



"BEXCO GENERAL"

BEXCO (pronounced "Beks-Koh") is a private roleplay community run on ROBLOX.

Set in the 70s in a top secret facility stranded in the Caribbean Sea, it is operated by the BEXCO Corporation, a leading multinational corporation in research & development, manufacturing and natural resources extraction.

Between Cold War tensions, prank calls, rival companies and industrial espionage, dinosaurs, anomalous entities and phenomena, the corporation strives for research for the advancement of mankind (and of course, money.)

*This document contains all the necessary information about BEXCO,
from Roleplay Guidelines to its General Lore*

<https://discord.gg/y8FvVv79Fn>

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BEXCO Corporation

Introduction:

Set in the 70s, the BEXCO Corporation is a multinational corporation headquartered in the United

States. It specializes in Research & Development, Genetic Engineering and Natural Resources Extractions with total assets worth US\$77,2 billion. It employs 46,300 employees worldwide.

The events of this roleplay are set at the BARI, *BEXCO's Asset Research Institute*, on the island of *Isla Virella* in the Caribbean Sea.

While the company is known by the general population as a producer of household products, medication, processed food, cosmetics, insecticide or kitchen appliances - it researches top secret projects for the interests of both Cold War Blocs within its Asset Research Institute, making the company a valuable yet dangerous asset in the development of the Cold War. Officially, the facility is classified as a Nicaraguan Navy Military Encampment.

Despite being headquartered in the United States, it keeps a neutral stance and works with companies from all around the globe and employs people from all nationalities without having much regard to background, history or ethics.

Its current CEO is Michael Hodges, 4th CEO since the creation of the company.

Through different departments and unique roles, you can roleplay as a BEXCO employee as a unique character.

ROLEPLAY GUIDELINES

Last Edited: 2025/01/09

Here, you will find all the essential rules to ensure a smooth and immersive roleplaying experience for everyone. These guidelines are mandatory to understand if you wish to get whitelisted and will help you understand how to interact within the game.

Appeals can be made through a Roleplay Violation ticket, you have 14 days since the transmission of the punishment to make an appeal.
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A roleplay moderator telling you to knock something off because it breaks a rule is not an invitation for debate.

1. Realism 101

How to play?

You must play a coherent, believable character. You're playing an *actor*. This includes a *realistic name, family name and backstory* (with no joke names or names related to real life personalities).

You cannot have superhuman powers which can make you immune to rules and you cannot possess complex knowledge about something unrelated to your role or nationality (this is called **Powergaming**)



Examples

As an American, you cannot understand the Russian-speak of a KGB agent.

As a Technician, you cannot possess complex medical knowledge and help somebody out.

As a Security Officer, you cannot randomly possess advanced knowledge of ancient Roman history.

Fear Roleplay and Balance

You must fear authoritative figures, punishment, injuries and death - for example, you cannot run away when being questioned by a Security Officer. This is called Fear Roleplay.



This rule is voided if you have something/represent something that is as equally fear-inducing or more. For example, you CAN run away when being questioned by a Security Officer because you have a hidden gun. This is called the “Fear Roleplay Balance”.

In the above example		
<i>Factor of Fear</i>	<i>Fear Balance</i>	<i>Result</i>
Authoritative Figure	“I have nothing to act against them.”	= I resent Fear
Authoritative Figure	“But I got a gun too!”	= <u>Fear is voided</u>

Furthermore, as part of the Fear Roleplay rule, **all injuries** (minor, or major injuries) **have to be roleplayed**, including side effects from surgery or medication from the Medical Department.

Historic Setting

BEXCO is set in the 70s, modern slang and terms should be avoided. You can use this website as a reference of what used to be said in the 70s: <https://www.yourdictionary.com/articles/70s-slang>

Appearance-wise, your appearance must be coherent to the 70s (you don’t have to fully match the ‘70s’ but you must remain coherent). People used to wear bright and colorful clothes, facial hair and long hair was more common for men, while short hair was more common in women.

Here is a reference below:



2. Outside of game information and Being “IC” and “OOC”

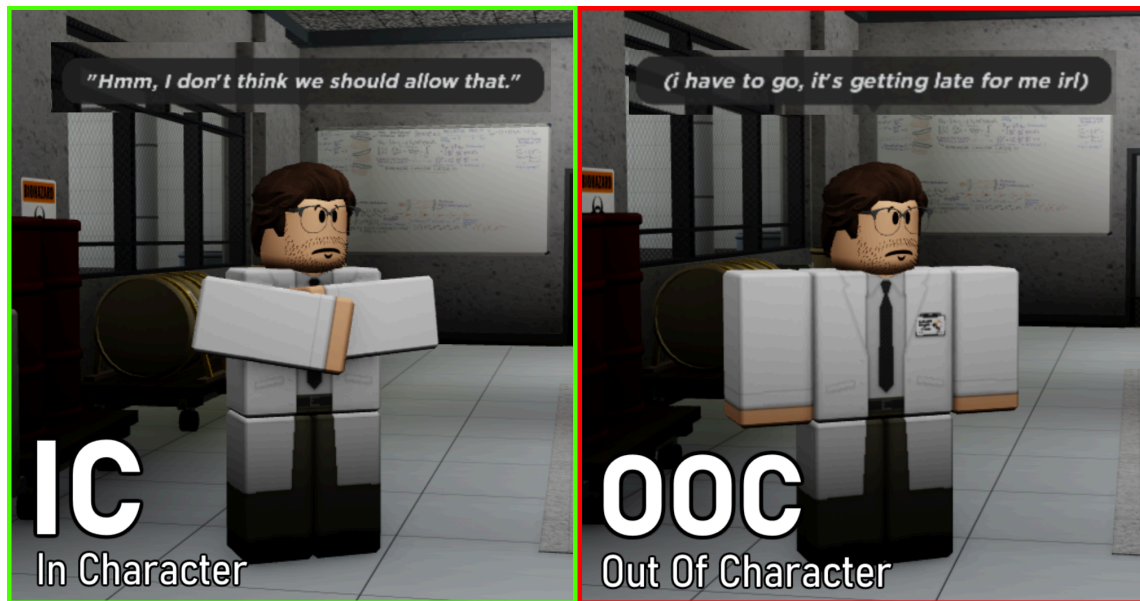
IC / ooc

There are 2 statuses your character can be in while in-game:

→ In-Character (IC): This refers to what your character says and does in the game, reflecting their personality and manner of speaking. It is usually shown with quotation marks (“ ”).

