

First-Person Survival Horror game, focused on puzzle solving, exploration, and enemy avoidance

Synopsis:

In a remote scientific facility experimenting with nuclear fusion reactors, something has gone terribly wrong. An experimental procedure has summoned some kind of extraterrestrial lifeform, a hostile being that exists within sources of light and can manipulate them to some extent. The light security forces don't stand a chance; within hours, most of the facility is slaughtered.

You are a scientist who wakes up in the security station, with no memory of what has happened (Amnesia). The facility is on lockdown, and everyone else is dead. In order to find a way to escape, you'll need to delve deeper into the research facility and find out what exactly happened. Beware the light...

Setting

- *Time Period:* January 1993
- *Location:* Double-H Facility, Nunavut, Canada
 - A research facility created in order to develop practical nuclear fusion-based power systems. Constructed in a remote location to minimize potential radiation leaks, the facility is isolated from the modern world. The staff live within the facility full-time, with supply drops and flights to/from the mainland unavailable during the winter.

Characters

- *The Scientist (Dr. Yu, 104)*
 - The main protagonist, an unnamed scientist who wakes up alone in the security station of the Double-H Facility. They are faceless and voiceless, an avatar for the player. The notes in the Medical section of the Security Station reveal that they were put into a coma and suffered short-term memory loss after the Sunspot attacked the Reactor. They lived in room 104, and according to notes in the facility, their last name is "Yu". They're also apparently a heavy drinker.
- *The Sunspot*
 - The Sunspot is an extraterrestrial creature, "hatched" from an attempt to replicate the nuclear fusion that occurs in stars. It can only safely survive in light, but can manipulate the electronics around it to traverse its environment. It appears humanoid, and is incredibly hostile to human life, but aside from that not much is known about it. Dr. Lucks tried to study it, but what he found drove him to madness. The Sunspot kills its victims by grabbing them and burning them to death with the energy flowing from its hands.
- *Dr. Lucks*

- Dr. Lucks was the founder and chief scientist of the Double-H Facility. A morally flexible, “move fast and break things” type of inventor, his efforts to create artificial fusion were primarily motivated by fame, fortune, and a narcissism complex (all of which brought him into conflict with Dr. Senja). After the Sunspot “hatched”, Dr. Lucks had it contained and tried to study it, despite the complaints of the other scientists. Lucks grew more obsessive and maniacal in his study of the Sunspot, and eventually pushed too far, allowing it to escape and getting himself killed in the process.
- *Dr. Desi Senja*
 - Dr. Senja was the Head of Research at the Double-H facility. A more empathetic, cautious-minded person, her focus on the safety procedures of the experiments put her into conflict with her boss, Dr. Lucks. While Lucks chased fame, Senja searched for meaning, trying to create something that could truly benefit humanity. After the Sunspot was created, Senja tried to dissuade Lucks from studying it and convince him to destroy it, to no avail. After the Sunspot escaped, Senja decided to take desperate measures and destroy the facility using dynamite from the Security Station (with help from Dr. Young), but was killed by the Sunspot before she could do so.
- *Dr. Young (101)*
 - Dr. Young was a new hire and recent graduate, brought on by Dr. Lucks primarily so the starry-eyed student could stroke his ego. However, as time went on Dr. Young grew disillusioned with Dr. Lucks, especially after the incident in the Reactor. After the Sunspot escaped, Dr. Young teamed up with Dr. Senja to help destroy the facility, but was killed before he could retrieve the dynamite from the Security Station.
- *Dr. Jansen (102)*
 - A brilliant, if paranoid and asocial, scientist. After the Reactor incident she locked herself away in her room with stolen supplies, refusing to leave. She was able to survive the longest of the facility staff, but would ultimately be killed by the Sunspot after venturing out for further supplies.
- *Dr. Starr (103) and Dr. Kyle (106)*
 - Dr. Starr and Dr. Kyle fell in love with each other, and the two began a workplace fling. After Dr. Senja found out and threatened to tell Dr. Lucks, Kyle stole her room keycard in the hopes of extorting her silence on the matter. However, the Reactor incident and Dr. Lucks’ experiments on the Sunspot left the topic moot. When the Sunspot escaped from the Laboratories, Kyle and Starr committed suicide, overdosing on pills to avoid being killed by it.
- *Dr. Sobil (105)*
 - A mediocre scientist but a highly effective asskisser, Dr. Sobil was placed in charge of Game Room access by Dr. Lucks, and used his tiny position of power to exert as much tyranny on his coworkers as possible. He was killed in the Reactor incident.
- *Dr. Milo (107)*

- An opportunistic scientist, Dr. Milo ran a side hustle smuggling in contraband from the mainland, hiding it in a crawlspace behind his room, and selling it to his coworkers at high markups. The firecrackers you find around the facility were brought in by him. He was killed in the Reactor incident.
- *Dr. Davis (108):*
 - An average scientist, who took advantage of her room placement to extort extra supplies from Drs. Kyle, Starr, and Milo, in exchange for her silence on their lovemaking/smuggling. She was killed in the Reactor incident.
- *Security Chief Wilson*
 - The chief of Double-H Station's understaffed security team. Gruff and job-minded, he was one of the most outspoken proponents of destroying the Sunspot after the Reactor incident. When the Sunspot escaped, he and the security team lured it into the Security Station, hoping to buy the scientists time to escape. He was killed by the Sunspot in his room, after his efforts to shut off the Security Station's power and lock it inside failed.

