



“Proto-Scripts” and “Plot-Ideas”
(2021 ed.)

A compilation by: Jonathan Barlow Gee

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insanity clause #23:

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idea for a semi-autobiographical,
6 feature length movies serial,
called "Coming of Age in the Apocalypse,"
in the genres of drama / historical fiction / intrigue.

episode 1: "The Dark Age" (prior to 1850)

act 1: 1515, focusing on Leonardo Da Vinci
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act 1: 1862, focusing on Albert Pike
act 2: 1888, focusing on Nikola Tesla
act 3: 1907, focusing on Aleister Crowley

episode 3: "The Conspiracy" (1900 - 1950)

act 1: 1910 Jekyll Island, 1st federal reserve meeting
act 2: 1921 Paris Peace Conference, 1st CFR meeting
act 3: 1942 Bermuda Conference, Holocaust approved

episode 4: "Mom and Dad" (1950 - 1980)

act 1: 1950's "The Innocent"
act 2: 1960's "The Fallen, part 1."
act 3: 1970's "The Future"

episode 5: "The Monster" (1980 - 1999)

act 1: 1992 "The Idiot"
act 2: 1995 "The Monster"
act 3: 1999 "The Fallen, part 2."

episode 6: "The Maiden" (1999 -)

act 1: 1988 "Escaping The Soviet Union"
act 2: 1995 "Falling In (And Out) Of Love"
act 3: 2000 "Moving On"

mix 01 The Dark

Apple

Search Plz

#	Name	Time	Artist	Album
1	✓ Requiem, K.626: Introitus (Eterna...	1:00	Mozart	Amadeus (Disc 2)
2	✓ Joan and the Wolves	1:18	Eric Serra	The Messenger OST
3	✓ II. Allegretto (excerpt) from Symp...	3:01	Beethoven	Immortal Beloved OST
4	✓ The Beginning of the End	2:22	Clint Mansell	Requiem for a Dream
5	✓ Carmina Burana: II. "O Fortune Pl...	2:51	Carl Orff	Carmina Burana
6	✓ Carmina Burana: XXV. "O Fortuna"	2:17	Carl Orff	Carmina Burana
7	✓ Balkan's Death	3:53	Wojciech Kilar	Ninth Gate OST
8	✓ Carmina Burana: I. "O Fortuna"	2:35	Carl Orff	Carmina Burana
9	✓ Requiem, K.626: Dies Irae (Day O...	1:53	Mozart	Amadeus (Disc 2)
10	✓ The Ring of Fire	1:52	Wojciech Kilar	Dracula
11	✓ Drums A-Go-Go	1:11	The Hollywood Persuaders	Natural Born Killers
12	✓ the Paranoid Angel	0:48	Jurgen Knieper	Wings Of Desire OST
13	✓ Southern Hospitality	1:23	Clint Mansell	Requiem for a Dream
14	✓ Dead Bodies	2:59	Air	The Virgin Suicides
15	✓ Requiem, K.626: Rex Tremendae...	2:20	Mozart	Amadeus (Disc 2)
16	✓ Armaturam Dei	3:20	Eric Serra	The Messenger OST
17	✓ Requiem, K.626: Confutatis (Whe...	2:06	Mozart	Amadeus (Disc 2)
18	✓ Requiem, K.626: Lacrymosa (Mou...	3:50	Mozart	Amadeus (Disc 2)
19	✓ The Ninth Gate	1:14	Wojciech Kilar	Ninth Gate OST
20	✓ Corso and the Girl	3:21	Wojciech Kilar	Ninth Gate OST
21	✓ For Whom the Bell Tolls	3:06	Steve Baker & Carmen Daye	Donnie Darko OST
22	✓ Unknown chant	5:09	Bulgarian Monks	Limewire
23	✓ Der alte Mercedes (The Old Merc...	2:32	Various	Wings Of Desire: Original Soundtrack
24	✓ Ghosts Of Things To Come	1:34	Clint Mansell; Kronos Quartet	Requiem For A Dream
25	✓ Libera Me	2:47	Elliot Goldenthal	Interview With The Vampire
26	✓ Dreamers Awake	3:36	Paul Buckmaster	12 Monkeys
27	✓ Reel Ten	3:09	The Plugz	Repo Man

27 songs, 1:07:10 total time, 77.3 MB

mix 02: The West

Apple

Search Plz

	✓ Name	Time	Artist	Album
1	✓ The Big Country; Main Theme 2	3:06	Moross, Jerome	Western Movie Themes
2	✓ Main Title	1:44	Trevor Jones	The Last Of The Mohicans
3	✓ I Am A Man Of Constant Sorrow	4:17	The Soggy Bottom Boys	O Brother, Where Art Thou?
4	✓ Magnificent Seven Theme	5:33	Henry Mancini	
5	✓ The Good, The Bad, and The Ugly	2:41	Soundtrack	
6	✓ I Walk the Line	2:44	Johnny Cash	Super Hits
7	✓ For A Few Dollars More	2:50	Ennio Morricone	
8	✓ Don't Fence Me In	2:32	Gene Autry	13
9	✓ The John Dunbar Theme	2:07	John Barry	Dances With Wolves
10	✓ Man With The Harmonica	3:29	Ennio Morricone	MP3
11	✓ Long Gone Lonesome Blues	2:39	Hank Williams Sr.	The Original Singles Collection...Plus
12	✓ Hang' Em High	3:43	Ennio Morricone	
13	✓ The West (Main Theme)	1:36	Peter Kater & R. Carlos Nakai	How The West Was Lost
14	✓ A Fistful Of Dollars	1:49	Ennio Morricone	
15	✓ Back In The Saddle Again	2:45	Gene Autry	Greatest Hits
16	✓ Farewell To Cheyenne	2:38	Ennio Morricone	MP3
17	✓ tumbleweed	3:18	gene autry	
18	✓ Guns Don't Argue	2:35	Ennio Morricone	The Legendary Italian Westerns
19	✓ You Are My Sunshine	2:24	Gene Autry	
20	✓ Ecstasy Of Gold	3:26	Ennio Morricone	The Good, The Bad, and the Ugly
21	✓ The Virginian	1:43	Western Movie Tune	
22	✓ Ring of Fire	2:34	Johnny Cash	
23	✓ Sixty Seconds to What?	3:07	Ennio Morricone	The Legendary Italian Westerns
24	✓ In The Jailhouse Now	3:36	The Soggy Bottom Boys	O Brother, Where Art Thou?
25	✓ The Kiss	2:49	Trevor Jones	The Last Of The Mohicans
26	✓ Home On The Range	2:19	Gene Autry	
27	✓ This Land Is Your Land	2:19	Woody Guthrie	Smithsonian Folkways American Roots
28	✓ Bury Me Not on the Lone Prairie	2:28	Johnny Cash	Legend (Box Set)

