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Subject: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:10:51 GMT

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Have an idea where the plot should go? An idea for a particular character? Post it here!

Posted by Tikatu

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:11:01 GMT

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Thunderbird 8:

8 will likely be built in the pod repair bay, if not at some other marine location. Jeff would have the facilities to lay the hull and such under the guise of "development". Maybe Jeff actually has a new Hydrofoil under development. He can use it to disguise the work he's having other departments do for TB8.

Some of the elements from that would go into Thunderbird 8. Jeff can say he's working on some possible change to the new hydro and wants a new hull laid to test them out. It get sent to Tracy Island and is dubbed a failure, at least that what Jeff tells the rest of the company

Susanmartha, August 17, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:11:25 GMT

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I just got a few hazy ideas relating to the rebuilding of Thunderbird 7. Why not make it an "IR family" affair? A post could be written where Dom, Nikki, Dianne and Brains (along with a possible vid-phone input from Drew) could brainstorm about the interior of the craft, such as a better layout, more safety features, upgrades to the equipment, better storage, etc.

Another possibility would be one or more posts about the actual rebuilding. I can see everyone coming together to put TB7 together, with teams working on different sections. That way, it could be done in only a few of days - maybe three or four. Then afterwards, they could have a celebratory party (of course, when it is fully built, it will work perfectly.).

Pizza, anyone?

Hobbeth, August 16, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:11:43 GMT  
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From: Hobbeth Sent: 8/14/2005 2:47 PM

Here's a suggestion for those who want to post something, or feel they haven't posted enough, but can't think of what to write about.

Try having your character write a letter home, to family or a friend. Write about the difficulties they're having keeping sensitive information out of the letter. Tell of their feelings of frustration, or homesickness, or sadness - whatever.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:11:58 GMT  
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From: Hobbeth Sent: 8/14/2005 2:48 PM

Here's another idea for a storyline that could continue off and on throughout the weeks and months to come.

One of the female characters could be into water aerobics and go work out in the pool. Some of the others (including Dianne, Tin-Tin, and Cherie) might join her, and they would end up deciding to have regular sessions.

Later on, any or some of the guys - Tracy and non- - might see what's going on and tease the girls. This could lead to the girls daring the teasers to join them, causing them to find out it isn't as easy as it looks.

Just a suggestion.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:12:07 GMT  
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From: Hobbeth Sent: 8/14/2005 2:48 PM

Here's a description of the area I've figured Tracy Island to be in, for the tsunami scenario and any future scenarios needing such information:

It's the South Fiji Basin. It (edit: the basin, that is) is a V shaped triangle, with New Zealand at the bottom, or south end. It is approximately 800 miles (that's approximately 1600 kilometers), north to south, although it is longer along the east side. The top of the V, along the north, is about the same distance.

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Along the west side of the triangle is the Norfolk Ridge, running northwest, with Norfolk Island about midway up that side. There it bends more north to Noumea, The Loyalty Ridge and the New Hebrides Trench enter the basin from the northwest and Melanesia is to the east of it, running from northwest to southeast. The Hunter Island Ridge runs along the top of the triangle, running ENE up to Fiji and Suva. Northeast of that are the islands of Samoa.

East of Fiji is the Koro Sea, the Sough Fiji Ridge and the Lau Trough. Then there is the Tonga Ridge, east of which is Tonga. The Tonga Ridge runs southwest and meets up with the Kermadec Ridge (and the Kermadec Islands, which meets up with New Zealand again.

I suggest that the earthquake that starts the tsunami could occur in the southern part of the Central Pacific Basin, around the Winslow Seamount area, about 200 miles (or 300 kilometers) northeast of Kiribati.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:12:20 GMT  
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From: Hobbeth Sent: 8/14/2005 2:55 PM

Here are a few more ideas. Since they have a workout room, a games room and a laundry or two, write posts involving your characters in those areas.

Or have them decorating their apartments.

Or maybe someone gets a movie they all want to see (or just the guys do, or just the gals do) and throw a movie watching party.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:12:26 GMT  
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From: Hobbeth Sent: 10/23/2005 11:37 AM

As you all know, I started a romance between Tin-Tin and Brains. Now, if any of you would like to write about that, please feel free to do so.

I have one request. Since Tin-Tin has been burned twice recently (by Alan and by Giles), she would naturally be cautious about how fast this relationship goes. And Brains, being surprised by this (as well as being so busy), would also go slowly. So please write this with those things in mind. Take it slow and easy, and be somewhat subtle about any displays of affection between them.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:12:37 GMT  
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From: Tikatue Sent: 1/17/2006 8:48 AM

Here's a suggestion. If you can't come up with something for your character to do, how about writing the canon characters doing something? Very few of us do this, but the canon characters aren't just there to be chess pieces and interact with the player characters. They should be played as much as our own are.

Dianne

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:12:59 GMT  
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From: Hobbeth Sent: 6/3/2006 10:07 AM

Here's a list of things anyone can write about their characters on Tracy Island. Remember, it isn't all rescues.

1. Have your character reading a newspaper - or the news on the internet - and later sharing a funny or unusual story with some of the others. You can check out "News of the Weird" for some ideas of stories.
2. Dom agreed to teach a yoga class. Write about it. If your character is attending, what is he or she thinking about it? Or about the others in the class.
3. Mail call. This can happen more than once, and to several characters. They can get mail from home, from friends, especially if it is someone who hates email and loves to write and receive handwritten letters. You can have your character reply.
4. Mail call 2. What if your character actually got junk mail. Or one of those "You may have already won . . ." - well, that's junk mail, too, but in a class by itself, imho.
3. Email. Have your character send or receive email. Here's also an opportunity for a spam message to get through, in spite of Brains' blocks. The character(s) would notify him and send him chasing down the glitch.
4. Have the newbies interacting with each other, or with the canon characters more. It can be serious or funny, whatever you wish.
5. Try writing a post with just the canon characters. Or with the canon characters and the younger children - after they return from South Carolina, of course.
6. Did anyone other than Dom decorate their apartments? How? Describe the colors, the

accessories, etc.

7. Have a barbecue on the beach.

8. How about games, maybe even tournaments? There is a games room in Cliff House. They could choose the pool table, one of the electronic games, or something else.

9. What about secret talents? I know Brandon has a pretty good singing voice, and a couple of the girls did karaoke together when they celebrated Alan's birthday in Christchurch (sorry, I can't remember which two), but there are a lot of other talents to explore. Writing poetry, writing short stories, drawing caricatures, doing jigsaw puzzles . . . you name it.