Tooltips

Gameplay Tooltips (appear at specific points during gameplay)

- *Press [W] [A] [S] [D] to move.*
 - Upon spawning in the Medical Wing
- *Press [E] to interact with buttons, keypads, and other objects.*
 - Upon entering the Armory
- *Hold [SHIFT] to sprint. Sprinting drains stamina and makes lots of noise.*
 - Upon entering the Brig
- *Hold [CTRL] to crouch. You move slower while crouching, but are much quieter and harder to spot.*
 - Upon entering the Barracks from the Brig
- *Press [E] in front of a locker to hide inside it. Press [E] again to leave.*
 - Appears after getting close to a locker for the first time.
- *Press [N] to access the note menu. Notes can have helpful information.*
 - Appears after picking up a note for the first time.
- *Press [I] to access the inventory, to see your items and keycards.*
 - Appears after picking up the Security Keycard.
- *Turn off the lights!*
 - Appears when the Sunspot spawns in the Security Center, after opening the locked door connecting the Barracks to the hallway.
- *Press [1] to equip a bottle of pills and press [LMB] to use it. Pills will reset your stamina meter, allowing you to run for longer.*
 - Appears after picking up a pill bottle for the first time.
- *Press [2] to equip a firecracker and press [LMB] to throw it. Firecrackers make a loud, distracting noise.*
 - Appears after picking up a firecracker for the first time.

- *Press [3] to equip a repair kit and, while standing next to a broken light switch, press [LMB] to fix it.*
 - Appears after picking up a repair kit for the first time.
- *Use green computers to save your game*
 - Appears after getting close to a save computer.
- *Standing in light will fill up the detection meter. The brighter the light, the faster it will fill. If it's full, run and hide!*
 - Upon entering the Hub for the first time.
- *Use light switches to turn off lights. Turning off the lights around it will stun it, but break the light switch in the process.*
 - After entering the Security Checkpoint through the Security Station

Death Tooltips (Appear below GAME OVER screen)

- *Fireworks won't distract it if it's already seen you.*
- *If the lights around you are getting brighter, it's getting closer.*
- *Keep some pills handy in case you run out of stamina.*
- *If it's close, turn off the lights around you to stun it.*
- *Don't forget to repair light switches.*
- *If it sees you, run and hide!*
- *Don't let it see you enter a locker.*
- *Don't leave a locker until it's gone.*
- *The brighter the light, the faster you will be detected.*
- *It doesn't need to see you to detect you.*
- *Turn off the lights whenever possible.*
- *Stay quiet!*
- *Stay out of sight!*
- *Stay out of the light!*

Mission Goals

- Escape the Security Station
 - Find the Security Keycard (Found entering the main hall from the medical wing)
 - Open the Armory Door
 - Escape the Brig
 - Find the Captain's Quarters (after entering the barracks)
 - Unlock the Door
 - TURN OFF THE LIGHTS! (when the Sunspot spawns)
- Open the Exit
 - Find the Exit Code
 - Open the Radiation Seals
 - Shut Down the Reactor
 - Shut down the Reactor
 - Find a Radiation Suit
- Find a Radiation Suit (Upon finding Hub note C, Hub note E, or LQ note A)

- Find Dr. Lucks' Door Code (Upon interacting with Lucks' door)
 - Find Dr. Senja's Keycard (Upon interacting with Senja's door or finding note LQ E or LQ K)
 - Find Room 103's Door Code (Upon interacting with Room 103 or finding note LQ L)
 - Find the Game Room Keycard (Upon interacting with Game Room door or finding note LQ D)

Game Progression

This is a basic layout, subject to be updated.

The player starts the game in the *Security Station*, the work center for Double-H's small security staff. Here, they get their bearings and learn how to interact with the environment. The Sunspot appears in the distance in some scripted scares, but these serve only to boost the player's paranoia and make them think it lurks in the darkness. Upon reaching a certain point, the Sunspot finally confronts the player and chases after them, revealing that it is light, not darkness, that is dangerous. The player escapes into the first Safe Zone, which connects to the main hub. This Safe Zone also contains a safe, locked with a six-digit combination. The Security Station can no longer be accessed once it is exited (at the end of the scripted chase).

