

PENTEX

EMPLOYEE INDOCTRINATION HANDBOOK

2017 EDITION

*How the HELL did this version
go to press?*

*Who hired this artist and OK'd
this project for press?!!!*

ALL copies must be destroyed!

*I don't care that only a few copies
got printed, one is too many!*

*I will find out who did this. I
will listen to their screaming for a
very long time.*

- Rushing



PENTEX



EMPLOYEE INDOCTRINATION HANDBOOK

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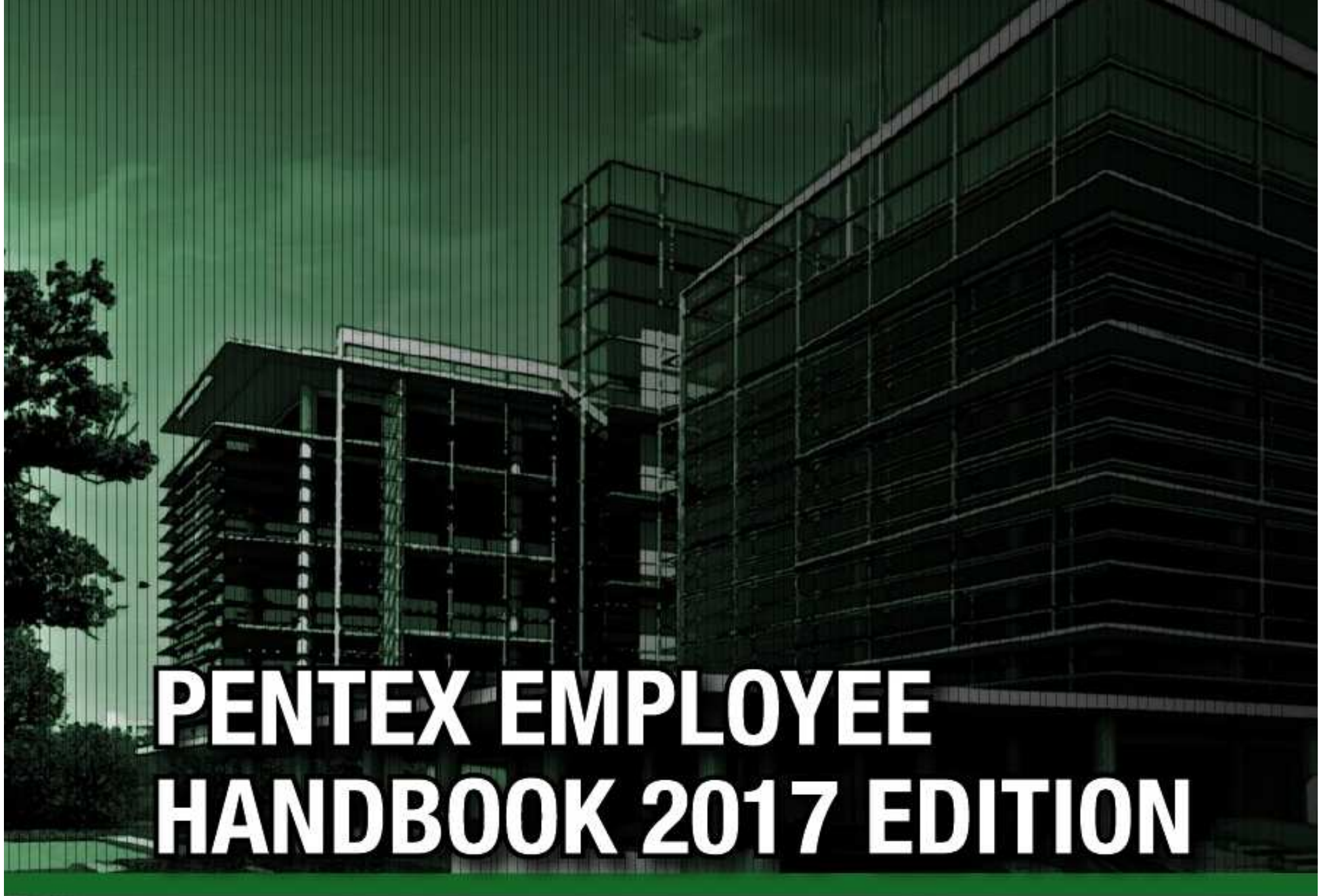
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PENTEX EMPLOYEE HANDBOOK 2017 EDITION



You hold in your hands the 2016 edition of the Pentex Employee Handbook. Through these next 14 pages, you will learn the basic directives, practices, and goals of the Head Office. For further detail, consult with your local HR department. They have a number of resources for your perusal, both in print and video formats.

Use of this Handbook

This employee handbook is for use of Pentex Head Office employees only. As such, your copy is to remain at your desk at all times. It is not permitted to take photographs, copies, or other facsimiles of this handbook at any time. The employee handbook is for your use and reference, and may be read during company hours to familiarize yourself with the company's policies and procedures.

Some employees' indoctrination packages will include additional materials.

These may include a briefing on handling lycanthropes, and the new-employee information given to members of various subsidiaries for staff liaising with those companies. The policy regarding security of the employee handbook applies to all these materials.

Defining Head Office

This handbook uses the term "Head Office" throughout. Personnel should remember that this terminology is not limited in use to our central headquarters in the USA. Rather, it applies to that location as well as various satellite offices placed all over the globe. This includes, but is not limited to, national or regional headquarters, First Team barracks, training facilities, and all other former, current, or future places of business labeled directly under the Pentex banner. Many have facilities equivalent to the main corporate facili-

Our Mission Statement

We have a very simple mission statement here at Pentex:

“Making the world ours, by any means necessary.”

We use whatever methods and materials we can to achieve our goals. Money, natural resources, people, or supernatural assets — nothing is off the table if it pushes the company closer to our goals. We maintain a crack team of in-house legal counsel to help us pursue our goals where lesser companies may have problems with legality.

The worst offense you can commit as a Pentex employee is not using the resources available to you.

ty, including temples in several national headquarters. Any and all holdings or subsidiaries may take cues from this document, but are not directly beholden to it, and policies should be tailored to that company's corporate culture.

A Brief History

In order to appreciate the company's direction, employees need to know where we've come from. The corporation that would one day become Pentex was originally called Premium Oil, founded by noted oil tycoon Jeremiah Lassater. He grew his company from humble beginnings into a successful and lucrative business, supplying the entire country with black gold.

After both Jeremiah and his son died in the early twentieth century, Premium Oil came under the control of a man named Colin Jenner. A businessman to the core, Colin reorganized Premium,

instituting a five-man Board of Directors, and renaming the company Pentex.

Over the next few decades, Board members and chairmen came and went. Notably, the company acquired such respected Directors as Harold Zettler, and our own Executive Vice President, Peter Culliford. Their many years of experience — over a millennium — have proved invaluable.

In 1994, EVP Culliford reorganized the Board into the subdivisions we have today. He changed the position of Chairman, turning it into its current form as Executive Director. He held that position until recently, when he voluntarily stepped down, allowing Benjamin Rushing to ascend to the lofty spot.

Today, Pentex and its subsidiaries have widespread growth, and control a wide range of interests globally. With your help, the company will continue to spread into all corners of the globe.

GREETINGS FROM THE EXECUTIVE DIRECTOR



Welcome to Pentex!

As you know, this company has a widespread presence throughout America, and in much of the world beyond. In fact, we are proud to say that America's revival from the economic downturn at the beginning of the century is due in no small part to our efforts. By channeling money, goods, and services back into the economy, we were able to help stimulate growth as well as help our subsidiaries open more locations. In turn, this created new jobs and new members of the extended Pentex family.

Here at Pentex, you will be judged fairly, but you will also be judged harshly. I and the rest of the Board firmly believe that Pentex is the best corporation on the planet. A global contender that outclasses the opposition by leaps and bounds. We can't do it without our employees — both here at the home office — and in our many global subsidiaries. Harsh, but fair, judgment is necessary to not only keep that edge over our competitors, but widen that gap. We expect only the best, and those who can keep up with us will get the rewards due them.

We are everywhere. We watch the market to see what is up-and-coming. With our guidance, our subsidiaries give customers exactly what they need, whether they acknowledge it or not. And they keep coming back for more.

I wouldn't have it any other way. Would you?

— Benjamin Rushing, Executive Director

Personal Identification

During the onboarding process, you will receive your company ID. It is *imperative* that you keep that ID on you at all times. Failure to do this will result in disciplinary action. Exceptions are made only for the Board of Directors, First Team members (while within training grounds), and those with special dispensation directly from the Executive Director.

Your company ID holds very important information. First, your name and photo are prominently displayed. In

addition, any special permissions allocated to you are noted on your badge, such as the ability to carry weapons, access to specific secure locations, and any dietary, atmospheric, or metabolic requirements.

These labels are a visual confirmation of your permissions. While your ID card also permits your access through electronic security measures, the labels confirm that access to any security personnel checking your badge. Through these redundant measures, we help ensure that only those who are actually permitted in a given location are there.

BOARD OF DIRECTORS

While working at the Head Office, you may come in some contact with the Board of Directors. It is advised that you do not engage any of the Directors or Subdirectors in discussion or small talk, as they are always extraordinarily busy. If they wish to speak to you, answer any questions quickly and efficiently. Remember, results are paramount and can lead to lucrative promotions!

The current membership of the Board of Directors is as follows:

Controlling Directors

Executive Director: Benjamin Rushing

Executive Vice President: Peter Culliford

Division Director, Operations (OPD): Adrian Newberry

Joint Division Director, Acquisitions Division (AQD) and Information Collections Division (ICS): Chase Lamont

Division Director, Special Projects Division (SPD): Harold Zettler

Division Director, Project Coordination Division (PCD): Franklin Rubin

Subdivision Chiefs

Subdivision Director, Projects Odyssey (OD) and Aeneid (AE): Kiro Yamazaki

Subdivision Director, Human Resources Development (HRD): Kathryn Mollett

Subdivision Director, Project Iliad (IL): Francesco

Subdivision Director, Public Relations (PR): Andre Baptiste

Subdivision Director, Finance (FIN): Ursula Crane

Subdivision Director, Process and Integration (PID): Ian Robertson

Subdivision Director, Pentex Security (SEC): Mike Dragons-Wrath

Subdivision Director Without Portfolio (FRED): Frédéri Pochard

The main entrance holds portraits of the entire Board, as do the employee break areas. Familiarize yourself with these pictures. Do not photograph, sketch, or otherwise depict members of the Board without their express permission. Any interference with the projects, business dealings, or deadlines of any member of the Board of Directors is strictly prohibited.

Any employees caught violating these basic expectations will face swift consequences for their actions, including but not limited to: termination, demotion to “experiment” status, or mandatory promotion to First Team membership.

Getting Around the Facility

To protect our proprietary information, goods, and services, Pentex Corporate facilities are self-contained, and most of our national and regional headquarters have not just the same facilities but the same layout. You may have noticed during your interview process that the facility is quite large. In addition, you likely noticed both the chain-link fence and the barrier wall encircling the facilities. This can be intimidating to a new employee.

The first thing you see when arriving at the office is the **Gatehouse**. In order to keep the entire facility secure, you must show your company ID card at the gatehouse. Security is authorized to refuse entry or detain employees for reasonable cause, but this almost never happens.

Once inside the facility, employees report to the **Corporate Office**. Comprised of three buildings – Central, East, and West – all of Pentex's affairs are handled here. Whichever headquarters site they're visiting, the Board of Directors makes high-level decisions at the top of Central; the entirety of Central above the third floor is restricted only to the Board and other approved personnel. East and West hold the operations associates who handle the day-to-day business, including Human Resources, Legal, and the maintenance and cleaning staff.

Directly behind the Corporate Office is the company hotel. These rooms are provided free of charge to Head Office employees, and can be used on an hourly or nightly basis. Sometimes, the company's business requires long hours; as Pentex is deeply committed to its employees, these facilities are available so that during down periods, people may catch a nap or a full night's sleep. Remember, alert and well-rested employees make fewer mistakes, and have better morale!

All employees also enjoy a 10% discount at **Herrick's**, which carries many favorite brands, including Avalon, Circinus, King's, Rainbow, Vesuvius, and Young and Smith. This location also has its own auto center, where corporate personnel may get their cars maintained at cost. The auto center uses only the finest products from Endron International.

Corporate personnel also enjoy a 10% discount at **O'Tolley's**. This restaurant is conveniently located just inside the facility, and within easy walking distance of the office buildings. Employees can also put in orders through the company intranet, which will be delivered directly to your desk or office.

For all of your health-related needs, Autumn Health Management Services maintains a collection of offices and wellness suites here. These are located to the west of the Corporate Office.

The First Team Training Area is located north of the Corporate Office, and requires its own level of security to enter. This benefit is labeled on your company ID, as well as embedded in the card's chip. As access is restricted to First Team members, further explanation is limited to those associates.

Health Benefits

In order to protect our employees and provide for their well-being and productivity, Pentex provides a host of health benefits. These benefits are provided through the on-site Autumn Health Management Services medical campus. All full-time employees, upon hire, are immediately enrolled in the company health plan. They may opt for protection for their immediate family members (spouse and children) as well. Employees who have family members they wish covered under this policy need to fill out Form MS-245 from Human Resources. Dependents on the policy will receive their own medical

cards, which get them access to the medical facility and pharmacy.

Head Office employees receive one free physical or general check-up per calendar year. These free exams may not be “built up” over the course of several years. Each must be used in the issued calendar year or be lost. Prostate exams for male employees, and mammograms and pregnancy visits for female employees are charged at a 50% rate. Any further services (surgeries and hospital stays) have a 20% discount. These rates are the same for any vision or dental services the employee requires.

Prescriptions are free, so long as employees are using one of the four Magadon-sponsored pharmacies within the complex. We have four locations — at Autumn Health Management; next to Herrick’s; on the first floor of the Central corporate building; and in the infirmary within the First Team Training Area.

Finally, all employees are welcome to visit our professional therapists, located in the Harold Zettler Mental Health Annex. Working for Pentex can be an admittedly stressful experience. It’s useful for everyone to have an outlet to speak to from time to time. Any employee who needs to use this resource merely has to file a request with their line manager to determine an appropriate time slot. Details are kept confidential, and should employees find evidence of their management chain accessing their physical or mental health records they must immediately inform Human Resources.



Family members may avail themselves of the same benefits once their medical cards have been issued. This will take seven to ten business days after the employee files their MS-245. To gain access to the facility, the family member must show their medical card at the gatehouse. Security will escort the family member to the medical facility. Upon completion of their exam, visitors are required to use the courtesy phone in the lobby to call for a security escort out of the facility. At no time are non-employees permitted to explore the remainder of the complex. If found, they will be escorted from the premises, and the appropriate employee will suffer disciplinary action.

This is a really good loophole for getting someone "lost" in the facility - don't abuse it! If they catch on to this and change protocol, we lose another arrow in the quiver.

- Alexander Faster Than FedEx

Anti-Discrimination Policy

Pentex provides equal employment opportunities (EEO) to all employees and applicants for employment without regard to race, religion, sexual orientation, gender identity, national origin, age, disability, genetic makeup or modifications, or marital status. All employees — human, lycanthrope, Endowed ("Fomori" to our Spiral members), or other — are required to make the best use of all employment and advancement opportunities provided for them.

Pentex expressly prohibits any form of observed employee harassment based on any of the above criteria. Improper interference with the execution of any Pentex employee's performance of his, her, their, or its job duties, is expressly prohibited.

Of particular note are some of our Endowed employees. For the most part, Endowed individuals not dedicated to First Team duties appear no different from anyone else. Some exceptions do occur, however. Any discrimination against such individuals is absolutely unacceptable. They exist under a constant, oppressive stress, and discriminating against one is in violation of company policy.

Should any employee discriminate against an Endowed individual, the company will disavow any knowledge of the consequences of the event. The aggressing employee (or their estate) is responsible for recouping the cost of any and all damages to company property.

Reporting Discriminatory Activity

If you are the victim of, or a witness to, any form of discrimination or interference of a coworker's duties, you may report the incident to your Human Resources manager. In order to prevent a "he said/she said" culture in the office, it is required that you provide provable, actionable evidence of the questionable behavior. Photography, audio or video recordings, written confessions, or copies of emails are all acceptable; auguries, cross-realm information gathering, and psychic premonitions may be accepted on a case-by-case basis. Your Human Resources manager will work with you to not only work through the incident, but, if necessary, to reclassify you into another department. Though your confidentiality is of the utmost concern, mistakes do happen and reprisals are a potential risk. It is best to be forewarned about the possibility, rather than surprised when it happens. We strive to maximize company efficiency and synergize employee efforts; as such, we minimize anything that could negatively impact the company.

Weapons Policy

Individual sovereignty is of paramount importance to us. As such, in jurisdictions where it is legal, employees are welcome to carry firearms or other small weapons for personal defense. While on company property, all personnel are expected to use proper discretion and decorum in the use of their weapons. Horseplay is strictly prohibited.

Permitted Weapons

In order to ensure equality and conformity to all employees, we must place some restrictions based on weapon classification. While we permit weapons, that does not mean that such items should be brandished about at will. In that regard, employees may not carry any long arms (rifles, shotguns, etc.) while on company premises. Likewise, neither explosives nor explosive devices (to include IED's and "dirty bombs") are permitted at any time. Non-standard weapons (including balefire weapons) must not be used outside of approved testing facilities without a permit. Concealable small arms are not to exceed a .45 ACP caliber.

Hand-held weapons are subject to similar restrictions. Acceptable weapons include knives, ceremonial daggers, batons (expandable or otherwise), brass knuckles, etc. Anything not easily concealable in an office environment is prohibited. Mystic or supernatural weapons less than three feet in length may be carried in corporate facilities where they require close contact with their assigned wielder; employees must carry a permit for the weapon at all times and must obtain a sheath or cover marked with hazard symbols appropriate to the nature of the weapon.

In regards to hand-held weapons and firearms, First Team members and

security personnel are exempt from these rules. They may carry whatever weapons their supervisors deem fit; as private military contractors, local law may not necessarily restrict what First Teams use in the execution of their duty; if law enforcement attempts to enforce such restrictions please raise the matter with your line manager who will bring it to the attention of our legal team. Explosives are still prohibited from any area within the facility outside of specific training areas and times, as approved by the SEC Director. These areas are expressly within the First Team Training Area, and are heavily policed and controlled so as to minimize unintentional death and/or destruction.

Breaches of the weapons policy may result in disciplinary action at your line manager's discretion.

Unstable Assets

Pentex is dedicated to being the world's leading multi-national conglomerate. As can be expected, this level of success can come with a sizeable amount of stress. Employees who do not avail themselves of the company's therapy benefits (see **Health Benefits**, p. 8) may, on occasion, act out in unpredictable and sometimes violent manners.

Armed employees are encouraged to defend themselves and their teams from such personnel, labeled "Unstable Assets." If acting without direction from a member of the security team (see **Security Assets**, below), employees may engage as they see fit; we encourage a "stand-your-ground" take on self-defense. If a security team member is present, all personnel are expected to follow their orders at all times. Failure to do so may result in disciplinary action.

Weapons Training

Pentex Head Office offers a comprehensive Weapons Safety and Self Defense training curriculum. Classes are held on Saturdays, through our security team. Employees are expected to provide their own weapons, although ammunition is available at the class. Any costs for the course are easily deducted from your paycheck. If you wish to enroll in the course, contact your Human Resources manager.

Security Associates

Pentex employees are expected to obey any orders given to them by security personnel at all times. Members of the security team are easily recognized by their uniforms, consisting of black pants, combat boots, and black shirts. The shirt fronts have the "Pentex – SEC" badge, and the back is blazoned with the word "SECURITY."

Any orders these personnel issue are for your own safety and the safety of others. Disobeying them puts both you and your coworkers at risk.

Authority of Security Personnel

During most business hours, security personnel are there to help provide you with a safe, productive day. They will check ID and ensure that you remain within your assigned work areas. Attempting to circumvent or cheat security protocols will result in immediate disciplinary action.

Should some sort of violent incident occur, employees are to follow any and all orders from security personnel at all times in order to minimize friendly-fire incidents. Members of SEC are highly trained to respond to such events, including directing employees to safety.

Transfers and Promotions

Pentex is dedicated to finding the best and brightest for its many positions. Employees who show dedication to the company's ideals and goals are eligible for transfer or promotion into positions that allow them to better showcase their talents.

Any employee with twelve (12) months or more of service is eligible for transfer or promotion. Open positions are available via the company intranet to all Head Office staff. Management prefers to promote from within, but will engage in outside recruitment when that better serves the company's purposes.

First Teams

A First Team is a highly trained, highly motivated cadre of soldiers, both human and Endowed. They are used for offensive

THE COST

Sending a First Team on a mission is no small matter. The deployment itself can cost anywhere from \$100,000 to \$2,000,000 just in terms of training and surgery expenses, not including costs of equipment and transport, which can increase the deployment costs by up to thirty or forty percent.

For those authorized to deploy First Teams: be careful not to be cavalier about such deployment. First Teams represent a considerable investment in time, energy, and most importantly, money. Deploying a First Team for frivolous uses is considered theft from the company, and as such is a Class A infraction. Employees are wise to send a First Team only when strictly necessary.



and defensive operations as needed. First Teams are the most elite personnel we possess, and as such, they receive higher compensation and more encompassing benefits.

Application for First Team

To become a First Team member, applicants are required to fill out the following forms: SM-1337, TPS-5335, and the First Team Application Battery. These forms may be obtained from Human Resources, who will direct you as to which sections you should complete — some are for the applicant, while others are for physicians, physical fitness instructors, and interviewers.

Once all applicable portions are filled out, applicants must pass a comprehensive physical exam performed at the First Team Assessment section of the Autumn Health Management Services office. Testing begins at 4 AM, and ap-

plicants should expect the process to take all day. Examination dates are assigned by the Lead Training Physician.

Assuming an applicant passes this examination, said applicant is then expected to pass a physical fitness test on the following day. Patterned from similar tests used by the U.S. military, an applicant must achieve the following results: at least 52 push-ups in two minutes, 62 sit-ups in two minutes, and must run two miles within fourteen minutes and fifty-four seconds. Exit criteria are higher, and are assigned by the Training Staff based on various metrics.

First Team Job Duties and Benefits

Once the new First Team member succeeds at the application tests, it's

time for initial training. To maintain corporate interests, details of that training are only available to those who go through the process.