28 songs, 1:18:39 total time, 84.7 MB

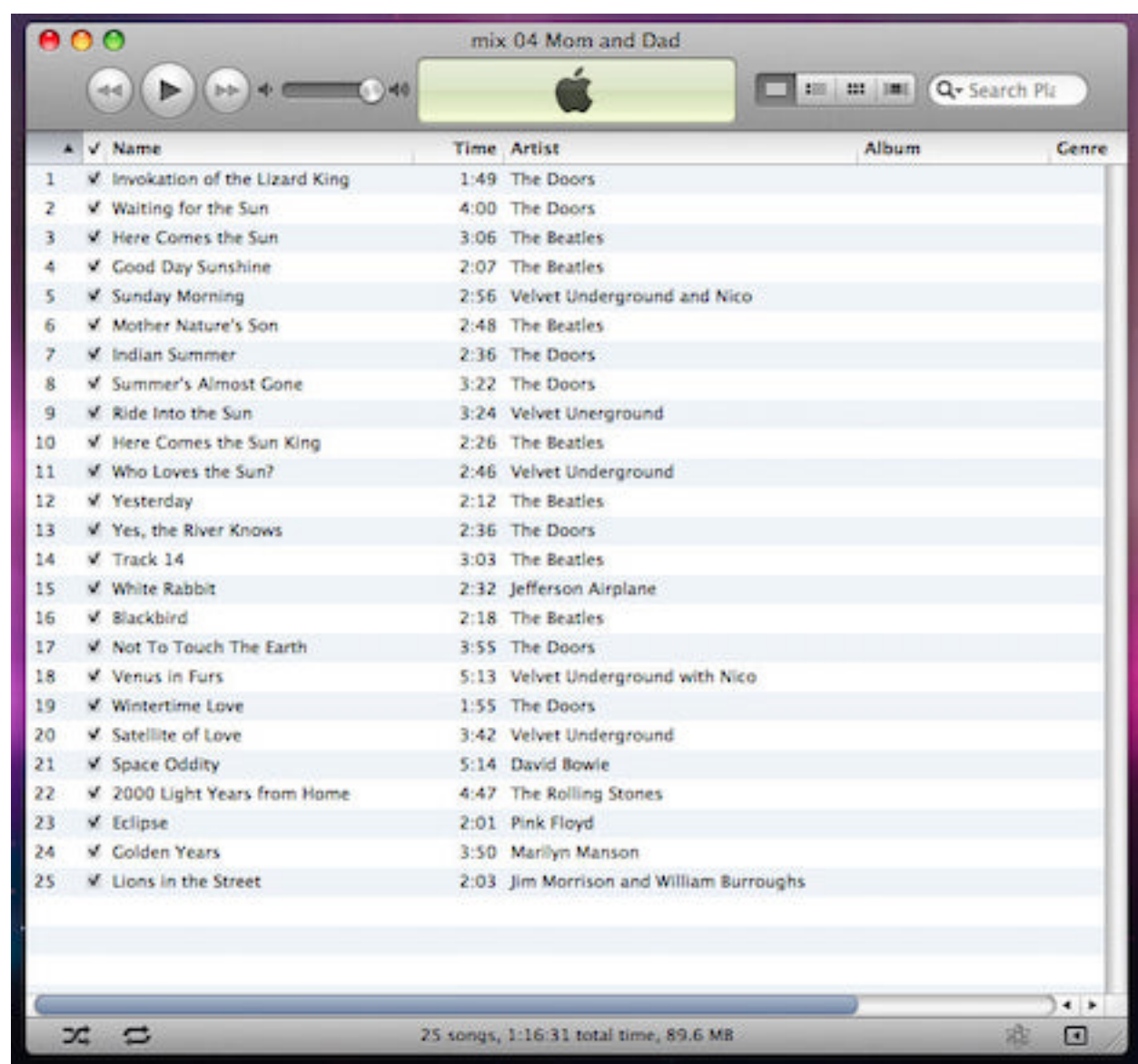
mix 03 The Conspiracy

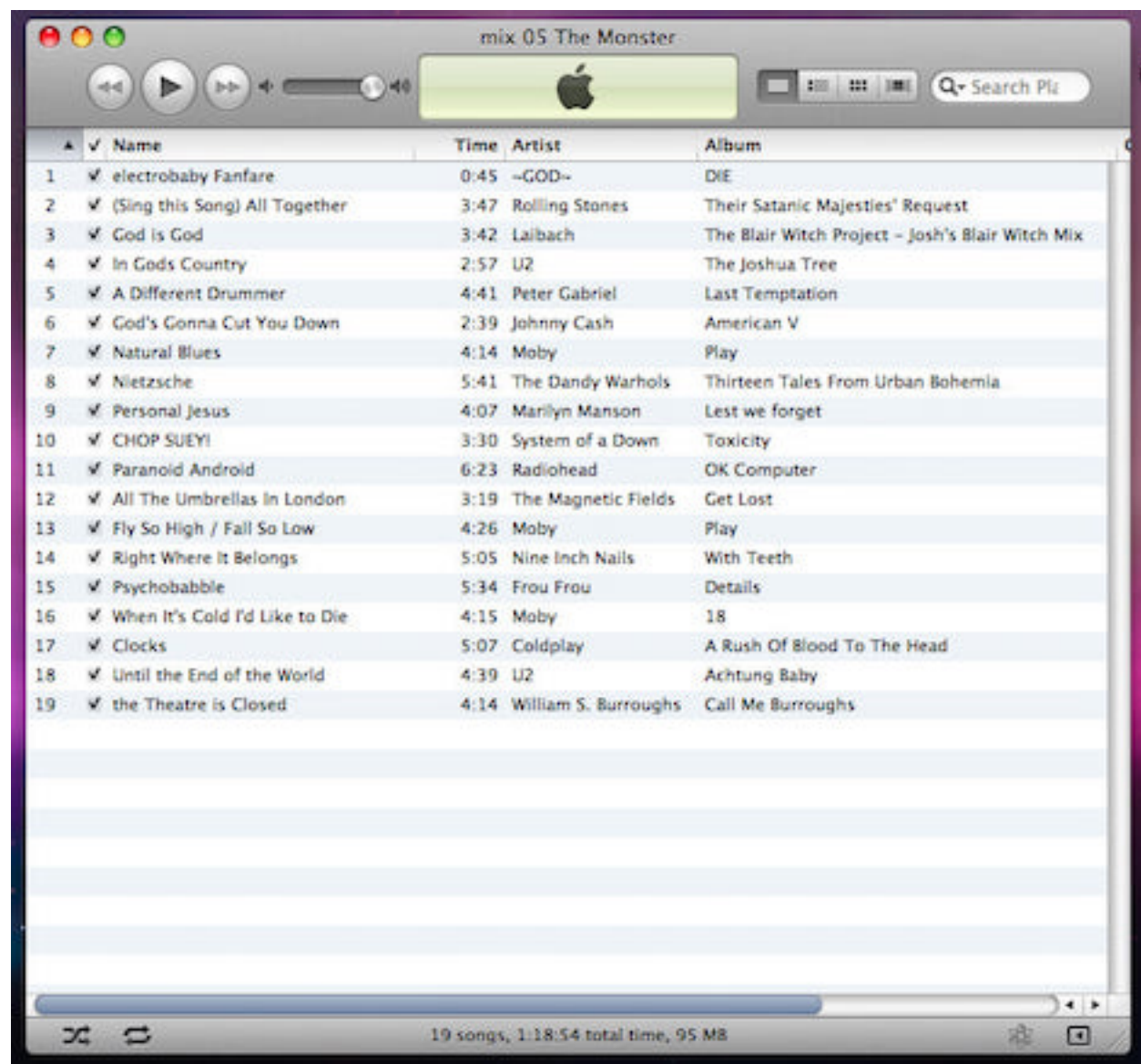
Apple

Search Pl

	Name	Time	Artist	Album	Genre	Rati
1	Fascinating Rhythm	2:54	Paul Whiteman And...	Fascinating Rhythm		
2	"I Am The Lizard King, I Can Do Anything"	0:08	Jim Morrison	Audio misc.		
3	AUTUMN	2:50	-GOD-	ONE		
4	Sing, Sing with a Swing	5:07	Benny Goodman	Swing Kids OST		
5	It Don't Mean a Thing (If it ain't got that s...	2:53	Bill Banks	Swing Kids OST		
6	Digga Digga Do	3:12	Duke Ellington	Music From The Pr...		
7	Paper Moon	3:29	Paul Whiteman & Hi...	Best Of Big Bands		
8	Strange Fruit	3:32	Nina Simone	Greatest Hits		
9	Gloomy Sunday	3:10	Billie Holiday	Best Of Big Bands		
10	Rach 3	3:42	David Helfgott	Shine		
11	When Veronica Plays The Harmonica	2:41	Kay Kyser	Columbia 38197...		
12	Putting on the Ritz	2:18	Ella Fitzgerald	Music From The Pr...		
13	Swinging on a Star (Going My Way, 1944)	2:56	Frank Sinatra & Nel...	Academy Award Wi...		
14	The Green Door	2:14	Jim Lowe	Top Hits Of The Fil...		
15	The Conspirators	4:09	John Barry	JFK		
16	Take the "A" Train	3:00	Duke Ellington	Best Of Big Bands		
17	Sentimental Journey	3:16	Doris Day	Best Of Big Bands		
18	Saint James Infirmary Blues	1:45	Cab Calloway	Betty Boop		
19	We'll Meet Again	3:22	Ink Spots	the con		
20	Lili Marlene (English)	3:26	Marlene Dietrich	Best Of WW2 Era		
21	Rum and Cocoa Cola	3:14	Andrews Sisters	Best Of Big Bands		
22	Happy Days Are Here Again	3:24	Ben Selvin and the...	Music From The Pr...		
23	Moon River	3:19	Frank Sinatra	1950s Crooners		
24	Spanish Flea	2:09	Herb Albert and th...	Exotica Greatest Hits		
25	Baby Elephant Walk	2:42	Henry Mancini	Exotica Greatest Hits		
26	Sleepwalker	2:24	Richie Valenz	1950's Ballads		
27	Ich Bin Vos Kupf	2:30	William S. Burroughs	Call Me Burroughs		

27 songs, 1:19:35 total time, 81.4 MB







The untold backstory of Batman - a timeline.

1705: Clarksville colony est. in America (will eventually become Metropolis City).
1710: George Wayne, a Puritan, first arrives in Clarksville from rural England.
1711-1714: George Wayne works as a trapper and furrier's apprentice.
1715: m. George and "Berta" Wayne.
1717: b. Richard Wayne.
1718: d. "Berta" Wayne, burned for being a native and a witch; Waynes exiled from town.
1719: b. Lesley Douglas.
1720-1724: George and Richard establish a "father-son" business as furriers.
1725: d. George Wayne.
1726-1734: Richard continues the furrier business.
1735: m. Richard and Lesley Douglas-Wayne.
1736: b. Douglas Wayne.
1737: Richard establishes the Wayne family trust with the first bank of Clarksville.
1738: d. Richard and Lesley Wayne in avalanche; later amnesiac, Douglas trapped also.
1739: b. Katherine Herbert.
1740-1748: Douglas attends boarding school funded by the Wayne family trust.
1749-1751: Douglas invests his inheritance in industrial-sector stocks.
1751: Douglas Wayne incorporates "Wayne Enterprises."
1752: Wayne Enterprises partners with Arkham Holdings (a League of Shadows front).
1756: m. Douglas and Katherine Herbert-Wayne.
1757: b. Kyle "Warren" Wayne.
1759: b. Elizabeth "Betsy" Swanson.
1760: Gotham City (just north of Clarksville) charter granted to Arkham Holdings.
1761-1769: Arkham Holdings invests in Gotham infrastructure; Wayne Ent. prospers.
1770: the "great Gotham fire" levels the city, leaving 1000s with no food, water, meds.
1771: Douglas Wayne discovers the fire was started by Arkham agents (for the LOS).
1772: "Great Gotham Fire" is ruled to have been started by a bat overturning a gas-lamp.
1773: Arkham Holdings nets a one million pound insurance settlement.
1774: Wayne Enterprises officially divests itself from Arkham Holdings.
1775: m. Warren and Betsy Swanson-Wayne.
1776: Arkham colony established north-northeast, up the Miskatonic River from Gotham.
1777: b. James Wayne.
1778: b. Abigail Kurtz.
1779: d. Douglas Wayne.
1781: d. Katherine Herbert-Wayne.
1782: Warren, Betsy and James Wayne move to "Wayne Manor," just north of Gotham.
1785: d. Warren and Betsy Wayne in "carriage accident" (assassinated by the LOS).
1786-1794: James Wayne attends private schools in Gotham.
1795: Wayne Enterprises is handed to James by the Wayne Family Trust.
1796: James learns of Douglas' splitting Wayne Enterprises from Arkham Holdings.
1797: James begins buying land in Arkham colony through shell companies.
1798: m. James and Abigail Kurtz-Wayne.
1799 (Dec): d. James Wayne in apparent suicide by hanging (assassinated by the LOS).
1800 (Jan): b. Karl Wayne.

