

That Song That Gets Stuck In Your Head

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Contest Information:

- 1)Numbers Station
- 2)Cold Case
- 3)March Shell Tech Company
- 4)Ghost of Delta Greens Past

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The Cold open:

The agents are contacted by the handler who calls them in for a night at the opera. They explain that a friend in the San Diego County Sheriff's Office has something he would like agents to double check on. A group of college kids went missing on Sunday night, When reported the police followed a trail of busted electronics to a ditch that has the naked bodies of the dead girls.

Handler:

They are all asked to the Opera and told to get to the address however they like. When they arrive they arrive one by one. They go into a large warehouse building with a large door on the front. They look up at the camera and the door buzzes open. Inside is the Handler sitting down at a table going through notes. He gestures for you to sit in the chairs and starts the brief of what's above. The friendly would not give the Handler any more information. The handler is not very convinced of this being big but chimes in about how the friendly is calling in a favor. The agents are sent in with no disguises or any additional equipment besides what's on their person. The contact is a John Matthews and requests that you meet him at the crime scene.

The Crime Scene:

At the crime scene, many deputies are at the scene. There is also a park ranger who was called in as the crime scene is in Mission Trails Regional Park. The ranger doesn't know anything and nothing of value can be gained from him. When they enter the crime scene they are directed by some deputies to a raggedy looking detective. The detective is John Matthews, he is the friendly they were sent to meet. He pulls them aside over to the bodies and shows them what he found.

The Bodies:

There are 3 bodies in a ditch completely naked. From right to left there is Kathy Leopold, Susan Doyle, and Hannah Berry. The detective points out the bruises around

the neck that was the most likely cause of death along with several bruises and scratch marks. He says that the victims put up a fight but were probably overpowered by the murderer. If they roll an investigation or forensics and pass they can find skin underneath the nails of the victims, most likely that of the murderer. They can also find that the clothes were ripped off their bodies probably after death. With a critical success, they can find that inside Susan's mouth is the faint smell of battery acid, but there is no battery or acid to be found. There is nothing else at the scene as no clothes can be found and there are no tracks except for the ones leading to the body. If someone rolls a survival or navigate and succeed they can find only one set of footsteps that stops at the ditch. There is nothing underneath the victims and no objects are found. If someone rolls a search and succeeds they find bits and pieces of electronic parts that probably came from the murderer's path of destruction.

The Trail:

The detective then points towards the direction of a gas station that is down the path, which has several objects smashed and destroyed, all of which are electronics. The gas station owner is seated outside and states that some crazy thing came into the store and beat up all of the electronics. He said he hid underneath the counter and called the police but was interrupted when before he could talk the thing ripped the phone out of his hand and pushed him against the wall knocking him unconscious. If they roll a HUMINT and succeed they can tell that he is telling the truth but not all of the truth. If they roll persuade he tells them that the thing was yelling about the voices as he came in the station. If they crit succeed on the Persuade he explains how about an hour before the radio was on the fritz and the stations switched over from hard rock to a radio show with jazz music in the background. If they keep pressuring him he kind of snaps and doesn't want to talk about it anymore. If someone rolls a craft (Electronics), computer science, or SIGINT they can find that only the audio receptor parts of the electronics were completely destroyed, the rest is somewhat salvageable. If someone rolls a crit they can find that the electronics were all on

when they were destroyed. If someone succeeds a search or survival they can find that only one path of footprints are found going to the crime scene.

The Past:

After both places are searched he explains in private that he was, in fact, an Agent in the Cowboy Era. He was sent on a case from 1985 in which somewhat of the same thing occurred. A group of college students went missing and a trail of busted electronics also followed a path but at the end of it, nothing was at the end. It was deemed a cold case and it has been the only one he hasn't solved. He hands them a folder with the case information from 1985. He begs for the agents to figure out what did this because he has a gut feeling it isn't just some crazy. He says he has to go back to the crime scene and wishes the agents happy hunting and gives them his card so they can call him if help is needed.