10. Have a movie night. Maybe several could get together - newbies and canons - and watch an old movie. If you included the canons, it could be at the Villa, in their "screening room", as I like to call it.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:13:09 GMT

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From: Tikatue Sent: 6/7/2006 6:14 PM

Okay, to possibly help those who might want to join us, how about giving us a list of those skills that IR could possibly use? Flying is a given, but what other skills are out there that would be useful, and possibly needed.

Dianne

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:13:27 GMT

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From: Hobbeth Sent: 6/7/2006 7:25 PM

Here are a few possibilities for skills needed:

1. Firefighting abilities.

2. Mountain climbing and rappelling.

3. Able to not just pilot a plane, but drive anything that has wheels or treads, and/or moves through or on top of water.

4. Possibly, as an avocation, knows alternate forms of medical treatments, including acupuncture

and homeopathy.

5. Is very learned in animal behavior.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:13:38 GMT  
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From: AmandaTracyandFred Sent: 10/22/2006 1:06 AM

NRPB (Non-Rescue Plot Bunny)

I was thinking of a lingerie party for the women at some point. It would be after Dr. Tracy gets better, of course. A nice way to break the ice for Heather and anyone new joining. This would be a good idea for all the ladies since they had their own challenges during recent rescues.

Also, I was planning on a dinner party for interested parties to help fund the school damaged by the tornadoes which would include the Kennedys and the Tracys.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:13:45 GMT  
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From: lillehafrue Sent: 10/24/2006 1:57 PM

I like the girls night idea...what if at the the same time, the boys head to the mainland for a boys night of their own? Perhaps a bar or club?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:13:52 GMT  
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From: Tawnyangel22 Sent: 10/26/2006 1:44 AM

I was thinking about Gordon organising a sailing party, ending with a barbecue on one of the adjacent islands. I think Jeff owns a few around Tracy Island

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:14:01 GMT  
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From: Tikatue Sent: 5/16/2007 9:45 PM

It's the eeeeebil plot bunny of doom again!!!

Pertinent to this particular rescue (cane fire in Australia). What if someone were to come along and take a dicetyline sample from the firebreak in order to try and duplicate it? Gordon used a "variation" of regular dicetyline to make the fire break, while Scott used the regular stuff to put out the fire around the copter. Perhaps one of the firefighters who Gordon was working with takes a sample. What would cause it to possibly change? I could see heat making a difference in regular dicetyline - the heat would activate its firefighting abilities. But perhaps not the stuff Gordon used.

What do you all think? The person doesn't have to be successful in duplicating it or having it duplicated (it'd take time to analyze the stuff anyway). But is it a good plot bunny? Let me know in this thread.

Dianne

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:14:16 GMT  
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From: susanmartha Sent: 5/16/2007 10:53 PM

Sounds like a good plot bunny to me! Maybe a Chem. student who fights brush fire during break to put himself through college?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:14:22 GMT  
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From: lillehafrue Sent: 5/17/2007 7:05 AM

Oh! I like it! Prompt the whole "share the tech" issue. Let's roll with it.

Lauren

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:14:30 GMT  
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When transferring the stories to this site, I came across Callie, home for her birthday, telling her brothers something about TI having a luau.

Perhaps some time in the future the Tracys could have a luau for everyone. Maybe it would be

after Kyrano and Lisa return from their honeymoon. Or it could be for another reason, or even no reason at all.

Can you imagine them roasting a whole pig on the beach? Watch out for Gordon and Alan, y'all.

Hobbeth, August 17, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:14:41 GMT

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What about a combo birthday/costume halloween thing for Dom? Could be fun to see what we come up with for costumes.

Lillehafrue, August 25, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:15:15 GMT

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First of all, I want to say that I like Lille's idea of the Halloween costume/birthday party. That could be a lot of fun!

Next, seeing as it got brought up in the brainstorming session, I would like to do a Japanese Tea Ceremony once Cassie gets settled in. I figured for the cannons I could use Virgil seeing as we've already got him asking her questions about her Japanese heritage. Can anyone think of any other cannons that might be interested? Anyone interested in included their character? Let me know.

Starrynebula, August 25, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:15:32 GMT

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I think that - of the canon characters - John, Virgil, Grandma T, Tin-Tin, and Kyrano would be the most likely to be interested. Jeff might, too. I'd be afraid to have Gordon there. image

Of the OCs, I'd expect that Dianne, Gherie, Lisa, Nikki, Callie, and Elise would. Perhaps even Dom.

Somehow I don't see Alan or the youngest Tracys going. I'm not too sure about Brains, either. He might be interested, but something going on in the lab would divert him, and he probably wouldn't show up - unless, of course, Tin-Tin went and got him.



So, I think there would be around 11 people there, maybe more (if Luke comes, that is.).

Hobbeth, August 208, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:15:42 GMT

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Hey all,

I wanted your opinion on this. I've started to set up some tension between Scott and Cassie and have plans to develop that in upcoming posts. I'm going to need a way for Cassie to prove to Scott that she knows her profession and belongs on the team. Here's what I was thinking:

A lighting strike causes a fire on the other side of the island which needs to be put out before it threatens their living area directly. Cassie would step up and organize the group fighting the fire and Scott would get to see that - yes, she does know her profession. As this would effect everyone on the island, I wanted to run it by everybody.

Let me know what you think.

Starrynebula, September 6, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:15:49 GMT

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Great idea! No one ever expects tragedy to strike close to home. It would be a good way to see how the team acts when they know they're not in the public eye. Lots of different things could happen. Imagine the flaring tempers!! Great idea, Lynn.

Lillehafrue, September 6, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:16:01 GMT

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Sounds like a good idea to me! Why's it always Scott we choose for our conflicts? We're giving the boy a bad reputation! But I like this idea and I can see it happening

ArtisticRainey, September 7, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:16:09 GMT  
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Dreamt this one up, literally!

A major volunteer organization (Red Cross/Crescent/Crystal?) asks IR to help film a commercial promoting volunteerism that would be seen worldwide (Final line: "The more volunteers who come out to help after disasters, the less we have to" or something like that - I can't remember the exact quote now image ). It could be used as a screen by the Hood to get info on the IR operatives (a la Martian Invasion).

Tikatu, September 17, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:16:19 GMT  
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While chatting with Shirley, a crazy idea popped into my head. What magazine(s) would your character read?

Magazines come and go - and some stay around forever. But what new magazine titles do you think would show up, and what would they have in them to interest your character?

