

The story behind the game.

Time Hammer Stories by Michael Selvaggio

Discovery of Time Travel

An elite team of Government Agents, between the years 2020 to 2029 discovered how to influence time. These “Agents” are said to have assembled alternate timelines in the decades 1990, 2000, 2010, 2030, 2040 and 2050. In doing so they soon discovered an unexpected Paradox of time: The original/unaltered timeline, called the “*objective timeline*” is never replaced and it can reset an “altered timeline” back to the original *objective timeline*. This unexpected event is called a “Time HAMMER”; a Historically Arrayed Multi Moment Event Reset.

The 1st stage of a Time HAMMER may begin when any timeline alters. If no agent is present the HAMMER vanishes. If the altered timeline continues, due to the presence of one or more agents the Time HAMMER enters 2nd stage. The altered timeline is treated as infected until an Agent repairs that timeline or the HAMMER reestablishes the “original” timeline.

The 2nd stage of a Time HAMMER, acts like the human body does to a virus. The fragments of a timeline that cannot integrate are displaced. HAMMERS organize an antibody, by isolating all displaced timeline fragments into a single self actualizing form, called “*Jamais*”; which can undo any timeline, causing the altered timeline and all Agents in it, to “no longer be”. Paradoxically, *Jamais* can also cause an altered timeline to “be in *Stasis* (be set and unchanging)”. Due to this phenomena and other extensive research we have determined; within the next 3 to 6 months, Time itself will generate a new objective timeline where mankind, will never have been.

Repairing Time

We didn't know this when we first altered a timeline, that Time itself has a form of awareness. Regardless of an agents perspective, time itself treats all timelines as if in the past and *set*. Any activity in a timeline, like that of an agent, can draw its' full attention, which can generate devastating repercussions reaching back millions of years. This is why we do not go beyond 1990 and 2050. To do so would greatly magnify these dangers.

Altering time to raise our faction above all other contenders, is no longer our objective. Our factions' new goal is to eradicate temporal technology in such a way it will be lost forever, so time will no longer react to mankind as a threat. Other factions who have temporal tech cannot, in any way, be trusted with this mission. Because of this, it is our moral imperative to, reach a level of skill, high enough to dominate this field and remove all opposition. After which, we will perfectly reconstruct the 2020 decade minus temporal technology to eliminate this crisis.

Temporal Jumps

Altering Time, is not about *traveling* through time to another period. Instead *heavy gravity distortion*, is used to co-share, the decade we *were in*, with a future or past decade (10 to 60 years away). In short, agents reside momentarily, in two decades simultaneously. So... it is incorrect to call, what we do “Time Travel”, for there is no point to point movement. Rather we are said to *Jump* from one *shared* moment to another *shared* moment, thanks to Heavy Gravity Field Distortion. Be aware, our equipment can only safely Jump in steps of ten years because shorter intervals, strains a Time Lines' ability to adapt to the alterations, we are establishing with the presence of the Jumping Agent.

Condensed Equipment

Using 2050 technology in 2020, lets us safely deconstruct any non-corporal item onto a set of reconstruction protocols that are then stored on a 2.75” X 3.5” memory plate, sized similar to a poker card. In this way an agent can easily carry a command center full of Gadgets, Jump Generators and

Robot Agents. Most memory plates reconstruct instantly but some require more preparation. There are agents in the field that are selling memory plates to criminal elements so as to acquire resources. This is wasteful and should only be done to avoid catastrophic failures.

Recruitment

Every thing in existence has a subjective timeline, spanning from it's origin to its' future disintegration into nonexistence. A primary issue for agents is; they can wink out of existence if their “subjective timeline” becomes so *disagreeable*, that decades' timeline cannot merge with their subjective timeline.

Because the subjective timeline of heavy gravity, begins in 2020, all agents know not to alter 2020. Doing so could fracture the discovery of heavy gravity and temporal technology causing an unpredictable chain reaction of timelines. In short all human based timelines, might cease to exist.

Robot agents can be recruited (reconstructed) in any decade without severely altering a timeline because they're deconstructed in the *sanctuary* decade, 2020. Their short spontaneous subjective timeline when recruited, originates in the the decade they're reconstructed in. This puts a minimal strain on that decades timeline which makes them far less vulnerable to disintegration.

Unlike robot agents, human agents should only be recruited only in the 2020 decade. The past and the future unlike 2020, will experience alternating timelines which can fracture a human agents subjective timeline and most likely cause them to vanish. Humans agents are recruited in the *sanctuary 2020* decade so their larger subjective timelines can be preserved there.

Fetch-able Independent Digital Operatives, also known as, FIDO Agents

FIDOs are robot agents with a unique defense mechanism. They are programed, in an instant, to avoid their own destruction by jumping back to 2020 which also allows them to be again deconstructed into a memory plate. This survival trait comes at a great cost and prevents a FIDO from having enhanced Jump and/or Attack augmentation. This ensures we always have an Agent in the field or one is available for recruitment.

Time HAMMER Repair/Resolution

The spawning of a HAMMER in a decade requires all agents in that decade to contain it, by using a *Stasis* field or it will reset the timeline. Once resolved HAMMERS are monitored and stored in decade 2020 unless a Deja Vu event takes place. Deja Vu is when the storage of a HAMMER is broken by a sympathetic response to the decade it associates with or a failure to maintain 2020 stasis.

To encase a HAMMER in stasis agents either convert a HAMMERS' *Jamais'* into a repeating timeline *or* time-loop we call “Stasis”. Another resolution is using *Jamais'* to make the HAMMER appear not to exist and not exist simultaneously. This paradox keeps a HAMMER in a pre spawn state.

Attacking

Combat is forbidden only in 2020. You are sanctioned to attack Agents in any other decade as needed. Clairvoyance is a requirement for all agents. Without it we would all be stuck in the moment. So due to our peculiar nature, we *sometimes* see immediate outcomes in our subjective timeline. This is always true when engaging with another Agent and the interaction of their subjective timeliness.

When Reading for an attack, after you acquire any needed resources, open your awareness to the most likely outcome. Then either Launch the Attack as or Call It Off, retaining the resources (there is always tomorrow). Remember your opponent has clairvoyance too. They will sense your intent so they may stand and fight or escape to another decade to avoid being attacked. Remember: Time is simply fighting an infection and that infection is us. Good Luck!