character is either an alphabetic letter or a number. Example IP packet D1 is for Dock, TA is for tiny.

Global IP's have a number as their second character. These IP's span the entire game and are discarded after reading them. The Personal IP's have an alphabetic as the second character. These IP's are secret and are kept throughout the game as reminders of the characters secret agenda's and reviled as proof when a condition triggers them.

The procedure for IP's is as follows; Find the title "Session One IP's" in the COMP TIME GAME COMPONENTS section. Each IP in this session must be separated and places on an independent piece of paper. The top most letters are the two characters that must go on the face of envelope. After placing the letters put the matching paper into the envelope and seal it. When finished place all envelopes belonging to one character and a 3 feet of cord (used for carrying) in a 9X11 manila envelope. Place the characters first letter on the envelopes

face. On the back of Sarge's envelope write Green, on Docs envelope put Blue, and Tiny's envelope gets Red. IP's on actors may be given only by the actor. No mugging the actors

IP EXAMPLE

TC
Keep Secret
BANG "A" BOMB
GAME OVER
Keep after reading
 (Note: Print in 24 point type so it is seen through the envelope.)

The dotted lines sandwich the IP. All information in that space pertains to that IP. The letters "TC" are placed on the front of the envelope. This is Tiny's and it's a personal IP. **Keep Secret** and **Keep after reading** are reminders on proper usage.

The text to be transferred to the sheet is. **BANG "A" BOMB GAME OVER.** The note is an instruction for the referee to follow and is not meant to be placed on the IP sheet. This note informs the referee to use a large font which is easy to see through the envelope. Poor Tiny. What a burden.

Character Traits and Advancement

Each character has the traits, Strength (St), Intelligence (IQ), and Luck (LU). Each trait can be one of three magnitudes; Maximum (the most capable), Average (the most common, and Lack Luster (the least capable). These traits are used during events. Success is based on one team member performing with a trait tied to the event. IQ is used for technical solutions. St is used for feats of strength. LU is used to survive the impossible. Failure can cause wounds, lose of equipment, poisoning, misinformation for example. When a player calls the referee and says "TRAIT". The referee tells the caller the trait (strength, intelligence or luck) and of to open a Trait envelope (there are 12). Inside the envelope are the results.

	Trait		
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	<u>IQ=Y</u>	LU=N
Tiny	St=?	IQ=?	LU=Y

N= NO Success Y= Yes your successful ?= NO unimproved trait or Y (Improved trait)

The Sarge opens the #1 beacon and will find a note. : Call referee say "TRAIT". The referee checks to see the note for that event: The referee says, "You find a bomb you need your IQ. " Sarge's player draws one trait envelope and opens it. Sarge got a Y for IQ which is a wins. Sarge informs the referee. The referee logs the win under Sarge's name and sys, "The bomb doesn't explode." If Tiny had called in, Tiny would have lost unless Tiny had increased IQ Trait earlier from 1 to 2.

Three wins increases a trait by one. The player can increase any one trait by one. This can only happen once in the game. A trait of 4 instills a bonus ability

Hand out information and IP's in this order.

At start (first session only)

The Main Rules 3 Sheets one page

After picking a color (first session only)

Common Knowledge 3 sheets

Rats Meeting

Docs, Sarge's, and Tiny's Character IP's 3

Mutant Power IP's 7

Mission Briefing

Prepare

Six photos in an envelope marked "Briefing."

Five photos in an envelope marked "First Transmission."

Four photos in an envelope marked "Coordinate Transmission Protocol #2."

Show five photos in an envelope marked "First Transmission."

Show four photos in an envelope marked "Coordinate Transmission Protocol #2."

Major Player: "Troopers do not need to think. Troopers do not need morals. Troopers do not need to survive. Troopers only need to follow orders." The Major will continue on the subjects listed below in order.

Who are the Mall Rats? "The Mall Rats were meant to be toughest, smartest, and most adaptable soldier in any time bar none. Their primary mission, however, is to guide spoon feed Technicians back to the bosom of IBS HQ.

"What are their duties?" "According to Regulation 6, a Maul Rats Primary duties are in this order; "A" Reestablish communication between the mall and Port Central. "B" Rescue the mall's time portal personnel and "C". Secure and/or reactivate the super silicon neutron computers. Personally; the order needs rethinking."

Hand out the Mission Packets (manila envelopes).

What happened? "IBS HQ received a distress alarm at 08:13. This alarm emanates from a primary Temporal Beacon, located at Mall A56 / CL #3." Show team "First Transmission." Envelope, and a map of mall.

Who sent the alarm? "The primary Beacon #1 alarm was sent by Professor Tempus." Describe the actor.

Where is the backup beacon #2 "We do not have the location of the secondary beacon but we do have a secondary transmission file containing the exact coordinates to guide the team to its location." Show the "Coordinate Transmission Protocol #2" photos. "The data has technical problem. Fortunately you will not need them." Seal the four photos in "Coordinate Transmission Protocol #2." Referee tells thee Rats "Open the DA, SA, TA. IP's"

The mall location and key features. "Again you are going to Time Port A56 and these are the CL's you will need to know about." Show six photos in an envelope marked "Briefing."

The Mission: "Your Objectives are: *Protocol One:* To contact Time Portal personnel at CL #3 at 30 minutes, native time, post landing. Bring said personnel to Time Portal launch site before lift off. *If necessary perform, Protocol Two:* Which is to recover the secondary back-up beacon #2. Bring beacon #2 to the Time Portal launch site before lift off. *Support Objective:* To place and activate independent communication link (CL #7) in a location selected by Team Leader. This selection will be based on team leader questionable discretion. (This is a good time to look at Sarge disdainfully.) Time launch will be exactly three hours; that is three hours, from team landing. Be there. Any straggler will be considered absent without leave and will forfeit all future pay."

