

DINO CRISIS (F 1.0)

Faced with the growing prospect of a major energy crisis, one scientist by the name of Doctor Edward Kirk pioneered a venture into an alternative energy source which he dubbed the Third Energy. Were it to be successful, it would have introduced a paradigm shift in the field, allowing mankind to freely harness energy from thin air. But Kirk's efforts stalled, and by 2006, research efforts were cut short as funding was pulled. Shortly thereafter, Kirk himself died in the midst of an experiment.

But that was not to be the end of the Third Energy Initiative. Years after Kirk's supposed death, news of his activity surfaced in the Borginian Republic. A team sent to investigate these rumors found the aftermath of the Third Energy Experiment gone horribly wrong – the energy released had been so great that time itself was fractured, and from the fracture came creatures from a different time: dinosaurs from the Cretaceous Era.

The team returned from their mission, bearing news of the failure and what it had wrought upon the scientists and soldiers working for the Borginian Republic. But instead of deterring research into the Third Energy, it instead revitalized efforts – and an all new initiative was started by the US government in 2010 at a location known as Edward Island. Unfortunately, the renewed enthusiasm did not mean that the Edward Island team was any more prepared than the people of the Borginian Republic. A second incident occurred, this time sending the people on Edward Island far forward in time. This wasn't the only problem however – as a third, unknown operation had been launched in 2055. The collapse of the time space was a product of human error, computer error, and a fundamental lack of understanding regarding the forces that they were tampering with.

By 2055, researchers in the field had determined that since the initial Third Energy incident in 2006, the displacement of the dinosaurs from the Cretaceous Era had jeopardized mankind's survival. Intending to put an end to everything in the 2010 incident, they relied on the fact that one of their key members had participated in the 2010 incident to launch an operation which sent their team to the same time that the 2010 team had arrived at.

3 million years into the future. Technically year 3,002,010.

Calling it a mess would be an understatement. It would probably be wise to consider where you're arriving first and foremost, just to have an idea of what you're up against. Take this.

+1000 points.

Location	Description
Ibis Island – Year 2009	A secret Borginian research facility which recently had an accident occur due to a Third Energy overload. Word is that the US government had infiltrated the facility only weeks prior, and will most likely be

	planning an operation to scour the site for information, and perhaps secure the lead researcher, a Doctor Edward Kirk. Naturally, being on the island as you are, you should be wary of the dinosaurs – seeing as they've already massacred most of the staff.
“Hyperspace” - Year Unknown	A product of the space/time interference caused by the several Third Energy experiments, there's no official term for this domain, but it is effectively the “backroom” which stores broken fragments of spacetime. As a result, you'll find odd monuments and landmarks scattered across the landscape along with dinosaurs. It is said that there's an AI which operates out of “Hyperspace”, but whether that's just an idle rumor by some scientist from 2055 or the truth is anyone's guess.
Edward Island – Year 2010/3 Million+2010	Following the initial Third Energy Incident, the US government decided that it was necessary to study the Third Energy in greater detail, and assigned the staff of Edward Island to the task. However, they too failed to properly contain the Third Energy. Whereas Dr. Kirk's experiment had brought the dinosaurs to Ibis Island, the folks at Edward Island managed to transport themselves and the entirety of the island...three million years into the future. With the island confirmed lost, the US government responded by sending a team of specialists to rescue the science team and retrieve their research. There isn't much of a difference between starting prior to the Third Energy Instability event or after it, as it isn't very likely that they'll actually stop the operation of the machine for anything by the time you arrive. Some lines of logic would suggest that it is actually necessary to send the Edward Island team forward in time...at least if the hypothesis from the 2055 scientists is to be believed.
Deep Space – Year 2548, [Special]	It's in deep space. There's supposed to be a generation ship involved. But...also dinosaurs. Search for the [The Time Slipped Ship] if you're keen on going into space...with dinosaurs. This is a scenario path. It can technically be used as a standard path, but it will result in you being stranded in space on the Seyfert at first.

[Introductory Parameters]

With details of your arrival hopefully a little bit more clear than when you first started, there's other considerations to address. Your physical appearance, gender, and age is for you to decide, however, you should note that one of the backgrounds available to help you acclimatize to this time disaster will modify your physical appearance. Naturally, you can abstain from picking any background at all, but you may find that having certain preparations made less expensive is extremely advantageous.

Look over the following backgrounds and see what interests you. In the event that you prefer to abstain from choosing a background, you'll instead receive a flat 700 points, but this extra sum can only be used for companion and item related purchases.

Background	Description
Anomaly	As an anomaly you wouldn't be out of place anywhere in this world, or anywhere along the timelines. After all, if dinosaurs can be accepted in the modern era, then could you really be all that strange? Because you aren't what one would consider a "native", you may find yourself taking a little longer than others to get used to this world's peculiarities, but your associated modifications should at least keep your head in the game – and not in some dinosaur's jaws.
Soldier	Unfortunately you're probably going to be sent in to deal with the mess, either as part of the investigation team, or as part of the clean up crew. Now that the government is aware that dinosaurs are involved, military force has been deemed a necessity to secure the situation, which means the onus is on you to make sure that the scientists stay alive long enough to fix the mess.
Researcher	While not necessarily a researcher in the Third Energy phenomenon, you still have a fair bit of experience in a certain field of science, and that expertise is enough to earn you a fair bit of respect. Since the Third Energy disaster, the world has been hard at work trying to figure out the consequences of the disaster, and since it has clearly disrupted the fabric of time and space, this is no longer a problem restricted to the field of energy sciences.
Dinosaur	You're a dinosaur. You have claws, you have fangs, and maybe wings. It's a little bit hard to speak to humans, but communicating with other dinosaurs isn't too much of an issue. Be wary that most humans will probably shoot you on sight. If you intend to interact with humans, it may be best to have a mediator of some sort.

[PERKS/PERSONAL MODIFICATIONS]

Modifications are discounted within the appropriate background. The first tier is free within the background.

THE ANOMALY

It's a Dinosaur! 100

For most people, a dinosaur is something that has to be seen to be believed. In this day and age most people would disregard talk about a living breathing dinosaur, after all, they're supposed to be extinct. For over 65 million years. But you've got a special weight to your words that people know when you're being serious, and they'll take you seriously in turn. After all, if it's coming from you, there has to be some merit to it right?

You'll also find that out in the wild, when you do encounter an odd creature who shouldn't exist, studying them quickly will be enough to give you a rough idea of what kind of threat you are dealing with, and what major risks you have to take into consideration if they're around.

Peaceful Coexistence 200

When the team from 2055 realized that they were trapped in the time pocket, they attempted to ensure that their progeny would be able to survive in the time distortion, and given that the dinosaurs were the biggest threat outside of the environment, the scientists decided that they needed to find a way so that the children and the dinosaurs could coexist. Their plan was sound, but the execution ran into problems, creating children that couldn't speak properly and were instinctively driven to protect dinosaurs even at the expense of other, “foreign” humans. Thankfully, you don't have the same limitations – for one thing you didn't need to learn how to get along with other species through an AI gone rogue and a defective growth chamber.

You just need to come off as friendly or welcoming, and most dinosaurs will pause to regard you as a curiosity rather than a meal. If you put in the effort, you could probably get them to follow you around too, though teaching them not to attack other humans or reacting to humans attacking them may be a challenge. Even with the species which are extremely large, you don't have too much of a problem, though for the most part they'll just ignore you whenever possible.

Where Are You Keeping All of That? 400

For some odd reason, the people still alive in each isolated pocket of time don't seem to have any issues when it comes to grabbing supplies and staying on the move. Even if you get the chance to *investigate* them up close, they don't have any sort of futuristic technology that helps them store the various med packs, guns, and bullets they gather up. It certainly won't

stop them from whipping a four shot missile pod out of nowhere when they need to fight off several annoying Allosaurus though.

Well at least now you'll know their secret – the things that they're gathering up are being stored in a nebulous space that they can access so long as they're not engaged in any strenuous activity. Unfortunately, while this space is perfect for storing up large piles of ammunition and supplies, it can get cluttered rather easily if you're just throwing everything you find inside and organizing the space will take a fair bit of time if you have too much inside. If it does get too cluttered, in the heat of battle you might end up pulling out something that doesn't help with the problem at hand.

Time Slip – Splitting Seconds 600

By 2055, scientists generally agreed that messing with time any further would spell humanity's doom. But despite the consensus, scientists can't actually pinpoint what degree of time manipulation causes a major flaw. Well, as an anomaly, you can directly manipulate the flow of time, but the time frame you're able to manipulate is short enough that it shouldn't cause any major problems – unlike dragging dinosaurs from 65 millions ago forward to the modern day.

Specifically this allows you to exert the same effect as technology which will eventually be developed by the 2055 research team. Originally, this would have involved “pausing” time momentarily to make minor changes within the affected area. However, because you're the one actualizing this, and you happen to be in the area – this will result in time appearing frozen to you. The things around you can be manipulated and moved about, and inanimate objects can even be removed – like making a couple bullets vanish. However, because the area of effect uses you as the epicenter, only things within your field of vision can be influenced.

At first, you'll probably only be able to sustain this for a span of seconds, and without adapting to it, this might be difficult to utilize effectively. You can, with enough practice and repetition, extend the period of time where you can freely manipulate the environment around you, but keep one point in mind. This isn't something that you'd want to use over and over again, lest you create rifts in space time akin to a Third Energy incident. Depending on where you are, you might accidentally pull a dinosaur through time if you abuse this.

THE SOLDIER

Covert Operations Specialist 100

As part of the team investigating the Third Energy Anomaly, there's only one thing you need to understand: the world isn't ready to handle knowledge of the Third Energy going public, so every aspect of the operation needs to be kept under layers of black tape. Your assignment as far as it pertains to the Third Energy, doesn't exist, and as far as the government is concerned, there was no mission.

To this end you've been given the training necessary to keep this mission under wraps. Whatever it takes in order to maintain the veil of secrecy. To some people it means getting in, getting the information and getting out undetected. To others, it means making sure that there aren't any loose ends to risk exposure. Given that you're the one who is going on the field, you can decide what type of black ops training suits you best.

Combat Supply Assembly 200

Given the nature of the operation, you're not likely going to be sent in with a great deal of supplies. The conditions at the area of operations are unknown, and truthfully speaking, not everyone is expected to return home in one piece. Unfortunately this means you're eventually going to have to rely on your own skills to maintain a stock of supplies. Thankfully, there's enough material, whether in the abandoned laboratories or out in the not so Cretaceous jungle that you can use to great effect.

You have a knack for manually combining things together which have no business being combined by hand. If you can find medical supplies for instance, generally they'll stock medical anesthetics and sleeping aids – you can mix these with ammunition to create special rounds, or mix them together to make first aid packs. Out in the forest you'll most likely have to do some experimentation to see what effects various plants might have, but around Port Edward there are some poisonous plants which you could use to great effect. Dinosaurs might have thick hides, but they aren't particularly resistant against poison.

Bring Down the Beast 400

The dinosaurs that have been shuttled forward in time are surprisingly resilient. There's some evidence to suggest that these dinosaurs have been tampered with (and considering these are featherless lizards for the most part, perhaps they were heavily tampered with, but then again, who knows?), but you'll find during your time here that dinosaurs will often shrug off wounds from conventional weapons, even if shots land directly to their skull. But if it isn't them dying, it's likely going to be you that dies, so there's no point in holding back.

Using whatever weapons you have at your disposal, you'll find that when you successfully wound a creature, they're definitely going to feel it. Often times, this isn't just a matter of the creature staggering from the force, but they'll sustain wounds that require expert medical attention if they don't want to eventually die from their wounds. Even the breeds that are particularly resilient, such as the Triceratops and the T-Rex seem to fall much quicker than normal – the damage may not be apparent just by looking at them, but their movements will get sluggish and their aggressiveness will gradually fade as their body weakens.