This could be a work-related magazine, or one for leisure reading. Or both. It could be fun, coming up with a new title or two, and perhaps even articles that could be found within.

Hobbeth, September 30, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:16:36 GMT  
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on an upcoming rescue (I don't think this would be feasible on the next rescue) what if someone waiting to be rescued went into labor? I can see Alan's reaction (gross. what a mess!)

Susanmartha, October 4, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:16:41 GMT  
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Y'know, we've never had any outsiders in close proximity to the island when a rescue's been called in. (Except maybe the BBwBBB, but she and the boat that brought her probaby arrived well

after the Thunderbirds took off.)

What do you think would happen if someone was in close proximity? One of the comic book stories dealt with it, but it was a nice elderly couple, and they required rescuing later on. What if it was a bunch of smart-alec deep sea fishermen from nearby Moyla? (Which is another thing we haven't used much; we've sent our crews to Christchurch instead - though I'm not sure Moyla is canon, except maybe in the comic books.) How far out do you think Jeff's "territorial waters" would go?

Interesting things to think about!

Tikatu, October 11, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:04 GMT

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Quote: on an upcoming rescue (I don't think this would be feasible on the next rescue) what if someone waiting to be rescued went into labor? I can see Alan's reaction (gross. what a mess!)

We are thinking similarly, Susan. I had suggested that during the tornado rescue, a group that needed IR's help would be several couples taking a Lamaze class, and some of the women would go into labor due to the stress of the situation. Obviously it wasn't used, but I can see that happening in the future.

Hobbeth, October 13, 2007

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:14 GMT

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I suppose this could be put under either this title, or the Rescue Suggestions one, although it isn't exactly that, but here goes:

There are still famines in African countries. If one country couldn't get aid to many of its people, due to corrupt government officials or civil war - or both - what would happen if IR was recruited? Food, medicine and materials to build, farm, find wells (there could be a drought, too, or the water source was some distance from a village) could be ready. But the people with the programs to get these things to those who need them are stymied.

If they called IR to help take the people and supplies to the villages in need, would IR agree to do so?

Hobbeth, October 13, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:23 GMT  
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What if we got to a place, say a mine where most of the people were alive, but trapped (Like in South Africa a few weeks ago) and when we got there and tried to help, the mine collapsed and they all died. Through no fault of anyones, just the twist of fate.

Or we didn't get there before the situation escalated and still everyone was killed.

That would give Dominic's brother a heck of alot to write about.

Lillehafrue, October 13, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:30 GMT  
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A possible variation on this:

During a recent European earthquake, they couldn't get people or supplies to some remote villages. Plus, winter was coming and most houses had collapsed. Would IR be called to get supplies to places no one else could go? IIRC even helicopters couldn't get there, due to height and distance from the nearest air base.

I kept thinking of a special pod designed to carry supplies and serve as a temporary hq/hospital/living quarters for the Red Cross or someone like that. IR would load up and drop it off, maybe help with the initial search and rescue, then leave it there for the winter. It would have an internal power source powerful enough to power a village and enabling the place to be heated through the winter. Someone might try to steal it or the Government compensate it. And the share the tech people would have a field day with it.

Related question. Has IR ever had to deal with a country that would not let them come in to help?

Susanmartha, October 14, 2007

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:38 GMT  
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From AmandaTracyandFred at the MSN site:

I'd really like to see a new villain. Someone who had once been an agent with vengeful intents at International Rescue. He'd be about Christopher's age. Maybe he's being blackmailed somehow, or did something severely against IR. Not sure exactly how he'd do it or why he'd do it. Working

on it, though.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:44 GMT

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From Liz on the MSN site:

Here's a possible practical joke to start off with. What if someone were to do a little minor rewiring, or computer programming, so that if one person pushed the button to open his or her door (or pressed whatever they press), someone else's door would open instead? It could work for the Villa residents, or the Cliff House residents.

In the case of the Cliff House, it would be the elevator doors, which might be more difficult to do, unless the perpetrator had more extensive knowledge of the programming.

I suppose Gordon might be able to do it to his brothers. Would someone else be able to do it to him? Brains could; would he work with one of Gordon's brothers to do that? Could two of the brothers do it to him?

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:17:54 GMT

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More from the MSN site:

People who are in the news today are not going to be in the news in the 2060s. People who are famous today for one thing or another aren't necessarily going to be famous in the future. People who are famous in the UK for something aren't always known in the US, and vice versa.

What I'm trying to get at is: if you have to name a musical group, artist, or any other kind of personality, think about them in regards to whether or not they'd be known in the future, and if they'd be known across the pond from where you are. Same thing for songs, books, movies, etc. There are some things that will stand the test of time, but a lot more that won't. It's better to make up a group, song, artist, whatever, than to be anachronistic.

Any questions? Ask.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:03 GMT

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And more from Liz at the MSN Site:

Along the lines of the previous post here, I'd like to add something more.

Since this RP takes place more than sixty years from now, a lot will have changed. Most of us, myself included, seem to be writing as if things are happening in this time period, and having our characters using procedures and going to places (with a few exceptions) that exist today

Here's where we can use our imaginations. What sorts of medicines might be found in the next sixty years? What new types of vehicles would be available to the general public? Has solar energy or wind energy become more widespread? What types of transport for land and sea, as well as air, might be around? Has the way people entertain themselves outside of their homes changed? And so forth, and so on.

I'm not saying we can't use currently existing things. We have, and in well done storylines. But we can go a little farther, I believe.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:12 GMT

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mentioned this in the January brainstorming session, but I think it should be here. It can be a storyline for any of the characters on Tracy Island, and I feel it's worth exploring.

We all know that the rescues have a strong element of risk to them, but what if the risk meant someone loses something? I'm not talking about a piece of equipment or part of their clothing. I'm talking about part of the person.

Say someone goes blind or deaf. Perhaps it's temporary, maybe not. Is the technology or medical treatment advanced enough in 2068 to correct it? And what would it be?

Or someone could lose a body part: an arm, a leg, an eye, a hand or a foot, for instance. What would the replacement be, if there was one? By that time, would the replacement - assuming it exists - be good enough to let the character continue working for IR? And what would that character's traumatic experience be like, both during the event that caused it, and afterwards?

This could make for one heck of a storyline. But not one to be written just for the angst factor, please.

Hobbeth, January 19, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:20 GMT

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I have a vision of Drew sending the family a scrapbook of all the press coverage during Dianne's

hospital stay. Including a section of all the Tabloid coverage. The entire team could crack up over some of the stories. Especially if some of them came close.