Comp Time: RPG In the "Future Past".

On the mission

Tiny's, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "T".
Docs, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "D".
Sarges, Global, Personal, Equipment IP's (12), 12 Trait Envelopes, an envelope marked "Coordinate
Transmission Protocol #2" (containing four photos), in a manila envelope with string marked "S".

Set Events

During Briefing Open DA, SA, TA
At Mission Time 0:00 Invisible Time Ninja Attack with Sonic Shock call Tiny
At Mission Time 0:30 Open SB
At Mission Time 1:00 Invisible Time Ninja Attack with Sonic Shock call Sarge and **Trait 01**
After attack tell players Open D2, S2, T2
At Mission Time 2:00 Invisible Time Ninja Attack with Sonic Shock Call Doc and **Trait 02**

Conditional Events

CL #3 first time use Open SC
CL #7 Up Open D1, S1, T1
When First Rat Falls Open D3, S3, T3
Found second Beacon Open D4, S4, T4

Prepared Events

Hkey # 1 Write: "From South Exit"
Hkey # 2 Write: "Move fourteen" **Trait 12**
Hkey # 3 Write: "minus seven stores"
Hkey # 4 Write: "on the east side." **Trait 14**
Hkey # 5 Write: **Trait 15** On opposite side of paper place the Professors Symbol WD (stop)
Hkey # 6 Write "Found two Robotic Healing Patches call referee to use"

ST ST LU IQ

Trait 01 St > Win: The referee says, "You capture a ninja you may ask one question about the Ninjas?"
Trait 02 "Pick another team mate to help." Then say. "Both must check their St." Win "The ninja is captured.
And he says, "There is healing hidden at CL#6.""
Trait 14 "You see a Stasis Bomb. Check your Luck trait." Lose: Players stay put for five minutes.
Trait 15 "To activate the beacons message you need IQ." Win: Open DD, SD, TD

Docs Wounds	1	2	3	Sarge's Wounds	1	2	3	Tiny's Wounds	1	2	3
Entry 3/15>>>											
Docs Strength			1	Sarge's Strength			3	Tiny's Strength			2
Docs IQ			3	Sarge's IQ			2	Tiny's IQ			1
Docs Luck			2	Sarge's Luck			1	Tiny's Luck			3
Docs Win	1	2	3	Sarge's Up Win	1	2	3	Tiny's Up Win	1	2	3
Trait up	St	IQ	LU	Trait up	St	IQ	LU	Tiny's Up	St	IQ	LU

St = Strength / IQ = Intelligence / LU = Luck / 3 = Maximum / 2 = Average / 1 = Low

Comp Time: RPG In the "Future Past".

An up is a characteristic change such as: If Docs strength goes "Up" to one. Having a trait equal to four gives bonus ability.

St = 4 Bonus: It takes 4 wounds to make Sarge fall.

IQ = 4 Bonus: Player gets to see all discarded Global IP's

LU =4 Bonus: When operating any ones equipment if Tiny gets "NOT OK" it is changed to "OK".

N= NO Success Y= Yes your successful ?= NO unimproved trait or Y (Improved trait)

Three wins increases a trait by one. The player can increase any one trait by one. This can only happen once in the game. A trait of 4 instills bonus ability.

COMP TIME SESSION ONE COMPONENTS

Session One IP's

DA

Keep Secret

At the Time Portal

No doubt the sender of the beacon's alarm has Time Dementia.

Normally it takes 3 days for the sickness to develop.

The sender of the message got sick in 2 seconds not three days.

That's imposible unless they experienced some sort of temporal field exposure.

I better keep this to myself until I have all the facts.

Keep after reading

DB

Keep Secret

Go to protocol #2

Match the distorted pictures to the store locations.

Often coordinate locations are at CL's.

We should also be using Sarge's equipment as soon as possible.

Keep after reading

DC

Show to Others

Ancient Artifact

Temporal Salve

You can call fallen player back for this event.

The player or players recently fallen are restored to full power.

Doc's health is now two.

Keep after reading

DD

Keep Secret

Perspective Telepathic Message

Hail my warrior scholar.

Comp Time: RPG In the "Future Past".

The message I send to you is beware!
The greatest evil draws its powerful machinations.
Beware of time! Beware of kinsman! Beware of yourself.

Look for my glyph.

Keep after reading

D1

Keep Secret

Set CL#7

These Model 3 CL's stink.
The temporal inrush panel is filthy.
We need better equipment.
I better keep it to myself. I don't want to scare Tiny.

Throw away after reading

D2

Keep Secret

Second Ninja Attack

I won't heal my self unless I have two wounds.
The others need it more than me.

Throw away after reading

D3

Keep Secret

Lost a Team Member

You pull out an ancient artifact. Draw your DC envelope.

Throw away after reading

D4

Keep Secret

Found the Second Beacon

We must inspect the contents of the beacon now!

Throw away after reading

SA

Keep Secret

At the Time Portal

I recognize those memory patterns sent by the beacon.
Whoever sent that message must be suffering from Time Dementia.
They must have gotten sick at the same time of the transition to HQ.
I should know it's the same disease I have.

I hope my Dementia doesn't act up.

Keep after reading

SB

Keep Secret

Comp Time: RPG In the "Future Past".

Go to protocol #2

Regulation 456: When a recovery team cannot make primary contact they are to go to protocol two.

Protocol #2: A) Use memory com information to coordinate beams location.

Open "Coordinate Transmission Protocol #2" envelope.

B) Contact portal control to find secondary beacon via Hkey Modulator.

C) Report back to portal control for further instructions.

If you chose option "A" tell Doc, and Tiny to open DB and TB.

