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>(You) are a recently hired Administrator for [THE COMPANY], and you have two weeks before work begins. Your first job is to order amenities for your [FACILITY]. The construction team works remarkably fast, but you've still got to get everything planned out as soon as possible if you're going to meet your schedule.

At the moment, you're the only person in this sad little room, thousands of miles underground. At the very least, you won't need to be here physically once shit hits the fan. You've checked that the ventilation and electrical system works, and the elevator that brought you here is certainly working— you've spent enough time in there to know. You shudder to think of how boring the trip back up will be.

You take a moment to think about what you'll need. Here at [THE COMPANY], security is one of the top priorities, second only to \$ Sweet Cash \$. You deal with something a little different from most other pencil pushers. Namely, Deadly Monsters and entities beyond comprehension. None of that shit where you keep them contained for the good of humanity, no. Your goal is to research these things, find out how they tick, and then thoroughly exploit them for profit. Maybe some will provide odd, anomalous metamaterials. Maybe some can help you achieve an understanding of things beyond scientific explanation. Maybe others can warp reality itself and grant your heart's greatest desire.

But, that's not what matters at the moment. [THE COMPANY] will send over one of their acquired entities later. For now, your job is to build up your [FACILITY] with the funds given.



You've been given a generous budget of \$6000 to start with. That's \$6000 company credits, not a paltry six grand. With this, you need to:

> Hire

> Build Amenities

> Obtain a Failsafe (Free)

> Obtain a Cell (Free)

> Amenities

- Cafeteria: \$2000
- Break room: \$2000
- Bunks: \$2000
- Storage: \$500
- Archives: \$1000

> Staff

- Security x2: \$750
- Researcher: \$500
- Janitor: \$250
- Expendable: \$100

> Failsafes

- **Bakelite** (Flood the halls with a liquid that quickly coagulates into hard plastic. Can immobilize anything tangible, but is slow-acting and begins rising from the bottom of the [FACILITY]. Will damage equipment, but can be removed with solvent.)

- **Warhead** (Self-explanatory. An explosive that, when triggered, will destroy the [FACILITY] and anyone living within it. Will likely result in the complete annihilation of entities as well as personnel. The area will be irrecoverable, but effective in wiping out threats.)

- **Singularity** (Similar to the Warhead, a micro-singularity is generated for a fraction of a second. Despite the size and duration, it's enough to completely erase the [FACILITY] and anything in it. Far more effective and final than a Warhead, as it doesn't just destroy- it removes from existence.)

- **Gas** (By far the least destructive option. Gas is pumped throughout the entire [FACILITY], with the choice of sedative or lethal. Will not affect non-biological entities. Has virtually no effect on the environment, and will not damage prepared staff if they have PPE equipped.)



Final result:

A- Cafeteria, \$2000

B- Storage, \$500

C- Storage, \$500

D- Archives, \$1000

E- Cell

Failsafe- Gas

Staff- Expendable x2, Janitor

>"Who needs all the fancy staff when you have a janitor and expendables?"

>"Can we at least get chlorine gas so robot/metal monsters will be somewhat hindered?"

>"I'd go with gas, but can we have a halogen variant? It'd work much better and could be adjusted wither way on the fly to be lethal or not - and has the added benny of putting out fires."



(Large images are usually linked to full res versions. Click the pic itself to see.)

One week later, the crew has completed their work. The [FACILITY] has been built according to your specifications, and is ready to receive staff later today. You walk around the halls to examine your work.

The Cafeteria, first and foremost, has decent food. You can't give your employees slop if they're risking their lives, after all. The cook will be dropping by later as a free hire.

To the right of the lobby is the storage room, where you've stocked up supplies. There are gas masks and hazard suits, janitorial supplies, and crates of miscellaneous materials. You haven't fully unpacked yet.

You scratch your head as you wander down to the next room. Two storage rooms seems a little extraneous, but you won't run into any shortage of space in the future, at least.

Next up is the Archives, set up like a miniature Library where staff can do research, access the terminals, and study by themselves. Since you don't have a break room, your staff will likely be relaxing here or in the Cafeteria when there's downtime.

Finally, there's the containment cell. Cameras make remote observation possible from the Archives, and thick airlock doors serve to keep the entity locked away. However, as previous facilities have shown, they're not always enough.

Behind the cell is a layer of thick, bulletproof, one-way glass. One can head into a viewing gallery from the halls leading to the cell, allowing direct observation of the entities.



You've spent \$4000 credits so far. However, you feel like you want to save up as much as you can. Being frugal has gotten you far in life, after all.

Yeah, fuck it. You don't need eggheads, armed mercenaries, or any of those fancy schmancy company hires. No, all you need is your wits, a Janitor, and some cannon fodder, who arrive just as you think this.

The Janitor arrives first, and the two of you strike up a conversation while waiting for the elevator to ascend and descend. A while later, the two expendables arrive. They're clad in their prison uniforms, with obvious bomb collars clasped across their necks. Neither look happy to be here, and you thumb the remote detonator as one glares at you funny.

What are the names of your three employees?

>(Write in)

Jim, John, and Chuck. Players also voted to gift them all funny little hats, to better tell them apart.

>"+1, as a sign of good faith, let jimmy and john choose from a packet of novelty hats later (they look the same, but we aren't going to say that to their face)"

>"What sort of hats are you thinking?"

