

THE TWO-MINUTE HORROR: MISSING TIME

An Unnatural Encounter for Delta Green

@2022 The Delta Green Partnership

OPINT: ABOUT THE TWO-MINUTE HORROR

Each *Two-Minute Horror* is a brief, one-off encounter, mystery, or complication to add depth and strangeness to your Delta Green game. They should be seamlessly integrated into existing operations as an aside, and — by themselves — constitute a short amount of gameplay. Still, clever Handlers might use them to point the Agents towards an entirely new investigation, to reinforce the themes of self-sacrifice and inevitable defeat in Delta Green or to simply show the Agents that they are not the only ones wrestling with the horrors of the unnatural.

MISSING TIME

Missing Time is a term that came into the common parlance in the early 1980s, and is usually linked to UFO/Alien Abduction stories (first delved into in detail in Bud Hopkins' book *Missing Time* in 1981). "Missing Time" is the purported loss of consciousness or memory during a set period of time, during which, usually, it is suspected that the sufferer either performs unknown actions, or is literally kidnapped and subjected to various examinations, conversations, or strangeness by unknown people or entities.

It should be noted that Missing Time does have a long and rich history that pre-dates the 1980s, and can be found throughout history (especially in faerie-lore), though, most often, it was thought of as fictional and mythical. It is only in the last 40 or so years that serious thought has been devoted to it and scientific investigations have been undertaken to understand what might really be happening...whatever *that* might be.

THE BUILD UP

Clever Handlers can seed the feeling of unease that might predate the Missing Time event. Even better, they can lay the groundwork while the Agent is engaged in other operations, and only let loose once they are alone. Here are some suggestions:

- Δ **FOLLOWED?:** The Agent keeps seeing a person — the same person, it seems — at some distance. It can be anyone. A child. A man in a fedora hat. A woman with a red purse. That doesn't really matter. What matters is: the person turns up, again and again. They're at the very edge of vision and their features are indistinct. And no matter how they are pursued, they cannot be caught up with (perhaps they were not even there at all!)

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- Δ **EVERYWHERE:** The Agent keeps seeing an idea, a word, or a number, all over the place. Pick something innocuous and mundane, and have it turn up in improbable places in a way that only means something to that Agent. For example, an Agent might see a spray painted Snoopy face on a wall at a crime scene in an operation, then, later, find a victim had a Snoopy tattoo, and finally, when they settle down to rest with their significant other Bond, learn that they are watching a documentary on Charles Schultz, the creator of Snoopy.
- Δ **THE DREAMS:** The Agent is struck by a series of dreams. They are progressing along a darkened hallway towards a light. As they approach the light, fear grows. Until the final night, when they arrive at the light, and, instead of waking... They see *something* and then...Missing Time.

The Missing Time

The set up for Missing Time is simple — an Agent experiences a bout of disorientation about their concept of time, or the aftereffects of such a bout — but the tone can vary wildly. Here are some ideas:

- Δ **ALONE:** The Agent, on their own — on a hike or out in the city — realizes only after the fact that they have inexplicably lost many hours that appeared to pass in a flash. They went out in the morning and then saw...something...and the next thing they knew night was falling. The interim hours are nothing more than a blank that refuse to be recalled. Was what they saw a strange person? A symbol? A place? They can't recall, but something is there in their mind, covering those blank hours up (0/1 SAN helplessness).
- Δ **WAKING IN THE HOSPITAL:** The Agent goes to bed normally one morning and wakes, dehydrated, scratched and half-starved in the hospital. They were found by campers in the middle of a huge parcel of unincorporated land, naked, bruised and suffering from exposure; completely incoherent. The Agent recalls none of this — their memory stops at going to sleep. But that was *four days ago*. Their apartment shows nothing missing, and their door was locked *from the inside* (0/1D4 SAN helplessness).
- Δ **THE SCREEN MEMORY:** The Agent begins to have disturbing reactions to cartoon characters with large eyes. Seeing such things cause hyperventilation, the need to excuse oneself, and a deep-seated and irrational fear (0/1 SAN helplessness). A cartoon owl on a child's wall finally sends the Agents into hysterics, and with it, comes the clear vision of having been swarmed and swooped upon in a forest clearing by a *giant owl* the size of a Volkswagen. The memory is clearly nonsense, and yet it feels entirely real. It is only later that the Agent notices that they can't account for the hours from dusk until dawn, and that they have grown to dread nightfall...
- Δ **A NIGHTMARE OF TIME-STUTTERING:** The Agent wakes and prepares breakfast and is startled to find the eggs they just cooked are cold upon eating even though they came off the stove seconds ago. Suddenly, the clock on the stove reads 12:30 PM and the light outside seems mid-day. They stand, startled, and rush to the bedroom to look on their