Keep after reading

SC

Keep Secret

Up Link Problem

The CL you are at is not working. Go to another CL.

Keep after reading

SD

Keep Secret

Perspective Telepathic Message

Hay Sarge. It's Buckeye.

You better watch your hindquarters amigo!

The devil him self is after you and he is loaded for bear!

You're in deep this time! You're on your own! And don't bite your own but.

Look for my brand Buckaroo.

Keep after reading

S1

Keep Secret

Set CL#7

These old Model 3 CL's are still servicing us fine.

Inrush panel is a little choppy but she'll hold.

Throw away after reading

S2

Keep Secret

Second Ninja Attack

That attack felt familiar.

Those #@*% are using time trooper moves.

They must be controlled by the IBS.

When I get back some butts are getting kicked.

Throw away after reading

S3

Keep Secret

Lost a Team Member

It should have been me.

Sarge's resolve went up.

Comp Time: RPG In the "Future Past".

All of Sarge's wounds are gone.

Throw away after reading

S4

Keep Secret

Found the Second Beacon

Let's go home.

Sarge directs the troop to go to the Time portal.

Throw away after reading

TA

Keep Secret

At the Time Portal

I hope there's a puppy store in the mall.

And I hope that nice shiny red grenade I have in my pocket is ok.

Keep after reading

TB Keep Secret

Go to protocol #2

Help find the matches to the pretty pictures and if you see a pet store go inside.

Keep after reading

TC

Keep Secret

BANG "A" BOMB

GAME OVER

Keep after reading

(Note: Print in 24 point type so it is seen through the envelope.)

This IP in all three sessions.

TD

Keep Secret

Perspective Telepathic Message

Tiny its Pop, I'm alive in your heart and you must listen very hard. Like when we crashed the plane.

Tiny my (GENDER??) boy/girl the mission you are on is Hell itself. Now you now I don't cuss. I mean it!

One of the most powerful men in the world is out to kill you. And he don't ever fail.

I think this bad man is using time against you! Watch your back! And don't you ever think you're stupid.

I love you, make it home.

Look for my Mark.

Keep after reading

T1

Keep Secret

Set CL#7

A Model 3, Commander Class CL at 74.5% operation.

Inrush panel carbonization should dampen cross temporal inhabitation.

Hugh? What was I thinking?
Throw away after reading

T2
Keep Secret
Second Ninja Attack
That was cool.
Throw away after reading

T3
Keep Secret
Lost a Team Members
I want to go.

You must go to the mall entrance and leave unless you see something that is fun.
Go to the fun thing and stay for five minutes.

Throw away after reading

T4
Keep Secret
Found the Second Beacon
Oh! Boy! We found it.
Jump up and down seven times.
Throw away after reading

Session ones chain of events

Used on all Three Sessions

Trait			
Doc	St=Y	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=Y
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=N
Tiny	St=?	IQ=?	LU=Y

Trait			
Doc	St=?	IQ=Y	LU=?

Comp Time: RPG In the "Future Past".

Sarge	St=Y	IQ=?	LU=?
Tiny	St=Y	IQ=Y	LU=Y

Trait			
Doc	St=Y	IQ=Y	LU=N
Sarge	St=Y	IQ=Y	LU=Y
Tiny	St=N	IQ=Y	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=N
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=N	LU=N
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=Y	IQ=Y	LU=N
Sarge	St=Y	IQ=N	LU=Y
Tiny	St=N	IQ=Y	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=N
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=N
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=Y	IQ=Y	LU=N
Sarge	St=Y	IQ=N	LU=N
Tiny	St=Y	IQ=N	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=N
Tiny	St=Y	IQ=Y	LU=Y

Trait			
Doc	St=N	IQ=Y	LU=Y
Sarge	St=Y	IQ=Y	LU=Y
Tiny	St=N	IQ=N	LU=Y

Mutant Powers: Cut and put onto separate sheets.

1: Temporal Control: Heals one player up to two wounds. Healing is not shared between two players. Players that have three wounds are dead and are beyond your skill.

To use Temporal Control call the referee **FIRST** from any location using any phone. A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

2: Protection: Stops one Attack of the Invisible Time Ninjas from happening or prevents someone from getting shot by a gun. Must be used before wounds are given out.

To use: the referee must call a team member and say "Invisible Time Ninja Attack" or before a gun attack (keep that a secret). A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Put a line through "To use call the referee **FIRST**." This is not true for you. And write on the line the referee must calls or gun attack. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

3: Clairvoyance: Prop Immunity. Neutralizes the negative results of an event where equipment harms players.

To use Clairvoyance call the referee **FIRST** from any location using any phone. A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Put a line through "To use call the referee **FIRST**." This is not true for you. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

4: Psychic: Freedom from Hanson's Syndrome for five minutes. The psychic can talk to the other team members.

Comp Time: RPG In the "Future Past".

To use Psychic call the referee FIRST from any location using any phone. A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

5: Mental Shield: The Invisible Time Ninjas cannot attack for a half hour.

To use Mental Shield call the referee FIRST from any location using any phone. A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

6: Clone: Copy any one mutant power used by a team this session. That power is now yours as if you started the session with it. Secrecy is no longer an issue.

To use Clone take the used mutant power after it's used. A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) before you use "Clone" your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Put a line through "To use call the referee FIRST." This is not true for you. And write on the line mutant power after it's used. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

7: Tick Immunity. You are not harmed by Time Ticks. This can be transferred to another player if you are not infected. Only one player gets immunity.

To use Tick Immunity you must be at the time portal "mall entrance". A mutant power may be used once per session. Once used the power is lost. If another player/referee/actor discovers (a lost note, overheard conversation with native etc.) your mutant power is lost for that session. Last: Circle your characters name on the envelope supplied and put this sheet back in it. Seal the envelope. "Keep it secret. Keep it safe." Retain this sheet.