→ Out-Of-Character (OOC): This refers to information that exists outside of your character. It is usually shown using parentheses ().

You must differentiate the way you speak when being IC or OOC, you would use IC to talk as your character while you would use OOC to communicate information that is not relevant to the roleplay.



Metagaming

You cannot use information that your character has no realistic access to, whilst in-game, as an IC advantage, this is called Metagaming.

For example, it has been leaked on Discord that an event is being prepared. However your character has no IC access to that information and cannot prepare beforehand. You must act as if you are not aware of this information.

3. Illegal stuff? No - but yes, in some cases

Illegal Actions and Exceptions

Out of principle, you cannot do serious illegal actions (such as murder), you are an employee, not a criminal.

→ *You are still able to commit serious actions but it is extremely likely that your character will be arrested and terminated from the corporation, making your character and all of its departmental progression deleted.*

You are still allowed to create minor inconveniences that can easily be dealt with by your colleagues or Security, such as a quarrel between employees, theft, trespassing or prank calls.

As a rule of thumb, if a minor inconvenience takes more than 5 minutes for a normal character to fix, you cannot do it.

Furthermore, **you must escalate through roleplay** before being hostile to other players (you cannot go ahead and start a fight between an employee just for the sake of it, there must be a reason for it)

Antagonist roles are exempt from the rules shown in this subsection (e.g. Spies, Intelligence Agencies, Militaries, Rival Corporations, etc.)

Baiting

Attracting Authoritative Figures or provoking their attention with no gain to the development of your character or the roleplay is also considered an illegal action. This includes all actions that purposefully waste Security/Maintenance/Medical/Personnel resources. This is called Baiting.

Examples

Standing next to restricted areas with no purpose but to indirectly provoke Security.
Repeatedly breaking facility equipment for Maintenance to repair it.
Purposely doing something illegal in front of Security to force them to react.

4. Roleplay Actions - Forced, Timed and Gun Motion

Roleplay Actions

A Roleplay Action (RA) is an action you want your character to perform, typically written using asterisks (*)

You cannot perform more than **1** action per speech bubble (but can insert multiple verbs if relevant).

Examples

Correct Actions

Ties my shoes
Grabs pencil and throws it at my colleague
Scribbles down on clipboard

Incorrect Actions

Throws the ball, catches it, and runs to the other side of the room (Has more than 1 action)

<i>*Attaches non-rebreather mask over patient's face*</i> <i>*Picks up chair and places it on the table*</i>	<i>*Rolls stretcher, performs CPR on patient, and injects needle*</i> (Has more than 1 action)
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Actions that are visible through animations (like crouching, pointing, dancing, etc.) do not need to be roleplayed with asterisks. Opening/closing doors does not require to be roleplayed.

Roleplay tools (bags, carts, technical tools, items...) are to be used for more technical RAs (e.g. you must use a Welding Torch tool to weld something, you won't be able to weld out of thin air).

Forced Roleplay

You cannot force an action (e.g. injuries, restraining) **on another player simply through roleplay actions**, this is called Forced Roleplay.

→ You must have an in-game tool equivalent to the action you want to force on the player (cuffs, baton, melee weapons, blunt weapons...)

However, both players (or more) can agree on forcing their actions toward each other through roleplay. For example, 2 players can roleplay out a fight and punch each other, leading to injuries.

Roleplay tools (items that are not weapons) cannot be used to force an action.

Weapon Actions ("Gun Motion")

Unslinging a weapon or firearm must also be roleplayed through Roleplay Actions (e.g. **grabs knife from my right sock**, **unslings pistol from back pocket**)



You must type out the roleplay action(s), THEN take out the weapon, not before.

There exists specific numbers of roleplay actions depending on the type of weapon:

Type of Weapon	Number of Roleplay Actions
Hidden Firearm (non-visible) (like a handgun)	2 Roleplay Actions
Visible Firearm (like a weapon holstered to the torso)	1 Roleplay Action
Melee Weapon (knife, baton, etc.)	1 Roleplay Action

Handgun holsters worn by Security counts as a Visible Firearm and therefore only requires 1 RA.

Roleplay Actions Specifics (minor rules)

There exists some exceptions to Roleplay Actions:

→ 1. Cuffing or putting restraints on a player requires 3 RAs before cuffing/restraining a player.

→ 2. A Security Officer searching a player has to write 2 RAs before asking the player what they have. After, their search has to be divided in 2 separate search areas (upper and lower body) (i.e. **pats upper body* (what do I find?)* ; **pats lower body* (what do I find?)*)

→ 3. Some roleplay actions are considered **TIMED** (TRA), such as when a dinosaur has been tranquilised, they must wait a moment until the tranquilising medication kicks in; or when a medication

has been administered, the patient must wait for it to kick in. It means that there is a time delay between when the action was written (beginning) and its resolution (ending).