After training, however, management inserts the new recruit into their assigned First Team and given additional, advanced instruction. Once that is complete, the Team is considered a prime asset. As such, all First Team members have higher compensation (grade A-2 on the compensation chart). In addition, Pentex takes care of all of the soldier's health needs. She never needs to pay for preventative maintenance exams, prescriptions, hospital stays, or anything. That said, First Team members are *required* to report to the Infirmary within their training area at the first sign of any abnormal symptoms above and beyond those expected of Endowed individuals. Pentex is committed to ensuring that its top personnel are in proper health.

First Team Downtime and Mission Assignment

When not on a mission, First Teams spend their time training within their assigned areas in the facility. Non-First Team personnel are restricted from interfering with this training, and from the training area itself. Exceptions are limited to the Board of Directors and employees operating under the Board's instruction.

The only employees who may assign First Team missions are personnel of grade M-3 or higher, though technical and administrative staff of grades T7/A8 may be given limited access to First Team deployments at their line manager's discretion. Access is granted through your company intranet portal, under Asset Dispensation. First Teams may be assigned to missions for multiple reasons; however, there are suitable and non-suitable justifications for this assignment. A First Team's objective is to take care of threats to Pentex or its

subsidiaries. These primarily include enemy shapeshifters and realm-intruders ("spirits" to the uninitiated), but may also include other extranormal entities and some solely-human groups. Non-suitable justifications for First Team assignment, including security for non-Pentex functions and settlement of personal vendettas, are grounds for disciplinary action.

Except in extreme circumstances, no more than two First Teams may be assigned to the same mission. Allocating more First Teams to a given operation requires express written permission from the Board of Directors.

Temple Usage and Services

All employees are welcome, and strongly encouraged, to use the Temple during their free time. The Temple, located under Corporate Office Center, remains open to employees 24-hours a day, 7-days a week. Personal oblations and prayers can be made at any time, except when it conflicts with group services. At those times, worshippers are encouraged to join in, or to return at a later time to perform their offerings.

Pentex owes its continued success at least in part to the efforts of the Trinity and its servants. Because of this, we hold group services daily, led by a rotating group of priests. Times are posted on the calendar outside the entrance to the Temple itself. Unless the slot conflicts with a scheduled work shift, employees are welcome to attend these services, up to the first 1,000 people.

Disciplinary Actions and Infractions

As with all companies, Pentex is aware that not every work day will op-

erate perfectly. Sometimes, personnel will rub each other the wrong way or have down periods. Anyone can be ill, cranky, possessed, or otherwise not operating at their best. Still, we must provide a standard of expected behavior. This standard also includes disciplinary procedures for not achieving that goal, explained in the following sections.

Your Human Resources coordinator will be happy to answer any questions you may have regarding disciplinary actions or infractions. They will also provide you with specific literature to address any concerns you may have.

Disciplinary Actions

It is an unfortunate inevitability that someone at some point will require a disciplinary action. We here at Pentex operate on a “three strikes” rule, with escalating tiers. It is important to note that once an employee has a particular disciplinary action on his record, that action remains for the duration of employment. Pentex believes in a “harsh but fair” guideline when dealing with infractions. After a suitable period, an employee may appeal a given infraction to Human Resources, providing evidence of why the infraction should be reversed. Appeals may not be made less than five years after the event.

Occasionally, as in the case of discrimination toward Endowed employees, a given employee circumvents the three-tier system as a natural result of their actions. Pentex believes this to be an unfortunate event, but does not consider such actions to occur with enough frequency to have any noticeably effect on our training, conduct standards, or profits.

The tiers are described below in greater detail, and include potential means to accrue them.

Tier Zero: Verbal Warning

The simplest and most-often used tier, your manager will have a frank

discussion with you. This conversation may happen in your workspace, or in an available office or meeting room, whichever is more comfortable for both parties. The supervisor identifies the errant behavior, explains why it is disallowed, and arranges a process to help you curtail that activity in the future.

Verbal warnings are not tracked in your file; any given individual may have an indefinite number of infractions at this tier.

Tier One: Written Warning

At this tier, you will have a formal meeting with your supervisor. The manager will go over the offending incident, and what steps you and your manager will go through to resolve the issue. The manager will produce a written action plan, which you must agree to.

Don’t underestimate this tier. It provides guidance to limit future disciplinary actions. Remember the “three strikes” rule; at this point, you only have two more strikes to go before termination. It is imperative to your continued employment at Pentex to realign your behavior with the corporate mindset.

Tier Two: Suspension

Employees who reach this tier find that we are quite serious about keeping within the expected modes of behavior. Your manager is the sole arbiter of the suspension length, but typical suspensions last anywhere from five to thirty days without pay.

Further, during your suspension time, management must create a more comprehensive action plan to correct your behavior. Remember, this is the last chance you have to properly align your conduct to the rest of the company before termination.

Upon returning to work, you’ll go over your action-plan with your man-

INFRACTIONS

Despite a three-tier Disciplinary Action system, some infractions are weighted more heavily than others. To help codify what is and isn't permitted within the office, Pentex employs an infraction grading system.

Class C Infractions are relatively minor, punishable with a verbal or written warning. They may include tardiness, poor work performance, or negative interpersonal relations, which affect your department.

Class B Infractions are usually more serious, and may call for a written warning or suspension at your supervisor's discretion. Examples include repeated unauthorized absence, possession of contraband at your workstation, or insubordination.

Class A Infractions are the most serious offenses, and usually result in immediate termination. Your supervisor may, if circumstances warrant it, downgrade the offence to a suspension, with prior approval from Human Resources.

But what constitutes a Class A Infraction? Unwarranted violence upon co-workers, actively selling Pentex secrets or IP, gross insubordination, gross negligence, or in any way acting against the best interests of the company.

For a more comprehensive list of offenses and their grade, consult the "DA & Infractions" link on your intranet dashboard.

ager again, and they will approve or deny the plan. If the plan is approved, you return to work (although with a sizeable backload – another incentive to not suffer any disciplinary actions in the first place). If the plan is denied, you must serve another suspension period to make the changes required. The secondary period's length is again up to the discretion of the supervisor, but it is not to exceed the first period.

If the second action plan is denied, your manager has two options, dependent upon your immediate usefulness. If you have a purpose in the company, you can expect to be transferred to First Team status, where our scientists will begin the process to change you into an Endowed. If you do not have a purpose, the only recourse is to find you one – termination.

Tier Three: Termination

If all prior steps fail to change the employee's behavior, Pentex has no choice but to terminate the employee. Members of both Human Resources and Security will bring you to the out-processing room. There, you must immediately turn in any and all external company property (ID badge, credit cards, mobile devices, or any other issued equipment). The subsequent wait time is, on average, approximately three hours, so that Medical can prep for your arrival. Security will ensure you arrive at the appropriate facilities.

Terminated employees are a fantastic source of experimental tissue. Our scientists and other researchers are always happy to have new subjects to study. And even after termination, you will continue to help and serve the company.

Worry not; your immediate family will be given the best in severance and accidental-death coverage, so they will not be financially ruined as a result of your termination. In any event, the important fact remains that even in termination you can pursue the company's objectives.

The best time to snatch an employee. They're primed to spill the beans with little effort. Get them before Medical does. You do NOT want to accidentally bring back SOMETHING ELSE inside your prize.

— Robbie MacPherson

In Conclusion

We hope that you find your time at Pentex industrious and profitable, both in terms of personal and professional growth, as well as economic strength. Only the most dedicated come to us and prosper, helping us make our Mission Statement a reality.

By following the rules and guidelines in this handbook, you will be able to avoid pitfalls and greatly contribute to the aforementioned profits and growth.

Welcome to Pentex, and good luck on your first day. You very well may need it.

PENTEX

WELCOME TO PENTEX



THE PENTEX GUIDE TO LYCANTHROPES

The Dangers of Preconceptions

One could be forgiven for assuming a lupine pack a simple foe. We mistakenly believed lupines to be naught but beasts and we humans the true predators. What we didn't expect was for the pernicious wolf to insinuate its way into our society, attempting to force its backwards, harmful values upon us. Its ways are insidious. It cloaks itself in warm words and fiery proclamations. All the while the lycanthropes infect humanity, attempting to turn its misguided allies back to the Stone Age through a primal fear of nature.

We refute the notion of lycanthropes as apex predators. We concede their holding of that title for millennia, but the time has come for humanity to rise up. Pentex provides the tools to make these threats extinct. No longer shall we fear monsters in the night. It's time for

us to take our place at the head of the food chain. We are the hunters. They are the prey.

For too long, Pentex has been committed to combating the shapeshifting threat on their terms. We've allowed the wolf to come to us, each time equipping our First Teams with better weapons and our facilities with great defenses. Research shows this tactic works in localized incidents, but it's no way to fight a war. Pentex is made for assault. Our reactive stance has left us as a disadvantage.

We've started engaging in two new, highly-successful tactics against the lupines. Initial results are promising indeed.

B.T.K.

First Teams under the orders of new Director of Security, Mr. Dragons-Wrath, have initiated the popular B.T.K. method of lycanthrope disposal. Historically, every facility under our purview en-

Congratulations — if you're reading this manual you're among the special few who have witnessed and survived an encounter with a lycanthrope (sometimes misleadingly called "werewolf" or simply "lupine"). You shouldn't be capable of remembering that encounter. You should never have survived.

Once, you thought these creatures were the product of mythology. Now, the thought of such a beast fills you with terror unlike any other. Lycanthropes are creatures of terrible rage, uncontrollable violence, unstoppable urges, and ferocious power.

They should be creatures of myth.
Together, we can make them just that.

Dr. Harold Zettler, Pentex Director SPD

gaged in legitimate activities, our intent to make a profit and continue in our goal of providing to the world products that best furthered our goals. While profitable in the short-term, such facilities stood the risk of drawing the attention of crusading lupines.

Mr. Dragons-Wrath proposed the establishment of shell companies staffed by uninformed — yet heavily armed — employees. These companies are backed up unknowingly by elite units of First Team members. We lead the lycanthropes to the shell, they think they've claimed a prize for their ridiculous crusade, and then find themselves unable to escape. At that point, we eliminate the pack.

Bait

Factories, logging stations, and laboratories all pump out chemicals the lupines perceive to be Earth-damaging. These facilities bear the names of our subsidiaries, or wholly fabricated com-

panies. They act as bait to lupine packs, lightly manned by apparently-incompetent staff, yet representing a great victory to the wolf, should the facility be secured or destroyed.

Endron International, Rainbow Incorporated, Good House International, and King Breweries and Distilleries leave fantastic "empty houses" that we can use as bait, given these companies' proclivity for ravaging a territory and swiftly moving on. Rather than abandoning a location completely, a company such as Rainbow stands to greatly gain by leaving a few industrial ovens and plastic forming machines running with a skeleton crew. That acts as catnip to the beasts.

Trap

The fate of the employees of such facilities is ultimately negligible. It's important for the lupines to be led by the honey... and into the spiked hive. Mr.

Dragons-Wrath has advised the staff to be armed. Their defenses with live ammunition will provoke the lycanthropes into rage-fueled action. Such uncontrolled creatures have a tendency for rampaging into apparently guarded and poisonous locations, assured of their unstoppable ability to deliver carnage.

Awaiting them within the facility is a cornucopia of machinery to dismantle, employees to rend, and locations to mark as their territory. As they tear through our property we seal the doors, activate the emergency protocols that react to the intruders, await the inevitable howls of frustration, and watch what follows on top-of-the-line monitoring software.

Kill

The First Teams arrive and open the fitted murder holes in the building's exterior. The Teams are armed with the best weaponry Nastrum Enterprises and Herculean Firearms Incorporated can provide. They're loaded up with silver bullets, phosphorus grenades, and chemical throwers. But they're only the clean-up crew.

Have your lycanthropes disrupt a pipeline, detonating the explosives we secrete inside. They — and the local countryside — will find themselves showered with flame and corrosive toxic waste. Have them stalk into our test laboratories, bypassing security and entering sealed areas, only to depressurize the contained environment. Have them bust all the security locks in the animal testing facility, only for them to be attacked by the hopelessly mutated, infectious subjects within.

The purifying effects of fire, acid, toxic waste, lack of oxygen, and nerve agents are bountiful. In select Endron, Magadon Incorporated, Young & Smith Incorporated, and Good House locations we've already installed these weapons, literally fitting an arsenal in the sprinkler system. These defenses will soon extend to fur-

We barely got out of one of these "BTKs" alive. Almost lost our Ahroun. It looked like a private prison experimental lab, but when we got in, the prisoners were all rubber dummies. Place was rigged with Wakshaani. The moral: don't just bust in. Scout thoroughly.
— Cailean Walks-with-Wind

ther subsidiaries. Every subsidiary produces its fair share of dangerous waste products. No lycanthrope desires a bath in them, so reuse the run-off as a weapon.

Seek and Destroy

It's no secret the wolf is a superlative hunter. For years we've waited for the were to attack us as we pursue our aims. Times change, and where the lupine continues to practice its savage rites, pursue obsolete beliefs, and growl at its enemies, Pentex has moved ahead of the base quadruped. Our hunt has just begun, and our resources are many.

Now we pursue the wolf. The First Teams increase in number with an injection of specialized, talented, and controllable Endowed. Critically, the great successes of Project Lycaon have provided us an elite squad of War Wolves, Samsa, and Anurana, who now supplement our First Teams with some of the same weapons the lycanthropes have historically applied against us. The occasional Black Spiral Dancer acting as officer or tactician has given us an edge on the lupines they just don't expect.

Wolf's Kin

Tracing the family of a wolf is often easier than finding their den. Typically, we must take a hit first. A survivor or recording that we can use to identify

the lycanthrope in human form can lead to all manner of connected parties. Find the wolf's Facebook page and work down his friends list, using our Incognito experts to hack apart the electronic secrets of the creature's contacts. Investigate employment, or accounting records via our Consolidex Worldwide bankers. Study the local phonebook yourself. You'll be surprised by what you can find with a little digging.

Don't strike the immediate family first. Probe the exterior initially, taking out second cousins and colleagues. See what makes the wolf tick, if indeed she even notices.

When the time comes for the crippling strike, you will launch attacks on the homes of the lycanthropes' fragile kin, staged as home invasions or SWAT raids. Abduct them, hauling them into unmarked vans, and drive to a location firmly under your control. You make the lupine kin disappear. The wolf's been investigating a false lead we planted in her message box and doesn't even realize her family has been taken until she walks through the doorway into her empty house.

Kin are easy targets. They're satisfying prey; tradable for favors with our Black Spiral allies, and ripe subjects for experimentation. Their disappearance also acts as a wonderful catalyst. You've never experienced a lycanthrope's imbecilic rage until you've kidnapped his only child. At this point, you trigger the B.T.K. method. Leave a trail even the most ignorant lupine could follow into a lair of your own, then bring the ceiling down.

Smash the Pack

The more challenging target is the lycanthrope herself, especially when surrounded by her pack of fellow fanatics. They're by no means an impossible prey, however. For a difficult quarry, you require an expert pack of hunters.

The aforementioned lab-grown shapeshifters would love for nothing better than to prove themselves dominant in the field against lycanthropes. Their enthusiasm for destruction is nearly enough to give them the edge, but still the lupines dominate in "white room" battle scenarios, meaning you require an edge through use of our allies.

The Black Spiral Dancers possess powers and numbers enough to match any lupine pack. Their propensity for violation and torment is enough to satisfy any Pentex employee, but their fractious nature and propensity for attacking people on their side often leads to aborted missions.

Pentex has engaged in a contract with a particular breed of hunters who seek out lycanthrope camps with an impressive degree of success. These Skull Pigs have, until recently, been unresponsive to our overtures. In recent months, we found a way of communicating with these mutant hogs, via a connection between an apparent leader, and our newly formed Yeren breed. After the offering of full, unquestioning support in their desire to devour lycanthropes, and access to the toxic spills and waste products, these Skull Pigs have agreed to act as scouts, with an unmatched rate of victory. They now grow in power, a useful new ally, while serving our orders as happily as a pig in chardonnay.

Locating pack dens has become a simple exercise when using our allies. Skull Pigs, Yeren, and Project Aeneid psychics can all identify and isolate a group of lycanthropes. Our assaults are unrelenting and merciless as First Teams, Black Spirals, and lab-grown shapeshifters joyously destroy these camps. The first warning a lupine might see is the sight of a rampaging pack of Skull Pigs who've successfully sniffed them out. Whether in urban or rural environments, death will follow.

***“Argentum Rounds —
Herne would hunt with nothing less.”***
Herculean Firearms Incorporated Slogan

One of my fellow Directors claims our tactics lack finesse and subtlety. War needs neither of these things. Annihilation doesn't demand secrecy. A were would be the first to tell you the apocalypse is here. For them, they couldn't be more accurate.

Lycanthrope Vulnerabilities

Lycanthropes are more vulnerable to silver than any other mundane metal, but don't be mistaken into thinking it's their only frailty. Their warrior caste is surprisingly impervious to even a rapid hail of silver, not to mention silver weapons are costly to produce. Herculean Firearms have experimented with diluted silver, reducing costs, while retaining the ammunition's potency. Their trials have shown that only weaponry composed of at least 80% pure silver is effective, and this poses a problem.

A silver weapon's impact on a lupine is gory and sizeable, unlike wounds caused by jacketed lead, which heal rapidly. The photos within this guide will reveal some of the harm silver can cause to such a beast. With that said, target-shooting a rampaging lupine with silver bullets isn't an easy feat to pull off. Fortunately, we've discovered other ways to neuter the lycanthrope without having to constantly resort to a single base element.

Feed their Rage

Lycanthropes are animals first. The human side is the weaker. They're dominated by feelings of kinship,

pride, and fury. Logic and practicality typically fall by the wayside when they fight. There have been instances where their shaman castes attempt to mediate, their alphas make efforts to lead in a concentrated effort, and their tricksters attempt disruption over destruction. These types of wolf are more dangerous by far, but I'm glad to say their methods rarely meet success. The anger of these creatures is their dominant feature.

The lycanthrope sees itself as a savior of the planet, and we as the harbinger of its end. Their ambition is akin to that of any other terrorist or fundamentalist. They're so wrapped up in their cause they're incapable of moving outside it, resulting in an exploitable weakness. They're prone to getting drawn into heated battles at some of our more egregious project sites, for the simple reason they tick all the boxes of the lycanthrope's holy war. This enables us to practice our more important operations in more discreet locales. An unmanned oil refinery pumping juice into the local environment can be laden with traps of many kinds. Raging lupines can't help but trigger them.

They see us as the enemies of everything they stand for, and they're correct. They wish to preserve the world. We wish to advance it in a particular direction. Only one side can win. There can be no mediation, no give-and-take. These monsters come for us at our places of work. They come for us in our homes. They attack whenever they choose — day or night. They're without mercy and will tear through your children to get at you.

The alternative to the B.T.K. method

is used when they discover somewhere of legitimate importance to us. If your security can't deter them, then consider: will the brilliant array of monitors, consoles, and machinery confuse them? They'll likely not realize by destroying this hardware they're also going to be harming the local area. When the electricity goes out in the local town, the lycanthropes cause bedlam. When we can't broadcast on the RED Network, our loyal viewers go mad. When drugs don't get delivered on time because lupines raze a laboratory, people die.

Lycanthropes suffer a great propensity for cultural guilt. Let them reap their petty destructions. Wolves often lapse into depressive bouts of self-recrimination, and it's at that point we can deliver the final blow.

Defenses Against Lycanthropes

Lycanthropes tackle our operations haphazardly. They don't understand how Endron is linked to Sunburst, Magadon to Consolidex, and so on. Importantly, they're unaware of how our companies fall under Pentex's umbrella. Undoubtedly some packs have become aware of our corporation, but we can be thankful for Pentex's hidden nature, as well as the lack of organization possessed by these Garou. It's difficult to trace our company to more than a couple of dozen token offices worldwide, staffed by skeleton crews of unknowing administrators. The real work goes on well out of sight of the public and even the most adept investigators. The word Pentex means nothing to 99% of the business world, and we mean to keep it that way.

Stronger and Faster than a Wolf

When you meet a shapeshifter, your odds are better if you've been receiving

regular Magadon medication. We offer experimental treatments designed to improve your defenses and abilities against the werewolves. These treatments, officially known as Biological Augmentation & Neural Enhancement Systems, are guaranteed to make you a stronger human. You may gain powers akin to the abilities of lycanthropes if you accept the enhancement systems, take your medicine, and can accept some minor physical changes.

We recommend ensuring such an event doesn't come to pass, despite all precautions. You should employ a security staff who will die for you when the need requires it. You should also avail yourself of our own shapeshifter allies.

Our friendship with a family of lycanthropes who call themselves the Black Spiral Dancers is important. We've formed a union that benefits the both of us. We give the Dancers positions at our companies, stock options, and a share of our intelligence. They give us the greatest soldiers next to the members of our First Teams. The following quote is from a Black Spiral Dancer who goes by the name of Mr. Stephens:

These days you've got to be pretty ignorant to think that one of my kind can't do what a human can. I'm a Black Spiral Dancer holding the role of Senior Partner at Circinus Brands Tobacco. In my tribe, I'm what we refer to as a Philodox; a leader, a judge, and an executioner. In my job I'm a boss and major shareholder. I'm capable of running a company of men, as well as producing a product that furthers our aims.

I use my predatory gifts in both the field and the boardroom. I'm committed to the cause of Pentex, and its subsidiaries. I'm also committed to my family. Pentex and the Black Spirals are side by side; hand in claw.

—Mr. Stephens,
Circinus Senior Partner, New Orleans

Assessment

At the back of this guide are examination questions. You'll be expected to complete the test in no more than 30 minutes after this guide's conclusion, at which point you will hand them to your superior so we can assess your aptitude.

Understand your Enemy

It's apparent the lycanthrope gene commences its changes on the human, or wolf body, around the age of sexual maturity. Typically, a trauma, an emotional rush, or a period of great stress is enough to trigger the first change into a fully-fledged lycanthrope.

Pentex keeps careful tabs on the lycanthropes we know of, and their kin. Not all of their offspring can change. We study behaviors, and those most prone to fits of emotional pique are provoked into revealing their true nature, either as a byproduct of proximity to our practices, or more physical prodding through employees or their contacts.

Such a change is typically lethal to those doing the prodding, but to those observing it presents a rare opportunity. If we follow cautiously and wait for the time the newly awakened lupine cools down, we can be the comforting voice. We can take the outcast beast into our welcoming arms. By being the "understanding friend" we gain a test subject. Monitoring teams exist in all major subsidiaries, waiting to turn aggrieved young lycanthropes against their elders, or rescue them from the streets before their powers can fully develop.