The *Hub* is a small area which contains passages to the three main areas: the Living Quarters, the Fusion Reactor, and the Research Laboratories. The exit is also visible here, but cannot be opened. Information can be found nearby revealing the player's major goal: in order to open the Exit, they must:

- Open the anti-rad lead curtains blocking the exit (Fusion Reactor)
- Find the code to open the exit (Research Laboratories)

However, only the Living Quarters can be accessed at first. The Research Laboratories are also blocked by a lead curtain, meaning the Fusion Reactor must be dealt with first. However, to safely enter the Fusion Reactor, the player needs to find a Radiation Suit in the Living Quarters.

The *Living Quarters* are where the scientists and security guards of Double-H lived. The Radiation Suit needed to access the Fusion Reactor is located in one of the rooms. In order to get it, the player must find the room's keycard by exploring the environment. Along the way, they can find notes and recordings explaining what life was like in the facility before the Sunspot attacked.

Once the player has the Radiation Suit, they can safely enter the *Fusion Reactor* (trying beforehand will kill the player). This is the center of the facility, where the staff attempted to create small-scale nuclear fusion, and where the Sunspot was created. Compared to the small, cramped hallways of the Living Quarters, the Reactor is a wide, open area, blocked off by pipes and bright beams of light. The player must move through this maze carefully to reach the control room, where they can shut down the reactor and open the lead curtains.

Once the curtains are open, the player can go to the *Research Laboratories* to get the code for the Exit. These labs were where the scientists performed smaller-scale experiments, and where the Sunspot was briefly imprisoned while Dr. Lucks tried to study it. The player must

make their way to Lucks' office, where they can find the code to escape. They can also find the body of Dr. Senja nearby, along with a final recorded note explaining her plan to destroy the facility and take the Sunspot with it. The note also lists the code for the safe, which contains bundles of dynamite.

Regardless of what ending the player chooses to take, a few minutes after collecting the code(s) the emergency lights will switch on. During this ending period, all of the lights will become Dim and be unable to be turned off, including in all of the previously safe superdark rooms (lockers and beds will still be safe). The Sunspot will also gain some new patrol patterns and be able to enter some areas it couldn't previously, including the Hub. This game state will persist until the player completes the game.

From here, the player can choose what ending they want to take. If they open the exit gates with the code, the doors slowly open to fill the room with bright white sunlight... which quickly fades to red as the sound of the Sunspot standing behind the player can be heard. On the other hand, the player can follow Senja's instructions and place the bundles of dynamite on four load-bearing pillars across the map, before returning to the Hub to detonate them. The Sunspot tries to attack the player, but they successfully detonate the bombs, and rubble violently buries both them and the Sunspot.

Notes (listed per area)

Security Station

A. *Patient Notes: Dr. Yu*

Double-H Facility Medical Diagnosis Form

Patient Name/Title: Dr. Yu (idk first name)

Date of Injury: Jan 14 93

Current Condition: pretty bad. all cut up, some bones feel fractured, still breathing but wont wake up. not dead like the others at least

Cause of Injury: the reactor shit what else

Pre-Existing Conditions: Idk bad liver maybe?

Medications: how should I know

Treatment Plan: god how long is this form why am I stuck doing this we should be out killing that fucking thing but wilson is making us sit on our asses and pretend everythings fine

Estimated Discharge Date: who cares

B. *Mutiny*

Lucks has gone completely fucking mad. I never got a good look at the creature in the reactor, but whatever Lucks is doing to it in there, it's *bad*. Everyone can hear it screaming, day in and day out, and there's no end in sight to it. The reactor is still too hot to shut down, and Lucks refuses to give us the passcode to the exit. We have the guns, goddamn it! All we need is Wilson's O.K. and we

could waste both of those freaks and be done with all this. But he refuses to even acknowledge something's wrong, or even talk to us! I swear to god, if I die here I'll have some words for Willy once we meet in hell.

C. Dr. Lucks: Notes to Security

How do you do, my boys in blue? This is doctor and honorary security consultant Lucks here with some important updates for you as we move into the new year!

- First off, big favor here, we're gonna need you to start pulling medical duty. I've had to postpone hiring a full-time doctor till next year, but once the reactor starts pumping out proper energy we'll have enough financing to hire an entire hospital! Till then, you shouldn't have too much trouble keeping the science team healthy.
- Secondly, I've been getting some reports about shady goings-on from my scientists, and I'm going to have to ask you all to stop the rumors. The science team is bright and intelligent and are pouring all of their energy into keeping our reactor running. They don't have time to be bothered by baseless complaints of "smuggling rings" and "blackmail", especially with the next big fusion test coming up. This is private property, and it's your job to defend it, not to police the people living on it. If you have anything to report, tell Chief Wilson from now on.
- And that's everything! I know it's been a shaky first year, but we've got big plans for January. When these next tests go through, Double-H is gonna be put on the map, and your names are gonna go in the history books! Until then, keep on keeping on!