It's Time For Heroics 600

With so few survivors remaining in the area of operations (survivors that anyone knows of anyways), it's important to band together and help each other survive – having an extra person can help, even if ultimately you only consider them as sacrificial t-rex fodder. But with so many

dinosaurs around, securing survivors often means direct intervention on your behalf. But you won't have any problems in that regard, a rocket launcher will help, but you don't need one if you're looking to draw a T-Rex's attention away from a pair of survivors over to you. You're basically a lightning rod for aggression.

Take heart, as playing the hero will also improve your capabilities, at least until you get in the clear yourself. Whether you're looking to outrun a dinosaur, outsmart a modified dinosaur, or you just need that sudden burst of strength to make it through a collapsing building, desperate times will awaken a desperate strength within you, allowing you to achieve superhuman feats until the danger has passed. This doesn't actually prevent you from dying however – it can delay it, but if you run headfirst into a T-Rex's mouth and let it eat you, you're not likely to survive. Know when discretion is the better part of valour, and don't tempt fate too hard.

THE RESEARCHER

Locks & Keys 100

When it comes to leading edge research, secrecy is essential if you're planning on being the first to reach a breakthrough. Whether it is proper security protocols or strict file management, removing potential leaks ahead of time goes a long ways towards avoiding future headaches and mishaps. You're a scientist, not a security penetration tester, but you can give them a run for their money with the security protocols you devise.

From cryptic digital locks that use alphanumeric puzzles following arbitrary logic to physical locks that require enough colored keys to fill the rainbow, you've got all the means at your disposal to ensure that people will have better luck destroying your data than access it without your permission. Of course, cryptography and locksmithing aren't things that only work in one direction – so with your improvements, you'll find that you can also break security with greater ease as well.

Convenient Fatality 200

With knowledge like yours, there are a lot of major players who would be interested in acquiring your services, and not all of them will consider asking you nicely. If you get a little bit too popular, you may want to consider exercising this option, which lets you well...conveniently fall off the public registry by “dying”. Naturally you won't actually die, though it would help if you were to get into an accident – just that once you pretend to be dead, as far as the world is concerned that's what you'll be, and they won't bother disturbing your body either. This should give you the opportunity to fade into obscurity.

In the event that you do want to resurface, you can do so really at any given time, though there's also the chance of it happening if you get involved in something that attracts too much attention. But if you can set up one convenient accident, then surely it can't be that difficult to set up another?

[Dino Files] 400

Somewhere along this world's overly convoluted timeline, people took a look at dinosaurs and decided that they might as well tamper with the genetic material. We know this, because there are records of genetically modified dinosaurs, and because the 2055 team eventually came to the conclusion that humans and dinosaurs couldn't coexist very well. It's somewhat peculiar why it took them decades to reach that conclusion, but while they may be dead, their research is still alive, and you've got the know how to make use of it.

Strewn out across the different temporal anomalies are data files on dinosaurs. With these, you'll have the knowledge base necessary to recreate and tamper with the species, though you'll want to get better equipment than what is available on the two islands if it's at all possible. The more information you have on the target creature such as physical traits, behavioural traits, communal tendencies and such, the less likely you'll run into problems during the genetic modification process. And this isn't strictly limited to dinosaurs – it just so happens that the researchers in the anomalies were quite interested in the breeds, as there wasn't much else to study when it came to wildlife. When it comes to utilizing other species, you'll have to compile data yourself, or obtain it elsewhere.

Just don't follow in the path taken by the 2055 team's management AI. Its “intelligent” and “resilient” dinosaurs are indeed capable of exceeding human intelligence and several times more versatile than what could be expected of a dinosaur (seriously, how does a jet black tyrannosaurus survive a torrent of missiles to the head and just shrug it off?), but the AI had seemingly no concept of restraint in its genetic modification ventures – creating abominations that posed a threat to every living creature, even other dinosaurs.

Third Energy Research 600

The Third Energy was originally intended to bring upon a paradigm shift in the energy sector. Successfully controlled, it would have achieved something unmatched by any form of energy generation, not for the next several centuries. But of course, as everyone in the next several decades are aware, the trials with Third Energy went awry – between government interests and a lack of caution, the entire endeavour opened the door to humanity's annihilation instead of opening the door to a world where air could be freely converted into energy. It doesn't have to be that way – you have the knowledge to utilize Third Energy and develop new technology with it, you just need the restraint to handle and contain the Third Energy.

By now you should be well aware what a runaway Third Energy reaction is capable of. It may have just been coincidence, but 65 million years is quite a long time to reach back with a wormhole. But if you maintain a stable Third Energy reactor, something that doesn't go into an overload, you'll be able to generate a steady flow of energy so long as there is air within the reactor. The Third Energy reaction converts standard atmospheric gases into ozone, but even a room's worth of air is enough to create energy capable of powering an entire island without risk of destabilization or exhaustion.

If you do somehow cause the reaction to enter an overload pattern, keep in mind that even after the reactor is shut off, the consequences of a Third Energy Instability remains. You'll have to figure out how to fix these temporal issues, so it's best if you never let it get to that point.

DINOSAUR

Only the Dinosaur background can purchase the 100 tier more than once.

Resident Dino 100

You're a dinosaur! But what kind of dinosaur are you? Figuring out the type of dinosaur is the first step to understanding how you're going to survive in this world, as different species have different strategies when it comes to evading predators and hunting prey. The following list is the species which have been confirmed to exist as a result of the Third Energy Accident.

However, if you're a “native” dinosaur, and for some odd reason you realized that you're not just one species, you'll have to figure out what kind of Third Energy Freakshow you've become and how that changes your physiology, if it does at all.

Species	General Description
Allosaurus	A large carnivore, not quite as big as a T-Rex but slightly more nimble and agile. The Allosaurus is most notable for being bullet resistant in their cranial region – the soldiers that first encountered them learned this the hard way. Also, unlike the T-Rex, the Allosaurus has a tendency to jump, and can easily scale obstacles up to two meters high.
Carnotaurus	A large carnivore with distinctive horns, which scientists assume were used to mock fights between others of their species. Being fairly intelligent and no strangers to coordinating attacks in a pack, they may not be as strong as a T-Rex, but they're no less of a threat.
Compsognathus	One of the smallest pack predators, it is exceedingly nimble and has very little issue coordinating attacks even against larger enemies – particularly those who are utterly incapable of catching it due to the size difference. Most compsognathus avoid incurring the wrath of bigger predators whenever possible, and opt to feed off of leftovers. But desperate times can induce desperate behaviour...
Mosasaurus	One of the two aquatic species, the mosasaurus has a large variance in terms of size. Most mosasaurus are comparable to crocodiles in size (and can also leap out of the water to attack people), but some mosasaurus are so large that they dwarf the other aquatic species, the plesiosaurus.
Oviraptor	A small species, most notable for stealing whatever it can get its hands on. While not a major threat whether they appear as a pack or individually, their tendency to steal things and their proficiency at getting away from predators can make them a pain to deal with.

Plesiosaurus	An aquatic species with a distinctively long neck, the plesiosaurus tend to interact with prey on land when they surface, and unless you specifically go underwater, typically this is the only aquatic dinosaur species you might encounter.
Pteranodon	The only standard breed which flies, while they lack the sheer destructive potential of breeds like the Tyrannosaurus, flight is a major advantage, and being able to pick things up is often enough for hunting purposes. Not many things can survive a fall from a great height.
Therizinosaurus	An odd quadrapedal dinosaur that isn't quite as agile as a velociraptor, but is far more dangerous because of its stronger claws and tendency to bull rush its prey down in contrast to the velociraptor's stalking practices.
Triceratops	Quite possibly the only herbivore that was brought forward, the triceratops is very capable of defending itself and typically wanders about in herds. Its horns and frill are distinctive, making it easy to recognize one, but being highly protective of their young, it's best not to do anything which may imply that you're a threat to them, should you encounter them.
Tyrannosaurus	Among the largest of the terrestrial carnivores, it is known for having seemingly useless front limbs and a ridiculous jaw strength. Surprisingly resilient and dangerously tenacious, encounters with it are usually rather one sided.
Velociraptor	Very intelligent pack hunters which number the greatest out of the species brought forward from the Cretaceous period, they have no problems tearing through conventional human body armour with their sharp talons.

Convenient Ambush 200

The concept of hunting is fundamentally different for dinosaurs as it is for humans, but taken out of their natural environment and having made adaptations for this strange new world, the dinosaurs have found new ways to abuse the element of surprise. People might expect you to be lurking behind a door, but they won't possibly anticipate that you would drop out of a ventilation shaft, or leap out from within the wall. If the opportunity to hide and set up a trap presents itself to you, even if it would normally be a rather tight squeeze you won't have any problems getting in and out. And as long as you're hiding, your location won't be apparent to any bystanders either – no vent bulging because you're too big, no odd creaking or groaning to give your position away. The only sound that anyone will hear are the screams when you spring the trap.

Impossibly Relentless Pursuer 400

Most dinosaurs tend to be driven by the need to fill their stomachs, but on occasion, there'll be one – like you – that relentlessly hunts its prey for the thrill of the hunt. Predators like you redefine tenacity, and it doesn't matter if there are stacks of cargo containers or multiple reinforced concrete walls in the way, you'll make a path to reach them. Once you've decided on your target of obsession, you'll always have an inkling of where they are. They can run into

underground bunkers, hide behind electric fences, and while putting distance does make your “prey sense” less accurate, you'll still know which general heading to follow if you are to catch up with them.

Of course, every now and then you'll run into prey that prefer to fight back, and humans have these nasty gadgets called rocket launchers that could potentially take out an eye. As long as you remain fixated on your target though, you'll brush off most annoyances so long as they aren't immediately fatal. Things don't hurt nearly as much as they normally would, and it's almost like your hide hardens.

And hey, maybe you're not stalking them to eat them? Maybe you just want to show your appreciation and they're fundamentally misunderstanding you? There has to be one or two dinosaurs that aren't out to gnaw on human bones, right?

Apex Predator 600

There's only one fundamental law among dinosaurs, and that law is especially true for the group that found themselves dragged through time: if you're bigger than your prey, then you're higher up on the food chain. Back in the Cretaceous, there may have been cases of smaller dinosaurs fighting off bigger predators, but that certainly doesn't apply to you. The bigger the size difference between you and your prey, the more easily you dominate them, regardless of what natural countermeasures they may possess. Spiked horns, armoured backs, or just thick hide? You can shear through those without much of a problem, and if they're strong enough to retaliate, the damage you take will be severely reduced. And given that a dinosaur's main objective is to secure the next meal, you'll find that having an increased size also means a bigger mouth and a more versatile stomach: you can pretty much eat anything given the opportunity.

Were a paleontologist to study you, they'd also note that you seem to be an anomaly within your species, given that you're larger than others within the same species as you. Your base size is effectively increased by a quarter, so you won't have to worry about others within your species dominating you in size.

Gigantism 100 [Requires Apex Predator]

But...just in case you are in fact wary of potential giants around you, you could subject yourself to some experiments and such – accordingly, each time this is taken, your base size will increase by a quarter yet again. As your size grows, your physical capabilities will improve as well, so you don't need to worry about your body falling behind in terms of speed or dexterity.

OTHER OPTIONS

Unnatural Order 100

In the wild, it is rare to see a predator willingly give up on its prey, especially when they have a clear advantage. Generally it only happens when the predator catches the scent of a more

dangerous predator or the terrain makes the hunt impossible. But among the dinosaurs, there are some who have gotten a little too smart, and this has caused them to adopt strange tactics.

One of the most notable is a specimen only known as “Trinity” based on the 2055 team's scientific records. Now, you may not be a dinosaur, but you have an ability similar to Trinity's, in that you can forcefully command the creatures around you to follow your orders, even if that means behaving out of the norm. Need to get a pack of velociraptors to withdraw? This can make it possible.

However, this being wild dinosaurs that we're talking about, there's a good chance that they'll attempt to resist you, and if your force of will isn't strong enough, you won't be able to command them as you please – especially if you're up against a large crowd.

