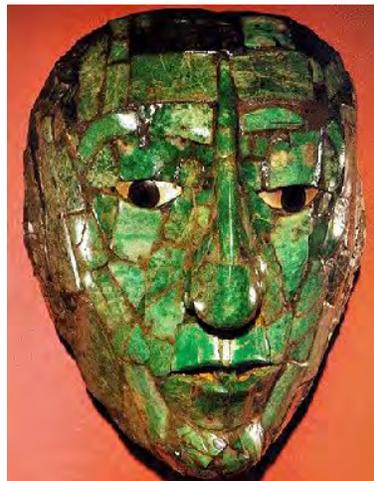


*Mayan Culture Notes*



*The Wacah Chan (or Whac Chan, a.k.a. Mayan Sacred Tree, Mayan World Tree or Mayan Tree of Life) represented the three levels of the Mayan universe. It was believed that all three universes were joined by a central tree.*

*The roots of the tree plunged into the Maya underworld and its branches reached into the Overworld or the Heavens. The central tree was associated with the color green and the four trees in the Middleworld were white, red, yellow, and black.*

*The white tree represented the ancestral dead and the North, the red represented the rising sun and the East, the yellow represented the South and right hand of the sun, the black represented the West and the Underworld.*

*Aliens?*

*Erich von Däniken proposed the alternative interpretation that the sarcophagus of Pacal depicts the king departing the Earth in a space craft. This theory is met with skepticism by most scientists.*

*<http://www.famsi.org/mayawriting/dictionary/montgomery/index.html>*

*[http://en.wikipedia.org/wiki/Mayan\\_Sacred\\_Tree](http://en.wikipedia.org/wiki/Mayan_Sacred_Tree)*

*<http://upload.wikimedia.org/wikipedia/en/4/4a/PacalTree.JPG>*

*<http://skepdic.com/maya.html>*

*<http://www.delange.org/PalenqueTomb/PalenqueTomb.htm>*

*<http://en.wikipedia.org/wiki/Xibalba>*

*[http://en.wikipedia.org/wiki/Maya\\_Calendar](http://en.wikipedia.org/wiki/Maya_Calendar)*

**POPOL VUH**

*The Mayan book of creation. It begins with the deeds of the Mayan gods in the darkness of a primeval sea and ends with the radiant splendor of the Mayan lords who founded the Quiché kingdom in the Guatemalan highlands. It was originally written in Mayan hieroglyphs but was transcribed into the Roman alphabet in the sixteenth century. This book is the most important source of Mayan mythology and cosmology. The name means "the book of the written leaves".*

**BACABS**

*The Bacabs were four brothers, the sons of Itzamna and Ixchel. A creator god placed these skybearers at the four corners of the universe. Because each stands at one of the four cardinal directions, each is associated with a color and with a specific segment in the Maya calendar.*

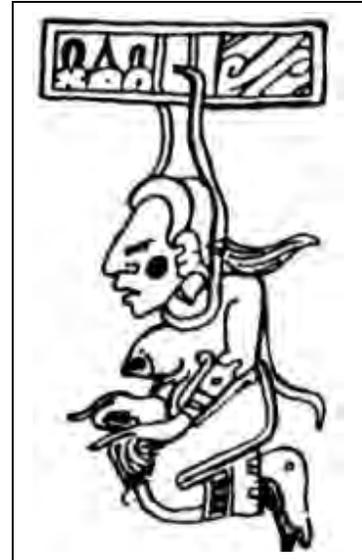
- **Hobnil** (later replaced by Chaac) - bacab of the east, is assigned the color red and the Kan years.
- **Can Tzicnal** - bacab of the north, is assigned the color white, and the Muluc years.
- **Zac Cimi** - bacab of the west, is assigned the color black and the Ix years.
- **Hozanek** - bacab of the south, is assigned the color yellow and the Cauac years.