"IR Dr still in hospital!!" "Secret conditon: Coma!!" "IR Dr.is Love child of IR leader!" "CIA tries to infiltrate IR!" "Nurse: IR Agent made a pass at me while hospitalized!" (Drew would really hate that one.) "Exclusive Pictures of IR room!" "IR bribes hospital to keep quiet!"

And some of the aftermath. When the Beatles stayed at a hotel in Seattle, someone took up the carpet afterwards and sold pieces of it as souvenirs. What if someone tried to sell one of the blankets from Dom's room?

Susanmartha, January 21, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:26 GMT

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What if we did one month where nothing was happening? There were no rescues, no reason for a party, training was getting monotonous, and everyone was getting bored. What would they do?

What about a live action murder mystery? No one (except for two or three people, who make up the clues) would know who the victim is, or whodunit. Each day, they'd get a new clue in their email.

Or a treasure hunt. Everyone would get a riddle clue in their email one day. They'd have to figure out the riddle, which would send them to a certain location on the island. There they'd find the next clue, sending them to the next location, and so on.

The prize for solving the murder, or the treasure, could be some time off to go home, or go on a vacation and play tourist.

Hobbeth, February 4, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:42 GMT

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A whole month with nothing going on seems a little impractical between holidays and birthdays and things. That doesn't mean a few slow weeks wouldn't bore the inhabitants of Tracy Island. A group activity like a murder mystery or somethings could be fun to explore.

Starrynebula, February 5, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:51 GMT

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Hobbeth, what a FAB idea!!!! Think of all the trouble we could get into....let's pick a month and plan it!

Lillehafrue, February 5, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:05 GMT

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Well, January would be nearly a month seeing as both New Year's and Jeff's birthday come at the very beginning. The problem I could see would be the weather - it can get nasty and would more than likely spawn a rescue.

Still, it would be an interesting idea

Tikatu, February 5, 2008.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:10 GMT

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I threw this out during a brainstorming session once but I'll post it here - A Tracy Island Mini-Olympics. Could have both serious and fun events. I remember some idea for events already being mentioned but I don't remember them

Starrynebula, February 6, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:19 GMT

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I've been thinking about interesting confrontations?

Suppose agents of the World Government spoke to Scott and Elise at Mobile Control during a rescue? Sparks could fly if tempers get heated!

How about IR meeting the Hood on a rescue and everyone confronts him together? He could get arrested and sent to jail, but of course with his hypnosis techniques, he'll soon be out again. Could be interesting!



Suppose Tom is trying to interview IR during a rescue and he picks on Dom, not knowing he's his brother? Thought-provoking!

scuppy3, February 19, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:25 GMT  
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---

Um, what happened to Scott after his insubordination at the hospital after the incident with Thunderbird 7 and the tornado?

Just want to know.

Scuppy3, February 20, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:35 GMT  
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Good question, Scuppy. We never addressed that. I suppose Jeff was so concerned about Dianne and the future of IR and its personnel, it slipped his mind. But you never know; something might just remind him, and he'll have to address it. Who knows? Maybe Jeff'll have Elise take over Mobile Control for a few rescues, and make Scott subordinate to her.

Hobbeth, February 20, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:41 GMT  
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Jeff also might realize that Scott was right; he was acting irrationally....

Tikatu, February 20, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:49 GMT  
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Rereading the bios of the Hightowers made me think: Desdemona is a fashionista, and has to have the best designer fashions. What if she and Penny came face to face at one of François's shows? How do you think they'd react to each other?

Tikatu, February 25, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:19:56 GMT  
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Would Desdemona have any idea that Penny knew her? Giles ran into her, but not Dez.

Susanmartha, February 25, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:09 GMT  
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I'm worried about the fact that on a couple of occasions some of the members got drunk. Suppose they said some things while they were drunk that constituted a security hazard?

Just what is the nature of the Hood's anti-aircraft thing? What can it do?

Scuppy3, March 12, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:18 GMT  
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This is actually a suggestion from Susan, but I thought I'd put it up here. The year we're working with is 2068, and in 2069 would be the 100th anniversary of the first moon landing and moon walk. Wouldn't it be cool if the WSA asked Jeff to participate in the commemoration by going back to the moon, seeing as he was the first to return there in the 21st century? And perhaps John as well; the first father/son team to walk on the moon.

At the rate we're going, it'll take a long while real time to get there, but still, it's a fascinating idea!

Tikatu, March 15, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:27 GMT

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That'd be cool! And maybe something could go wrong and Jeff needs to be rescued!

Scuppy3, March 21, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:33 GMT  
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Plot bunny from the news! The ISS had a "toilet malfunction". I think TB5 has more than one toilet, but what if something like that happened there?

tikatu on May 27, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:47 GMT  
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I mentioned this in the brainstorming session, but it should go here, too:

In view of what happened to the IR medical team during the tornado rescue in Kansas, it might be a good idea to have another one in the next few months. It would make for good writing, such as Dianne, Dominic and Nikki mentally preparing for the rescue, Jeff's feelings about sending them out there so soon after what happened (even six months later is a short time), and the others remembering what happened in Kansas.

What would they do differently? What items might they take that they didn't have before? How would the others feel? Would they try to stay close to the medical team, just in case?

hobbeth on May 29, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:20:57 GMT  
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What if the team got a case of food poisoning? Suppose the MRE's somehow got contaminated and the crew (at least some of them anyway) got sick. It could happen during an extra long rescue and/or start getting sick on the way home. Might be interesting to see how they and the press handle IR not being totally up to par.

Also, it could lead in to Jenny's arrival, making Grandma realize she just can't do everything. Perhaps she was preparing the MRE's and got distracted by something, leaving it for a while, then

coming back to finish the job.

Lillihafreue on May 30, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:21:07 GMT

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My question about the MREs would be, would grandma actually be making them? I always envisioned them as those packaged meals you reconstitute when you go travelling, so they won't go off. I would think that Jeff would order them in from a manufacturer rather than anything else. But I guess that's something we need to decide.

ArtisticRaineY on June 7, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:21:31 GMT

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Here's a bit about MREs: click

Tikatu on June 7, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:21:40 GMT

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I was rereading some of chapter 7 (as I've been copying it over to the Yuku site) and saw that John made a comment about "landing off-planet". At the time, I thought of the moon, but according to "Thunderbirds Are GO!", mankind has made it to Mars, and so has IR, however briefly. Now, the Mysterons are supposedly from Mars - though we haven't used any Captain Scarlet canon at all, and don't plan to.

