

- Your inventory: Trenchwood CD, Mission Dossier, “Time Traveler” brochure, View-O-Scope.
- Make sure that teams have the entire Yearbook 1 message and understand it. Especially the phrase REPLACE “RIGHT” WITH ITS REFLECTION. (It’s common for teams to not know that these words should be read left-to-right.)
- Tell the teams that the Machine needs to be recalibrated and that you need to find the next bounce.
 - Well, then we had better repair the time machine ASAP! Using your design for co-keypad #34 we almost have the time machine working. But now we need to recalibrate it before we can use it to carry out those instructions. The Temporal View-O-Scope has recorded flashes of the different times and places Doctor When has randomly bounced to. If you can predict the next time he’ll materialize in, we can use that to set everything right. You don’t by any chance know that, too?
 - [response to “big bang”] Darn it, that didn’t work. Maybe we’ve already altered the timeline. Let’s look at the View-O-Scope log.
- Go with them through the video (access code 100030) until they answer "Before the French Revolution". It’s okay if teams want to use their own CD or laptop.
- Play the video of Doctor When in 1986 (access code 100031).
 - I’m recalibrating using that. It works! I’ve opened a portal taking him to the destination coordinates he programmed into the time machine before he left. Let’s just lock the View-O-Scope onto him and see what he’s up to.
- Lead them through the skit of them convincing you that they have to go back to 1986. The concept behind your character is that the team should be sent to 1986 should be such an insane idea that teams will need to repeat it multiple times for it to sink in. *Don't rush this*, because part of the process is that they have to realize the location of the envelope and newspaper.
 - That’s odd...I thought he’d come right back to 2012.... Now what was that you were saying about changing a newspaper?
 - [“We need to go back to 1986 to change the newspaper!”] But we can’t change it, it’s in a locker in 1986.
 - [“Yes, so you need to send us there!”] I suppose we’ll have to go back to 1986 and change the writing there. But wait...none of the lab assistants or even Prof. Chronos can go back...we’re the only ones who know how to operate the time machine. Who could possibly undertake this task?
 - [“Us!”] You?? That... actually makes sense! That’s so crazy... so crazy, it just might work!
- Make sure they know the mission.
 - OK, so you’ve never time traveled before. Don’t worry. This should be easy. No pressure. But the structural integrity of the universe does depend on you.
 - All you have to do is step into the chamber, wait till it opens a time wormhole, and then walk through into 1986! After you exit the wormhole just walk over to the high school, find the locker, remove the envelope, change the writing on the newspaper according to the instructions from the yearbook pieces, put the envelope back in the locker...and try not to disturb anything else in the timeline unless you have to.
- Make sure they know about the archway colors.
 - When you’re done I’ll project a return time portal archway for you. You’ll be able to see it, but the people in 1986 won’t.
 - By the way, it’s quite a coincidence that your mission takes you to Paine Memorial High School. Our instruments have detected that there’s some sort of chronotonic nexus where many different timelines intersect quite near the lockers at the gym. I have absolutely no idea why that gym is so important. But it does mean that it is an excellent location to project the return time portal archway. So that’s where you go after you put the envelope back in the locker.
 - Once you get to the archway, if it glows green, that means head on through. If it’s red, then it’s not quite ready.
 - Oh, and I probably shouldn’t even bother to mention this, but if it flashes red, that means there’s some sort of temporal anomaly that you’ll have to fix. But that’s very unlikely to happen.
- Make sure they know about what to bring back (no heavy stuff like tape players, but absolutely do bring the Yearbook pieces). Make them give a list of what they’re going to bring.
 - Oh, and just to be safe be sure to bring anything you might need with you! In particular, anything from 1986 that might prove useful... what are you going to bring?
- Make sure they know about the ban on communication devices (photographs are okay, just no Internet).
 - One more warning about traveling back in time -- no communication devices that haven’t been invented yet! If you have a smart phone, set it to "airplane mode" so it isn’t searching for non-existent cell signals. It’s okay to use it as a camera or calculator or MP3 player, just no communication!
- Give them the mission dossier and the pamphlet.
- Ask for the CD back if you lent it to them.
- Tell them to go through Chrononaut Rapid Acclimation Protocol *after* reading...
 - And just to be doubly sure, the Doctor envisioned a time when there would be many time travelers. To prepare them, he drafted a training simulation. Head over to the Chrononaut Rapid Acclimation Protocol.
- ... and then go to the time machine!
 - After you finish training, make sure to go to the time machine!