→ 4. Some roleplay actions can be considered **SHARED** (SRA), such as for maintenance work of complicated technical systems. It means that the actions can or have to be made between 2 or more players.

5. AFK Zones

Once you've entered the facility, you must remain IC for the whole roleplay session (except for when you want to talk Out-Of-Character). Therefore, if you need to stay AFK for any amount of time, you must head to specific 'AFK Areas' so that you can safely let go of your character until you're back from being AFK.

These include: Restrooms or Locked Spawns.

→ Active roleplay is refrained in these areas

6. Abuse of Game Mechanics (minor rules)

→ Using your game camera to look into places you have no realistic access to, is forbidden.

→ Abusing stretchers (*this is targeted to you Dr. Flynn*) and interactible carts to void them or block areas (unless given authorisation by a roleplay gamemaster)

→ Giving yourself unlimited consumable items such as meat pieces or dino snacks to throw them around is forbidden.



7. Balancing Rules (minor rules)

Tranquilisers

- Tranquiliser darts cannot be used on humans and are to be VOIDED when used as a weapon toward humans.
- Tranquiliser rifles count as a Visible Firearm and therefore only requires 1 RA to unsling (check Rule Section 4), however firing them requires specific roleplay actions (check Asset Welfare Department Document).
- Tranquiliser rifles are not considered a lethal firearm and is therefore not fear-inducing (cannot tilt the Fear Roleplay balance)

8. Be kind to other players

Toxicity and discrimination

There is a no tolerance policy for toxicity and discrimination of any sort (even if it's said through your roleplay character).

Light invectives ("imbecile", "idiot", "fool"...) are authorized in a *ROLEPLAY CONTEXT* to insult a *ROLEPLAY CHARACTER* (not the person behind it)

However, using insults through roleplay as a way to insult someone outside of roleplay is not allowed.

Inappropriate Roleplay

Inappropriate roleplay that is against ROBLOX's Terms of Service such as ERP (Erotic Role Play) is forbidden.

There is also no tolerance for having No Intent To Roleplay (NITRP), this can be shown through *evident and excessive* lack of roleplay effort, grammar, and attention to the roleplay. Roleplay is to be made enjoyable to all.

BEXCO STRUCTURE & DEPARTMENTS

Last Edited: 2025/10/16

BEXCO has a very unique structure and works on features that can be difficult to understand. This part should explain and go over all of them.

Roleplay Characters Limit

→ BEXCO allows you to roleplay as **2** Different Characters, to allow yourself to be in **2** Departments at once. Of course, each character has to be someone different, and to have an unique appearance and personality; Character 2 cannot be a clone of Character 1.

→ You are able to have as many characters as you want in Non-Departments (Factions) - only if you were to be accepted in one though. You can also keep a character as a Test Subject. Intern characters that are part of the **Intern Program** do not count in the characters limit.

To summarize:

You are allowed in **2 Departments at once** (through 2 different characters)

You are also allowed to have as many characters as you want in Non-Departments (Factions) or Special Departments (e.g. Human Resources, Press Office...)

You are also allowed to keep a character as a Test Subject character (not in a Department).

Character Creation

Create a Character

In order to create a character and have it assigned to a department, you must create it directly in-game through the “Create / Edit a Character Menu”. You will be able to edit your character’s profile such as name, nationality, height or medical history, as well as your character’s appearance.

→ To **assign your character to a department**, **you must pass a department application** of your desired department and specify which character you wish to use for that department on the application. From there, an administrator will have to assign your character manually to the department and you will be able to play as your character anytime you want.

→ If **you are newly Whitelisted**, you are given access to a character without having to apply for a department as part of the Intern Program. Intern is a role which allows you to have first-hand experience of BEXCO, to explore the facility and familiarize yourself with everything before you apply for a department. Later, you can choose to join a department through the same Intern character, or through a separate one.

You can become an **Intern** by filling out this form: [Intern Program Form](#)

→ There exists a **Characters limit** (see above), submit a General Support ticket if you wish to delete one of your unused characters.

Employee ID

BEXCO Characters function using a 3 digit ID (#ID) combination that is used for lore and gameplay purposes and each character has their own unique ID.

Your ID will be shown on your ID card when taking it out (tool named “ID”).

Your Employee ID includes:

- Your Character’s Name and Family Name
- Your Character’s Department and Rank

However, your ID can be tracked back into the Employee Registry and will include:

- Your Character’s Physical Appearance (hair, hair color, facial hair, glasses)
- Your Character’s Age
- Your Character’s Nationality

For Medical reasons, it will also include:

- Your Character’s Blood Type
- Your Character’s Height (in cm)
- Your Character’s Weight (in kg)

Employee IDs play a pivotal role within roleplay. For example, a Security Officer will ask for your ID digits to log reports, or can look up your ID within the Employee Registry if you’re under a warrant. A

Doctor can also ask for your ID to log their prescriptions and medical consultations. Finally, a Technician that delivers you a package can ask for your ID to sign a document testifying you received the package.

Remember that Employee IDs can be stolen in different circumstances (e.g. identity theft, spies)

IDs can go from #002 to #999 - you will **randomly** be assigned an ID when creating a Character

Classifications

BEXCO Classifications

Members are divided into Classifications that define their highest clearance level on their Character(s). It is strictly used for roleplay, lore and representation purposes.

Your Classification is shown as your BEXCO Group Rank and Discord server role.

You will always get the Classification held by one of your characters that has the highest position/clearance in a Department.

When IC, if your classification is higher than the classification of the character you're playing as, then it is to be **voided**.

Classifications are listed as follows:

Classification - 0 | Unassigned Personnel

Classification - 0 refers to people who have been accepted to the Whitelist but that have no Departmental Characters.