1801-1819: The widow Abigail and her son Karl travel the world as wealthy refugees.
1802: b. Sarah "Hope" Stanford.
1820: d. Abigail Kurtz-Wayne.
1821: Karl returns to Gotham, inherits Wayne Ent. and challenges Arkham Holdings.
1823: m. Karl and "Hope" Stanford-Wayne.
1824: b. Stanford Wayne.
1825: Wayne Enterprises sues Arkham Holdings for fraud over the "great fire."
1826: Gotham court upholds pro-Arkham ruling, fines Wayne for minimum legal costs.
1827: b. Kent "Anthony" Fleck.
1828: b. Jessica Bradley.
1829: b. Sarah Bryce.
1830: d. "Hope" Stanford-Wayne.
1831-37: Karl Wayne in seclusion in Wayne Manor (secretly being poisoned by the LOS)
1832: founding of Miskatonic University in Arkham; Karl Wayne listed among founders.
1835: the "Chthulu Club" formally est. at Miskatonic U. as a co-ed "secret society."
1838: d. Karl Wayne; family-funded autopsy reveals poisoning, blames Arkham Holdings.
1840: after witnessing a seance at Miskatonic, Stanford becomes obsessed by the occult.
1842: Stanford inherits Wayne Enterprises from family trust.
1843: Stanford devotes 1/2 his fortune to tracking down the LOS via Arkham Holdings.
1844: m. Anthony and Sarah Bryce-Fleck.
1845: Stanford Wayne trains with Raz Al'Ghul to enter the LOS.
1846: b. Olympia Fleck.
1847: m. Stanford & Jessica Bradley-Wayne.
1848: b. Edward Wayne.
1849: b. Olivia Fleck.
1850: b. Anne Hawthorne.
1851-1856: Stanford Wayne acts as LOS' representative in Gotham; codename: "Zotz."
1857: Stanford betrays and kills Raz Al'Ghul, threatens to expose the LOS.
1858: d. Stanford Wayne, killed by the LOS; Jessica abandons Edward.
1859-1862: Edward is raised as an orphan in foster care by the Fleck family.
1863: b. Rebecca "Becky" Fleck.
1864: d. Jessica Wayne - ruled suicide by drug overdose; actually poisoned by the LOS.
1865: Edward inherits, learns his past, swears revenge, vows to fight crime.
1866: Edward Wayne becomes first "Bat-Man."
1867: Edward Wayne crippled, walks with a cane.
1868: Edward Wayne makes untold millions from oil and steel investments.
1869: m. Edward & Anne Hawthorne-Wayne.
1870: b. Alfred Pennyworth.
1871: b. Arthur Wayne.
1873: b. Edna White.
1875: Becky Fleck blackmailed into spying for the LOS.
1876: Becky Fleck hired as Wayne manor housekeeper.
1877: d. Edward Wayne; (LOS) hitmen are indicted but released.
1878: d. Anne Wayne - apparent suicide (found hung and OD'd).
1879: Arthur Wayne learns his past.
1880: Arthur swears revenge, vows to fight crime.

1880-1885: Arthur Wayne raised by Becky Fleck.
1888: b. Margaret "Peggy" Fleck (Alfred denies paternity).
1889: Alfred & Arthur graduate Miskatonic University as members of the Chthulu Club.
1890: Peggy Fleck is put up for adoption.
1891: m. Arthur and Edna White-Wayne.
1892: b. Thomas Wayne.
1893: b. Martha Weingard.
1894: Arthur & Alfred enlist in foreign service as spies; codenames "Bat" and "Robin."
1895-1899: Peggy Fleck is raised in foster care, becomes increasingly depressed.
1900: d. Becky Fleck, suicide by OD and asphyxiation; secretly loyal lifelong to the LOS.
1901: Clarksville is officially renamed Metropolis City.
1904: Arthur is KIA while undercover and publicly disavowed.
1905: Alfred Pennyworth becomes Wayne family butler.
1906: Thomas learns his past, vows to fight crime.
1907: Peggy Fleck working as a call-girl for Gotham pimp, "Red Robe" (Martin Robinson).
1908: Thomas Wayne meets Peggy Fleck at a brothel in Gotham (set up by the LOS).
1909: b. Arthur "Happy" Fleck (to Thomas and Peggy, filed as an adoption).
1910: Thomas Wayne meets Martha Weingard in college at Miskatonic.
1911: Thomas Wayne graduates Miskatonic as a member of the Chthulu Club.
1912: Peggy hired as Thomas' secretary (& assistant to Alfred).
1913: m. Thomas & Martha Wayne.
1914: Thomas Wayne enlists in US army as a spy.
1915: b. Robert "Bruce" Wayne (to Thomas and Martha).
1916: Thomas begins physically and psychologically abusing Arthur.
1917: Thomas Wayne hired to "Room 40" espionage agency.
1918: b. Amy Fleck (blind daughter of Peggy and Martin).
1919: Amy Fleck is put up for adoption.
1920: Thomas has Peggy committed in Arkham Asylum where she is tortured.
1921: Thomas & Martha are killed by Martin in a "robbery" (set up by the LOS).
1922 - 1931: Alfred raises Bruce; Peggy raises Arthur; Amy is raised in foster care.
1923: b. Richard "Dick" Grayson.
1930: d. The Grayson family in a trapeze stunt accident (LOS arranged).
1931: Dick Grayson taken into the Wayne trust-funded orphanage.
1932: Arthur & Amy enter a tumultuous romance (not realizing they are siblings).
1933: m. Arthur & Amy Fleck, they move in with Peggy.
1934: d. Amy Fleck; raped, maimed and killed for Arthur's gambling debts.
1935: Bruce Wayne graduates Miskatonic as a member of the Chthulu Club.
1936: Bruce vanishes, rumors circulate he has defected to the USSR.
1937: d. Peggy Fleck, Arthur Fleck learns his past, goes insane.
1938: Bruce trains in Tibet under Raz Al'Ghul; returns to Gotham to fight crime.
1939: first appearance of Bruce Wayne as the "Bat-Man."
1940: first appearance of Arthur Fleck as the "Joker" and of Dick Grayson as "Robin."

Kazaam The Genie: A Tragedy in 4 Acts

Act 1: Opening

We are introduced to a character of no social consequence, named Aziz, who is a destitute derelict in the “Golden Age” of Caliphates on the Persian Gulf coast in Arabia. We see this scofflaw, age 18-20, picking pockets and using sleight of hand tricks to survive. Eventually, he runs afoul of the local constabulary and is forced to flee town. Losing his pursuers in the inland sea of dunes he attempts to cross the Arabian desert, but after 2 days without food or water he collapses and, as the sun sets, sees a paradisiacal mirage of an oasis arise from the sands. Scurrying up to it he gulps down the waters and then, when he pauses to breathe, he sees his reflection in the pond and, behind it, below the water’s surface, a small lamp catches his eye. He scoops it up and scrubs it off and immediately a genie pops out in a cloud of smoke. The genie introduces himself as “Kazaam” and says that Aziz must free him from his prison in the lamp. Aziz asks him how, and the genie explains 216 years ago, he had been tricked into the lamp by a lying witch who’d promised him 72 virgins were inside. “Trust me,” Kazaam laughs, “there are not 72 virgins in here.” To set the genie free from his centurial prison, the genie explains, Aziz must make 72 wishes, and with each of these wishes another of the “locks holding me back will be broken open.” Aziz agrees, and he and the genie make a binding pact that Aziz can reveal the genie’s existence to nobody until their task is done.