*References to the Bacabs are found in the writings of sixteenth-century historian Diego de Landa and the various Maya histories known as the Chilam Balam. At some point, the brothers became associated with the figure of Chac, a Maya rain god. In the Yucatán, the Maya of Chan Kom referred to the four skybearers as the four Chacs. They were also believed to be jaguar gods, and are associated with beekeeping. Like many other deities, the Bacabs were important in divination ceremonies, being approached with questions about crops, weather or the health of bees.*

**IXTAB**

*Ixtab* was the Maya mythology goddess of suicide and wife of Chamer. In Maya tradition, suicide, especially suicide by hanging, was considered an honorable way to die, comparable to the human victims of the sacrificial rite and slain warriors. *Ixtab*, depicted as a corpse with a rope around her neck, would accompany the suicides to their eternal rest (a role called a psychopomp). Some accounts contend that this belief in *Ixtab* among the peoples of Central America fostered a readiness to commit suicide rather than face disease or disgrace.

From Stargate Omnipedia

**ZIPACNA**

An underlord in the Goa'uld political structure, *Zipacna* tends to serve whatever Goa'uld is in power. He was once allied with *Apophis*, and then served *Apophis*'s son *Klorel* when the System Lord was killed. Following *Klorel*'s own downfall, Lord *Zipacna* moved into the service of *Anubis*, who was just coming to power.

*Zipacna* represented *Klorel*'s interest at the *Tollan* triad, which determined whether *Skaara* or *Klorel* had priority over his body. He voted in favor of *Klorel*, of course. But *Klorel* was removed from *Skaara*'s body, and *Zipacna* called his vessel to rain fire down upon the planet before escaping through the Stargate.

*Zipacna* was responsible for enlisting the aid of *Osiris* to stand alongside her old acquaintance *Anubis*, and to represent him at the summit of the Goa'uld System Lords. Having captured a Tok'ra spy and using *Anubis*'s technology to find the location of their primary base, *Zipacna* led a devastating attack upon *Revanna*, wiping out the Tok'ra there. But he failed in his secondary objective of finding the formula for the symbiote poison the Tok'ra had developed.

### LARP Conventions

The LARP location is going to represent the Cheyenne Mountain Complex. Obviously we can not have a character for every staff member of the SGC. The Cheyenne Mountain complex contains over 1000 staff, most of which are assigned to the SGC. There is a small number of staff assigned to the upper levels containing NORAD.

To reduce the number of staff the GMs have to deal with (thus the number of NPCs to be concerned about), the game will be set on a weekend with minimal staff, a low point in the SGC's operations. Most SG teams are out on long term missions or on leave. The SGC is at skeleton crew because it is a low point in the SGC's operation. (*This is why the surprise visit by the Senator is so frustrating*)

Secondly, we have 28 levels to represent in a two level con space. Here is the basic layout of the SGC at the con:

**Location**

The primary action will take place on the Lab floors of the SGC.

- SGC Command Center and Conference Room (???)
- Lab 46 (Heritage) on Level 19
- Level 19 will be represented by the areas around the Heritage room including the lobby, and the main con space hallway
- Lab/Storage Room 101 for Puddle Jumper (Victoria Room) on Level 20
- Level 20 will be represented by the areas around the Victorian Room, the prefuctionary hallway and any room they can find that will not disturb other events,

Much of the rest of the SGC will be sealed off when the action starts, either by order of the General due to perceived threat or by malfunction of the system (depending on how the plot line goes). This limits the need for too many places to go.

\*\* WE WILL NEED TO GIVE THE PLAYERS A GENERAL GUIDE TO THE COMPLEX \*\*

## Background

**The Earth DW Amplifier** - The Earth DW Amplifier Device acts as a reflector/capacitor for the Plyomus n device's energies, modulating it with the ley-energies of the planet it is on. It draws its energy from the planet's ley lines, and interacts with time and space. The Main DW device on Plyomus is the strongest of the three, but the two amplifiers are simply smaller versions of the DW with amplification technology in them.

**Ley Lines**- Ley lines refer to hypothetical alignments of a number of places of geographical interest, such as ancient monuments and megaliths. Their existence was suggested in 1921 by the amateur archaeologist Alfred Watkins, whose book *The Old Straight Track* brought the alignments to the attention of the wider public.

The existence of alignments between sites is easily demonstrated. However, the causes of these alignments are disputed.

Some writers widely regarded as pseudoscientific have claimed that the ley lines and their intersection points resonate a special psychic or magical energy. These theories often include elements such as geomancy, dowsing or UFOs. Some similarly believe these points on lines have electrical or magnetic forces associated with them.