You must create a Character and apply for a Department if you wish to gain access to a higher Classification and play the game.

You can also join the Intern Program (*see above*), if you wish to play as a Character without having to apply for a Department yet.

In the lore, the 'zero' in Classification - 0 refers to having no Classification, it refers to Visitors, Test Subjects, Trespassers and persons non-affiliated to BEXCO.

Classification - 1 | Entry Level Department Rank

C-1 refers to personnel holding a low-rank position in one or multiple Departments.

In the lore, Classification - 1 are given the least access to restricted areas within the facility. They are not entrusted with classified tasks (unless stated otherwise).

Classification - 2 | Intermediate Level Department Rank

C-2 is given to personnel holding an intermediate rank in one or multiple Departments.

In the lore and within the facility, C-2 personnel are capable of teaching, supervising and managing C-1 personnel related to their department, if necessary (unless stated otherwise).

Classification - 3 | Senior Level Department Rank

C-3 is given to personnel holding a senior level rank in one or multiple Departments.

In the lore, C-3 personnel have shown sufficient seniority and competency to be tasked with minor managerial duties.

Classification - 4 | Commanding Level Department Rank

C-4 is given to personnel holding ranks with managerial duties and minor administrative duties within one or multiple Departments.

In the lore, they work closely with C-5 personnel and below and act as a transition between the two.

Classification - 5 | Extra Commanding Level Department Rank, Central Command & Technical Installation Director

C-5 is given to personnel holding the highest department positions below their commanding department directors. It is also given to Representatives of the Central Command for their specified term.

In the lore, C-5 personnel are tasked with administrative duties. When on-site, C-5 personnel are usually responsible for a given area/duty within the facility (e.g. infirmary, paddock, etc.)

Classification - 6 | Department Directorate aka Board of Directors

C-6 is given to Department Directors.

In the lore, C-6 Department Directors represent the Board of Directors, the commanding body of BEXCO's Asset Research Institute.

Departments and Applications

BEXCO Corporation boasts a diverse array of departments, each with a vital role within the facility. Not all Departments are always open to applicants, check **#employment** to see current application openings.

Department Applications

Departmental applications are divided into **2** parts:

1 - A Mandatory Part

Regarding your roleplay character and its background, your OOC motivation and IC interests

2 - A Secondary Part (technically "optional")

Including questions specific to the department (knowledge, scenarios, decision-making, logical-thinking...) that may require you to read the department document.

 The Secondary Part is **TECHNICALLY** NOT MANDATORY. However, **its completion significantly influences the acceptance of your application and what makes it stand apart from the others.**

Leaving this section blank or unanswered will lead to an automatic denial of your application. Therefore, it is important to complete the Secondary Part to the best of your ability.

The purpose of having a Secondary Part is to fill low-effort positions, such as Janitors in the Maintenance Department, and to measure the motivation and effort of the applicant.

The quality and thoroughness of your application directly correlate with how likely you might be accepted.

After submitting your application, you must be contacted by Department Officials on whether your application was denied or accepted. There exists no specific waiting period, it can depend on many factors. **Make sure your Discord DMs are kept open** when submitting applications - if you do not receive any DM after a lengthy period of time, contact any Department Officials of your requested department.

For any queries or concerns, please submit a General Support ticket in **#support**.

List of Departments

Currently, there exist 6 departments (with some sub departments), they are listed as follows:

RESEARCH DEPARTMENT
Department Director: Research Board
The Research Department is the main component of the corporation, driving innovation and progress through research in many fields including biology, asset research, anomalous material, experimental weapons or paleontology. It is known for its deep wisdom and important research. <i>Every individual within it has put in a great deal of effort to earn their PhD.</i> This title is not just earned simply as through a ROBLOX rank; it represents a certain amount of writing, dedication and creativity, which makes the role of researcher itself, very tricky. Its main overseeing component is the Research Board. It is composed of the most prominent BEXCO Professors, usually senior researchers, each specialized in a field of research, they possess extensive knowledge in their field. When joining the Research Department, you roleplay as a PhD Student. Your goal is to write a thesis and a rationale, present it to the Research Board to validate it, research and complete your thesis, and then present and defend it to the Research Board. The thesis can be about anything as long as it is related to something in-game and that you can interact with it. If you pass, you will obtain your PhD, attain the title of Doctor and become a fully-fledged Researcher that can specialize in a specific field of research. Researchers are fully autonomous and are not restricted by quotas or assignments. Their research is usually made on their own but they can request Assistant Researchers (newly graduated researchers). The Research Department is also divided into Laboratories, groups of researchers that share common research. Published research is sent in the #published-research channel (https://discord.com/channels/1236711821352894516/1236753411886678046)

MAINTENANCE DEPARTMENT
Department Director: Foreman Jeremy REED [#929] (MemeMan0302)
The Maintenance Department takes care of the day-to-day operations within the facility and of its upkeep. From managing trash collection through Janitors to maintaining the physical infrastructure

through Technicians, they work with all departments (e.g. paddock check-up, etc.) to ensure the structural and technical safety of the facility.

Technicians undergo comprehensive training in various disciplines and can specialize themselves through qualifications such as Electronics, HVAC, Cable Communications, Pest Control or Health & Safety Inspection. Their expertise is based on real-life technical expertise and they are capable of responding to any technical situations on-site.

Engineers oversee Technicians and act as managerial positions by supervising Technicians, training them and assigning tasks and fulfilling check-ups and quotas, while designing engineering projects such as new rooms and infrastructures, reviewing plans and documents and planning maintenance/engineering projects.

