

DIMENSION FORCE: BACKGROUND & CHRONOLOGY

BACKGROUND:

- **The Association:** a collective of worlds that spans galaxies. Similar to the Federation of Planets in Star Trek. Our play is set within Earth's solar system, which remains the domain of humanity. Earth is overpopulated and stretched thin, and humanity has settlements on the Moon and on Mars, as well as many colonies scattered throughout the largest asteroids in the asteroid belt. Although we know alien life exists in the distant reaches of the galaxy, these aliens have no presence in our solar system.
- **Dimension Force:** an elite law enforcement agency that polices the worlds of the Association. Similar to Starfleet in Star Trek, but more specialized and elite. Agent Grey is responsible for the branch of Dimension Force that operates within Earth's solar system.
- **Management:** the original founders of the Association, aliens so massively powerful and ancient that they could enforce a treaty throughout all of space. They are like mythological beings to the people of today, long since vanished to who knows where. But their treaty still stands. "Management" is a slang term used throughout our solar system; no one knows what these aliens actually called themselves.
- **Parliament:** the ruling body at the head of the Association. Seemingly democratic, Parliament is actually a very power-hungry group, willing to commit genocide against perceived threats like the psionics.
- **Infinitek:** the most powerful corporation in the solar system, its fortune largely drawn from a monopoly on mining colonies throughout the asteroid belt. At a time when Earth's natural resources are almost depleted, the asteroids are a valuable source of ores, minerals, precious metals, and the like. Infinitek is very similar to Earth's ruthless & amoral oil and gas companies like Exxonmobil and British Petroleum. Infinitek can always find new settlers for its dangerous mining colonies, because so many people are desperately hoping to escape the miserable confines of life on Earth.
- **Ceres:** "Ceres is the largest object in the asteroid belt, which lies between the orbits of Mars and Jupiter." In the play, "Ceres 3" means this is the 3rd mining colony on Ceres; we don't know what happened to the other two.
- **Vesta:** "Vesta is the second-most-massive object in the asteroid belt after the dwarf planet Ceres, and it contributes an estimated 9% of the mass of the asteroid belt."
- **Psionics:** "Psionics is a blanket term used to describe alleged psychic effects such as telepathy, psychokinesis, pyrokinesis and others.... There is no scientific evidence that psionic abilities exist." In the world of our play, psionic people are a mutated offshoot of humanity, like Charles Xavier & Jean Grey from the X-Men, of varying degrees of strength and power.

THE DISTANT PAST

- In the earliest days of recorded history, "Management" pulls the many known worlds across the galaxy into an Association, establishing a Parliament to enforce a treaty that binds these worlds together. Just prior to the signing of the treaty, a time machine appears from the distant future, warning Management that time travel should be made illegal. Management agrees, building a vault to house the time machine and entrusting its care to the Archivists of the Association.

CARISSA & LORELEI: CHILDHOOD THROUGH FOURTEEN YEARS OLD

- Mary and her daughter Carissa flee Earth for the promise of a new life on the colony at Vesta. Mary meets Sally and falls in love; the two of them marry, giving Carissa a step-sister, Hannah. Life on Vesta is brutal and near slavery.
- Meanwhile, Lorelei grows up on the colony at Ceres 3, falling in love with the music of Jaxxer Kwee.

- Sally decides to join the union against Mary's wishes.
- First Mary and then Sally begin to suspect that Carissa has unusual powers. Mary refuses to admit that her daughter might be psionic. Carissa herself also begins to suspect she is different; and during this period, she befriends Trick Start, who eventually teaches her all about what happened to the psionics.
- Union leaders on the mining colony at Ceres 3 call a strike. They are threatened by Infinitek in a message heard across the solar system.
- In retaliation for the strike on Ceres 3, Infinitek sabotages the air supply there, suffocating all the settlers. Lorelei is away from the colony on a field trip, and her shuttle diverts to the colony at Vesta.
- Lorelei's shuttle is held up in customs at Vesta. Her shuttle nearly runs out of air, and she almost suffocates. She is taken to Medical. While still unconscious, eighteen-year-old Carissa appears and steals Lorelei's tablet.
- Fourteen-year-old Carissa and her step-sister Hannah return home from school the same day that Lorelei's shuttle lands at Vesta. Sally moves out with Hannah.
- Steven tries to convince Carissa to go with him back to corporate, secretly planning to hand her over to Olivia to study Carissa's psionic powers. Instead, Carissa turns the tables on Steven, and heads off with Steven on a mad quest to become CEO of Infinitek. She leaves her mother, Mary, behind.

