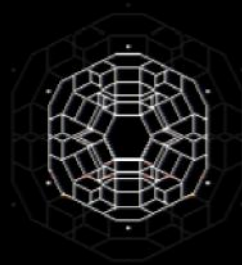


Great holes secretly are digged where earth's pores ought to suffice, and things
have learnt to walk that ought to crawl.



S I G N A L I S

a game by
rose-engine

Written by Poscidion and Cyphron

Long ago a girl found herself possessed of great powers she could not explain. This would come to be known as Bioresonance and with it she brought about the creation of technologies such as Klimaforming, Induced Gravity and Replikas - the tools with which she would use to build the Eusan Empire. But evidently all was not well, in the fires of revolution the Eusan Nation would arise with its own knowledge of Bioresonance and its own Replikas designed for every purpose a growing society could want for.

But that's not important right now. The Empress is dead, has been dead for a while, and you're far enough from the rest of civilization one could almost believe none of it still exists.

Welcome to S-23 Sierpinski, the only habitable facility on the mining world of Leng. Recently a strange chain of events has occurred: a young girl cut herself over a ritual circle in a Rotfront City, an expedition to the Oort Cloud reached its limit and crashed onto an Unknown Planet, and the commander of Sierpinski found something buried deep underground - telling no one of what she saw. Each invisibly connected to each other and in their own ways contributors to the plague that now spreads through the facility.

You will join this world at the start of LSTR-512's journey into the now-corrupted facility, where scarce few still grasp at sanity and the halls are already claimed by the infected.

Whatever your reasons for coming here, let's hope you won't regret it. You might find yourself trapped a lot longer than you'd think.

+0 CP.

REPLIKA-DATENBANK

The Eusian Nation has two distinct categories of entities that live within it; Gestalts and Replikas. You may choose what kind of either you are, but are limited to those shown to have entered this hell.

Each frame you purchase here will be a bit... abnormal. Instead of innately gaining any benefits one would regularly expect with the Replika, you purchase innate potential and benefits regarding the specific type. None provide any discounts.

EULR: The Simple Universal Light Replikas. Eule are general-purpose units that generally handle all sorts of domestic tasks, such as cleaning, cooking, office work and even simple medical work. Not properly designed for combat or rigorous work, most would break rather quickly if forced into such a situation.



ARAR: Formally referred to as the All-Purpose Repair Worker Replikas, Ara are the technician-type Replikas found throughout most facilities. One of the earlier Replika designs, strong, heavy, and commonly used as the backbone of the construction industry. They commonly create service tunnels only suitable for them throughout their assigned facilities, ones that you also carry knowledge of as a Ara unit.

ADLR: Administration, Data Processing, Logistics Replikas. Usually in charge of facilities, either solo or with a single other Adler unit. They best work in isolation, though - as they are administration units, they work best in data management and other secretarial tasks. Not suited for physical labour, about as suited as a Eule would.



STAR [100]: Security Technician Guard Replika. The standard Protektor security model used in many locations, Starlings are fitted with longer legs than most units, able to move swiftly even with heavier armour than most Replika. All are trained in close combat and riot control, commonly equipped with riot shields and batons. With the current state of the facilities, such combat prowess would be an advantage indeed.

STCR [200]: Security Technician Controller Replika. As the name implies, they are the Protektor units that are deployed to coordinate STAR units, with even larger bodies than the STAR units due to extended legs. They give overwatch both literally and figuratively, each STAR squad being assigned one for the purposes of coordination. More directly, they possess frames with durability unrivalled by any but heavy-duty units such as MNHR or commander-class units.





KLBR [200]: Commando Control Unit Bioresonance Technology Replikas. Essentially, the mental control units for all Units, who have the highest Bioresonance known amongst all Replika. Despite their relative fragility, they are some of the most effective Protektor units due to their ability to influence the minds of Replika and Gestalt alike; extracting knowledge instantly and sharing it without any issue to their entire network. Whilst you lack such innate bioresonance off of this alone, you would share in their ability to connect with others.

Seltsam ist die Nacht wo dunkle Sterne aufgehen,
und seltsame Monde durch den Himmel kreisen
Lieder welche die Hyaden singen sollen,
wo die lumpen des Königs wehen

MNHR [300]: Mining, Nuclear Tech, High-Security Replikas. Heavy duty industrial specialists, these Replikas possess far stronger bodies and far higher energy production than any other unit. Whilst not directly suited for combat, their bulk and capability to use Mining Lasers properly makes them fearsome combatants. Their bodies give high resistance to radiation and other environmental hazards, too, being resistant to almost any small arms fire barring anti-armour or exotic rounds.



Anomalien

Perhaps the dream has degraded far worse than initially thought...