There exist sub departments such as Damage Control, which handle firefighting on-site, technical rescue operations and HAZMAT situations, and the Office for Containment Control which logs and manages containment anomalies, while working closely with the Research Department.

The Department is also responsible for the construction of new rooms and infrastructures and the maintenance of weather monitoring systems and facility generators.

SECURITY DEPARTMENT

Department Director: On LoA

The Security Department is entrusted with the task of safeguarding the corporation's personnel and assets. It operates with roleplay professionalism, methodical decision-making and emphasizing the de-escalation of situations without resorting to force. It is not a fun police that punishes and completes tasks aimlessly, and it does not decide on what's "fun" or "not fun"; the Security Department is trained to find the right balance within punishments and make the roleplay enjoyable to all.

It works as a vital component to the functioning of the facility. Officers are fully autonomous and may patrol alone or in groups. Their responsibilities include patrolling, operating 555 calls (Emergency Hotline), monitoring CCTV, writing incident reports, handling complaints, performing searches and investigations and making arrests. Most officers patrol without a firearm.

Security Cadets undergo supervised training by NCOs and are tasked with various duties. They must submit Attendance Reports after each shift to familiarize themselves with paperwork, a requirement for promotion to Security Officer.

"Emergency Response", the Security Department's tactical, hazardous and armed response branch handles hazardous situations, search and rescue operations, arrest warrants, and facility lockdowns.

When not active, its officers patrol as Armed Security Officers and have the same duties as regular Security Officers.

ASSET WELFARE DEPARTMENT

Department Director: Coordinator Laura HALLS [#499] (dontdropthato)

The Asset Welfare Department is responsible for the well-being and upkeep of the assets and of their paddocks. Their duties encompass everything from asset feeding to physical checkups, they are divided into 2 fields - rangers and veterinary specialists.

Rangers are asset keepers that are tasked with non-medical interventions, handling and training assets, paddock supervision, clean-ups and asset signalment. They are easily recognizable by holstering tranquilizer rifles for asset sedation (which requires basic pharmacology skills).

Meanwhile, Veterinary Specialists can include Veterinary Technicians or Veterinarians, both positions require complete knowledge of veterinary medicine and assets.

Veterinarians are trained the same as Human Medicine Physicians through extensive Residency where they gain practical insight of their field after graduating from being a Veterinary Student. They retain knowledge of assets' anatomy, physiology, infectious diseases, immunology, preventive medicine, and pharmacology. They perform comprehensive medical tasks, including surgeries, diagnostic tests, and treatment plans.

Veterinarians are the highest position within Asset Welfare, usually having a single Veterinarian to manage an Asset Nursery and/or Paddock. They are responsible for managing all duties of the Department and assigning tasks.

Asset Welfare helps and assists researchers in their studies of assets.

MEDICAL DEPARTMENT

Department Director: Chief Medical Officer Matte PIGNOLIBUS [#321] (mattefedetalano)

The Medical Department is dedicated to the health and well-being of personnel. From basic life support to advanced medical situations, the Medical Department provides healthcare for both employees and Classification - 0 personnel by operating the BARI's Infirmary.

The Infirmary Staff is a tight-knit team composed of medical and nursing students, nurses, residents, and physicians. All members possess extensive and important knowledge in their fields, ensuring a high standard of care that is often renewed through training.

Medical technology and practices are exclusively set in the 1970s, making it very rudimentary to practice medicine. It heavily emphasizes on what the patient “hasn’t” rather than what the patient “has”, since diagnostic equipment was limited - for example by primarily using stethoscopes, or more advanced equipment at the time, such as ultrasound machines (at most). It also makes use of undeveloped pharmacology, which possesses more side effects than today.

The Department is also responsible for operating the Medical Emergency Hotline (400) and responds to emergency medical calls directly on-scene, anywhere on-site. Due to the unusual nature of daily events at the BARI, the Medical Department is regularly called for all types of incidents. When not actively needed, the Infirmary offers free physical exams, vaccinations, and hosts seminars to promote health and wellness.

Consultations can be made to the Infirmary through the non-emergency lines. Patients waiting for consultations will have to wait in the waiting room.

The Infirmary and its team is supervised by an Attending Physician, who has fully completed Residency and knows the facility, its personnel and its common medical emergencies by heart. Physicians can also specialize in a specific field of medicine.

ADMINISTRATIVE DEPARTMENT

Department Director: Chief Executive Officer Michael HODGES [#001] (consumervictim)

The Administrative Department plays a pivotal role in managing the corporation from the inside. Managing OOC administrative operations of departments, applications and the intake of members.

In the lore and on-site, its members are usually high profile and retain specific duties.

It hosts Human Resources, the Ethics Committee, the Press Office and Central Command as its administrative divisions.

The Administrative Department also hosts the Intern Program, allowing newly Whitelisted players to roleplay and access a character.