~~**SGC Earth Transporter Network** - The SGC has started a new project to create a network of Asgard transporters across key locations on Earth. These include Atlantis, Merlin's crypt (Avalon), and the new research station in the Saragossa Sea near the Triangle. The latter is on an abandoned oilrig - Earth Delta Base. They are researching new the newly found information brought back from Plyomus and Greatea.~~

~~The network has only been in place a short time and is only being used by certain personnel. Most SG teams do not know about it.~~

**Earth Delta Base** - This is a base established in the Saragossa Sea on an abandoned Oilrig. It was built to study the anomalies detected in the area known as the Bermuda Triangle. There are several scientist staffers and SGC personnel on this base.

***Events Prior to the LARP***

*Underwater Earthquake* – An under water Earthquake occurred not as a result of the Plyomus incident. This dislodged the jumper containing the DW amplifier. This caused the amplifier to activate and start creating distortions and odd occurrences through out the planet.

*Artifact Discovery* – SGC satellites picked up the energy source near the Saragossa Sea. The confiscated an old oilrig and established a research station there.

*Hurricanes start* – The DW Amplifier device, with much of the energy from the Plyomus device stored up, is releasing it uncontrollably. There is an end to the energy, because the Plyomus device was shut down, but it may destroy the planet before it ends. One of the major signs of this energy release is the recent hurricanes world wide. People are reporting strange occurrences within those hurricanes – strange energy releases, strange sightings, etc.

***LARP Background***

Following the incident on Plyomus, several missing Stargate team members have been returned, as well as several Bermuda Triangle missing. They talk of a world with strange temporal and special rifts that pull in random people from random worlds. (This is a sequel to the Stargate LARP “The Mount” at ConCarolinas.)

A few weeks after the dusts settles about Plyomus, an energy signature is detected near the Bermuda Triangle. Due to intelligence obtained from Plyomus, the SGC had requested regular satellite scans of the region as well as Navy patrols in hopes of finding something. Satellites were fitted with special Asgard sensors to scan the deep oceans.

The day something is detected, several SG teams including SG-1 are out on long term mission. An underwater quake apparently caused something to surface under the Saragossa Sea. The Navy fished it out and immediately ships to the oilrig research station, Earth Delta Base (EDB). At the same time, the hurricanes began form, threatening many coasts. One particularly large one threatens the EDB so it is ordered temporarily abandoned and the small staff are sent along with the artifacts it to SGC via the transporter network. The primary item within the artifacts is a large coral covered object – a heavily damaged puddle jumper that contains the rest of the artifacts including the DW.

This set of items arrives at the same day as many of the SG teams are out on mission and a senator for the Senate Intelligence Committee is visiting the SGC. This item is not expected to be dangerous, so security is diverted from the item to cover the senator's arrival.

General (Hammond/O'Neil/Landry) will be tied up with the senator or not onsite

Groups Present at the start:

- One SG team
- One SG team and a few SGC staffers from a parallel universe (in their parallel universe)
- NID agents (with possible Rogue NID/Trust agents secretly)
- Senator entourage

### ***Parallel Universe***

The parallel world the other SG team is significantly different from ours. In that universe, John Hinckley, Jr. was successful in killing Ronald Reagan. As a result, the Soviet Union never collapsed and has actually grown in strength. Distrust of anyone Russian is very strong from American in this world

The Stargate program got started in a similar way as it did in our universe. The Soviets do have a dialing device but never had obtained a gate. The US still has possession of both gates. There was no rogue NID. The NID is openly searching for technology to fight the Soviets. The Go'auld hinder their efforts. SG teams act as support to NID agents.

The Soviets only recently learned of existence of the Stargate. Meanwhile, the US did reveal its existence to NATO (not the UN). Now NATO forces have access to it. The Soviets have been trying to insert spies into Cheyenne Mountain but have been only marginally successful.

One SG team from this universe plus a few staffers will be transported to our universe. One will be a Russian staffer/spy. In our universe, this person is openly a Russian staffer. In the parallel universe, she has an American accent and a spy.

***Other Differences:*** Because the men are busy in the field fighting the Cold War that occasionally gets Hot, women remain behind in leadership positions in areas like Cheyenne Mountain. General Carter is in charge of the Stargate Program instead of General Landry.