D. Armory Passcode

The chief finally called me out on not following protocol and changing the brig passcode every week. I had to bite my tongue to keep from saying, buddy, we're out in the middle of the Canadian wilderness. Who are we planning on locking up, penguins? Corporate spies dressed up like Eskimos? Sure, Dr. Yu has a wild bender now and again, and there's that whole contraband smuggling thing, but until Lucks pays us to actually give a shit I'm fine to just sleep and play cards with the rest of the guys. This whole security gig is just overkill anyway.

Oh well. Have to make the boss man happy, I guess. I'll just go off the locker like last time (and speaking of overkill, why the hell do we have so many shotguns anyway?)

E. Brig Door Safety

PLEASE make sure someone else is with you when you are on brig duty! Once the entrance is locked, the only way out is through the timed-release door, which for safety purposes will automatically close after a few seconds. And for the love of god, don't try to sprint through either. That door is half a ton of solid iron, it *will* crush bone. If you get locked in, either get your buddy's attention, or get ready to be interred until somebody notices that you're missing.

-Security Chief Wilson

F. Wilson's Final Log

This will be my final log. That... that fucking *thing* is out there, slaughtering *my* men. I had a responsibility to keep them in the loop, and I shirked that responsibility. I've done some... some bad things... and I've spent my entire life being pulled around by assholes who keep those bad things secret. And that's led me here. The end of the line. I'm a dead man, and I've made my peace with that. The least I can do is take that thing with me before anyone else gets killed. And Lucks... I hope that creature tore you to fucking *shreds*. Wilson out.

G. Dr. Lucks: Wilson's Leash

Wilson-

I know what you're planning, and I want you to know that if you *dare* to try and stop me, I swear to god every single news anchor in the fucking world will be reading off the names of every last defenseless civilian from that town in Lebanon. Yeah, sure, go ahead and kill me. You don't think I have recordings of those coked-up tirades of yours? Of how you could've won the war with just one more bullet? I fucking *own* you, buddy, and if you don't keep your lapdogs on a tight leash and leave my experiments the fuck alone, you're gonna find out just how much mud I can sling.

-Lucks

H. Wilson: Reactor Incident Report (Censored)

The reactor [REDACTED] at around 3:00. We felt the whole building shake, [REDACTED] before the alarms started going off. Lucks [REDACTED] helped lead us inside.

[REDACTED] Most of the damage was contained by the lead safety curtains, [REDACTED]

[REDACTED] We [REDACTED] shut off the reactor manually, [REDACTED]

[REDACTED] We then fanned out and searched [REDACTED] Dr. Yu was found unconscious near an exit, [REDACTED] while [REDACTED] was found below the stairs.

We found [REDACTED] Doctors Sobil and Milo. [REDACTED]

[REDACTED] Marcus shined his flashlight over it, at which point it [REDACTED]

[REDACTED] I fired at it with my service weapon. [REDACTED]

[REDACTED] screamed out and fell prone, allowing us to trap it [REDACTED] and carry it out. [REDACTED]

Marcus and Dr. Yu remain [REDACTED] in the Medical Center, [REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]

2 (Type) Firecrackers

... seem to get its attention, but not for long.

1 (1) Repair Kit

- o stupid light switches keep chorting out, these fix em but i dont know how

- staple light switches keep shorting out, these fix em but I dont know how many are left

- kickstart adrenaline response and make it less exhausting to run, could

• Rikstart adrenaline response and make it less exhausting to run, could be useful if it goes wrong but i hope to see it doesn't come to that

- ### Spreadsheet

Double-H Research Facility Checkpoint Log 14/01/93

Double-H Research Facility Checkpoint Log 14/01/93			
Name:	Reason for entry/exit:	Entry Time:	Exit Time:
Dr. Lucks	Daybreak Tundra Yoga Session	0630	0634
Dr. Yu	Waste System Maintenance	0837	0854
Security Chief Wilson	Perimeter Check	0900	0930
Dr. Senja	Reactor Exterior Checkup	1020	1143
dr jansen	im still here im still alive	how long has it been	god how fucking long have i been here

C. *Reactor Shutdown*

THIS IS AN AUTOMATED SAFETY WARNING. THE REACTOR HAS GONE CRITICAL. HIGH RADIATION LEVELS ARE PRESENT FROM THIS POINT ONWARDS. THE PROTECTIVE LEAD CURTAINS WILL REMAIN ACTIVE UNTIL THE REACTOR IS SHUT DOWN. A RADIATION SUIT IS REQUIRED TO ENSURE PHYSICAL SAFETY. THIS MESSAGE WILL NOW REPEAT.