Act 2: Rising

Aziz’s first wishes are simple, ego-appeasing and obvious. He wishes to return to the town he’d been chased out of as its rightly potentate, rich beyond anyone’s wildest imaginings and finally, he wished for a queen to appear for him who would be his loyal partner. The genie, Kazaam, reminds Aziz even his wife must never know of their bargain - if Aziz ever betrays Kazaam, then Kazaam will have to revoke all of Aziz’s wishes, and he will be left where Kazaam found him - dying in the depths of the desert. Aziz impatiently concurs and demands the genie begin granting his wishes right away. Kazaam complies and Aziz finds himself wrapped in fine garments, holding a lamp; Kazaam has vanished. Suddenly, over a dune come running some attendants, yelling “Sire Aziz! Sire Aziz!” and, over their shoulder, “We have found him! We have found him!” They escort him back to a caravan of elephants and into a miter which then sets out in the direction of sunrise. As the journey progresses, Aziz begins to suffer the symptoms of his wishes, which Kazaam had neglected to warn him about. For every wish Aziz makes, a djinn is released from the lamp to accomplish his bidding, but, once its task is done, it returns to Aziz, to haunt his mind. Having already made a handful of wishes, Aziz begins to realize he is no longer alone in his own mind. Just then, the caravan enters the gates of Aziz’ hometown to the sound of trumpets blaring and crowds cheering. “Our king has returned!” The voices all cry out, “Our king has returned!” Agents of his royal guard escort him into his palace, explaining, “Your queen awaits, sire!” Surmounting the throne, Aziz meets his bride and assumes his place as ruler of the village. Immediately, problems of government present themselves as peasants await by appointment for their king to hear their legal cases. By nightfall, Aziz is exhausted from

these tedious chores of State, and he and his new wife sit down at either end of a long, narrow table to feast. Replenished by the meal and enlivened by some witty banter, they retire to their bed chambers, only for the woman to reject Aziz's sexual advances on the grounds they must save themselves for the right time of the moon so they may conceive a male heir. Pouting and dejected, Aziz slumps out to the garden and rubs the genie's lamp to summon Kazaam. Kazaam appears and at first Aziz is haughty with him, pointing out he'd failed to tell him that each wish could only fill his head with another demon. Kazaam explains simply, "72 is an even number. If these petty voices bother you, you could just wish each one away as soon as it served you, and you would still have 36 wishes." Aziz agrees, but then adds to Kazaam, "or I could just use my last wish to erase them all." "As Master wishes," says Kazaam. Aziz then wishes for absolute wisdom, to be able to know the solutions to all problems, and to have all the right answers. Kazaam waves his arm, then vanishes into the lamp. Aziz is filled with understanding, but suddenly the voice in his mind that is a genius and the voices of the angry djinn therein begin to argue. Aziz can only sit there and listen to them fight until the sun begins to dawn, when finally he shouts, "no more!" and again summons Kazaam. Aziz, now furious at Kazaam, yells at him, "All you have done is deceive me! I wish for you to tell me the truth!" Kazaam laughs and says, "I have done nothing. Nothing is free. You have made wishes and you must pay the cost. But you can always wish it all away and return to the desert!" Aziz thinks on this a while but then, as the dawn breaks, he sees over the city's walls an amassing army, preparing to invade his village. "What have you done now?" Aziz demands of Kazaam. Kazaam laughs, "Again, it is not my doing, but your own. I am only here to keep count and observe," and with that he disappears. As the arrows of the enemy archers begin to fly over the walls, Aziz calls for his warriors to assemble to defend the town.

Act 3: Peak

As the battle for Aziz's kingdom begins, he at first holds back, commanding his forces with runners from inside a lookout tower. As it begins to become obvious Aziz's side is losing men and morale, the runners beg Aziz to take the field himself. Reluctantly, Aziz agrees and carries the lamp of Kazaam with him into battle. At first, he only makes wishes for his own protection and for the defeat of those who attack him; as he wades through combat unscathed, his men fight harder but are still being outnumbered. Ultimately, cursing his luck, Aziz calls upon Kazaam to slaughter the entire invading army and with his last word, they all fall dead upon the battle field. His troops, at first confused, rally around him, in awe of his mighty magic - they pledge undying devotion to any cause he could choose. Aziz is, at first, amazed at his powers himself, and counsels with his wife and sages as to what should be his course of action. During their conversations, however, it becomes obvious Aziz is no longer able to shut out the voices in his head. Ultimately, he decides - against their advice - to wage war on those who'd attacked him. His wife laments, "my husband has lost his mind! We cannot win against the whole Persian army! We are all doomed!" and the sages join in, "This will be the end of the Golden Age for us all!" Aziz speaks up and declares, "No, you are all mistaken. I will rule the entire empire myself - without you all if I must." He sends his queen and advisors out and calls in his tacticians and generals instead. At first, the generals are

reluctant, claiming the odds far outweigh them, but Aziz convinces them he is a great magician and can accomplish wonders in their name. He does this by performing a sleight of hand trick or two, which use no wishes. Convinced of their leader's sound mind and magical prowess, the generals dismiss their trepidation and allow Aziz to lead them into battle - even though, some note, "It will be suicide." Aziz's forces march out toward the capitol city of the neighboring Caliphate that had attacked his town, burning all the enemy's villages along the way and sending their citizens back as slaves. Finally, Aziz's army reaches the gates of the capitol town and Aziz dismounts and approaches, holding only the lamp of Kazaam. The gates open and a single man exits - the ruler of the hostile kingdom. "It was I who ordered you to be attacked, and I alone!" the foreign king cries, "Avenge your losses on me, take my kingdom as your own, but kill our people no more! Please, I beg of you, have mercy!" Aziz appears overwhelmed by internal conflict, but finally raises his hand and wishes the entire city and its ruler "had never existed," for "ultimate peace between all the caliphates," and lastly, "to be declared the emperor of the entire landmass they had, before, all jointly ruled."

Act 4: Afterward

Aziz and his army return to their city, which has been, in their absence, declared the capitol of the united Caliphates. Entering his throne room, Aziz finds his wife, counsellors and all the other Caliphs rejoicing his "exploration and conquering of the last of the foreign lands." They declare him the rightful "Emperor of all the known world!" and raise flagons of ale to him. Aziz, suddenly overwhelmed, explains he has gotten a headache while away on his adventures, that "it comes and goes," but, apologizing, he explains he "must retire now for a moment." His queen follows Aziz into a secluded chamber and begs to know what troubles her king. His inner-conflict overwhelms him and he begins to explain his whole situation to her. At that moment, a servant enters bearing the lamp of Kazaam and crying, "Sire, sire, there is an angry devil trapped inside this lamp whom commanded me to bring it to you!" The servant drops the lamp and flees as Kazaam appears. "You have everything!" Kazaam warns Aziz privily, "do not risk it all or you will return to nothing!" Aziz argues again with Kazaam, "I cannot stand the insanity I feel any longer. I must tell someone!" Kazaam explains, "that is why Allah is there: to listen when no one else can!" then disappears again. Aziz wishes to become the chief religious pontiff over all the lands, and to be able to speak directly to Allah. As soon as he does so, a bright light appears from heaven and shines down on him. "Allah!" Aziz cries out, "Only you have the power to save me from this fate! I confess to you, I am cursed by demons, haunted by ghosts placed in my head by a genie! He lives in this lamp! Let his curses be removed, Allah! But may I be found worthy to keep his rewards!" Of a sudden, Aziz finds himself alone in the desert again, returned to the night he'd drunk sand and, as the sun begins to peak over the horizon to the east, Aziz sits up, vomits sand, and, rejoicing, marches off in the direction of the dawn.

The Watchers: 7 Acts.

Act 1: Casey is Abducted

At age 16, Casey Walker - an only child, being raised by her father in a small town in Vermont - discovers she can harness energy to create a portal through which she can teleport material objects from a distance when, one day, she plucks an apple from a tall tree without standing up. This happens on a Saturday, and, being raised Catholic, the following day Casey - still excited about her discovery - confesses it; the Priest advises her it is “evil” and to “tell no one.” The next day, a Monday, Casey shows her powers to two of her friends while they are smoking in a girl’s room of their Catholic school; Casey uses her teleportation powers to steal her friend’s cigarette. Suddenly, three “Men In Black” (MIBs) burst in, kill her two friends and black-bag Casey.

Act 2: Intro to Casey Walker

In flash-backs, we see Casey growing up. We see her as a newborn, and see her parents looking down on her (her father is not the same man we saw in act 1). As they watch, infant Casey opens a portal in the ceiling that leads to deep space. Although lasting only a brief instant before she is distracted and the portal closes, this act has a very destructive and frightened result. Her father disappears from the picture, and we next see Casey at age 3 being dropped off at a private day-care facility by her mother and another man. At this facility, we see they drug Casey heavily and hypnotically suggest to her that she has no power and must forget all this. Next, at age 10, we see Casey in Catholic school; a Priest is about to molest her, when she opens a portal to space again and he is sucked out into the void. At this point, her “Uncle Leo” approaches her from the shadows, saying he heard her cries. She asks him why hadn’t she met him before; he explains, he made the portal that saved her, and that because people are afraid of his power, for his own safety, no one must know. Leo says he is Casey’s “guardian angel” and swears her to secrecy. At age 14, Casey overhears a conversation her Uncle Leo is having on the phone talking about her; he reveals she could create the portals, but he cannot. He catches her eavesdropping and scares her so badly she does not remember the event until later.

Act 3: Casey Rescues John

Casey is held in a “Deep Underground Military Bunker” (DUMB) and interrogated by her Uncle, Leo Walker. Leo explains he saw Casey discover her powers, but that there is more. He had to kill the Catholic Priest who’d heard her confess, just as he had had her friends killed, to keep it a secret: he (Leo) is Casey’s real father and he belongs to a secret group (called by some Majestic 12) who are doing “controlled breeding” experiments to produce people “gifted” with superhuman abilities. He explains that so far, only two “test subjects” had been successful: herself, and a boy around her age who is there also, on a different floor of the same DUMB. Leo asks Casey to make a portal and “pluck me an apple.” She does so, and he is impressed. Then he says, “now try to make a portal to John” (the other “gifted” captive). She tries, but succeeds only in caving in the roof of

the room they are in, nearly killing them both, and Casey falls unconscious from the exertion. When she awakens, she finds herself in a room with only a video-camera watching her. She attempts to open a portal again, and this time she succeeds in opening a portal to John's cell, which she has never seen. "Who are you?" he asks. She takes his hand and opens a portal to the outside world; they pass through it and Casey, again, passes out from the effort.