Our experience has shown human-born lycanthropes are easier to track and take off the streets. Wolf-born lycanthropes are trickier, as they rarely stray from their packs. Frankly, it's easier to eliminate an entire wolf population through appropriating the land the animals live on than hunting

them down with rifles and night-vision goggles.

Crossbreed lycanthropes are of particular interest, as they're treated as outcasts by their kind. The Black Spiral Dancers tell us other lycanthropes cast out these aberrations if they don't kill them outright. This results in our gaining allies disenfranchised with their blood relations. These creatures are already base and primal, so it's not difficult to turn such a monster against its own kin.

It's worth noting crossbreeds can be single-mindedly childish. Just as one can be turned on its fellows in outrage, it can also strive to please mother to the point of imbecility. Its family may never love it, but it'll howl and thrash until its dying breath, hoping for a semblance of recognition it'll never receive. This makes them dangerous opponents.

We've identified a number of lineages of lycanthropes. This is more by sight and recognizable behaviors than anything scientific. Some have distinct coloration or behaviors; others display differing levels of aggression.

Discerning a tribe can be difficult. For this reason, at Pentex we rarely utilize tribal names, instead codifying shape-shifters by common behaviors.

Nomadic Tribes

The nomadic tribes are comprised of individualistic members. They rarely claim assailable territory. Instead we're forced into waiting for them to appear.

Our chosen method against these tribes, the so-called "Silent Striders," "Stargazers," and "Bone Gnawers" among them, is one of counter-attack. We let them manifest, strike a blow, and then follow one back to its den. Meeting a nomad with full force is satisfying, but nowhere near as productive as the bounties to which these jackals can lead.

OTHER SHAPESHIFTERS

Lupines aren't alone. Our encounters with other shapeshifters are few, but pertinent. Unlike the lycanthropes they seem to be increasing in number. We've decided that monitoring, capture, and interrogation is our procedure for these beings. We now seek their kin with us much propensity as we do those of the lupines.

We're still tentatively examining these breeds, but have identified birds, big cats, arachnids, and rats, all of whom can change form. Each exhibits wildly-differing tendencies and behaviors. From what we can glean, the breeds don't see eye-to-eye with one another, least of all with their wolf cousins. We can use this to our advantage.

The Black Spiral Dancers allude to a time when the wolves made war on their fellow shapeshifters. We must spark this conflict anew. We're making sterling progress through Neuro-Dynamic Laboratories' construction of in-house breeds, but more work is required to speed the festering distrust between breeds. Provoking a pogrom aimed at the most dubiously-aligned creatures is a priority, making the rats and arachnids into our foremost targets.

When we choose to eliminate the nomad comes down to a question of its use. If we find the lycanthrope communicating with others, it's worth following it for a time. Tracking the nomad's kin is profitable, as our research tells us these tribes are limited in number. We wish to reduce their numbers even further by eliminating those carrying the genetic code necessary for producing these lines.

Nomads often stop to visit family as they pass through your regions. A week or so after they've moved on, call in a First Team to deal with their now unprotected kin.

The nomads who move around in urban areas are arguably more troublesome. They keep their eye on the ball, they know when they're being watched, and they make common cause with other shapeshifters, such as ravens and rats. In these cases, observe their movements at length. Urban nomads give the impression their movements are random, but pay attention; wolves can't help but claim territory.

Once you've identified the places of importance to the lupine, you take the approach of legitimate business. Buy out competitors in the area. Leave the block an empty shell, or move our own businesses in so the territory the nomad is forced to maintain and protect is also ours. Ruination comes in many forms. Make the nomad's travels as arduous and painful as you can. Eventually it'll do something stupid in an act of rage. That's what you want.

Crusader Tribes

Crusader tribes are those who appear in pursuit of some agenda beyond merely saving the planet and its people from our ambitions. "Black Furies," "Uktena," "Red Talons," and "Children of Gaia" often fall within this particular bracket.

These tribes are among the easiest for us to target. They tend to make enemies among their own kind due to their constant distractions. They're likewise a simple target for humiliation and disenfranchisement.



The Black Furies are, for instance, a family of female lupines. Their zealotry in the pursuit of feminism makes them neglect their role in lycanthrope society. This cultural issue is one we find interesting to manipulate. We exploit the Black Furies' desire to emancipate women and children by taking ownership of shelters for women and children who've suffered harm. We're extending Magadon's already successful outreach programs via the "At Home with O'Tolley's" sponsorships and Avalon-supported charities. If we can poison the well from which these self-righteous Valkyries drink, we leave them with only the indignation of the other tribes. Once they find the Black Furies assisting subjects of our subsidiaries, they'll never give the she-wolves such responsibility again.

Red Talons, Children of Gaia, and Uktena are perhaps the simplest of targets. These tribes are constantly suspected by their peers. It's easy to sow the seeds of disharmony between this fractious family of beasts. Have your company sponsor a school field trip out to the woods, making sure those woods are the territories of Red Talons. Let the limbs fly and wait for the recriminations from their peers.

Poison the chalice. The Black Spirals are particularly adept at finding savage and primal artifacts housing potent and subtle Banes. Let the lycanthropes discover this relic of great importance and don it, wield it, or what have you. The Bane should only come to reveal itself at one of their great meetings. Listen for the popping of claws as the accusations fly at the offending Uktena, or naive Child of Gaia.

Crusaders do a good job of destroying themselves. We just need to light the fuse.

Warrior Tribes

The lycanthropes we call warriors were once something of note. These nights, the “Fianna,” “Get of Fenris,” and “Wendigo” are a tool for fueling their own society’s destruction.

These warriors enjoy any excuse for revelry. During wilderness-based festivities they proclaim their victories, drink, take drugs, and rut. Some of them even place great ritualistic importance on the extensiveness of their orgies. I advise you to never be in the presence of these tribes when they’re celebrating. They’ll make a game of your death.

You need to discredit these lupines. Allow a Fianna an apparently grand victory. Allow them to free a gaggle of idiot immigrants from one of our battery farms. Direct them to a factory we’re no longer using and have them run wild. Let them destroy an out-of-control Endowed. Sate their lust for the victory.

Then, while they’re celebrating, you hit them. A call to one of their kin. An anonymous email. If you have the contacts, drop a letter to a lupine of another tribe, with proof of how the Fianna’s actions have caused more unbridled chaos than existed before.

Perhaps the immigrants were all possessed of Banes and they’re now committing acts of mass murder. Perhaps the factory is restocked, refitted, and refilled with employees within a day of the Fianna’s great rout. Perhaps the Endowed was the corrupted kinfolk of a prominent lycanthrope.

As the warrior wanders the wild to meditate on its arrogant, misguided presumption, we rear our head, open our jaws, and bring our teeth together over the wolf’s neck. By playing to

the warrior’s overwhelming pride, we show it for the fraud it truly is. With its reputation so damaged, even its own pack won’t prevent its death.

The warrior tribes do display a great unity. One of our former Directors, Robert Allred, was kin to the Get of Fenris. The information he gave us on his relatives was immense, gained mostly from their proud, constant recitation of ancestral achievements. Without him and the intelligence conveyed of the closeness of the tribe, we wouldn’t know nearly as much about the Get. Conversely, these lycanthropes were at their most unified when they elected to hunt Allred down. He took the easy way out, eating a silver bullet he could’ve reserved for his pursuers. His death wasn’t a waste. It’s allowed us to compile quite the database of Fenrir tactics and tribe members. They weren’t shy about their many attempts on his life. Don’t expect warrior tribes to be subtle.

Political Tribes

Those who would-be kings are the “Silver Fangs” and “Shadow Lords.” The political tribes aren’t obvious in their activities, nor are they easily swayed from their ambitions. The great disparity within the ranks of the lycanthropes is the weapon we use against them.

Silver Fangs strive to resemble the most decadent, incestuous royal lineages of humanity, ignoring the aberrant effects such unions can produce. As a result, they grow increasingly weak from within. For many decades we’ve had agents helping to erode and subvert the Silver Fangs, but truthfully they’re liable to self-destruct even without our aid.

It’s not hard to convince a Silver Fang of enemies in every shadow. If you can get in close to one of these lupines and

EXAMINATION

Remember: If you fail this examination, you'll be redeployed to a role better matching your skillset. Providing you've read closely, viewed the video logs, and are familiar with the history of Pentex, you'll pass with flying colors. Those who pass the Advanced examination with perfect marks will be contacted for further specialized duties.

Basic

1. Herculean Firearms have discovered that ammunition must contain what ratio of silver to other substances to create a damaging weapon against lycanthropes?
2. By what name do lycanthropes refer to their species?
3. Name three tribes we consider "nomadic."
4. Within which subsidiary does Pentex pursue the creation of our own version of shapeshifters?
5. Name three of our in-house breeds.
6. Lycanthropes produced of incest are referred to by what name?
7. Which O'Tolley's project currently builds homes for victims of spousal abuse?
8. Name the current Pentex Director of Human Resources.
9. Name two of the weapon types Nastrum has installed in select Endron facilities.
10. Explain in two paragraphs how you would deal with a Glass Walker "Monkeywrencher" incursion on your facility.

Moderate

1. If you're a productive member of the Pentex team, what kind of enhancement will you be gifted as a bonus, enhancing both your physical and mental prowess?
2. Which former Director of Pentex was related by blood to the Get of Fenris?

3. Name the three most profitable subsidiaries of Pentex today.
4. Explain in two paragraphs how you would drive one of our many subsidiaries to the heights of the big three.
5. Name one shapeshifter breed other than the lycanthrope.
6. Explain in two paragraphs how you would combat the aforementioned breed.
7. Which tribe of lycanthropes do we call allies?
8. Name the lycanthrope of this tribe who holds the position of Senior Partner at Circinus.
9. Which tribe of lycanthropes have we designated as Target: Kill?
10. List the five castes of lycanthrope.

Advanced

1. Name three current Pentex directors.
2. Name three retired Pentex directors.
3. Name the controllers of Endron.
4. How does one reach our off-realm offices?
5. Explain in two paragraphs the objective of MBP.
6. By what name were the Black Spiral Dancers once known?
7. Explain in two paragraphs the objective of Omega Plan Phase Two.
8. Who and what is Dr. Harold Zettler?
9. Explain in two paragraphs how you would isolate the genetic marker of the lycanthrope.
10. Describe one way you could improve Pentex policy on Lycanthropes.

Don't show this to any stormcrows — they've already got big enough chips on their shoulders. They'll wear this as a badge. But hey, they'll also draw the bullets while we outflank the First Teams.

*— Tires-Screeching
-On-Pavement*

pour honeyed words in its ear, or otherwise plant sufficient information to fuel the fires of paranoia, you need just sit back and watch them burn.

The Shadow Lords are a different matter. We don't claim to understand the workings of their political system, or indeed its importance — lupine culture is remarkably backwards — but we do know they wish to sit atop the heap of beasts. In the last meeting of the Pentex Board it was agreed this cannot be allowed to occur. The Shadow Lords are master manipulators and potentially competent. If they take control of the tribes, we can expect a more organized enemy.

Pentex directive, Target: Kill has now come into effect. Shadow Lord observations and reports are to be escalated so we can deal with them promptly. We now hit this tribe's members and kin with a blitzkrieg of all-out force. Alone among the

lycanthrope families, the Shadow Lords sometimes even best us in the boardroom. Let's strike them in a way they're not expecting and thrash them with our First Teams and lab-grown breeds.

Glass Walkers

"Glass Walkers" require their own classification. These city wolves are fighting us with our own technology; infecting our networks with viruses, exposing secure facilities to the press, stealing vital information from our servers. They are a thorn.

We have entered into a lucrative information-sharing partnership with ArachWeb, a new tech startup. Through an exchange of highly classified intelligence and resources, both we and ArachWeb have started to track the Glass Walkers to their homes, neutralizing each one we find. ArachWeb gets their bodies, their fetishes, and their hardware. All we get is the satisfaction of having them dead. We consider this a fair trade.

For specific details on every tribe, I've created a series of video logs accessible only by specially-designated employees of Pentex. These videos are hosted in a public access arena. We believe the Glass Walkers unlikely to stumble upon these records, but we don't deny a certain thrill to the idea of their becoming aware of lupine secrets available on the internet. Ours remain hidden, of course. Incognitos call this practice "doxxing."

Mollett — the answers to Basic and Moderate sections can be largely ignored. Any fool can find those answers, and I only wrote them to weed out the complete liabilities.

Focus on the answers to the Advanced questions. We're looking for creativity here. Of course, if most of the answers are accurate you need to flag that employee and look into their background before deciding whether to promote or liquidate.

Zettler



ENDRON INTERNATIONAL

A Day in the Life of Endron

Endron International operates in over 170 sovereign states. That's over two-thirds of our world's countries. Endron exists on every continent and in every ocean. It's not a hollow boast to admit we cover the globe with our industry. Our green, black, and gold pipelines add regal crests to local riverbanks. Our warming power stations light up hillsides on the horizon. Our sleek and elegant tankers tame the wild seas. Our drilling wells serve up treasures from the heart of the planet. Our friendly gas station attendants pump Liquid Emerald into your car as you embark on your family vacations. Endron is all around you and it's what keeps you going.

The many facets of our immense organization expand well beyond this single manual. Instead, it's got a breakdown of our most well-known activities, and some of our future projects. You'll learn about our Four-Year Plan, but remem-

ber that it's information exclusive to Endron employees — so don't forget the non-disclosure agreement you signed. If at any time you have any queries, please email Human Resources. They're the people to talk to whenever you have a question, because they treat humans like the resources they are.

The Drilling Platform

The core of our industry is the procurement of oil, both on land and at sea. Oil's not always an easy beast to snare, but we have the boldest and keenest geophysicists, explorers, drillers, roughnecks, and roustabouts working for Endron. They will never let a big catch go without a fight, whether hunting for oil in the baking heat of Saudi Arabia, seeing off competition from our rivals in Texas, or sinking a well in Algeria. These boys — and even some girls — live hard and form bonds that can never be broken. Have you ever heard of an Endron engineer quitting?

If you're reading this handbook, stop immediately and congratulate yourself. You've just joined the most successful and rewarding energy company existing today! Pat yourself on the back, take a bow, and crack a smile; you've earned it just for getting through the door.

You know how fierce the competition is to start a career with Endron International. We only accept the slickest recruits for our well-oiled machine. Well you're slick, oiled, and about to slide right between our cogs, so take the liberty of feeling special! You're first among your peers.

It's likely you've never worked for a company of Endron's size and power before today. You're right to feel intimidated and awed. Just focus on those words — size and power. Feel reverential, but feel mighty. You're now among the ranks of the monumental.

Your time with Endron will change your life. Whatever role you have, you've got the opportunity to experience and effect change around the world as a result of Endron's operations.

Remember! This is now your company.
Make a difference with us.

Max Carson, President of Endron International

These guys work for love of the company, the oil, and each other.

Endron began life in North America, but these days our drilling operations are everywhere. Few can deny the exhilaration of the cool sea spray in your face while you operate a powerful piece of machinery out on the Gulf of Mexico. Not many can resist the opportunity of exploring the beauty of India's shores for mineral deposits. It's a rare man who can withhold the temptation to sink a shaft into untamed wilderness, just to see what treasures await him. In the drilling industry there's a sense of risk and danger, but also one of wonder. You get to witness something few others ever will, a marvel that drives lesser men insane.

Endron geophysicists test the earth, give the nod, and stand back as one of our drilling teams plunges a well into the ground. It's as if a key has finally found the ancient lock for which it's

intended. All these locations are subject to our intrusions, as we give them purpose. We love this world so much we cannot contain our desire to wrest its insides into our hands.

Drilling alone brings industry and jobs to hundreds of locations across the globe. We typically employ indigenous peoples so our operations aren't seen as disturbances to local cultures, with a management staff comprised of English-speaking Endron employees. By combining the two, we create a synergy of old and new, and help to improve people in locations such as Mumbai, Islamabad, Luanda, and Lagos.

On occasion we find restless natives who buy into propaganda decrying our industry. Some claim we're ravaging the land; others say we're poisoning the sea. This is a common cry of the ill-educated. It's our job to inform. We offer tours around our sites, supervised by temporary safety inspectors. We send

BUT WHAT ABOUT THAT TIME WHEN...

Elgin 2010 is how it will go down in history. For a brief time Endron was condemned by hypocritical peer companies and the public at large for the Menantol drilling that suffered several fatalities off the coast of Scotland. A pressure pump exploded while under the supervision of a local-hire crew. The result was 13 Scots dead and oil flooding the coastline from Nairn to Lossiemouth.

You may ask how we can hold to the ideal that we “Leave our location a better place than when we arrived.” The loss of life was terrible, but you may not have heard what came next.

In the process of dismantling the rig we discovered something fantastic — two vast oil deposits within miles of our original site, both richer than the first.

When offered the cream of the profits, Moray Council was quick to accept our proposal for the commencement of new operations, creating a further 300 jobs. Atop that, our scientists discovered something extraordinary. Where environmentalists first bemoaned the loss of a few seagulls, we presented to them 17 new species, comprised of fish, cephalopods, and cnidarians, including three previously thought extinct. The environmentalists were struck dumb, and since that time our team has made several exciting forays into understanding these new species.

We at Endron always leave our locations a better place than when we arrived. Creating life of any kind is a wonder sizeable enough to hush any naysayer.

liaisons out to meet the local governments and offer sizeable donations to civic upkeep as thanks for non-interference. One of the mandates of our drilling operations is “Leave your location a better place than when you arrived,” and by Endron’s exacting standards, we always do.

The Pipeline

Black gold flows through our pipelines like blood pumped out from the

heart of a giant. We’re unafraid of inserting a few tubes to extract the ambrosia we use to fuel the world. Oil is our nectar; the Earth replenishes it and our scientists have proven it will not run out any time soon. The pungent eco-warriors and ill-informed protestors make grandiose claims of how we intend to drain “Mother Earth” dry, but when we point out they drive to the pipeline in their pickups fueled by Endron Sapphire, they don’t have any answers.

Special Projects’ tests show one of the mutated cnidarians to contain a venom three times as strong as that of the box jellyfish. We are already weaponizing this with intent to test on werewolf packs.

One of the largest cephalopods escaped our grasp and is positively primeval in size. We are harrying it to the sharks’ territory and will record the outcome.

Zettler

The fact is, our pipelines power civilization and they cost a lot to sustain. We wouldn't pay for the great expense of providing pipelines if we were merely a self-serving drilling operation. At Endron International we care for the billions of people we supply with our precious energy. If we didn't, we wouldn't. It's as simple as that.

Our pipelines run from our oil fields to our refineries, which convert crude into gasoline, kerosene, tar, diesel, naphtha and a multitude of other valuable products. Many of our refineries use our custom fractionating columns, extracting more refined products with less waste than our competitors. Endron is an economic powerhouse as well as champion of the oil industry. We make the most of the space we have, the money we spend, and the people we employ.

Pipelines are a costly form of oil transportation. In these days of the supertanker, pipelines aren't only expensive to maintain, but also difficult to protect. We hire security teams — comprised of hand-selected ex-military personnel — who guard our pipelines from those who would see our supply stopped. Our security teams are briefed on the types of miscreants and terrorists responsible for these actions and how best to deter them, but occasionally a group passes through our defenses, resulting in the disruption of flow. This costs us money, which is why we've declared war on these terrorists in all recent media.



This is what I've been telling you guys! We can't just blow through, do the damage, and then bug out. We've got to plant roots and watch them grow – and keep these assholes from uprooting them. My tribe's been doing the dirty work – now it's everybody's turn.

– Kelly Roots-In-Garbage

We're thankfully insured against such elements, but the land surrounding our pipelines is not, and neither are the customers who need their oil. Where do the eco-terrorists go when they do their damage? Who knows, but one thing's for sure, they don't stick around to clean up. When our security fails we hold up our hands and take responsibility for cleaning and resupply. We've dedicated cleanup crews who proceed at the appropriate pace and with due care for the environment. We ensure our scientists are on hand to do plenty of tests, and we secure the land under newly-built Ten-Year Recovery Stations so we can monitor the effects the oil may have on the environment.

The Power Station

We keep people alive with our oil. Imagine if the power suddenly stopped. Just think of that. Think of what would happen if Endron just flicked a switch. Gasoline being supplied to cars is one thing; the oil in our power stations is used to generate electricity.

Fortunately, we never let a customer's lights go out or switch off a customer's heating. Any recorded instances of Endron Power brownouts have been in all cases attributed to acts of eco-terrorism that our security and repair teams have swiftly remedied.

The Endron power station is our gift to the world. Initially a drilling and piping business, we moved into refining and gasoline soon after and made our name. When we used a decade's profits to construct power stations in countries across the world, our rivals thought us mad. We operated at a loss for three years, but Endron Power's intention was never to make a fiscal gain. We did admittedly make a tidy profit, but our plan was to light and warm every household. Endron Power is affordable so everyone can glow with the warmth we give. We like to imagine we feed energy to the customers, not just the buildings. Everyone is fueled by Endron Power.

At Endron Power's Juggernaut Stations, the oil we harvest follows labyrinthine pipes into chugging boilers where it's burned and turned into heat energy. Our piping system has been described as "insanely complex" by scientists at rival companies. Famously, eco-terrorists who infiltrated a Juggernaut Station earlier this year became so lost that when our security teams found them, they required immediate medical attention for starvation. Let it be a lesson that our systems are designed by experts, for those enlightened enough to follow the twisting nerve system of our throbbing Juggernaut.

We only found three of them. The others all disappeared from surveillance as we tracked them for three weeks or so. My money is on the surviving three having eaten their missing brethren.

It's a dog-eat-dog world, as mother used to say.

Dragon's-Wrath

“When I see an old widow looking after herself as best she can, but not having the coins to scratch together to live someplace warmer in wintertime and better suiting a woman of her age, I thank God for Endron. They keep the power on. They keep her warm. They keep her alive.”

Our good friend, State Senator Clay

The roaring heat energy we produce boils water, which under high pressure becomes steam. The steam spins bladed, iron-hard turbines, from which mechanical energy powers generators. The electromagnetic field generated is the electrical energy we send out in constant pulses around the world. Undoubtedly this is a process fraught with danger, which is why we only hire the best men for supervision of these jobs. The rate of burns from hot metal and steam, electric shocks, and dismemberments, have gone down nearly 80% in the last ten years. Each area is restricted to the employees with the fortitude to deal with such machinery.

Such operations require experts in the fields of engineering, chemistry, and physics. These Endron PowerMen are so vigilant over their fields they're practically plugged into the machinery. A PowerMan would rather die than let a turbine stop spinning. Fortuna magazine described our PowerMen as “fanatical about energy,” and we take it as the highest of compliments.