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phone, and find late afternoon light arcing through the shades and the phone reads 4:21 PM. They hurry to the bathroom, and turning on the sink *instantly* jump back to water spilling from a filled sink on the floor. Looking in the mirror through the bedroom window see the cool, dim colors of the night outside. (1/1D6 SAN helplessness).

AFTER

The Agent comes to realize time is missing from their life. Sometimes this knowledge grows over time. Sometimes they wake from the blankness suddenly.

- Δ **PLAY PRETEND:** The Agent is aware of the Missing Time, but at the same time isn't. Like a gap from a newly missing tooth, the Agent keeps discovering it again and again in the moment, only to purposely lose it again. Their mind conspires to hide it. "Oh that? Well, I must have fallen asleep." But as time goes on, it's harder and harder to dismiss the fact, *something strange has gone on*.
- Δ **I DON'T WANT TO TALK ABOUT IT:** The Missing Time event is too great to cover up. Perhaps it was a long gap, or maybe it happens again and again. In the end, it's impossible to ignore, but still, the Agent doesn't want to talk about it. Each time someone other than your Agent brings it up, the Agent must make a 0/1 SAN helplessness roll. If they fail, they overreact, and either attack the questioner, or completely recoil from social contact.
- Δ **WHAT THE HELL:** It's clear from the get-go that something *off* has happened, and that for many reasons, it's best to find out what the hell went on without alerting Delta Green to the specifics. After all, no Agent wants to *become* the mission...

WHAT IS ACTUALLY GOING ON

- Δ **THE GREYS:** For inscrutable reasons, the Mi-Go have returned in the guise of the Grey aliens and the Agent has been targeted as yet another experiment in their bizarre plans. Strange surgeries, bizarre communiques, and haunting, alien ships pursue the Agent wherever they go. No matter what precautions are taken; the Agent is snatched again and again, even while under observation.
- Δ **LLOIGOR:** Unseen mental energies and alien vortices in space/time have surrounded the Agent for inexplicable reasons. These energies can reorder, erase, and rewrite the tiny electrochemical energies of the brain making nearly any vision or concept possible to be experienced. Whether this power is conscious, or is merely a *force* is irrelevant: some throughout human history have called it *Lloigor*. It is here and it is *real*.
- Δ **THE PROGRAM:** The Agent is a target of...the Program. A recent discovery of various computer files from MAJESTIC-12 research has uncovered a panoply of "wonder drugs" developed from Alien technology during the MAJESTIC alliance with the *Others*. These drugs can erase or replace memory, cause fugue states, or worse. First the Program needs to field test it. That's where the Agent — unwittingly — comes in.

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RESOLUTION

Pushing Missing Time to a conclusion might include any of the following:

- Δ **TURNING YOURSELF IN:** The Agent comes clean to Delta Green and confesses to the Missing Time experience. Whether Delta Green cleans house, locks them up, subjects them to medical intervention or *worse* remains up to the Handler to contrive. It can range from being the target of a Laplander shamanic ritual cast by a retired Professor of Anthropology from Milwaukee, to two weeks of intensive medical test for Temporal Lobe Epilepsy, to exploratory surgery, psychoanalysis, or imprisonment...
- Δ **LATE NIGHTS AND SHOTGUNS:** The Agent sets up a trap for the entity, or tries to stay conscious during one of their fugues, and does so *armed* in the hopes of confronting the horrors. Perhaps they spike their coffee with something a bit more *strong*, or set up some sort of trap to wake them or intervene to
- Δ **CALLING IN A FAVOR:** The Agent brings in friendlies or other Agents (but *not* Delta Green) and confesses to them what's going on. This could easily culminate with a confrontation with the cause of the Missing Time or with a half a dozen people suffering from the same Missing Time phenomenon.