

Game Future50

Scenario

Brief outline:

The chaps read that a large meteorite has landed in Scotland and decide to take a trip up there in Mick's car. Combine trip with visit to Hadrian's Wall, several museums (only some of which are closed) etc., Mick, Pete, Kev, Tim.

Reach area of Glen Sloe 60 miles from Inverness



To find that most roads are blocked by police "Nothing to see here sir: might as well go home" etc. Hear on the car radio two things.

- Meteorite is estimated to have come from beyond Neptune – somewhere in the field between Neptune and Pluto.
- It broke up in the atmosphere and is in chunks lying all over Scotland (exaggeration – three bits. The police and army have two and are looking for the third one)

The guys are driving by a castle outside of Glen Sloe where they discover the third piece. First thing they notice is that it cuts out their car engine. Smoking rock in long grass. Red transparent glass like rock. Get out of car. Pulsing rock flash of light and ball of 'plasma that envelopes them out to just beyond where they stand.

Mick's car (a hired wagon like the one Mick was borrowing from work) (parked just behind hedge) is gone but in it's place is a large type 'Station-wagon' Vauxhall looking late 40's. Bench seats etc. Tax disk says April 2002. If they look carefully, though, the tax disk doesn't look right. Old style lettering – times roman a lot – and it gives the price paid on it as £8/10/0. Car Keys in Mick's pocket fit this car.

Weather turning. Car wont start (out of petrol?) (no - but appears to be) and spare can in back (made of metal) is empty. Car has spare clothes in it, all of which fit chaps, but not in their style – 50s coats, plus fours, spare jackets, shirts, lots of ties. Some money perhaps £100 in various leather wallets – old style, LSD type. Not much plastic in car – lots of aluminium and Bakelite – but car seems quite new.

Mist really coming down. Rear passenger window on car is jammed open and winder is faulty. Only alternative is the castle. If they bump start the car it will go (or if they look, there is a starting handle in the boot).

If they get the car started the mist descends and they crash. See below. If they don't, the mist become heavy and they separate. Night descends – they feel woosey in the mist – same results as below.



Car Crash or separation

Quick scotch mist bank. Bowl to see who's driving (Mick, Pete, Tim) Lose it on a bad bend: car tumbles and they are thrown out. Or, it's dark and misty and they become separated. It's late and they spend some time laying in a field. Individual memories:

Pete	Helicopter rescue
Mick	Airship
Kev	Sound of helicopters – big round shape in dark
Tim	Explosion. A posh English voice – somebody's butler

They wake up in a hotel of some sort. Individual rooms.

Lord Breene (Professor Lucius Breene) and his staff. Judkins the butler. Actually no staff, it turns out. Breene says "Your three colleagues are quite well" to all. Breene asks "would we like him to phone for the garage: car's a write off (if crashed) – burnt out - but something might be done" If no crash, car's been stolen. No TV, radio in Kev's room not working.

Actually, Breene will do no such thing – "it appears the phone lines are down". He suspects them of being journalists. He asks them about their clothing in a round about way – asks them if they'd like to put on something more suitable (their clothes are a little scorched and muddy).

Rooms next to each other in guest wing. As it grows dark that night after rest one of them is looking out of the window. Sees light from end of valley and hears helicopter take off and land several times. Next morning Lord Breene is in bed late "M'lord had a strenuous evening" says Judkins.

Mostly crofters cottages for the 60 miles to Inverness. Phones still not working. Catch sight of newspaper in magazine rack. Today's Date – Find out some details.

Breene emerges later on – very tired. Next night more noises – investigate. Shed. Big hanger. Space ship. Judkins and shot gun "don't make me use this gentlemen!". All revealed. Breene reveals himself as the professor. Says he has some explanations to make. Frog marches them all back to one of their rooms and locks the door. No escape. Explains in morning about engines and scotch mist. Doesn't get the time warp thing until investigates – all can be tested as having residual background radiation. Quite high but not in any way life threatening ("people stand in the field of atomic weapons and no known effects so far!" he says cheerfully in ignorance – "still I have some special tablets supplied to me from Porton Down that will straighten that out!").

These Tablets:

They are not nano-technology ("nanny-what?" says the Professor etc). They apparently stimulate the body to re-produce healthy cells – what the encyclopaedia calls a "controlled benign keloid" – basically a 'friendly' cancer – to replace damaged tissue with healthy tissue (albeit cancerous healthy tissue). A further component of the drug then tags the redundant damaged tissue and activates a selected T cells so that they can destroy the damaged material. A third and final drug shuts of the first one that created the new "controlled benign keloids" and effectively stops the cancerous cells reproducing in anything but a 'normal' way.

Ideas.

Meteorite can be analysed by professor. Energy release was detected by his personal radio telescope (in domed roof behind castle). Has seen similar bursts of energy before. Location coming from the Breene Belt – as he calls it (he thinks he is the only person to have discovered it) beyond Neptune. Unknown origin.

Doesn't initially believe that the chaps are from a different dimension but can – over tea (served by Judkins) be persuaded to trade information. Impressed with widgets that the chaps have on them.

Says "well if we are going to get you gentlemen back then we must go and get samples of this rock". Others which have landed in this dimension have also flashed but no one was around to notice the difference (police held back the crowds).

Space suits of rather traditional design but very functional with combination tight suit and hard suit (Dan Dare style) with heating and anti radiation compound (the Brits – following the war – are very experienced in anti radiation treatment and protection everybody else is pretty good as well). Air pack.

Prof has full armoury of hunting rifles, Webleys and shotguns, plus some Valiants (British Army EM2 style) from his days supporting the local territorials. He also has some "vacuum guns" weapons optimised for nil air, cold, low gravity use (small recoilless submachine guns and rocket launchers).

Needs to test space ship – cant leave people behind: still half believes that they are spies. Wants to show them the ship. Wants to try to overheat the engines again to see about space rip to see if he can reverse them and throw the guys back forward in time. Will only do that in orbit ("to dangerous in Scotland!").

Want's to try low earth orbit. How about loss of control – maybe prof passes out? Heads for moon. Forced landing....