The Casefile:

In the case file, the folder has the blue words cold stamped on the side. When opening the folder they can find the pictures of 5 students, 4 girls, and a guy. All college students who went missing on January 23rd, 1985. The students went out for a night of partying and were never found. They were seen leaving a party at around 1:34 AM and were never seen again. Around the spot, they went missing several police calls came in about a man smashing all of the electronics before disappearing. The bodies were never found and there were no clues which lead to the deeming of the case being a Cold Case file. (Exact Information is in Cold Case File) He says that if they need more information go to the Hall of Justice and say you're there to get files from him. If they roll criminology they can find that most of the files are written by the detective and also that all of the rulings of the case being cold is written by a Judge Nicholas Taft. If the crit the Criminology roll or roll a success on a law they can find that many of the files which once were in this file that you normally find in a case file were taken out of it. If they ask the detective he has no knowledge of files

being taken out. This is true beyond a reasonable doubt if they roll to find out if it's true. If someone rolls a navigate they can find the two paths lead into the Mountain Trail Regional Park. If they roll a crit on that roll they can find that the paths are both leading to the east.

The Overtake:

After all previous scenes have been completed two black SUV's enter the crime scene and 8 men in black suits exit the cars. They show their badges as members of the FBI and request that they hand over the crime scene to them. If the agents start asking questions they men in blackheads towards the bodies except for two, which will be known as Agent Kit and Agent Git. Kit is the lead agent and handles all the questions the group has while Git sits in the back. Most of the questions they ask are answered with that's classified. They explain that the FBI has been called in to take over the case and ask that everyone else leaves. If Kit shows his badge to an agent who rolls a success on Law, Criminology, Search, and any other police-oriented rolls can see that the badge is false. When they roll and if someone has alertness over 65% can see that Git slowly puts his hand on his gun. When someone from the FBI or another federal agency flash their actual badge or show a fake badge with a successful persuade roll, Kit seems to get a bit more nervous and hesitant in the way he speaks. He is not a local agent and he is also very stubborn in not answering. If they keep asking questions the men in black ask the agents to leave. They can either leave or try to start a fight with the men in black which can turn into a gunfight.

The Stand Off:

When the agents start to get aggressive Agent Kit and Git tell them to leave and they put their hands on their guns. When the Agents start approaching them or continue to be hostile after repeated attempts to tell them to leave, the men in black pull out their weapons. They get into a standoff with the agents and they can either get arrested or get into a firefight with them. If they get into a firefight then they can

either lose or succeed killing all the agents except for Agent Kit and Git who don't take damage because they aren't human. They get into an SUV and leave. If they search the other agents they find a fake ID badge, a light to a medium pistol, a phone that is encrypted and a piece of paper with numbers on it. They find nothing else, If they succeed in decrypting the phone they can find one contact on the phone. They then must escape as encroaching sirens come in from the distance.

Once they leave the crime scene the agents have several options.

The Hall:

If they ask a police officer or any other type of official that is important to the city they can find that the Judge is in San Diego proper and works out of the Hall of Justice. Once they enter the hall of justice they must pass through metal detectors at the door or sneak around to an auxiliary exit around the back. They can pass the metal detector by turning in their guns to the guards at the front or leave them in the car. They can search (successful pass if fail then it takes a while) the building for the office of the Judge or simply ask someone where the judge's office is. At his office, the door is closed and it says the Judge is gone for Lunch. They can break into the judge's office and search through his office. If they decide to go to the hall to look at the records they enter the basement and go into the Case Index. At the entrance is a lobby with several desks and a door leading to a Restricted Area. There is a cage which an old lady is sitting behind. They can ask her for the files and she says that all other files were taken upstairs by Judge Taft. She is not lying. There is no other information to gain from the Index besides other police cases not relevant to the case.