Common Knowledge: Make a copy for each player of the 3 Common Knowledge's

Common Knowledge Common Knowledge Common Knowledge

Sarge: Sarge's civilian name is (GENDER??) Samuel/Samantha Silva.

Common Knowledge: Sarge is a career soldier and the leader of the group. Sarge's troop record is full of heroism and bad carrier calls. Major Player was Sarge's old commander three years ago and almost got Sarge drummed out of the troop. Sarge doesn't let people get too close and has sworn never to lose another trooper under his command again.

Doc: Doc's civilian name is (GENDER??) Derrick/Dee Douglas

Common Knowledge: Doc is the egg head of the group. Math, Medicine and Macro Engineering are "child's play" for Doc. Doc is from old money. His family used to lend money to Howard Hughes in the 50's. Doc is a snob and thinks being a Rat proves otherwise. Doc looks up to Sarge and protects Tiny.

Tiny: Tiny's civilian name is (GENDER??) Thaddeus/Tabitha Thompson.

Common Knowledge: Tiny is a little slow. Tiny's adopted family is the kindest most wonderful people in the world. Really the entire world. I mean it. They're that nice.

Common Mall Rat character traits: All Rats are genetically perfect and considered the finest human specimens in the solar system. They know no fear. They are all masters of the multinational martial art called Sonic Photon Radiation Combat. (Rock, Paper, Scissors). They are all family oriented. They have common knowledge and secrets. They all have a Dream life waiting for them. "After this adventure I am going to....." They all have one personality disorder they must overcome in the game. They all have one piece of equipment they know how to use best. And they have one time mutation no one knows about not even the referee.

Beacons send thoughts as a form of communication through time.

Time Dementia affects a time traveler's ability to organize their thoughts in a sequential manner, time wise. It's caused by native bacteria or a localized Temporal Distortion.

Invisible Time Ninjas are a secret society dedicated to the end of time travel. They leave their corporal forms, to avoid time pollution, and attack targets with spiritual chi / ki energy.

Guns have been outlawed by evil dictators in the future and replaced with Sonic Photon Radiation Combat which defeats Invisible Time Ninjas but not guns which are illegal.

Common Knowledge Common Knowledge Common Knowledge

The Rats: Make one copy and only let the characters player see this.

SECRET SECRET SECRET SECRET SECRET

Sarge: Sarge's civilian name is (GENDER??) Samuel/Samantha Silva. Traits> St = 3, IQ = 2, LU = 1

Common Knowledge: Sarge is a career soldier and the leader of the group. Sarge's troop record is full of heroism and bad carrier calls. Major Player was Sarge's old commander three years ago and almost got Sarge drummed out of the troop. Sarge doesn't let people get too close to him and has sworn never to lose another trooper under his command again.

What others don't know: Sarge knows (GENDER??) he/she is suffering from a rare disease that could compromise Sarge's last mission. Sarge is going to retire after this. Also Sarge is worried about Tiny and wants to make Tiny a better soldier so Tiny can survive when Sarge is gone.

Family: Sarge lost (GENDER??) his Wife/ her Husband when Mall number "A13" had to be atomically cleansed. Sarge has a daughter name Bonnie dieing of a rare disease.

Sarge's Dream: To go back in time before Bonnie got sick and Sarge lost (GENDER??) his Wife/ her Husband and live happily as a gas station owner.

Sarge's personality disorder: Sarge's best friend "Buckeye" died during a mission Sarge was in charge. Buckeye was run over by a truck full of toys. So whenever Sarge sees a toy store he will have to sit down for a minute and not communicate.

Equipment Hkey Modulator: Sarge's equipment helps find a beacons location.

SECRET SECRET SECRET SECRET SECRET

SECRET SECRET SECRET SECRET SECRET

Doc: Doc's civilian name is (GENDER??) Derrick/Dee Douglas. Traits> St = 1, IQ = 3, LU = 2

Common Knowledge: Docs the egg head of the group. Math, Medicine and Macro Engineering are "child's play" for Doc. Doc is form old money. His family used to lend money to Howard Hughes in the 50's. Doc is a snob and thinks being a Rat proves Doc otherwise. Doc looks up to Sarge and protects Tiny.

What others don't know: Doc was offered a promotion but will not take it until Sarge gets one, which will not happen as long as Major Player is in charge. Doc is asexual and thinks sex is passé.

Family: Mother Douglas, Father Douglas and Uncle Dash

Doc's Dream: To work for William Doors as the head of Pre Comp-nition.

Doc's personality disorder: Doc will never disagree with Sarge in the first hour of the game.

Equipment Temporal Healing Patches: Each working patch used removes one wound from a player.

SECRET SECRET SECRET SECRET SECRET

SECRET SECRET SECRET SECRET SECRET

Tiny: Tiny's civilian name is (GENDER??) Thaddeus / Tabitha Thompson. Traits> St = 2, IQ = 1, LU = 3

Common Knowledge: Tiny is a little slow. Tiny's adopted family is the kindest most wonderful people in the world. Really, the entire world, I mean it. They're that nice.

What others don't know: Others think Tiny has no secrets because Tiny is so special and he has the biggest secret. Tiny has a shiny red thing in his pocket (packet "TC") and if he isn't careful it will break.

Family: Pop, Mama Thompson, Grammy, Skipper, and Doodles the dog.

Tiny's Dream: To be the president of the whole world and be as smart as Doc.

Tiny's personality disorder: Because of severe head aches, Tiny can't write on any surface the second hour of the game.

Equipment Hanson Field Stabilizer: This device allows players to talk for five minutes to each other normally. Tiny won't use it unless you take Tiny to a someplace nice (pet store, toy store, any store a seven year old kid would like to go).