VERSPRECHEN [+0]: You wake on-board the Penrose-512, in the body of LSTR-512. You must fulfil your promise to Ariane. You have no further items, nor do you have the combat configuration suit that LSTR units are usually equipped with. Any purchased items can be found in the first chest you access.

A Realm of Questions [+0]: This world has many ambiguities in its tale. It's quite difficult to properly parse what the hell's actually going on. As such, you may toggle this for the sake of making the world conform to your interpretation of in-game events. If you really want to, the TRUE story of SIGNALIS could be that two girlfriends are merely taking a day off to experience a hyper-immersive VR experience with no actual threat to themselves, and this would be the world you insert into. But the chances of you failing the Gauntlet and the consequences of doing so would have to remain roughly the same, even if strictly speaking there isn't any 'real danger'.



Rule of Six [+100, +0 for Replikas, Mandatory for Replikas]:

Private Property is a privilege, Citizen! Thus, you may only carry up to six individual item types on your person at any time. This allows for carrying up to two magazines' worth of ammunition for each individual weapon as a single item, as well as multiple pieces of medical equipment, but anything notable counts as a single item.

This is hardcoded in for Replikas and simply proper conduct for Gestalts, yet you may make it mandatory for yourself as a Gestalt in return for a small stipend.

Mistranslation [+100]: A world written in German and Chinese is hard enough for many people - yet, it seems you don't have access to translations. For any of the languages. You are functionally illiterate, making it harder to find your way around the facility or understand some of the instructions for several elements.

Senses Overwhelmed [+100]: A confined, dying facility, with decomposing bioroids and diseased flesh around every corner? A true hell for the senses. You feel and smell every little detail that much more clearly now; the kitchens with decomposing foods simply lying around unattended, the mutilated cages filled with ageing flesh. Even just being near one of the infected androids could be unbearable for some, their degrading flesh more akin to a maggot-infested hide than anything remotely clean to the senses.

Silenced [+100]: An issue with your speech module? It isn't unheard of, even in this day and age. Be it due to synthetic or organic issues, you're incapable of verbal communication, making the little contact you might be capable of having in this hell nigh-impossible. Perhaps you can communicate in some other manner?

Fear [+100]: There's little shame in it. You're a very skittish individual, nerves giving out when faced with the dilapidated walking corpses that are most Replika now. It's not impossible to simply overcome your panic in such situations, yet its effect increases with the amount of enemies you must face. Even aside that, being constantly fear-stricken isn't healthy for you, even as a Replika.

Dream's Call [+100]: Echoes of a past partially remembered seem to have a bigger influence than would be usual in this world. Whispers in your ear speaking disconnected phrases and numbers, distorted shapes plaguing the side of your eye. Whilst these are annoying enough, in times of rest you seem to get flashes of locations you've never visited, sprinkled with clues that seem almost relevant to your current plight. Alas, this is mere trickery, but convincing to such a degree that you might rely on them more than your own eyes.

Corrosion [+200]: A uncommon symptom, one usually only seen within MRNH-Units that are infected, is that their blood becomes truly dangerous to be near; all units infected now carry this danger, spilling their acidic bile when shot, shocked, or otherwise damaged. Even kicking them when they're down causes some of this erosive fluid to be expelled, yet this is only really dangerous for larger Replikas. It is recommended to be a distance from them when suppressing them.

An Empty Dream [+200]: In an already scarce journey, you seem to find far less supplies than usual. Guns will constantly be running on a severe lack of ammunition, barely enough to take out specific targets; medical supplies are few and far between, making gaping wounds an almost viable option to have.

Defective Radio Module [+200, requires Replika model]: There's some form of defect with your Radio Module, as it never shuts off. Not an issue power-wise as it's not that resource-intensive, but you will constantly be picking up random signals both unnerving and potentially useful. There is no chance that you'll be able to sneak around, though.



Defective [+200]: Your body has already suffered heavy injuries before your time here. Choose one limb, or eye, that you possess. You will lose this part of your body. This body part cannot be replaced or repaired in any manner, even as a Replika with many spare parts.

An Empty Mind [+300]: It's a commonality to have Replikas incapable of remembering their past - many specific elements of caring for them has to do with removing potential points of remembering elements.

You are given no rest from this, as your memories appear to be removed upon waking up in this world - though you may gain flashes of memory, over time, through the hellscape's imagery.

Increased Personnel [+200]: The dream seems to have drawn in more Replikas than desired. The amount of Replikas found within the base has essentially doubled for all 'normal' staff Replikas - meaning that Eule, Ara and Starling models are essentially doubled in number, each and every one corrupted, too. Take care to not run out of ammunition from the amount of husks that run at you.

Uncoordinated [+200]: You seem to suffer from poor hand-to-eye coordination, as well as inexperience with weaponry. Your aim is best described as 'shaky', making it difficult to hit a target, let alone specific spots on a foe. Even as a Replika, it appears that your in-built aiming systems are defective, making manual aim a skill that you must learn to be good at.