**Artifacts**

Along with the Jumper, several artifacts were found.

- The device (that can not be seen when it reaches the SGC)
- An altar with glyphs
- Two masks with jeweled eyes
- Scrolls in sealed containers (clues to the third mask)

The Jumper contains the DW, but it cannot be seen when it gets to the SGC. A security procedure has been triggered and has taken the DW device out of phase with the rest of reality. But the system is damaged in the transport from the oilrig to SGC and occasionally drops into to reality briefly. The research team coming back from the oilrig does not know what happened but they did see the device and have pictures (they will spend a little time doing diagnostics on the transporter)

When it arrives (teleported from the oilrig), the puddle jumper will be stored in one of SGC's large research labs/shops (**Level ##, Room ###**). The artifacts are also stored there. Scientists are studying the puddle jumper because it is giving off strange energies readings.

**The Solution**

The two masks and the scrolls are the solution to the problem. The first Mask, the Mask of the Overworld, contains red gems in the eyes and sees into the out-of-phase dimension, can see the DW device. But it still cannot be touched.

The second Mask, the Mask of the Underworld has blue gems in the eyes and sees into another dimension just out of phase from ours, where **\*\*SOMETHING ELSE\*\*** is. (*SOMETHING ELSE = something dangerous like a Predator type creature*)

There is a third mask that the scrolls provide hints too and is hidden with in the altar in three pieces. The Mask of the Tree has not gems in its eyes. If one gem from each of the other masks is placed in the eye sockets, then the device can see the inscription on the altar, which can be used to get the DW back into phase. It's a code that can be typed into the altar's tiles. (Mayan symbols)

The two masks are depicted in the Wacah Chan.

***The Scrolls and the Mask***

Three scrolls with symbols and clues to tile orders for the altar, to open the hidden compartments.

Each clue is a set of four symbols.

- Symbol 1 & 2 = Quadrant symbolized by the two of the Bacabs.

**BACABS**

***Chaac*** - bacab of the east, is assigned the color red and the Kan years.

i

(i)

***Can Tzicnal*** - bacab of the north, is assigned the color white, and the Muluc years.

R

(R)

***Zac Cimi*** - bacab of the west, is assigned the color black and the Ix years.

h

(h)

***Hozanek*** - bacab of the south, is assigned the color yellow and the Cauac years.

G

(G)

- Symbol 3 = quadrant section symbolized by either a number (1 or 2) or some symbol representing something about the Tree in that section.



1



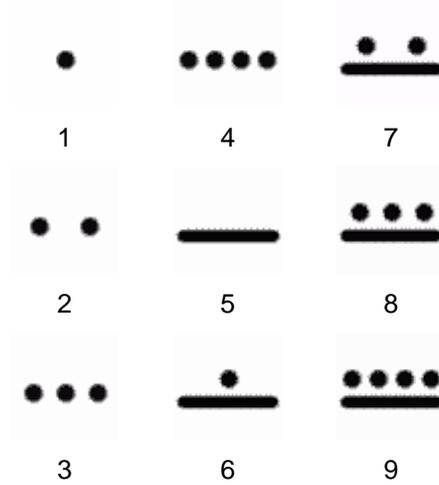
2

Or

Some clues from the section (see below) (*Come up with a symbol that means the following*)

<p>Black Overworld The High Realm of Sun Death Overworld West The Head of the Muan Bird The Mask of Naka Cha Head of Oxlahun-Chaan</p> <p>q</p>		<p>Red Overworld The High Realm of Sun Life Overworld East The Tail of the Great Bird The Mask of Ichata Tail of Oxlahun-Chaan</p> <p>p</p>
<p>Black Branches of Life The West Branches The Heart Flower</p> <p>u</p>		<p>Red Branches of Life The East Branches High Contemplation</p> <p>r</p>
<p>The Black Pool West Pedestal of Man The Foot of Man Middleworld West Black Middle World</p> <p>y</p>		<p>The Blood Pool East Pedestal of Man MiddleWorld East Red Middle World</p> <p>w</p>
<p>Underworld of Death Realm of Death Underworld West</p> <p>s</p>		<p>Underworld of Blood Realm of Blood Underworld East</p> <p>t</p>

- Symbol 4 = the number of the tile (1 thru 9, counting from top to bottom).