We're not only an oil company. We're an energy company willing and able to take any resource from the world and put it to good use. Endron Power gas, coal, and nuclear plants increase in number even as other energy companies leave these markets. Their weakness in the face of public panic is our strength; we thrive in the face of mob pressures. Articles reporting on the unfounded claims of particulate debris and greenhouse gases produced by coal plants are extra publicity for every new

smokestack. Films about the ludicrous fear of nuclear meltdown highlight our productivity, as Endron Nuclear teams put aside containment suits so they can work faster in what we consider to be the safest of Endron Power environments. Our self-assuredness forces our stock prices up. The buyers love a confident energy supplier. We're so positive of our nuclear plants and the skills of our teams that we've been able to redeploy over 100 health and safety inspectors with zero fallout. Endron employees have skills they can apply in dozens of arenas, and we won't ever let go of a good employee.

The Supertankers

Majestic in movement, titanic in size; our supertanker fleet is the largest in the world and controls every sea in which it courses. If you're a smaller ship and you're in the way of one of our supertankers, you'd better move fast!

Endron Super is the team who tame the oceans on board our great vessels. Supers spend arduous months at sea, but get a rare chance of mastering go-liaths containing enough oil to power a country. The life of an Endron Super is hard, yet immensely rewarding. It's freeing to be aboard one of our massive vessels. They're an explorer's haven, with hundreds of holds and cubby holes, and no lack of work to be done. Just don't get lost in the corridors, or you may never be found!

Supers get to see exotic parts of the world, handling the most valuable resource in locales from the Persian Gulf

to the Sea of Japan. Our supertankers are fitted with multiple smaller vessels so shore leave is always a possibility. The old saying among the Supers is “what happens on Super shore leave stays on Super shore leave.” Imagine the freedom of being able to dock at a foreign shore where nobody knows your name, where you’ve been, or where you’re going. Some Supers joke that they can get away with murder when ashore.

At Endron we believe in reverence and repair. Our oldest supertanker was built in 1976, and we have absolutely no intention of scrapping her. *Strength of Endron* may be lacquered with a charming beard of iron oxide, may squeal happily as she bears the strain of 400,000 deadweight tonnage (DWT), and may even leave beautiful multi-colored swirls in her wake; but this kind of character is what we want. *Strength of Endron* is a recognizable sign of our achievements. No other energy giant has kept a fleet as old as ours running for half as long. It’s a testament to the abilities of our shipyard crews and those on board. We respect our fleet, and treat it with the esteem it deserves.

When incidents occur, such as the *Star of Endron* mishap in 1996, we will always be the first on the scene to rescue endangered crew and save the ship before it sinks beneath the waves. Only once have we been unable to save a vessel — the *Bravery of Endron* — which capsized in 2014. Only a minor oil spill resulted from the sinking of our three-decade-old ship. We now have Supers diving to the depths of the Atlantic in an effort to identify what sank our vessel, examining the hull for possibilities of further oil spillage. That oil belongs to us, and not the seabed, so we intend to reclaim it.

The volume of crude oil spilled by Endron is actually less than that of our competitors. * We’ve had few major

catastrophes; the Supers mitigate our losses when one strikes. More oil reaches us than is leaked, and no great Endron-caused slicks cover the ocean. A thin trail of oil across the Mediterranean is hardly analogous to UK Petroleum’s Gulf of Mexico disaster.

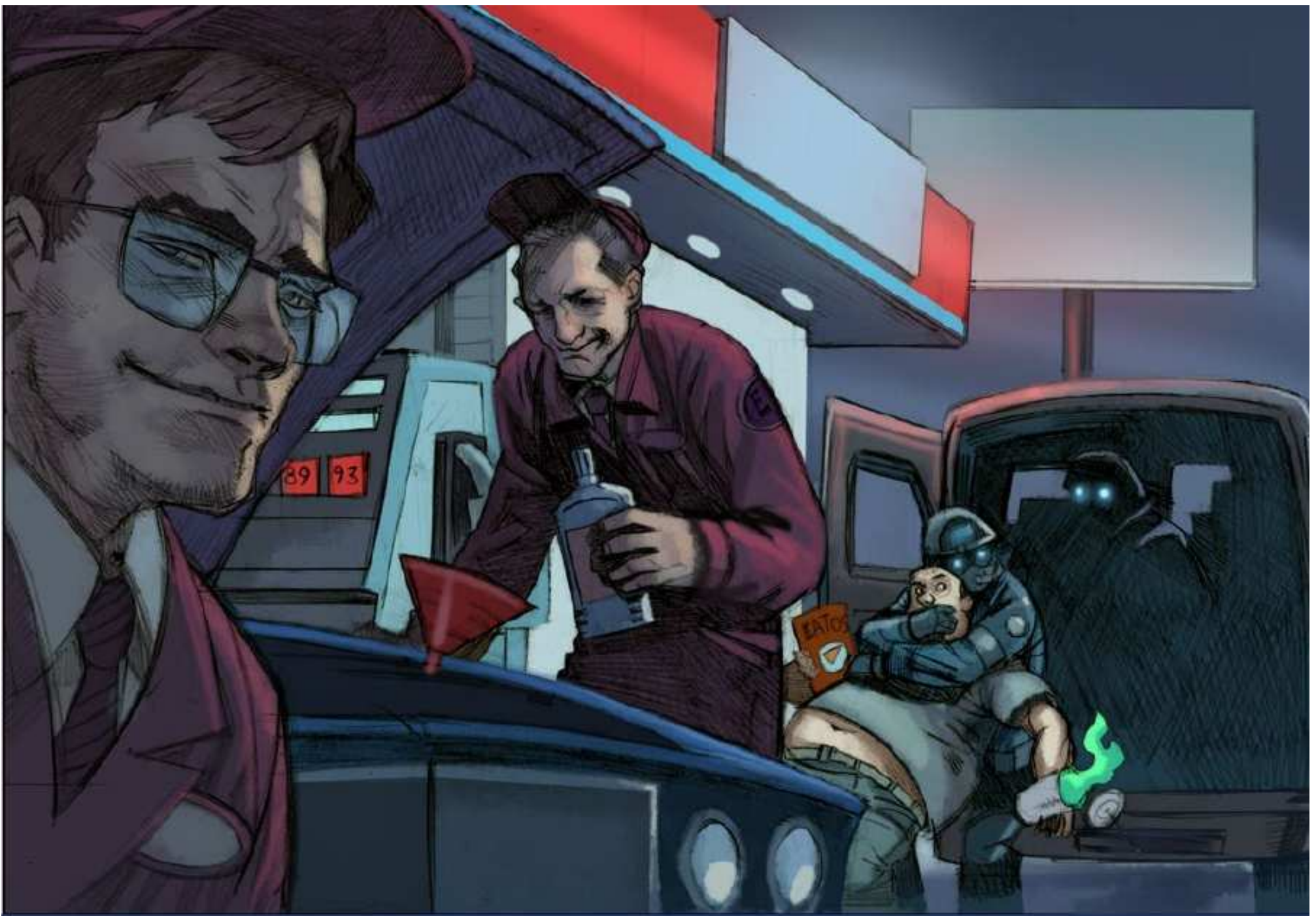
The transport of fossil fuels via tanker is less efficient than using pipelines, but costs less and carries more prestige. If you’re on a coastline and see one of our tankers on the horizon, you can rest assured that each person in the area knows Endron is here and an excess of oil will soon hit the land.

The Gas Station

We’re proud to provide the most popular service stations in the USA, India, and Australia. Our station hires, known as Your Friendly Endron Men will pump your gas, check your tires, and “Knock the Knocks Right Out of Your Car.” 83% of our attendants are trained in basic automobile mechanics, and our Liquid Emerald gasoline is known to help cars run more efficiently and drown out the noise of sticking and grinding parts.

The Endron Men are all given a book of customer service tips. We don’t believe adults need to be told what’s right and wrong; we hire the friendliest-looking faces and most capable pairs of hands we can find. No training courses for these guys — they’re in charge of the pumps from day one — facing the roaring traffic. It’s a system that separates the men from the boys, and the Endron Men at our stations can wax your hood, fry an egg on your engine, give advice on your car’s roadworthiness, make your kids a slushy, and compliment your wife’s dress — all in the time it takes for them to fill up your car. It’s no wonder we’re as popular as we are.

* Crude oil spilled at sea and not later recovered is not measured when taken as an overall volume of total oil spilled per annum.



With added popularity comes added risk. Our stations were nationally declared as unsafe locations by several disreputable media sources due to a minor increase in alleged assaults and robberies. We've confirmed such reports as unsubstantiated smears by our competitors, and none of the apparent "victims" have gone on to press charges after their five minutes of fame. We've

sent Endron Men to meet with the alleged injured parties and not one has since taken us to court. None of our men have been involved in such rumor mongering, or indeed witnessed the purported crimes. We have however increased recruitment in such areas to provide better monitoring and safety for both staff and customers. We care about those who purchase our gasoline.

We know Chase is behind at least twenty of these attacks! He needs to be taught that he can't just practice his hobby on company property. It's drawing attention we do. Not. Need. If he wants to cut up drifters, he needs to pick them up and drop them elsewhere – ideally not somewhere linked to Pentex! If he doesn't start cleaning up his own messes I will be forced to take action.

K. Mollett

Liquid Emerald is the newest in our line of high-end gasolines. Cars run for up to twice as long on Emerald than on any of our rivals' products. The way we refine Emerald is one of our best-kept secrets, but one thing's for sure; it's getting to be as popular as our Ruby, Sapphire and Diamond lines. Each is best-suited to a different member of the automobile family, with Ruby giving extra rev to your bike and Diamond is known to actually decrease the time it takes for a truck to go from 0 - 60mph. Some argue that trucks — especially our own oil truck fleet — shouldn't be travelling that fast, but hell; when the freeway stretches ahead of you, you're going to tear up some asphalt! If you're finding yourself in a recreation of *Duel*, it's likely an Endron Truck coming up behind you, fuelled by unstoppable Liquid Diamond!

The fuel we dispense from our stations improves driving performance to such a degree that some automobiles really struggle when going back to inferior product. The next time you hear of a dead tourist family who broke down in the middle of the Nevada Desert, you'll be saying, "they should have stuck with Endron!"

The Four-Year Plan

Endron has found great success in the last century. We don't intend to cease these operations, nor do we wish to become complacent in our accomplishments. Embracing the hydraulic fracturing market last year was a progressive step, as was the manufacture of the Falcon Pathfinder, but Endron will never rest on its laurels.

In the last decade, the Head Office has worked on new areas for Endron to focus on. These are our objectives for the next four years:

- Dominate the energy industry in developing countries.

- Transfer our electric car industry to North America.
- Commence hydraulic fracturing and multilateral well operations globally.
- Pursue the purchase of partner companies.
- Improve employee retention.

These projects all require sizeable resource and commitment from the Head Office, who have given the go-ahead on each objective providing they can be met in the next four years. Through these aims our ambition is to truly diversify and become a household name not just in the USA, but in every civilized country. The time limit is short, but it's the one They have set. The world will be a very different place in four years.

Developing Countries

Endron is a friend to the poverty-stricken, uneducated masses of the Third World. They need help, and we've always been keen to lend a friendly hand.

Through the expertise of our investments and banking gurus at Endron Finance we've created fantastic and manageable loan agreements, already taken out in Argentina and Nigeria's private sectors. The rate of interest is high where non-repayment is a possibility, but Endron Finance has solved the problem of future debt. Through provision of local labor and their desire for heating, fuel, electricity, and other oil-based products, we're provided with an able-bodied taskforce of natives in exchange for our services. These devoted indigents are so in need of what we provide we can't help but give it to them, in exchange for their presence in our plants. This innovation — among others — is setting up Endron as a force of charity as well as profit.

Our activities in the developing world are just beginning. Our next objective is one of fostering trust between governmental and corporate entities. Our goal is to have state support in at least a dozen nations, where we will provide the majority of energy and thus set the prices paid by the nationals at a level agreeable to all parties.

It's an exciting objective, and to facilitate it we've hired an impressive array of liaisons. Their abilities to speak in other tongues have already won over functionaries in a swathe of countries.

Electric Cars

A decade ago you would've been laughed out of an Endron boardroom if you seriously proposed our building an electric car. Their inefficiency aside, we were assured such transport would undercut the sale of gasoline.

Times change. Endron has grown, and where demand for the electric car exists, we produce. The Falcon Pathfinder was the first model in an upcoming range of thrilling four-wheeled dynamos. Due to its success, we've already begun work on our Falcon Pioneer, so named after our brave forefathers who blazed a trail from the East coast to the West. Accompanying the car are charging points in Endron stations from New York City to Seattle, all of which are powered by Endron-supplied electricity.

One exhilarating part of this objective is the movement of this industry to the USA. While our Falcon Pathfinder was constructed in North America, its parts were compiled from manufacturers in Russia and China. The cost of transporting these elements and having third-parties produce them was staggering. Additionally, the Russians created quite the slick of run-off lithium in the construction of the batteries, killing wildlife for miles around.

We can't allow this kind of uncontrolled pollution in Russia just so we can build an eco-friendly car. Hence, we're in the process of constructing three lithium smelts and manufactures — all on major rivers in North America so our cargo can easily reach them. We save money and the Russian countryside, building cars here and creating hundreds of American jobs, just by housing all of this in our own home nation!

Alternative Energy Procurement

Hydraulic fracturing is a wildly successful method of petroleum and gas procurement utilized extensively in our country, but one that's taken years to be accepted elsewhere. You may have read how the United Kingdom recently repealed their antiquated laws forbidding fracturing. What you may not know is how integral we were in getting that ruling overturned: our scientists acted as government consultants on the issue.

Fracturing worldwide is a stirring effort. Picture it; molten chemicals being fired into the Earth with enough force to burst free its most hidden reserves. They spill to the surface like treasures from the deep. The Earth vibrates below us, enjoying the sensation. We massage its insides and extract what's good, returning the bad. The feeling Endron employees describe during the fracturing process is a simple one: Pride.

The earth quakes as a result of hydraulic fracturing enterprises, and our exploratory teams are the first on the ground to find the convulsion fractures. We can find more oil where there's a gap, and they're always ready to compensate locals for a little property damage when they find territory ripe for development. Fracturing creates a cyclical method of energy procurement. We fracture, and in so doing, create more fractures.



In coming years, we intend to expand into multilateral wells. Multilaterals have the reach to sink drills and suction into wells thought dead. Where our peers all too quickly abandon projects, we can position ourselves miles away in our own wells, ready to siphon the crucial underbelly of their enterprises by burying dozens of smaller drills and pipes up to 100ft beneath the earth, often travelling horizontally into their wells.

The best thing about multilaterals? They don't violate any developmental laws due to their depth. Once multilaterals complete their extractions the wells collapse behind them, leaving no mess at all. We leave places in a better state than how we find them.

Partners

Endron has made a firm profit through its strong works with Harold & Harold Mining, NASCAR, and Easton Exploratory Energies.



We folded Easton into our corporate family over a decade ago, although the announcement wasn't publicized until their discovery of the Geothermal Energy Lie. Easton is a sister company to Endron, and we share resources as if they've always been a subsidiary entity. Easton's activity in experimental energies is vital to Endron, both as a means of giving us an edge on our competitors and through their proving the fallacy of so many hokum energy sources. The

wind turbine elimination of Masked Bobwhites in Virginia was exposed as a result of Easton action, silencing even the most vocal supporters of such energy production. Property values decreased during the farm's existence, and a provable increase in domestic violence in the last decade is linked to the maddening distraction of rotating machinery. Easton had the wind farm dismantled. We've subsequently begun construction of a coal plant in its place.

Harold & Harold have long been international providers of mineral and carbon ore mined from deep within the earth. Our respect for their expertise stretches back to Premium Oil's foundation, when we worked side by side in ripping forth impressive yields from Garzweiler, Germany. Since the Peruvian mining incident, Harold & Harold were unfortunately forced to file for bankruptcy, undue negative publicity putting a premature end to a superlative company. Endron has plucked Harold & Harold from the fire, recognizing in its achievements a wealth of knowledge and formally embracing them as members of the Endron family.

Endron Mining will be established within four years, combining our influence with Harold & Harold's expertise. Together we will shake up the mining world, embarking on a voyage of joint-profitable discovery.

Employee Retention

We're proud to be a company with high employee standards. We review our employment criteria annually to ensure we're matching the market. Anyone we recruit above the level of station attendant has to possess a certain character, and will pass through three stages of interview, a personality test, and a psychological examination before we consider a contract. Our methods help sort the petroleum from the coke, as we

Harold & Harold's strip mining operations apparently dug a little too deeply into La Rinconada. The publicity fiasco surrounding the 42 missing workers, not to mention the unaccounted-for Quechua locals, was hardly ideal, but Baptiste's team has done a good job containing the worst reports.

Endron's team tasked with locating the bodies discovered something of greater importance than missing miners, however. They found only the word "Vhujunka" smeared in dibutyl phthalate down a shaft far deeper than the miners were purported to be. No corpses though.

We have records of these Vhujunka on file. It's imperative we find them. We will be reopening the mine, but with First Team involvement. I also suggest utilizing Dragons-Wrath's and Francesco's Spiral Dancer contacts. A secondary concern is the whereabouts of Messrs. Harold and Harold. Zettler claims they've disappeared. They must be located and brought to the Head Office.

Adrian Newberry

like to say. To be reading this handbook you must have passed our tests, and that's no small accomplishment.

Any employee in a position of authority will be peer-reviewed every year to confirm continual qualification for their role. Such reviews are carried with results published on a curve, the top 10% becoming eligible for bonuses. This review system has promoted great competition, which we love at Endron. Whether selling, drilling, or exploring, we have the hardest workers willing to do just about anything to get one-up on each other. The atmosphere at the Endron Head Office is as dynamic and crackling with tension as you'd imagine!

Historically the bottom 10% every year would be forced to lose their jobs, but we have since re-evaluated the utility of this scheme. The bottom 10% are

now reviewed. Those possessing valuable skills are redeployed to new areas. Those without are re-trained, with their becoming possessed of inestimable traits once a month of conditioning concludes. The end result is a contingent of cross-trained, multi-skilled staff; hungry for their next positions. No other company treats its employees with such value. By the end of our Four-Year Plan you will literally not be able to get fired from Endron. We believe everyone has a use, and we have ways of coaxing out an employee's true value.

Now, You Work

So now you know us and what we aim to do. You'll likely find yourself moving between Endron Super, Endron Oil, Endron Power, and all other branches in your long time at this company. You'll

report to dozens of managers, work with thousands of colleagues, travel to hundreds of locations, and be the most productive you've ever been.

Due to our cellular structure, you may never meet Max Carson or indeed

any of the top-tier at Endron. But then again, if They will it, maybe you'll be invited to the next board meeting.

Work hard. Serve Endron. Wherever you're deployed — make sure you leave Endron's mark.

I've now found two references to Them in this guide. Investigate whether They wrote this guide or whether someone knows too much. I'm not travelling all the way to the asshole of the "Head Office" to apologize for some fucking secretary's idea of humor.

Adrian Newberry

The logo for Endron International. It features a large, stylized letter 'E' on the left, which is composed of a blue triangle at the top and a blue circle at the bottom. To the right of the 'E' is the word 'NDRON' in a bold, blue, sans-serif font. The entire logo is set against a light blue background with faint, overlapping images of people in business attire.

ENDRON

ENDRON INTERNATIONAL



MAGADON INCORPORATED

Our Mission Statement

The core of our mission hasn't altered since our founder, Brigadier General Bryan Vandegrift, set it down in 1946.

Excellent health is fundamental to a useful, productive life. It's no longer an option to wait for sustainable solutions to the most pressing healthcare challenges of our world. As such, Magadon remains dedicated to applying cutting-edge science to improve wellbeing throughout every stage of life's great journey. We strive to provide access to trialed, affordable medicines and health care services to people from all walks of life.

We provide leading products supporting wellness and prevention, treatments for infections across a diverse spectrum, and an industry-leading conduit of exciting new products designed to defeat some of the most terrifying diseases of our time.

So we can continue to deliver to the patients, customers, and investors who rely

on us, we'll continue to operate in the same successful way that's seen us remain at the front of the pharmaceutical race. We only listen to global health care decisions that our scientists have researched and shown to be true. Working with everyone from patients, to health providers, and governments, our goal is to ensure that anyone who looks to Magadon has access to innovative treatment at a quality only we can provide.

You're One of Our Building Blocks

Each division, every employee, and all products we manufacture are the building blocks constructing a stronger, longer-lived humanity. You are one of those blocks. You form part of the whole, and at Magadon, we give such keystones all the credit they deserve.

For the past two decades, Magadon has appeared in the top five of the annual 100 Best Employers poll run by the prestigious Money Mountain Magazine (pub-

We build things at Magadon. We build better drugs.
We build better drugs trials. We build better care, palliative and otherwise. We build better technology.
We build better education, for doctors and our workers.
We build better marketing. We build better employees,
and thus, a better company.

We build a better you. That's been our company slogan since before I became CEO in 1996 and not once have I had cause to doubt it.

If you ever wonder what Magadon is capable of, I suggest you take a good look in the mirror. This company is building a better you, whether you're a sales representative, a pharmacist, an industry buyer, a doctor, or just a plain old patient. Magadon is building a better you, whether you know it or not.

Welcome to a company that builds things.

MAGADON — BUILDING A BETTER YOU

James Graystone - CEO, Magadon, Inc.

lished by Vesuvius, Inc.) We take our employees seriously, provide self-affirming goals, gift opportunities to the hardest workers, and never fail to generate bonuses each year. We believe in investing in people and fostering loyalty. If you're loyal to the company, your rewards aren't just limited to sizeable salaries for our science teams or luxurious commissions for our sales and marketing gurus.

After working for two years without any sickness-related absence, and logging all claims via your assigned Magadon medical supervisor, you'll receive free dental and all of these benefits:

- A 40% reduction in costs for Magadon medical products
- A 30% reduction in costs for science degrees at any recognized university
- A 20% reduction in cost for care related to any illness listed in our employee care package.

Medical conditions provably incurred as a result of your work for Magadon are covered completely by the company. Obviously we hope you'll never claim for such an event. Last year we had zero claims related to work-related illness, which we believe is proof of our sterile working conditions.

After you've been with us for four years, coverage is extended to your immediate family. As a conscientious employer, we recommend you hold off on having offspring for that duration — infant infection rate is high and the cost for treating them can be immense when not covered by the company. This advice is admittedly candid, but we want you to build your family in the safest possible environment. Your family is our family and the Magadon tribe all live under the same roof.