Leaving out the Mysterons, what do you think about humankind having established an outpost on Mars? Might open up some interesting plot bunnies.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:21:46 GMT

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And more from Liz at the MSN Site:

Along the lines of the previous post here, I'd like to add something more.

Since this RP takes place more than sixty years from now, a lot will have changed. Most of us, myself included, seem to be writing as if things are happening in this time period, and having our characters using procedures and going to places (with a few exceptions) that exist today

Here's where we can use our imaginations. What sorts of medicines might be found in the next sixty years? What new types of vehicles would be available to the general public? Has solar energy or wind energy become more widespread? What types of transport for land and sea, as well as air, might be around? Has the way people entertain themselves outside of their homes changed? And so forth, and so on.

I'm not saying we can't use currently existing things. We have, and in well done storylines. But we can go a little farther, I believe.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:21:58 GMT

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mentioned this in the January brainstorming session, but I think it should be here. It can be a storyline for any of the characters on Tracy Island, and I feel it's worth exploring.

We all know that the rescues have a strong element of risk to them, but what if the risk meant someone loses something? I'm not talking about a piece of equipment or part of their clothing. I'm talking about part of the person.

Say someone goes blind or deaf. Perhaps it's temporary, maybe not. Is the technology or medical treatment advanced enough in 2068 to correct it? And what would it be?

Or someone could lose a body part: an arm, a leg, an eye, a hand or a foot, for instance. What would the replacement be, if there was one? By that time, would the replacement - assuming it exists - be good enough to let the character continue working for IR? And what would that character's traumatic experience be like, both during the event that caused it, and afterwards?

This could make for one heck of a storyline. But not one to be written just for the angst factor, please.

Hobbeth, January 19, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:22:11 GMT

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I have a vision of Drew sending the family a scrapbook of all the press coverage during Dianne's hospital stay. Including a section of all the Tabloid coverage. The entire team could crack up over some of the stories. Especially if some of them came close.

"IR Dr still in hospital!!" "Secret conditon: Coma!!" "IR Dr.is Love child of IR leader!" "CIA tries to infiltrate IR!" "Nurse: IR Agent made a pass at me while hospitalized!" (Drew would really hate that one.) "Exclusive Pictures of IR room!" "IR bribes hospital to keep quiet!"

And some of the aftermath. When the Beatles stayed at a hotel in Seattle, someone took up the carpet afterwards and sold pieces of it as souvenirs. What if someone tried to sell one of the blankets from Dom's room?

Susanmartha, January 21, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:22:25 GMT

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What if we did one month where nothing was happening? There were no rescues, no reason for a party, training was getting monotonous, and everyone was getting bored. What would they do?

What about a live action murder mystery? No one (except for two or three people, who make up the clues) would know who the victim is, or whodunit. Each day, they'd get a new clue in their email.

Or a treasure hunt. Everyone would get a riddle clue in their email one day. They'd have to figure out the riddle, which would send them to a certain location on the island. There they'd find the next clue, sending them to the next location, and so on.

The prize for solving the murder, or the treasure, could be some time off to go home, or go on a vacation and play tourist.

Hobbeth, February 4, 2008

A whole month with nothing going on seems a little impractical between holidays and birthdays and things. That doesn't mean a few slow weeks wouldn't bore the inhabitants of Tracy Island. A group activity like a murder mystery or somethings could be fun to explore.

Starrynebula, February 5, 2008

Hobbeth, what a FAB idea!!!! Think of all the trouble we could get into....let's pick a month and plan it!

Lillehafrue, February 5, 2008

Well, January would be nearly a month seeing as both New Year's and Jeff's birthday come at the very beginning. The problem I could see would be the weather - it can get nasty and would more than likely spawn a rescue.

Still, it would be an interesting idea

Tikatu, February 5, 2008.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:22:35 GMT

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Starrynebula, February 6, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:22:43 GMT

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I've been thinking about interesting confrontations?

Suppose agents of the World Government spoke to Scott and Elise at Mobile Control during a rescue? Sparks could fly if tempers get heated!

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scuppy3, February 19, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:22:52 GMT

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Um, what happened to Scott after his insubordination at the hospital after the incident with Thunderbird 7 and the tornado?

Just want to know.

Scuppy3, February 20, 2008

Good question, Scuppy. We never addressed that. I suppose Jeff was so concerned about Dianne and the future of IR and its personnel, it slipped his mind. But you never know; something might just remind him, and he'll have to address it. Who knows? Maybe Jeff'll have Elise take over Mobile Control for a few rescues, and make Scott subordinate to her.

Hobbeth, February 20, 2008

Jeff also might realize that Scott was right; he was acting irrationally....

Tikatu, February 20, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:01 GMT

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Tikatu, February 25, 2008

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Susanmartha, February 25, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:06 GMT

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I'm worried about the fact that on a couple of occasions some of the members got drunk. Suppose they said some things while they were drunk that constituted a security hazard?

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Scuppy3, March 12, 2008

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Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:18 GMT

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Tikatu, March 15, 2008

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Scuppy3, March 21, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:24 GMT

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Plot bunny from the news! The ISS had a "toilet malfunction". I think TB5 has more than one toilet, but what if something like that happened there?

Tikatu, May 27, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:36 GMT

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In view of what happened to the IR medical team during the tornado rescue in Kansas, it might be a good idea to have another one in the next few months. It would make for good writing, such as Dianne, Dominic and Nikki mentally preparing for the rescue, Jeff's feelings about sending them out there so soon after what happened (even six months later is a short time), and the others remembering what happened in Kansas.

What would they do differently? What items might they take that they didn't have before? How would the others feel? Would they try to stay close to the medical team, just in case?

hobbeth, May 29, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:44 GMT

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and the crew (at least some of them anyway) got sick. It could happen during an extra long rescue and/or start getting sick on the way home. Might be interesting to see how they and the press handle IR not being totally up to par.

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Lillehafrue, May 30, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:23:48 GMT

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ArtisticRaineY, June 7, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:07 GMT

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Rescue idea...

What if something happened in one of the team's hometowns? Would that person go on the rescue and how would he/she handle it knowing there might be friends or family among the injured?

Lillehafrue, June 28, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:12 GMT

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Leaving out the Mysterons, what do you think about humankind having established an outpost on

Mars? Might open up some interesting plot bunnies.

Tikatu, June 29, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:21 GMT

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Here's an idea I've just been hashing over with Dianne:

What if the Hightowers decide that, since none of their other tries worked, they should have one of their minions answer an ad for employment at Tracy Industries? And the ad they had him/her answer was really one for IR.