D. *Dr. Lucks: KEEP OUT*

Attention EVERYONE it has become very CLEAR to me that you are all POSERS. we have here the GREATEST SCIENTIFIC DISCOVERY IN HISTORY and all you MANIACS want to DESTROY IT? this is MY facility and if i have to do everything here MYSELF so be it. tonight im locking down the lab so i can experiment in PEACE. if any of you TRAITORS get locked in by the lead curtain then that's YOUR FUCKING PROBLEM. and STOP ASKING ME FOR THE FUCKING EXIT CODE!!!! YOU LEAVE WHEN I LEAVE!!!!

E. *Dr. Young: No Way Out?*

Entry Date: 02/14/1993

It's been 24 hours, and the reactor is still on lockdown. Wilson says the security guys are waiting for the temperatures to recede before they shut the reactor off, but how long will that take? A week? A month?

Dr. Lucks is still in the Experimental Lab, poking at that thing they brought out. I saw them bringing out the tube; it was pitch-black inside but whatever that thing is, it's big. Lucks had this wild look in his eyes the whole time, like he'd just found out how to turn lead to gold.

I still can't believe what happened. I was talking to Desi when the whole building shook, and then alarms started going off everywhere. Milo, Davis, and Sobil are gone, Yu's in a coma, and the rest of us have no idea what the hell is going on. It's the middle of winter, we're 200 miles away from the nearest city, and the radiation safety system is blocking our only exit. How long are we gonna be trapped here?

-Young

Living Quarters

A. *Dr. Lucks: Your Friend, Not Your Boss*

Hello Science Team! This is your friend Dr. Lucks speaking, and I want to draw special emphasis to that word: *friend*. I want you all to see me as your friend, not just your boss. If you ever want to chat or play pool or do some yoga, don't hesitate to talk to me! My door is always open! (I mean, my door is locked by magnetic sealing and requires a keycard to enter, but it's always open figuratively! Just give it a knock and I'll usually answer!)

Anyways, as we move into the new year I do have just a few quick updates.

- Unfortunately, paychecks and your letters to the mainland will be delayed until May at the earliest as I wait to hear back from my investors and as we all wait for the big summer thaw. We'll also need to manage our existing resources pretty cheaply until we can get some more shipments in. I know you're tired of the old radiation suits, trust me.
- Speaking of radiation suits, I do have *one* spare rad suit in my office, but your reasoning for why you need it had better be solid. We all need new ones, so unless yours is completely destroyed I won't hear it.

In any case, don't fret! We're almost through the winter doldrums, and I have faith that you can all get our reactor running in no time! Good luck, and have a happy January!

B. Twinkle Twinkle Little Star

twinkle twinkle little star
 how I wonder what you are
 up above the world so high
 like a diamond in the sky
 twinkle twinkle little star
 how I wonder what you are
 up above the world so high
 like a diamond in the sky
 twinkle twinkle little star
 how I wonder what you are
 up above the world so high
 like a diamond in the sky
 twinkle twinkle little star
 how I wonder what you are
 up above the world so high
 like a diamond in the sky
 twinkle twinkle little star
 how I wond

C. Dr. Lucks: Hydrogen and Helium

Hydrogen and helium. That's how this facility started; hell, that's how everything started. Some giant ball of gas full of element numero uno clenches its solar sphincter hard enough to turn it into element numero dos, and does it long enough to grow all fat and happy. Now, we scientists can break elements apart nice and easy-like, but smushing them together like stars do is a whole other ballgame. But whoever figures out how to do it for longer than a microsecond? Well, they just get to be known as the inventor of an *infinite fucking energy source*. And the person who *patents* that energy source? They get *infinite fucking money*. Double-H is a risky investment, but I'm certain it'll pay off. All I need to do is crack the code: hydrogen into helium. If the Sun can do it, why can't I?

D. Dr. Sobil: Game Room Privileges

ATTENTION EVERYONE:

I would like to make it very clear that access to the Game Room is a *privilege*, not a *right*, and it can be revoked at *any time*. Dr. Lucks has given me the responsibility of controlling access to this privilege, and I am *revoking* it until the keycard to Dr. Senja's room has been found. Consider this a motivation to help her out. If you have anything to report, please meet with me in my room.

E. *Dr. Senja: Missing Keycard*

Hey guys:

I might have already told you in person but in case you're wondering why I'm not in my office, I haven't been able to find my keycard. I must have misplaced it at some point, and I don't have a copy. My resident writeup is due soon and I need to get back into my office to finish it, so this is kind of urgent. Could you lovely people please keep your eyes peeled for it?

-Desi

F. *Dr. Senja: Concerns about Lucks*

At first, I thought Lucks' behavior was from the grief. I cried for days after what happened; four of my friends and colleagues, dead or close to it. But he never shed any tears or stopped to mourn. In fact, I haven't seen him this busy in years. He doesn't seem to sleep or eat; he spends all day in the Experimental Lab, studying that creature. He only comes back to his room at night, and even then he doesn't rest. I've watched him from his window, feverishly writing on paper, then cutting it to shreds. He refuses to listen to our issues, or even acknowledge our presence. He's become completely obsessed!