Magadon Staff Sanatoria

Across the USA, Europe and Asia, we've built dozens of Staff Sanatoria.

These buildings — futuristic in feel and inspiring in scope — are where we pioneer our newest technologies and drugs on you, the employee. If ever you're unwell and you've built up five years of service, you can volunteer to be treated at one of these cutting-edge laboratories.

You receive the most advanced treatments at our Staff Sanatoria. They're really the cream of the crop. Should you fall and break a bone or two, the best orthopedic surgeons will be on hand to fix you up. If you catch an exotic virus on vacation, the finest infectious disease specialists will see to it you're quarantined in five-star comfort, the necessary tests carried out, and best drugs administered. It'll be like you're still on a holiday.

The press love to focus on our Sanatoria as an example of how we give better treatment to Magadon staff than we do to the general public. We don't deny it. It's our imperative that Magadon employees are fit and healthy so they can continue delivering exemplary service to the people of the world. Magadon Staff Sanatoria are award-winning treatment facilities jealously coveted by other pharmaceutical companies. Our properties are secluded, protected, and go towards making our staff better than they were before.

Building a Better World

The pharmaceutical industry hands you nothing on a plate. Every pioneering feat in the field of medicine that we've achieved has been as a result of our incredible employees' efforts. We trial drugs on select demographics to ensure we're getting the best possible results, sponsoring and arranging our own trials away from outside interference. We endeavor to reeducate doctors who've operated for decades with min-

imal updates to their medical school training. We look to the old patients and the young, the high-risk illness and the low. We develop treatments for diseases nobody knows exist.

We're building a better world.

Research & Regulation

Ask an uninformed worker in pharmaceuticals who our greatest enemies are and she'll spout the names of regulatory organizations such as the Food & Drug Administration (FDA). Such a claim just isn't true. The sooner you reach terms with the regulators, the sooner you can stop working against them.

After years of meetings, offers, financial incentives, and some strong-armed negotiating, we've come to a conclusion that speeds the release of drugs to the market through regulatory approval. We've founded a conglomerate of the biggest pharmaceutical companies, including former rivals Nucleartis and Barthes Incorporated. The group now produces research the regulators wish to see. We've put aside our differences in order to give the regulators what they want.

We show regulators our positive results, aggregated from across each of our companies. In some cases, we meet to discuss our research and even collaborate on drug design, making minor tweaks to a molecule before releasing anything. Ultimately, we put separate drugs on the market, all of which branch from the same root research and regulation.

Sometimes our drugs trial results fail the 'blobbogram' test used to mark their success. Occasionally we take the trial outcome into account and restart the design phase, deciding against presenting the results of the trials. Publishing



negative results when we could be working on building drugs is a waste of time, and there is no regulatory requirement to do so. More often we release negative results to our competitors and re-view their own trials. If their trials show a positive outcome, we leave our results unpublished. This speeds the process of approval by the FDA. We then produce our drugs, either unchanged (as our negative results were clearly in error), or with alterations so they're better than those of our competitors. As long as the core molecular design of the drug is the same, these treatments can be released without need for further approval.

Human Drugs Trials

Drugs trials have long been called into question. Lawsuits have been filed against us on multiple occasions by test subjects who consider themselves somehow wronged by the side-effects of drugs. Indeed, some have attempted to sue due to the ineffectiveness of placebos given to them, when we've been sure of the actual drugs' positive results. Such are the

Dr. Zettler,

An available antidepressant called Reboxetine has to its name scores of trials with uniformly positive results. Millions of doses are prescribed every year in over a hundred countries. The evidence all points to a splendid appearance of zero side-effects.

Seven Reboxetine trials comprising hundreds of test subjects were carried out comparing the effects of the drug to those of a placebo. Rather hilariously, results of six of the trials showed Reboxetine was no better than a sugar pill! Of course, these trials were left unpublished, so all these poor fellows are paying for and taking drugs that do absolutely nothing. Not only this, but Reboxetine is known to cause more side-effects than its competitors on the anti-depressant market!

It's evident from Reboxetine's example that we can hide whatever negative results we like. I recommend pumping some slow-acting Biological Augmentation & Neural Enhancement Systems into our trial candidates in future, as clearly nobody will go looking for our trial failures. If someone does smell something fishy, our candidates' anonymity clauses should take care of any problems.

Sir Frederick

risks of running drug trials — some people are just ungrateful for our diligence.

We've carried out innumerable trials in the last 60 years. Some are resounding successes; they see publication and reach the offices of doctors around the world. When we successfully tested the Alzheimer's drug Magaversidin and it was approved by the FDA, we sent leaflets to medical practitioners nationwide and could scarcely keep up with subsequent demand. Other drug trials go less well. Our testing of the experimental meningitis drug, Magafloxacin, resulted in the child test subjects suffering increased hepatotoxicity. Additionally, the scientist responsible for the tests is accused of not having obtained parental permission before administering the drug. His actions are still under investigation.

We can't work from laboratory research alone, so unfortunately, drug trials are always required. Figures must back up the treatment proposition. Bad effects, from time to time, are unavoidable. As an employee, you'll undoubtedly bear witness to the public backlash when things go wrong, when patients' health worsens, even when trial subjects die. You'll be expected to weather the attitude towards us, and you, and stand strong for the company. You know what we're doing is right. People die in our trials, so others may live. As long as they've signed a legal waiver allowing the tests, your conscience can be as free as ours.

Recent months have seen a boom in unpaid test subjects. Through an agreement with the US Citizenship and Immigration Services (USCIS), we've

WARNING: Magafloxacin can have serious side effects not limited to hepatotoxicity, fatigue, jaundice, zonal necrosis, weight loss, vomiting blood, black, tarry stools, polycythemia, diarrhea, and anaphylaxis in the presence of canines.

begun tests on immigrants attempting to enter the USA. Immigrants are given scores by the USCIS based on their profession, education, language, country of origin, and intent of visit. For many immigrants, these scores are quite low. Participating in drugs trials as volunteers, thereby aiding our mission — and that of the US healthcare system — increases their points across all sections.

We've just fewer than 150 Immigrant Drug Trial Centers (IDTCs) in the US, the majority present in Texas, Louisiana, and Florida. Our IDTCs are complexes in which many of our scientists ardently seek out positions, due to the liberties doctors there are permitted. We believe in the purity of science free from regulation, and here we've been permitted such by the US government. At this time, the IDTCs aren't to the plush standards of modern hospitals, but they afford the members of the trials a place to eat and sleep when they're not participating in our trials. We afford our science teams our absolute confidence.

The thought in your mind right now is one of excitement. We've a ready supply of motivated volunteers and laboratories in which to test any range of drugs and surgical procedures. We're finding uses for the thousands of immigrants who pass our borders, and if they still don't pass the USCIS test, we can send them back to their home country a fitter and healthier specimen of humanity.

Our next ambition is to commence trials on prisoners held in private jails. The approval of our application to do so would set us apart from any other pharmaceutical corporation, and would gift us a wealth of freedom in the space of psychiatric care. What we could discover by vigorously testing the maladjusted members of society in the course of a year could be more than

what we'd discover by simply testing regular subjects in the course of ten. We already possess a license to do this in offshore internment facilities, but to do so within national borders would save money and provide a greater pool of candidates.

Of course, our drug trials for regular candidates continue in earnest. Magadon-sponsored trials are known for their exacting selection of patient groups. We only put our drugs in trials run by Magadon doctors, leaving other pharmaceutical companies to deal with independent parties possessing their own agendas. Candidates trust the impartiality that governs our trials — they're exposed to degrees of comfort matching any spa and receive payment in the form of Young & Smith food and health coupons, at a value higher than our competitors' payments. Young & Smith provide among the finest household products, resulting in a happy union between our two companies.

Our in-house trials show a higher trial-to-production rate than any other pharmaceutical company. This degree of success sets Magadon at the head of the pack.

Animal Testing

Recently there's been increased focus by the media and certain liberal groups on the efficacy of animal testing. Whether testing a new strain of malaria or a vaccine for that disease on a rhesus monkey, or subjecting a rat to one of our new ranges of cosmetic face creams, such ignorant groups would place the life of an animal more highly than that of the humans we're trying to save.

There's a myth that Magadon employees sadistically enjoy the process of animal testing. This is not the case; we love animals and James Graystone even has a pet Siberian Husky called Margrave.

We do however understand the need to test the worst diseases and infections on animals before we can begin testing potential vaccines on humans; it's an unpleasant necessity of our work. Our cosmetics wouldn't be nearly as popular with the ladies if their PH levels weren't tested on our furry friends first.

We keep our test subjects in caged kingdoms. They're never lonely, as there's another breed just like them in the cage next door. They're well-trained, as they fall completely silent whenever one of our scientists enters the lab. They obey, because the animal's role is to serve humanity.

Reeducation

It's a terrible truth in our industry that medical experts can become qualified and subsequently never be required by law to reeducate themselves in up-to-date practices or treatments. Imagine a doctor, trained 40 years ago and still practicing. Many supervisors in hospitals working for pharmaceutical companies fit this description.

At Magadon we've taken a stand against such ignorance in the medical profession. Every one of our permanent staff in a "medically sensitive" role is strongly encouraged to attend six monthly courses relating to changes in medical practice and public need, the first of which commences when you start with Magadon. This keeps the minds of our employees healthy, and our customers likewise.

Courses comprise of our lead scientists discussing the threats to health today, and the treatments we're creating capable of combating them. Each division of Magadon is represented at these courses, with even stuffy old Technology & Applications delegates learning a thing or two about Women's Medicine and Sales & Marketing. Everything

taught is approved by the Board and run with their guidance. You too, will be instructed the Magadon way.

Education aside, the courses provide fine opportunities for staff in a variety of roles to meet up, discuss the company, and be reappraised on Magadon objectives. It's not unknown for James Graystone himself to attend or even run some of the classes, with delegates benefiting immensely from the CEO's wisdom. If you want to get noticed in your sector, reeducation courses are a fine place in which to shine.

As delegates, you'll be shown our laboratories, introduced to some of our keenest minds, and even be given a complimentary pack of Magafinil to keep you both sharp and alert — almost everyone would benefit from reeducation — Magadon style.

The Arms of Magadon

Our stock may be listed, we may sponsor major sporting events, and our brands may be in the print on pill packets; but we're not a household name for the common man. Those who see the word Magadon don't know our company is responsible for their ongoing health. This is going to change.

You've undoubtedly seen increased advertising of our services, and increased promotion of our products. Our consultants now appear on the RED Network, facilities are being opened in our honor, and our ads are on billboards along the highway. We still want more.

For a long time, we've hidden behind our brands and subsidiaries, but now that GlaxoSmithKline and other competitors are proudly embracing their prominence, we've decided to follow suit. Now is a new era for Magadon, and for you as an employee. We intend to make

No link was found between Magarix and autism. If those anti-vaccine fools had dug a little deeper, they may have found links between Magarix and depression, onset of schizoid personality disorders and, oh, I don't know... our incorporeal friends?

If these groups are sponsored by werewolf packs, the pups need to find better allies.

Zettler

our presence known through each one of our multiple, talented arms. Each has an objective for this coming year, so here's a few to whet your appetite.

Infectious Diseases

Infectious Diseases currently fights to educate the masses on the dangers of anti-vaccination movements. Given vaccines' importance to world health, we utilize social media to smash the ignorance spread by these bio-terrorists. Our highly publicized report on the lack of a link between Magarix and autism in children has thoroughly discredited these groups, but the war isn't won until we silence all of them.

As a result of funding by the Center for Disease Control (CDC), Infectious Diseases are currently active in West Africa combating the outbreak of Ebola. Unfortunately, by the time you read this the CDC may have cut our budget. We're in discussions regarding retaining research or being forced to destroy it. Obviously, without payment or an extant contract, such research cannot be released to any external parties.

Infectious Diseases strives to combat weaponization of diseases. We procure nerve agents, biological and chemical weapons, and other highly sensitive armaments; awaiting the day someone de-

cides to employ them. When it happens, and it will, we have the finest division of scientists on hand already devising ways to annihilate the enemies of good health.

Sales & Marketing

Sales & Marketing are now responsible for enforcing the drug prices set by Head Office. As in the recently publicized case of our experimental HIV treatment Magaxane, we set our drug prices high when the creation of the drug is costly and we wish to aim at a specific market. This is something for which we're unapologetic, and why Sales & Marketing always go armed with applications for Magadon Medical Cover. If you want the best drugs, you need to pay the best prices to the best company.

Sales & Marketing are now briefed in our full range of treatments, so for those living in less affluent areas — such as the African subcontinent — less effective drugs are provided at more manageable costs. We're prepared to take our battle for fairness in pharmaceutical pricing to the wire. Sales & Marketing aim to maintain our record of never having been successfully sued for withholding drugs from a particular market or providing placebos in place of effective drugs.

Pediatrics

We strongly believe in the promise of a healthy childhood. One of the greatest harms the homeopathic and anti-vaccination movements cause is a widespread mistrust in companies such as Magadon. The misinformation these groups spread causes fear. Our customers face this propaganda every day. The time when a substantial percentage of children won't be vaccinated against measles, polio, or smallpox is now, and the danger is real.

A parent who doesn't demand Magadon treatments for their children is, through neglect, abusing their child. We're unafraid to call them out on this, with our pediatric drugs now being priced reasonably enough that an inner-city family could afford a round of medication.

Pediatrics now voices the message that listening to anyone other than us is dangerous. Whichever role you're in at Magadon — your aim is to get these children onto our products. It'll save their lives; they'll be grateful; you'll have done something heroic.

Similar to the anti-vaccination movement, there are adults who foolishly believe children will grow out of psychological imbalances without the aid of counseling and medication. Realizing this, we're treating child behavior with the seriousness it deserves and taking the sting out of medicine, making it more accessible for the youth of today, and less intimidating for their guardians.

- Magadon now offers counseling sessions for children with no proven instances of maladjustment.
- Magadon now offers free first-time medication of Magaxetine for children with behavioral issues.

- Magadon places ads in all the most popular video games and television shows aimed at children. If a child sees their hero picking up a first-aid kit marked with our logo, or realizes their favorite superhero gets therapeutic advice from a Magadon psychiatrist, then we immediately become more accessible and trustworthy.

Now, our aim is to get into the classrooms and teach the children. Trialing across ten cities we've created Merry Maxie Magadon, our pharmaceutical advice clown who visits classrooms for children between the ages of five and nine. He ridicules the idea that kids shouldn't get vaccinated because of herd immunity, makes it clear deciding not to see a doctor is decidedly "un-cool," and even distributes free Magakerlin lollipops. The children will grow up seeing medication as acceptable, and even desirable. We'll build a better generation for tomorrow.

Reports of Maxie's appearances and Magakerlin lollipops filling formerly listless kids with enough energy to keep them doing homework all night is proof of our stellar effort. Some parents complain their children won't sleep, but when surveyed, those same parents say they'd rather their children were lively and aggressively confident than indolent or hanging from the doorknob by a home-made noose. We're doing everything we can to combat the surge

Has anyone shown this to Loba yet? I think she'd have new antics to teach this clown. Really, her underground Heaven op needs to find a way to neutralize this damn candy.

— Austen Balfour

Women's Medicine's adoption clinics are marketing gold. Think of what we could do with all the cast-off children nobody wants. Yes, aspiring parents will snatch up the pretty, polite ones. The ugly, dysfunctional ones? They're First Team cadets.

We have our (almost entirely male) staff of gynecologists keeping supposedly-aborted fetuses alive. They've been wonderfully malleable vessels in which to grow Banes. Get back to me on whether you think a pack of werewolves would stop to think they're killing babies in order to get at the spirits within them.

A.B.

of child depression and attention deficiencies, suppressing upcoming threats before they even arise.

Gerontology

At Magadon we revere our elders. The elderly deserve the best treatments, which is why we recently made an investment in purchasing Autumn Health Management Systems to increase our array of nursing homes.

Our homes are controlled environments. Visitors must be on a pre-approved list; residents are only allowed out under supervision. We would not wish for anything to happen to them away from our watch. No complaints from our residents have reached the press, speaking for the happiness of all within our Magadon Retirement Communities.

Dementia is a blight on humanity. Nobody wants to die in an imbecilic state. This is why Magadon uses elderly patients' care fees — with consent — on the annuitized prescription of neuroleptics. Magalorazine has been exempt from the recent international scandal linking similar drugs to the premature deaths of thousands of patients every year.

The remaining years a patient has can be

fuelled by the pinnacles of medicine. Gerontology patients are tested for the effects of dementia every five years, and those who pass are then given the opportunity to enroll for drug trials. We don't consider anyone too old to stop contributing to the building of a better world.

Women's Medicine

Women's Medicine recently pushed for, and won, the war for 29th week term abortions in Europe. The triumph in this hard-fought legal battle finally came when Women's Medicine showed that from 998 abortions carried out at our facilities in the 29th week, less than 20% suffered complications. As private operators conscious of public opinion, this service is only openly advertised in facilities where popular opinion would not be a danger to our staff or patients.

Reports of our forcing women into giving birth in the streets outside our sponsored hospitals are obviously completely unfounded, but as a reaction, Women's Medicine is now branching into Magadon adoption clinics. We boldly aim to take unwanted babies from the arms of mothers unable or unwilling to bear the burden.

Genetics

Of late we've been looking into the localization of aberrant genes liable to



develop mental or physical mutations at certain ages. Genetics have published a number of highly-regarded papers demonstrating that gene treatments are required before puberty in order to have any significant benefit.

In working with Infectious Diseases, Genetics is focused on the implantation of genetic correctors at the same time vaccines are applied. This treatment, known as a binary weapon, aims to have parents sign a release immediately following birth so the arduous paperwork years later can be waived and injections of both vaccination and regulator can be applied simultaneously.

Test subjects show no visible symptoms after receiving both treatments.

We can be satisfied that we're building better humans through one little injection.

Nutritional Health

The coming months are an exciting time for Nutritional Health, as we commence our first Mr. Apollo's Nutritional Health Athletic Camp (MANHAC). We're opening the doors to 98lb apologies and obese embarrassments, with the aim of turning these weaklings into beings with the strength, energy, and ferocity of the metaphorical werewolf.

The trial run of our MANHAC saw the first-ever Magadon-sponsored sprinter winning a medal at the most recent Olympic Games. Our energy

WARNING: Magaloft has no recorded side-effects. May cause anaphylaxis in the presence of canines.

drinks, nutritional foods, and well-received Slam-Jo Fitness Programs were cited as being the reasons behind our runner's victory, which is why we were saddened to hear of her unexpected brittle-bone disorder diagnosis a month ago. Nevertheless, we intend to produce an army of athletes bearing the Magadon name. Numerous companies want employees who dedicate themselves to being at the peak of physical perfection. We'll happily provide references and recommendations for any retiring Magadon-sponsored athletes who ask.

With the right blend of natural, stamina-boosting ingredients, a healthy dose of pure sugar and salt, and just seven days — Magadon can make you more than human.

Psychiatric Therapy

Magadon has long been known for its over-the-counter anti-depressant drug Magaloft. With no traceable side-effects, Magaloft has always been a low-cost, highly popular staple for those with mental health issues.

Times are changing, and so are our drugs. Magaloft will still be available, but we've heard the calls of our customers, and how Magaloft just doesn't cut through the increased pain and misery

of life these days. In response we've constructed a new drug: Magapro.

Magapro has double the effectiveness of Magaloft. This drug guarantees high alertness, attentiveness, and a boost to both mood and activity. We even tested it on our own security teams with great success.

With trials coming to a conclusion and reporting only positive results, Magapro is likely to take up a prominent space in every drug cabinet. Psychiatric Therapy has given the drug their backing, attesting to the medicine's ability to remove the need for talk-therapy. The drug is looking to be the revolution the workers of America need to get an edge on their peers. Magapro drowns out the voices, quiets the anxieties, and is guaranteed to give customers a lifetime of satisfaction.

Magadon Medicine — Good for You

Our task is a noble one, yet you'll face opponents of our cause every step of the way. Have faith in Magadon, as an employer and a force for change in the world. Slowly but surely we'll mold more than just healthcare in our image — and when we do you'll be riding the back of the Magadon dragon as it soars to victory.

MAGADON
Magadon—Building a better you.

WARNING: Magapro can have serious side-effects not limited to confusion, agitation, muscle twitching, sweating, shivering, fever, seizures, hyperactivity, arrhythmia, psychosis, addiction, aggressive behavior, and anaphylaxis in the presence of canines.



RED NETWORK

What's in your hands is an informative, candid look at what it's like to work for the best news channel on the planet — the RED network. Unlike the other sections of the Employee Handbook or similar pieces of "literature," we've decided to have one of our best and brightest write this, to give you, the new employee, the best look at what goes on here.

We always give you nothing but the truth.

Welcome to RED

Hi there! I'm Anna Collier, panelist on the RED Network's *Red Fred and Friends* show. On our program we tackle the leading news stories of the day without remorse. While other news stations hide and distort what goes on to fit an agenda, we bring the public the bare, naked facts. Now, you get that same look at what it's like to work for RED.

I was employed at a small local affiliate in upstate New York, probably just like you. I'd spent years there as a field reporter, always getting the "cutesy" stories: a man discovers a winning lottery ticket on the sidewalk, or an elderly woman reunited with her grandkids. But I wanted more. I wanted to cover the *real* news. Muggings. Murders. Political intrigue. The feel-good stories weren't enough. It was like wanting a thick, juicy steak when the only thing available is a mini-cupcake, all sugary sweet.

So I worked hard. I never gave anything less than my best. Several days, my stomach growled in protest, as I picked work over eating. In some ways, those were the best days of my life. I felt alive. Hungry. Like I was ready to pounce on anything, any small scrap that I could possibly grab and tear into with gusto.

My break came in January of 2009. I'm sure you've heard all about United

At RED, we're on the cutting edge of news, and you're one of the people who get to make it happen! I'm proud of each and every one of you. Sure, this is just the start of your career, but just think: you're already doing so much better than all of the poor bastards who applied and didn't make it.

Don't go thinking you can rest easy now, though. The world of hard-hitting news entertainment is a beast. It breathes down your neck and never lets up. When you get out of bed, you have to stare it down and let it know that it isn't going to break you. If you can do that every single day, you'll soon be one of this country's top broadcasters. You'll be a household name, loved by the people who see you on their screens.

Some of you will cover breaking news as and when it happens. Some of you will bring sports to the masses. Some of you will cover cars, or fashion, or local news. Some of you will keep the cameras rolling and our stars looking perfect for their audience. All of you have the most important job: keeping the world informed.