CARISSA & LORELEI: FIFTEEN THROUGH SEVENTEEN YEARS OLD

- Carissa arrives back at corporate headquarters, quickly turning Olivia to her side. Then, very slowly, she begins worming her way into the hierarchy at Infinitek. She is very careful; even with her psionic skill, she needs to be very cautious as she rises through the ranks toward her target: Aleister.
- Meanwhile Lorelei settles in on Vesta, eventually becoming friends with Hannah, who takes her to Trick Start to get cybernetic implants.
- Lorelei's implants dramatically enhance her natural intelligence, and her early application to Dimension Force is approved. She becomes one of Agent Grey's top agents, along with Anjette, who is like an older sister to her.
- Eighteen-year-old Carissa appears to Aleister. She proves that she's from the future by warning him that the colony on Vesta is going to explode. Then she takes over as CEO, using her psionic power to steal his executive passphrases, convince him to get noise canceling implants that will protect him from her younger self, and instruct him on how to threaten the Association to get her released from prison eventually.
- The next day, seventeen-year-old Carissa finally makes her play for Aleiste. But Aleister is protected from her powers because of his noise canceling implants; and Agent Grey arrives to capture Carissa, who is taken off to prison.
- Carissa spends a year in prison, visited by her future self on a regular basis, as they plot and scheme.

THE PRESENT DAY: CARISSA & LORELEI AT EIGHTEEN YEARS OLD

- Aleister makes his transmission, threatening to steal the Association's time machine, unless the Association releases Carissa from prison.
- Agent Grey summons Lorelei and Anjette for a briefing about Aleister's transmission. Nicholas joins the briefing to reveal that the Association is keeping the time machine under protection in a vault in the Archives. Agent Grey sends Anjette to verify that the time machine is still in the vault; and she

sends Lorelei to interrogate Carissa, believing that Lorelei's cybernetic implants might provide her with immunity to Carissa's psionic ability.

- Lorelei interrogates Carissa, and they strike up a friendship as Lorelei describes her childhood. Carissa convinces Lorelei (and an eavesdropping Agent Grey) to let her out of prison so that she can help stop Aleister.
- Anjette interrogates Erwin and eventually Nicholas. But then Carissa appears with Lorelei, and Carissa learns from Nicholas how to get into the Vault. She convinces everyone to forget the following five minutes. While they're dazed, she steals the time machine out of the Vault, going back in time an hour (before Anjette arrived to interrogate Erwin) and then walking past Erwin, convincing him to forget seeing her. She steals a ship, disables the transponder, and flees to Vesta; she then travels back in time over a year.
- Carissa asks Trick Start to reverse engineer the specs for the time machine. Then she warns Mary to flee, because she's planted thermite charges that will blow up the station.
- Then she takes the build specs from Trick Start to Olivia, ordering her to build the time machine.
- Then she heads to warn Aleister that her younger self is on the way to confront him.
- Then she spends the next year visiting her younger self in prison on and off, developing a guilty conscience over what she's done, instead of returning to the present. She also goes back in time to steal Lorelei's tablet.
- When her younger self is finally released from prison, her older self hands over the time machine to Lorelei and locks herself up.
- Lorelei goes back in time and asks Trick Start to evacuate the settlers. Then she reveals her plan to send the time machine back to the dawn of history with a warning for Management to make time travel illegal.
- Carissa reveals the tablet to Lorelei, who finally hears the music of Jaxxer Kwee again.