SECRET SECRET SECRET SECRET SECRET

Native Trinkets

Print plenty of these for the players to carry. This is why I let the players talk to natives.

Hi. I am acting strange because my friends and I are learning communication skills and team management. We are doing this by **not** talking to each other and doing simple / harmless tasks in a short time

Map Info in post able form.

North Section MALL ENTERANCE (exit) / Time Barrier Event / mid point CL #1 / Store 3 Hkey 3

East Section at exit CL #2 (go midway north) Store 4 Hkey 4

South Section exit CL #3, (go a few stores north) Store #5 / Hkey 5 has "Healing Patches" (further North) Store 1 Hkey1 (further North) Turbo Tube

West Section exit CL #4 (mid way east) Store 2 / Hkey 2

Hub CL #5

Session two's chain of events

Hand out information and IP's in this order.

Rats Meeting

Docs, Sarge's, and Tiny's Character IP's 3

Mutant Power IP's 7

Mission Briefing

Prepare:

Six photos in an envelope marked "Briefing." (Same Photos)

Four photos in an envelope marked "Professor's Tempus Personality File."

Major Player: "If it were up to me this team would be disbanded. But the Old Man (General Southgate) wants to give you another chance. It seems to me some people should retire and others should promote."

Why the Mission? "IBS HQ says that Professor Tempus is still alive back in 21st century. His memories, which are Zeta class, are too dangerous to risk a time pollution incident."

Where? "You are to return to Mall A56. "Once there you are to find Professor Tempus and return the Professor to the Time Portal for launch, which will be exactly three hours, that is three hours, native time, from the teams landing." Show six photos in an envelope marked "Briefing." (Same Photos)

How? "The guys at HQ have put together a Personality Profile which will lead you to the professors favorite locations." Find the four locations pictured and there will be Hkeys hidden there. In each Hkey will be letters of the alphabet. The letters are found in the name of the fifth store where the professor will be. Show the four photos in an envelope marked "Professor's Tempus Personality File."

Invisible Time Ninjas: "If you should encounter any Invisible Time Ninjas do not, I repeat, do not engage. That is all."

Referee says, "Open DA, SA, & TA"

On the mission

Professor NPC gets "Temporal Equip. Card", WD(Stop) ID Badge, and "Stasis Bomb." IP's

Tiny's, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "T".

Docs, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "D".

Comp Time: RPG In the "Future Past".

Sarges, Global, Personal, Equipment IP's (12), the Remaining Trait Envelopes, in a manila envelope with string, marked "S".

Prepared Events

- Hkey # 1 Write: "First letter of the store" Trait 21
- Hkey # 2 Write: "Consonant"
- Hkey # 3 Write: "Vowel"
- Hkey # 4 Write: "Consonant or last letter"
- Hkey # 5 Write: "Found two Robotic Healing Patches call referee to use"
- Hkey # 6 Write: "Trait 26"
- Professors Badge: Write "Trait 27"

Set Events

- | | |
|----------------------|--|
| During Briefing | Open DA, SA, TA |
| At Mission Time 0:30 | Invisible Time Ninja Attack with Proton Punch call Tiny |
| At Mission Time 0:30 | Com goes down. |
| At Mission Time 1:00 | Invisible Time Ninja Attack with Proton Punch call Sarge |
| | Lost a Rat? open DE before other |
| At Mission Time 1:30 | Com still down SE |
| At Mission Time 2:00 | Invisible Time Ninja Attack with Radioactive Rampage call Dock |
| At Mission Time 2:30 | Need professor? Call in TE |

Conditional Events

- | | |
|--|---|
| Team uses Com after first Ninja attack | "Com is down. "Open D2, S2, and T2" |
| CL #6 fixed | Open D1, DD, S1, and T1 |
| 3 rd Store Letter found. | Actor goes to store #5 |
| If Second Rat Falls | Open D5, S5, T5 |
| Find Professor | Actor tells players to read D4, S4, SD, and T4 Time Barrier up north of CL #1 |
| Take Professors Badge | Trait 27 |
| Trying to go past CL #1 | Actor mumbles to them selves "This might be the problem." Professor tosses on the floor IP labeled "Equipment Card" |
| Put IP in Trash | Trait 22 |

Trait Events ST IQ IQ LU

- Trait 21 "You have found a Stasis Grenade booby-trap. Use your Strength to get rid of it." Lose: "Team must stay at location for five minutes.
- Trait 22 IQ Win: "Time Portal repaired" Lose: say, "Wait there five minutes, then Time Portal will be repaired"
- Trait 26 IQ > Win: The referee says, "You reestablish all com links. And find evidence of Ninja tampering."
Lose: "Team must stay at Com Link for five minutes, when communication will be restored?"
- Trait 27 "The badge looks weird check your luck" Lose: "It badge stands for the "Stop Mall Dementia"
Win: "The badge has secret info "Open DB, SB, TB" Only one attempt allowed for team.
- Docs Wounds 1 2 3 Sarge's Wounds 1 2 3 Tiny's Wounds 1 2 3

Entry 3/15>>>

Comp Time: RPG In the "Future Past".

Docs Strength	1	Sarge's Strength	3	Tiny's Strength	2
Docs IQ	3	Sarge's IQ	2	Tiny's IQ	1
Docs Luck	2	Sarge's Luck	1	Tiny's Luck	3
Docs Win	1 2 3	Sarge's Up Win	1 2 3	Tiny's Up Win	1 2 3
3= Trait up	St IQ LU	3= Trait up	St IQ LU	3= Trait up	St IQ LU

St = Strength / IQ = Intelligence / LU = Luck / 3 = Maximum / 2 = Average / 1 = Low

An up is a characteristic change such as: If Docs strength goes "Up" to one. Having a trait equal to four gives bonus ability.