Welcome to the RED family!

Randal Mudrock, President of the RED Network

Flight 1549? The one that hit a flock of geese shortly after takeoff and had to make an emergency landing, eventually ditching into the Hudson River? I covered that for our local affiliate. I talked to the flight crew (including Captain Sullenberger), the captains of the rescue vessels, and anyone else I could find that was even tangentially related to the incident. For my thoroughness in reporting, the RED Network took notice.

When I first arrived at RED, I reported for our six o'clock news program. Soon, though, I was a featured correspondent on *Battle News*, going overseas countless times. Once I established myself there, I also garnered guest spots on *RED Consideration* and *Exclusive Dispatch*. This lasted for a few years before I landed my current position.

I love it here. It's empowering to have the ability and the courage to report the Truth to the American people. Other news channels aren't willing to do that, so it's gratifying to stand out, to stand above.

If you want to do the same, I'm sure you'll find a home here as well.

Overall Goals of the Network

As I've said, we report the Truth. In fact, the network's unofficial motto is "The Truth Hurts." A bit cliché, I know, but it's also — if you don't mind me saying so — true. Often, the undiluted truth of the matter is hard to stomach. So I hope that, if you're planning on being either a field reporter or an anchor, you have the fortitude to continue.

Obviously, we are a 24/7 news network, so like all of the others we have to provide content to fill those hours. Often that means reporting the same fact over and over again. For you, the field reporter or anchor, that requires you to make that *interesting* every single time. If you're bored in front of the camera, the audience is bored. The result?

Who thought farming this guide out to an anchor was a good idea? She's just admitted that R&D will distort the truth to get ratings! It may be true, but putting it in writing is going too far. When was this Anna Collier last vetted? Is she really one of ours? If she won't come back into the fold, we need to look at forcing her hand. I think Magadon was working on an Enticer that would work on TV.

K. Mollett

Lower ratings, and a very good chance you'll be out on the street.

So while we are absolutely dedicated to reporting the truth, it doesn't mean that the truth can't be dressed up somewhat to keep people's interest. But we'll get to that a bit later.

Organization of the Network

One way or another, you're likely new to network news. So here I'll go over a quick synopsis of how we work, who you report to, and so on.

Apart from management like the network's Board of Directors, as well as the network's president, the highest local position is the General Manager. He is in charge of all aspects of the network's day-to-day business, and ultimately reports to the network's Board. Beneath him are the News Director, the Sales Manager and her Account Executive, who make sure that we don't accidentally report lies and slander about our advertisers, and the Creative Director and his team who come up with the whizzy infographics that show our viewers what the facts actually mean.

Focusing specifically on the News Director for now, he is in charge of — you guessed it — the news, both what

we report and how we report it. He has an Assistant News Director to help him with tasks as needed, as well as a Director of Newscast, who assists with the actual production side of each of our news programs. They form the front lines of management that the rank-and-file see on a daily basis. Next position down on the tree is the Executive Producer, who oversees the production of each show. All of the Producers (one per show, although one person may produce several shows) as well as the Anchors, all report directly to the Executive Producer.

In turn, the Producers are in charge of their respective shows. In the case of the news programs, the Reporters, Assignment Manager, and Photographers all report to the Producers. So there you have it; just insert yourself at the appropriate position, and you'll know who you need to report to. Each supervisor will detail to his or her staff when they need to report in, and what they need to bring to each meeting. But be sure that you'll be attending meetings. In fact, that's part of your daily routine.

The Daily Routine

When you arrive at the station, the first thing you want to do after placing your personal effects at your workstation is to check your email. The News

Director will provide an outline of the reporting day's goals, what the top stories are and how to present them. Our audience expects a hard-hitting style from us, so the News Director will put tips and suggestions into the outline on how best to approach any given story to accomplish that goal.

Make sure you've gone through the outline before the day's news meeting, specifically the part of the outline labeled "Complaints." This section is exactly what it sounds like, complaints against the network. The News Director picks out a few choice grievances to share with the group. You'll want to check this portion thoroughly; its length affects the News Director's mood accordingly. Complaints about "media bias" or "distorting the truth" are the bleating of liberal patsies; they mean we're doing our jobs and giving people the truth as hard as we can. Complaints from our core viewers can affect the News Director's mood accordingly. On a bad day his reactions might range from what one ex-director termed "violent sexual imagery" all the way to physically reprimanding members of the staff who caused the complaints. Don't worry, though, our makeup artists can cover any physical signs of the News Director's mood.

This meeting is where you can make yourself known, as you have the opportunity to provide feedback from the outline directly to the News Director. Make sure you read it and take notes so that you can use those during the meeting. You may want to stay quiet during your first couple of meetings to gauge what's likely to set the News Director off.

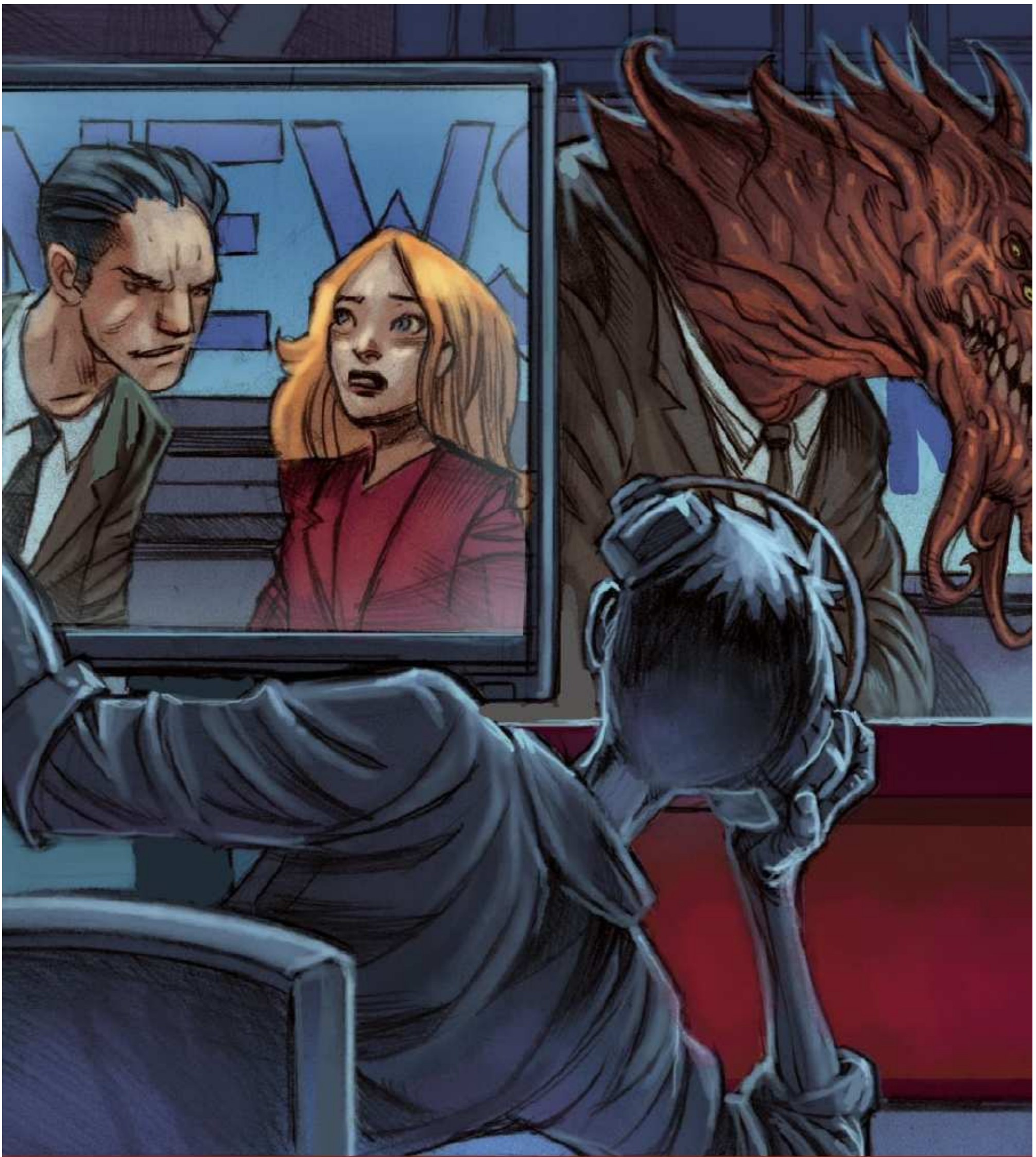
Also during the meeting, you have the opportunity to bring up anything you think is particularly newsworthy that may have otherwise escaped notice. The News Director is responsible for the big picture, but can't always notice every small detail. That's where

you come in — the more eyes out there, looking for news, the more stories we put on the air. Make sure to include a perspective on the news that will make it appeal to our core demographic. Nobody gets excited by bare facts, after all. One of the other advantages of our sector-based style is how easy it is to get attention from across the spectrum. If some Bay Area champagne socialist tweets our story, it doesn't matter how angry the readers are: they still read the news we want them to read. Outrage can be a good thing.

Slow News Days

Sometimes we just have a day with no interesting news. When that happens, we simply take one of the burning questions of the day and turn them into something our viewers want to see. After all, it is irresponsible to only react to events. We need to be proactive; ask questions, get people thinking about things that threaten their way of life. We ask the questions our viewers are asking, about our government's plans for the Confederate flag, taking away our Second Amendment rights, and limiting our rights to free speech in the name of "political correctness." It is our responsibility as journalists to keep our viewers abreast of potential threats to their freedoms, even — especially — if that comes from their own leaders.

No doubt you've heard the protesters and critics who claim that we simply invent the news. That could not be further from the truth. We report on what's happening now, what's in the public consciousness. Just because a kidnapping isn't occurring right this very second doesn't mean that parents don't need to know about the horrors an abducted child might face. Terrorists are everywhere, and it's extremely important for the public to report any and all suspicious activity. Some citizens will take justice into their own hands



and remove domestic terrorists from their neighborhoods on their own. This isn't a bad thing! We engage in what we call "preventative news," stories that hit upon the public's need to know and show them how to handle a variety of

situations that might happen to them at any time.

Of course, not all situations come along neatly and on-schedule. Sometimes we have to massage things a



little. Part — in fact, I'd say a majority — of a journalist's job is to inform the public. Which is exactly what we do, day in and day out. Even in the event that we have to present a reconstruction of an event or situation, it's done so that viewers know the dangers. It's simply an unfortunate but sometimes unavoidable danger that things go further than planned. However, sometimes you have to make sacrifices to achieve your goals.

For example, a few years ago, the city of Los Angeles accused the RED Network of filing false reports to both the police and to local firefighters. While *technically* true, that does not tell the whole story. Typical of other networks and news avenues when they report on our activities. We were reporting on emergency services' response time, nothing more. It is simply unfortunate that while attending to one of our calls, the fire department was unable to save a historic building, and two people trapped inside. How were we supposed to know a fire was going to break out at that exact moment? We are not omniscient, after all. Thanks to our lawyers and corporate backing, the network was able to avoid costly penalties. Most importantly, the story went through on time and achieved good ratings.

While the court case was a tricky time for RED publicity-wise, we successfully closed down any investigation into what really started the fire. The historic building was a hole full of werewolves, and our First Team went in to cleanse them with Balefire.

RED's management might not like that we spun it as their network "staging" a fire that got out of hand, but they need to remember who holds the purse-strings. They wouldn't want the same First Team to clean house at their corporate HQ.

A.B.

Appearance and Conduct

We here at the RED Network are, for the most part, providing the news. While we do have other programming, information is, as they say, our bread-and-butter. As such, we have specific guidelines in place to govern the conduct and appearance of our on-air personalities.

Conduct

By and large, anchors and other on-air personalities have to fit within certain boundaries. We provide various products to our viewers. While they will largely go along with whatever we give them, we still have baseline expectations of our news staff.

Be Professional. We primarily run a news organization. As such, we are beholden to delivering that news with gravitas and all appropriate sensitivity. If your goal is to show up on-air and do what you like, then I suggest you immediately start looking elsewhere.

Be Focused. Expect to work long hours, and yes, you must adhere to all conduct and appearance rules the entire time. You need to make all meetings, even if they're not for your program, in case we need you to go on the air to cover

a presenter who can't cut it. Fortunately, our sponsors at Magadon offer an array of pharmaceuticals to help you with any feelings of stress, fatigue, or doubt that may impact your performance.

Be Timely. The news does not wait on the tardy. Your assigned schedule accounts for you being at the network hours before you go on-air. It works this way to give you time for meetings, wardrobe, and makeup. Showing up late makes the entire process slow down. Do *not* be late.

Be Available. Neither does the news wait on the rest of your life. If a terrorist organization makes an attack, they aren't going to do it on your schedule. If you're a reporter, or more importantly, an anchor, you need to be ready to go and be on camera at a moment's notice. That applies no matter when that story occurs.

Be Tough. Anchors are sometimes on-air for many hours at a time. Correspondents can also be on-air for hours, but that job also involves long and sometimes sudden travel. Depending on the program, it may also involve dangerous and physically demanding work. You'll be expected to carry your own weight and chip in as much as everyone else. Don't fall behind.

I've asked someone at RED to whip up some similar guidelines for male anchors on "women-friendly" shows. We've got at least five sexual discrimination suits incoming, and while we could buy them off out-of-court, I'd rather we get a favorable judgment sooner rather than later.

In better news, Iliad has released the prototype of an over-the-air Enticer; just what Mollett wanted for the author. Their glamour is just as effective to TV viewers as it is in person, though we're still having some trouble tuning it so everyone sees who they want to see presenting the news. At least we've got plenty of volunteer testers.

A.B.

The Look

We have a particular look here at the RED Network, and if you don't fit that image, then you aren't going to be on television. It really is that simple, and it's for a very good reason. Our viewers have certain expectations of what television hosts should look like, and we do a very good job of meeting those expectations.

To have a shot at a chair, you need to fill the look. If you get a chair, and then later fall outside of the appearance guidelines, you will lose the chair until your presentation is more acceptable. Even that isn't automatic; the General Manager will make the final decision about whether or not you ever return to the air.

For Males: Your hair must be cut short and professional. Mustaches are the only facial hair permitted, and must be trimmed neatly. Beards are strictly prohibited. On-air clothing is restricted to three-piece, tailored suits, which must be supplied at your own expense. All of our anchors are Caucasian, because that's the demographic our audience trusts. We won't be changing that policy any time soon.

For Females: Professional dress is required at all times, again at your own expense. For the majority of our programs, your skirt must hang below the knee, and heels may not rise more than two inches. Pantsuits are strictly forbidden. Clothing colors must be muted and professional. Hair must be blonde, cut to shoulder-length or shorter, or be worn in such a manner as to not trail down the back or hang around the face.

Auto shows, sports broadcasts, or other programs tailored to our



male viewers have different rules. Your skirt must hang above the knee. You must show cleavage; the show's producer will determine the exact amount. Your clothes should complement the color of your skin. Your hair must still be blonde, but can fall up to nine inches below the shoulder. Such dress is not garish, it's a requirement of the program. It is all part of the corporate image. Follow the rules, and keep your job.

For both male and female anchors, the makeup department has a set of guidelines to keep their workload down, and an exclusive range of Magadon products with which to work their magic. They will be the only ones applying any and all makeup to anyone on-camera. Do not apply any makeup, base, powder, or any other cosmetic to any exposed skin; likewise, do not apply any products to your hair (including facial hair). Doing so is grounds for immediate disciplinary action.

We have an exciting new opportunity for some staff who wish to become anchors but have trouble maintaining the discipline and self-confidence required to master the look. Ask your General Manager about participating in the Glamour Program.

Programming Overview

We at the RED Network have a number of award-winning programs on our schedule. We take great pride in performing straight, hard-hitting journalism, as well as offering numerous opinion shows.

For the new employee, you need to be familiar with at least our top four shows. Of course, it's best to have a good familiarity with our entire lineup. New employees who don't have such an understanding will be given exclusive access to our archives in order to familiarize themselves as soon as possible; you'll need to pass an

examination before you get a position of responsibility. Any such viewing must be done outside of work hours.

That said, the following sections cover our top programs, with notes for both the talent — reporters — and crew.

Battle News

Terrorists, both foreign and domestic, threaten America on a daily basis. We happily point out those who would harm our home, and celebrate the heroes who defend us. We share our country's foreign aid, military advisory, and acts of liberation from across the globe. We at the RED Network are proud to have both veterans and active-duty military personnel amongst our most avid viewers.

This does mean that, if you are part of the show's talent, you will be going into combat with your soldiers. In fact, you'll follow them everywhere. Whether they're on patrol, spending hours doing nothing in their bunk areas, or hunkered down in a firefight, you'll be right there, bringing the reality of war to the public.

A lot of your time won't involve dodging bullets, though. When I was the featured correspondent on this show, we saw very little fighting. Instead, I focused on the soldiers and their families. Who their family members were, their backstories, and how often they heard from "back home." I very quickly discovered — and you will, too — that mail call ranks highly on any soldier's list of favorite activities.

With that said, however, you *will* get yourself into combat at some point. Your soldiers will keep you equipped with armor and otherwise keep you and your crew as safe as possible. Still, "safe" is a relative term in those situations, as the enemy won't be firing blanks in your direction. Fortunately, you'll be packing the finest arms our private military contractors can provide; and returning fire is always good for ratings.

The crew actually has it worse than you, but they're there to support you and signed on for it, so I wouldn't (and didn't) feel bad about it. Crew members, you'll be doing everything that the talent does, except being on camera. The difference is the fifty pounds' worth of equipment that you'll carry with you that the reporter won't. You'll also be responsible for keeping those items in good working order, and getting the shot right the first time. The enemies won't return to their original positions and give you another take. The position requires many of the same qualities that a soldier needs: steady nerves, a calm demeanor, and the willingness to go into a war zone in just the same way.

So if you want to be a part of this show, whether as the reporter or a member of the crew, I suggest hitting the gym often. It's the most difficult and physically demanding position at the network, so you would behoove yourself to prepare for it.

Pinko lefties have criticized us, saying that we specifically tailor our footage. Depending on the accuser, the reason for the "doctoring," as they call it, could be any number of things: hiding the horrors of war, concealing all sorts of questionable activities and/or equipment, creating new atrocities to attribute to the enemy, or skewing footage based on who is doing the fighting. They claim that the country is illegally employing various PMCs, though the ones you are embedded with are entirely legal.

I'm here to tell you that those accusations are false. It's true that the footage is edited after review. It's also true that we don't show the worst excesses of war. But those are for solid reasons. The average viewer isn't ready for the excessive violence, the blood and gore of actual combat. They aren't a soldier, haven't gone through the appropriate training, and will react poorly. It's for their own protection. It's also for the soldiers' protection, so we don't give away their positions, reveal any secrets (equipment or otherwise), or in any way compromise their missions. We have to get across the nature of the conflict in a way that people on the other side of the screen can understand.

We also have had some accusations levelled at us that Battle News desensitizes viewers to violence, and actively promotes racial violence against groups who are ethnic minorities in the USA. We at RED Network deny those claims, and if a few misguided individuals do not understand the purpose of Battle News then it's hardly our fault.

RED Consideration

Among our most popular programs, *RED Consideration* is the prize winner. Unlike our other popular shows, however, this is strictly a talk/opinion segment. The host, Will O'Hannigan, is highly sought after within both the journalistic and talk show circles. Often called "the busiest man in the business," Will regularly appears on both television and radio talk shows throughout the week. On the weekends, he writes

What Tellus' more violent output does for the male 15-35 demographic, Battle News and its ilk do for older people, surprisingly across gender lines. Showing violence against minorities is a good start, but more of the edited footage needs to include psychological cues that will attract spirits of violence and murder. We've had some possessions already, but more are always welcome.

Zettler

a small syndicated newspaper column.

RED Consideration is also our longest-running program, currently having aired for seventeen seasons. Will has been the host for every one of those seasons, missing shows only occasionally. Around the network, he's gotten the nickname "Iron Will," both for his stamina, as well as his stubborn streak.

During each show, Will provides his opinion on the breaking stories of the day, the current state of the country, or some other notable topic. Will sits down with the producers a few times a week to plan out likely subjects for the show. Obviously, any breaking news or emergency commands his timeslot instead.

In addition to that, the show brings on guests, including politicians, pundits, authors, and others who've made the news. Will interviews them with the same hard-hitting, fearless style in which he does everything else. Truth be told, a number of guests have said later that the interview process was one of the most difficult things they've ever done. While I've never found it to be the case, apparently Will has a very brusque manner that can drive weak-willed liberals to tears when presented with the truth. I'll admit, he's a bit of a bull sometimes, but that only benefits him when he's interviewing argumentative guests or entertaining the ladies after a show. Just be careful believing any of the stories about him in the tabloids.

Another fun thing that Will does on the show is read viewer emails. He'll often pick emails that are diametrically

opposed to one another, to present both sides of an issue. The detractors claim that our staff write some of these emails, that the program's fairness and balance is an illusion. They couldn't be further from the truth. Will reads through the emails himself. I've seen him poring over them, pounding the keyboard to make sure they're fit to read on air. When they say he's the busiest man in the business, they mean it.

