

The background is a dark, teal-colored scene with a figure in the center, possibly a character in a suit or armor, with glowing red eyes. The foreground shows the top of a helmet with a circular lens or sensor. The overall mood is mysterious and ominous.

AFTER THE FALL

ZONE DESCRIPTIONS
FOR PARTICIPANTS

LEVEL 3

PLUM

You can see living quarters of the highest standard. Devastated and plundered by a mob driven mad by hunger, they have retained a glimmer of their former glory and project the aura of the wealth left behind by a prosperous caste. Some former protective barriers have not been completely destroyed. Automatic protective drones continue to guard the abandoned and forgotten legacy of representatives of the long-gone upper class.

1. It appears that this level houses the main office of Grand Archivist Vanessa ..., which is locked. And it seems, if you believe motion sensor readings, that no being (conscious or not) has dared to break the unspoken ban. SOMETHING lingers within these walls, something that cannot be explained by rational maxims.
2. When you enter the room, at first glance, you can see Vanessa's discarded outer shell pierced like a sieve by bullets) and the mummified bodies of high-ranking officers. And it seems that, in the last moments of their lives, they defended their superior to the last drop of blood.
3. Terminals are distributed throughout the rooms. Perhaps they served to manage the „merry crowd“ that once populated the halls of this place.

AQUAMARINE

Scans reveal a high proportion of organic matter in this abandoned outer zone. It seems that these stretches of land were once lively gardens filled with bustling gardeners.

In the centre of „Eden“, you can see a breathtaking installation system, seemingly a relay system that was used to make contact with extraterrestrial life. As you approach, hundreds of holograms and voices of people trying to make contact flash before your eyes.

They are people. Human faces repeating messages and greetings.
Are they asking you something?!

1. Do you answer, hoping to start a new conversation...?
2. Or do you leave their questions unanswered...?
3. Will you hold those who live in the skies responsible for this hell here on Earth?

LEVEL 2

LILAC

The rooms surrounding the level are concrete halls, practically devoid of furniture, but equipped with puzzling apparatus. The sparse furnishings include individual chairs, tables, and file cabinets. Belts and harnesses are attached to both the furniture and the walls. Sensors indicate silhouettes, cold and rigid, huddled in small rooms. Multiple data banks seem to be the top priority. They are well protected and certainly valuable.

1. This place is an abhorrent scene of torment. For better or worse - it must be destroyed.
2. Whatever was tested here and stored on memory drives could prove crucial, and these databases are preserved like few others.
3. We should stay here for as little time as possible. Nonetheless, using the terminals here for long-range reconnaissance of the Complex should not take long.

GREEN

The equipment in this zone shows a high concentration of methane. Thick glass walls overgrown with a peculiar lichen reveal endless rows of stacked cubicles filled with rotting organic plant matter. The cubicles are crisscrossed by walkways suspended on metal girders, which allow navigating the area. The room seems to have

no floor or ceiling, and the metallic clanking of cords and mechanical rattling echoes throughout the tower, together with footsteps and the echoes of voices.

1. This place is crawling with humanoid machines, all of them heavily concentrated in one area. We can get rid of them all in one fell swoop! A transmitter set up in the corridor should lure them right into our ambush.

2. These voices. Are they Constructs? Let's move carefully and take a closer look at everything.

3. With a little bit of effort, we might succeed to lure the machines out of the zone and fence them in with a barrier... This place must have plenty of resources to help grow crops in all conditions.

OLIVE

The air in the area is contaminated with leaking Freon. It most likely comes from the looted kitchen and canteen fridges.

Night vision allows you to see down below, deserted food vending machines, cabinets, and handy refrigerators that have been transformed into lockers for handy items for the people unnaturally crowded in the area. This was probably an attempt to organise the space to make it usable for a longer time period.

On the other side of the hall, there is a passage to the next zone, which can be accessed using a railing, allowing you to walk over the battered place.

1. Let's look around the kitchen area.
2. Let's carefully search the belongings of the locals.
3. There's no time to lose - onwards to the next zone!