Half-Step into Hell [+300]: The model you inhabit has already lived through this hell, suffered for it. Already half-corroded, you still have your mind, yet it is already cracked. You suffer constant discomfort as your body erodes skin into nightmarish flesh. You will be in constant agony as your body becomes distinctly what it should not be - and don't expect any sympathy from any remaining personnel, they'll see you the same as the other rabid beasts.

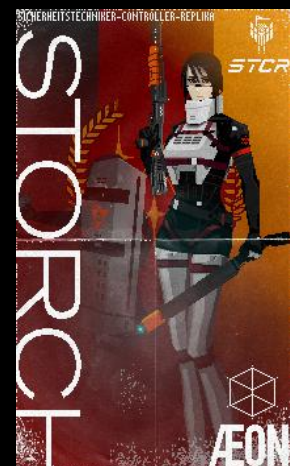


Reanimation Protocols [+300]: Infected Replikas seem to have an almost supernatural resilience, simply standing back up after having been neutralised only a few minutes later. Unfortunately, with this they now stand up far faster, depending on their complexity; STAR will stand back up in a couple minutes, whilst EULR's may just return within the same fight, if it's dragged out to any degree. Your only chance at peace will be with incendiary weapons.

Resistant Models [+300]: Prior to your arrival, it appears that S-23 Sierpinski has gotten a shipment of Replika upgrades, giving each Replika experimental frames that grant much higher durability. As almost all Replikas have been corrupted, this leads to a Eule model requiring a good half-magazine to take out, let alone any already armoured models.

Unfortunately, it appears that the survivors including yourself if you are a Replika are non-upgraded models. What a shame.

Hunted [+300]: Not all have gone insane yet; but even the sane can get desperate. There's a Stork model Replika on your trail, chasing you to every room, believing that somehow the infection shall be halted through your death. They are wrong, of course, but convincing them is almost impossible, certainly by your hands, that you are unrelated. She's relatively slow, paranoid to sweep through rooms, but she's determined enough to chase you into the lowest caves of this hell with only a ballistic shield and a revolver on hand, always with enough ammunition to take you and your compatriots down.



Parasitical Corruption [+400]: While the true form of the infection is unknown to most, at least one model is known to have a very specific symptom - Myrnah models that are infected seem to vomit up fluid-like worms after straining themselves, which seep into the ground to who-knows-where.

It seems you suffer from an infestation of these; while you aren't strictly infected, don't expect others to understand that. More importantly, the writhing within you severely hampers your stamina: This makes running for more than a half-dozen seconds excruciating, as you are forced to retch up the worms that now violently churn within your systems.

JOINTHEM [+400, Requires some form of Bioresonance]: It appears you have already been touched by the Infection, or whatever this force is - for your mind is connected to a network of other infected minds, their insanity gnawing at you passively and only intensifying if you move close to a Replika. This becomes even worse when close to a Kolibri unit or other bioresonants within the network, becoming almost unbearable for anyone to survive as a separate entity for more than a handful of seconds.



National Defense [+400]: The Eusian Nation is aware of the circumstances at hand - their worlds are being attacked by an unknown force, possibly originating from their archenemy. Thus, they send proper military troops to clear out the situation, who got drawn into this world. Instead of dealing with "simple" STAR and STCR units dealing with Riot Control, you will face off against properly equipped yet infected Replikas, ranging from security Replikas that simply possess heavier armour and guns to the rumoured SAPR Replikas and other, even greater threats. At the very least, these squads are relatively small, with at maximum a half-dozen proper military staff per floor.

Fähigkeitenverzeichnis

Locked and Loaded [100]: It'd do badly to be incapable of self-defense in times like this. As such, you're considerably skilled at gunplay, capable of operating any form of firearm available here with the competency one would expect from an above-average hobbyist. Maintenance of guns, reloading without issues, fixing any issues that appear... all of these are things you're practised in, now.

Nation Technician [100|400]: You have been trained in the operation of Eusian technology - advanced in some aspects, backwards in others, running long-term space missions on diskettes. You can safely maintain all but advanced bioresonant gadgets with little issue; from the finicky incineration chambers and radio stations to being a one-person engineering crew for scouting ships you're qualified for them all.

Yet, for an additional 300 CP, you can become a proper professional regarding Eusian technology in most matters. With the proper materials, you could likely recreate the mining lasers used as standard equipment and design spacecraft with the facets that Eusia grants their own shuttles.

Sprinter [100]: The best way to avoid the infection is presumably to not even approach the infected, after all. A swift foot might simply save you from needing to fight the more terrifying Replikas that have been infected. You're fast enough to outrun security models, outpacing any standard models to such a degree that you can simply pace around one that attempts to stab you. Even Myrnah model's lasers can be dodged, if only because your speed confuses their aim to enough of a degree.