I've got the code to his room, and I've considered sneaking in, grabbing his rad suit, and shutting off the reactor. That way, even if it's still too snowy to leave, at least we could go outside and see the sun. But I don't dare leave Lucks alone with that thing. We don't know what this creature is, let alone what sort of damage it could do. But if Lucks keeps treating it like a lab rat, I'm afraid we'll find out soon enough.

Just in case: the code is 2-6-9-4. I hope he hasn't changed it...

G. *Dr. Young: Optimism*

Entry Date: 11/15/1992

Well, here I am! They managed to fly me in just before the first big winter storm. It wasn't the comfiest ride, but those cargo planes sure are sturdy. I can still hardly believe my luck. Fresh out of grad school and here I am, with an internship at an actual fusion reactor! Doctor Lucks must have been keeping an eye on me considering how fast I got snapped up. Sure, the pay isn't great and I can't contact my family until winter is through, but I have the chance to help create something that hasn't been seen outside of science fiction! Of course, the reactor isn't actually working yet, but that's why we're all here. There's a long road ahead, but I'm feeling very optimistic for the future.

-Young

H. *Dr. Jansen: Not Dead Yet*

I can hear it out there moving around. those heavy fucking footsteps keep pounding into my brain and the lights wont stop buzzing. I tore out the light

cables and barricaded the door but I may have to move soon, I think it knows I'm here. I've got supplies stashed around the facility but it's not safe to move, the lights are on everywhere buzzing and buzzing and buzzing and it keeps stomping around looking for me for ME. I have to move. just a few more days left before spring I think I've lost count. they'll send someone soon to look for me, they have to. I'm not dead yet they have to send someone. god please I need help

I. Dr. Kyle: It Won't Kill Us

God, I wish it hadn't come to this. But you and I both know there's only one way out of here. I won't let that monster take me alive. I have enough pills for you as well, but that's your choice to make. I won't force you to follow me, Starry. I just want you to be by my side as I go.

I just hope whatever comes next is warm, and green, and safe.

J. Dr. Milo: Shipment Hiccups

Yu:

I had to move your whisky shipment away from the usual spot. Wilson's been getting pretty nosy as of late so I had to stash them outside. Just tell the guy at the security checkpoint that you need to check the waste tubes or need to take a piss or something. That poor bastard's so checked out I doubt he'll think twice. And for the love of God, if Wilson catches you drunk again you'd better not mention my name.

K. Dr. Sobil: The Right Thing

I'm still fuming. Why that witch Dr. Starr and that spineless worm Dr. Kyle would want to hurt Desi like this is beyond me. I found their little *note* while I was checking Kyle's room for any contraband. I don't think they're suspicious just yet, but I'm locking down the Game Room anyway to show that I mean business. I'll give them a day to do the right thing. If not, then I'll be off to see Chief Wilson again, and this time he'll *have* to take action.

I hope Desi will have a place to sleep tonight. I almost offered her my room but I chickened out. Maybe I'll have the guts to ask her again after my shift at the reactor today.

L. Dr. Starr, to Dr. Kyle: Blackmail

Ky:

I got it! Bless her heart, Desi is way too trusting; she never even bothered to lock her locker. You and I both know the last thing we need is Desi telling Lucks about our little thing, or else it's so long Double-H, and goodbye revenue share! (And yes, I *know* what you think about Lucks, but a broken clock is still right twice a day. And hell, even if the pay is shit, at least I've still got you (:) Without her keycard, she won't be able to finish her resident writeup, and we won't give it back to her unless she makes some... favorable changes (wink wink). I've got her keycard stashed in my room for now, but I want your help on what to do next.

Meet me in my room ASAP so we can figure out exactly how to break the news to Desi. My door code got changed recently and I don't want to tell you directly (or else that weasel Sobil might hear), so here's a hint.

Remember: Yellow Stripe. Orange. Purple Stripe!

XOXO,
Starry

M. Dr. Milo: Smuggling

At first I thought I had the short end of the stick when I got this room. Then I poked around a little bit and found *this*. Turns out the angled wall wasn't some aesthetic choice after all; it was to make room for this tiny crawlspace. I have no idea what it was originally designed for, but I instantly realized what *I* could use it for. Before winter could really start, I took a couple of days off, drove into town, and bought up as much contraband as I could. Pills, booze, firecrackers; hell, I must have spent a month's salary on porno mags alone. I snuck everything in inside a spare storage tube box, then hid it all in here. Wilson might be suspicious, but the rest of the guards are paid too little to really give a shit. And hell, if they do get nosy, there's nothing like a free sample to shut someone up. Now all that's left to do is set the prices...

N. Dr. Davis: Sealed Lips

- a. Davis promises Milo and Kyle that her lips are sealed.

