

Operation ENDOSCOPE PARLAY

Good morning. As you are all aware, spell-casting using anagrams was the go-to occult discipline of the Seventeenth Century AD, and continued to retain some nostalgic popularity until the first half of the Nineteenth. Unfortunately, with the rise of modern linguistics the power available to linguistic magic skyrocketed, with typically horrific results. The dirty war conducted between rival magical circles of semioticians need not be reviewed here: suffice it to say that the extermination of the last holdout Fascist and Soviet deep-penetration doomsday linguistic cults in 1953 was a close-run thing. Sufficiently so that the esoteric world's subsequent tacit abandonment of Latin was deemed regrettable, but necessary in order to prevent future breakdowns in language, perception, and local space-time.

Unfortunately for world peace, computer science is well up to the task of automating some of the functions and exercises that gave anagram sorcery its power. One particular video game company -- Sped Cheetah, makers of innovative and somewhat recondite puzzle games -- has come up with a program that, completely by accident, is capable of creating a local portion of space-time that is

malleable to anagram-based magic. That program will be loaded into their next hit video game unless something is done.

Something must be done. Fortunately, the game will not be released to beta for another year. Unfortunately, ethical strictures prevent us from simply destroying the company; they have not acted maliciously. So if the game must be 'sabotaged,' it must be done quietly -- and in a manner that Sped Cheetah's own QA department will never notice the difference. A difficult job, to be sure, but fortunately we have a specialist who can shut down the program: Art Trio, one of the best linguistic mages in the business. Your job will be to smooth his path.

Good luck!

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