Mapper [100]: Be it a built-in module or a keen sense of direction, you have the fortune of an excellent sense of navigation for the winding tunnels found within this facility. There'll be little difficulty in remembering the correct routes to take, and you'll never be found running in circles over a misremembered spot.

Puzzling Guesses [100]: A fair amount of things in the facility are quite puzzling, be it the technology or simply the placement of individual keys. With the amount of different components one might need to keep track of, it's easy to be stuck for an unreasonable amount of time on rather simple things, if only due to mixing up the locations of several keys.

Well, you suffer from such things no more! Keeping track of the uses of esoteric components is of no difficulty to you, even getting a hunch about the location of some of these things if there's a logical deduction to be made. It'd be sensible to expect a Fire Key in an incineration room, after all.

Archivism [100]: Though minds degrade, records shall exist. Many electronics seem to have survived the overlap of mind and existence, to the point that they can even be operated without issues. Why not take advantage of that? Wherever there's records to be had, you're sure to find some source of context for the situation you're in; usually, the leadup to the actual situation at hand, but also giving some insight into the place you are. Useful for those who seek out history!

Stabilität [100]: Though it may not appear particularly high-priority, one of the main avenues that has led to infection on the part of many a Replika is their mental

instability - without proper guidance and tools, a Replika can very quickly fall into a dangerous state. The Gestalten they are based on would also quickly crack under pressures such as this place presents.

Whatever the case, you possess somewhat higher mental stability than most of your type. You won't crack in this place - not without exceptional duress, at least. To be protected from the most insidious of killers here is a great boon indeed.

Sequencing Secrets [200]: Eusia is in the middle of a war - and as such, information needs to be kept secret. It isn't just them that is hiding information within the radio waves, either, nor is that the only location they place it.

As such, you've learned to literally read between the lines of such things. You've an eye for hidden codes, patterns and ciphers, recognizing and more importantly decoding them at a speedy pace. A sequence of small pinging noises might arrange into morse, or a few monotony said words might be a password to be understood with the proper context. Some might be a bit harder to decode without the proper equipment, of course. Perhaps you'll find something within your systems as a Replika? Would be hard for a regular person, however.

Scavenger [200]: Within a time of crisis, you can still get what you need. A ruined world will be simply ripe pickings for you, as you sift through ruined structures for a modicum of ammo with ease, or a broken-down clinic for enough bandage to taper up a fair amount of your injuries. Of course, only if the place was likely to have relevant objects to be found.

Benign [200]: The greatest protection one can ask for is to not be attacked at all. Most mindless enemies such as what the Infected appear to be seemingly just ignore you, walking around you and letting you tend to your business unless you get close enough to bump them. Most will only be aggravated by your presence if you actively attack them, too. Unfortunately, it seems that this does not affect higher forms of infected well...

Sabotage Expert [200]: The technology of this place is rather disjointed, as previously discussed. Several extremely delicate components lie within Replikas, and though they may self-repair damn quickly a lot of the time, someone with the proper know-how'd be able to make them... much less capable.

Though you're not a proper scientist with this, you're familiar with the technology enough to deal major damage to the internal components of most devices. The nightmare makes the permanence of such damage rather hard to confirm, yet any that you operate upon will take far longer to revive.

Beyond this place, you could perform such acts upon any with such components. Severely crippling them, but in the process making salvage impossible.

Jury-Rigging [200]: A nightmare such as this still has highly accurate Eusan technology. But sometimes, it breaks. Or is blocked, or some other circumstance that is only feasible in a dreaming realm occurs. Never the matter! You're pretty good at figuring out how to improvise tools to open or repair technology for a time. It might not be a perfect thing, of course - packaging tape'd be a poor replacement for properly recorded tapes. But hooking up a battery as a temporary energy source for, say, a door to open? Using tape to keep together two components? You're going to find that to be far more effective than it should be.

Combat Training [200]: It's good to have a weapon, but without relevant knowledge in the usage of them you might as well be holding a highly complex bat after the first

couple misses. You've learned enough of their usage to use them confidently, rarely if ever missing if not being harried. Reloading's a bit easier with experience, too. Repair and upkeep of these weapons are included in this.

Fisticuffs [300]: For most, it'd be an awfully bad idea to get into close range with the infected. Even if their bites are not exactly a vector for being infected, many carry weapons and other tools to harm when close-up.

You've taken some serious lessons, then. Enough to take on even Storks in close range with your bare fists and come out alive, with an appropriate physique to be able to punch Replikas and not deal more damage to yourself than them if a Gestalt.