LIME

A complex of premises, looking like offices and meeting rooms, filled with luxuries, elaborate decorations, and E.P.C.C.C. emblems. Each office of high-ranking officials of the organisation has its data bank.

Our preliminary reconnaissance also located a separate room with the inscription TOP SECRET on the door.

1. That's what we're here for - to connect IT capacitors to data banks and download whatever we can.
2. Whatever is haunting this place, better never threaten anyone again - let the virus in and wipe it all out. Let the mistakes of the past remain buried.
3. A quick surveillance makes it possible to understand the purpose of the „Top Secret“ project. To understand the intention, one would need to know the details, but let those details never be known by anyone. They wanted to control people's minds, to treat us like cattle. Everything in this room must be wiped out.

SEAGREEN

Visible from afar the zone shimmers and flickers with bursts of neon light and electricity arcing from unisolated cabling. Your sensors alert you to a drastic rise in radioactivity and toxins, that must be making their way in through a blown up airlock leading to a different building of a complex. The area must have been a recreational center of sorts. However calling it a heart of a community would be overstatement, as all the social activities were replaced long before the fall of a complex. Now it looks more like a cyberpunk battleground riddled with bullet holes and eviscerated holocabins.

1. Examine the advanced tech of holo projectors.
2. Take advantage of limited entry points and lots of cover to set up an ambush for the ghouls, to eradicate them from the zone.
3. Examine the bridge leading to the other building of the complex to try to understand what happened here.

LEVEL 1

LILAC

Although we only have access to the service section, for now, there is no doubt that this is the heart of the Complex. The main core of the Archive. Sensors are going crazy from the number of disturbances and conflicting signals resonating throughout the sector. If the area has not been devastated inside, then it's certainly heavily defended. But what is defending it?

1. The holy grail is at our fingertips. Let's crack the wall and get to the memory core!
2. That's what we're here for - to connect IT capacitors to data banks and download whatever we can.
3. Whatever is haunting this place, better never threaten anyone again - let the virus in and wipe it all out. Let the mistakes of the past remain buried.

GREEN

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2. These voices. Are they Constructs? Let's move carefully and take a closer look at everything.

3. With a little bit of effort, we might succeed to lure the machines out of the zone and fence them in with a barrier... This place must have plenty of resources to help grow crops in all conditions.

LIGHT

In these rooms, electromagnetic sensors show the intense activity of the medical machinery, which seems to be still functioning. Test benches and instruments are everywhere around. The laboratory area is in a disarray (scattered instruments, vials of substances, torn wiring, pieces of coatings, and flashing terminals). Mummified human remains still lie at some of the medical stations. A passage, cluttered with parts of equipment from the rooms, draws our eyes to it.

1. Let's explore the casualty department - medical resources are high on our priority list.
2. We should explore the lab - maybe there are some futuristic gadgets that can be used.
3. Once we clear out this place, we will have an convenient and safe way up to the upper floors, so let's get to work!

CORAL

This part of the building houses lodgings for the class 2 staff. Several passageways near the security corps barracks, also located in this part of the building, are blocked with barricades made of furniture. It's hard to tell who was defending against whom... Apart from these points, the rooms give the impression that people tried to live here in relatively normal conditions. The walls and the photographs of famous people hanging on them bear nasty and racist insults and reproachful accusations for the situation these people were in.

1. Let's look around among the tattered remnants of past lives... perhaps in this way we can determine what fate befell the inhabitants.
2. We must get to the barracks, there must be some military supplies there.
3. If the maps are accurate, the main memory core must be right behind the reinforced wall Let's have the demolition tools ready and get going!

LEVEL 0

LILAC

The scans show a large undeveloped space. The corridor surrounding the floor features a lift and terminals that were probably responsible for the building's security and fire fighting system. There must have been a kind of arms control point here.

1. The lift shafts appear to be intact. If we connect our portable power sources and spend some time servicing the mechanisms, we can probably make use of them.
2. Everywhere on the walls and recesses, there are control panels and terminals in varying degrees of devastation. Some of them, however, are in working order. They could probably be used to connect to any sensor or camera in the Complex.
3. At first glance, you can see that also here someone has left traces of their presence. Among the graffiti, there are long lines of text in fine, intricate writing. What story was someone trying to preserve?