The Office:

The judge's office is a room filled with wood and very proper looking attire. A bookshelf in one side and a large set of file cabinets in the other. The back of his

mahogany desk is highlighted by a large window in the back that looks over the 3rd story building next to them. In the office, if someone rolls a successful bureaucracy, law, or search they can search through the files and find the copies of the files that were missing in the police report. The missing files talk about the audio of the electronics muttering a talk show with jazz music in the background. If someone rolls an accounting roll or a crit on the search roll they can find that the judge's son is admitted to a rehab center near the Mission Trails Regional Park. Also with a successful search, the handler does a flip of a coin to figure out what the agent finds, the papers from the cold case or a small safe in the underside of his desk. If they break into it with whatever means necessary they can find some restricted files that reference not only some aspects of MJ-12, which only people with a history of over 60 natural, and Occult of 30 in which they would know roughly of Majestic-12 and a history or occult over those numbers standard or any crits would know a little bit more in depth. The files talk of a Majestic Facility in the 1960s that went underground and unfunded by the US government after that aspect of their research was unnecessary. (Exact file information is in Judge Office Files) If they stick in there for too long the Judge comes back and sees them there and a chase ensues. If any loud noises are made, aka failed rolls or anything that would make noise, then a guard comes by to check out the office.

The Guard:

If they encounter the guard encounter then they have the option to hide, all stealth or running away. They can also talk their way out of it, Both successful charisma checks and or persuading roles up to the handler. They can also fight him. If they kill him they must dispose of the guard. If they knock him out they have to make sure he's not found. If they manage to not get killed they leave the office either by force and cannot come back or they escape without being noticed or any repercussions.

The Judge:

If they manage to encounter the judge when he comes back to his office they can capture him, chase him, or kill him. If they kill him and the guards noticed the police will be notified and they will lose all encounters. If they chase him and catch him before they are seen by the guards they can interrogate him with no one noticing. If they are seen by the guards then they have to either talk their way out of it, fight, or must escape. If they decide to talk their way out of it they can either just normally escape with a successful persuade or if they flash Federal ID then they can take him as a suspect.

The Interrogation:

If they do end up interrogating him then he just says he has no idea what's going on and he is just a judge and isn't involved in anything they are talking about. If they roll a HUMINT successfully they can tell that he is lying about his involvement. If they pass a persuade check or a intimidate him enough he cracks and tells the group he is paid to make police reports go away and that they have his son and he can't let them take his son. If asked about who he works for or who has his son he says the FBI, they came into his office and said that if he does do what they his son will die. If they ask him about the files in his office he has no idea what you're talking about and if you role a HUMINT you can tell he is lying. If they tell him anything only an agent would know he would get scared and paranoid. He says he didn't expect anyone else to come and try to finish him off. He says he never thought they would actually finish him off. If they try to get any other information out of the Judge they all have to roll a Power check. If they fail the check they fall to the floor having a seizure. If they crit fail they black out and disappear to an alleyway outside of where they interrogate the Judge after the rest wake up. If they pass it they see all the electronics in the room turn on and any that can play audio play a talk show that is listing numbers with slow jazz playing in the background. The Judge starts freaking out screaming about the voices and starts to have a seizure as the volume gets louder in the room until suddenly the

Judge rips out of his restraints and tries to cover his ears but it is too late and he starts bleeding out of his ears. He falls dead on the floor. Once he does the agents who were on the floor wake up and the people must roll a sanity check, on a pass, it does 0 damage but on a pass, it does 1. If the agents do a medicine check and pass they can see that the Judge's ears imploded on the inside and killed him.

The Radio Station:

The agents can choose to go to a local radio station in downtown San Diego. They can ask the owner about the station that they report hearing. He has heard complaints about this happening. Someone is jacking the radio frequency and doing a repetitive talk show about horses. He is not lying. If they ask to figure out how someone is hijacking it then they must roll a persuade or show ID in order to get him to help. They can then figure out where it is by rolling SIGNIT. On a success they know it's around Regional Park. If they crit succeed they find the exact location, the rehab center. If they fail they know it's somewhere in San Diego County.

Playing Catch Up:

If they lose all encounters a group of 4 Men in Black approach them and a firefight ensues as they try to kill the agents. The last men in black escapes wounded into an SUV. They can chase the man in the SUV to the Rehab facility. The facility lets him in and if they watch from a distance they can see the man get out of the SUV, meet with a lady in a black suit. He then walks inside and the group can enter the rehab center. If they kill all the men in black they can search the man going for the car and find an address in his phone, that of the rehab center. The SUV also has its gps going to the rehab center.

