

Stitch

How far would you go to save the world?

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An idea from The Giant Brain
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“Time is the school in which we learn, time is the fire in which we burn” – Delmore Schwartz

Diary entry, 165 days P.A.

It happened. Decades of worry, centuries of wars, posturing and political fights and it finally happened. We, and the others who were chosen, are sitting miles below the surface of the earth. Well at least what remains of it. We have the facts. We know how it happened, the events leading up to the apocalypse. That word rolls off the tongue so easily, yet it is so violent.

The last few months have been building up to this moment, when the STITCH team finally launches. I am one of them. Chosen to go back, to correct what has gone wrong. I don't fully understand it myself but that is what Jenkins is for. We all have our individual roles. Me I am the wet man. Not in case we get into some kind of watery emergency, but to take care of the dirty stuff. The killing.

My wife, my kids, my friends are all dead. It was instant for them. Our death is much more drawn out. We have all volunteered for our own reasons, but I bet that each one of them is hoping to do something that we have been specifically told not to. I cheated on my wife. I would give anything to undo that mistake. Changing one thing can't hurt can it?

Recording from STITCH launch point, 165 days P.A., Colonel Johnathon Drake

STITCH team, present. You are the best we have! YOU have been chosen to undo what has happened.

unfinished

Time Travel

Two words first. Don't argue. I am about to explain to you how time travel works in the game. This IS how it works. No ifs, not buts. Just accept it. Some of it is based on theory, some of it is based on flights of fancy, some of it based on logical possibilities. Don't worry about it and just accept it.

The timeline a STITCH team travels on is made up of 7 events. The timeline is referred to as a THREAD, the events are KNOTS that tie the thread together, Like any KNOT they can be undone and retied changing the THREAD slightly in the WEB. The WEB is

the pattern of all possible worlds and outcomes. So in a thread somewhere, World War 2 was won by the Germans.

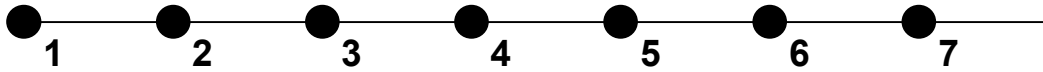


Fig. 1: The Thread

Fig. 1 shows the timeline a SITICH team is interested in. Knot 7 is the origin of the team, post apocalypse (PA). Event 1 is the 'Ignition' of the Apocalypse. Knot 6 is the apocalypse. Point 5 is the penultimate event and also the point of no return.

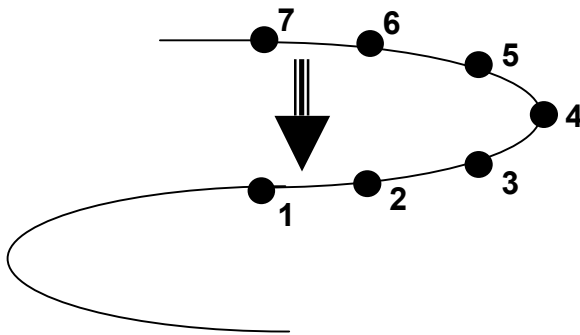


Fig. 2A: The Thread post STITCH

When a team wants to travel to the past, the thread has to have a STITCH. Time and space are warped such that event 7 lies directly above event 1, see fig. 2A.

The team are then launched into space time and punched through so that they turn up in event 1. However time and space like being linear. They don't like being stretched and manipulated. Space-time quickly stretches itself back out

again, looking to retain its linearity. This results in the team having only 30 minutes in each event to sort things out. Not much time you will agree.

As the timeline resists the STITCH, it begins to become linear again. There is always a link home from each event, but this requires an expenditure of energy as well.

Punching a hole through space time is an enormous expenditure of energy and the agency is only willing to do it once. Once past an event a team cannot revisit that event. One time only boys and girls, get it right.

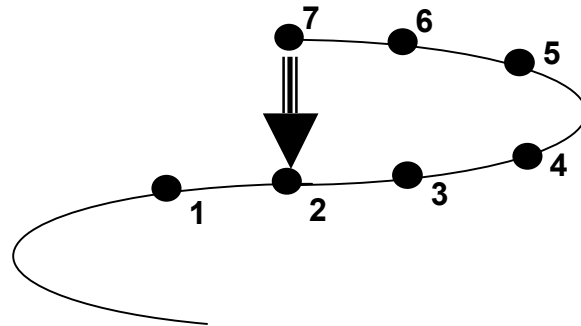


Fig. 2B: The Thread unravels

The Domino effect

The entire purpose of a STITCH team is to change the present by causing inconsistency to occur in the timeline. When space-time feels an inconsistency forming in a thread, the thread unwinds forming several STRANDS. The most likely of these will then become the new THREAD and the team will be pulled back along it, rather than the previous thread.

An inconsistency can be anything, from something minor, like dating someone different at school, to something major, your father was killed before you were born. Each change carries its own rewards and risks.

Minor changes can build to become a major change if done correctly. This is the safest way to manipulate the THREAD, and means the team can control the changes more. However the risk is that it takes some time for the changes to appear, and when they do it may be too late to make enough changes to prevent the apocalypse.

Major changes are exactly what they say on the tin. They don't so much form strands as burn the thread and tie a new one together. Major changes tend to be immoral in nature and downright evil at worst. Killing a child before he creates a nuclear device may solve the problem, but is equally likely that someone else will invent it. Sometimes you will have to go far beyond what is morally right.

Mission Parameters

Present Recruit!

Welcome to the STITCH team. You are one of a select team that we are going to send back in time to change our present. You are expendable. This you must realise. However you are also unique in that whatever change is wrought you and your fellows will be the only ones who remember it.

We have chosen you for your skills, your commitment and the fact that there is no one else left who is better. You are our last hope.

Rules