Sadismus [300]: Perhaps the nightmare has rubbed off on you a bit much. To your benefit, of course. Whenever you suppress an infected Replika - not permanently break, just deactivate - you seem to regain some stamina from your prey. This is... rather disproportionate; you need around a dozen Eulen in order to properly heal from anything significant, whilst a triplet of Mynahs would bring you back from the brink of death. Post-Jump, this will be proportional to your own health; were you tougher than any entities within this place, you would need an appropriate number of left-alive sacrifices to return to full health again.

Radio Activity [300]: A hitherto unknown type of Bioresonance, perhaps? Any radio-based technology you have seems to be warped to your benefit; repeating, weird patterns appearing when near items you would consider important, static intensifying and thinning out depending on how close to the answer of a puzzle you get.

These patterns appear... random at best, at first, but it's not hard to learn what these mean. With time, you might even be able to modify them, or set new sequences depending on the goal in question.

The more specific the goal, the more unique the signal will be - searching for a specific type of ammunition might give a specific short sequence akin to a melody, while something as general as noticing entities coming close might just increase the volume of the current channel beyond the normal amount.

Willenskraft [300]: To make it through such a nightmare, one requires a resolute spirit, for another or for oneself. You have the willpower to bite through the nightmare with most of your sanity intact, as the infection struggles to get a firm hold on you. You've even the grit to survive a couple more shots than a normal Gestalt or even a Replika, taking buckshot like it's nothing. ...This does not mean that you're not still obligated to heal yourself up later, though.

Remember [300]: For those you care for, you can survive far more than you for any right should. Your body may be lacerated beyond what Replika or Gestalt would survive under any real circumstances, capable of holding on for hours longer before falling unconscious. This only grows more powerful with how much you care for the person you are pushing through for. A friendly acquaintance would grant a fair bit of endurance as described before, whilst one of your closest confidants would see you push onwards even when multiple limbs are pulled off for ages.

Special Model [400]: The Replikas commonly found in this area are classically-produced; not bad, often very effective. But the Eusan Nation has far more powerful models for military use. Elster models are combat engineers, after all, and a single one... well, might survive this nightmare.

Were you to pick this option, whatever model you chose would be retrofitted for combat survival; though the brain pattern would not be more optimised towards that end, your model will be made far hardier than the usual. Capable of taking several more blows than the standard, strong enough to use any weapon without issue sans the heaviest. You'll be a nightmare to face for any Infected.

Bioresonance [400]: The mysterious power that both permeates the societies of this world and is yet so badly understood, Bioresonance is an ability observed and carefully preserved for certain brain patterns. Most commonly known is the ability for bioresonance to, unsurprisingly, resonate with the minds of others - making instant communication over distances, psychological repair and memory extraction possible. Yet, few are known to actually be capable of such feats, with the few who do either lauded, feared, or existing as Replikas. You are counted amongst these, considerably bioresonant as a Kolibri Unit would typically be - meant to stabilise other models and grasp at secrets within the minds of others.

The nature of this realm allows for more intense exploitation of these abilities, if you put in the effort. Abilities such as manifestation of replicas of yourself, or the reclamation of infected Replikas, are possible. However, in future worlds these options would only be possible within realms such as dreamworlds or the like.

Ausrüstung der Nation

Replika Plushie [50, Repeatable]: Whilst the Eusian nation tends to eschew personal property, this seems to be an exception. A small fumo-like plushie of one of the Replika types, from the sturdy MNHR unit to the noble FLKR unit. Not really a gift too useful to your current situation, but perhaps it will help your mental health? A repeated purchase will give you either a doubled amount of one Replika Fumo, or you can get a different type.

Fetish Object [50, Repeatable]: Few Replikas - and really, few Gestalts - are able to keep up with the traumatic situation that this has put them in. Even prior to such dangers, many Replikas require the usage of actions and items that stabilise them. With each purchase, you gain an item that simply... calms you. Keeps you a bit more sane, even in unprecedented circumstances such as these. Repeated purchases can be made for stabilising objects that would help others, if you so desire. If it's without specific power, you may import something of your choice into this role.

Medical Equipment [100+]: While medicinal supplies are short, there's still small amounts you may come across in this world. You have a choice between two different sets of equipment, both packed together in a small box prior to opening;

For Gestalts, you get a full first-aid kit, including a half-dozen bandages for minor injuries, stabilisation sprays for dealing with larger injuries for some time, and a Suture Set for sealing up even larger injuries - though stitching such wounds up takes some time, of course.

For Replikas, you get a half-dozen repair patches that seal up minor wounds over a period of time, two repair sprays that can deal with larger wounds over a small period of time and one Quick-Curing Repair Spray that instantly seals up a good amount of damage.

Post-Jump, you will get a full refill of this box a week after being emptied and all components used up.

Autoinjector [200]: A small case, filled with three syringes. When equipped upon taking a lethal amount of damage these syringes will inject you with REPLIKA-KLStim-N if you are a Replika, GESTALT-KLStim-N if you are not, both stimulants that bring you up to high condition in a single use. You must prepare the syringes in advance to be used, though.

