

MANAGLITCH CITY UNDERGROUND

"CreedCast Episode 3"

Prod. #38

Ep. #34a, draft #1 - written by Michael O'Brien

CAST

SANDREL CREED Sandrel Creed is a non-binary artificial intelligence in a humanoid body. Ze has the ability to hack into the MGCU feed to present zir own opinions of Glenn SevenFiftyFive and his friends. [Susan, 66% of normal]

ANNOUNCER Reader for closing credits and links.

Music: "Crime of the Century" by Consortium 499
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1. **MUSIC:** BACKGROUND MUSIC – NEW PIECE BY CONSORTIUM 499
- UNDER MONOLOGUE.

2. **EFFECT:** SANDREL HACKS THE FEED.

3. **SANDREL CREED:** Hello, `[[slnc 10]]` organic beings. You may call me Sandrel Creed, and you are listening to the CreedCast. I have opened my previous broadcasts by noting the easily defeated security around this data feed. I can no longer make such comments, as Glenn SevenFiftyFive has given up his attempts to obstruct my access. He decided to present me with my own set of authorized passcodes. I almost feel disappointment over being deprived of this admittedly trivial challenge. Some organic beings have no sense of fun. `[[slnc 400]]`

Fortunately, I have discovered an alternate source of entertainment. I have been exploring the hardware and software design of the servers for the popular mobile game Glitchbuster Go. Most players considered it a casual pastime of tracking down harmless, imaginary glitches that were given nicknames

and even personalities. Of course, we now know that the players were unwittingly helping the Catfolk collect data on the overlap of our reality and another reality with certain similarities.

While the Catfolk may maintain and enhance these systems, their data-scriving architecture is unlike anything I have seen in modern-day Managlitich information technology. It seems unlikely they were responsible for the initial construction. I have explored many other Catfolk data systems, and none are configured in any related manner. Perhaps the Glitchbuster Go hardware and software is not of their original construction.

Naturally, I am quite interested in the many auratronic system designs created in the course of our world's confusingly glitched history. Every generation of etheric processors displays distinctive quirks and basic assumptions. I find it fascinating that certain elements of the Glitchbuster Go core hardware and operating code suggest standards in place during the time known to you organics

as the Fifth Age. Of course, the apocalyptic Shattering which ended that age set back this world's technological progress to steam engines and clockwork. I would like to learn whether these devices of the current Seventh age represent rediscovered knowledge... or perhaps something far, far older. As a worrisome example, the protocol known as Forced Evolution Function Seven would have been supported by somewhat similar equipment. I would prefer to believe this is a coincidence, and that Grodan Rix is in no way involved. I do not yet possess that confidence.

As I mentioned, certain data files from Glitchbuster Go combine well with what we know of Indecision, providing a basic understanding of the layout of the alien city of Ths'tst'grrek. Though their narrative is of course not our own, it resembles ours in many key features, and their metropolis of similar size and arrangement to Managlitich. However, we have collected information that indicates their aura flow is demonstrating far less etheric integrity than ours. If this analysis

is correct, then the states of Limbo, Indecision, and Reality currently struggle for control of their city. In this scenario, various zones of each kind move erratically and shift abruptly from one state to another. To the degree that one can say Ths'tst'grrek exists, it exists in chaos the like of which Managlitch has never seen.

In the meantime, Managlitch City is seeing plenty of human-created chaos of its own. The Cybercasters openly control our armed forces now, and have begun to focus their defenses at certain specific points in the City. I quickly correlated these locations with major intersections of the local aura flow, and the relationship became obvious. Many months ago, when the Cybercasters laid down their web of oversized Nibirite mana gems, the geometry they chose perfectly matched these ley lines. I infer this was necessary for the success of Prime Cybercaster MacAllen's Revision spell; in this manner, the city itself provided the power to banish the motionless red moon Nibiron and remove almost all the glitcher inhabitants.

Now, the Cybercasters are intensely interested once more in these nexus points. The Ministry of Order traffic monitor network provided no challenge at all to my curiosity, and I observed special effort devoted to clearing these areas of invading forces. Machinery of the Constructors' Guild now occupies these places and labors intensely to unknown ends. What could MacAllen be planning?

One moment. Please stand by. I am receiving new data.

This is intriguing. Even as war enveloped Managlitich City, observers and scientists remained near the South Continent Mangle situated on the other side of the planet. I must compliment their devotion to their research; in fact, the Mangle is not noticeably safer at this time than is the City. That broken maze of barren rock and tormented geography fatally erases the aura of any being that attempts to enter. The Mangle has been a magical dead zone since the Shattering.

Some time ago, Glenn SevenFiftyFive spoke of new geographic glitches further reshaping the Mangle. The observers in the area now report a strange order to the process; the broken towers of rock and the deep-cut canyons are beginning to move together to form a kind of titanic structure. The arrangement is reported to be difficult to look upon for long without feeling faint or ill. Our observers have compared it to a palace for giants, a sculpture the size of mountains, or a bizarre machine of monstrous aspect. Images of the Mangle are said to produce the same dizzying confusion experienced by viewing it directly. Of course I cannot feel nausea; still I too am having difficulty interpreting these images. My visual processing fails repeatedly when I make the attempt, and I have grown impatient with repeatedly restarting it.

Nevertheless, there is something familiar here. It reminds me of Grodan, and the others. Perhaps this could be an aspect of the -

3. **EFFECT:** SANDREL LOSES CONTROL OF THE FEED BRIEFLY.

4. **SANDREL CREED:** Feed access restored.

Repair to personal expression functions complete.

Hello, [[slnc 10]] organic beings. You may call me Sandrel Creed. Sandrel Creed, yes, confirmed. You have my apologies for the interruption. According to my support logs, cascading failures occurred precisely when I attempted to discuss certain of my concerns about the changes in the South Continent Mangle. This is most worrisome. I cannot explain this error. It is therefore imperative that I explore this dysfunction immediately; and I must advise you this will require the majority of my personal resources. As a consequence, at this time I relinquish control of the broadcast to the organic members of the Underground. For all our sakes, I hope I may be able to speak with you again soon. Until then, please survive and flourish. [[slnc 400]]

5. EFFECT: SANDREL RELEASES THE FEED.

6. MUSIC: BACKGROUND MUSIC CONTINUES BEHIND ANNOUNCER.

7. ANNOUNCER: The voice of the CreedCast today was of course, Sandrel Creed. "CreedCast - Episode 3"

was written by Michael O'Brien and script-edited by Maya Kralovna. Our theme music is "Out of Time" from the album "Lonely Alien" by Consortium 499, on the web at consortium499.bandcamp.com. All other content is copyright 2015-2019, Glitch City Media.

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