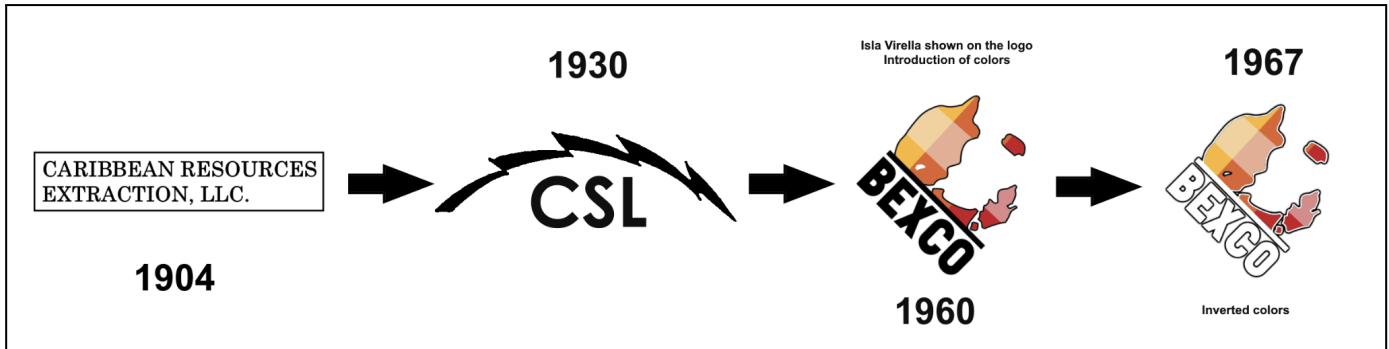
LORE

The Creation of the Corporation

BEXCO Corporation was created in 1904 as “Caribbean Resources Extraction, LLC”, then renamed itself in 1930 to “Caribbean Solutions & Laboratories” as it started expanding its Research &

Development sector.

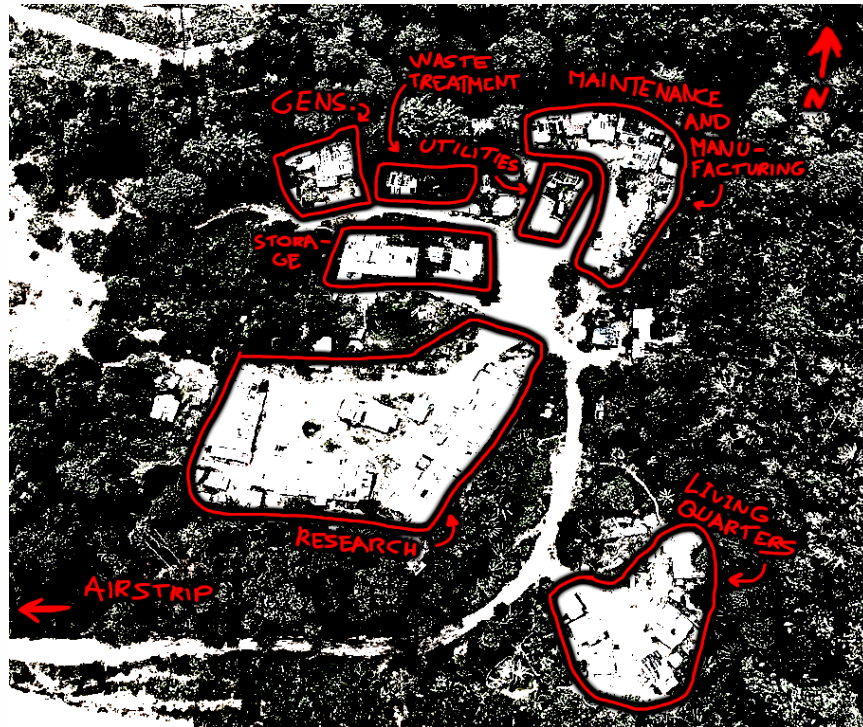
The company only adopted its final name “BEXCO” in 1960 as a simple contraction of “CarriBEan”, “eXtraction” and “COllaboration”.



Asset Research Institute

In 1957, under complete secrecy, BEXCO Corporation acquired Isla Virella from the Nicaraguan government, thanks to the covert assistance of the U.S. Central Intelligence Agency. Roughly 70 square kilometers according to BEXCO’s land surveyors, and stranded within the Caribbean Sea, the island's purpose was clear: to serve as a research hub for developing experimental weapons for the U.S. Army.

By 1960, the facility was operational, though it was a primitive setup. Around 20 dedicated researchers braved the jungle's harsh conditions, most of them sleeping in tents.



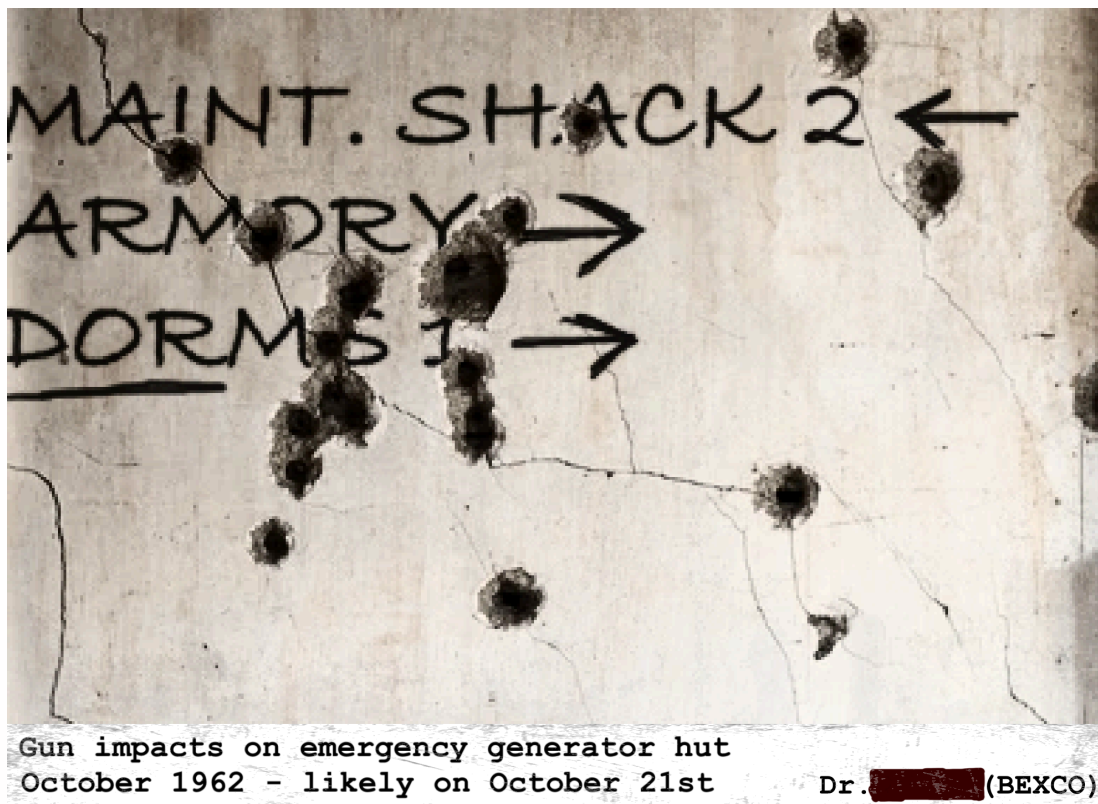
The isolation of Isla Virella was shattered during the Cuban Missile Crisis of 1962. The Soviet Union's Main Intelligence Directorate initiated a sweep search of the Gulf of Mexico and Caribbean islands for potential hidden CIA installations. Their relentless efforts eventually led them to Isla Virella. Soviet GRU Spetsnaz forces descended upon the facility, storming its primitive installations, eliminating its personnel and seizing valuable prototypes and blueprints of the experimental weapons.



