

Relationships

1. Staff
 - a. Plant Manager vs. Animal Manager
 - b. Invasive Species Control Specialist and Overenthusiastic Gardener
 - c. Illegal Circus Trainer and Casino Manager
 - d. Dolphin Educator vs. Ape Educator
 - e. Two Interns Competing for One Job
 - f. Chief Environmental Technician and Grease Monkey
2. Management Hierarchy
 - a. Chief Security Officer and Self-Proclaimed Regent
 - b. Biocube Chief Executive Officer and Middle Management Peon
 - c. Head Of Development and Ex-Head Of Development
 - d. Begrudging Employee and Sanctimonious Manager
 - e. Brutalist Architect and Crystal Spires Architect
 - f. By-The-Book and Loose Cannon Cop/Fireman Duo
3. Settler Community
 - a. Doctor and Witch-Doctor
 - b. Gearhead and Conservationist
 - c. Anarchist and Conservative
 - d. Archivist and Arsonist
 - e. Journalists uncovering the secret of the Biocube
 - f. First-Generation Parent and Second-Generation Offspring
4. Romance
 - a. False AI Overseer and Lovestruck Lackey
 - b. Spouses — one on the inside, one out!
 - c. Can't break up, even though they hate each other.
 - d. "What happens in the dome, stays in the dome."
 - e. Wild, passionate love that makes everyone else uncomfortable
 - f. Forbidden love between rival factions
5. Illicit
 - a. Smuggler from Outside and Contact
 - b. Members of Apocalypse Death Cult
 - c. Blackmailer and Blackmailee
 - d. Making a "Docu-Porno" Film in The Biocube
 - e. Growing "Pharmaceuticals"
 - f. Making A Competing Biocube Inside The Biocube
6. Before The Cube
 - a. Biocube Science Plagiarist and Plagiarised
 - b. Apocalypse Hoarder and Skeptic
 - c. Kidnapped scientist from competing "Ecoprism" and Kidnapper
 - d. Biocube Construction Worker and Slacker Buddy, stuck inside
 - e. A one-night stand in the Biocube
 - f. Rival Politicians

Needs

1. To Get In
 - a. ... the good books of the scientific community again.
 - b. ... to an 18+ rated movie.
 - c. ... the Biocube, even though you're not on the list.
 - d. ... the motorcycle gang that'll take over this place for you.
 - e. ... the pocket of the people in charge
 - f. ... to the Archive Vault, which may or may not exist.
2. To Get Out
 - a. ... of the settlement.
 - b. ... of wasting grant money on this dead-end experiment.
 - c. ... of this damn dome.
 - d. ... away from your parents, for one big night on the town.
 - e. ... of working today.
 - f. ... of the surprisingly large and labyrinthine Time Out closet.
3. To Get Respect
 - a. ... by fending for yourself.
 - b. ... by showing them all!
 - c. ... from the academics who called you mad.
 - d. ... by blowing up the Cube.
 - e. ... by seeing this project through.
 - f. ... by saving the whole world.
4. To Get Help
 - a. ... securing life-maintaining medication.
 - b. ... from the animals.
 - c. ... with your relationship problems.
 - d. ... shaking the authorities.
 - e. ... from the outside world.
 - f. ... creating an invention that will change the Biocube and/or world forever.
5. To Get Control
 - a. ... of the Biocube.
 - b. ... of the deed to the land, screw the Biocube.
 - c. ... of the post-apocalyptic society.
 - d. ... of the animals.
 - e. ... of the food supply
 - f. ... over the undiscovered ant problem
6. To Get The Facts
 - a. ... out to the highest bidder, a multinational medicorp
 - b. ... back in a nice sealed envelope, where they belong
 - c. ... about your own forgotten past
 - d. ... about if your settlement is real or not.
 - e. ... about the outside world.

- f. ... about who's really behind this shitshow.