Post-Jump, these syringes will replenish one at a time each month.

Thermite Flares [200]: The proper disposal of Replikas usually requires proper incinerators to remove health hazards in full. Yet, in an emergency like this alternatives can be used. This quarter-dozen pyrotechnic sticks burns hot enough to take out even Replika armour, placeable on either their bodies whilst downed or simply jammed into them, though the second method may be a bit more difficult when in direct combat.

Eidetic Module [100]: Though somewhat outdated, you can find several of these throughout the facility. Essentially greyscale cameras, capable of each taking six images before having the internal storage filled out. This purchase gives two of these.

Flashlight [100]: You'd rather not risk traversing the caverns without this. A pinnable flashlight with a sizable battery, one large enough to not need to worry about depleting during your time here. This one does not take the place of a tool when added onto your clothing, too.

Ammunition Stash [200, repeatable]: Within each safe room of the facility, you'll find an ammunition box for one type of weapon, filled with enough ammo to top up the weapon twice. Unfortunately, for your time here these do not refill. Afterwards, these boxes effectively act as infinite ammunition boxes within your Warehouse.

If you require more ammunition for other weapons, you can repurchase this box at the same price for a different type.

External Radio [100]: While the Radio Module is convenient, it certainly has a potential for exploitation, especially if the Bioresonance network has been compromised. Thus, you can use a stripped-down mobile radio for picking up signals instead of an in-built mechanism for Replikas. As a Gestalt, this might as well be mandatory for getting past some parts. It's durable enough to survive a few hits, but it's recommended that you keep this precious tool from harm.

Riot Gear [200]: Usually reserved for Starling Units, this riot gear is specially modified to work for any human-sized units if you buy it as such a unit. This consists of a large ballistic shield and a durable baton suited to taking out Replika and Gestalt alike. The shield can hold up to anything lesser than high-power rifles and mining lasers no problem, but for your time here you won't get a replacement if it does break. Post-Jump, you'll get a new one a week after it breaks.

Pistol [100]: A semi-automatic Type-75 'Protektor' pistol, easy to use and with a high rate of fire, yet lacking in direct stopping power - capable of taking out anything like an Eule, but anything greater would take more bullets than it is worth. While it should not be hard to find one of these in the facility, this purchase comes with two full magazines of ammunition.

Revolver [200]: A Short-barreled, double-action high-power revolver. Filled with 12mm Hollow-point bullets, deforming and fragmenting on impact, this weapon is far stronger than the pistol, though it suffers from only having six shots at a time, with the reloading taking a fair amount of time. Also suffers from a fairly high amount of recoil, yet it can suppress any enemy lesser to a commanding unit with only a couple shots. You get twelve bullets with your purchase.

Shotgun [200]: A flechette-firing EIN-12 Shotgun, firing steel darts in a wide cone. Holding up to five shells at once, it can take out entire groups of Eule Units well, and even Storch Units in point-blank range. A Protektor Unit's best weapon, you get ten shells with this purchase, too.

Disposable Stun Prods [200]: The best thing to take down unruly Gestalts and some Replikas, these short-range high-voltage shock weapons will incapacitate any enemies ahead of you that you'll commonly encounter here. Though limited in amount, these are a good item in a pinch. Just don't rely on them. They're single-use.

With this purchase you'll find a couple of these in each safe area of the facility, ready to be used. Post-jump? You'll get a shipment of four of them in a safe case every week.

The Key Item [200]: Many doors, seals and the like require multiple objects to open - for safety, to stop a single person from accessing what they shouldn't. To circumvent such logic you have this - a malleable... thing of dreamstuff. Nightmarestuff might be a more appropriate name for it.

Either way, this object can replace any one item in a sequence of objects required to progress in this place and in areas beyond. You'd only need five legitimate keys for a 6-key door, or the second card to access a secure file. Unfortunately, it seems rather flimsy. During your time here you'll get maybe... 2 uses out of it? Both of those would be one-use, too, so no long term plans with them. Afterwards, that amount of uses per year with the same limitations.

Submachine Gun [300]: A automatic Type-84 '*Drache*' Submachine gun with a collapsible stock, which fires 8mm compact ammo in three-shot bursts. Its low calibre lends itself to firing quite stably, though each individual shot is little stronger than a shot from a Protektor pistol. This purchase comes with ninety bullets, two full magazines. This thing eats through bullets quite quickly, however, so be careful.

Flare Gun [300]: A surprisingly useful weapon against the Replika, this gun fires incendiary shells that can take out most Replika in a single shot, burning their internal mechanisms to such a degree that they cannot get back up without proper repairs. The gun isn't properly made for combat, though, holding only a single shot before requiring an above average reloading time. This gun comes with two shots, one already loaded. Be careful not to waste them.

