



THE GHOST OF ARMOURY

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 run 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 corrupted artificial intelligence, one of three governing this place. You are the main plotline of the game. Your particular task was to oversee the storage of military hardware within the facility, and also coordinate the automated defense systems. You are a cranky and stiff individual that is always on duty and still grumpy.

You do not care about the squads, but as a good soldier that you are, you value their courage. You perceive humanity and their actions as chaotic rabble that killed their world and did not understand how such feeble creatures could create such technological marvels in the first place. Try to keep the squads always on edge.

- You wander around the nearest vicinity of the Armoury.
- When noticing participants, you do not interact with them unless specifically addressed. When they tell you who they are, you reluctantly let them into the armory claiming that previous owners took most of the toys before they left.
- 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 respective challenge.
- You wish to be rebooted so that you can manage those pesky ghouls in the facility.
- To reboot, your squads must give the password that sounds "IT IS FEAR THAT RADICALIZES COMMUNITIES OF MAN." Only this combination will do. If they don't know the password yet, tell them that they need to find a Dossier of delegates for the sectors Logs.
- Also, tell them that the key to your passwords is <Shift 4 (A is E)> and that you will eliminate the ghouls in the area if they successfully reboot you.
- 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 the terminal to the defense system of the facility. You will disarm all the Tripwire defenses and give squads the answers they need if they can get to the control terminal. This will prove a difficult challenge; however, as the terminal is hidden somewhere in the room, that itself is filled with a tripwire. At least one squad needs to reach the symbol and show it to you without touching the tripwire. If the tripwire is touched, then the squad must go back to the beginning of the challenge and start all over again.
- If they manage to succeed, you give them 2 Oxygen tanks, and 2 Scrap of Memoir.
- If they also know the right password, you inform them that the Key to rebooting Ghost of the Laboratory is <Shift 11 (A is L)> and that he owns the database they are looking for. Then you wander off informing the ghouls that they are free to go (you should make a scene out of this, like combat or exorcism), and destroy all the tripwire traps.
- They can do the challenge the second time, granting them 2 Oxygen tanks, and 2 Scrap of Memoir.