Locations

1. Desert
 - a. Solar Panel Maintenance Duct
 - b. Dan's Desserts
 - c. Two hundred labelled ungulate skulls
 - d. Tire Pyramid
 - e. Oasis
 - f. Rickety wooden walkway over the Cacti Field
2. Tropical
 - a. Biodiversity Contribution Centre
 - b. Carnivorous Plants Grove
 - c. Overgrown Hedge Maze
 - d. Lethally Tall Waterfall
 - e. Perfect Beach
 - f. Dead plants, ground bloody from headcrabs
3. Ocean
 - a. Sealab
 - b. Volcano Island
 - c. The Shark Zone
 - d. Poorly-maintained fish trap over the filtration system's input
 - e. An undersea cave full of buried treasure, consigned to legend
 - f. Miniature coral reef
4. Backstage
 - a. The Tide Control in the Faux Moon
 - b. Sky Control Center
 - c. Hydroponic Farms
 - d. Crushing Plate Production Plant
 - e. Water Purification Plant
 - f. The Porpaganda Turbine
5. Crew Quarters
 - a. The Head of Research's en suite
 - b. The Video Payphone, only connection to The Beyondlands
 - c. The Unisex, Unispecies Shower Room
 - d. The Cafeteria
 - e. The Monitoring Room
 - f. The "Time Out" "Closet"
6. Beyond The Cube
 - a. Desolate Wastes
 - b. Giant Ant Tunnels
 - c. Buried Statue of Liberty Field
 - d. A convenience store, about ten minutes up the road from the dome

- e. Cube Worship Site
- f. Strange, petrified, intelligent rainforest

Objects

1. Animals
 - a. A foul-mouthed African Grey Parrot
 - b. An escaped rooster nobody's seen in months
 - c. The (male) goat who was brought in as a milk supply
 - d. Igor
 - e. The party cat
 - f. A stalwart, if dim-witted camel which turned up one day in the horse pen
2. Administrative
 - a. Only key to the Time Out Closet
 - b. The administrator's password, written on a Post-It Note
 - c. The Head of Agriculture's private reserve
 - d. The map
 - e. The scrum ice chest
 - f. List of persons Possibly Inclined To Dissent
3. Plants
 - a. A large, handsome saguaro cactus (he's single, *ladies*)
 - b. Several buckets of siphoned-off algae
 - c. Vase of dejected snowdrops
 - d. Venus Mantrap
 - e. The Purple Loosestrife
 - f. A grove of (unbeknownst to most) high-grade opium poppies
4. Consumables
 - a. A box of tinned tuna
 - b. Two hundred candles
 - c. The last working packet of AA batteries in the Dome
 - d. A basket of condoms, on the chief psychiatrist's desk
 - e. Several unlabelled aluminium cans.
 - f. A half-dozen cigarettes in a ziplock bag
5. Lost and Found
 - a. An engagement ring
 - b. A stuffed toy dog
 - c. A wallet (empty)
 - d. A 'massage stick' with half-full batteries
 - e. **Megaphone!**
 - f. A smelly old sock that nobody wants to claim
6. Contraband
 - a. Highly experimental, explosive fertiliser
 - b. A weed-whacker

- c. 1,000 pounds of Marijuana
- d. A misplaced tranquilizer rifle from the Security Office
- e. Illegally modified airhorn
- f. A dubious quantity of quality erotic material
- g.

Fogel -o-o-o- Airey -o-o-o- Pharmsy -o-o-o- Agen -o-o-o- Wheat -o-o-o-

<DragonFogel> Okay, here's our results:

<DragonFogel> Fogel - Wheat - Before the Biocube (6) - Biocube Construction Worker and Slacker Buddy, stuck inside (4) - Contraband (6) - Highly experimental, explosive fertilizer (1)

<DragonFogel> Airey - Fogel - Illicit (5) - Making A Competing Biocube Inside The Biocube (6) - To Get Control (5) - ... of the deed to the land, screw the Biocube. (2)

<DragonFogel> Pharm - Airey - Settler Community (3) - Anarchist and Conservative (3) - Contraband (6)- A dubious quantity of quality erotic material (6)

<DragonFogel> Agent - Pharm - Management Hierarchy (2) - Chief Security Officer and Self-Proclaimed Regent (1) - Tropical (2) - Lethally Tall Waterfall (4)

<DragonFogel> Wheat - Agent - Staff (1) - Invasive Species Control Specialist and Overenthusiastic Gardener (2) - Administrative (2) - List of persons Possibly Inclined To Dissent (6, wild)

<DragonFogel> Now for the fun part, where we figure out how that all fits together.

Fogel -	Slacker Joe
Airey -	Freedom Liberty
Pharmsy -	Officer Nofun
Agen -	Lady Sheila Earstwyale
Wheat -	Agent Molder