

Manifestations S01 E13: Time and Motion

Intro Music - Breathe, by Chill Carrier <https://chillcarrier.bandcamp.com/>

Voiceover: Manifestations is a podcast of the Ostium Network

Voiceover: Time is not linear, but our story is.
Please join us ... on our journey.
We, are Manifestations.

Music becomes dramatic then fades out

*Episode background music is techno/chillout/lounge - Dear Abyss, by Chill Carrier
<https://chillcarrier.bandcamp.com/> <https://www.chillcarrier.de/>*

Alan - It's been about an hour since I started the procedure to reset the self-aware AI known as QILA. The procedure that's a hoax; because the AI has taken control of its programming.

Alan - The cafeteria/lounge area wasn't very busy when I got here. I saw someone carrying a tray near a station with premade sandwiches and salads. They took their items to a central station and placed their "phone" on a platform for a few seconds, then took their tray to a table.

Alan - I wasn't hungry. At least not as much as I should have been. I picked what looked like a turkey club and got a glass of water from a drink machine. At the central station I placed Dr. Redwind's phone on the platform. The words Tractus employee flashed on the screen. For a moment, I indulge my curiosity around the logistics of a society that doesn't use money, but then I overheard people at another table mention the Reset celebration, and I'm brought back to the present. This isn't a book or thought exercise. I'm here. And there are about to be very real consequences to my actions.

Alan - Everything is about to change. At least it feels the same as Centralia. I can tell that this specific moment in time is more - fluid? Small actions can make big changes. What would a big action do? And why is this point in time special? Why me? What made the three of us move from our respective places in history, to this time? Are either of the others also in the body of a host in this time?

Alan - Not to mention that I may have caused a paradox in Centralia. I knew about the minefire and I tried to stop it. If I had succeeded, how would I have known it ever existed so I could prevent it from happening? Bootstraps!

Alan - What about now? In all the sci-fi books I've read, none of them were about someone changing a future in which they never lived. Maybe paradox is in the eye of the beholder? Come on! Focus!

Alan - I've got a literal ticking clock staring back at me. What am I going to do when it reaches zero? The notes from Dr. Redwind show he ran a few tests again to compare before and after results. But I don't really know what's going to happen.

Alan - Director Greely is going to do another full power test as soon as possible. What if the device pulls another person through time? I can't let that happen. Can I? Shouldn't I be trying to find a way to get the rest of us back home?

Alan - I finished eating some time ago. The lounge area here is comfortable, but I'm getting strange looks. I'm guessing because I've been here so long. Or, just as likely, Dr. Redwind was a total jerk to everyone here. My luggage was sent to a room at the Otis Home. I'm guessing it's a B&B or maybe a Hostel. A quick search on my "phone" and I see that The Otis Home is located within the Tractus building. I guess it's more efficient to put up visiting employees on-site. It looks like a bank of elevators on the far side of the lounge will take me there. The "phone" tells me I'm in room 14 on the 3rd floor.

Alan - The elevators here have the same security as the main lobby. I place my palm on the panel, *[sound: elevator doors closing]* then press the key for the 3rd floor. *[sound: one tone]* The doors close, but then it feels like I'm falling. *[high pitched sound]* The next thing I know, I'm picking myself up off the floor. What is happening? Is this related to the feeling I have about things being fluid and uncertain?

Alan - My legs are a little wobbly, but I make it to the room. I press my palm to the panel to the side of the door and hear it unlock. *[sound: click]* It begins to open, so I push it the rest of the way and enter the room. *[sound: door closes]* I can see the interior is sparsely furnished. There are 3 rooms. One with a work desk, lamp, and chair similar to what I saw in the computer lab but on a smaller scale. There is a bathroom, which isn't large, but isn't as tiny as some hotels where I've stayed. Nothing inside is so different that I can't tell what it is. Though, designs have changed. Then of course, there's a bedroom. I see a small hardshell suitcase and duffle bag sitting there as well.

Alan - I sit on the edge of the bed, loosen the laces of my boots and take them off. I'm just sitting there. Staring. And thinking. This isn't something I should have to deal with. Why wasn't it someone that can handle what is going on?

Alan - Almost on autopilot, I lift the suitcase onto the bed and open it to start unpacking. I start placing things in drawers and on hangers. There's also a pair of more formal looking shoes which I place on the floor of the closet. As I grab the duffle bag, it finally hits me. These aren't my things and I'm a little more cautious as I open the bag. Inside, there's a casual jacket and what looks like workout gear. And, a baseball glove.

Alan - Thomas may be a jerk, but this is his body and I need to do whatever I can to make sure he's returned to it. Maybe he'll remember the time I borrowed it. Maybe it'll change him as much as it's changing me.

Alan - I decide I'm going to get cleaned up, change clothes, and maybe rest a bit before heading back to the lab.

Outro music - Sunshine, by CobyCracker <https://cobyCracker.bandcamp.com/>

Voiceover:

Before we get into the end credits, I want to take a moment to let everyone know we're going to at PodTales in Cambridge MA, on Oct-20th. Take a look at their website <https://podtales.org/> It's free admission. And there's going to be a room full of people with an Audio Drama they'd love for you to hear.

Look for the table with The Ostium Network banner. You can stop by and listen to the first episode of Circe. The new spin off of the Ostium podcast. Or just stop by to say hi. We're going to have stickers, pins and other things at the table. Maybe even a surprise or two.

I'd also like to drop a recommendation for Copperheart, by Michael J. Rigg. I enjoy the many layers of the show. Here's a teaser.

COPPERHEART TEASER INSERT

If you like the story themes in Manifestations, I recommend you give Copperheart a try.

Manifestations Season 1, The Reset, was written, acted, and produced by Dwayne Farver. With input and help from Alex C. Telander.

Our intro music is Breathe, by Chill Carrier <https://chillcarrier.bandcamp.com/>
The music heard here is Sunshine, by Cobycracker <https://cobycracker.bandcamp.com/>
Also heard in the episode was Dear Abyss, by Chill Carrier
<https://chillcarrier.bandcamp.com/> <https://www.chillcarrier.de/>
You can find them at bandcamp.com

Sound effects are from freesound.org

<i>Door_Unlocking.wav</i>	CC0 1.0
<i>space-ship-close</i>	CC0 1.0
<i>Door-open-close</i>	CC0 1.0

Links to all of the music and transcripts can be found in the show notes

Transcripts as PDF are at: <http://podmanifest.libsyn.com/>

You can find us on most social media at PodManifest

<https://twitter.com/PodManifest> <https://www.instagram.com/podmanifest/>
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It's said you can't understand someone until you've walked a mile in their shoes. Alan is finally beginning to understand the position he is in. Where will his new perspective take him? How will it change his actions?

As long as we have access to the temporal feed, we plan to release new episodes each Wednesday and Saturday. We hope you join us.

Music fades