*(Below is all the Mayan symbols from the Mayan font. You must download the Mayan font to see them)*

q w e r t y u i o p  
 Q W E R T Y U I O P  
 a s d f g h j k l  
 A S D F G H J K L

### **The Mayan Connection**

While Janus developed the DW network, he went back to Earth to place the Earth DW amplifier node. He placed it inside a jumper and parked the jumper within a Mayan temple, where he told the Mayan priests to watch over it. He installed the device with certain security measures to ensure it would not fall into the wrong hands. He modified the jumper and informed the priests on how to engage an emergency autopilot as a last resort.

The priests saw it as a gift from the Gods and worshipped. They worshipped it and gave sacrifices. Every once in a while, the device would give them a light show that they saw a sign of from the gods. (Janus experimenting with his network)

This remained for decades until the Mayan civilization began to crumble. The priests in their panic, watching the collapse of their city into chaos, engaged the autopilot of the jumper with the device, the masks, the stone altar, and other artifacts (red-herrings) onboard. Unfortunately, the jumper flew into a hurricane where it was heavily damaged and crashed into the Sargossa Sea.

This formed the Bermuda Triangle. Damaged over the years from sea water and underwater quakes have caused further malfunctions (Bermuda Triangle events).

**The characters**

SG Team (SG-6)

- Lieutenant Colonel Jake Barksdel
- Major Jessica Delarosa
- Dr Brandon Blomberg
- Airman Frank Jacobs

SG Team (SG-11 – the parallel universe equivalent of SG-6)

- Lieutenant Colonel Jake Barksdel
- Major Jessica Delarosa
- Brandon Blomberg
- Airman Frank Jacobs

***Senator Brian Altherton's*** entourage

- Special Agent Brad Jameson
- Special Agent Kyle Drysdale
- Special Agent Kelly Mangum

Marine Escorts

- Corporal Nixon Kramer
- Sergeant Clyde McHenry

NID Group

- Agent Larry Henrick
- Agent Amanda Gladstone
- Agent Avery Ellington
- Agent Scott Nuntz

*Delta Base Research*

- *Scientist #1*
- *Scientist #2*
- 

*NPCs*

SGC

- Samantha Carter (General from Parallel Universe)
- General Landry
- Senator Brian Altherton

*Badge Colors*

SG-6 – regular Green

SG-11 – pastel Green

NID – Gray

Marines – Red

Secret Service – Black

### First Hour

The artifacts are an hour out and will be delivered to the SGC then, with a team of Marines. Things get settled and characters have a chance to get used to their characters. The artifacts have not arrived. The player SG team (both in our universe and the parallel universe) will be briefed on the items and told that they are to guard and research them.

**Artifact Briefing** for both SG teams to include:

- Hurricanes – there are multiple through out the world forming or already formed.
- Oil Rig Research Stations (Delta Base) is being threatened by a hurricane, so artifacts are being transported from their to SGC via the Odyssey transporters.
- There is a theory that the artifacts are causing the hurricanes.
- The SG teams are to guard it and assist the researchers in determining the nature of the devices and their possible link to the weather problems.
- *The Artifacts will be accompanied with research scientists.*

The group is given a briefing file of the artifacts, the results of recent study and why the researchers think the hurricanes are linked to the artifacts.

Give the characters a chance to get used to each other, review the rules of the game if necessary and go through the layout of the SGC.

**Visit by the Senator:** Also, the SGC is being visited by Senator Brian Altherton. Either through a background hand out or a separate briefing, the players are told of the Senator's visit and what they need to do. When a senator visits the SGC, it's like an inspection, so everyone is on their best behavior.

**Second Hour**

**Artifacts arrive.** What they see is not what they were told was coming. One artifact is missing (NOTE: *Because it was transported through the Asgard transporter, the DW device kicked on a security system that put it out of phase with our reality*). They have the altar, the scrolls and the masks, as well as the damaged puddle jumper. The Initial study into the artifacts begins and they gain small pieces from information to formulate a theory.

**Strange events begin to happen** – power failures through out the SGC, the Gate begins to dial or fails to dial. Eventually the Gate Iris will close and not open again.