The Rehab Center:

If they go to the Rehab Center they are greeted with the large facility known as Amber Meadows with large fences around the compound. Once they enter they are

greeted with by a Nurse who talks to them and asks them what they need here. They must all take a Power x5 role when they enter the room. If everyone passes the Handler must roll to find one player to be the afflicted one. If they fail then they are going to be now known as afflicted. If asked about the history she explains the center opened in 1982 and has been San Diego County's number one rehab center. If asked about patients they say they accept anyone who needs rehabilitation both with substance abuse and counseling. If they HUMINT check her they can see she is being truthful but something doesn't seem right. They can look around the general areas allowed to the public but there are security guards towards the patient and restricted areas. It seems to be a regular rehab center. If they try and sneak around they can get into the restricted areas. There is a large part of the facility that seems legitimate, but if they pass a search role they can see a large service elevator. If they role an occult or have any unnatural they get a chill up their spine when they enter the facility. If they decide to go down the elevator they end up going underground. They can also enter the facility at night and decide to sneak into the facility, they must get into the main building and must successfully sneak past the guards or knock them out. They can also go loud and kill the guards they go down the aggressive path. Once they pass the guards going through the hallways they can go to the elevator.

The Facility:

Once they go down the elevator they end up in a large hallway with many rooms and at the end is a large set of double doors. The rooms are all locked except for one which has the name Dr. Koi on the top. This goes into Doctor's Office Scene. Once they exit the elevator those who previously failed the Power check upstairs hear the faint feeling of jazz music. When they get to the double doors at the end of the hallway those hearing the jazz music slowly start to hear as it gets distorted. Once they enter the double doors they see a laboratory with many offshoots to other hallways.

Doctor's Office:

Entering Doctor Koi's office it seems like any normal doctors office. Several file cabinets and a desk. There is a painting of Racehorses on the wall. If they go through the file and succeed on investigation, bureaucracy or search they can find several files. The files seem to have a lot of doctors reports. There are also files going all the way back to 1963. If someone passes on a medicine or science check they are able to discern the files. The files talk about recordings that they have been able to make people go into a psychotic rage. If they continue with repeated episodes of this rage they fall into a coma and are not recoverable. They use a set of numbers that they were given and repeat the same phrase to induce it. If they crit the skill checks they find some papers that talk about recording sounds that would drive the Vietcong insane during Vietnam but every time they played it the soldiers also went insane and they had to settle with some that would induce fear into the Vietcong due to the wavelengths sent out by the sounds. They all trace back to a March Tech. which worked with the U.S. Army. Many of the files talk about Ghost Tapes and about calling cards of unknown origin. (Exact file information is in Dr. Office Files) They can take the files or leave them.

The Lab:

In the lab, there are several machines, a couple of chairs, blood on the floor, and several different types of computers. If someone succeeds on a SIGINT or Computer Science they can see that the computers are hooked up to speakers and several of the machines. On a Crit, they can see the machines are large recording machines that not only record but play several different sounds on different and varying frequency levels. If someone rolls a Medicine check they can see several different CAT scans and X-rays results. Some which do not look normal and seem to either have broken bones or liquified insides. If someone rolls a Search they can see the room has another exit to two other rooms besides the other hallways. They can also find several notes and binders and other scientific papers that are scattered around the room. (Exact

information on these items are in Lab Files) If they roll an investigation and succeed they can find what can only be guessed as human brains on the floor in the blood. They also can notice that there is one chair in the middle of the room with a large cap and ear muffs. If someone rolls a Psychotherapy or History check and passes they can see one of the chairs has some correlation to an electric chair but is rather different in design.

The Recording Studio:

In one of the rooms is a recording studio but rather bland. In the room, there is a Chair, sound mixer, microphone, headphones, cigarette tray with a still burning cigarette. Those who are Afflicted see a man in his late 30's sitting down on the chair talking into the microphone and also hear smooth jazz being played. If they succeed a search or investigation they can find some other equipment in the walls of the room. Someone who rolls Computer Science or SIGNIT and succeeds you can realize these are all equipment one would use for a radio station.

