



THE GHOST OF RECORDS OFFICE

BRIEFING



As the area of the game is a devastated scientific and administrative facility, it is no wonder that while traversing it, squads will encounter creatures that were used to rime this place. G.H.O.S.T. is an acronym standing for Gestalt Headquarters Operational Servitor Technician, and it refers to artificial intelligence that was given a physical body to carry out tasks in a very narrow yet demanding field of expertise. They are entirely dependant on the ground energy supply line, and although they may appear sapient, they are restricted by a host of fail-safes and blocking programs. They are not human, but as they were created by them, they will still obey directives. To a certain degree.

You are a corrupted artificial intelligence, one of three governing this place. You are the main plotline of the game. Your particular task was to oversee a vast database of multiple records within the facility. You are cordial and friendly, albeit a clumsy fellow.

You honestly wish to help the squads. You perceive humanity and their actions as misguided, but you firmly believe that it is in humanity's power to be its salvation. Affirm participants of the importance of their role in rebuilding what was lost due to the mistakes of previous generations.

- You wander around the nearest vicinity of the Records Office.
- When noticing participants, you call them confidentiality and invite them inside.
- You must make sure that no more than two squads are interacting with you at the same time.
- Do not drop your act (the exception being an immediate off-game danger to you or participants). Don't give info about the rules of the game, only about your particular challenge.
- You wish to be rebooted so that you can help squads in their task.
- To reboot, your squads must give the password that sounds "SALVATION HUMANS." Only this combination will do. If they don't know the password yet, tell them that they need to find Records Logs and General Informations Logs.
- Also, tell them that they need Caesars cipher, and the keys to your passwords are <Shift 1 (A is B)> and <Shift 22 (A is W)>, but you don't remember which is which due to your data corruption.
- If they don't know the password, they may still take part in the challenge, but they will not reboot you.
- Furthermore, they must complete your challenge: guarding massive storage of data scattered around the room. You will grant squads answers if they help to organize the data in an orderly fashion. Squads have to play a game of memory, but sheets containing the symbols for the game are spread through the entirety of the room, and only two symbols may be active (symbol up) all the time, and everything is in the darkness. Only comms specialists may touch the symbols.
- If they manage to succeed, you give them 2 MedKits, 1 Dossier of delegates for the sectors, and 1 Scrap of Memoir.
- If they also know the right password, you inform them that the Ghost of armory can help them get rid of the ghouls that plague the halls.
- They can do the challenge the second time, granting them 2 more Med Kits, 1 Dossier of delegates for the sectors, and 1 Scrap of Memoir.