A lot of plotting would need to be done in order to prevent that person from learning the truth. It would probably entail help from Penny and Lena, among others.

If anyone has suggestions, or would like to help develop this plot - assuming you would like to see it played out - let us know.

hobbeth, June 29, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:27 GMT

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Instead of a BBwBBB, how about a "shipwrecked" or malfunctioning boat with a perfectly normal couple aboard... perfectly normal couple of reporters, that is! How would the Tracys deal with a damaged/off-course boat... beyond Operation: Cover Up, that is?

Tikatu, July 11, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:36 GMT

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With Thunderbirds being set in the future did any of you ever consider exploring doing something involving an underwater colony or something. Could be fun to explore and give you all something to create. Who would have developed the technology to do so? What would life be like under the sea - would it be a non-see through structure with peep holes to the ocean or a bubble type dome enclosing them? Imagine walking to the store and seeing a shark floating overhead Shocked

just thought I'd throw that out there.

Icarus1982, July 29, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:44 GMT

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Great idea, and one we've batted around a couple of times. We may have to just jump in and do it! Welcome and thanks for the great suggestions.

Lillehafrue, July 29, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:56 GMT

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Thanks for the welcome.

To add to that suggestion, you could obviously introduce a underwater colony through a rescue. Or another option would be to just introduce it through a plot line. Maybe the first 'underwater colony' is just started or about to start and some type of technology from Tracy Industries is part of it? Or maybe something of Brains, that isn't necessarily connected with Tracy Industries(don't know if you have Brains as being connected to Tracy Industries in your role play or not)? I've seen articles about experimental undersea habitats but this could be the first 'full community one'. Just thought I'd through that out there in case you guys do decide to pursue the topic.

Icarus1982, July 31, 2008

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:25:05 GMT

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The last time we batted around the idea of a rescue at an underwater colony, I did some research on it. Apparently the idea was put forth, but they couldn't come up with a way to get it deep enough and large enough without the water pressure crushing the dome/globe/whatever shape it would have been. And I don't know if 60-80 years would have been long enough for them to come up with something.

And yes, Brains is affiliated with Tracy Industries. He's the means by which I brought my first OC, Lena Matumbo, into the RP. She was already working for TI when the opportunity presented itself.

hobbeth, July 31, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:25:13 GMT  
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It was just an idea.

By the way, thanks for answering my question about Brains

Icarus1982, August 2, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:25:38 GMT  
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Actually, we might be able to introduce a colony - after all, Gordon lived underwater for a year, learning about undersea farming, according to both of the authorized sources. Susan also found an article about a project off the Florida Keys where people are experimenting with living underwater.

We can discuss it some more. I do like the idea.

Tikatu, August 2, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:25:43 GMT  
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If you still have it, could you send me the link to that article on the Florida experiment? Sounds interesting!

Icarus1982, August 2, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:25:59 GMT  
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Here it is, found and forwarded by our unofficial finder of the odd and possibly useful, susanmartha.

Click

Tikatu, August 2, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:26:09 GMT  
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It says they are 60 feet under and take 17 hours to decompress. The problem with a rescue would be the decompression time. There was a reference to a diving bell in a episode. maybe it could be set up to take people directly to a decompression chamber?

susanmartha, August 4, 2008

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:26:15 GMT  
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I just got this idea sadly when my neighbor's oldest daughter was diagnosed with brain cancer earlier this week, and a co-worker's mother was diagnosed with advanced lung cancer. Let's say IR's out on a rescue, and among those to be saved is a terminally ill person who's going to die anyway. He doesn't want to be rescued because he knows he'll die soon anyway. Do you think he would want IR to honor his request or would IR go on and rescue him anyway?

Also, if you've heard the California situation where a woman sued a good samaritan for supposedly causing her paralysis, there could be an idea there, too. I wonder if there could be a situation like that here, too, besides the situation where Nikki punched out the guy in that landslide rescue?

TracyFan4Ever, January 17, 2009

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:26:24 GMT  
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Yes, I've thought about that myself. There was an incident a few years ago when a woman heard her neighbour yelling for help - her husband wasn't breathing or something. So the woman went over, did CPR, and broke a rib. Afterwards, the couple sued the woman for the broken rib. Good gracious, she saved the guy's life!

And police have sometimes warned people that unless you're on duty as a police or ambulance officer, or any emergency specialist, that if you see someone in trouble, don't help them. You could get sued. Just call for the proper emergency people and get out of the area.

They don't advise that all the time, but there are some nasty people out there.

scuppy3, January 20, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:26:31 GMT

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The good Samaritan laws in Washington state protect you IF you can show you were properly trained in the technique you used. A current red cross certification for instance. It can be weird if your a medical professional though. A nurse friend said she's scared to help sometime. It may be more of an insurance thing though.

The case you're talking about is a bit more complicated then that. The lady was conscious and told her friend NOT to pull her out of the car. The friend claims she thought the car was going to explode. It didn't, others were still in the car when the paramedics arrived. The claim is, if the firefighters had lifted her out correctly, her back would not have been broken.

Now if someone claimed IR did something incorrectly and that caused the damage, they might have a case. Could IR prove it's people had the proper training without telling people who they were? Or if the spouse of someone who died claimed medical malpractice?

susanmartha, January 20, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:26:59 GMT

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Quote:The good Samaritan laws in Washington state protect you IF you can show you were properly trained in the technique you used. A current red cross certification for instance. It can be weird if your a medical professional though. A nurse friend said she's scared to help sometime. It may be more of an insurance thing though.

The case you're talking about is a bit more complicated then that. The lady was conscious and told her friend NOT to pull her out of the car. The friend claims she thought the car was going to explode. It didn't, others were still in the car when the paramedics arrived. The claim is, if the firefighters had lifted her out correctly, her back would not have been broken.

Now if someone claimed IR did something incorrectly and that caused the damage, they might have a case. Could IR prove it's people had the proper training without telling people who they were? Or if the spouse of someone who died claimed medical malpractice?

In the old RP, Dianne was listed with Doctors Without Borders as simply "IR's physician", or something to that effect (Drew wasn't her uncle in that continuity, but he helped her get her license and certification through them - that particular RP had some... ahem... reality issues). Medical malpractice would be hard to prove, though, I'd think.

We should decide exactly how much emergency medical training the boys have had; I'm sure it's some, but to what level, I don't know. And proving their competence without revealing who they are would be a problem.