Act 4: Intro to John

It is the late 1970's and John has just been born; his parents are holding him and looking down in much the same way as we saw before with Casey's parents holding her for the first time. We see newborn infant John react to his mother's saying "I love you" by emitting rays with his eyes that make her facial skin boil off, revealing only her muscles and bone. As his father screams, "What have we done?" John turns his gaze onto him and his father vanishes into thin-air. Immediately, we see "Uncle Leo" burst into the room and the scene cuts to black. Cut to a cell room in the DUMB labeled "216;" we see a man, presumably John - now a fully grown adult - handcuffed in a kneeling position to the floor wearing a helmet of goggles, a mouth-gag and headphones. Inside the video-set, we see what "John" is seeing: a virtual interactive reality with low-res graphics that imitates real-life. We see him barbecuing in a backyard with a blonde woman and children, and we learn they are his wife and family inside the simulation. Fade to: the year 2012; Casey appears through a portal, removes John's virtual-world headset, and sets them both free.

Act 5: John & Casey on the Run

When Casey awakens, she finds she is in a truck being driven by John. Seeing him for the first time, she realizes he is twice her age, and she wonders aloud about how long has the "Majestic 12" program been going on. John explains his situation to her: he doesn't know who she is, or what he woke up into, all he wants is to go back to the life he was living, "virtual or not." Casey explains her story to him, and finally confesses she'd teleported them to the Vermont apple orchard where she'd grown up. John turns the truck around to go back there, saying, "then they'll be waiting for us;" but Casey stops him by using her power to create a portal as large as the whole truck, transporting them to a barn; again, however, Casey passes out from exhaustion. When she wakes up, John explains they are still in the barn, only a few hours have passed; Casey seems to be getting "stronger" in her "gift." Casey asks John what "gift" he had that they kept him locked up for. John shares his oldest memory with her, which he had always thought was a dream until now: in it, he is six years old in the cell in the DUMB, and we see him levitating an apparently amorphous, geometrical object. Casey asks him, "did you create it?" and John replies, "I think so." Then the MIBs arrive to black-bag them again.

Act 6: Intro to the Watchers

The scenes in this act are explained by a voice-over narrating them together into a cohesive story-line; this voice-over is 12 voices talking as 1. In the first scene we see a pack of 12 protohumans discovering a meteorite; as they approach it, they become more

“aware” and as they touch it, they become “omniscient” and able to “see through time - both past and future.” In the next scene, we see 12 shamans - the elders from 12 different wandering tribes of early humans - meeting at a mound in England, where, later, Stonehenge would stand. They discuss their plans and, in so doing, we learn they are the same protohumans, who have become immortal. In their discussion, they describe “the sleeper” who “awakens” being a cyclically recurring problematic phenomenon. This “sleeper” achieves the powers the “Watchers” have, and thus they have to kill them in a battle. They resolve to learn more about what causes this “sleeper” to “awaken.” In the next scene we see Stonehenge, built on the site of their perennial meetings, being used to confine a frenzied man, with the 12 shamans standing guard in each gateway. The man screams “let me out” but the 12 shamans use the stones to combine their powers, and we see the man destroyed, being evaporated into energy. In the next scene, we see the 12 have become high-priests of Sumer, and the voice-over explains they had secured their position as masters of civilization. In the final scene, we see “Uncle Leo” was the Apostle “Judas Iscariot” who conspired to kill Jesus, and it is inferred Jesus was one of the “sleepers” who “awaken.” The act and voice-over end by saying, the modern “awakening sleeper” will be the last, and the final shot is of “Majestic 12” inside the DUMB.

Act 7: John, Casey & the Asteroid

In the ensuing mele that happens when the MIB show up to abduct John and Casey, Casey is captured, but John escapes. Leo and the other members of “Majestic 12” explain to Casey that John’s powers only work when he is not being observed, and that they were studying him in his virtual-world and letting him live, rather than simply killing him, because they had learned from their mistakes: the “sleeper” who “awakens” can be anyone, because what they are “awakening” to is simply the fact that all people are naturally “gifted” with “superhuman” powers, but none realize this, because “Majestic 12” keep everyone hypnotized to it. Leo explains to Casey, “why do you think we do this? We want to control society, yes; because if we did not, people would quickly destroy the entire cosmos.” Casey agrees to help them find John so he can be returned to his virtual-world. She teleports “to where John is” and finds him in a cave in the wilderness. She says, “let’s go home,” but he refuses at first, explaining he has realized what his power is, and what it can do. She asks what he means, and he points to a daylight star, saying, “I created that.” Casey teleports them back to the DUMB, where they find Majestic 12 absent and the remaining staff in a panic. “What have you done?” Casey asks, and John tells her, “life is evil so I created an asteroid and aimed it at earth.” Casey teleports them outside and sees that John was not lying. “Make it go away,” she commands him, threatening to use her powers on him, but he refuses. “You do it,” he tells her. She uses her powers to, with one hand, teleport out John’s heart from inside his chest and, with the other hand, open a portal to consume the asteroid. At the peak of her effort, she blacks out. Cut to: a close-up shot of Casey’s eyes opening. Roll credits.

"Fleet" :: idea for a photo-play in 4 acts.

Act 1:

a small gang (3-6 members) of kids (ages 12-21) are breaking into cars as a criminal hobby, and decide to steal multiple cars off one lot at once. They sneak onto an airport parking lot for "fleet" vans, a white-walled, unmarked package delivery company. They split up into 2 groups. 1 group enters a van, while the other enters the airport's cargo hangar. The group in the hangar experience an "alien abduction" scenario - with the feeling of being "taken up" onto an "alien ship" and medically "probed" by "greys." The group in the van, however, experience the opposite role: as they board the van, it becomes a UFO, and they enter into remote-controlled bio-mechanical "grey" suits, which force them to perform torturous experiments on their own friends. Following this event, the gang vow never to discuss that night again.

Act 2:

The next day, each of the kids is picked up independently by a crew of 3 MIBs who "black-bag" them into a "fleet" van. They wake up in a DUMB and are gradually debriefed by a team of lab-coat wearing "hybrids" that they will not be allowed to return home. They are then put into permanent "host vessel" shells ("grey" suits) and remote-controlled to abduct their own parents that night. The "gang" board a "fleet" van, and pull into their old neighborhood. They park about a block away and around a corner, then creep in, drug, hypnotize and kidnap their parents into the van. Inside the van, they perform torturous experiments on them while administering them mind-altering drugs. Their own parents now believe the kids were abducted by "aliens."

Act 3:

The "fleet" is revealed to be a US joint CIA-DOD op, combining elements of "Project Blue Book" - disinformation about "UFOs" - and elements of "Project MK-Ultra" - testing hallucinogenics on unwitting subjects. However, as the kids are "folded in" as MIBs, they are debriefed that the agency is funded directly from the CFR and IMF and (under their auspices) operates offices globally. The "gang" are now MIBs and assigned to "secret service" security details, protecting various reptilian politicians, but always "plugged into" the "motherboard" (hive-mind) by a small ear-bud head-phone. This "motherboard" allows them to know anything instantly, even what someone else is thinking. The reptilian politicians they protect end up all meeting in a DUMB at once, and coordinating 9-11 while sipping champagne. Some of the "gang" feel a moral crisis and try to stop the reptilian politicians from orchestrating 9-11, but the other members of the original "gang" stop and capture or kill these traitors.

Act 4:

Decades pass. The year is now 2028, and Apophis is approaching. The remainder of the original "gang" have grown old and become reptilians from exposure to "alien" technologies. They realize their plan to hide from Apophis in the DUMBs will fail, and agree to travel back in time to prevent that. They form an "agency for out-of-space-time entities," travel back in time, establish the "fleet" and lure their own younger selves in. Fin.

UFO Tales - A Fiction.

To whom it may concern,

First I Think I Should Describe the Year of my Birth.

I was born on Thursday, April 3rd, 1924. I shared this birthday with acclaimed actor Marlon Brando, a fact of which I harbored much pride throughout my later years. I was told later that it was a year of great aspirations, great hopes, great dreams. On January 21st, 1924, VI Lenin - founder of the Soviet Union - passed on, leaving his clear successor, Josef Stalin, to consolidate authority; on April 1st (Fool's Day), only two days before I was born, Adolf Hitler was sentenced to 5 years in Landsberg prison, however only 9 months later, by December 20th, Hitler was released. Also, one of my favorite songs from youth, George Gershwin's "Fascinating Rhythm," was released December 1st that year. History also remembers my birth year as being when hydro-morphine was first developed; we may return to this part of the story later on.

I turned 19 on April 3rd, 1943. I had served as an ensign in the US Navy for exactly one year as of my birthday that year. I was what other enlisted men called a "butter-bar," along with all second-lieutenants in the armed services. I was quite happy in that position studying under a branch-officer who commanded me and a small group of other petty officers in a radar-operations squadron at the Naval Shipyard in Philadelphia, Pennsylvania. I was working the radar under a Naval Lieutenant, whom I'll call Mr. A, in late October that year when a whole mess of ONI (Office of Naval Intelligence) guys rolled in dressed like the Secret Service and surrounding some pretty hush-hush big-wig scientists. It was Mr. A and I - and I'll call myself Mr. B. - who were chiefly in charge of radar operations for the shipyard on Thursday, October 28th, 1943, along with a handful of other young men; all of us were sworn on "top secret - majestic" levels to never reveal a word of what we saw, but what we saw, I will never forget. That was the night of what has come to be called the "USS Eldridge radar-cloaking project" or simply the "Philadelphia Experiment."