Testing Room:

Once they enter the room they see a large man, in his 40's covered in fight marks and scratches. He is currently on the floor and has blood coming out of his ears. If they have a 65% or higher or roll and succeed on alertness they can find the man is still conscious. If they approach him he gets up and starts saying he can hear the voices, the horses are coming. He then bolts out of the room, if they try to chase him he gets away from them and escapes up the elevator. If they continue searching the room they can find many impact spots and blood around the room as well as several speakers in the walls. The door also locks from the outside. If they roll an investigation they piece together they locked him into the room and most of the injuries were self-inflicted and done by bashing into the walls.

They Return:

Once they finish searching the rooms the elevator seems to start coming downstairs. They can hide or fight the people inside. If they fight it goes to the aggressive path. From the elevator are two doctors and 3 of the men in black holding onto the man that just ran out. They sit him down in the chair and the men in black strap him down. One of the doctors put the muffs and cap on the man's head. The other doctor walks into the recording room and the Agents stand off to the side. The Doctor who didn't leave the room then flips a switch and several machines turn on. The afflicted agent must make a power roll and on a fail, they go into a trance. The other doctor starts listing numbers. The man in the chair starts to become very scared and paranoid. If they leave before this next part they are spared from the rest of this scene. He then starts to go into a trance and they unshackle him. He stands up and then he snaps his own neck. They must all make a sanity check, on a pass they suffer 1 damage, on a fail they suffer 1d4 damage. The men then throw the body into the testing room and they lock the door. Two of the men in black leave the room while one stays inside while the other doctor works on some paper in a workspace. The agent still in the trance must roll a sanity check every 3 minutes in order to try to break out of the trance. They can then escape the room and can go back up the elevator. They can escape the facility by stealthing out, fighting their way out, or blowing up the facility.

Fighting Their Way out:

If they go loud while in the rehab center an alarm goes off. If they do it down in the facility they are greeted by two men in black who come in to try and fight them. If they succeed they have free access to the elevator. In the Lab though there is a set of different types of chemical that if someone with search looks for any scientific equipment or important items can find. If someone succeeds with a demolitions role they can rig the chemicals to blow up the facility. Once they get upstairs they are met with 2 rehab guards and 3 men in black. They can fight or run their way out of the

center and escape. They can also kill anyone inside but if they rig the explosive to blow then they only have 7 turns of combat before they have to leave the building. When it blows up the facility bottom floors burst into flames.

Ending 1:

If they escape the Facility via stealth with the files the Handler calls them for an update. If they fill in the handler they are called in and given a debrief. When they hand over the files the Handler skims through it and congratulates the Agents on their find. He then dismisses the agents and as they are walking away a black van pulls up to the Handlers building. A team in full tactical gear enter the building and several shots go out. They can either engage the team or watch as the men take the files and get back into the van and speed away. Inside the Handler is riddled with bullets. He gives the agents a phone number and tells them to call. The phone picks up and the man on the other side says to give him a sitrep. He kind of stumbles a bit and tries to regain his composure. He says that he will call back some time but he needs the agents to lay low for a while.

Ending 2:

If they fight their way out of the facility they can escape and they get a phone call from the handler. When they arrive at the Handlers location they are greeted by a woman in a suit and tie along with Agent Git and Kit. On the floor is the handler who is slowly bleeding out. The Lady in Black says that she is disappointed that it had to end this way and that they the facility. They're going to have to relocate and that's just a hassle. She pulls out her pistol and shoots the Handler in the head. She says she hates it when they suffer. She gives them an option, leave with their lives or die with their handler. A team of men in black tactical gear comes out of the shadows. If they choose to fight they can take out a few but in the end, they end up getting mowed down. If they choose to leave with their lives they leave and they all get a call from

someone wondering what happened to the Handler. Once explained the man tells them that he will call them soon because retaliation was in order.

Ending 3:

If they manage to blow up the facility then they end up getting into a fight with some of the men in black. If they survive then the handler calls them for a sitrep. Once back with the Handler a group of operators are guarding the location. The Handler explains that what they uncovered and did was the start of a war. The Handler explains that March Tech was on the verge of hunting DG and this has crossed the line so a war is about to start. When they tell him that the detective died he kind of breaths in a bit and sighs saying oh John. He explains that he and John were on the team that first investigated the 1985 case and he is glad John knew the case was solved.