Tikatu, January 20, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:27:20 GMT

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Quote:I just got this idea sadly when my neighbor's oldest daughter was diagnosed with brain cancer earlier this week, and a co-worker's mother was diagnosed with advanced lung cancer. Let's say IR's out on a rescue, and among those to be saved is a terminally ill person who's going to die anyway. He doesn't want to be rescued because he knows he'll die soon anyway. Do you think he would want IR to honor his request or would IR go on and rescue him anyway?

They would rescue him anyway. There's no telling what treatments are around the corner (like the cancer center) and a family would have cause to try and sue if a person was left behind, fatal cancer or not.

Tikatu, January 20, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:27:50 GMT

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Quote:They would rescue him anyway. There's no telling what treatments are around the corner (like the cancer center) and a family would have cause to try and sue if a person was left behind, fatal cancer or not.

Not if the person not wanting to be rescued makes a video of himself saying he doesn't want to be saved by IR. I've had this idea brewing. He asks one of the rescuers to hold his digital camera (which has video capability), and he clearly says this, "My name is (whatever). I do not want to be saved by International Rescue. I'm terminally ill, and I don't have much longer to live. I want the public and my family to know the choice was mine to make, so please, do not blame them. They've respected my right to do this, so I'll respect their privacy."

From personal experience of my father's passing from cancer, I can say sometimes the cure is more painful than the disease. Not everyone wants to go through the enduring pain of radiation or chemotherapy. Yes, I understand there will probably be less painful treatments by 2068, but unfortunately, not all cancers will be cured by then, either. Just putting my two cents worth into this idea.

TracyFan4Ever, January 20, 2009

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Subject: Re: Plot Suggestions



Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:16 GMT

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Unfortunately it wouldn't just be a matter of consent by the person. Unless it was a country where euthanasia was legal, and, say, he couldn't afford it, then there would be a legal issue at stake. Assisted suicide is still illegal in a lot of countries today

I understand where you're coming from, Shirley. I can see the situation arising. Dominic's mother took her own life rather than suffer more with cancer. It's a complicated moral, legal, and personal issue, religious if you want to throw that hat into the ring.

I can't help thinking of IR's motto: "Never give up at any cost."

ArtisticRaine, January 21, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:22 GMT

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How about a medical situation of some sort, similar to what we're talking about, where IR is innocent, but is unable to prove their innocence? Which may involve a court case.

I know I'm being vague, it's just an idea, and could involve the agents more

scuppy, January 21, 2009

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:31 GMT

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Off the top of my head, scuppy, the only thing I could think of that might fit your criteria would be something like this:

Someone in a rescue area moves an unconscious/semiconscious victim to a place where the victim can be more easily found. Because of this, the victim is injured more seriously. But when said victim regains consciousness, s/he sees an IR person there, and assumes s/he was the one who caused the injury.

Of course, the IR field operative would have to be tried in absentia since, for security reasons, the operative would not be able to be there in person.

But what a publicity nightmare! And can you imagine the Hood trying to capitalize on that?

hobbeth, January 21, 2009

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:40 GMT  
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Ooh, yes, that'd be terrible! No, drop that, it was a crazy idea.

Maybe something that could be misinterpreted by the press and used to fuel a scandal?

scuppy3, January 22, 2009

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:48 GMT  
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I've had this brewing in my mind for some time. In the movie Thunderbirds are Go, International Rescue went on that cruise around the world. Then there's the episode Operation Crash-Dive, where Scott co-pilots the Fireflash.

Could International Rescue occasionally be involved in prevention schemes?

Or supposing a there's to be a new revolutionary craft of some kind (aircraft or ship, that kind of thing) and a terrorist group makes threats (or even the Hood). Would members of IR go on the craft openly on its maiden voyage, or send agents? What would they do?

scuppy3, February 15, 2009

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:28:58 GMT  
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This doesn't have anything to do with the latest discussion, but there have been a lot of bits and pieces in posts where characters are worried about "lying to their families" or "letting things slip".

To help combat this, I suggest that a character could set up a private blog, one only accessible by immediate family. There they can control what they're telling their family, and it gives the impression of transparency. It also allows for selected pictures to be shown, as pictures are a touchy issue when dealing with IR and the recognition factor.

It also gives the character something to do on those off hours.

Just a suggestion.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:04 GMT

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Dianne and I were talking about the flooding situation in North Dakota and Minnesota, and this idea crossed both of our minds: ice dams backing up a river. When the snow melts, the ice breaks up, causing huge problems. What do you all think?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:14 GMT  
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Hey, had this idea this morning while trying to write my post. What if someone out there had created an "official International Rescue" website - one that was far from official? What would it contain? How could IR bring it down, and would they create one of their own? What do you think?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:27 GMT  
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It might depend on several things. Is the name IR registered anywhere? Does it have a copyright? I wonder what the laws are concerning using the name Red Cross or something like that.

A lot of the problem 'phishing' web sites are set up countries who don't prosecute the people who create them. Having a real IR website would not stop the problem, only give them something else to copy.

On the other hand, I suspect John would not hesitate to go after them using his own computer skills. He could either close the sites down or flood it with so many 'hits' or emails that the people couldn't get anything from it.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:34 GMT  
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I was watching a lot of CSI:NY this past weekend (my daughter is a bit of a fanatic) and just before I hit the hay, I had a thought. What if the World Gov sent in a CSI-type forensic team after a rescue to pull whatever bits and pieces of evidence they could find in an attempt to discover who runs IR, etc.? I'm sure that the team leaves behind traces that, in 2069, could be used to get closer to the Tracys.

What do y'all think?

ETA: And Susan, I don't think John would necessarily go after an unofficial website... not when

Jeff could sic Lena on them!

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:40 GMT

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True about John and Lena. I wonder if they could try to get a DNA match from some hair? Would Jeff had made sure all of the copies of people's fingerprints were destroyed as well as any DNA records?

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:29:59 GMT

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Quote:True about John and Lena. I wonder if they could try to get a DNA match from some hair? Would Jeff had made sure all of the copies of people's fingerprints were destroyed as well as any DNA records?