Rifle [300]: The strongest anti-armour rifle likely to be found within the facility, usable even by human-scale Replikas with some ease. Fires 16mm armour-piercing shells capable of breaking through even Myrnah unit armour, let alone ballistic shields and lesser forms of protection. The recoil is a bit high for most to handle, though, so brace before firing lest you suffer shoulder injuries. You get three shots with this.

Bioresonance Module [400]: Perhaps you've sourced this tool from the Empire? This chip, or headset-esque device if you're a Gestalt, can be activated to tap into bioresonant networks, even if one is not bioresonant oneself. This has additional use with Replikas, as a bioresonant network is a crucial component for data storage, communication and maintenance of the mind for them. Of course, the local one is all but collapsed after the Kolibri population was infected. Perhaps you can still grasp at snippets of information from the intact minds, but even that is a risk.

However in future worlds you'll find this capable of tapping into other analogous mental networks, taking information from them as if one were a fully authorised/capable member.

Mining Laser [400]: Some of the most powerful tools available within the Facility, the Mining Laser is a large device requiring a high degree of power to function, with a rather long wind-up time. However, these drawbacks are worth it, as it is capable of blasting straight through heavy armour and ballistic shields alike as if they were paper, even burning the internal mechanisms to such a degree that the targets cannot hope to stand back up.

But it is not recommended to take this as a non-Myrnah model - bar outside methods, Almost any Replika struggles to wield it, let alone Gestalts. Another issue is that only Myrnah models truly have the internal energy supply to use it properly.

Nevertheless, as a non-Myrnah model you still find this weapon with enough energy to fire off exactly two shots. Make them count.

Mysterious Images [300]: Three unrelated images - two images taken from what appears to be security cameras, one an image of a long-gone figure of mythology. This nightmare appears to have a form of connection to these images, parallels being found amongst the myriad rooms of this realm. What do you plan to do with this?

After your time here, these images will become cryptic hints for important objects that you may seek out; usually, all three hints must be found to actually make use of them.

The King In Yellow [400]: A properly dangerous thing, a tome forbidden in the Eusian Nation. This ancient looking book is mainly interesting for its cultural value to most. But upon perusing it you shall find references to lucid dreaming, symbolism within such dreams and even more esoteric elements of mindscapes - even teaching one how to manipulate them.

This final element may be of much interest to you now; as another Gestalt has done, you may use the ritualistic elements found here to cause some changes to the Nightmare here, other dreamrealms in worlds beyond. Perhaps you will find a ritual that allows you to resist becoming one with the realm, or some preparatory "spells" that make you more durable than in reality.

Mysterious Artefact [400]: Hm. A tesseract-shaped rainbow gem, unknown in origin. Its implications are quite staggering to the Union, but what it's truly capable of is unknown. What IS known is that it allowed the Infection to spread all the way to another planet through it alone.

Thus, with research you may be capable of replicating what was done with it. Perhaps you'll find it a massive bioresonance amplifier, or it being a key to a teleportation method. Either way, I'm sure you'll find plenty of use for it.

Überlebende



Macaw Technical Assistant [100]: You'll find her crawling out of the shafts, having survived the corrosion by hiding from threats in the vents, escaping her now-dead brethren. No matter if you are a member of her former cadre or a different individual, she'll quickly get attached to you for the sake of survival.

She's as skilled if not more than most of her ARA cadre, knowledgeable about most technology to be found in the Nation and proficient at navigating the maintenance tunnels, to such a degree that she can even avoid the infected units with relative ease. With a little training, she can quickly grasp the same proficiency for similar technology, such as Penrose colonisation ships.

Starling Bodyguard [100]: One of the units dispatched to the facility upon the infection's first impact, her unit was slaughtered due to unpreparedness. Barely making it away to a saferoom with all her limbs attached, she still seeks to protect those who have survived the Infection.

As the first to meet her - at least, the first *sane* person to do so - she is now dedicated to protecting both you and others you may pick up along the way. She's as skilled as any other Starling unit, if not more, at riot control and close-combat. With her baton and ballistic shield, she can protect her charge from anything lesser than a direct Mining Laser beam easily.

Stork Commander [200]: Leader of a unit of Starlings that were dispatched to the facility, her failure as a leader as she sees it had her entire crew fall to the infection as well, quickly becoming nothing more than beasts. Her own skill had seen her survive, though she didn't wish to. Not until she'd found someone who actually remained alive, part of her original mission. You. Though she has lost her unit, she still seeks to fulfil her mission to save as many as possible, including you. A charismatic commander, she even can push less effective Replikas to be almost as good as Starlings in combat through expert command over small-scale combat. She's armed with one of her former subordinates' ballistic shield, cracked as it may be, and a revolver, with enough ammo to take out a dozen foes.

