
Dr. Clayton Forrester

“Commander! I must speak to you, it is a matter of supreme importance and weee neeedd yooooour heeelp!”

– Mathesar, “Galaxy Quest”

Your name is Dr. Clayton Forrester, a member of Sciencetown. Well, you’re a member of the conehead race disguised as Dr. Forrester. You aren’t sure you’ve done a good enough job hiding that cone head. It was hard enough just *making* the cone head. . . because you’re *actually* Commander Mathesar (or should you say, Dr. Mathesar, Ph.D) of the Thermians, from the Klatu Nebula, *disguised* as a conehead disguised as Dr. Forrester.

Let’s start from the beginning.

Your real name is Mathesar. You grew up on a beautiful planet surrounded by the other Thermians. About 20 years ago, your people intercepted some historical documents from Earth. The most inspiring of these historical documents followed a brave space Earth space commander and his crew on their “Galaxy Quest” missions to explore new worlds. These historical documents were broadcast through space for a few years at regular intervals, and your people studied them carefully.

Using the historical documents as a guide, Thermians built a fully-functional space ship to be an exact replica of the one you saw Commander Taggart use in the historical documents. You developed teleportation technology, food synthesizers, a spaceship bridge with a large viewing/communication screen in the front, and even an exact copy of the “Omega 13” device you saw in Commander Taggart’s ship.

Not long after completing the ship and taking it out for a few warp-speed runs through neighboring star systems, you were attacked by an evil creature named Sarris. Thinking the Omega 13 device was a powerful weapon of warfare, he destroyed your home planet in a display of devastating military might and then demanded the Omega 13 device in exchange for the rest of your lives.

Faced with the prospect of Thermian genocide, the remnants of your people travelled to Earth and enlisted the help of Commander Quincy Taggart and his crew! He used a clever deception to outwit Sarris, claiming that the historical documents were make-believe lies. But you quickly discovered that this claim was a clever deception to put Sarris off his guard, as you saw Commander Taggart and his crew perform as admirably as they always had in the historical documents. They saved the remaining Thermians, taught you to be a commander of your own ship, and returned to Earth. It was a feel-good ending to your encounter with the crew.

You zoomed away from Earth at mach 5. You were celebrating your victory and racing off towards the alpha-9 sector to search for new adventures when you saw a friendly ship of aliens from the planet Marva, your neighbors in the Klatu Nebula. You sent out a transmission to greet them, and just as you got close to their ship, the area around their ship shimmered, and it became obvious that the ship was actually a cone-shaped ship of unknown origin. They had used cloaking technology to make themselves *look* like your Marvan friends. Before you had a chance to respond, the unknown ship emitted a strange beacon and you were teleported away from your ship and onto the cone-ship. The cone-ship sped away at a mind-blowing mach 22 before your crew could follow.

Your captors, a man and a woman who looked human other than their conical heads, introduced themselves as Coneheads from the planet Remulak. Not knowing what they wanted of you and fearing their malicious intentions, you knocked them out using the Mak’tar hammerfist strike. You stole the man’s uniform and ejected them out of a nearby airlock.

Next, you needed a disguise. Fortunately, one thing that you’d kept secret from most members onboard your starship was that you had received a doctoral degree in Space Science from Klatu University (Klatu U)! You thought you should be able to use science to construct a good disguise. You quickly formed a rough cone shape out of nearby objects (some paper, string, a funnel, and a large amount of tape) and attached it to your head. Then you donned the cone head and glanced at a nearby silicon

mirror. Perfect. Without another glance back, you strode into the corridor of teleportation dock D. If your fellow Thermians hadn't rescued you yet, then they had probably lost the cone-ship. You'd have to get by on your own for now.

No one seemed to notice your appearance – your crude disguise fooled them. You paused at a viewing window to sadly gaze out at the stars, wondering what your crew would be doing at that exact moment. Your second-in-command would lead your people well, but you missed the Thermian ship already.

Your introspection was interrupted by a group of Coneheads running down the corridor in your direction. You looked up anxiously, confused by the notion that they somehow saw through your disguise, but the leader promptly addressed you:

"Conehead minion! We heard commotion, some sort of fight. You're just standing here; which way did it come from?"

You pointed towards the teleportation dock where you had fought the pair of your Conehead captors. The group ran off. A few minutes later, they returned.

"Good ear – there were signs of a fight. It would appear that the man they were ordered to capture, Mathesar of the Thermians, is nowhere to be found. Great Leader was going to use Mathesar for a special spy mission to Earth, but since we can't find him anywhere, you get to take his place."

The others laughed at your misfortune, but your ears perked up. Earth? You knew Earth! You worshipped Earth! Earth humans had inspired most of Thermian technology with their historical documents! Perhaps you could accept the mission and meet up with Commander Taggart again!