St = 4 Bonus: It takes 4 wounds to make Sarge fall.

IQ = 4 Bonus: Player gets to see all discarded Global IP's

LU =4 Bonus: When operating any ones equipment if Tiny gets "NOT OK" it is changed to "OK".

N= NO Success Y= Yes your successful ?= NO unimproved trait or Y (Improved trait)

Three wins increases a trait by one. The player can increase any one trait by one. This can only happen once in the game. A trait of 4 instills bonus ability.

Session Two IP's

PA

Team Leader Reads

Stasis Bomb

The team must stay at this location for three minutes.

Throw away after reading

PB

Team Leader Reads

WD (Stop) ID Badge

Trait 27

Throw away after reading

(Note: Place this IP in such a way that the distorted letters are displayed like a badge around the actors neck. The IP information is folded as to hide the IP message.)

PC

Team Leader Reads

"Temporal Equip. Card"

This equipment is required to operate the time portal. Otherwise you may not pass to the main entrance. It must be placed at Turbo Tube #1(garbage can in front of _____). Call referee when this is done.

Throw away at location

D1

Comp Time: RPG In the "Future Past".

Show to others

Com CL #6 Fixed

CL #6 was sabotaged. No doubt.

Also look at IP DD

Keep after reading

D2

Keep Secret

Com Down

We should check the Com Array at CL #6.

The log show it went down at 0:30 native time.

Throw away after reading

D4

Keep Secret

Found the Professor.

It's what I feared. The Professor has an advanced Time Dementia.

Dose Sarge know I know about his/her Time Dementia?

Throw away after reading

D5

Sole Survivor

Alone!

I let Tiny down.

I let Sarge down.

My only true friends.

Dead.

I'm worth nothing.....nothing.

Sarge wouldn't quit.

Now that I think about it. I've never seen Tiny fail.

I can't let them die without victory.

I'm am going to get this over rated school teacher back to port or join the team tying

Doc goes up in any one trait.

Throw away after reading

S1

Keep Secret

Com CL #6 Fixed

That cross inversion circuit was cut the same way I was taught.

This looks like an inside job.

Throw away after reading

S2

Keep Secret

Com Down

Must have been a Ninja, diversionary tactic.

On doubt they are after us.
The team needs to talk now.
Throw away after reading

S4

Keep Secret

Found The Professor.
Oh no. The Prof. has Time Dementia.
This is what I'm going to look like in another year.
I think I met the Tempus years ago.
I just can't remember were.
Look at envelope SD
Throw away after reading

S5

Sole Survivor

Can't, fall apart.
First Buckeye, now Tiny and Doc.
I'm going to make it just to spit in "Player's" eye.
Sarge goes up in any one trait
Throw away after reading

T1

Show Team

Com CL #6 Fixed
Were running out of time.
Wait! We can use the array to talk to each other like a they showed us in school.
There should be a green panel.....and there it is. A full matrix **Hanson Field Stabilizer.**
Hay guys we can talk here as much as we want,
Keep after reading

T2

Keep Secret

Com Down
We're in trouble.
Those Ninjas are hunting us.
Throw away after reading

T4

Keep Secret

Found the Professor
This guy looks sick.
Let's just go.
Throw away after reading

T5

Sole Survivor

What should I do?

What should I do?

What should I do?

What should I do?

Agggggggggggggg!!!!

This is not the end of me.

Think. Think. Think.

No more puppies, no more head aches, no more big baby.

This Trooper will survive This Troopers will think.

This Troopers will complete Major Player's orders.

This Trooper will have enough morals to shove an "A" bomb down the major's throat.

Tiny goes up in any one trait

Throw away after reading

DA

Keep Secret

At the Time Portal

That big mouth Major has it in for Sarge.

Wait a minute, if the Major's correct about my promotion maybe he knows something about Sarge retiring.

Keep after reading

DB

Keep Secret

The Badge has a *Perspective Telepathic Message* attached to its back.

Hail my friend.

This transmit is evidence I, Professor Theodore / Thelma Tempus am incapacitated.

Your attendance implies your actions are in earnest. I presume this is to my benefit.

Beware of William Doors. He is using time to.....

Keep after reading

DD

Show Team

Ninja evidence found. Analyzed with Memory Probe.

You found a Invisible Time Ninja energy signature due to the arrays memory stabilizer.

Probe shows there is a 89% energy skin projected from IBS HQ.

Keep after reading

DE

Keep Secret

They don't call me Doc for nothing.

If both Rats have fallen pick one to save.

Doc uses the Sanders Inverse Incision, and saves the fallen Rat.

Keep after reading

SA

Keep Secret

At the Time Portal

That promotion "Major Loser" mentioned must be Docs."
But what is a combat commander doing with class 3 personnel Intel.
Hay! Major Idiot, you just showed your hand.

Keep after reading

SB

Keep Secret

The Badge has a *Perspective Telepathic Message* attached to its back.
Listen up Sarge. It's Buckeye again.

This "PTM" is from the package (Prof. Theodore Tempus).

The Prof. figures your head is loaded with this PTM; the Prof is toast and he's stuck with trusting you.
He says, "Beware of William Doors. He is using time to..... "

That's it sorry.

Keep after reading

SD

Keep Secret

What did that med book I read say?
Patients with advanced cases of Dementia....
Something about hiding valuable stuff near their safe zone.

Keep after reading

SE

Show to others

Portal Technician calls and says thy switch carriers.
CL's are back on line.

Keep after reading

TA

Keep Secret

At the Time Portal

What was that?

Did the Major really say?

"If you meet any Ninjas don't fight them."

And they call me an idiot.

Keep after reading

TB

Keep Secret

The Badge has a *Perspective Telepathic Message* attached to its back

Hello Tiny I'm Professor Theodore Tempus. I want to be friends.

