



TRENCHWOOD  
INSTITUTE

## Research Project Description

**Research Project Title:** Breaking The Time Loop

**Objective:** Break the infinite time loop by changing the message on the newspaper clipping

**Location:** Paine Memorial High School on May 31, 1986

**Upon Completion:** Return to 2012 via the return time wormhole archway

**Need To Park:** n/a; you will walk to the school<sup>1</sup> after exiting the time machine

**Personnel Required:** All

**Parking:** n/a

**Bathrooms At Location:** Unknown, but likely

**Food At Location:** Unknown, but likely

**Notes:** Although we here at Trenchwood Institute are still a bit incredulous that you are really in some sort of time loop as you claimed, the fact that you were able to solve our problems so fast means that we can't just dismiss the idea out of hand. So, we've taken what you said, and compiled this mission guide for you.

We are making this mission guide especially thorough because you'll be in the 1980s, a scary backwater time where laws were different and the Internet did not exist, so you will have no way of contacting us in case something goes wrong. You won't even have a portable tachyon detector since Doctor When took our only working prototype.

Your mission has four parts:

1. *Get to the lockers without arousing any suspicion.*
2. *Change the message on the newspaper.*
3. *Check the integrity of the return portal.*
4. *Return through the time portal.*

In addition, you must

- *Maintain your energy level.*

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<sup>1</sup> **OUT-OF-CHARACTER Addendum:** We think that the walk to PMHS will be nice and refreshing, and more appropriate for your characters. However, if it is raining, threatening to rain, or it would just increase your comfort level greatly to have your van, feel free to just drive to the school (although with 17 vans it may be a bit tricky to find parking). However, remember that in-character your van and your gear isn't really there. So just think of it as a really shady tree that shields your team from the rain when you're there (and not, say, a time machine that requires you to drive 88 miles per hour to activate). Okay?

Mission Details are below. You may safely read this during your leisurely walk from the 1986 location of our lab to the school. Don't feel the need to commit all this to memory as you can consult this guide at any time. Also, please read the "So You Want to Be a Time Traveler" pamphlet for general notes about time travel.

*Get to the lockers without arousing any suspicion:* From what we can tell of the 1980s, it was a time of rather flamboyant fashions intermixed with occasionally inappropriate formality. Fortunately, you don't need to worry about this; from what we can deduce from the View-O-Scope log, apparently time travelers are imbued with some sort of disguise field that allows locals in the time period to not notice anything out of place. How else could the Doctor manage to not arouse any attention at a Prague Opera House in 1787, a 1st century chariot race, or gin joint in Casablanca in 1941? (Actually his lab coat does kind of pass for a dinner jacket there.) So we have all the reason to believe that to any locals at the 1986 high school, you will just look like typical high school students of that time period. However, it is still best to obey any instructions from the local denizens so that you can safely carry out your mission. You have all the time in the world, so don't panic.

*Change the message on the newspaper:* Based on what we saw in the View-O-Scope, Doctor When placed the envelope in some sort of high school locker right after 2 PM. Since your personal clocks won't be accurate after the time travel, you should make sure to check the clock above the lockers when you get there, in case you arrive too early. Do NOT ask any of the locals for the current time; doing so could arouse undue suspicion that you do not know what time it is, and therefore you might be a time-traveler. If you do arrive too early, make sure you are not in the vicinity during 2 PM, as it would be too dangerous to have multiple time-travelers interacting at the same time.

*Check the integrity of the return portal:* We haven't mentioned this to you before, but the Paine Memorial High School gymnasium appears to be an excellent chronotonic nexus, so we will project the return time wormhole archway there. After you have changed the message, your next task will be to check out the return portal and make sure that it is showing a steady red color (which indicates that it is ready to send you back). If the portal is not there, or is not steady red, you must find some way to fix it, so try to do this as soon as you have finished the other steps of your mission.

*Return through the time portal:* Once you are sure the mission is complete, make sure to exit the time portal at your earliest convenience, and quickly return to the Institute.

*Maintain your energy level:* Time-travel can be quite physically taxing. Fortunately, we have determined that foods in the 1980s are quite compatible with your body's nutritional requirements. Please make sure to have lunch locally at any point during your mission. Note that while you are of course free to do any associated tasks while you are having lunch, any such tasks are optional and not critical to your mission.

Good luck on your mission. We'll all be eagerly awaiting your return (assuming that we still exist after you do whatever it is that you're doing). A walking map to the school is below.