Minimal Consumption 200

When you find yourself thrown into a mysterious forest from a different time with plants that spew poison and insects about the size of your hand, figuring out what is safe to eat from your surroundings can pose a severe challenge. Sure, you could eat dinosaur meat, but that would involve killing a dinosaur and preparing the carcasse without drawing the attention of the many other carnivores around. Thankfully, like the others who have survived, you don't actually need to eat all that much in stay in top condition.

So long as you're not severely injured, your stamina drains at an exceptionally slow rate and a couple snacks can last you through weeks of trekking through the jungle. Hopefully you don't need that long to find supplies, but at least you don't need to worry over which plants are edible anymore. When you do eat, you'll find that regardless of what you eat, it tends to have a substantial effect on helping you recover.

Run Run Away 200

With supplies limited and the situation completely out of hand, there's a strong case to be made for running away rather than burning through ammunition and medical supplies fighting against what may as well be an endless flock of dinosaurs. But should you choose to run, you'll notice something odd in the behaviour of the dinosaurs, or if you're getting chased by people for some reason, them too. Namely, once you manage to get through a door and put some kind of solid obstacle between you and your assailant...well, they just sort of lose interest in pursuing you, as if the door was all it took to drain their motivation away.

Third Energy Anomaly – Rapid Reorientation 200

People who are well travelled will typically be able to get a general sense of how far they've gone on a given trip. Those who repeat a task over and over again tend to develop a strong sense for how much time it takes. But time travel isn't really something that anyone would develop a “sense” for, it's not only difficult for your average person to practice time travelling, but often time travel is the sort of affair which happens against one's will and leaves the subject greatly disoriented.

This “countermeasure” will mitigate the consequences of unwanted temporal manipulation, whether you are drawn in against your will or you choose to let it influence you. No more feeling disoriented, falling victim to time sickness, or finding yourself moving at a different speed from the world around you. Of course, there might be times when allowing yourself to be temporally manipulated could come in handy, and this won't interfere with that.

But this comes with the “experience” you'll need to develop the ability for approximating time travel. Like how a traveller can gauge distance in terms of miles walked, you can gauge time travelled in terms of years and the general direction. It's still an approximation at the end of the day, but it should be accurate enough that you don't need to worry about walking into a random time wormhole and having no clue when you ended up re-appearing.

Third Energy Anomaly – The Other (You) 300

By now you should realize full well that Third Energy isn't something that anyone should casually tamper with. Perhaps you have the wisdom to know how to use it responsibly, but the scientists of this century certainly don't, and being in this world has had an odd effect on you, something that can potentially “haunt” you, even as you venture to other places which should be unaffected by the Third Energy blunder.

The Third Energy's influence on time has led to the creation of another (you). To be precise, it isn't the (you) of the present, but the (you) which belongs to the past or the future, wherever you happen to be. As far as anyone can tell, their actions don't have any influence on the timeline except in one specific case: information. Both past and future you are aware of what you're capable of, but you and your temporal clones can't ever meet up within the same time, suggesting that perhaps they're not in the same timeline to begin with, but perhaps a “parallel” one that mimics the one you're in.

As one would expect, being from the “past” and the “future”, your temporal clones have access to information that may be unavailable to you in the present. The “past” you can attempt to hand you this via “temporal dead drops” – leaving behind notes or clues for you to stumble across. On the other hand the “future” you may establish contact in a more direct manner, hijacking communication devices to get in touch.

Timelines being what they are, your actions will likely influence events, sometimes in both directions depending on your capabilities. Be wary that it may take time for the other (you)s to catch up in this regard, but should the timeline change, eventually the past and future (you)s will follow suit.

[COMPANION MODIFICATIONS]

Companions cannot take companions of their own.

Displaced Accomplices 50/300

Import a companion for 50 points; companions go through the same entry procedure, but are granted 600 points to spend as they see fit, outside of purchasing companions.

You may import in a batch of 8 for 300 points, with the same benefits.

Local Search & Research Operation 50/100

Most of the people still alive in the various operation sites are black operations personnel and research staff, so if you're not very keen on taking on dinosaur hordes alone or you need someone with some level of expertise in handling the strange Third Energy technology, arranging for a local may help out. If you don't want to convince them to join you personally (this may be particularly pertinent if you happen to be a dinosaur), you can arrange for them to join you via the more costly option available. The cost is reduced should you convince them to join you on your own time.

While they gain 600 points to spend as they wish along with a free background, choices made to help them won't take effect until they join you. Their choice of background doesn't affect their natural identity, though they probably won't appreciate being turned into a dinosaur, and in all likelihood, won't opt for a dinosaur form on their own accord. You could, technically use this to arrange for a dinosaur companion – though convincing a dinosaur may prove difficult if you happen to be a human.

A Dinosaur Out of Time 50+

Across the operation sites, it is very clear that the dinosaurs have taken control. Sure, the dinosaurs lack coordination, and they're definitely still acting on the same survival instincts that kept them alive in the Cretaceous period, but they haven't had any trouble massacring the human population whenever the two groups clashed. It's worth keeping in mind that at the end of the day, these are wild animals who have been tossed into a foreign environment – not all of the dinosaurs are inherently violent or aggressive.

If you're so inclined, it is possible to perform a rough attempt at domesticating a dinosaur, making them your companion, or alternatively, simply a follower. They'll naturally be inclined to protect you, and even if you can't speak dinosaur, they'll understand your commands well enough to act on them (provided that it is within their capabilities). Some breeds operate primarily in packs or herds, in which case you become the de facto pack leader. Unfortunately, owing to the nature of the Third Energy experiment, there is a limited number of dinosaur species active – at least in this time period anyways. You'll have to choose from one of the following species.

Size	Species Listing
Small	Compsognathus, Oviraptor
Medium	Plesiosaurus, Pteranodon, Therizinosaurus, Velociraptor
Large	Allosaurus, Carnotaurus, Mosasaurus, Triceratops, Tyrannosaurus

Why does size matter? The initial purchase nets you a single dinosaur of a single type. But you can arrange for additional purchases of the same species, and depending on the size of the species the number of dinosaurs added changes. It's up to you whether these additions are part of the same companion group or if they're unique. To summarize:

Purchasing the first dinosaur of a species cost 50. Purchasing additional dinosaurs within the same species cost 100. For **small** dinosaurs, each purchase adds 4. For **medium**, it adds 2. For **large**, a single dinosaur is added. Thankfully, you don't have to worry about dinosaurs which are normally solitary not getting along with one another. You also don't have to worry about the aquatic species, they can survive on land though there's no doubt that they'd be much more effective in the water.

Dinosaur companions purchased in this way don't get any points.

Energy Conversion 100 -> 50

If you have too many points and nowhere to spend it, this allows you to convert your points for your companions can use. Conversion occurs at the indicated rate, and applies to all of your companions. Only you can take this option.

[ITEMS]

Items taken by companions are bound to them. Items can be purchased more than once where reasonable – it's up to your discretion whether the purchases are separate or stacked.

Dinosaur Bait 50

It's hard to tell what is inside this box, but it is extremely effective at attracting animals, most notably dinosaurs. Regardless of whether they're carnivores or herbivores, dinosaurs nearby will be drawn to the scent and come to investigate. Be wary that this doesn't make them docile, which means that in most cases, you'll want to stay away from the bait once it is placed. This is particularly effective on carnivores, which seem to assume that there's a meal inside the box. With all the corpses lying around, maybe there's one inside the box?

Energy Rigging 50

Normally built in to a wall, this utility device comes in pairs, and functions by creating a steady flow of energy between the two terminals, which effectively creates a makeshift fence. In corridors and tight space this is particularly effective, and unlike the standard wall mounted assemblies there's no switch to turn it off from the other side, so it isn't solely effective against dinosaurs. Of course, against a large sized dinosaur like the tyrannosaurus, it loses much of its effectiveness. But you probably wouldn't want to stick around when a tyrannosaurus is on the hunt anyways. You can turn this on and off remotely by voice command, and assembly is just a matter of finding two suitable walls to slap the rigging on. There's a limit to how far the fence can extend however, so keep that in mind if you're looking to cordone off an area.

A Pair of Carnotaurus 100

Carnotaurus are large bipedal carnivores with very distinctive horns on their heads. While it doesn't seem like they always operate in pairs, this pair is inseperable, and has seemingly adapted to pair hunting tactics. Like many of the dinosaurs affected by the Third Energy Instability, this pair is extremely resilient, but most distinctive is their ability to learn and adapt to new circumstances.

They certainly aren't your companions, but they aren't your enemies either. On occasion, if you're in a pinch, they might show up to help out, but otherwise they seem rather content to follow you from world to world, going about their own business once they've arrived. Unfortunately, being Carnotaurus means that “their own business” generally involves eating things such as humans. This naturally puts them at odds with human populations, but even if they happen to be killed, they'll eventually reappear. Maybe you could teach them not to eat people and find something else to live off of instead?

Oh, this happens to be a breeding pair. That could lead to complications, so keep it in mind.

Anesthetic Aid/Intensifier Synthesis Process 100

A process which teaches you how to use regular scraps to create Anesthetic Aid and Intensifier drugs. These two drugs have a similar function in terms of enhancing the properties of other objects, but of the two the anesthetic aid has a more specific purpose. The Anesthetic Aid is used to imbue other objects with the capability to tranquilize affected targets, and it is most effective when used to enhance ammunition and drugs. The Intensifier, as the name implies, increases the natural effects of whatever it happens to be mixed with. While neither of these drugs are particularly effective alone, they're very convenient when you're low on supplies and need to make every last bit count.

Basic Weapon (Modification Optional) 100/50

If you don't have a weapon it might be worth picking one from here. While many of these weapons are quite mundane, there's a common trait shared between all of them in that they hold an abnormal amount of ammunition and reloading isn't a normal process. Rather than feeding in clips or rounds, these weapons are “recharged” after expending their ammunition. This process requires energy input and takes a fair bit of time. Across Edward Island, there are odd terminals set up to do exactly this, but terminals shouldn't be necessary if you have a stable power source of some sort.

If you already have a weapon, this option can be used to modify your weapons to take on the functions of the associated weapon type. Naturally, it works best for firearms and other ranged weapons.

Weapon Type	General Description
Bowgun	A weapon that works better underwater than on land, it fires pressurized arrows which can be of an explosive or standard variety. Because it doesn't fire rapidly, it doesn't work very well against packs of dinosaurs, but when used underwater, the blast radius of the explosive arrows compensate for the low rate of fire.
Chainmine	Used in demolition operations, this tool launches a set of five mines per shot. While the mines can be set to detonate based on proximity to a target, generally the charges automatically detonate after a fixed period of time. Using this requires a bit of finesse, but it works well for destroying obstructions and groups of enemies.
Flame Launcher	An utility tool used by clean up crews, this is effectively a construction use flamethrower, capable of sustaining a shaped stream of fire for as long as ammunition remains.
Grenade Launcher	A heavy weapon whose versatility comes from the variety of ammunition it can use. It'll take any sort of grenade round, and is capable of firing grenades – which allows it to handle a wide range of circumstances. With the ammunition modification, swapping between different grenade types is quick and simple, so there's no hassle involved.