GREEN

The equipment in this zone shows a high concentration of methane. Thick glass walls overgrown with a peculiar lichen reveal endless rows of stacked cubicles filled with rotting organic plant matter.

The cubicles are crisscrossed by walkways suspended on metal girders, which allow navigating the area. The room seems to have no floor or ceiling, and the metallic clanking of cords and mechanical rattling echoes throughout the tower, together with footsteps and the echoes of voices.

In the immediate vicinity of the Hydroponic tower, there is an airstrip where rests a crushed Jet. Its front is slammed from above by a massive gate. It seems that someone or something deliberately wanted to thwart the escape attempt of its passengers...

1. The open space of the airstrip is a perfect place to prepare converging fields of fire. By luring a potential threat out of the middle of the Hydroponic tower, we will save ourselves the trouble of sneaking around. They stand no chance against concentrated fire in an empty area without cover.
2. Swiftly and quietly, that's the way to move here. If we make no mistake, we have a straight path to the next zone.
3. What happened here... maybe this aircraft will tell us the story of its passengers...

BLUE

The open space bears the signs of combat and resistance of people clinging to life. Initial reconnaissance reveals makeshift shelters and several automatic turrets near the stairs. Ahead of the turrets lie the mangled remains of destroyed squadrons of people who appear to have moved directly towards the rain of bullets. In the eastern part of the zone, sensors register spikes in the voltage of malfunctioning vacuum airlock systems. If the overview plans are to be believed, a room formerly used for prefabricating information should be located there.

1. Let's leave the cyber horrors alone and carefully scour the area. We will see if there is anything here that is not destroyed.
2. Take a look at the bodies of the fallen, maybe it's one of our squadrons that went missing in the complex.

3. Let's try to get to what's behind the airlock... whatever it is, it must be important.

● NAVY

The vast devastated space of a supply station that once could handle dozens if not hundreds of transports a day. Through a breach in the wall, made by something with the force of a mining explosive, you see the battlefield. Sensors register traces of multiple attempts to break into the Complex.

1. There's nothing worth our time here, we must get going.
2. For years, attempts had been made to get here, so let's see if we can find something to help us avoid the mistakes of our predecessors.
3. Our troops came in here recently, let's see if we can work out what happened to them.

○ WHITE

The large atrium served a representative function in the building. People crossing the threshold had to feel respect for the corporation, so space was filled with busts of important people, E.P.C.C. emblems, fountains, and holograms depicting the achievements that the world owed to the corporation. Farther down the hall, there are showcase desks of officials with everything overseen by the glass-walled security room.

1. After initial reconnaissance, a motion detector revealed the presence of a single humanoid robot that roams the hall. On closer approach, you can hear it mumbling to itself. It keeps repeating „hungry” and „cold”. We must investigate it.
2. There's no time and no resources to check every nook and cranny of the place now. Move on.
3. The security room looks like something definitely worth opening... You just have to burn through the reinforced airlock.

LEVEL -1

LILAC

The rooms surrounding the level are concrete halls, practically devoid of furniture, but equipped with puzzling apparatus. The sparse furnishings include individual chairs, tables, and file cabinets. Belts and harnesses are attached to both the furniture and the walls. Sensors indicate silhouettes, cold and rigid, huddled in small rooms. Multiple data banks seem to be the top priority. They are well protected and certainly valuable.

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GOLD

This site is the heart of the cybernetic and electromagnetic anomalies in the complex. It can't be surveyed with long-range sensors, and the drones sent there disappear without a trace. Our readings show a high concentration of electromagnetic discharges, which are noticeable over most of this floor. Once we pass through the airlock, almost immediately the torchlight reveals a maze of panels and shimmering walls where information is catalogued. Each section has displays to read the data. This is a data sorting room.

1. That's what we're here for - to connect IT capacitors to data banks and download whatever we can.
2. Whatever is haunting this place, better never threaten anyone again - let the virus in and wipe it all out. Let the mistakes of the past remain buried.
3. Let's leave the cyber horrors alone and carefully scour the area. We will see if there is anything here that is not destroyed.