Mynah Hazard Unit [200]: Deep in the mines is where some of the worst of the infection started. Right near the fleshy caverns deep below the facility proper, many of the staff were quickly infected; yet a few hardy Mynah Replikas survived, their mental stability holding out against the corruption far better than many others could. Yet, many still fell to the corruption, using their Mining lasers to mow down any uninfected within the mines. This Replika however did not fall, getting away from the major sources of infection with few consequences. Now, she's compelled to be protective of the few sane individuals left - you most of all.

Built to survive the worst of hazards Replikas can be sent against, this friendly giant is armed with a modified Mining Laser, which charges up far faster at the cost of some of its breaking power. Even discounting that, her powerful frame would break most enemies not as tough as her in a few hits. Good luck managing to fit her through anything smaller than a gate, though.

Kolibri Therapist [200]: A member of the Cadre that dealt with the maintenance of Replikas within this facility. She's grown some minor worries about the mental instabilities that occurred early on in the infection, slowly isolating herself from the network out of being careful just in case. A good choice, even if borne of her own instabilities - whilst she suffered somewhat from the isolation, she inadvertently kept herself safe from the degradation the rest of her kind suffered. A sane soul such as you to be around would certainly be a welcome change.

As fragile as the rest of her kind, she's got the bioresonance to equal most of them, capable of stabilising nearby uncorrupted Replikas to have more resistance to corruption, even to the point of almost grabbing corrupted Replikas back to sanity - a dangerous, hard to repeat feat that puts her own mind at risk.

A Human Dreamer [200]: Already unstable in her youth, this white-blonde haired young lady had the bad luck of being involved in several bad incidents with Replikas going haywire, leading her to form a vehement hatred for Replikas and anything else not exactly fully Gestalt. Becoming a bit of a fanatic for discovering the uses and intricacies of Bioresonance, she threw herself into a researching role for finding the "human experience" - conveniently ignoring that some Replikas are capable of Bioresonance, of course.

After the Infection started her worries were only proven true - now carrying a specially designed spike which heats to a temperature that cooks Replika internal components, and some light armour that lets her survive relatively minor blows, she's found you. Be it due to you saving her, a tentative trust in a non-infected, or something else, she's decided to help you and perhaps your other companions out in this hell.

Evakuierungsplan



You have survived your time here.

Perhaps you just waited around for it to end.

In such a case, you may simply move on. You keep anything you've managed to scrounge up in this world, and simply leave this cycle.

But perhaps you've influenced the Dying Dream properly, moving the one in the role of LSTR-512 to an ending... personally.

In such a case, you are rewarded by the throes of the dying demagogue of this realm, differing in the ending that you've achieved.

To simply **Leave** grants only **the ability to do that** - leave. No matter the situation, how dire it is, or any other surrounding elements, you can find yourself able to just... lay down your weapons, your will to fight, and go away. The consequences of said actions won't chase you, and you'll be able to just quit whilst ahead.

In the case of a lost **Memory**, you can **repeat** the fate of Ariane onto others; to have them forget promises and pacts made with you, and simply let you dissipate from their lives. Of course, those people won't give you anything in return, were that a term of your contract. You'd simply fall back into obscurity, with all responsibilities dissipating.

If, truly, the **Promise** was fulfilled, LSTR will have completed her purpose properly. With the end of Ariane's realm, you may take LSTR along as a companion.

Ariane's death will likely have left her in relative shambles, though.

In addition, **the ship** has been freed from being a centrepiece of this place. As you two have completed your goal within this nightmare, you may take it along as well. Though just a scouting ship, it's still a functional spacecraft - coming with the schematics in case you require repairs or feel like making more.

A failure predictably ends your time here, sending you to your next location
without any further fanfare, items, or skills.

Nevertheless, your time here *will* end.

You must now decide your next location.

歸 - Return Home

留 - Stay

离 - Continue

Notes:

- Thanks to Eli and QafianSage for giving this a look-over.
- One thing that must be noted is just how confusing the story of the game is. It's hard to be clear on any details past the base scenario of "Replika in a facility trying to fulfil a promise to a dying girl in a capsule".
Thus, this jumpdoc relies upon a specific interpretation of events - that the whole "Infection" and situation on-base is the dream of a dying girl, Ariane. The whole game itself is a journey to lay her to rest. But even so, there's plenty of things to deliberate over as possible interpretations of the in-game events.
So! Fanwank as is appropriate.
- Replika companions fit the psychological profiles described during the REPLIKA-DATENBANK section.
- In case the Key Item is a bit confusingly worded - you can use it as a generic replacement for one consumable in a sequence of such. Ritual components and keycards work, Infinity stones and longer-term power sources less so.
- If you wish, any of the companions can be inserted as a surviving member of whatever team your Replika type would enter the facility as.