

## About TimeScape – Some Notes and History

In the early 1990's, I was working as a consultant writer to a video game company. They chose a theme for a game based on time travel. The company was poorly managed, had internal and external problems, and consequently, eventually went out of business. And because of that, they never paid me for my work. So, I retained the rights to the subject matter and all that I had written. As I had little interest in pursuing further video game writing, I shelved the material.

About a decade later, I considered converting the story line from the game format into a novel. I did some rough outline work on it and, again, put it aside. This time for lack of spare time.

From late 2018 through early 2021, while in the early preparations of moving us and all of our possessions out of the country, I collected all of the material into a better format and began some more realistic organizing toward the book. Over time, I poked at the story, now and then, but nothing seriously.

In the last six plus months of late 2022 and early 2023 of forced exile away from home and armed with only a laptop and the occasional hike around town and trip to the grocery store for entertainment, I managed to complete the book...or so I thought.

Two weeks after putting it down, I realized the story was nagging at me that it was not complete. So, I began a sequel. Well, not really a sequel, really just a continuation. Now, in the summer of 2024, with 50,000 plus words into that second tome, I am realizing that the story may be more on-going than it seemed, so, I have decided to go back and revise the work into a collection of shorter segments. I had begun the work thinking within in the framework of the 70,000 to 90,000 word novel format towards the idea of publishing, hence, living within those restrictions. But, since I am self-publishing, I have freed myself from that...as in, who cares how long it is?

So, I am revising the format and continuing the story and making the segments available as they are completed. I have also returned the title to its original name: "TimeScape". We shall see where it goes.

For anyone who has read the first book, "TimeScape 5357", it is Parts 1 through 10. Part 11 begins the rest that was previously to be the sequel.

What started as science fiction, soon left that realm and dove deeply into the sphere of woo-woo, make that, deep woo-woo. I realized that I was no longer writing the story, but was simply taking daily dictation from somewhere deep in my psyche. It seems that I have to live these parts of the story in our off and on stays of exile before they can become available as words to write down. It is in a sense a history of our journey. But, not a history of facts and locales, it is more a documentation of an ongoing attempt of understanding the whys and wherefors of the unfolding Universe and reflecting the various moods of hope, despair, and occasional joy.

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