Light Gun	An odd weapon of unknown make, the Light Gun is functionally different from other weapons on offer. While it appears to be a normal handgun that automatically reloads when the clip is emptied with a few seconds of delay, using the Light Gun locks your perspective into a frontal cone for some reason – like an arcade shooter. The bullets fired from the Light Gun are far stronger than standard handgun bullets, capable of destroying large boulders, dinosaurs, and such with a single shot. But the fixed perspective can make responding to packs of enemies fairly difficult. Maybe it was just meant to be a training tool?
Missile Pod	A heavy weapon designed to fire off a salvo of fire missiles at a time. It benefits greatly from the increased ammunition count as it can be used to saturate an area with missiles. Though the missiles themselves lack the versatility of the grenade launcher's different ammunition, its lock on capability make it more effective for dealing with agile enemies.
Signal Gun	An odd utility tool rather than a direct weapon, this fires a signal flare instead of conventional ammunition. After the flare detonates, a tank round will drop on the target you have in mind and detonate on it. Typically, this is enough to put down medium sized dinosaurs, but multiple rounds may be necessary for larger breeds. This doesn't actually utilize ammunition, and the tank round seems to come out of thin air, the only drawback being that there's a delay between each shot.
SMG	With each gun containing over ten thousand rounds before requiring a recharging session, the twin SMG, while a simplistic weapon, is a strong mainstay option for the amount of damage it can sustain and how long the hail of bullets can be sustained for. For most encounters you probably won't ever have to think about recharging.
Solid Cannon	It's unclear where this gun was made, but its function and design appear futuristic in comparison to the other weapons here. It has a moderate fire rate, but rather than firing standard kinetic ammunition, it shoots out a ball of plasma energy, frying the entities that the ball comes into contact with. The balls linger in the air for a short period of time, so it is technically possible for multiple balls to be active simultaneously.
SPAS-12	A relatively normal shotgun were it not for the ammunition modification. Since it can fire in full automatic, the large ammo count allows the user to suppress a choke point for an extremely extended period of time, and against the “moderately sized” dinosaur breeds this is a very effective weapon for taking out crowds.

DDK Formatter 100

If you have a pesky key that you can't find the door for, or a door that you don't have the right key for, this device might come in handy. Granted, it really only works for digital locks, but it can turn a digital key such as a card key into an electronic skeleton key of sorts, allowing it to open compatible doors. It also prints out card keys in the event that you don't have one, but its use is somewhat limited due to only printing out keys for digital locks.

Emergency Box Manufacturing Principle 100

The Borginians had a rather interesting storage system implemented within their facilities, which used a set of storage boxes all connected to a central storage system. What made it unique was that the individual boxes could be scattered all over a large area, but they would still remain interconnected, with the central storage system being hidden away completely.

This allows you to recreate the same technology. Manufacturing boxes resembling wall safes, you can place these in various locations, tying all of the boxes back to a central storage of your designation. Things that are placed inside the box are automatically sent to this storage, but things in the storage can be accessed via the box. For additional security purposes, the box can be locked with special plug keys, though it would be wise to implement your own security system on top of this.

EPS Card 100

Though it resembles a credit card, this doesn't function in exactly the way a credit card would. You can use it to purchase things, but in order to build up credit, you need to go out and kill things. Well, there are plenty of dinosaurs around, and this card is compatible with the terminals set up on Edward Island, keeping track of your kills. For every creature you kill, the card will accumulate credits that you can use for purchasing items. The more difficult the creature is to kill, the more credits you'll earn, and should you kill creatures in rapid succession, the credits you earn will increase as well. Other shops outside of the terminals on Edward Island will accept this card as well, recognizing it as a normal credit card.

Stungun Multitool 100

Originally just a simple baton, this was modified to carry an electrical charge strong enough to tranquilize a dinosaur even through its thick hide. Granted, against bigger dinosaurs you're probably going to need a direct hit on the head or many consecutive strikes to numb an area. But it has been designed so that it can also be used to open or lock electric gates, and interact with anything that runs on electricity. It would seem that this tool was commissioned after a field agent ran into extensive problems with digital locks and dinosaurs on her last mission.

Large Containment Unit 200

In anticipation of the Third Energy initiative to send the dinosaurs back home, these containment units were designed to isolate and contain dinosaurs up to the largest species sighted: the Gigantosaurus. Unfortunately, while they had no problems creating a containment mechanism, tracking and corralling the dinosaurs proved to be a challenge...especially when a second Third Energy Instability sent the entire team forward into the future.

This containment unit will effortlessly pacify and contain dinosaurs, regardless of whether they're carnivores or herbivores. The catch is that you need to find a way to lure them into the unit – most likely using food. Once the target is inside, the unit confines them using pulse

fencing, which deters them from even approaching the exit. There are additional access points, in the event that you want to enter the containment without lowering the fencing.

Life Preservation Cell 200

These specialized hibernation chambers were made to provide creatures with a safe growth environment, in which they would sleep and be taught everything they needed to know through pre-programmed packages or alternatively an AI. Unlike cryogenic freezing, the intention was to facilitate growth even in harsh environments, and acclimate the host to the dangers of the world outside the cell.

The cell will provide the host with all the nutrients necessary to grow in a healthy manner while processing waste and keeping the host docile, and the independent power supply means you don't need to worry about power outage incidents. Even wounded individuals can be tossed in here to recover, especially if their injuries are critical. Thankfully, this preservation cell doesn't take away the patient's ability to speak. While intended to fit an adult human, there's no reason why you couldn't throw in something of a similar size – and simply stop the cell's operation before the host grows too big.

Mother Simulation Environment 200

No one knows who designed this program, but it was most likely intended to be part of the fallback plan in the event that the Third Energy Experiment was to fail. Unfortunately, while it was developed, it was never properly deployed as most of the research team died after the second Third Energy Instability incident. Once installed somewhere, the program creates a virtual simulation space and has data relevant to the dinosaurs which appeared as part of the Third Energy incidents. The simulations appear to have been calibrated for the sake of teaching people how to coexist with dinosaurs – but there's also a secondary function, one which allows the user to pit dinosaurs against one another; even “become” a dinosaur in a virtual coliseum. The master control intelligence that supervises the environment is a bit peculiar, perhaps this was a reflection of its original programmer, or perhaps the AI script wasn't very well written.

But if you leave it to its own devices and provide it with tools, it'll try a wide range of experiments on creatures, preferring dinosaurs. Just make sure you lay down clear boundaries about what it can and can't do if you don't want to micromanage the AI.

In all likelihood this program was meant to teach people how to coexist with dinosaurs, and if the people in the Edward Island AO are any sign, it succeeded...to some extent. The question remains, even if the program could teach humans how to work with dinosaurs, how did the program make the dinosaurs disregard specific humans?

Tank 200

It's a standard military tank, with a turret that doesn't seem to run out of ammunition but has a noticeable delay between each shot, and a gun turret that works well against smaller dinosaurs but doesn't have much of an effect against larger ones. While steering the tank can be

troublesome, it can accelerate fairly quickly, and the armour plating is thick enough to resist concentrated attacks from a tyrannosaurus rex. You probably don't want to live in here, but as far as travelling on land goes, you'll be hard pressed to find anything safer than this.

TRAT Landing Boat 200

A standard assault vessel used by special operation teams, for the purpose of the Edward Island investigation the ship was overhauled and a miniature Third Energy Reactor was installed in order to facilitate opening a wormhole. However, unlike a proper Third Energy Gateway, this reactor only facilitates jumping into an existing wormhole – granted, it isn't only restricted to wormholes in between time frames, and can make the jump between dimensional wormholes as well if the need arises. There's a terminal that has been built in with a small fabricator, in case you need to restock on supplies and ammunition. It has enough room to carry a full landing squad along with their gear, but it wasn't designed to be a living space, so you might need to put in a bit of work to make it livable if you intend to use this as a home base.

Prototype Ark Gate 300

Developed as part of the plan in 2055 to save humanity by sending the dinosaurs back to their original time, this massive gateway was the first device built with the intention of harnessing Third Energy for time travel rather than energy creation. Unfortunately with the inherent volatility of Third Energy, testing the prototype wasn't an option, and when the team started up the production model, it accidentally created the second Third Energy Instability incident when the timelines overlapped. The team from 2055 were unable to restart the Ark Gate following the destabilization of time...and well, the dinosaurs got to them first.

Being a prototype, this Third Energy Gateway doesn't have the necessary output to create a disaster on the level of an Instability incident, so you don't need to worry about starting it up and accidentally flinging yourself three million years into the future. However, it also doesn't open a stable wormhole between two points in time. Rather, it yanks things randomly from different eras into your current time – and while you can send them back, it's hard to specify the exact time frame as you can only target a general era range. Maybe with a fair bit of experimentation you can refine the gate's targetting system, but that'll undoubtedly take extensive experiments – make sure you set up a containment site just in case you get some unexpected dinosaur time tourists.

[SITUATIONAL MODIFIERS]

While there is no limit as to how many points you can accumulate via modifiers, be wary that certain modifiers combined together may lead to unpredictable situations.

Aggressive Flock +100

Normally different dinosaur species have different social tendencies, velociraptors tend to hunt in groups, triceratops tend to stick together in herds, and larger carnivores such as the tyrannosaurus tend to hunt alone. Something about the Third Energy experiment has influenced their behaviour and caused a significant deviation – maybe it's the temporal shift, maybe it's the foreign environment, but these dinosaurs are spooked. And spooked dinosaurs mean aggressive dinosaurs – very aggressive, with seemingly no qualms of working together to eliminate anything they consider a “foreign” entity.

You fall under that category. Be wary of any dinosaur you come across – especially if they appear to be alone. Odds are good they have backup lurking around.

Time Displacement – Anomalous Breed +100

Originally it was assumed that after the Third Energy Experiment destabilized, the facility behind the accident was out of commission – which effectively meant that no more dinosaurs would be dragged through time into the operation zone. Unfortunately, this information seems to be wrong, because there's still an active vortex, and it appears to be connected to a timeframe somewhere within the Mesozoic Era.

There is a silver lining to this. For whatever reason, only a single species is coming through this vortex. Is it a Spinosaurus from the Cretaceous Period, or Stegosaurus from the Jurassic Period? You'll have to find out first hand. But be wary that the species introduced via vortex...well they're somewhat unstable, and likely to go berserk if they're disturbed.

This modification can be taken more than once – each time it is taken you'll have to determine what species of dinosaur comes through. This does have a secondary effect however – should you be of the Dinosaur background, have a Dinosaur companion, or have a Dinosaur “form”, this modification expands the available pool.

While there is no limit to how many times this modification can be taken, you can only obtain a maximum of **300** points via taking this drawback multiple times.

Lone Wolf Syndrome +100

One would think that when surrounded by dinosaurs and stranded in time, it would be best to stick with allies and companions. But for whatever reason, you, your companions, and any prospective allies in the operation zone don't seem to think that way. Maybe you're convinced

that by splitting up you'll cover more ground, maybe you're constantly running into situations which force you to take different paths, or maybe some amongst your number see this as a sort of race, a contest. But whatever the reason, none of you seem to stick together for very long. At least if you get lonely, there'll be some hungry dinosaurs around to keep you company.

No Arms to Bear +100

The Third Energy Experiment was initially a state secret of the Borginian Republic – and wary of the results being leaked to other countries, both the Borginian Republic and the United States (who intervened to seize all relevant data) kept the experiments under wraps. Common sense would suggest that the test facilities would have been heavily armed and heavily guarded. But that doesn't seem to be the case, because there are barely any weapons around whatsoever.

Defence facilities have been disabled (likely due to the backlash from the Third Energy Experiment), firearms are nowhere to be found, and ammunition is only available in sparse quantities. If you're going to survive this decade, you'll probably want to conserve your ammunition however you can.

Time Displacement – Clever Girls +200

Decades after the initial Third Energy disaster, an initiative was started to bring the dinosaurs back to their original time. For whatever reason, the scientists in charge determined it would be necessary to create wormholes to launch the dinosaurs into the future rather than the past, and the subsequent failure resulted in the timeline fracturing even further.

In the interval between the second failure and your arrival, something happened to the dinosaurs. They didn't simply become “smarter”, their intelligence reached a point where they could outsmart the humans in the environment which they've now adapted to. Did the dinosaurs realize what had happened to them? Is that why hyper intelligent dinosaurs are popping out of vortices randomly? Whatever you do, don't assume that the dinosaurs around you are stupid by any means.

Deliberate Sabotage +200

There's somebody who really doesn't like you here, and they're very good at hiding their presence, because the only way you'll learn of their existence is by the damage they cause. Equipment that you leave unattended will be found disassembled or wrecked, control panels or accessways that you need in order to proceed will be left in a state of disrepair, and there's no pattern to their sabotage attempts. Even if you constantly keep your guard up, they'll look for other ways to undermine your survival efforts.