The Characters:

Detective John Matthews, 53

STR 14 CON 10 DEX 12 INT 15 POW 11 CHA 10

Alertness 50%, Bureaucracy 40%, Criminology 70%, Firearms 50%, HUMINT 80%,
Forensics 70%

Inventory: Medium pistol; 3 mags, cellphone, wallet, SDCS badge, car keys, pack of cigarettes, a lighter

Kathy Leopold (Deceased 21)

Choke wounds on neck, fight marks and bruises

Susan Doyle (Deceased 18)

Choke wounds on neck, fight marks and bruises, faint smell of battery acid

Hannah Berry (Deceased 19)

Choke wounds on neck, fight marks and bruises

Gas Station Owner, Harry Edwards, 45

STR 10 CON 12 DEX 10 INT 12 POW 10 CHA 10

Alertness 50%, Persuade 50%, Law 50%

Agent Git

STR 15 CON 12 DEX 10 INT 12 POW 13 CHA 10

Alertness 50%, Firearms 60%, Search 50%, Heavy Weapons 40%, Heavy Machinery 40%,
First aid 40%

Inventory: Medium pistol; 3 mags, Submachine gun (Under jacket); 4 mags, cell
phone, car keys, sunglasses, radio w/ earpiece

Agent Kit

STR 15 CON 12 DEX 10 INT 11 POW 11 CHA 13

Alertness 60%, Firearms 50%, Search 60%, Forensics 40%, HUMINT 40%, Criminology
40%, Law 60%

Inventory: Medium pistol; 4 mags, cell phone, car keys, sunglasses, radio w/earpiece

Men in Black

STR 12 CON 12 DEX 10 INT 10 POW 10 CHA 10

Alertness 40%, Firearms 40%, Search 50%, First aid 30%, Dodge 20%, Athletics 40%

Inventory: Medium to Heavy Pistol; 2-3 mags, cell phone, sunglasses, radio w/earpiece

Hall of Justice Guards

STR 12 CON 12 DEX 12 INT 10 POW 10 CHA 10

Alertness 50%, Search 50%, Firearms 40%, Dodge 20%, Athletics 40%, Unarmed combat 70%

Inventory: Medium Pistol; 3 mags, flashlight, radio, handcuffs, cellphone, keychain w/building keys

Judge Nicholas Taft

STR 10 CON 11 DEX 10 INT 12 POW 12 CHA 11

Law 70%, Criminology 60%, Search 50%, Dodge 30%, Athletics 30%, Persuade 40%, HUMINT 50%

Inventory: Car Keys, cellphone, wallet

Radio Station Guy

STR 10 CON 10 DEX 10 INT 12 POW 10 CHA 12

Persuade 40%, HUMINT 30%, Computer Science 40%, SIGNIT 60%

Inventory: Wallet, gram of weed, cellphone, earbuds

Luke Johnson

STR 14 CON 13 DEX 14 INT 10 POW 10 CHA 10

Alertness 60%, Athletics 70%, Occult 50%, Unnatural 60%, Dodge 60%, Stealth 50%

Inventory: N/A

Doctors; Dr. Koi (In Sound Booth), Dr. Rothman (In the lab)

STR 10 CON 11 DEX 10 INT 15 POW 13 CHA 12

Science (All) 70%, SIGNIT 70%, Computer Science 60%, Medicine 60%, Unnatural 20%, Craft (Electronics) 50%

Inventory: Clipboard, research notes, cellphone, pencil

Rehab Guards

STR 12 CON 12 DEX 12 INT 10 POW 11 CHA 10

Alertness 50%, Search 50%, Firearms 40%, Unarmed Combat 40%, Medicine 40%, Athletics 50%

Inventory: Light pistol; 2 mags (only at night), flashlight, restraints, cellphone, facility keys, radio

File Information:

Cold Case File:

In the file there is 5 missing persons report with a picture for each report. There is also some papers about the crime scene and the objects found around it. The missing Persons reports are filled out by the family of the missing people. There is a man names Luke Johnson, 21 who went to San Diego State University. He was an RA and went to the party with the girls. One of the girls is Linda Kasimor, 20 who was a problem child with her family. Another was Chelsea Benedict, 20 whom was known for being a frequent partier and social person. Another was Natalie Chadwick, 19 who was a straight A student. The last was Amanda Jonas, 19 who was a shutout and was noted as someone who does not get involved in activities. The girls all lived together and they had a very wavy dorm record. They went missing 1:34 AM, January 25th 2019 and were last seen my a student at this time leaving the party together. The trail of electronics had several telephones and radios busted in both residential houses and vehicles. The trail led to a clearing in the regional park. A scattered pile of electronics is around the clearing.