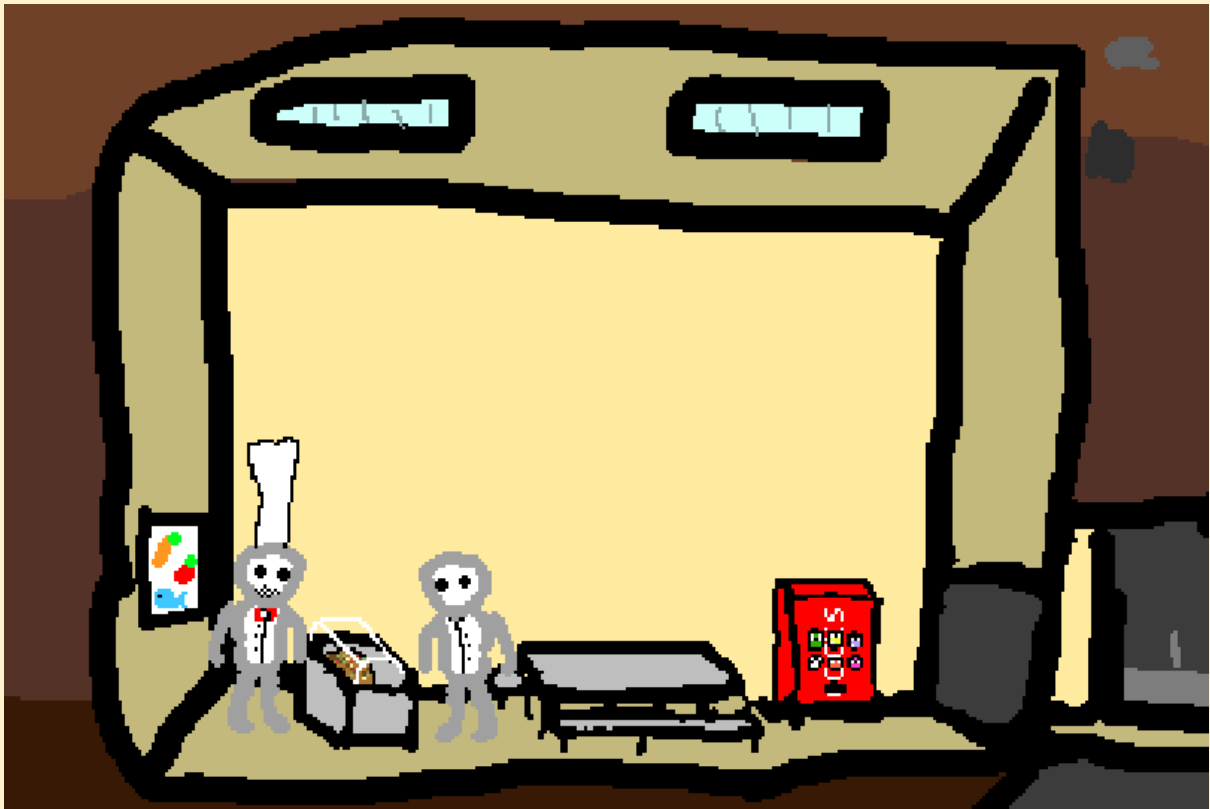
>"Alright, heres 4, give one to the janitor as well and take the last one as a showcase of generosity/letting them have the first pick. If possible, they all have minor upsides. Ignore if the ideas suck/clash with the tone too hard.

https://wiki.teamfortress.com/wiki/Cross-Comm_Express (Built in walkie talkie)

https://wiki.teamfortress.com/wiki/Airtight_Arsonist (Its a hazmat mask)

<https://wiki.teamfortress.com/wiki/Doublecross-Comm> (Infrared and night Vision for one eye)

<https://wiki.teamfortress.com/wiki/Nanobalaclava> (More durable than you would expect)"



You leave Jim, John, and Chuck to their own devices for a moment, stepping away to speak to the Chef. You excitedly tell the three that you have a surprise for them later, barely containing your glee at the novelty hats that you've procured. You hope they like them.

You have a brief conversation with Manny Vigello, the Head Chef of the one-man kitchen. He promises good food and a healthy diet for your employees.

One last thing before you go give them the hats and turn in for the day. [THE COMPANY] has denied your request for an easy Monster. You have three options to choose from, none of which are very clear.

- > Something from far away
- > Something of legend
- > Something fallen



You return to the lobby while musing on your decision. There, you present your gifts to the three, allowing the two Expendables to take first pick as a sign of goodwill. They seem a little confused at first, but in the end, they both seem to appreciate the gifts. It doesn't make up for having bombs strapped to their neck, and getting shuttled into a creepy underground Facility, but they make the best of it.

Jim is a bit of a geek, so he picks the weird metal bracer that goes on his head. John, who was once in a gang, goes for the skull bandana and the red eyepiece. Chuck, who already has a hat, is happy with the free music player and comms unit that you provide him.

The permstaff (You, Manny, and Chuck) prepare to leave for the day. There aren't any bunks for employees to stay the night, so everyone will be going home. Except for the two prisoners, they can go find a couch or whatever.

Something of Legend.

>"Probably a bunch of weaknesses from folklore, making it relatively easy as long as we cough up the cash."

>"Make a note to order some futons, jim and John need beds, and futons are a cheap, easy to move, and possibly semi-permanent solution"



Yeah, this one sounds alright. You realize the very good point that if this thing is indeed from legends, there's existing information already on it.

Those who are leaving flood into the elevator. It's going to be a long, awkward ride, so you think of things to say to Manny and Chuck. You give the Facility one final look. You won't be here physically for some time, and next week, the Monster will arrive.

In the meantime, the two will be staying here and getting used to things. You decide to order them some futons. It shouldn't cost anything and it'll give them somewhere to rest. Nobody is using the storage room, so you order them sent there.

With everything settled, you make your exit with bated breath.

BEGIN DAY 1