

“When we finally established contact with the future, we asked them what it’s like over there. They told us: ‘You don’t want to know.’ ”---Ignacio Lorenzia, Research Director

VinTech Miskatonic (nicknamed **Forest Town** for its leafy, green environment) is a massive research complex jointly owned by **1990s Miskatonic University** (a prestigious American university) and **2020s Vingroup** (a business conglomerate based in Vietnam), built on the family estates of the late Colonel Satchel Wade.

Located in Massachusetts, Forest Town encourages technological cooperation between 2020s Vietnam and 1990s United States. Forest Town’s primary focus is artificial intelligence and automotive engineering, two sectors that Vingroup is heavily interested in pursuing.

Though most of Forest Town’s research and development programs are geared towards civilian use, some programs have been quietly sponsored by **March Technologies** (a US-based defense contractor) and Vietnam’s **Ministry of National Defense**.

Description

Designed as a cookie-cutter community that follows the usual, asymmetrical Levittown style of pattern. The prospectus highlights it was built with *HIGH-TECH DESIGN ELEMENTS*.

Forest Town was developed using artificial-intelligence architectural design systems developed by Vingroup. The roads are slightly wider, more curved and rounded. The intricacies of Forest Town’s roads are never boring and each of them is different in some way to all the others. The roads intend to create a sense of novelty.

It’s also difficult to speed without crashing on the inside roads except **Circle Road**. Circle Road attracts hotrod arseholes who can be heard racing in the deep AM.

Forest Town is divided into six sectors separated by the main road network: the largest and most well-known sector is called the **Business Park**. Each sector is made to look slightly different and contains:

- Research Labs
- Residential Area
- Security Office
- Centralized Water-And-Waste Monitoring Station
- Electrical Substation
- Market Area
- Cozy stripmall of gas stations, shops and restaurants

The stripmall surrounds a large shared park at the center of Forest Town - creatively called **Center Park**.

The Business Park sector is only accessible by Circle Road which rings the outside of Forest Town.

A three meter wall surrounds Forest Town with security checkpoints at every one of the six access gates.

History

Ignacio Lorenzia, a notable Chicano businessman with ties to **The Network**, periodically sponsored fringe research into time communication - believing that insights from the past and future would revolutionize the world. In 1995, he successfully made contact with a futuristic organization called **Vingroup**, a massive Vietnamese conglomerate that also researches time communication.

Vingroup does exist in the present era, but calls itself Technocom and sells dried food to Ukrainians. In the future, Vingroup will become a massive business conglomerate, only to encounter a disastrous event - **the TELL Incident**. Vingroup refuses to tell Ignacio what the Incident is...only that they want to avert it in the past before the world is destroyed in the future.

By 1996, Ignacio convinced Miskatonic University to establish an “embassy” to connect the present era and the future era together, ensuring free trade and flow of information. This “embassy” idea served as the initial blueprint for VinTech Miskatonic.

The acreage was bought quietly from Colonel Satchel Wade’s lone heir (Chrissy Wade) in early 1997 with plans submitted and approved by the end of the second quarter of the same year. The area was graded in 1998 with all the first sector foundations laid and set by rotating sets of construction workers working 24/7 and living in offsite campers. The project used up all the local construction firms and money had no problem flowing for their work. Lots of firms grew fat from the work. All staff had to sign scary NDAs. Scientists started moving to the town in 1999.

The first (and, so far, current) Research Director is Ignacio Lorenzia. Ignacio is responsible for resolving disputes between Miskatonic University and Vingroup.

Interesting Locations

Time Communication Plaza

There are four housing units at the end of Pine Drive, a cul-de-sac, numbered 20 A, 20 B, 20 C and 20 D. Only Ignacio Lorenzia and certain designated personnel are allowed in these housing units, where a confidential ritual is performed to commune with Vingroup. It is through this ritual that Vingroup is able to make its wishes manifest. The houses themselves are bare, except for a complete set of cupboards and wooden panels (recently installed by carpenters).

The Last Sector

The fifth sector is unfinished. Construction has stopped-and started a few times. There was some bad press when a research lab had to be dug up and relaid. There are rumors of a sort of partial collapse of an underground parking structure. The official story is that a section of sewage lines needed to be redirected to avoid a fine and potential lawsuits. Digging up piping takes time but they're working against the clock to open the sector on schedule.

The Dolmen

At the center of Center Park is a short, squat brick wall surrounding a large, shallow pond or moat. In the middle of the pond is an island. On the island is an artificial dolmen covered in ivy. It's a very mysterious and pretty sculpture that looks really cool in foggy mornings.

Satchel Wade Memorial Society

The area around the Business Park is dedicated to the late Colonel Satchel Wade, a Miskatonic Valley war hero who died during the Vietnam War. In the center of the area is a one-story building, marked with a silver cross and a statue of a green hawk at top. People (mainly tourists) visit Satchel Wade's "tomb" to pray for good luck. Chrissy Wade's house (the last remnant of the Wade family's estates) is in this area as well. Rumor has it that there is an illegal casino outfit that operates here, preying on tourists who are testing their good luck.

Access Gates

The access gates are numbered by their coterminous sectors. The five sectors are numbered from one (north-facing) to five, anticlockwise. The access gates are thus numbered: 12, 23, 34, 45 and 51.

STANDARD FOREST TOWN FLOOR PLAN

The design of Forest Town's houses follow this floor plan with variants adjusted because of local geography, direction, layout and other reasons.



All the houses are wide, single-storey units, owned by Vingroup. They are sold to potential residents at market price. They all have basements.

The design of Forest Town's research labs follow this floor plan with variants adjusted because of local geography, direction, layouts and other reasons.