Judge's Files:

Case Files:

More papers talk about the crime scene and the interactions police had with witnesses. The crime scene report shows a indentation on the ground in the clearing roughly the size of a human male. There is only one set of footprints that lead in to the clearing. A drop of blood is found on the ground but it was tainted by battery acid. Witnesses report hearing the suspect rant about the horses and then he went into a psychotic fit. They didn't see the girls but could have sworn the man who went crazy was the one who went missing.

MJ-12 and Delta Green Files:

There are several files of blacked out documents and whole ones. They list several facilities ran by MJ-12 that help to study the unnatural and to help create military grade weapons. Several files are about a facility labeled, Lab Amber. This lab was incharge of the psychological warfare division and worked closely with the US government. They created many types of weapons to use against the enemy. The first was the Ghost Tapes Ten. These tapes were to be played out of speakers in the night in order to Scare the Vietcong into running away. The sounds are voices of vietnamese people talking about how they must return home and are dead. During this many of the voices go to different frequencies which subconsciously inspires fear into those the speakers are pointed to. The second is called Ghost Tapes Eleven. Ghost tapes eleven were meant to be played in choppers as they flew over heavily infested areas of Vietcong. The sounds would be of vietnamese people talking about how they should kill those who have done them wrong. The sound plays on different frequencies and sparked the people who listened to it, not only bad but friendly, into a near homicidal rage. There is also a file on a unit of the Cowboys. The cowboys were sent on a mission to the cold case file in 1985 and they found nothing. The name lists that of the Judge, the Handlers codename, the detective, and one other unknown person named Harrison Barkley.

Doctor's Office Files:

In the Doctors files there are some psychological reports as well as some old files from MJ-12. The psychological reports talk about several people, all going through several different levels of psychosis and schizophrenia. Several files also detail the voices that the patients hear, all the same description. It is a large crystalline mantis with bear claws and the head of a ram. A file catches their eye, it is Luke's file. The file talks about him being tested on and subsequently let free. After being let free he destroyed some electronics then was recaptured by the contact group. They describe that the girls he had with him were all scared and had to be taken in for security reasons, they were all shot and killed. The report says that he was their most secure asset, they let him stay with them and have continued testing on him. He reports hearing the horses, probably due to the horses on the wall during his psychological evaluations. The MJ-12 files talk of the test runs of the ghost tapes. They were all effective in their goals, tests went well and things worked except for Ghost Tapes Eleven. The tests yield that there was no way of making people go into psychosis without other people also going insane. They were then given a set of frequencies to try by higher up and it managed to only damage those who were not prepared, safe with ear protection, or those with strong will and resolve. This all came about just after the contract ended so they were forced to create this in secret and keep developing the materials.

Lab Files:

In the lab there are several reports and files. Much of them are in scientific lingo and hard to understand but if someone reads it they can sum it up. The radios they use go from 3Hz, 35Hz, 425 MHz, 151 GHz, and 1.983 THz. These specific frequencies together transmit sounds directly to the electrons in the brain. They also send a list of numbers when they transmit on the radio which go, (17, 16, 4, 81, 9, 72, 4, 31, 55,

62, 7, 126, 6, 5, 8, 2, 9, 43, 75, 23, 1). They play the numbers which act like jabs at the brain. Those jabs once the numbers start getting read then induce the mental rage. From then on they are in a rage that cannot be stopped until killed or knocked unconscious. They also developed a transmitting device that is the reverse of an EMP. The device turns on all electronics within a 40ft cone from the device. This device also turns every audio device to one of the frequencies as the sounds then bombard the subject.