**The Senator requests to see the artifacts.** The Marines and the SG team must deal with the inconvenience of the senator viewing the artifacts.

**OPTIONAL EVENT:** The Senator toys with the devices and inadvertently causes it to put him out of phase. The group now has to work to get him back into phase, on top of everything else.

**Third Hour and ever hour after that**

Things begin to drop into the SGC – people, items, and creatures. Things begin to happen at the top of every hour (or there about).

\*\*

*A random table or a scripted list of events:*

- *Possible dangerous item – explosive, radioactive material, portal to a dangerous place, maybe SGC is losing levels to something*
- *Anyone of the known races from the Stargate universe (Goa'uld, Wraith, Replicator, etc)*
- *Original aliens*
- *Crew Members from lost Bermuda Triangle ships or planes*
- *Random artifacts from other worlds that can help or hinder the situation*

\*\*

**Dimensional Well Event** - Periodically through out the game, a “rift event” will occur and something will come through (see above). This will be accompanied by seismic disturbances as well as electromagnetic disturbances. Systems will fail, people will have to make saves against the violence of the quakes and sometimes debris will fall. Use this as a plot device when convenient but do not over use it.

**Imporant Event – LOCK DOWN** - At this point, the altar should be moved to the Lab 46 and the shuttle should remain in the Lab storage 101 area. One of the first challenges will occur early on after a particularly strong DW event. This should be one of the first events. A large phasing effect emanates from DW which causes many of the staff in the SGC to phase out of our reality, leaving just the Players and a few NPCs. This causes the security systems to lock down the entire SGC. The only areas that have people remaining are the labs areas closest to the devices (Where the players were). Initially, the rooms will be sealed off from each other and the group will have to figure out how to connect to each other.

NOTE: If it is chosen that the parallel team comes in at this time, it is recommended that they com into the room that does not contain their equals. Or split them up.

**Connecting to the two locations** – the first real challenge is for the two groups to connect the two floors. HOW? Skill roles on General knowledge of the SGC, through emergency access ways or whatever.

~WORK THIS OUT TO BE A PUZZLE OR SOME KIND OF OTHER CHALLENGE~

**Arrival: Another SG Team** – The parallel universe copy of the player SG team arrives, disoriented. Their uniforms are different but only slightly. The travel through out the SGC thinking they are still in their own universe. The role play will reveal they are not. (ALSO, the role play may reveal a Societ spy in the midst)

**Arrival: The Creature** – Eventually (in an hour that best suits the GMs), when a Rift event occurs, it will bring in the **Ixtab** - a creature out of phase with our own reality (that can be seen using one of the masks) with strong Empathic ability that drives people to dispare and depression and eventually drives their victim to kill themselves.

(IN GAME EFFECT????)

As time goes on, NPC SGC staffers will start to die. In strange ways.

**Lab Research:**

**Game Mechanic/Plot Device:** Research Lab and Delta base NPC scientists. This is something the players can use each hour they cannot figure out the “puzzle.” They can try to hammer it out and if they can, they can say “send it back to the lab” and the unseen NPC researchers will try to work out another clue. The lab will never completely figure it out. It is up to the players to figure it out.

From hour 3 through hour 4 the group gains through their research team, the following clues:

- The translation to the Bacabs
- The translation of the numbers
- The translation of the other symbols

If they do not get the use of each of the clues, then the research is delayed another hour to learn the use of the above clues.

- The Bacabs represent the four quadrants of the altar (divided by the red lines above).
- The numbers represent the sections and the tiles with in the sections
- Some sections are not represented by numbers but are represented by other names.

The general idea is that between the scrolls, the artifacts and the clues that the research by NPCs (unseen) in the lab, the players will get clues along the way and each our will have a chance to figure it out. The research coming back from the lab scientists are only clues and do not figure things out right away.

**Other Events through out the day:**

In general, through out the day, the SG teams will work hard on solving the puzzle of the device. But things will happen to distract from the central goal.

- The Hurricanes through out the world begin to worsen
- Things within SGC will start to fail.
- The Gate will be locked open (\*\*linked to the ley lines of Earth\*\*).
- SGC goes in lock down.
- Devices in storage begin to malfunction.
- An alien team rampages through SGC (Jaffa or something else, heavily armed and causing trouble).