Since you got this far, I am going to trust you.

William Doors is a bad man. He is messing up time....hurting New H... kidnapped.....

Also read TD now.

Comp Time: RPG In the "Future Past".

Keep after reading

TD

Keep Secret

The Badge also had a substructure *Perspective Telepathic Message* as well.
Accessing PTM Com via Max 7 chip IO neurons

Subject: William Doors and Invisible Time Ninja Coalition

In May 2111 William Doors establishes Invisible Time Ninja under the command of Ma.....

First maximum effort mission the atomic cleansing of mall A13.

This was the first of many time oriented assaults on Ne.....

Keep after reading

TE

Keep Secret

Is it ok to get the professor now?

Tiny saw the professor. Sorry I forgot to tell you. I'm really sorry.

Professor is at _____

Keep after reading

Entry 3/19>>>

COMPONENTS FOR THIRD SESSION

Hkey # 1 Write: "Calendar"

Hkey # 2 Write: "Anniversary Card"

Hkey # 3 Write: "Ground Hog Day"

Hkey # 4 Write: "Toy with clock"

Failed at 20 questions search for Hkey with Physic Probe.

Hkey # 5 Write: Safe Zone Store "Found two Robotic Healing Patches call referee to use"

Hkey # 6 Write: "Trait 36"

MALL ENTERANCE (Healing Patches)

exit

NORTH

Stores are of your choosing

Time Barrier ----- professor is cured = barrier up

Hkey 3 Store 1>

CL1#

Store 2

e WEST

HUB

V

CL #2

Comp Time: RPG In the "Future Past".

(Coming to attention) It is.....(clear throat).....my last duty to inform you: due to my willful misuse of rank, which allowed the Invisible Time Ninjas to access top secret documents, I have relieved myself of command and have agreed to hand myself over to authorities for my crimes." (Two Time Police show up.)

"These are your written orders." Hand out three envelopes marked "Docs Orders" "Sarge's Orders", "Tiny's Orders". "Good luck Troopers. Learn from my mistakes. That is all." (Two Time Police show up and take the Major away before any one can talk to him.)

Written Orders: three copies.

Order Number: 21MR/A56/Silva#3

Attention: Trooper / Class "Mall Rats" / Team Silva

By whose authority: General Southgate

Intelligence Supplied (*Sarge's Envelope*):

Six photos in an envelope marked "Briefing." (Same Photos)

Four photos in an envelope marked "Professor's Tempus Personality File." (Same Photos)

Evidence Photos: of Labeled A) CL #6 tampering, B) Ninja Energy residue, C) Portal Tampering and D) Com Cell Homing device.

In Command: Sergeant (pending advancement) Samuel / Samantha Silva

Mission Necessity: IBS MED Report: Professor Theodore / Thelma Tempus requires immediate resolution of Spurious Instance Pattern Generation (Time Dementia) in three hours the time or the Professors condition will be permanent. This can be facilitated by go to mall A56 and allow Professor Tempus regain his memory.

Mission Location:

Mission Objective: Your team will go back and try to help him/her regain his memory. You will learn the cause of his condition. Med suggests the game of twenty questions to find out what item in the store the professor is there for. When the team has assembled the four items take the professor to the professors safe zone store #5. Study the items and determine their common theme. There you will ask the Professor "Is the problem (_____)? Fill in the blank, such as; "Professor is the problem (Benches)? The correct answer will cure the professors dementia.

Mission Landing: 1600 Nashua Mean Time

Return Launch at Exactly:

Referee says, "Open DA, SA, & TA"

On the mission

Time Cops two "Time Link" sheets

Professor NPC gets PD, PE, PF

Written Orders:3 Copies.

Tiny's, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "T".

Docs, Global, Personal, Equipment IP's (12), in a manila envelope with string marked "D".

Sarge's, Global, Personal, Equipment IP's (12), the Remaining Trait Envelopes, in a manila envelope with string, marked "S".

Prepared Events

Failed at 20 questions search for Hkey with Physic Probe

Comp Time: RPG In the "Future Past".

- Hkey # 1 Write: "Learn of first object Store 1" Hkey Item Answer: Calendar"
 Hkey # 2 Write: "Learn of first object Store 2 Hkey Item Answer: Anniversary Card"
 Hkey # 3 Write: "Learn of first object Store 3 Hkey Item Answer MOVIE: "Ground Hog Day""
 Hkey # 4 Write: "Learn of first object Store 4 Hkey Item Answer: Toy with clock"
 Hkey # 5 Write: Safe Zone Store "Found two Robotic Healing Patches call referee to use"

Set Events

- During Briefing Open DA, SA, TA
 At Mission Time 1:30 Invisible Time Ninja Attack with Proton Punch call Sarge
 At Mission Time 1:45 Invisible Time Ninja Attack with Radioactive Rampage call Dock
 At Mission Time 2:15 Invisible Time Ninja Attack with Proton Punch call Tiny
 End Game Little Win Open DD, SD, TD
 End Game Big Win Open DE, SE, TE

Conditional Events

- All are Dead Open D6, S6, T6
 4th store Item found. Actor goes to store #5
 Professor Cured Actor tells players to read D4, S4, and T4 Time Barrier up north of CL #1
 Eat with Professor Open D1, S1, and T1
 First Ninja attack "Open D2, S2, T2, PD"
 Defeat Police PE
 Trying to go past CL #1 Actor says, "To the Turbo Tube that Equipment Card might need repairs."
 Inspecting Tube DB, SB, TB, PF
 Tiny's operation Trait 31
 Max 7 chip in Turbo Trait 32
 Barrier down D7, S7, T7