In 1955, one of our crew broke his oath of silence and contacted a UFO researcher and recently published author of "the case for the UFO," Morris K. Jessup. This was Petty Officer Third Class, Carlos Miguel Allende, by then going by the more Americanized name, Carl Meredith Allen. We called him, Mr. C and we called our group of drinking buddies the "Gypsies." By 1955, Mr. C was living in New Kensington, Pennsylvania, but Mr. A and I had moved onto other parts, although we still kept in touch about once every six months by dropping each other a letter or postcard in the mail. We all knew Mr. C was having his problems - that his mind was going; he was breaking down due to the stress of wanting to reveal the secret he'd been sworn to never speak.

When we heard Mr. C had contacted Mr. Jessup, we feared for the worst. We all became very paranoid and thought we were being followed closely by agents of an unknown department of State. We did not dare to meet face to face, and limited our telephone calls to random phone-booths and then spoke only in coded messages. We took out a

copy of Jessup's book and left notes for one another in it in the local library. This book was later commissioned to be published with our notes as the Varo edition, in a limited run of 100 copies, by the Office of Naval Research - following Mr. A sending them our original in an envelope marked, "Happy Easter." The "Gypsies" were done. Mr. A has since retired and passed on - alike old Lenin - and I had no further contact with him following the Mr. C affair in 1955 - 1957, when Mr. A gave our book over to the ONR. We did not have a falling out, nor part on amicable terms; we simply agreed it would be safest to never see each other again, and so we never did. Mr. C, well, I suppose we both kept watch on him while he was alive as well but - after the incident of his running to Jessup with his version of events, oft repeated since though only ever the product of his own fogged mind - we had no further direct contact with Mr. C at all either.

I had made other plans. The Saturday following the affair with the USS Eldridge, I found my way to a local tavern where sailors and other off-base and off-duty enlistees went to drink and blow off steam. I was hopping to hear the term "Majestic" mentioned in the crowd, then eavesdrop and insinuate my way in. My plan worked seamlessly and I found myself in a deep discussion that night with a man who would go onto be my supervisor for the next 10 years of my life, a very wise man whom I admire very much, and whom I will simply call Mr. K. Mr. K was a decade my senior, a good 45 pounds heavier than me, a jovial man and well ahead of me in beers as well as years. He was running his mouth off about something called an XP-80 prototype and immediately invited me back to his hotel room with him and a few of his Burbank, California business-buddies. He assured me it wouldn't violate my oath to discuss what I'd seen with him, and he revealed he was cleared for "Majestic" level debriefings.

We sat and discussed several aspects of the "Eldridge affair" that had piqued my, then still young, scientific curiosity. I had seen the antenna arrays top-loaded onto the destroyer escort by night, but I didn't know what they were. "Those were magneto-cyclotronic toroidal Tesla ring-arrays," my strange interlocutor told me. I apprised him, "When they were first activated, I had seen two, massive signals emitting from the antenna, followed by the ship's apparent disappearance from our scopes." He smiled at me in a way I would grow used to seeing him do so over the coming years, and told me to meet him at the local airport tarmac on Monday morning. I was not late. I petitioned for a transfer but went before the papers officially came through - my mysterious benefactor vouched for me with the higher-ups and, two days later, I found myself on a plane to Burbank with Mr. K and his investor friends, whom I quickly found out were with the Air Tactical Service Command (ATSC) of the Army Air Force. My benefactor worked for a very famous government-contracting aerospace company, and he had now hired me.

I began in a sub-basement as a sub-project of a sub-project. I was analyzing small model replicas of German fighter-jet designs we had made by comparing a few highly classified photographs of them, using a wind-tunnel Mr. K had designed and brought with him to the plant. Mr. K, although my direct supervisor, was mostly busy with the XP-80 design project for the first couple months of my working there, but once this was vetted and proved a success, he took to spending long hours down in the sub-basement with me and

his old wind-tunnel. We soon moved into a new facility which would later be called the "Advanced Development Projects" (ADP) offices, just downwind of a plastic-factory. The location quickly earned the name "Skunk Works."

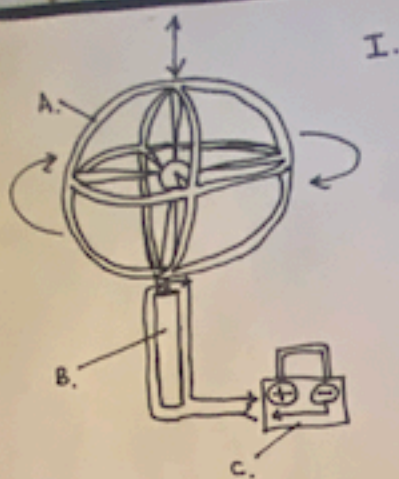
I worked at the "Skunk Works" as a private contractor, hired on as a laboratory assistant to Mr. K, and acting as an attache on behalf of the Navy (and thus, ostensibly, of ONI). I worked on a project involving "reverse engineering" of aerospace crafts - that is, we basically just made models of planes we were shown in pictures and then tested their lift and resistance in the wind-tunnel. At least, that was, until the end of WW2. On May 15th, 1945, we received our first covert shipment of NAZI R&D crafts, the plans of Rudolf Schriever and Klaus Habermohl for "Haunebu" planes (circular wing-crafts), Viktor Schauberger's "repulsive" engine and the Ahnenerbe's designs for a counter-rotating motor called "Die Glocke," meaning "the bell." We worked primarily with these models until late June, 1947, when our facility became the first home to the wreckage from the Roswell UFO incident, including what we came to later refer to as "EBEs," although I never saw one - alive nor dead. Some of the wreckage belonged to a US Army Air Forces "Project Mogul" microphone'd, high-altitude balloon, however other components of the wreckage that I did see and later worked with were, or did appear to be, alien in origin. We immediately incorporated the wreckage debris data and began attempting to reverse-engineer the crashed spacecraft.

This was the sole purpose of our sub-project the whole time I worked at Skunk Works, until 1955 when, as I explained earlier, there was the debacle with Mr. C that led, ultimately, to the 1955 request by the US Central Intelligence Agency (CIA) for Mr. K to work on a newly constructed location, an airbase in Groom Lake, Nevada, that would come to be called "Area 51." Sadly, that was the year I left my mentor's side to deal with Mr. C and, in so doing, lost my position in the military-intelligence community and my good-standing as a scientific researcher therein.

When I returned to my home in Burbank, I found it looted and, what was worse, I found it while the looters were still there. But I didn't find them, they found me, and gave me a stern beating for which I had to spend a short time in the hospital afterwards. I had gotten the message loud and clear, but that wasn't enough for the powers that be. The fates gave me apomorphine for the pain during my recovery. I have been an addict ever since. While I am sure this will discredit all the rest of what I have told you, what I lived, my addiction to morphine, heroin and other opioid derivatives over the past 5 decades has kept me off the radar of those who would like me not to share what I know. I had almost thought they'd forgotten about me completely, when last night I noticed some of my belongings had been moved about in my house when I returned from my weekly NA meeting, even though all my doors were locked. I do not have long left in this world, and it is only my sincere desire to share what I know, what I've done, with and for the world. I thank you for your time in reading this. Goodbye.

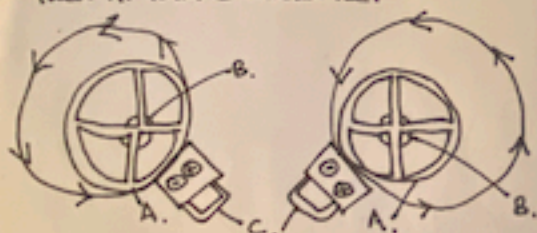
- Mr. B (the Gypsy in recovery) July 5th, 2005.

<https://en.wikipedia.org/wiki/1924>
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https://en.wikipedia.org/wiki/January_1924
https://en.wikipedia.org/wiki/United_States_Navy#Enlisted
https://en.wikipedia.org/wiki/United_States_Department_of_the_Navy
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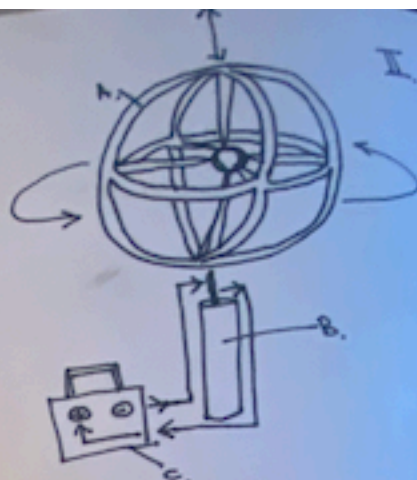
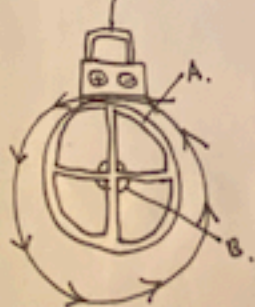


I.

when gyroscope artifact A. is balanced on a narrow column B. & introduced viz this to electricity from external source (battery) C. then A. rotates clockwise.



II.



II.