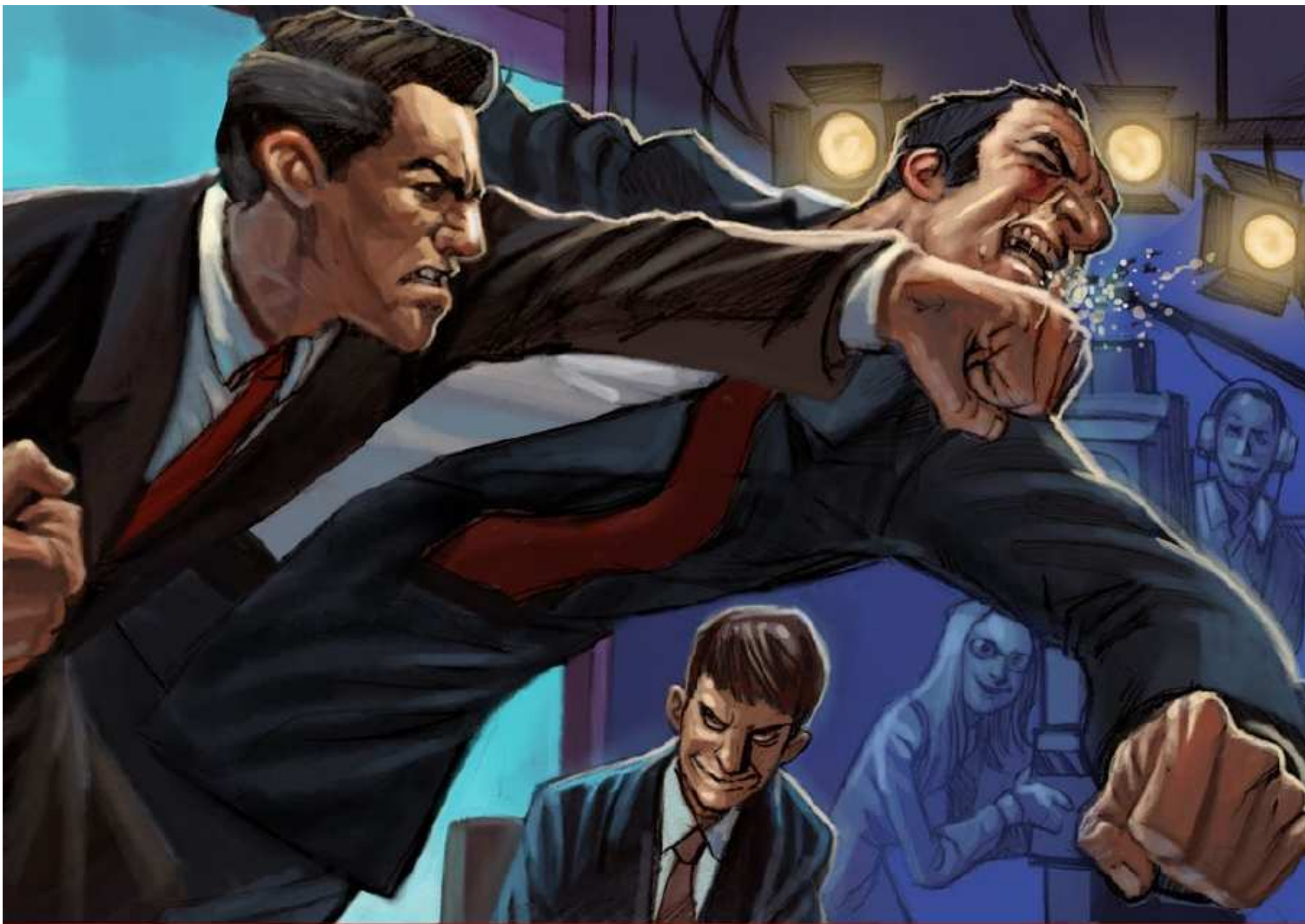
At the end of every show, Will shares with his viewers his "Daily Dose of Living," some kind of tip on how to live. These words of wisdom are there to enrich and enlighten. I don't know where he gets them all, but he doles them out every single broadcast. Surveys we've run show that the viewers enjoy having Will provide them with advice and tell them how to better their lives each day. It's all part and parcel of why the show's ratings are so high. It's an indication that our loyal customers want and need our guidance, and we're happy for Will to tell them how to live.

I had my Kin watch this shit for a few weeks, to scan it for clues. They started spewing talking points. It's infectious! I had to give them a month-long media time-out to cleanse the brain rot.

— Michel Foisy

Nobody got a photograph of the bodies in O'Hannigan's trunk, and by the time the cops found the bodies nobody could match them to the dead prostitutes. That all worked in our favor when we sued for libel, but someone needs to remind "Iron Will" that we won't keep him out of jail if he doesn't learn some damn subtlety.

A.B.



Executive Decision

The most popular news show in its time slot, *Executive Decision* rakes in more than two million viewers every evening. Current host, Bob Brier brings those viewers the day's events with no fear. He'll tackle anything, from the dirtiest controversy to the most minor of political news. This reinforces our mandate to bring the public the news, unfiltered and unafraid. They deserve to know what corruption exists within the government, the FBI, CIA, and other so-called "alphabet agencies," and all of the major corporations.

The hour-long show is divided into three basic segments. The first segment is called "Top Cuts," and focuses on the most important news stories of the day. Major legislation on the Hill, what Executive Orders the President made that

day, election results, and Congressional resignations or retirements all fit here. In addition, Bob has an interview portion with a lawmaker, influential lobbyist, or pundits, discussing these news stories to make them more accessible to the average viewer.

The second segment is called "The RED Table," where Bob has three to five political reporters from the network on the show. The individuals vary, but the roster is more or less set to a list of twenty or so. I'm proud to be on that list, and have sat in on the show often, providing my own take on the major stories of the day. Despite not being the longest section of the show, our surveys indicate that this is the most popular segment. While other networks organize "Astroturf" complaints about our only left-wing pundit being a shallow straw-man for us to shout over, that's

entirely false. Most of them only last a month before moving on, that's true, but it's because they understand our position. One has even returned as a pundit for the winning side!

The shortest and final segment is called "Parting Shot," and features a bit from the previous evening's late-night entertainment. Usually comedic, Parting Shot showcases a stand-up or monologue section from one of those other shows, and is always political in nature. It never takes up more than a few minutes of *Executive Decision*, but we've found that it's a good way to end the show. Political news can often be depressing because it reveals, if you'll pardon the expression, "the way the sausage is made." By giving the viewers a chuckle at the end of the program, pointing out the idiocy of the government, the corruption of the young, or the idiocy of "political correctness," we leave them on a high note. Going by ratings and surveys, it works. The viewers keep coming back for more, which is exactly what we want them to do.

RED Fred and Friends

In the world of early-morning news programs, *RED Fred and Friends* is far and away the most popular. The viewing average shows that over 1 million people tune in daily. Fred Morris is the primary host, but five others — his friends, obviously — round out the hosting duties. Those hosts are Ellen Duchamps, Michael Rook, Steven Malina, Henry Schmidt, and meteorologist Greg Church.

The two-hour-long show provides commentary from the hosts about the top news stories over the previous day, or any developing or ongoing news that is currently important or popular. While the focus is on the political spectrum, any newsworthy story can and has been discussed. The team has handled a variety of reports, from the Sept. 11th ter-

rorist attacks, to Benghazi, to Hurricane Katrina, to the Ebola outbreak, to airline disasters. The hosts have no boundaries to what they discuss, and Fred has been very involved in the show's content for years now.

One of the most important portions of the show in my opinion is allowing the viewers to call in and comment. Called the "Shoot-Back" section of the program, the panel takes calls from anywhere the RED Network reaches. We value our viewers' opinions, which, to be honest, align very closely with ours. The reaffirmation of the hosts' points makes them feel better about their jobs, and in turn makes them even more energetic and lively. Allowing the viewership this connection gives them a feeling of contribution. Thus, they stick with the network and trust us to give them the news they want to see and hear.

To address one final point: yes, *RED Fred and Friends* has come under attack in recent years. Some critics blame the show for airing misleading news stories, providing false presentation, or in at least one case, creating news wholesale that was later shown to be false. For example, we recently aired a story about a Middle Eastern king personally leading a squadron of fighter-bombers against terrorist targets. We compared and contrasted the king with our current President, who has not yet got his hands dirty in the War on Terror. It was obviously hyperbole; only people without humor would take that as an attack on a sitting President.

What critics fail to realize is that the program is as much entertainment as it is strict news. Of *course* there are going to be stories that generate extreme opinions. It's sad that critics out there don't get what we're trying to do here, and I personally hope they come around to our way of thinking, for the betterment of the country. If they only watched

Since we replaced the water with something rather more useful, Executive Decision has gone on to be our most valuable segment. The round-table reporters are swayed to put across a more Pentex-aligned message, but that's a neat side-effect. The real benefit is when politicians drinking it at the top of the show end up with a little voice in the back of their head that whispers what we want them to hear.

On that note, two Senators have gone so far as to bring their own water for their appearances on the show. Looks like someone is revealing trade secrets. Find them, and make sure that they experience the entirely foreseeable consequences of their actions.

A.B.

more *RED Fred and Friends*, maybe they'd achieve a better understanding of the show's purpose.

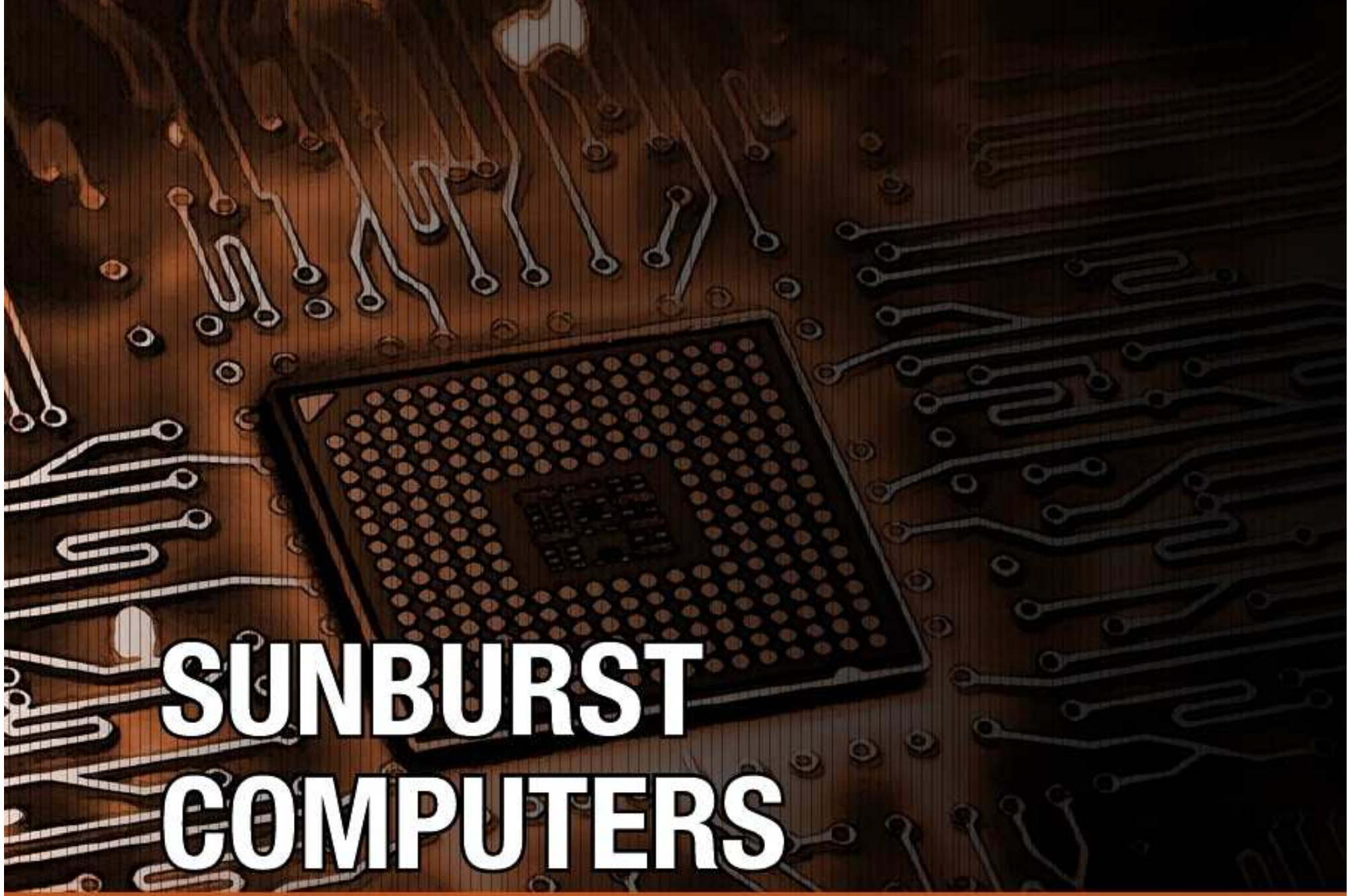
In Closing

This handbook should give you a much better idea of what it's like to be a part of the RED Network team. Specifics, such as health plans, other benefits, and compensation, all vary based on

your position. The Human Resources department will cover all of that with you during your formal orientation, which takes a couple of days. Be sure to pay close attention to everything they tell you, as it will help you maneuver through any potential pitfalls during your time here.

With that all said, welcome to the RED Network! Go forth and spread the **truth!**





SUNBURST COMPUTERS

Our Story

Beginning as a powerhouse at the dawn of the technological age, we have remained a juggernaut that leads the pack. Our technology provides tools that serve as a base upon which other companies can build new, exciting technologies. Our constant ability to stay forward-thinking and profitable even during the global financial crisis has allowed other industry leaders to avoid catastrophic losses and stay competitive in business while carrying out their own mission and visions. We continue to lead the way into the future with powerful and innovative solutions to arising technological issues.

Strategy

We are the benchmark that the universe measures itself against. To remain the industry standard, we must do whatever is necessary to disseminate cutting-edge benefits to our customers,

while still maximizing the company's reputation and profit margins, to which we are entitled as shareholders.

We make the most of every asset we can muster. Our ruthless determination includes what our opponents call "child labor," "blackmail," and "extortion." We have successfully fought these spurious claims in the courts and the press, all while keeping a sterling reputation as a leader in information technology and electronics. This ingenuity has allowed Sunburst to serve as a strong foundational pillar of the technology sector.

Sunburst Computers is a key component in myriad other businesses. This is in large part due to our product line, which functions at peak efficiency with below-average hardware issues for internal customers. Beyond our own goals, we serve as an information hub that others can draw from in order to fuel their own campaigns and strategic initiatives. Our extensive data-mining

Sunburst Computers hires some of the most brilliant minds in diverse fields, such as computer science, electrical and mechanical engineering, and project management in order to ensure that we provide the highest quality products for our targeted demographics. By providing access to the technology that people use every day, we become a key component of their lives, and learn how to better meet the needs and wants of our customers. By working with our corporate partners, as well as capitalizing on the creativity of our employees, Sunburst computers can and will be a name synonymous with the leading edge of technological innovation.

From hardware to software, Sunburst serves as the backbone of the information age. Built upon that foundation, our employees continue to expand our network of influence, create new opportunities for development, and support us in leading humanity through the perils of the digital age.

As an industry leader, Sunburst takes the responsibilities to our partners, our customers, and ourselves incredibly seriously. Providing the tools to achieve the next level of innovation is a weighty task, but one for which we are uniquely capable.

We leverage synergistic technology solutions to build tomorrow!

Steve Watson - CEO, Sunburst Computers

operations seamlessly integrate with advertisers and select partner-companies that can best make use of the information we gather. We offer a secure and stable platform upon which both personal and business users can build a better tomorrow.

Product Catalog

Sunburst Computers continues to offer the most powerful machines on the market for the lowest prices. We aggressively price both our laptop and desktop models to ensure that every single home has the opportunity to join us in exploring the vast new horizon that the Information Age has unlocked. Taking that one-step further, we produce the Sunpad and the Solaris range of smartphones, allowing our customers to take all the power of our products with them everywhere they go.

Our home and personal computers are ready to go the moment the user con-

nects them to the internet and applies any pending updates. As with any technological device, this sometimes does not always go as smoothly as it could, but our hardworking team of technical support agents are driven to help ensure the customer receives any necessary workaround or fix. More often than not, once people have worked with our support technicians they feel a renewed affinity for Sunburst as a company.

We are also a valued part of the business community, with Sunburst computers and smartphones delivering the ultimate user experience to keep everything from small-business users to Fortune 500 companies on the cutting edge. Our upgrade and renewal service contracts allow our business customers to remain confident they have the latest technology while not having to worry about the removal of the older models. Participation in this program also passes significant savings onto the con-

sumer, with each returned item reducing the price of the upgraded purchases. During this process our teams will thoroughly scan the depreciated devices to ensure no loss of critical data can occur, while maintaining the strictest measures of confidentiality to our corporate partners. While some of our smaller clients have claimed every few generations of computer have their processors and memory limited so we can “upgrade” them for zero cost, they’ve not been able to prove this in court.

Sunpad

As a tablet PC, the Sunpad is unparalleled. The low sticker-price combined with the state-of-the-art hardware blows away any other possible competition. It has become a staple in the industry and makes it into more homes every day. With its robust battery and ultra-fast charging capability, it is always ready to meet the needs of the user. From games and videos to bookkeeping and office software, the Sunpad allows a user to meet their needs, while still being portable enough to take with them anywhere.

One of the biggest draws of the Sunpad, beyond the impressive computing power in such a portable device, is the security measures we install in each one we produce. The Sunpad continuously records the GPS location of the device and the activities that take place on it. This feature ensures that if the device is stolen, the user can track it. He can also

BE DIFFERENT...

BE UNIQUE....

SUNPAD

activate the webcam in invisible mode, allowing the user or the authorities to see what is happening on the device without alerting the thief. All recordings are remotely stored on the secure cloud servers of Sunburst, allowing us to assist law-enforcement officials quickly and with the most complete information possible. We can also activate the webcam and microphone if the user can’t log in to the web portal. Our cloud backups also save the user’s settings, photos, and documents, so if anything happens to the Sunpad he can simply restore from a backup. While some privacy advocates complain about us holding a copy of all a user’s data, most people are glad when they can get all their photos back. Our information-analysis team can also help users find documents or passwords that they may have misplaced or forgotten.

Blending the power of a desktop with the portability of a laptop, the Sunpad is the cost-effective mobile solution to everyday technological challenges.

Solaris

When we first envisioned the Solaris smartphone, our primary goal was to create a device that offered the power and versatility of our cutting-edge technology to the elite consumer. We want this device to be not just a phone, but a status symbol. As more and more celebrities, business tycoons, and media personalities embraced the newest technology, we were determined to provide the perfect solution: the Solaris. When our employees consider their innovations to suggest for our phones, we want them to consider what would appeal to the technophile while offering the ease-of-use that even the least of the tech-savvy could operate.

Few people can remember what life was like without a smartphone. The upswing of social media has turned what was once a luxury into a necessity. We want our developers to focus on creating exclusively-designed apps for Solaris users, while our engineers work to make it smaller, faster, and even more powerful with each generation.

One of our more successful examples of innovation allows Solaris users to compete with each other for special achievements and benefits such as invitations to beta test the next phone generation, or give direct input and feedback to our developers on things they would like to see. Users snap photos, check-in at their favorite locations, and tag other Solaris users who are with them. Doing this grants the user points, which are re-

BE DIFFERENT...

BE UNIQUE...



I was tracked across a continent and couldn't figure out how until I ditched the Solaris my Kin had given me to keep in touch with. Throw out your smartphones - use burners only. I haven't been back to see my Kin yet. Somebody's probably still watching.

- Travels-With-The-Wind

deemable for a wide array of exclusive features. These are all stored on our cloud servers, allowing owners to look back on what they have done, as well as share their successes with their friends.

Solaris also includes the same security and cloud backup features of the Sunpad. We can find your phone when someone steals it, record their conversations, and take photos and video of the thief without them knowing. The recent leak of confidential documents claiming that we share all of this information with

We found the pack of monkeywrenchers that dumped our internal documents on the web. We didn't realize that they'd also stuck a bunch of our users' data out there. Baptiste worked his balls off to cover it, but even then, tech news sites threw Sunburst under the bus.

Fortunately, we've managed to sneak a payload into most of the user data torrents. Fuck tracking them down, anyone who steals our data is getting a high-dose of "tailored contamination," the same trick Endron use on the Pathfinder. Gaia's bitches caused this mess, let them clean it up.

I'm going to work off some frustration on those monkeywrenching pricks.

Dragon's-Wrath

our advertising partners is quite true, but neither it, nor the multi-terabyte torrent file of unencrypted user data has lost us any of our loyal customer base.

Apps

While we have our own smartphone in the Solaris, we also have a team of avid app developers for other platforms. Coming primarily from our employees' open-choice project work, these apps have a level of innovation that can only come from Sunburst.

One of our most popular is our password manager, Combination. No longer do users have to worry about forgetting their passwords or managing the myriad different logins for their interests. Just install the app and all of the information is stored securely on our cloud servers, allowing users access to other sites and apps with the touch of a button. The best part is that if they ever need to change passwords, merely press a button and Combination will handle the change and verification. Recovering from a crash or purchasing a new device? Merely login to our app store and download Combination to have everything installed and ready once more.

While some people claim that this grants Sunburst the ability to misuse user passwords, we remind employees to report any such libelous claims to our legal

department for proper handling. As such a strong leader in the technology field, we often receive more than our fair share of blame for the security weaknesses of third-party sites and applications. While we wish we could ensure the safety of our customers, even we can't handle security for the entire internet.

Information Analysis Categories

One of the primary goals of our information analysis team is to prepare the information that we gather for sale to our carefully-selected corporate partners. Purchasing history, product searches, television and movie streaming, passwords, and search history all falls into this category, as does a range of groundbreaking data gathering methods. Using voice recognition to find out what people are talking about, and knowing what patterns our users take when they walk around all helps build a range of telemetry. This allows for increasingly escalated targeted advertising. The data analysis of who is watching which actors, what shows, and buying what products allows us to let our partners know how to best target future products and sales towards those markets far more accurately than mere focus groups



would allow. Select actors can appear in advertisements to better penetrate our target audience, while promoting the type of behavior we want to encourage.

Another responsibility of this team is to help assist law enforcement and private

security with the most exact information available to allow them more accurately perform their job. Through our government contracts, we assist in monitoring criminals and their activities to provide relevant data to those best-equipped to deal with them. Using the Sunpad and

The tracking algorithms are particularly interesting. Processing the information we get from Sunburst through our own analysis teams has led to an 70% success rate in discovering pre-change lycanthropes among human populations, and a 93% rate of detection of active lycanthropes. Only their religious intolerance of modern technology prevents this data from being our greatest weapon.

Zettler

Solaris GPS features allows our analysts to locate targets and feed that information to security with uncanny precision. Employees lucky enough to be a part of this team are just as much on the front lines as those who hunt and apprehend these criminal elements. At Sunburst, we take this commitment very seriously, only the most trusted and vetted employees are chosen to work for IA.

Our corporate partners rely on us to have accurate information and the technology to make use of it. At Sunburst, it is our responsibility to ensure that our devices meet the expectations of our clients. As an employee, it is your responsibility to anticipate and deliver on the future.

Production Methods

While most of our software needs are handled in-house, we outsource our hardware manufacturing to developing nations with governments amenable to our needs. In our manufacturing facilities we bring jobs and money into struggling economies and provide an opportunity for a better way of life for those in our employ. We operate a number of supplemental facilities — unknown to any government or humanitarian oversight agencies — that allow us to pay workers without governments taking their cut of the taxes or enforcing expensive safety standards. Thanks to those facilities, we regularly come out ahead when sustainable-technology watchdogs investigate our manufacturing chain. Our ability to lower costs and sell our products so cheaply lies in one of the Earth's most renewable of resources: children. Our smallest and most delicate hardware is carefully crafted by the nimble and tiny hands of enterprising young workers in areas where children can start work from as young as six-years-old. We've found that while the girls tend to be swifter and have a longer attention span, the

stamina of the younger boys keeps them competitive in the workplace.