To Milo, Starr, Kyle: guys, look, I get it. I appreciate the stuff, but I promise you, my lips are sealed. Lord knows this is enough of a shithole for me to not try and ruin whatever little things you have going on. If I were you, I'd worry about Sobil. He's too much of a weasel to let you guys alone, and too much of an asskisser to be bought out. Maybe, you guys could find a way to pin everything *you're* doing on *him*, but you didn't hear that from me.

-Davis

O. Dr. Senja: Utopian

Sometimes I ask myself why I bothered coming here in the first place. A ramshackle facility built in the middle of nowhere by a... *opportunistic* man, let's say. I can't imagine anything more doomed to failure. And yet...

This fusion technology has the capacity to change our entire world for the better. A world powered by near-infinite energy? An environment free from the shackles of coal and oil and greenhouse gas? A society where no one has to go without heat and light, where energy bills will become a thing of the past? The scientific method doesn't allow much leeway for dreaming, but if there's even the smallest chance this facility could be the seed of a modern utopia, that's a chance I want to take. I'll just have to make sure Dr. Lucks doesn't run this place into the ground first...

P. Dr. Sobil: Pool Ball Order

ATTENTION EVERYONE:

Please ensure that, after using the pool table, all pool balls are placed back in the triangle in *exact numerical order*! This will make it much easier to take stock of what to look for in case one of the balls is lost/stolen. Failure to follow these rules may result in suspension of game room privileges.

In case you need a reminder:

- *Solids First*

- 1 (Yellow), 2 (Blue), 3 (Light Red), 4 (Purple), 5 (Orange), 6 (Green), 7 (Dark Red), 8 (Black)
 - *Stripes Second*
- 9 (Yellow), 10 (Blue), 11 (Light Red), 12 (Purple), 13 (Orange), 14 (Green), 15 (Dark Red)

Reactor

A. Dr. Lucks: Cleaning Schedule

Hey guys, Dr. Lucks here! I just wanted to remind everyone that until we have the finances to bring in a full-time custodial crew, everyone is going to need to help with cleaning duty. If you're scheduled for reactor duty, at the end of your shift, make sure to:

- Sweep and mop each room
- Operate the treatment plant and dispose of the day's waste tubes
- Repair the conveyor belts if they're malfunctioning
- Check the power room and make sure everything is working
- Clean out your locker (especially your lunch!)

And remember, if you don't help clean up after your shift, you'll be expected to do so on your day off. Remember: a clean workplace is a happy workplace!

B. Dr. Senja: Radiation Safety

Dr. Lucks may have designed most of the reactor, but the lead curtains were my idea. Lucks was very resistant to adding them until I said I'd pay for the installation out of my own pocket. In the case of a meltdown or other disaster, the curtains close off the facility from the outside world until the reactor can be shut off and the radiation reduced to a manageable level. Fusion emissions aren't as dangerous as those from nuclear fission, but I'm not taking any chances. I don't ever want this place mentioned in the same breath as Chernobyl.

C. Dr. Young: Overworked

Entry Date: 12/03/1992

Sorry I haven't written too much in the past month, I've been way too busy! Every day I'm either pulling a shift at the reactor or doing work in the labs. Watching over the reactor isn't too difficult (since it doesn't really... do much) but we have to do all of the custodial work and keep everything clean. The hardest part is moving all of those hydrogen storage tubes. The conveyor belts are supposed to automate the process but they malfunction a lot, so we have to carry them out by hand quite a bit. They're really heavy!

The lab work is a little more fun. We're trying to find different methods of achieving fusion, both in the elements we use and the tech to fuse them together. We haven't had very much luck with either, but I've had fun getting to know all my

coworkers. Dr. Senja's really nice, and she's been showing me the ropes ever since I arrived. The other scientists are nice enough, when they aren't arguing with each other over one thing or another. Funnily enough, I haven't seen Dr. Lucks very much since I arrived, either in the labs or the reactor. I'm sure he's a very busy man, but I'd like to talk to him more often!

Well, my break's almost over and I'll need to start mopping soon. We're building up to a major test next year, so hopefully my next entry will be a more exciting one!

-Young

D. Dr. Lucks: Cost Concerns

3 billion. That's how much I've sunk into this 5-acre hunk of junk. And how much have I gotten from it? *Jack. Shit.* I've hired the best, brightest, and most cost effective scientists around, and even they aren't close to making as little as a watt! I've still got the assets to ride this place out for at least another year, but how much longer can I go after that? I need some results, and I need them *soon*, or I'll have a whole bunch of angry angel investors up my ass. I may be a man of science, but right now I'm praying for a miracle. To whoever's up there, *please*. I'll take *anything* at this point.