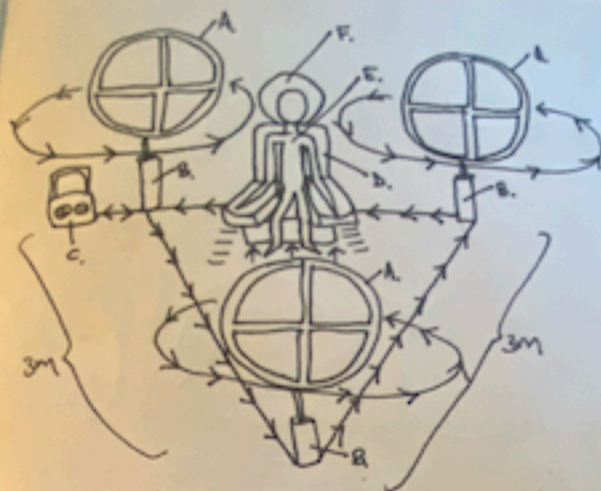
when the same conditions are applied in I., only the flow of electrical induction is reversed, then artifact A rotates counter-clockwise.

III.

when two Artifacts A. were charged near one another, they impeded or amplified one another's rotations, such that one rotating clockwise & the other counter-clockwise would impede their rate of rotation, while both being either clockwise or counter-clockwise would not just amplify their combined rate of rotation, but also caught a 3rd of the nearby Artifacts A. into rotation with it.

* Rate of rotation maybe determined by the amount of electric current applied. As this is increased, Artifact A. would begin to levitate until breaking contact.

II



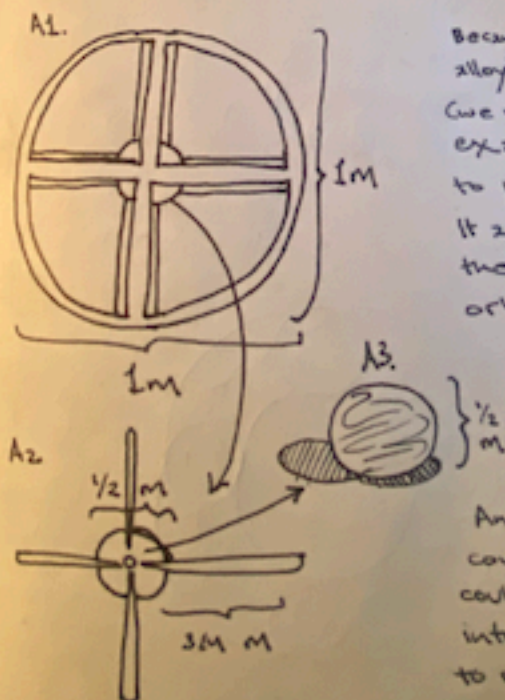
IV.1.(&2.)

II.1.

As in III., only adding a chair D., a managin/dancing E., and an M.H. rigged helmet F. At frequencies $\leq$ sufficient to break contact (due to friction) between Artifact A & column B, then there are gavitic effects on D & X-effects on F. When 3 Artifacts A. are rotating clockwise, D's mass increases, it grows heavier, denser & crushes the floor; when 3 Artifacts A. rotate counter clockwise, levitation occurs.

NOTES ON EXPERIMENTS I-III.2.

making use of "ALIEN" Artifact A.



Because the substance (resembling a metallic alloy) of the gyroscopic artifact A. was (we were told) extraterrestrial in origin, examining its properties properly proved to pose a series of unique difficulties. It appeared to consist of 3 components, the gyroscope, a 6-bar cross, & a small orb, apparently of reconstituted amber. when we asked what the orb A3. was made of, & if it, also, came from off world, we were told simply, "I don't know."

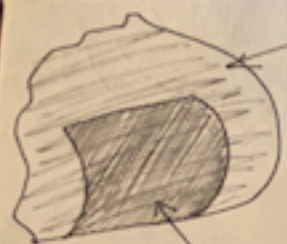
Amber, being electrostatic & conductive could serve as an amplifier, but we could not conduct enough electricity into A. before it would break contact to register any build-up of charge in A3.

NOTES on "ALIEN" ARTIFACT C



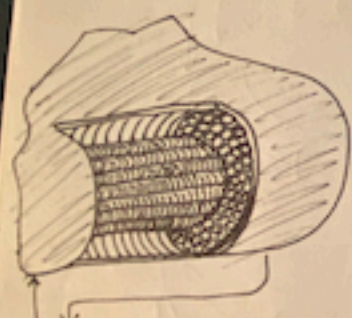
we were told the piece came from the "hull" of a "craft" but nothing else. we asked how it had been removed from the craft but received no further info.

Based on the piece we had, we estimated the size of the "craft" to be at least 20m in diameter and thus around 60m in circumference.



Housing - was reflective to mirror finish, cold & rigid to the touch. Exposed to a blowtorch, remained cold to touch. Exposed to dry-ice, measured only minor surface temperature elevation. we could perform no further tests in time, but we suspect results would indicate a silica-metallic alloy, more burn-resistant than steel. we were not able to diamond-drill test the housing in time.

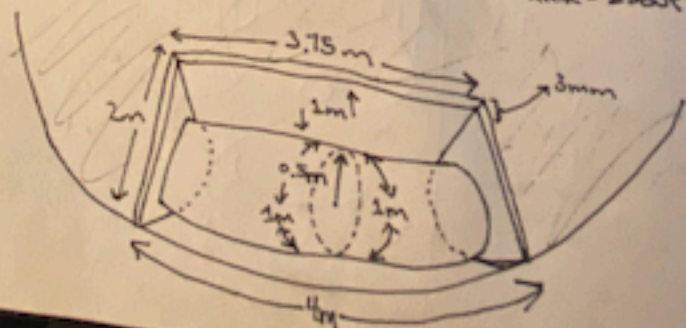
Vents - seamlessly joined to the housing, the "ventilation" portion differs in appearance only by seeming more like a dark-tinted lens, although it is still also mirror finish reflective. The "vent" was only found because this portion is semi-transparent and thus was discovered to cast a lighter shadow than the housing.



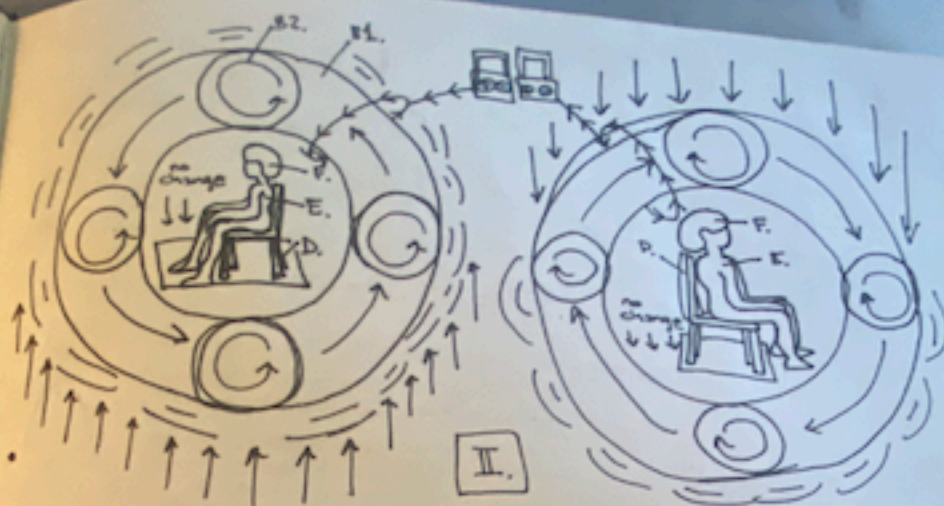
we found that, by applying an electrical current to the housing surface, the "vents" appeared in the surface of the tinted-lenses, and especially importantly - up to the edge of their seams, allowing us to pry the "vent" panel off entirely. The panel itself was irreparably damaged by this & could not be replaced. when our superiors found this out the following day, the piece was removed from our division, over protest.



During the 36 hours or so we had to study the piece's inside, we found the "housing" was about 3mm thick - about as thick as 2 pennies.

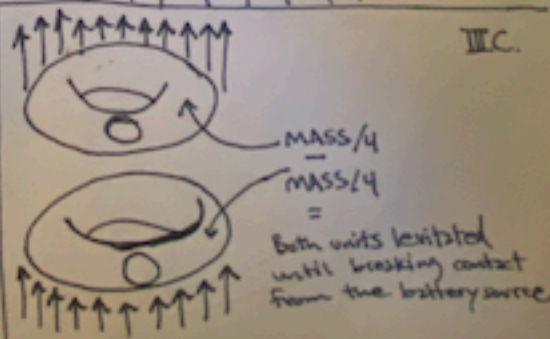
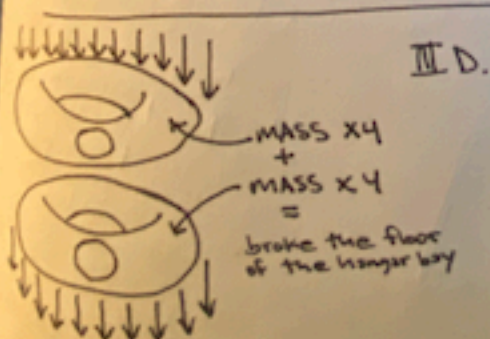
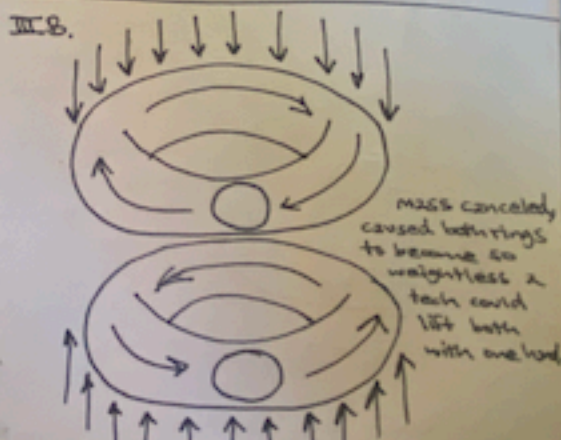
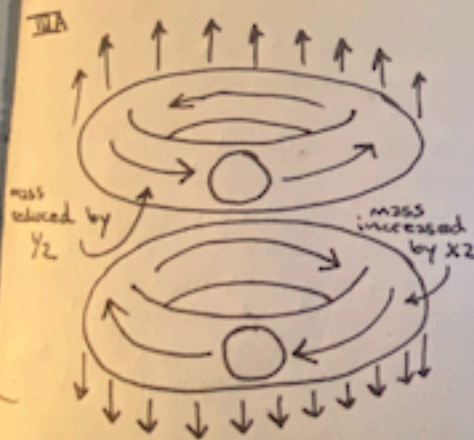


the interior wires appeared to be made of crushed quartz, & we were told they are "Fiberoptics".