Trait Events: LU LU IQ ST

- Trait 31 Tiny's operation IQ. The professor needs an assistant in this order Doc, Sarge, and Tiny.
 Win = Operation is a success. Lose = Team loses five minutes.
 Trait 32 Max 7 chip in Turbo Tube use LU. Win = Operation is a success. Lose = Team loses 5 minutes.
 Trait 38 "You wrestle for link using your luck." Lose = Take a wound.
 Win = "Detectives go and open DB, SB TB
 Trait 39 "You wrestle for link using your strength."
 Lose = Take a wound. Win = "Detectives go"

Entry 3/15>>>

Docs Strength	1	Sarge's Strength	3	Tiny's Strength	2
Docs IQ	3	Sarge's IQ	2	Tiny's IQ	1
Docs Luck	2	Sarge's Luck	1	Tiny's Luck	3
Docs Win	1 2 3	Sarge's Up Win	1 2 3	Tiny's Up Win	1 2 3
3= Trait up St IQ LU		3= Trait up	St IQ LU	3= Trait up	St IQ LU

St = Strength / IQ = Intelligence / LU = Luck / 3 = Maximum / 2 = Average / 1 = Low

An up is a characteristic change such as: If Docs strength goes "Up" to one. Having a trait equal to four gives bonus ability.

Comp Time: RPG In the "Future Past".

St = 4 Bonus: It takes 4 wounds to make Sarge fall.

IQ = 4 Bonus: Player gets to see all discarded Global IP's

LU =4 Bonus: When operating any ones equipment if Tiny gets "NOT OK" it is changed to "OK".

N= NO Success Y= Yes your successful ?= NO unimproved trait or Y (Improved trait)

Three wins increases a trait by one. The player can increase any one trait by one. This can only happen once in the game. A trait of 4 instills bonus ability.

Session Two IP's

**Detective
Trait 39**

(Note: Label the opposite side "Time Link". Fold in such a way that the words Time Link is readily visible.)

**Detective
Trait 38**

(Note: Label the opposite side "Time Link". Fold in such a way that the words Time Link is readily visible.)

**PD
Team Leader Reads
First Ninja attack
Throw away after reading**

**PE
Police Vanquished
Actor Reads**

When this adventure is over I promise I will explain every thing to the authorities.
Well. Enough talk lets get back to the portal.

Throw away after reading

**PF
Team Leader Reads
Inspecting Tube
Throw away at location**

**D1
Show to others
A Meal to stop time sickness.
Keep after reading**

D2

Keep Secret

First Ninja attack

Throw away after reading

D4

Keep Secret

Professor Cured.

Throw away after reading

D6

Keep Secret

The Last Rat Dies

(Gender??) Derrick /Dee

This is Uncle Dash.

What did I tell you?

Never surrender to death. NEVER!!!!

You get off your but and finish this mission soldier! NOW!!!

You are alive.

Throw away after reading

D7

Time Barrier down

Throw away after reading

S1

Keep Secret

A Meal to stop time sickness.

Throw away after reading

S2

Keep Secret

First Ninja attack

Throw away after reading

S4

Keep Secret

Professor Cured

Throw away after reading

S6

Keep Secret

The Last Rat Dies

"Daddy? It's Bonnie. Don't leave me!!!

I can't let Bonnie down!!!

You are alive.

Throw away after reading

S7

Time Barrier down

Throw away after reading

T1

Show Team

A Meal to stop time sickness.

Keep after reading

T2

Keep Secret

First Ninja attack

Throw away after reading

T4

Keep Secret

Professor Cured

Throw away after reading

T6

Keep Secret

The Last Rat Dies

"Tiny? My little one, Mommy's here."

"Don't let the bullies in the school yard get you down. Get up!"

You are alive.

Throw away after reading

T7

Time Barrier down

Throw away after reading

DA

Keep Secret

At the Time Portal

Is it possible all this time the major is made of flesh and blood?

Med must be desperate.

"Temporal Memory Recurrence Therapy" has a 10% chance of success at best

Keep after reading

DB

Keep Secret

Inspecting Tube

Keep after reading

DD

End of the Game, you Win
Professor Tempus dead.
Major Player beaten, but William Doors gets away.
You and the others have saved the world and time itself.
Ta, Ta, Ta, Daaaaaa.

DE

End of Game, Big Win
Major Player and William Doors Beaten
You and the others have saved the world, time, New Hampshire and everything.
Ta, Ta, Ta, Daaaaaa.

SA

Keep Secret
At the Time Portal
Buckeye mentioned a cousin.
Said he was a major headache.
Black sheep of the family.
And what is with those orders:
In Command: Sergeant (*pending advancement*) Samuel / Samantha Silva
I'm retiring!
Keep after reading

SB

Keep Secret
Inspecting Tube
Keep after reading

SD

End of the Game, you Win
Professor Tempus dead.
Major Player beaten, but William Doors gets away.
You and the others have saved the world and time itself.
Ta, Ta, Ta, Daaaaaa.
Keep after reading

SE

End of Game, Big Win
Major Player and William Doors Beaten
You and the others have saved the world, time, New Hampshire and everything.
Ta, Ta, Ta, Daaaaaa.

TA

Comp Time: RPG In the "Future Past".

Keep Secret

At the Time Portal

That major a no good bum for trying to hurt Sarge.

Keep after reading

TB

Keep Secret

Inspecting Tube

Also read TD now.

Keep after reading

TD

End of the Game, you Win

Professor Tempus dead.

Major Player beaten, but William Doors gets away.

You and the others have saved the world and time itself.

Ta, Ta, Ta, Daaaaaa.

Keep after reading

TE

End of Game, Big Win

Major Player and William Doors Beaten

You and the others have saved the world, time, New Hampshire and everything.

Ta, Ta, Ta, Daaaaaa.