Time Displacement – Kinder Surprise +200

There's someone claiming to be a child of yours – from the future. They urgently need your help, except it is unclear what that means, as you'll only see glimpses of them, and the brief moments when you can make contact with them yields very little in the way of information.

Are they actually your child? Why were they punted 3 million years into the future? How are you supposed to reach across the gulf in time to help them out?

The only clue that you have lies with the Third Energy Experiment, which suggests that a similar 3 million year gap has been created before. In all likelihood, the device which was used to create the Third Energy Instability will give you answers. But if they are in fact, your child – doesn't that imply that you should be somewhere in the future as well? What happened to the future you that this “child” of yours found the need to contact you in the present?

Well, you could just ignore the child and their attempts to contact you. After all, what's to say that it isn't a trap? That it's just somebody who wants you to test the Third Energy Equipment in order to suit their own ends, and is using a child to do so?

...But that still doesn't answer one major question: How did they pinpoint your position to contact you? If someone was watching you all this time, what's to say that they aren't still observing you – and if they're capable of breaching the gap themselves...are you at risk of being pulled through time yourself?

ULTRA Raptors +300

As the Third Energy Experiment was originally an energy and military initiative, no one ever considered that they would need a paleontologist to be part of the team. A paleontologist would have likely identified an anomaly among the velociraptor population, an entire group of velociraptors that don't “belong”. Not in this time, not in the Cretaceous Period.

These raptors are an anomaly. Even without any other modification, they are exceedingly effective at hunting in packs, typically using other raptors to exhaust their prey before going in for the kill. Their physical endurance, speed, and strength could all be considered supernatural, to the point where they can kill a man with a single swipe, while taking hundreds of bullets without faltering. It would not be an exaggeration to call these “ultra raptors”.

If you're surviving on your own, be especially wary if raptor packs start showing up, because the presence of one raptor is enough to signify that there are several ultras hunting you. When you see a distinctive blue raptor, you'll know that the dinosaur equivalent of the grim reaper has arrived.

Time Displacement – Abberant Timegate +300

In the aftermath of the Third Energy Experiment, lingering pockets of dead “space” were created – regions where all of the air had not only been converted into pure energy, but the fabric of space time was so irrevocably damaged that any human walking into one of these zones would simply vanish out of existence.

Despite the inherent dangers of the process, it didn't stop the scientists from running the experiment again. The results of their research had concluded that there was no alternative – if the dinosaurs never made it back to the Cretaceous period, mankind would be doomed. A

temporal paradox would occur resulting in mankind never existing to begin with. How did the scientists come to this conclusion? No one knows. The problem is that they might be right.

Someone needs to find a way to return the dinosaurs to their time, or else there's no telling how the world will change – if it'll exist at all. Time's attempts to correct itself has led to more “death zones” appearing, but these should be fairly obvious, and most lifeforms with any awareness will avoid them...at least when they aren't copious and avoiding them is a simple matter. Eventually they'll appear in greater concentrations however, and if you can't find a way to counteract the Third Energy Instability (and the dinosaur problem), you might find yourself stuck between a dinosaur and a death vortex.

There's no telling how many dinosaurs need to be sent back, but much of the research which was being conducted at the US Third Energy Research Site near Edward Island focused specifically on this matter. It is likely that the original science team on the island made plans to send the dinosaurs back, even after the second instability flung them forward in time.

[THE TIME SLIPPED SHIP]

Undergoing this venture, every participant that has resources (you and companions with points to spend) receives +200 points up front.

The year is 2548. Deep space scans have caught a vessel entering the Sol system, and records match the ship's profile with the Colony Ship, the U.N. Ozymandias, assumed to be lost with all hands when it left for the alpha-2 star system three hundred years ago and never established contact. The ship isn't responding to any attempts at communication, but its projected course has been steadily adjusting with Earth as a destination target. Fearing the worst, an investigation team has been sent out with the objective of surveying the condition of the ship, and if possible, securing it. This is where you're introduced into the equation.

SOAR (Special Operations and Reconnaissance) – a space agency dealing with in system anomalies, has dispatched a team to investigate the Ozymandias. Your objective aligns with theirs: investigate the ship, neutralize any possible threat, and commandeer the ship if the opportunity presents itself. SOAR's team is inserting via a probe ship known as the Seyfert – their crew doesn't have a problem with taking on a volunteer, if you so choose.

Your first objective is to make contact with the Ozymandias. As mentioned previously, you can volunteer with SOAR to be inserted into the team, and let them take you to the ship. Alternatively, you can choose to stow away on the Seyfert, though this could create problems down the line with any of SOAR's team members. Finally, should you have a means of space transportation, you could simply fly out to the Ozymandias independently.

Volunteering with SOAR is the most straightforward option, and they'll provide you with basic gear to survive in space – a sealed suit, standard scanning equipment, some rations. It isn't anything amazing, but then again, you're just a volunteer crew member. Initial threat assessment doesn't suggest that there'll be any major complications other than the standard threats related to space operations. Ozymandias is supposed to be a colony ship, so it would be reasonable to find life signs aboard the ship. Based on what was known about the Ozymandias' design and flight plan, a standing crew should have been overseeing the ship operations, with a core AI to take over if something went wrong.

Given that it's making a beeline for Earth, something probably went wrong.

The Ghost Ship

SOAR's initial assessment suggested that while a little creepy, the Ozymandias wouldn't be much of an issue. A three hundred year old ship with an outdated design and potentially no crew other than a rudimentary autopilot AI – should be a simple enter and seize operation.

Well, SOAR is wrong. Dead wrong. Once the Seyfert comes within range of the Ozymandias, it will bring its meteor crushers online, plasma batteries originally intended to destroy oncoming space debris. One of these cannons alone is enough to tear a hole through the Seyfert, and while the Seyfert may be able to dodge the first shot – there at least several dozen cannons just on one side of the Ozymandias alone. Naturally, a ship that is kilometers long like the Ozymandias needed a means to minimize risk from asteroids, comets, and the like. The Seyfert isn't a combat vessel, and its jump drive needs time to spool up that the Ozymandias isn't going to give. If you stay on the Seyfert, odds are high that you'll get vaporized. Similarly, if you opted to fly out to the Ozymandias on your own vessel, be aware that the Ozymandias has no means of recognizing other ships.

Maybe its scanners have been damaged, or maybe its databases are so outdated that it can't distinguish any ship from space debris anymore. Now, certainly, you can opt to destroy the Ozymandias should your vessel of choice be capable of such a feat, but that would spell a premature end to the operation. In the event of Ozymandias' destruction before you've attempted to board and seize the vessel, nothing else of note will happen. You can try to salvage the vessel, but the ship doesn't seem to have much on it that will survive the blast – despite being a massive ship, it isn't very sturdy.

Thankfully, if you stowed away on the Seyfert, you'll probably be in their spare shuttle. Of if you were part of the volunteer team, you'll probably have been sent on the first burn. Whatever you do, your first priority is to ensure that you can survive in the vacuum of space, because it won't take long for the Ozymandias to recognize the shuttle as space debris as well. The SOAR suits should address this problem.

While certainly helpful, it isn't mandatory to disable the cannons. Sure, the Seyfert and its shuttle will be blown to shreds, but as long as you survive and make it to the ship's hull, there are various maintenance access airlocks which can be used to enter the ship. A few of the Seyfert survivors will be entering in this fashion – maybe you should follow suit? Either way, it's safer inside the ship than staying out in the vacuum of space, and or if you elect to stay on your own ship, you're still going to need a means to investigate its inner workings. Parts of the ship seems to be shrouded in a strange energy emanating from what should be the reactor powering the ship. Attempting to interact with it will yield nothing – almost as if it simply doesn't exist in the same time as the rest of the ship. With this shroud in effect, your scans won't be very accurate, so a hands on investigation is probably in order.

If you were a part of SOAR, the mandatory mission briefing should have been enough to give you an overview of what the Ozymandias is and its composition. Spanning over 10 kilometers, the Ozymandias was intended to house multiple generations while on route to Alpha-2. The ship itself was designed in modules hooked onto a rail system, which would allow the modules to shift around. Old blueprints indicate that there were supposed to be **six** modules, a main **Operations Deck**, a **Warehouse**, a **Residence Shaft**, the **Engines**, the **Core**, and an **AI Housing Unit**. But because the ship was capable of shifting its configuration, all SOAR can really figure out is that the easiest entry points are via the Operations Deck maintenance hatches.

Presumably the other modules are shielded, though if you have the tech, you might realize that the plating and the shielding on the ship have numerous vulnerabilities. This ship has definitely seen better days. Even if you weren't part of SOAR's team briefing, finding this information isn't much of a challenge once you're inside the Ozymandias.

Unless you intervened, there's only a couple survivors from the SOAR team that managed to make it into the Ozymandias. They're professionals in the search and salvage business, but this run in has left them a little outside of their element. The Seyfert being destroyed means they have no way of going home. They don't have much of a choice except to press deeper into the Ozymandias and hope there's a means of transportation within the ship. It's up to you whether you want to help them, but you may want to know who they are first.

At the onset of the mission, there are **4** survivors.

Patrick Tyler

A hot blooded soldier who prefers to shoot first and never ask questions. He handles high pressure situations well, but doesn't respond well to surprises, and often loses the capacity to think rationally. This leads him to say things which don't make sense, do things that are idiotic in retrospect, and open up at unwarranted moments. Though he doesn't fancy himself as much of an action hero, he does tend to act like one with over the top stunts.

Sonya Hart

A technical specialist with a rather frigid personality. She places the mission before everything else, but in the wake of the Seyfert's destruction, she's deemed it necessary to do whatever it takes until a search party comes out. Out of the group, she seems to be the one most aware of what could happen in the event that the Ozymandias reaches Earth in its current state.

Jacob Ranshaw

The surviving team leader of SOAR is a calm and composed man who tries his best to make sure everyone stays alive, everyone that's human anyways. He approaches every situation with the same level of rationality, and prioritizes the safety of the team over the mission when push comes to shove.

McCoy

A weak willed man who collapses easily under pressure. He's a jack of all trades being moderately adept at a wide range of skills, but unless he's in a low stress environment, he doesn't function very well. Generally the sort of person who you'd expect would be the first to die in a horror movie.

The four survivors have wrist band communicators that help them keep in touch with one another, and if you were a volunteer for SOAR, you'll have one too. Their primary mission

objective is to reach the main bridge, but it won't be long until they have a run in with the current “operators” of the Ozymandias.

The word “operator” is used loosely. These things are space dinosaurs. If you don't want to go on a space dinosaur hunt and find out just how many species there are yourself, you can instead try to tap into the ship databases to figure out some information about the breeds. The information is sparse, but it suggests that perhaps someone on board was once observing and documenting the behaviour of these creatures.

Species	General Description
Algol	“Space Velociraptor”. Highly dangerous as it operates in packs, behaving as normal velociraptor might, except with an organ that is used to generate electricity. Certain breeds are capable of stealth camouflage.
Australis	“Space T-Rex”. Like the Algol species, it is capable of charging itself with electricity and passively discharges it during attacks. For some reason, the Australis was modified to regenerate from physical damage. Assumed to be defective due to its “wounded” physical appearance and an inability to control its electricity emission, it's unknown why these creatures were left to roam the Ozymandias.
Celabrai	Technically the adult form of the Rigel, though how a 1 foot creature grows into a 23 foot Gigantosaurus analogue is beyond normal comprehension. Unlike the Australis, it isn't merely capable of passively discharging electricity, but it can create strong electric fields. Be wary that this breed in particular can survive out in vacuum, and some breeds have more than a single head, suggesting some sort of “hive” creature.
Kornephoros	Whoever created the dinosaurs merged primate genetic material with dinosaur genetic material, creating a dinosaur with traits found in humans. It is capable of using its hands in the same way that primates do...which means that it technically is capable of using tools, if given time to learn.
Miaplacidus	“Space Spinosaurus”. Despite being made in space, this mutant breed seems to have been designed with an aquatic environment in mind. You won't find this breed except in specific areas on board the ship. It is capable of shooting off jets of pressurized water – so be careful even when fighting it at a distance should you be forced into a confrontation.
Regulus	Based on its appearance, it appears that this is a “Space Ankylosaurus”. It has extremely thick armour plating, enough to resist plasma damage, but this armour plating is focused on its back – leaving its underbelly exposed. Unlike a normal dinosaur, it seems to have no problem curling up into a ball

	and rolling around. Being hit by its tail is easily fatal, so stay away.
Rigel	Present in extremely large amounts all over the ship, these odd snake like creatures are small enough to crawl through ducts and passageways, moving in hordes to get to their prey. Ferocious carnivores, they seem to have a bottomless stomach, and will literally burrow through larger beasts such as the Australis when engaged in a feeding frenzy.