COPPER

Third-class workers' lodgings. The corporation certainly saved on labour because it seems that these people worked where they lived. This part of the floor is a complex of offices intermixed with living quarters that must have been overcrowded. The blood-splashed walls are covered with dirt, faded printouts, and children's drawings. In some places, the passageways are cluttered with barricades made of furniture and defiled symbols of a corporation.

1. There are no bodies among the shreds of human habitation. There are, however, rusty streaks that inevitably mark the direction of dragging of someone who was bleeding profusely. What immediately draws your attention is that one of the streaks is... fresh.

2. We must go through this maze with a fine-toothed comb before we move on. It's too easy to get ambushed between the sleeping chambers. Moreover, maybe we can discover what happened here.

3. There should be a supply station and a medical dispenser somewhere deep in this zone. Even if it turns out to be empty, it is a very valuable artefact.

LEVEL -2

LILAC

The scans show a large undeveloped space. The corridor surrounding the floor features a lift and terminals that were probably responsible for the building's security and fire fighting system. It's clear that by controlling this area you can access any of the other zones on this floor.

1. The lift shafts appear to be intact. If we connect our portable power sources and spend some time servicing the mechanisms, we can probably make use of them.

2. Everywhere on the walls and recesses, there are control panels and terminals in varying degrees of devastation. Some of them, however, are in working order. They could probably be used to connect to any sensor or camera in the Complex.

3. At first glance, you can see that also here someone has left traces of their presence. Among the graffiti, there are long lines of text in fine, intricate writing. What story was someone trying to preserve?

GREY

Sensors register a spike in methane concentrations to such levels that you are glad to have oxygen masks. The cameras of mobile drones that were sent inside show dozens of silhouettes. The room is filled with humanoid robots. However, there are no energy signatures. They are resting on racks and tables, but some of them are lying on the floor. A few of them are still connected by wiring to control panels.

It turns out that it's possible to restore some of the shells to full operational capability. System diagnostics indicate that their AI bears no signs of damage or degeneration that are typical of the other constructs roaming the Complex.

1. Activate the support protocol.
2. Activate the combat protocol.
3. We must blow the place up, better to be sure they will not turn against us.

YELLOW

This place is a huge warehouse. Towering steel cabinets are filled with all sorts of sealed goods from the bygone era. Some cabinets are opened and their contents are strewn about the floor, but surprisingly many are intact. Our reconnaissance has revealed that there are several heavily armoured Loading Drones in this area. They, for some incomprehensible reason, are patrolling the entire warehouse and cannot be bypassed from either side. If your readings are correct, someone has switched their base behaviour protocols to aggressive guard duty.

1. We're going in at once.
2. We call in support, we don't have anti-armour weapons, so the risk is huge.

BEIGE

This place is a huge warehouse. Towering steel cabinets are filled with all sorts of sealed goods from the bygone era. Some cabinets are opened and their contents are strewn about the floor, but surprisingly many are intact. Our reconnaissance has revealed that there are several heavily armoured Loading Drones in this area. They, for some incomprehensible reason, are patrolling the entire warehouse and cannot be bypassed from either side. If your readings are correct, someone has switched their base behaviour protocols to aggressive guard duty.

1. We're going in at once.
2. We call in support, we don't have anti-armour weapons, so the risk is huge.

PINK

Once you step through the entrance, a scene of terror and decay unfolds before your eyes. The name of the room describes this place as the living quarters of class four employees, but they look more like dirty, dark cells with only the most basic furnishings. You can still smell the stench of the miserable quality of life of the people staying here. The walls are smeared with insults and curses directed at the ruling class, blaming them for the destruction of the world.

1. The meters show high energy readings in this zone. There must be a massive source of power located here. It must be in the immediate vicinity of this battleground.
2. After initial reconnaissance, a motion detector revealed the presence of a single humanoid robot that roams the hall. On closer approach, you can hear it mumbling to itself. It keeps repeating „hungry” and „cold”. We must investigate it.
3. There's no time and no resources to check every nook and cranny of the place now. Move on.