**Friday 6 PM to 7 PM**

**LARP MEETING in Victorian Room**

- Rules Overview – user hand out.
- Question & Answer
- Hand out character bundles
  - SGC guide
  - Rules summary
  - Character badge and cover

**Saturday 9 AM****LARP Start Up**

Two SG team briefings (one in our universe and one in parallel universe)

- **Heritage** (*Parallel Universe temporary SGC Briefing room*)
- **Victorian B** (*Our universe temporary SGC Briefing room*)
- Brief both teams about the artifacts and their job related to it
  - They are to help the researchers with their practical experience and knowledge of alien technology. They are at the scientist's disposal if there is a need to go off world. They will be told to expect an old puddle jumper, an altar, a box of scrolls and a strange cylindrical device, as well as about 20 scientists. These artifacts were found at the bottom of the Saragossa Sea (Bermuda Triangle)
  - They will also be briefed on the Hurricanes and their theory that they are connected to the cylindrical device (one of the artifacts).
- Brief both teams on the Senator's visit.
  - While not working for the scientists, they are to make sure that the Senator's needs are met. (*perhaps split the team up*)

**Saturday 10 AM**

- The Senator arrives.
  - With NID team and secret service
  - Role play moments with the team
- Artifacts arrive with escort Marines.
  - The Marines' job is to ensure the safety of the artifacts until it reaches the SGC.
  - Via a teleport from the Odyssey (teleported from the Delta Base to the SGC)
  - The teleport occurs just as a hurricane is bearing down on the Delta base
  - ***Upon arrival, the cylindrical device (DW) is missing.***
  - ***Only 3 or 4 scientists actually made it, missing the rest. (lost in the interference caused by the hurricane)***
- Senator wants to see the artifacts
- ***All this occurs in the parallel also, separately. Will have to time things so that both teams can experience the encounter separately.***

**Saturday 11 AM**

- Investigate the missing artifacts.
  - Perhaps discover that one mask reveals that it is still there but out-of-phase. If a player doesn't, the scientists will
  - *They can also play with the altar. Some of the jewels act as buttons and cause lines to light up on the engraving.*
  - Gain the first clue from Research into the scrolls and altar. – *The translations of the Bacab*
- Major DW Event –PHASE OUT! – (**around 11: 30 AM**)
  - The Senator and 90% of the SGC staff and SG teams vanish (phased out or sent to parallel universes).
  - This also causes a lockdown on the entire SGC.
  - Everyone is teleported to different places.
  - The Parallel universe team is brought into and mixed in.
  - Split every between Levels 19 and 20.
  - All that is left is the players and a few NPC scientists including Delta Base scientists)

**Saturday 12 PM**

- Allow radio contact between the two floors but for the first half hour, radio communication does not work.  
Allow radio contact after 12:30 PM
- Players will need to link up the two groups. *SGC knowledge tests, or general guessing by the players.*
- Arm the groups – the group will be minimally armed at the start. They will need more weapons. There are three options for the group to get weapons –
  - A secondary armory on 19 floor (this is inaccessible since the first event, blocked by an anomaly)
  - Emergency Security Stations through out each floor (2 stations per floor) containing small arms
  - A small cache of alien weapons are stored in one of the labs of Level 20.

### Saturday 1 PM

- Second Clue from NPC Scientists – *The translation of the Mayan numbers*

### Saturday 2 PM

- Third Clue from NPC Scientists – *The translation of the section symbols*
- Random Combat encounter – a group of enemies (probably Jaffa) attack.
- Towards the end of the hour, they start to discover evidence of the monster (rooms full of staffers who have committed suicide)

**Saturday 3 PM**

- More Evidence of the monster

**Saturday 4 PM**

**Saturday 5 PM**

SGC Briefing Outline (*our universe*)

- Brief on the mission reports from Plyomus/Atlantis Mission (occurred one year ago)
- Brief on the mission reports from Croatoan Mission (occurred 3 years ago)
- The artifacts (need a picture of the atlar, box, scrolls, and a picture of a device)
  - Mention the Delta Base in the Sargosso Sea (MAP)
  - The scrolls and mask were found in the ruins of Tulum and were linked due common symbols found on them.