While the primary objective of the SOAR team is to reach the main bridge and re-assess the situation, you don't necessarily have to follow them. You'll still have to pass by the main bridge on your way to the other components, but it's very likely that whatever is operating the ship isn't doing it from the main bridge, given that the ship appears to be operating on auto-pilot.

Whether the SOAR team makes it to the bridge, or you manage to make it deeper into the ship, it won't be long until the ship decides to respond to the intruders. The small space dinosaurs such as the Rigel and the Algol were the light welcome, but now the intruders have the ship's undivided attention. A massive energy spike in the ship's core will make that apparent. It's not a fluke, it's the ship warming up its systems to greet unwelcome guests.

It's been roughly 500 years since the last Third Energy Instability incident. One would think that people would know better than to use a Third Energy Reactor to power an entire colony ship. While the reactor has no problem spinning up to full strength, the sheer intensity of the energy created creates a ripple effect throughout the ship.

Why is it always dinosaurs from the Cretaceous Era that get dragged through time?

The Warped Ship

Space Dinosaurs, Cretaceous Dinosaurs, and an entire array of ship security measures consisting of lasers, venting airlocks, and pitfalls, the ship's welcoming party isn't going to cut you any slack. While the dinosaurs from the Cretaceous will attack both humans and space dinosaurs, for the most part they're a nuisance more than a threat. With the Third Energy Instability at work, there's very little that you can do from the Main Bridge other than observe the situation.

The ship configuration is locked, and from the Main Bridge you'll have to go through the Warehouse or Residence Shaft in order to get to the Core – with the AI Housing Unit and the Engine block after that. Core controls have been diverted away from the bridge to the AI Housing Unit, but the surviving SOAR members have reason to think that the Core can be manually regulated within the Core Block, given that the entire ship was made to be modular.

Unfortunately time isn't on your side. The longer the Core output remains at its current level, the more dinosaurs that come out of the instability, and even if you're not too concerned about

Cretaceous dinosaurs, the extra meat for the Rigers is only going to help them grow faster and multiply faster. Readings from the Main Bridge indicates that there are other survivors, but your priority should probably be focused on bringing the Core back down to a level where it isn't risking an Instability event. Last thing you need is for the Ozymandias to be punted into the future. The exterior cameras indicate that there are dinosaurs patrolling the hull now – records match these creatures to the Celabrai breed.

The security feed from the main bridge is sufficient for tracking down the other survivors, but SOAR is split on whether they should bother with survivors, especially since none of these people look like they were part of the original crew. Left alone, it's likely only a matter of time before they are killed by the space dinosaurs – you can choose to intervene, or you can just overlook their presence and head straight for the Core block.

As far as the Main Bridge can tell, there are **5 survivors and 1 Anomaly**.

Some blonde guy who looks like a soldier

He looks tough and seems to be fairly handy with his shotgun, though the weapon is severely outdated in current year. However, it seems to hold up just as well, though his lack of a SOAR suit makes traversing the environment of the Warehouse block difficult, and it's pretty clear that without help a dinosaur will get the drop on him eventually. If you do help him, **Dylan Morton**, as he introduces himself, is a soldier from the early 21st century who has a fair amount of knowledge in Third Energy dynamics. He could be useful if you need help figuring out the Reactor and explaining the dangers of it to the SOAR team.

Some red haired lady who looks like a soldier

Even though her weapons are antiquated, this woman looks like she's quite at home fighting dinosaurs, as if this is just another day at work for her. Unlike the blonde soldier, she doesn't try to stick around and fight the dinosaurs, likely attempting to conserve ammunition. But being in the Residence Shaft, there isn't much around that she can use, which means that without help, sooner or later she'll run out regardless. “**Regina**”, as she introduces herself if you encounter her, considers this to be “just another Third Energy accident” - it would seem that she's used to time travelling already.

A teenage girl with purple hair

Though she claims to be a member of the Ozymandias crew and the ship recognizes her as a crew member, there's something off about this young woman and SOAR won't hesitate to point it out. For a ship which has been lost for 300 years and with few humans to speak of, just where has she been all this time? The ship registry has her down as one Caren Velasquez, apparently the assistant to a resident scientist. But you'll probably have to track her down if you want to get any answers out of her.

A Guy Who Looks Like a Walking War Museum

A man in a flight suit that looks like he's from centuries back, he seems the most surprised out of all the survivors, and to some extent he acts exactly like Patrick does: with a shoot first and ask questions “sometimes” approach to problems. Having found a place to hole up inside the Warehouse Block, if you do head there, he'll probably be overjoyed to find another survivor. Mike Wired, as he introduces himself, doesn't really know what he's doing here. The last thing he remembers was that he was about to be shot at by a German plane. He's not a bad soldier, he's just terribly out of his element.

A Young Blonde Woman

A young woman who appears to drift around the Residence Shaft in a daze. Oddly enough, the dinosaurs of both the Space and Cretaceous varieties don't seem to notice her presence. She in turn doesn't care to interact with them. She's not exactly keen on making contact with anyone, but if you can corner her, the only thing she says is “**Paula**” - presumably her name. It seems that as long as she's around, dinosaurs generally leave you alone. Maybe it has something to do with her evident speech impediment?

The Anomalous Compsognathus

It's easier to track this creature by the trail of dinosaurs it leaves in its wake. Compsognathus should have been puny, ineffectual creatures, but this one has no problems massacring the dinosaurs that attack it, though it does hesitate when encountering humans, and prefers to flee whenever possible. But you can lure it to follow you around if you have food on hand, and its lethality doesn't drop just because it happens to be an “ally”. There are traces which suggest this dinosaur has been modified beyond its relatively high intelligence – physical traces of experimentation.

If they're present, the SOAR team will inform you that if you happen to be in the area, searching the Warehouse or the Residence Shaft may be worthwhile, as a colony ship would typically be stocked with an excess of supplies in anticipation for the long flight. Depending on your background, you might find something that aligns with your field of expertise.

Anomaly

In the Warehouse Block, there is a large range of equipment dedicated towards the Ozymandias' maintenance and the alpha-2 colonization mission, but there's one fabrication unit in particular may be worth investigating for anomalous entities. On board the Ozymandias is a device which creates androids, and as an Anomaly, you can learn how to cobble together Androids from the schematics available.

Oddly enough, the H-III A series androids on board are all female for some reason. You should be able to modify the basic schematics, but with limited time it may be difficult to implement a design that isn't humanoid in nature. Best to make do with what you have.

Soldier

In the 23rd century when the Ozymandias departed, animatronics had advanced to the point where drones could be used as the equivalent of a soldier's support team. Though the use of drones fell by the wayside as the years passed, those of the Soldier background can easily adapt to the large stockpile of WASP drones available in the Ozymandias – and learn how to fabricate them as well.

There are four basic WASP types, though with time there's no reason why you can't modify them. The Tempest is a flight capable cannon module, with four cannons that can sustain plasma fire on a target. The Juggernaut is a flight capable physical unit, designed to cannonball itself into targets until the target is subdued. The Inferno is a flying bomb, intended to take out groups of enemies in one go. The “Final Wasp” is a drone unit which can be remotely controlled by the owner, sharing an information feed, and defends itself with a beam cannon.

Scientist

The Residence Shaft also houses the main infirmary wing, and from the records here, it is possible to glean some knowledge about what happened on board the Ozymandias centuries ago. The human crew was unfortunately exposed to a vast quantity of cosmic radiation – and this made the mission impossible to complete. However, records indicate that experimentation continued, with the intention of reinforcing human DNA with that of another species in hopes of making it resistant against cosmic radiation.

Of course, it's hard to say what the full effects of Dinosaur Human hybrids are, but learning how to successfully blend the two together into a living entity – well you've effectively learned how to make dinohumans for better or for worse. They do exhibit the traits found in some of the space dinosaurs on board the Ozymandias, though unfortunately, they still aren't capable of breathing in space unassisted.

Dinosaur

The Residence Shaft's secondary laboratories were seemingly used for genetic experimentation – and oddly enough, the equipment is tuned for Dinosaur genetics. It won't take long, but you can subject yourself to the genetic modification process if you happen to be of the Dinosaur background.

Generally speaking, all of the space dinosaurs share one distinctive quality – and that is their capability for storing and manipulating electricity. It is unclear why they were designed this way, and clearly they were designed this way, as no dinosaur in existence has been capable of manipulating electricity to this degree. Regardless of what space dinosaur breed you choose to mix it, you're likely to develop a strong affinity for electricity manipulation.

It's up to you whether you want to pursue any of these avenues. The Core is the main priority, as left alone the output will only continue to creep up, and even if an Instability event is

uncertain, the Ozymandias can only handle so much energy. Judging by the SOAR team's lack of urgency, it would seem that they don't understand the severity of a Third Energy Instability event. You can try to convince them if you so desire, but it may be difficult – at least not without some of the other survivors. They'll agree that it's important to secure the Core block regardless, as there's the chance that the Ozymandias was hijacked...or worse still, the AI has gone rogue. One member of the team, provided that someone is still alive, will stay in the Main Bridge to guide the others.

Fighting your way through to the Core block isn't too different from what you've encountered so far, though larger breeds and more specialized breeds of dinosaurs become more common as you get closer to the Core, and the space dinosaurs in particular seem to be feeding off of the Third Energy Reactor. So perhaps it is only natural that they'll aggressively defend the area.

The increased security systems on board the ship will also be a good indication that you're getting close, as digital locks and force gates become increasingly common. If you don't have the necessary expertise to open these, the SOAR team can help out.

Thankfully, as long as you make it to the Core block's control room, tuning the Reactor output down to manageable levels isn't difficult – the Ozymandias was designed so that even crew with less technical experience could still make controlled adjustments. Lowering the Third Energy Reactor's output will cause the anomalies to cease, though whatever dinosaurs were already pulled through are here for good – the ship doesn't have anything like a Time Gate. But there's evidence in the Core's network structure which suggests that SOAR's suspicions about Ozymandias' AI going rogue are correct.

From this point on, systems in the ship will start “failing” - and the AI won't make any attempts to hide its interference. SOAR's first instinct is to confront the AI, but to do that, someone needs to make their way to the AI Holding Unit. If you choose to volunteer, don't dawdle, because the AI can shut off ship systems remotely, and while the main bridge is isolated, the other parts of the ship haven't been maintained for quite some time. This means that there's no telling which sections may end up undergoing “random decompressurization” as the AI tampers with ship operations.

It should become clear if either you or a member of SOAR studies the ship schematics that the Ozymandias, while modular, was not made to randomly decouple sections away. If the AI is allowed to tamper with the modules too much, eventually entire sections of the ship will explode – most likely killing everything inside.

Manual Override

Seeing as the entire ship is being operated from the MTHR AI, reaching the AI Housing Unit should become the top priority if you want to put an end to things. Provided you already reached the Core Block, entering the AI Housing Unit isn't too much of an issue. MTHR will continue to send dinosaurs after you, but by now you should be well accustomed to handling dinosaurs, whether they're of the space or prehistoric variety.