E. Decontamination Procedure

*Decontamination Procedure
(REQUIRED to enter Reactor)*

1. Ensure radiation suit is properly secured.
2. Press button next to door to prime decontamination sequence.
3. Stand within the gray circular decontamination zone on floor until sequence is complete (leaving the zone will interrupt the process and require a restart).
4. Upon completion of process, the door to the reactor will automatically open.
In case of technical issues, check the nearby Power Station to ensure everything is running correctly.

F. Wilson: Reactor Incident Report (Uncensored)

The reactor imploded at around 3:00. We felt the whole building shake, but we were in our radiation suits before the alarms started going off. Lucks and the rest of the scientists were confused and in shock, but Dr. Senja helped lead us inside.

The whole place was a wreck. Most of the damage was contained by the lead safety curtains, but the reactor itself had been completely torn apart. We attempted to shut off the reactor manually, but the high temperatures prevented us from doing so. We then fanned out and searched for survivors. Dr. Yu was found unconscious near an exit, knocked out by some debris, while Dr. Davis' body was found below the stairs.

We found it inside the control center, standing over the bodies of Doctors Sobil and Milo. It stood silently, staring at the flashing lights and alarms of the nearby control panel. Marcus shined his flashlight over it, at which point it instantly became aware of our presence. It charged at Marcus and grabbed at him with two long, pale hands, glowing with some kind of energy. I remember

hearing Marcus scream and smelling burning flesh before I fired at it with my service weapon. It appeared to have no effect, but at that moment the lights shorted out and the room fell completely dark. The creature screamed out and fell prone, allowing us to trap it in a body bag and carry it out. I intended to lock it outside, but Dr. Lucks insisted that we instead place it under his care inside the Experimental Lab.

Marcus and Dr. Yu remain in critical condition in the Medical Center, while the bodies have yet to be retrieved and the reactor has yet to be shut off. At the current rate, we will be unable to turn off the reactor and open the exit for another two weeks.

G. Reactor Audio Transcript

Double-H Facility Reactor Audio Transcript

Automatically Recorded

Date: 14/01/93 0253

BEGIN TRANSCRIPT

Sobil: *(unintelligible) power is on, currently operating at-*

Milo: *-zero watts, as usual*

Sobil: *Don't interrupt me when I'm operating the system, this is a very delicate process*

Milo: *What's delicate about it? Every day we add in hydrogen gas and turn on the reactor, and every night all that comes out is hydrogen. You and I both know that this thing isn't ever going to work*

Sobil: *At least I know how to make an honest living you smuggler.*

Davis: *God again with this? I'll be outside helping Yu, let me know when you're done fighting*

SOUND DETECTED: *Door opening and closing*

Milo: *I have no idea what you're talking about*

Sobil: *Of course you don't. No one does but me because I'm clearly the only one around here with a conscience and if security had one as well then you'd be gone yesterday*

Milo: *Bold words coming from the man who stole Senja's keycard*

Sobil: *Don't you dare try and pin that on me, that was Starr and Kyle*

Milo: *Of course you'd know that, since you're the one who keeps snooping through our rooms. Do you do that for Lucks or Senja? I wonder what sort of stuff you've confiscated from her office*

Sobil: *You*

SOUND DETECTED: *Alarm sound*

Milo: *What the hell was that*

Sobil: *It's the reactor, it's active! 2 megawatts of power*

Milo: *Impossible*

Sobil: *3 megawatts, 5, now 10*

Milo: *Holy shit we did it, we did it*

SOUND DETECTED: *Alarm sound*

Sobil: *25 megawatts, now 49*

Milo: *How much power is this meant to output*

Sobil: *Meant to? About 1 megawatt, now we're at 100, no 350*

SOUND DETECTED: *Alarm sound*

Milo: *Something isn't right*

Sobil: *780 megawatts, 1 gigawatt*

Milo: *Shut it off it's going too far too fast*

Sobil: *I'm trying, it won't respond*

SOUND DETECTED: *Metal scraping*

Milo: *Shut it down the reactor's breaking apart*

Sobil: *No hang on, do you hear that*

SOUND DETECTED: *Metal scraping, unknown*

Milo: *There's something in the reactor*

Sobil: *1.3 gigawatts, I can't shut it down*

Milo: *Sobil there is something in the reactor, it's breaking out*

Sobil: *1.5, It won't shut off, the reactor's going to give*

Milo: *What the fuck is that*

SOUND DETECTED: *Metal scraping, screaming, unknown*

END TRANSCRIPT

H. Dr. Senja: Waste Treatment

Lucks:

I understand that the severe winters make it difficult to transport our waste to a proper disposal facility, but are you sure we don't have any better alternatives than just dumping everything in the warehouse? At the very least, we should be organizing and taking stock of the inventory to make sure we aren't at capacity. I'd also like to mention that the conveyor belts keep breaking down or malfunctioning, to the point that we often need to move the waste tubes by hand. The halogen lights you had installed also keep flickering on and off; I think they may be overwhelming the breakers. Would you be able to meet this week to discuss some solutions?

-Senja