Technical maintenance shack 1
July 2nd 1961 - prior to October 1962

Dr. [REDACTED] (BEXCO)

BEXCO Headquarters received no word from the facility for days, but it did not raise alarms as it was common for communications to get cut for days due to the island's climate and remoteness. Initial attempts to reestablish contact failed, but weeks after, the fear that the island had been compromised grew. Rescue teams were sent to the island and discovered the aftermath of what happened weeks earlier.



As global tensions shifted, so did the CIA's priorities. The agency ceased its funding of BEXCO, diverting its focus to the Nicaraguan Revolution. Nonetheless, BEXCO negotiated a clandestine agreement with the Soviet Union. The deal allowed BEXCO to legally claim Isla Virella, exchanging their research projects for the island's return.

Uprising of 1965

On-site operations have continued for years despite the atmosphere within the facility becoming increasingly volatile. The oppressive environment and harsh treatment by the Soviets led to whispers of rebellion that began to circulate among the employees, but those were soon heard by Soviet personnel who wanted to put an end to it.

Fear of being murdered soon turned into anger and paranoia within the facility, culminating in the "Uprising of 1965." During the night, personnel armed themselves and seized control of communication installations, effectively cutting off all contact with the outside world. Researchers, technicians, and security staff took the barely English-speaking Soviet agents hostage and demanded the withdrawal of Soviet interests from BEXCO.

The Soviet Union, however, was indifferent to these demands and simply stopped funding the company. The Soviet agents were then turned into test subjects by the employees.

Freed from any controlling faction and international restrictions, BEXCO rapidly expanded. It began exploring new fields of research and recruited volunteer test subjects. Additionally, the company started recruiting inmates from Nicaraguan prisons.

Renewal

With the shackles of international restrictions removed and no controlling faction to answer to, BEXCO pursued a clandestine agenda that extended far beyond the development of experimental weapons.

The Research Board redirected its focus towards genetic research, embarking on a bold endeavor: the recreation of dinosaurs. Drawing upon the expertise of its recruited researchers and the resources of its secluded island, researchers began to unlock the mysteries of ancient DNA, breathing life into long-extinct creatures.

The dense jungles of Isla Virella became a living laboratory, populated with prehistoric creatures unseen by the outside world. The facility expanded underground, where researchers worked tirelessly, expanding to many fields, pushing the boundaries of medicine, botany, physics, chemistry and genetic engineering to sell new products, create new supply chains and resurrect ancient creatures...

November 1967 Incident

The 60s and 70s were the testing field of many parapsychological, occult and paranormal experiments for many intelligence agencies. While the KGB was making important advancements in parapsychological practices, the CIA was hosting different projects such as the Stargate Project or MK Ultra. In this climate of intense interest and competition, private corporations also began to explore these unknown territories. BEXCO embarked on its own set of experiments driven by both scientific curiosity and profit.

However, one unknown event has marked the entrance of BEXCO into this new realm. During a full moon of November 1967, test subjects and personnel were suddenly all affected by severe acute hallucinations. Supply chains were mysteriously cut and international lines were temporarily interrupted, leaving the island isolated from the outside world.

Simultaneously, the incident bore witness to the inexplicable sacrifice of several test subjects. Driven by an ominous belief in the presence of 'gods' and 'spirits' that were thought to inhabit the island and its surroundings, these actions left an indelible mark on the history of the corporation.

It is heard that all personnel that were present during the events have died since. Despite the passage of time, the exact reasons behind these events remain unknown, prompting efforts by researchers and Containment Control engineers to actively study it.

Only one thing has been confirmed since this event, *every November of every year, an event of catastrophic failure is suspected to happen*. Many employees that study the subject found the coincidence funny because November is the month of birth of CEO Hodges.

Even if most personnel aren't aware of the occurrences of November 1967, the echoes of that tragic night still reverberate through the corridors of the facility. The event remains deeply classified within the company's history. The mention or discussion of the November 1967 Incident is met with severe consequences, both for the individual involved and for the divulgence of classified information.

It was during this period that CEO Hodges, saw this as an opportunity to explore the paranormal and its extra dimensional worlds and make quick profit out of it. However, despite BEXCO's extensive research and experimentation, knowledge regarding the paranormal remains primitive and limited.

Nowadays, paranormal activities are closely monitored by containment engineers, researchers and security personnel.