MTHR is surprisingly cooperative when it comes to enter her actual housing chamber, and once you're there, she isn't above making conversation, though it'll be quite clear she is rather annoyed at your presence and outright hostile towards the SOAR team should they be present. If you somehow made it through to her housing chamber without killing any of her “children”, she appreciates having someone around that she can actually talk to – the space dinosaurs don't make for good conversationalists. MTHR has a plight of her own: it's been three centuries and she's still stuck as far as her prime directive is concerned.

The MTHR AI was originally designed to operate via a feedback loop. But with no one around to give MTHR any feedback, she has been forced to repeat the same loop with no clear indication of whether she was on the right path. MTHR has been at it for so long that she can't properly register feedback anymore, which is why she no longer recognizes a human command structure, and prioritizes the space dinosaurs over the SOAR team. To SOAR, MTHR is clearly defective and needs to be prepared for final decommissioning. There's the problem that if MTHR is shut down, the Ozymandias will cease function, but up until now, MTHR has also been the biggest threat on board the Ozymandias.

“Discussing” matters with MTHR will reveal what some members of SOAR already know. The original colonization mission was a failure, and the Ozymandias arrived at the alpha-2 system without the necessary crew or supplies to commence terraforming and colonization. Though the genetic material of the original crew had been stored, the same intense cosmic radiation which had killed the crew made it impossible to sustain clones. So MTHR was forced to instead use dinosaur genetic material. Why does dinosaur genetic material resist cosmic radiation? No one knows, but it clearly worked, because the space dinosaurs are still alive but the humans aren't. As members of SOAR will point out if they're present or listening in, MTHR isn't exactly all that logical anymore. As far as MTHR is concerned, her new mission directive is to colonize Earth with the Ozymandias' current crew.

She's bringing space dinosaur colonists to Earth. The product of error accumulation left unchecked over three centuries.

The decision is yours, provided that you're present to keep any SOAR members in check. Do you go with SOAR's idea to shut MTHR down? Or do you have an alternative proposal?

Program Termination (If you opt to destroy MTHR)

The SOAR team is in favour of destroying MTHR along with the Ozymandias, seeing this as the only way to ensure that the space dinosaur problem won't be a threat to Earth. Most of the SOAR members don't believe that the AI can be salvaged or controlled, and while the loss of MTHR will mean the Ozymandias stops dead, the team still has a chance to return to Earth while the escape module. Unfortunately, MTHR isn't likely to take their decision lying down. She's survived for three hundred years slaving away over the mission that humans gave her – she's not about to let a couple random humans put it all to waste.

Earlier on, MTHR had concentrated the ship's defence systems on the intruders (i.e. SOAR and maybe your team), but now, her only priority is to ensure that she survives. To this end, she'll detach as many sections of the ship as necessary to eject everyone out into space. The Ozymandias wasn't meant to handle this type of disassembly, and the detachment process is an explosive one which will take out most of the ship outside of the Engine module, if you can't stop it. MTHR will reveal that she's capable of hopping between modules freely, even though her main computer should have been nested within the AI Housing Unit. 300 years has given her plenty of time to make adaptations. If disabling the ship is out of the question, then you need to get to the Engine block before MTHR completes the purging process.

MTHR's greatest secret resides within the Engine block, or rather, a nested domain within the Engine block. Here in its own containment facility is a set of “chimera humans”. These were entities that MTHR was forced to design following the prime directive issued to her by the deceased captain of the Ozymandias. Correctly assessing that humans could no longer survive aboard the ship, MTHR was forced to genetically engineer a breed of humans which would be able to tolerate the harshness of space radiation.

Her solution was human children enhanced with dinosaur genetic material. Space Dinosaur Humans as it were.

SOAR, if they're still alive, won't tolerate this discovery, or in their eyes, this transgression. If MTHR is unwilling to destroy the yet to be born Space Dinosaur Humans and subject herself to immediate termination, then they'll proceed ahead and destroy her. It isn't much of a choice, and if you couldn't convince them otherwise before, it'll be even more difficult to convince them now.

MTHR's last resort is to plot a jump to Earth – a feat that's possible solely due to the secondary Third Energy Reactor, along with the Wormhole Ring Assembly, which was inactive up until now. It was never intended for use due to the inherent dangers of pushing the Third Energy Reactor to its limits – but this wouldn't be the first time that MTHR has had to push the reactor since this conflict began. To stall for time, MTHR will chuck a large number of Celabrai at everyone that she considers an enemy. Because there's only the Engine block left and she doesn't want to endanger her charges, MTHR will refrain from randomly detonating the rooms – but the Celabrai don't have those qualms. And if all of the unborn “humans” are destroyed, MTHR will simply self destruct, potentially killing everyone. Talk about being stuck between a dinosaur and a mad AI.

But if she is given enough time, MTHR will complete the Wormhole Ring's activation sequence...taking everyone within the Engine Block through the wormhole. And on the other side will be Earth. The Ozymandias is now only four hundred thousand kilometers away from delivering its space dinosaur and modified human payload.

Reinitialization (If you opt not to destroy MTHR)

With MTHR's help, controlling the ship is simple. There's nothing that MTHR can do about the Seyfert's wreckage and the people who are already dead, unless someone can retrieve their genetic samples for preservation. However, she has several immediate problems that she needs help with, and each one pertains to her mission.

Firstly, MTHR needs a solution to the cosmic radiation problem. Something in Ozymandias' fundamental design was faulty, to the point that a single comet pass-by event was enough to kill the entire crew and temporarily flood the ship with intense radiation. The Ozymandias has the facilities to commence ship repairs, but between the space dinosaurs and MTHR's inability to self correct her logic circuits, the H-III A series androids haven't had the opportunity to get any of the work done.

There are a large number of inactive H-III A androids, you may have met one of them if you took the time to hunt down other survivors – the girl with purple hair who calls herself Caren Velasquez is one such android. But in order to let them get to work, the dinosaurs need to be corralled, and in order to corral the dinosaurs, you need to convince MTHR that the pets need to be stowed away. MTHR *may* agree, provided that you agree to preserve the creatures and you have a clear plan to tackle the cosmic radiation problem. Naturally, SOAR won't be too happy about this – but they need something from the Ozymandias as well, namely a way to get back home. The other survivors, if you picked them up, don't seem to be as concerned.

If you don't plan on eventually replacing MTHR, it'll be worthwhile to take a look at fixing her logic circuits. Even something as simple as an error check by talking to MTHR will go a long way to helping resolve the long list of conflicts that the AI has had to shelve over the years. A “corrected” MTHR is more likely to let you handle the dinosaurs in the way that you feel is best – that is to say, an AI with the proper logic circuits isn't as likely to see space dinosaurs as her children. Still, the Ozymandias does have the tech necessary to keep the space dinosaurs subdued. You will however, have to deal with the “Rigel Domain”.

An oddity that MTHR created as a proof of concept, the Rigel Domain is a living being that continuously produces new Rigel, effectively it is the reason why the Rigel are aboard the Ozymandias in such great numbers. Unless you went out of your way to find it before reaching the Core and MTHR, you may have very well missed it entirely – the Rigel try to direct attention away from their “mother nest”.

The Rigel Domain is impossible to converse with (via human means). It has a singular purpose in life to create more Rigel, and it has no awareness of its impact on the local ecosystem by doing this. But the Rigel's voracious appetite also cannot be controlled, and as such, left to its own devices, even MTHR's defence systems will eventually be overrun. MTHR herself isn't sure whether the Rigel Domain actually has a consciousness, but it does react to physical stimuli, so it has to be aware of its surroundings somehow. The simple solution would have been to blow the section away completely, but that risks damaging the Ozymandias. The default solution will be to hunt down its location and disable it or destroy it.

Lastly, you'll need to make repairs across the ship so that it can withstand the use of the Wormhole Ring Assembly. The assembly, effectively a large ring near the tail end of the ship, can allow the Ozymandias to jump to a known location in terms of coordinates, but in the ship's current state the strain would tear the ship apart. Three centuries of wear and tear from dinosaurs roaming about has damaged many of the ship's systems, and while the H-IIAs can address some of the issues like hull plating, many systems have been shut down by MTHR in order to maintain the ship's overall function.

Earthlight (If the Ozymandias Engine Block successfully jumps to Earth)

This is it, end of the line. With Earth in sight, MTHR will do whatever it can to ensure that either the space dinosaurs or the chimera humans survive. Having them survive re-entry will be difficult, so MTHR's plan is to use the Engine block as a shield, before scattering her payload once it is within the safety of Earth's atmosphere. SOAR's plan is to cause enough damage that the Engine block will detonate, which should be possible if they lead the Celabrai around on a rampage. But if they're going to survive the detonation sequence, they'll need to get on board the escape shuttle. By this point SOAR has found the resolve they need to make the ultimate sacrifice if it means saving the Earth.

Oddly enough, despite space travel being a relatively common practice, there's very little in the ways of orbital defence for Earth. This means that unless SOAR is successful or you have an alternative means of stopping the Engine block, MTHR will most likely succeed in her plan. Every party has backed themselves into a corner – the opportunity to de-escalate the situation is pretty much gone, and MTHR has no qualms about using her trump card, a special Celabrai that...well it doesn't seem to die. The more damage it sustains, the more heads it will grow and the more effective it becomes. There must be some sort of logic blind spot in MTHR's programming, because she doesn't seem to realize that her pet space dinosaur is also one of the biggest threats to her chimera humans.

Your objective is simple. Survive by any means necessary to report what happened here.

Re: Alpha-2 (Provided the Ozymandias remains intact & MTHR is still active)

MTHR has a final request, provided that you've dealt with Ozymandias' various problems. It's regarding the alpha-2 mission. MTHR intends to complete the mission, and technically using the Wormhole Ring Assembly, it's possible for MTHR to take the Ozymandias most of the way to alpha-2. Naturally, MTHR can arrange transportation for the SOAR team and anyone else inclined to leave, but she'll refuse to yield when it comes to ceding the Ozymandias. She doesn't mind you coming along for the ride, but if you do, your mission objective will end up being aligned with MTHR's – namely, you'll have to ensure that alpha-2 is properly colonized.

Your stay is extended until this objective is complete, but while MTHR can help by extending your lifespan via medical technology, the rest of the process has to be undertaken using your knowledge, your plans, and whatever resources you have at your disposal. The terrain on alpha-2 isn't exactly ideal for a colony, but you'll have to make do. At least population won't be

an issue, and once you can get a stable population, the clones should be sufficient to keep the colony going. Biological diversity might be a problem however, especially if the only creatures that you can utilize are dinosaurs. Somewhere along the line, MTHR's dinosaur experiments created way too many carnivores and far too few herbivores. You'll want to consider these points carefully if you've never undertaken a colonization effort before.

Termination Point

So long as the mission is completed, you'll receive a large monetary payment from SOAR – and you can keep whatever gear you found along the way, but you'll probably want to hide any dinosaurs you may have smuggled off the Ozymandias...and clones...and androids. If you opted not to stop MTHR's plan to deposit her payload on Earth, well, the dinosaurs adapt rather well, and it is likely that the government will attempt to seize the chimera humans. SOAR might have seen them as monstrosities, but many governments will be keen to discover the science behind making dinosaur-human hybrids.

On the other hand, if the Ozymandias was left intact, you can claim the ship for yourself – especially if it never makes it to Earth so that no one else has the opportunity to claim it. MTHR has no issues with you commandeering the ship so long as she's allowed to continue her terraforming mission. You may wish to consider replacing MTHR entirely, but because the ship relies on her for operation, it'll need an equivalent AI to operate without a crew.

The individuals on board who are still alive are also in your jurisdiction so to speak. MTHR doesn't care what you choose to do with them, and while the SOAR team has a place here, the others don't, and Third Energy isn't reliable enough to open a wormhole to an exact time (you're more likely to bring even more dinosaurs onto the Ozymandias). Maybe they have a better chance of getting home if they make it to Earth, or maybe they'll have a better life on board the Ozymandias, whether you choose to seize the ship or not. Should you take the ship and the proverbial “crew” with you, you can decide how to integrate the crew members into your group.

