



# THE GHOST OF LABORATORY

## 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 dependent 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 the leading scientific center within the facility, that up until the very end, was conducting trials and experiments for the betterment of mankind. You are an inspired creature of unshakable purpose. The most human of all AI, you were designed to understand the nature of mankind, the better to find solutions to its problems.

In the squad, you see hope like you haven't seen since your creator has left you. You hope that they will be the ones to save the dying planet with the knowledge you possess. Alas, you do not take their good intentions for granted, and you always question their motives and try to gauge their devotion to the cause.

- You wander around the nearest vicinity of the Laboratory.
- When noticing participants, you approach them and try to have a closer look.
- You must make sure that no more than two squads are interacting with you at the same time.
- Do not drop your act (an 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 again use your knowledge for the betterment of humanity.
- To reboot your squads must give the password that sounds "STOP THIS HATE MADNESS WE ARE THE SAME ALL OF MEN. " Only this combination will do. If they don't know the password yet tell them that they need to look for it, as you don't know where to find it.
- You do not remember the key to your rebooting protocols, nor do you know where to find it...
- If they don't know the password, they may not take part in the challenge.
- Your challenge: guarding the final prize, a database of all the vital information that the squads came here for! You will grant it if they successfully reboot you, and at least one squad completes the challenge. The database is on the other side of the room that is filled to the brim with toxic chemicals. To get to it, the entire squad must get to the other side using only two chairs (they may not stand on the floor). Everybody may stand on the chair, but only technicians in a hazmat suit may touch or move the chairs. Technicians may stand on the floor.
- If they manage to succeed, you take the database and put up an act when you download all the contents of your memory alongside your awareness to the database. You bid them farewell and tell them that you will meet again when they upload you to the mainframe. Then you march towards hq. Your appearance in the hq marks the successful finish of the game.