### SGC Briefing Outline (*Alternate Universe*)

- First hand out the alternate universe summary
  
- The artifacts and their discovery.
  - A US satellites detected an energy reading in the Sargosso sea. Fearing a Soviet sub, a sub was dispatched.
  
  - They found the artifacts in a alien ship (this SGC does not have an Atlantis base) (see picture of puddle jumper under water) at the bottom of the sea. (See map of Sargasso Sea)
  
  - These items were linked to a box of scrolls found in a newly excavated area of the ruins of Tulum in the Yucatan Peninsula. .(see ruins pictures)
  
  - Show picture of artifacts – The DW device found on the alien ship (picture A); Mask found in the ruins (picture B), altar found on board the alien ship(picture C and D), a rubbing of the carving on the altar (E), box of scrolls found in ruins (F and G).
  
  - These items are being brought back for study at the SGC because the technology looks like it is Ancient.

Secret Service Briefing Outline

- Newly elected Senator Brian Altherton, new vice Chairman of the Senate Select on Intelligence Committee, wishes to visit the project in Cheyenne Mountain.
- Being new to Washington, he is particularly paranoid about things he knows very little about.
- He is a big government, anti-military liberal who wants to see the justification for the money spent on the SGC. He does not trust the military.
- He's asked for a secret service detail to protect him against anything that might go wrong.
- The SGC has chosen a time where they expect very little traffic and very little activity to allow the senator to visit.

NID Briefing Outline

- A few NID agents have been selected to accompany Senator Brian Altherton to the SGC. He is the newly elected Vice Chair of the Senate Select on Intelligence Committee.
- NID agents are to provide a civilian balancing factor to the military view of the SGC.
- NID command is still trying to gain more civilian oversight over the SGC.
-

Random Encounter Table

<i>Encounter</i>		<i>Encounter</i>	
1	Minor Rift event – Agil vs 3 or fall	2	Minor Alien Flying Creature – Average Ability 1. Attacks in fear. Hits: 2
3	Minor Humanoid Enemy – Average Ability 2; Melee only (Knife or staff). Hits: 4	4	Moderate Alien Enemy (ex: Re'tu that is semi-visible) Average Ability 2-3 (ranged energy weapons, damage 3 lethal) Hits: 5
5	Moderate Alien Creature – tiger or bear sized creature, melee only, Average Ability 2-3, damage 1 – 2 non-lethal or 1 lethal Hits: 5	6	Moderate Alien Enemy (ex: Ori soldiers armed with staff blasters) Average Ability 2-3, energy ranged weapons, damage 4 lethal or 5 nonlethal Hits: 5
7	Major Alien Enemy – Kull Warrior with damaged armor (damaged from the phasing). Armor Value: 3, Wrist Blaster: 4 Average Ability 4-5. Hits: 6	8	Major Alien Enemy – (Cross over alien) Scarran. Average Ability: 4-5, Hits 7, Blaster rifle (damage 4)
9	Major Rift Event – Agil vs 4 or teleprth to a different place (with in LARP play area for simplicity)	10	Major Alien Enemy – Raging Unas, Average Ability: 4-5, Hits 7, Melee only, claws,, club
11	Moderate Rift Event – A flash of energy from the next door or the next bend, an a rift opens up to an alien location, possibility inhospitable (severe environment like firey or vacuum or cold or water)	12	Minor Alien Enemy - Average Ability 2-3; Thrown weapons (damage 1-2). Hits: 4
13	Environmental Encounter – fire in the hall, ceiling collapse, major electrical explosion.	14	Wandering Staff member – effected bu the Ixtab, in a depression induced stupor. May try to grab a gun or kill himself somehow
15	Brief encounter with Ixtab – Will vs 3 or 4 or 5, (GMs discretion). If they fail, the feel strong dread and despair and see a glimpse of the creature. They then faint.	16	Extended encounter with the Ixtab. Will vs 4 or 5, (GMs discretion) to fight the urge to shoot themselves or otherwise do themselves harm
17	Dark hallway and roll again	18	Multiple Minor Rift event – Agil vs 3 or fall
19	Multiple Minor Alien Flying Creature – Average Ability 1. Attacks in fear. Hits: 2	20	Multiple Minor Humanoid Enemy – Average Ability 2; Melee only (Knife or staff). Hits: 4











SCARRAN