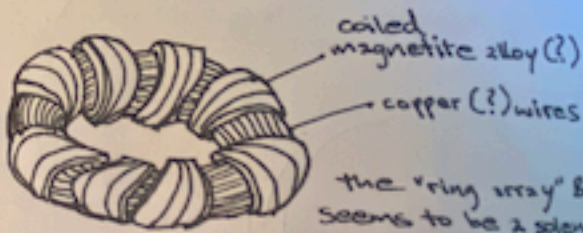
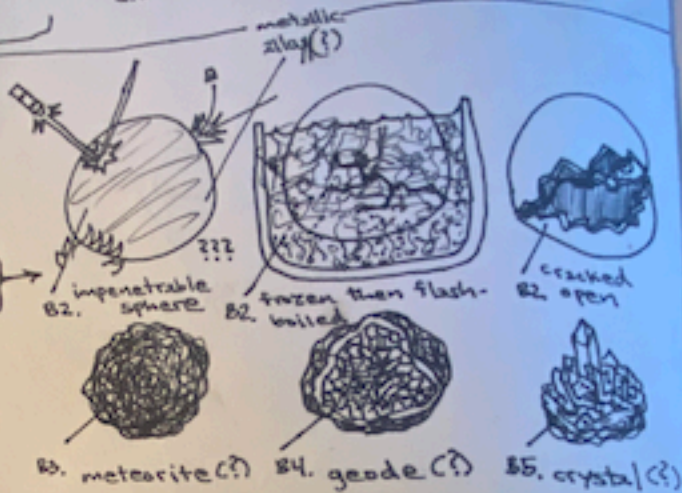
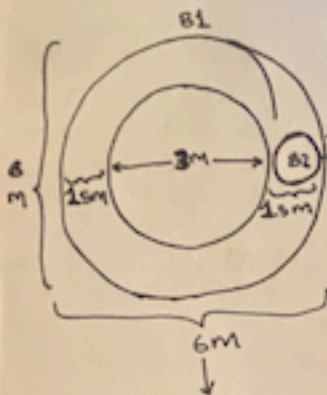
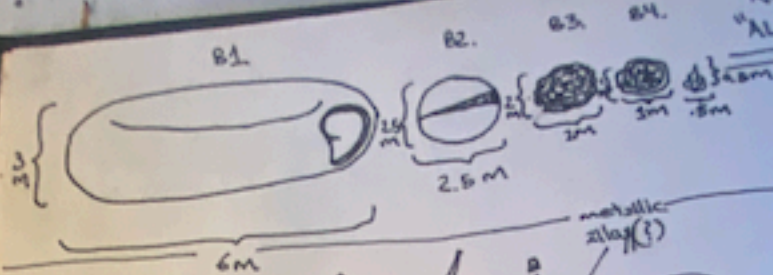


counter-clockwise revolutions of the inner-sphere B2. cause the ring-array B1. to levitate. Note: no changes to interior of torus-ring.

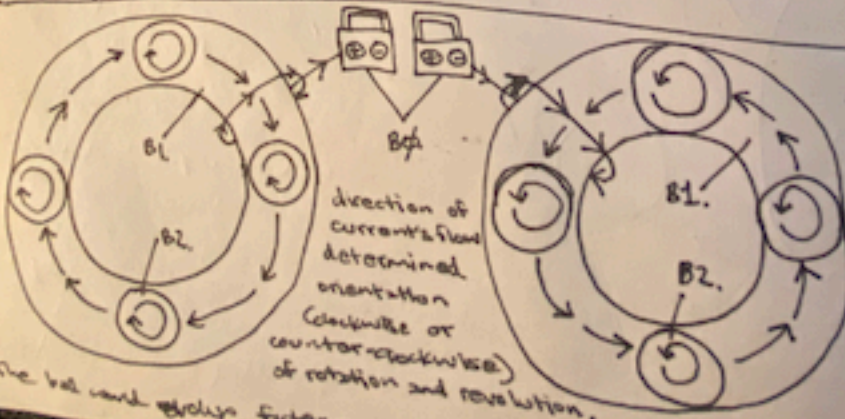
clockwise revolutions of the inner-sphere B2. cause the ring-array B1. to become heavier. Note: density increased mass, size remained.



NOTES ON
"ALIEN" ARTIFACT B



the "ring array" B1 seems to be 2 solenoids, or rather, sequence of solenoids around the radius of a tube-torus.



The ball would revolve faster, causing the ring-array to levitate, until it broke contact.

when electrical current was applied from source B6, the sphere inside the ring-array began to revolve around the tube-torus' circumference and to rotate itself.

N¹¹

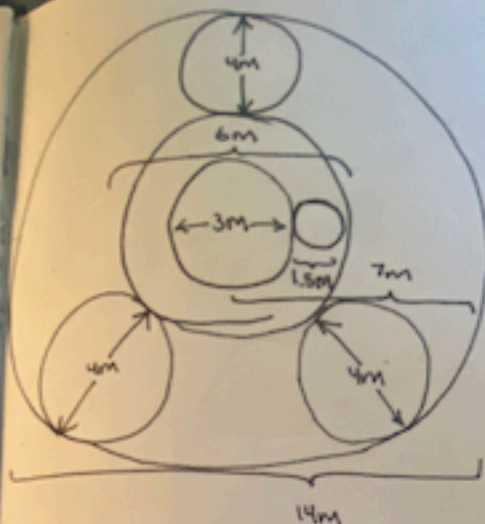
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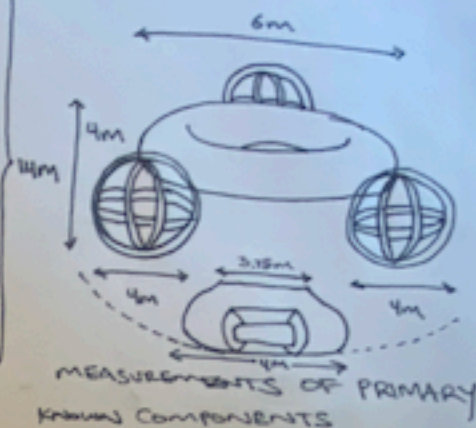
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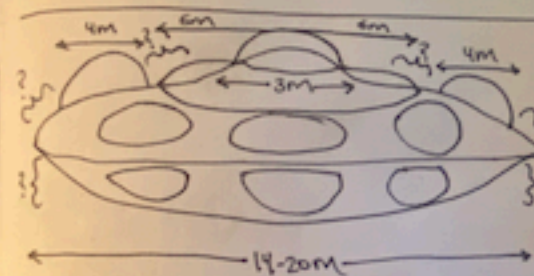
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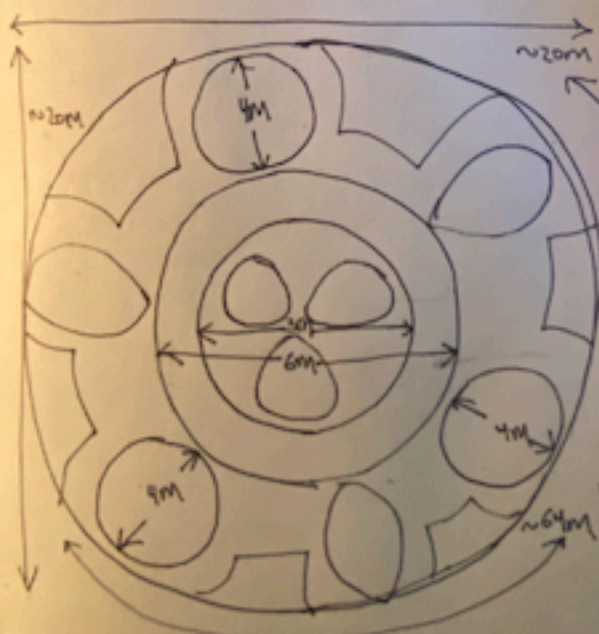
NOTES on ESTIMATED SCALE OF CRAFT



MEASUREMENTS OF PRIMARY
KNOWN COMPONENTS



Following the incident with the
"Vent" of Artifact C, our team
was marginalized. We prepared
a dossier on all our findings &
predictions, & included our
estimations of the implied
"crafts" overall dimensions
& size-scale. About a week
following our submission of
this dossier our team was
briefed by USAF & US SS
that, on filing requisite NSA
forms, we would be working
on the craft itself, as
well as others like it.
We asked if the origins
of these "crafts" were
known, & told, "no" our
team's working premise
based on our analysis, is
that such a "craft" could
be used to travel in time
as well as space, & thus, we
believe the "crafts" originate
in earth's own future.





“Proto-Scripts” and “Plot-Ideas”
(2021 ed.)
A compilation by: Jonathan Barlow Gee