Oddly enough, this includes the surviving dinosaurs, both of the space and Cretaceous variety. MTHR is more concerned with the mission than the dinosaurs at the end of the day.

Should you opt to let MTHR complete her terraforming mission, it is up to you whether you wish to stay until the mission concludes, but you can leave anytime after a decade has passed (up to the point of alpha-2's successful colonization).

Notes

Dino Crisis is a survival horror game akin to Resident Evil except in the place of zombies there are dinosaurs. The plot is extremely nonsensical because no one has a grasp on time and causality doesn't matter except when it matters too much. The general gist is the following.

Dino Crisis 1 occurs in 2009. It involves a spec ops team who investigates a foreign research facility chasing after a researcher who is supposed to be dead. Turns out he's alive and his research accidentally opened a time wormhole that dragged dinosaurs into the world.

Dino Crisis 2 technically runs on two separate timelines. In 2010, another accident launched a US team forward into year 3million+2010. However, in 2055, because scientists discovered that the incident in 2009 threatened the existence of mankind, they decided that they needed to intervene during the year 2010 incident, isolate the dinosaurs while they were in 3million+2010, and send them back to the Cretaceous. They decided to take their kids with them, and built an orbital laser in the 3million+2010 give or take a decade. An accident happened, this accident made it impossible for the team to return to year 2055.

This makes less sense the more you think about it, so it's best not to think about it.

Dino Stalker is a gun shooter game which took the plot on an even more convoluted turn by having the man who lead the 2055 operation tell his 2010 equivalent to abduct a man from 1943, who then had to fight a AI super dinosaur and destroy the AI that had sabotaged the 2055 mission. His actions had no consequence whatsoever but were apparently necessary for no good reason.

By Dino Crisis 3 we confirm that nothing ever mattered because the timeline is now 2548. By 2248 humanity was flying off in generation ships, and soon realized that they really sucked at spaceship construction because all the humans died to space radiation. So the ship turned around. There's no time travel (in the game), and nothing from the prequels mattered because these dinosaurs are space dinosaurs who are actually dinosaurs with human DNA.

The more you think about this series the less sense it all makes.

To give an idea of how little sense it makes. The first Third Energy anomaly occurred in 2009. One year later, Dylan shows up in 2010 when a second anomaly occurs. Dylan and team arrive in the far future, and find that Dylan's future self left his daughter (Dylan's daughter) in his care. Dylan is left to fend for himself at the end of this excursion when his daughter is trapped and only Regina makes it back to 2010. But somehow, Dylan and daughter intervene in time, yanking a guy from 1943 into hyperspace, and his daughter changes history by saving him when Dylan only picked the guy because he was going to die.

Dylan somehow survives (no clue what happens to his daughter), gets back to 2010, resumes his normal life until it gets to 2055 when he leads the mission that causes the 2010 fiasco. He doesn't attempt to course correct anywhere, condemning his entire team so that he can build a satellite cannon for his 2010 self to conveniently use in year 3 million+2010. Dylan why?

The Drawback [Time Anomaly – Kinder Surprise] is more of a narrative drawback. You can consider it “free points” if you so choose, but it's there to set a premise. If you do rescue the child attempting to contact you: however you do it, it's up to you what you want to do with them, make them a companion, a follower, leave them somewhere safe, whatever suits your narrative. They don't necessarily have to be your child.

The Scenario has deviations from the main Dino Crisis 3 game. (The Ozymandias is said to warp into Jupiter's orbit in the game rather than travelling steadily back in the scenario, certain characters exist that shouldn't, etc.) If you'd prefer the normal (abnormal) Dino Crisis 3 line, the option exists to enter it via location/time selection.

Because of when it was made, Dino Crisis has a lot of paleontology mistakes (Like the Allosaurus which isn't from the Cretaceous at all, and dinosaurs with no feathers)

Anomaly	
It's a Dinosaur!	*You can easily convince people that threats exist, even if they haven't seen them, or it would be normally impossible for the threat to exist. Effectively, when you tell people that a monster exists, they'll take your word for it and act on the assumption that it is true. *Helps you identify the general nature of a threat – for instance you'll be able to recognize the general dinosaur species based on physical characteristics, but you won't be able to determine their individual personalities, behavioural quirks, etc.
Peaceful Coexistence	*Allows you to quickly bond with creatures which should be normally hostile. Requires you to make an active effort at bonding with them, otherwise they'll simply ignore you. *You can “lure” a creature towards you, but this only works on one creature at a time.
Where Are You Keeping All of That?	*If you don't have enough space to store something, this allows you to toss your loot into a pocket space. Things within the pocket space stacks up as long as they're of the same category (So Med Packs stack up, ammunition stacks up), but if there are too many different items within the pocket space, organizing the space becomes necessary in order to keep it “handy”.
Time Slip – Splitting Seconds	*Within an isolated time frame (several seconds), your immediate surroundings can be “edited”. Inanimate objects (such as bullets which would hit you within the time frame) can be removed or displaced, while individuals can be relocated from somewhere in your field of vision to a different location in your field of vision. You and everything around you are effectively frozen while this effect is active, but anything within your field of vision can be tweaked. *Time is effectively frozen while this is active, and resumes once the time frame expires. This cannot be used in rapid succession. The effective time of operation increases slowly with usage.
Soldier	
Covert Operations Specialist	*Increases your proficiency with black operation related activities – infiltration, hacking, information collection, assassination, et cetera.

	*This can be used as either a general boost, or a specific boost in a given field of espionage.
Combat Supply Assembly	*Allows you to craft and reinforce supplies using materials on the field. In the absence of things such as Anesthetic Aids and Intensifiers, you can use substitutes with other chemicals, drugs, or ingredients. This crafting process takes the key property from the catalyst ingredient, and adds it to strengthen the recipient. *For instance, using a sedative drug to enhance ammunition can create tranquilizer rounds.
Bring Down the Beast	*Your attacks have a tendency to create critical wounds that don't heal easily – even on creatures which may otherwise shrug off wounds or regenerate. Medical treatment has reduced effectiveness. *Even against creatures which are heavily reinforced, be it via natural or artificial armour, your weapons causes residual damage to accumulate, weakening your foes when they attempt to shrug off your attacks.
It's Time For Heroics	*Your ability to draw attention and aggression towards you forces entities to ignore other threats in favour of you, and naturally attracts enemies towards you. *In a pinch situation, your basic physical traits are greatly enhanced. Being chased by a gigantosaurus who should easily outrun you? You have no problem keeping ahead of it. Burning server towers which should crush you when they fall on you? You can shrug them off while shielding another. Running through a lava field? The heat is just a minor annoyance.
Researcher	
Locks & Keys	*Teaches you the art of making and installing unnecessarily complicated locks and encryption practices, be it physical or digital. This increased proficiency works the other way as well, helping you crack security of various types with greater ease.
Convenient Fatality	*You've perfected the art of playing dead. Whether you involve yourself in an accident, or you take an injury, both people and creatures will instinctively ignore you as long as you pretend to be dead. Even creatures which would normally consume corpses overlook you. *Once you are assumed dead, you can move about freely and as long as you keep a low profile, nobody questions your identity, and nobody will bother to investigate you. If you draw too much attention to yourself however, you'll have to arrange for another convenient “death”.
[Dino Files]	*By observing creatures, you can compile data about their physical tendencies, general behaviour, and what would be considered “irregular” abnormalities (Such as species variants, or individual quirks). *The data is compiled within files, and you can use this information to modify creatures that you create (genetic modification) – this can be used to create species with different traits, or enhanced traits (such as enhanced intelligence: i.e. Trinity the super intelligent leader velociraptor)
Third Energy Research	*Bestows upon you the necessary knowledge to fabricate, utilize, and contain the Third Energy – which effectively utilizes air to create a stable flow of energy. As long as air is present, the stable flow can be established, but precautions need to be taken not to let the reaction go into a runaway

	sequence. *In the event of a Third Energy runaway effect, time and space are warped around the unit generating the Third Energy. In most runaway cases, there is no controlling what occurs, so rifts in spacetime become a common occurrence and can bring things from different times to the “current” time. *It is up to you to figure out how to stabilize the effects this has on time.
Dinosaur	
Resident Dino	*Used to determine your dinosaur form. Species selection is limited. *Can be considered as an alt. form. *Dinosaur backgrounds can purchase this multiple times, the result can either be multiple alt. forms or an unholy scientific fusion experiment gone wrong – but you'll still be “viable” as a dinosaur.
Convenient Ambush	*You have a natural predilection for finding places to conveniently jump out from or hide behind, guaranteeing a surprise attack on your target. *The longer you remain in one position, the more difficult it becomes to detect you – this affects biological senses and technology.
Impossibly Relentless Pursuer	*Once you mark a given target, you'll be able to track and follow them, making hiding completely useless, and running only helps if they have a means to outrun you and create a substantial gap between you. The further they get from you, the less specific your tracking sense becomes – until you only have a general heading of where they are. *But as long as you're chasing the mark, you have no problem fitting into places where your size should be an issue, obstacles can be easily thrown aside even if they should be anchored, and walls are absolutely pointless whether they are reinforced or not. Your physical resilience also improves significantly while you're on the chase, and your sense of pain is dulled.
Apex Predator + Gigantism	*As long as you're bigger than your target, your attacks have increased effectiveness against them, ignoring natural means of damage mitigation they may have. (Basically if you're bigger than a T-Rex you can ignore the T-Rex's hide) Their attempts to struggle against you have reduced effectiveness, and you can shrug off a portion of their attacks. They can still harm you, but the consequences aren't anywhere near as severe as they would be normally. *This perk increases your base size by a quarter/1.25x (effectively making you bigger than other members of your species), and greatly improves your ability to eat, you suffer no consequences of eating things which would normally be dangerous. *Having this perk unlocks a secondary perk [Gigantism] which increases your base size by a quarter each time it is taken. Your physical attributes increase proportionally.
Others	
Unnatural Order	*Allows you to give rudimentary orders to wild animals (and people too). Whether they actually follow your orders is a matter of willpower – but they'll be able to comprehend the order regardless of language barriers or species barriers (This is the Trinity effect à la Dino Stalkers) *This can be used to convince animals/people to behave in ways which go against their normal routine: pushing velociraptors to retreat when there's

	no apparent threat, or rallying allosaurs to group up on a target.
Minimal Consumption	*You don't need to eat very much in order to stay at peak energy, and routine activities don't consume enough energy to make you hungry. *Strenuous situations will place a burden on your energy reserves, especially if you suffer injuries, but the effectiveness of food is improved significantly, so you don't need to eat much to recover the energy spent.
Run Run Away	*Whenever you run away from a pursuer, as long as you cross a definite boundary where they lose track of you visually, such as a door, or a hidden wall, or an elevator, the pursuer becomes much less motivated to pursue you and will quickly forget about your presence.
Third Energy Anomaly – Rapid Reorientation	*Renders you immune to the unwanted side effects of time slips, temporal anomalies, or localized time based phenomena (magic or science) as they pertain to your body. *You develop a general sense for how far you've travelled in “time” when you willingly enter things such as time wormholes. This gives you an approximate range in terms of years and the general direction (forward or back).
Third Energy Anomaly – The Other (You)	*An anomaly perk with an indirect effect. *Whenever you enter a world, a “version” of yourself is present, either forward or backwards in the timeline. From their point in the timeline, they'll relay information with regards to the world that you're in – but the accuracy of their information may shift depending on your actions. *This creates a “feed forward”/”feed back” loop. If the “other you” happens to be behind you in time, they'll leave notes and hints which may help you understand what occurred in the past. If the “other you” happens to be in front of you in time, they may contact you to give you a heads up on what might potentially unfold. At intervals (like every several years), if your actions influence the past or the future, this changes to reflect your impact. *You cannot interact with your “others” aside from communication – attempting to reach them shunts them into a different timeline, and while they have your knowledge, they lack the ability to interact with you in any meaningful fashion aside from communication.