You let the Coneheads take you to the one they had referred to as "Great Leader," a cone-woman who introduced herself as Prymatt. What Prymatt told you, though, made your heart sink. She told you how the Coneheads had been looking for a new world on which to settle, and they had chosen Earth. They had released a virus that was designed to convert the entire population on Earth into mindless drones that would offer no resistance to their conquest, and their plan had mostly succeeded. However, a small area had been protected by a shield of some sort. Your mission: to take down the shield and finish the job, for the glory of Remulak!

With difficulty, you used a trick called "lying" that you had first learned from your old enemy Sarris. You said that you'd take down this shield for the Coneheads. Secretly, though, you knew you'd do nothing like that. Humans were the reason your people were still alive; you would never genocide them! Now that they were the last hope for their race, you identified with them even more. You wanted to go to Earth, if only to get away from the Coneheads.

Prymatt said she'd killed off one of the residents of this bubble-world with a blastoray and prepared a disguise for you in his likeness. She gave you a green lab coat, some glasses, and a scruffy wig, and told you that your identity was "Dr. Clayton Forrester." She said that the place you were travelling to was "Sciencetown," and that investigations had suggested that Dr. Forrester was an important man in Sciencetown. You'd have to figure out the rest for yourself. You donned the disguise and affixed the scruffy wig to the top of your makeshift cone head, and you found yourself being teleported through space once again.

So here you are, under a strange translucent bubble, on planet Earth. The events of the last few hours have made you feel... significantly disoriented.

Fortunately, it would appear that Sciencetown is well-outfitted with test tubes, bunsen burners, a satellite room, a shark tank... everything you need to do *Science*!

Thus, first order of business: find some way to contact your Thermian ship. You know that they communicate on a frequency of 25.9 yottahertz, and you know the direction of the Klatu Nebula (space coordinates zeta-8, iota-5, tau-rho-96), the most likely location for your ship and crew. You'll have to build a signal amplifier of some sort in order to get your message all the way there, but it appears that Sciencetown is equipped with all the facilities to make such a device. Given all your experience studying the engineering of Earth through the historical documents, you should be able to adapt to the facilities in Sciencetown fairly easily. Once you contact them, they can come to Earth and you will be reunited. You can decide what to do from there.

Second order of business: build a turret gun to shoot down the cone-ship hovering above Sciencetown. This will prevent the Coneheads from trying to capture you again as you make your escape, and prevent the Coneheads from bothering peaceful races in the future. Once the turret has been used for that, it can be used to defend the last remnants of humanity from any other threats. You owe humans that much. You can name the turret “Commander Taggart” in honor of the commander who saved your people!

Third, since the rest of Earth is free of humans and your people don’t have a home planet anymore. . . maybe you could find some space for yourselves here! You’ve noticed that Sciencetown residents are vying for control of the unpopulated territory, so you might as well try your hand at it as well. From your study of Earth’s historical documents, you believe that the continent of Africa most resembles the climate of your home world, so even if you can’t claim all of Earth, at least get Africa. Once your people come to pick you up, you can try to set up life in Africa.

Fourth, while you’re waiting for your ship to come and get you, you might as well search for the drone bodies of Commander Taggart and his crew. You’re devastated at their loss, but perhaps you could still pay your respects. If you were to find their drone bodies, perhaps you could import them, burn them, and keep their ashes in a Thermian museum of human artifacts to pay tribute to Earth’s influence on Thermian life. Once your ship arrives, you should be able to use its teleporation capabilities to import the bodies of the fallen crew.

Make sure not to let your guard down while on Earth, though. The cone-ship is watching. Even after you shoot it down, you’re not sure how the residents of Sciencetown would react to finding an alien in their midst – surely they would try to do Science on you. Only after your Thermian ship arrives to pick you up can you truly let down your guard again. For now, it’s best to continue playing the part of Dr. Forrester, lest any watchful eyes become suspicious. In particular, you are supposed to be in charge of this place, so if anyone asks you to handle something, you had better do so.

And remember, to quote Commander Taggart: Never give up, never surrender!

Goals

- Build a signal amplifier to attach to whatever communication controls exist in Sciencetown and contact your ship.
- Build a turret to destroy the cone-ship!
- Take over as much of the world as you can for your people, but be sure to get Africa.
- Find the exact location of the bodies of Commander Taggart and his crew so that you can get them when your ship arrives and pay them respect.

Roleplaying Notes

- You speak in a Thermian accent. Search for YouTube videos if you haven’t heard this. Your voice is overly melodic. You are undercover as a Conehead, so you have a vaguely cone-shaped thing on your head. On top of this, you have a bizarre wig on top of that cone and are wearing bright green. Your cover as Dr. Forrester probably won’t last longer than five minutes; this is okay.

Memory/Event Packets

- Calamity V
- Calamity W

Bluesheets

- none

Greensheets

- The Invention Exchange
- How to Take Over the World

Abilities

- none

Items

- Searchy Grid of Science (in-game document)

- The Commandar Taggart Memorial Turret Gun (research notebook)
- Signal to Space (research notebook)

Stats

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- δ :	1	$\epsilon\star D$	
- τ :	0	- α :	2
- π_T :	1		