By the beginning of 1968, the island had a capacity of around 400 personnel.

Current BARI

BEXCO Asset Research Institute

Nicknamed "BARI"

Location: [UNKNOWN], Nicaragua

Cover Story: Nicaraguan Navy Military Encampment

Development Cost: US\$9,78 Billion

Development Started: 1957

Development Completed: 1960

Facility Director: CEO Hodges

Chief of Research: [UNKNOWN]

Research Personnel: 159

Technical Personnel: 53

Medical Personnel : 25

Security Personnel: 66

Administrative Personnel: 29

Miscellaneous: 9

Any personnel work 5 days-a-week on-site to then take a plane back to the United States from the facility Air Strip A. From the United States, personnel can then reach their home country.

Facility personnel are allowed to bring up to 2 family members if necessary within the dormitories. All transportation fees are paid by the company.

Complete trash and wastewater treatment.

International communications have been cut off for regular personnel.

Main language on-site is English.

Currency used on-site is the Nicaraguan córdoba.

BEXCO Universe and Factions

The BEXCO Universe is shaped by plenty of factions that have unique relations with each other. These factions can either be strictly for OOC lore purposes while some can be present in-game IC. Recruitments into factions are rare and usually secretive.

Main Factions _____

	Soviet Union The Soviet Union has had many interests in the corporation's activities. Separated between the GRU Military Intelligence Unit and the KGB Committee for State Security - the GRU is better known for acting loudly and 'unprofessionally' through assaults, personnel/assets retrievals, hostage situations or rescues that often result in important casualties; while the KGB functions by staying secretive within existing BEXCO personnel through sleeper agents and thorough intelligence, infiltration and investigations.
	United States The United States has had many conflicts with the company since its creation. The Central Intelligence Agency Special Activities Division is responsible for clandestine operations and for the covert monitoring of the company. From their pursuit of knowledge, especially to fund and better their intelligence projects, they often infiltrate the company's ranks and use any opportunity available to do so.
	ASTRAZAK Corporation An East German corporation specialized in civil engineering and large scale construction work. Some of ASTRAZAK's services were used to construct BEXCO's Asset Research Institute, which gave ASTRAZAK the location of Isla Virella and of ongoing research within. It does not have its own security and intelligence force but it employs mercenaries, having infiltrated the corporation many times with many BEXCO employees having gone "missing" after interactions with them. Recently, it specialized in rocket

	engineering and the construction of space rockets with the Space Race. It works independently from the East German Stasi.
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<i>Interzone Inc.</i>	<i>Interzone Inc.</i>
	Electronic equipment and computers manufacturing multinational corporation headquartered in Dallas, Texas. It is recognized for controlling worldwide important financial assets and therefore having an extreme power over North and Southern American politics. Current BEXCO's CEO used to be an Executive Officer at Interzone, which used to be a great ally. They are not openly hostile to BEXCO but they still partake in industrial espionage and clandestine operations. Its activities against the company are rather covert as they act discreetly. The corporation has its own mercenary forces, being one of the most powerful mercenaries in South and North America.

	<i>Pentacom Corporation</i>
	First named "Parter's Communications", Pentacom is specialized in television and communication equipment. The company started by making toys and household products. However, it quickly became unpopular due to their bad quality so it changed its line of products. Pentacom's relations with other corporations (same as its marketing strategies) have always been regarded as extremely aggressive. In fact, the company can sustain this position as it holds an important intelligence and industrial espionage network around the world thanks to its versatility. Nowadays, Pentacom still dismisses quality for profit.

	<i>PRODOCON International</i>
	PRODOCON International is a small research & development and natural resources extraction corporation. It holds a non-profit international group of researchers branch within the company that are often exchanged between BEXCO and PRODOCON. It considers themselves as "neutral", despite having its own mercenary force.

Minor Factions



Nicaraguan National Guard

Known for being corrupt, unprofessional and primarily trigger-happy, the Nicaraguan National Guard is often sent to the facility for governmental check-ups, to maintain checkpoints and to perform basic security tasks. Eventually, it can act as last reinforcements when personnel are put into danger. Barely speaking English, with guardsmen and women primarily enlisting for money, they are barely aware of the corporation's activities.

	<i>BEXCO Corporation</i>	<i>Soviet Union (GRU / KGB)</i>	<i>United States (CIA)</i>	<i>ASTRAZAK Corporation</i>	<i>Interzone Inc.</i>	<i>Pentacom Corporation</i>	<i>PRODOCON International</i>
<i>BEXCO Corporation</i>		UNSTABLE/UNSETTLED	NEUTRAL	HOSTILE	NEUTRAL	HOSTILE	ALLY
<i>Soviet Union (GRU / KGB)</i>	UNSTABLE/UNSETTLED		HOSTILE	ALLY	HOSTILE	UNSTABLE/UNSETTLED	UNSTABLE/UNSETTLED
<i>United States (CIA)</i>	NEUTRAL	HOSTILE		HOSTILE	ALLY	UNSTABLE/UNSETTLED	NEUTRAL
<i>ASTRAZAK Corporation</i>	HOSTILE	ALLY	HOSTILE		HOSTILE	HOSTILE	NEUTRAL
<i>Interzone Inc.</i>	NEUTRAL	HOSTILE	ALLY	HOSTILE		NEUTRAL	NEUTRAL
<i>Pentacom Corporation</i>	HOSTILE	UNSTABLE/UNSETTLED	UNSTABLE/UNSETTLED	HOSTILE	NEUTRAL		HOSTILE
<i>PRODOCON International</i>	ALLY	UNSTABLE/UNSETTLED	NEUTRAL	NEUTRAL	NEUTRAL	HOSTILE	