That's what I was thinking of. I think Jeff would have an agent (possibly Penny?) getting into any files that would contain such info and getting rid of it... or replacing it with something else, such as the DNA/fingerprints of someone who was dead. It would create a problem should someone go missing... there are permutations to such a deletion/substitution that might make it difficult to do. Maybe if someone has those fingerprints/samples and they key into a system, they'd be diverted to a doctored "identity" and a signal would go to Penny or whoever was in charge of keeping those identifiers under wraps? We can brainstorm about this; it's an interesting potential problem.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:20:32 GMT

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[b]starrynebula wrote on Fri, 11 September 2009

The subject of doing a space rescue has come up during brainstorming sessions. I was thinking that maybe we should set things up for if we ever decide to do a space rescue and get some of the recruits trained as Callie is the only one established that she's trained on TB3/5 and being in space in general. Was thinking we might have John mention to Jeff about seeing if the recruits were interested in some extra training?

What's everyone think?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:20:49 GMT  
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Posted by Tikatu

I know I'd established that Dianne was supposed to have done some training in that area--despite her insistence that she doesn't "do" space. Not sure if we established that the others had. I know we have five of the canon characters who can work in space, possibly six if we count Virgil (who manned TB5 once in the series, IIRC). I'll leave it up to y'all if someone else needs to be trained or if you want your own characters to have some training.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:21:09 GMT  
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Posted by Icarus 1982

Vince would choose to keep his feet within Earth's atmosphere I think.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:21:29 GMT  
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Posted by Hobbeth

We have had 3 space rescues, in chapters 1, 4, & 9. Callie was the only non-canon character to go on any of them - the last two. So it would make sense to train up two or three recruits, in case some of the canons are unavailable for whatever reason.

I think Will would be shocked if he was asked, but intrigued. I'm wondering, though, if there's a maximum height requirement, since he's 6'4" tall.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:22:02 GMT  
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How would IR react if a gunfight started around them during a rescue? For instance, someone who is emotionally imbalanced misinterprets something someone else has said, pulls out a weapon (gun) and starts fighting?

Or, to make things more interesting, how about IR doing a rescue dealing with mental patients?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:22:13 GMT  
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I wonder if IR ever got nominated for the Nobel Prize? The nomination close Feb 1. And if they won, who would accept it? I wonder if IR ever got nominated for the Nobel Prize? The nominations for the year close on Feb 1. And if they won, who would accept it?

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:22:19 GMT  
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Which prize do you think they'd be nominated for?

Actually accepting it would be an interesting problem in logistics. I think they could work it out, possibly with Ned Cook or even Drew helping. But it's an interesting idea!

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:23:15 GMT  
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We discussed this a little at the last brainstorming. What do you all think the panda terrorists (named so because of the Panda rescue--but they probably need a cooler name) have in mind as their ultimate goal? We said they wanted to destabilize the World Gov, but why? Let's use this thread to discuss it some more, and suggest names for this group--if they want to take responsibility for their actions. Members who aren't players are welcome to comment, too, as always.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:23:25 GMT  
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We really should come up with some sort of mission statement from them. Real terrorists are always eager, almost proud, to take credit for what they've done. And we always know, usually in advance, what they stand for and why they feel that way. Might be something to come up with before we start the rescue plan involving them.

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Subject: Re: Plot Suggestions  
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:23:50 GMT  
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We talked in the past about a character being kidnapped. What if we did that on the terrorist rescue

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and had it be a canon. (I'm thinking Virgil.) They might not harm him too badly, but use him as a hostage to further promote their cause.

Also, what if during a rescue, a helpful civilian handed one of the team a water bottle or energy bar that had been tainted? Again the terrorists doing their work? The civilian might or might not be aware of what they did. The team member would become sick, but not deathly so. Or even close to it, prompting the others to track down the culprits while finding the cure. Or even combining the kidnapping along with this scenario.

I'm being attacked by plot bunnies today...

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:24:09 GMT

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artisticrainey wrote on Thu, 26 July 2012 23:23 We really should come up with some sort of mission statement from them. Real terrorists are always eager, almost proud, to take credit for what they've done. And we always know, usually in advance, what they stand for and why they feel that way. Might be something to come up with before we start the rescue plan involving them.

I think these people aren't so much terrorists as people who are greedy, and want to see wars started. Perhaps they have what warring countries or groups need to fight, from arms to medical supplies, or even more high tech ways to spy on the enemy. But those things can't be used much in peacetime - at least not a profit.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:24:26 GMT

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That would tie in with the fact that Jacques knows them and may have done business with them. They could also be greedy at the upper levels, and idealistic at the lower levels, ie: using nationalistic or anti-World Gov furor among the rabble to accomplish their ends, while not really believing in the rhetoric they spout.

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:24:33 GMT

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If they're just out to create conflict so they can sell some kind of goods needed more during war time, then they may not be so gun ho about claiming credit. They would want to avoid anything that may lead to things being traced to them as that may interfere with them selling their products.

I like the idea that they're trying to destabilize the World Gov for monetary reasons. Perhaps they're behind weapon manufacturing? Who were the terrorists that were blowing up the Fireflash

in 'Operation Crash dive'? Could this be the same group?

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:25:29 GMT

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Ooh, what a delightful idea! Though the newscast (the one interrupted by Grandma's blowing a fuse with the nuclear cooker said the gang was arrested. Still, there's nothing to say that they were ALL arrested or that they hadn't been convicted, or had gotten out of prison.

I like this. Very, very much!

ETA: I'll have to go back and rewatch the episode (no sacrifice there; it's my favorite!) and see what they were accused of. I know the newscaster said what they were trying to do.

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Subject: Re: Plot Suggestions

Posted by [Tikatu](#) on Fri, 14 Sep 2012 03:10:26 GMT

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Okay, how about this?

Jeff starts getting mysterious letters or emails that say, "We know who you represent, Mr. Tracy."? Just creepy stuff that somehow gets past mail handlers at the corporate/personal level or past email filters. Stuff that his secretary doesn't see but shows up on his screen or in his inbox. Not sure where to go with it, but the concern would be someone finding out about IR.

For that matter, why hasn't the Hood told anyone else that he knows who IR really is? That could be a really interesting plotline if he somehow let it slip (or someone made it him tell).

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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Sat, 15 Sep 2012 14:15:35 GMT

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Sounds intriguing! If we did it by emails it would give a great opportunity for Lena to star for a bit. Maybe even another agent as well, depending on where the emails are tracked to.

Could the Hood have been broken? Does IR now face an even worse enemy? Who could it be?

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Subject: Re: Plot Suggestions

Posted by [Tikatu](#) on Sat, 15 Sep 2012 14:21:16 GMT

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Re: the Hood. My first guess would be the WorldGov. He's on Interpol's top wanted lists, pretty much. They would have noticed his obsession with IR and figured he had something about them to spill. That in itself would make for a rather dark and twisty subplot all its own.

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