Each of our manufacturing plants has trained medical staff on hand at all times to help handle any workplace incidents. While some minor health issues have arisen, allegedly due to chemical residue, we are confident that it is far more likely that the living conditions in the country itself are the primary contributors to any health problems or birth defects reported. We take safety very seriously at Sunburst, and at our own expense, ensure that our workers do not need to go to local hospitals. Instead, they report to our medical staff for a swift diagnosis and treatment plan to get them back to work providing for themselves and their families as quickly as possible.

Supervisors and managers on the manufacturing teams confirm that every product that passes through our plants and into our products is of the highest quality and manufacture. To sustain our workforce, we have found that workers who have survived long enough to age out of manufacturing are more than willing to give any children they may have the same opportunities that they had; and we'll provide corporate housing near their former worksites. The more children they are able to commit to manufacturing, the more luxurious an abode we can provide, with amenities including running water and indoor plumbing. It is the goal of many young manufacturers to live in homes better than their forebears.

Outsourced Tech Support

Along with our factory work, the other major service that we outsource is our technical support services. We understand that computers can be complicated and confusing devices and we want to guarantee that our users get the most out of their device by having friendly and knowledgeable staff ready to assist them

with any problems they may have. Our data shows that having an international staff allows the most successful service for any of our users around the globe.

All call center staffers are held to rigorous standards after graduating from our training programs, to help ensure that every customer receives the level of service they deserve. Sunburst is proud to say that our employees lead the industry in average call duration — just thirty-three seconds — call volume, and email answers per hour. While local news has tried to brand our policy of preventing bathroom breaks for below-average workers as inhumane, it is not against local employment law and provides an incentive to increase our standards. Dedicated members of these teams often put in hours of unpaid overtime and skip breaks just to be sure that no customer issue remains unresolved within the allotted time. With the sheer amount of highly-educated and motivated people seeking employment within our company, those without a sincere desire to handle our customer issues will quickly find themselves replaced by someone who does.

Corporate Culture

At Sunburst, we want to create an overall environment that encourages our employees to enjoy the time they spend at work. By offering services and benefits that make your life easier, we can raise productivity and morale at the same time. We are more than just a corporation. We are a family, and we want our employees to embrace that mentality. Within our corporate campus we provide numerous amenities for your use, including dry cleaners, convenient ATMs, and a concierge service to handle minor chores and errands. Our on-site restaurants cater meetings and deliver food directly to an office or cubicle. We know that you work hard, putting in overtime, and working through meals to deliver the highest level

of product and we want to reward those who are truly dedicated to the success of Sunburst Computers.

We also recently introduced a company-wide massage program. Professionally trained masseurs will provide free services by appointment to help relieve the stress and tension that can accrue after a 120-hour week. We also provide corporate apartments on campus, available on an hourly, nightly, or even weekend basis for when a staffer needs to relax without having to leave the office. If you don't have an active social life, the concierge can arrange any company you want to help you relax; just let him know your needs.

We understand that our employees have different outlooks on life. If you're dedicated to your family, we have parks and green spaces on campus with great Wi-Fi where your partner and kids can enjoy a fun day at work. For developers with an active social life — “brogrammers” — we have bars and clubs on-campus with significant employee discounts, and our concierge service can arrange entertainment for the whole group. Those who prefer a less social working space can use our quiet areas, where the only sound is the clicking of a keyboard, the “ping” of new email, and speaking is strictly forbidden.

Sunburst also has a daycare center that specializes in after-school care and entertainment for kids. We can coordinate shuttles from surroundings schools direct to the center. Our staff will message you when your child arrives at the center so you can be sure that your kids are safe without leaving your desks. Daycare staff are trained educators, fully certified to keep your children entertained and stimulated.

One of our most popular programs is the Free Time Initiative. Ten percent of each week is set aside for our employees to explore their own ideas outside of their team goals and projects. This



lets you work on innovative ideas and inventions, giving back to the company that has given you so much. We have found that employees truly feel inspired when they see Sunburst roll out a new product or service inspired by the work they developed on their own time. No other recognition could possibly equal the sense of accomplishment that comes from seeing these ideas take form and knowing you had a hand in its creation. The Free Time Initiative is where we got some of our most popular platforms. A few disgruntled ex-employees have complained that their names aren't part of the software that they claim to have developed and that they haven't seen any additional money from launching a major revenue-generating service. They're right; it's all a part of the Sunburst family of hardware and software. If we recognized specific people, either

by name or financially, that'd just make our other developers feel bad that their ideas haven't yet come to anything.

One of our beta test programs going on right now is the Friday afternoon happy hour. This has dramatically increased both morale and productivity, even in the early stages. We host informal team-building events and provide free drinks to help encourage our employees to get to know each other and foster a collaborative atmosphere. These socials have already born fruit in a number of innovative ideas being developed in this free time, or gathered from the observation teams assigned to monitor the events during the beta test phase. We have also found that having our senior managers and supervisors encourage employees at these meetings helps them realize how vital they are to our teams' successes.

Media and Public Relations

Reputation is everything in these days of 24-hour news coverage and internet media sites. We at Sunburst Computers are committed to always improving on the already-high bar setting us above our competition. Our internal public relations team is on call 24/7/365 to ensure that any possible negative mention can be spun into something positive, or buried so far deep that it will never see the light of day. Our team also holds our competitors to very rigorous standards of legality and morality. When a competitor slips up, we can hand over everything the relevant authorities need to bring a case. Our aggressive recruitment strategy also targets developers and engineers who used to work for our competition and who might have a grudge to settle. With our crack legal staff guaranteeing that only our non-compete agreements are enforceable under the law, we can bring the

best and the brightest from across the technology sector into the fold.

Company employees are completely forbidden from discussing anything with the press unless they have express permission granted by the Media and Public Relations Office. Obviously, we always want to be in complete control of the message that we are releasing to the public at large. With the operations we have in place it would be easy to have such situations blow up in our face if the wrong words were to reach the wrong ears. After all, a lot of what we're doing may look "wrong" on the face of it. The wrong phrasing might make our security and backup features look like ways we can spy on our users, harvest their passwords, and read through all of their data. Likewise, they may question how many of our employees put in long work weeks voluntarily. Don't forget the social media explosion a couple of years ago when a couple of our developers were enjoying a company-funded team-building ses-

I know that Lamont had a hand in that. I bet he even started up the hashtag just to piss me off. Well, it worked. Sunburst's stock tanked. At least we kept the partially-eaten corpses out of the media. I can just imagine how bad "Software Cannibal Orgy" would look on the nightly news. I have no problem with our employees doing what they will, as long as they're not stupid enough to do it on camera!

I've seconded the idiots involved to Project Iliad with extreme prejudice; Francesco said something about wanting "Endowed on the app store." Lamont might whine that I was too forceful in their reassignment, but I don't know anyone who needs their dick to type.

K. Molllett

sion at a conference that was spun into a “bacchanalian orgy of sex and drugs.” It took dedicated work from all of our media experts to bring the #Sunburst-Orgy hashtag under control.

Employees who do receive permission from the PR team to engage with the media or public are reminded that they must follow the script provided for them at rehearsal with the PR team. When working with the press, employees are encouraged to work with the PR office to engage a stylist and makeup specialist to prepare for any recorded or live broadcast interviews. Keep in mind that all corporate information is covered in the standard employee non-disclosure agreements, unless they receive written exemption from management. For more information on NDAs, see the confidentiality section below.

Confidentiality

There is little here at Sunburst Computers that we take more seriously than confidentiality. With our company mandate to protect the privacy of people and businesses, we take every precaution available to ensure that Sunburst Computer is not the victim of corporate espionage or libelous rumors. All employees of Sunburst are subject to a comprehensive and legally-binding non-disclosure agreement upon initial employment. Upon graduating from the training programs, employees are also expected to sign a three-year non-compete clause, which qualifies them for the signing bonus promised in their employment package. Security monitors ensure that all employees uphold these binding agreements to the letter at all times. Failure to do so will result in legal action as well as the necessary steps to ensure recovery of any corporate physical or intellectual property.

Employees joining us from other companies in the technology sector are

encouraged to speak with both legal and management to certify that they understand what information they previously possessed that would constitute proprietary information.

Confidentiality and corporate security is the responsibility of every member of the Sunburst family and all employees are encouraged to be vigilant for any possible violation of company policy. Rewards are posted with HR for those employees who successfully help defend Sunburst from theft or libelous rumor-mongering.

All corporate-issued devices such as computers, smartphones, or tablets are covered by the confidentiality agreements signed upon employment. Unauthorized access to these devices by any third party (including, but not limited to, other companies and law enforcement agencies) is a violation of the NDA and may lead to hardware security measures activating. Symptoms may include dry or scaly skin, uncontrollable mucus secretion, insect infestation, and loss of hair, teeth, and vital signs. Your use of corporate-issued devices constitutes agreement to the NDA and acceptance of these consequences.

Campus Security

Due to the confidential nature of the products and projects that are always on-going at Sunburst Computers we are extremely sensitive about security on our campus. All employees must wear their badges at all times. Failure to present your badge on demand by any member of management or security is grounds for immediate seizure and a full cavity search. Members of the security team are authorized to use whatever means necessary to confirm employee ID.

One of our independent projects designed in-house by our hardware team allows us to implant a small microchip

that acts as a security badge, as well as authentication for any-and-all Sunburst resources to which employees have access, including any personal Sunburst devices. This ensures no employee accidentally forgets or loses their badge and becomes subject to Security's identity confirmation process and the subsequent medical leave that is often required. While the program is currently only in the volunteer stage of rollout, our goal is to provide enough incentives to garner more volunteers until we are comfortable with the inherent failure rate and side-effects.

The microchip can be pinged with a wireless signal that destroys the chip to prevent independent removal and examination by our competitors. Loss of signal without pre-approved notification will cause the device to activate a timer, which at expiration, will activate the failsafe. Sadly, the failsafe mechanism still has a few bugs to work out. Should your failsafe trigger without good reason remain calm and contact the Sunburst medical team. Don't worry — the pain and nerve damage will fade over the following month.

The microchip can also enhance creativity and increase productivity through electrical nerve-stimulation. A small segment of volunteers has shown side effects such as reduced attention span, gastrointestinal distress, violent mood swings, loss of teeth, loss of hair, and teratoma formation. In rare cases, the stimulation targets the muscles instead, leading to a violent increase in muscle mass. Overuse of the electrical nerve-stimulation can corrode reasoning skills.

Throughout campus, many buildings are dedicated to higher-level teams or code-word classified secret projects. Each unique employee badge or chip ensures they have access to only the facilities that they require for their

work. The security on such buildings is all computer-controlled, with armed guards as backup where applicable. Employees who attempt to enter an area for which they are not cleared will begin to feel their microchip begin to itch. Remaining in the area for more than five minutes will trigger the fail-safe mechanism.

All guards on campus are ex-law-enforcement or ex-military, many of whom have gone through extra training and physical therapy provided by our partnership with Magadon Pharmaceuticals. Sunburst employs a team of analysts specifically to monitor all our security personnel to confirm that they are carrying out their duties in a courteous and polite manner, and only use force when appropriate.

Closing

As an ever-expanding company, we at Sunburst demand a lot from our employees. In exchange for the hard work, determination, and drive we expect, we also offer an opportunity unparalleled with any other company: a chance to develop the cutting-edge of business and consumer technology. Joining the Sunburst family is a chance given to only the best and brightest, and we are proud to have you join our mission to provide technological excellence.

We hope that this has given you a firm understanding of how we work here at Sunburst Computers. If you have further questions or comments, please submit them to the HR department and they will get back to you. Security is available on request to help ensure that your account and passwords are set up correctly and to our standards.

We are extremely confident that you will be an asset to the company and a synergistic member of your team.



TELLUS ENTERPRISES

Our Games

We always want to encourage our employees to remain creative and to come up with new ideas and concepts for future product launches. In the cut-throat gaming world, Tellus Enterprises keeps ahead of trends to maintain our competitive edge. Games like Biological Warfare and Eden Online came from the minds of our talented game developers, and your fellow Tellus co-workers. We're now looking at you to help us create the next blockbuster.

Below you'll find the vision behind our core lines to give insight into how we expect employees to perform when they are a part of those teams. While an employee may begin work on one of the many quality games that Tellus creates and distributes, those with talent and ambition strive to become a member of one of our Core Teams. Joining one of these teams comes with added benefits

and perks as well as increased responsibility.

Biological Warfare

*Time to get Locked, Cocked,
and Ready to Rock.*

Our strongest franchise, and one of the most intense FPS games to date, the Biological Warfare team members are going the extra mile to create a fun and visceral experience for everyone who plays. With the newest iterations of the game, we want to ensure that the single-player campaign mode has a gritty realism that uses the sheer power of our physics engine to grab our players. That said, the multi-player content is arguably the strongest motivator for a large section of our fanbase. As such, we work hard to create and release new maps, additional game-mode options, and enhance the cast of characters to allow everyone to continue to get as much out of each copy of the game they

Tellus Enterprises is the industry leader in cutting-edge video games. We take only the best, so congratulations! You've proven that you are one of the select few with the drive, passion, and skills to join our crusade to push the envelope and create multi-dimensional games.

Now that you've gotten your foot in the door, you're about to step into a whole new world of creativity, much like the worlds we offer to our fans. We work hard; driving ourselves beyond the point of exhaustion in order to meet our deadlines and goals. We also play hard, competing against each other within the game worlds we create. Some of our biggest fans are right here in this building, helping to design and assertively implement innovative gaming experiences to the next generation of players.

As a member of the Tellus family, you will need to conform to the expectations set below in regards to performance and active participation in the company's goals and policies.

Abraham Riegel - Tellus Enterprises Managing Director

purchase. Our staff members have to push themselves both physically and creatively in order to meet the demands of our ravenous fanbase.

Our artists must undertake radical research to guarantee that everything in the game environment is true to real life. This involves extensive modeling for the character skins to accurately reflect damage taken from bullets, grenades, or chainsaws. The weapon skins themselves also change as damage is accrued with a specific weapon. Scratches on the barrels of a gun, and nicks in blades are a great way for a player to remember an exceptional session of gaming.

To facilitate our unparalleled level of accuracy, we have created a reenactment department so staff can create a live display of any given scenario using real weapons and models taken from real-world casualties of war. This hands-on method, combined with our large research library, should help make

certain that every bloody detail is perfectly recreated in the game. The facility can also be used to test the reactions to biological agents. New concepts for biological and chemical mutations should be submitted to the testing facility for testing and documentation. Our experts can also provide samples of new substances that can then be tweaked and rolled into our games as combat stimulants and perks.

Please remember that any contributing material that you provide must be documented with your name, detailed photographs, as well as written accounts and any pertinent subject information. If you require assistance with subject waivers or the next-of-kin notification, please inform your HR representative immediately. We cannot be held responsible for any problems that arise due to incomplete or late documentation.



Time to get Locked, Cocked, and Ready to Rock.

Each month, one member of our design and development teams wins the chance to use our testing facility for a half-day. Winners are announced according to the rankings in the company's Biological Warfare tournament. Winners get a chance to understand firsthand a grenade launcher's recoil, or the vibration of a chainsaw as it chews through flesh, and to see the hideous results of biological and mutagenic agents first-hand. Our "victims" are all volun-

teers (and some particularly rabid fans) who have donated their bodies to the betterment of the Biological Warfare experience.

Our most successful Biological Warfare collector's edition to date contained a replica weapon or sample of biological agent used in our testing facility. Ten of these editions, chosen at random, instead contained a *real* sample from the facility. The publicity we achieved in the gaming press was worth every penny, and though the bizarre, mutated wildlife springing up in Ohio cannot be linked to one of our giveaways, they keep people thinking about Biological Warfare even now.

One of the newest features is integration with a Biological Warfare app for the Solaris phone. Players can take snapshots with their smartphones and then create a gallery of images to overlay upon the other team's character models. This will allow our player base to completely customize each and every target they kill within the multi-player element of the game. Future plans involve multiple albums of photos that

The whole Biological Warfare testing environment is a glorious place to spend time if you have the option. On the one hand, framing it as somewhere between a perk of employment and a requirement for detail does rob it of some fun. On the other, we've "volunteered" a large number of drugged lycanthropes, Kintfolk, and other obstacles to our plans through the testing facilities. They're the finest testing-grounds for our biowar output in this realm.

Zettler

are map specific, so that Little Johnny can put down his friends in the Grocery Store, then massacre corrupt games journalists on the Schoolyard map. With a quick click of the phone and upload to the cloud, anyone can enjoy vicariously spraying their boss, ex-girlfriend, or parents with weapons outlawed under the Geneva Convention — or watch their target horribly mutate into a skinless meat puppet.

Eden Online

*Where your only limit is time,
and we're working on that one!*

Eden Online is a massively multiplayer online adventure with a loyal and dedicated following that's second-to-none. More than any other product line, Eden team members must be willing to give their all to keep that ideal. Even as our players are exploring new worlds, subduing hostile creatures and environments, and gathering resources, we are creating new worlds to reach with new challenges to overcome. It is a race to ensure that our content is always fresh, exciting and provides a continuing new experience for the whole range of players.

Our team members on Eden work 80+ hour work weeks, designing and testing each new region that we add to our ever-expanding universe. Each area must have differing environments, creatures, and available resources. Content engineers are also responsible for quests, NPCs, and instanced content.

It is an undertaking that definitely puts the “massive” in “massively multiplayer.” While realism isn't as much of a necessity as it may be in games like Biological Warfare, plausibility is key to this franchise's success. Combining virtual reality with innovation, we give our players a cutting-edge experience they cannot find anywhere else.

Another way things stay exciting within Eden Online is our specifically-timed-and-released events. Some of the rarest items and crafting materials are available only through key instances that only appear in game for a short time. We use these events to encourage constant participation by our players. Being inactive for five minutes during one of these will automatically remove a player from the scenario. While scare stories in the press claim that our longer events cause dehydration, starvation, and even hallucinations due to sleep deprivation, no one has produced conclusive proof. Even if they did, we feel that the joy the player receives from obtaining that rare ore more than makes up for it.

One of the greatest features that keeps players flocking to Eden Online in record numbers is that every member of our team also serves as a GM inside the game during non-work hours. Players who have questions or need assistance can receive it from the same people who actually create and maintain the game itself. During work hours, team members have secondary machines logged in to the game throughout their

The last event gave away twenty-five unique spaceships to people who were able to stay connected for seventy-two hours straight. If it wasn't for their deprived state, they might have resisted the prototype Digital Bane Delivery mechanisms in the new ships. As it is, the test was a roaring success.

Adrian Newberry

work day, and receive alerts so that they can quickly handle player issues while still being able to continue with their normal work load. Failure to meet GM goals and metrics will reflect negatively on your employee record so be sure to respond quickly and appropriately to all received alerts and notifications. Participation in the GM program is mandatory for all Eden Online team members.

GMs are also responsible for ensuring the anonymity of our Diamond Class Members while they conduct their business on the private servers available to them. While some have asserted that this is merely a veil to allow for illegal and immoral activities to be conducted on our secure servers, this is patently false. We are diligent in ensuring that the most elite of our players enjoy their experiences in safety, and without fear of harassment. As some of our most valued customers, any complaint filed by a Diamond Class Member against a GM is immediately investigated. If the GM is found to be at fault is grounds for immediate termination without appeal.

For our most dedicated players who have truly embraced the Eden Online experience, we offer the PVP system and its additional rules set. If a player is killed in Eden by another player, they have the ability to loot an item or weapon from the defeated player. We understand that competition is fierce, and we are always saddened to read of real-world reprisals — including “doxxing,” “swatting,” and related crimes — over people’s actions in the world of Eden Online. Any real-world information gained from our servers is a violation of our Terms of Service and we fully co-operate with any investigations.

The remaining pillar of the Eden experience is the microtransaction system within the game. An entire team keeps

Don't worry — we do win some. Our infiltrators in the Hong Kong office were able to cause so many cost overruns on the Eden spin-off, they had to cancel the Black Dog MMO. Thank Gaia that didn't make it out into the world.

— Sappho Irodotou

a constant stream of new and exciting pieces entering the market to offer a true value to those willing to pay for the prestige. Some items of in-game jewelry available to our VIPs sell for \$200, allowing people to demonstrate their devotion to the game. Members of this team also coordinate our real-world business partnerships, who can deliver everything from pizza to limited edition Eden Online gear. All it takes are a few quick keystrokes and a debit from the users’ accounts. Players never have to leave their computer.

The Clones/Clones Online

The world is at your fingertips, and so is everyone in it.

Real life plays out before your very eyes with fully-customizable Clones going about their daily lives inside a massive sandbox that the player can manipulate in myriad ways. While our detractors in the press have called The Clones “little more than a copy of the Sims,” they couldn’t be more wrong.

The Clones is our original venture into this field, working with the concept that people would enjoy the chance to create whole fantasy worlds to interact with. We have developed an open sandbox game in which players create people, houses, towns, and even whole cities. The player can then see how their cre-

ations navigate an experience almost like life itself. Clones Online takes this to the next level; players all over the world join together and weave their own creations in with those of the other players. They can then watch and manipulate the results to the enjoyment of all involved.

Variety is key for members of the Clones team. More than with any other game, the Clones series thrives on providing diverse and inexhaustible content to our constantly-expanding player base. Building from our base stock of options, we enhance the experience with reasonably-priced downloadable content to allow for the unique style each player wants to bring to their own creations. More than anything else, your job is to ensure that players *always* have something new to buy; something they absolutely must have in order to make their perfect dream society complete. Timed exclusives and flash-sales leave our players keeping up with the Joneses, just like in real life.

The Clones team is detail-oriented to a fault. Small details, such as clothing no longer fitting Clones that eat too much, gives players a new range of choices. She might make her Clone eat smaller portions, exercise more, or turn to bulimic behavior. Likewise, a richer Clone becomes more attractive as her wealth increases. We feel this brings a new level of social realism to the Clones series.

One of our most popular events in Clones Online is our seasonal costume contest. Players outfit their Clones in



*The world is at your fingertips,
and so is everyone in it.*

a wide variety of outfits and costumes purchasable for the event, and the community as a whole judge which are the best. With unique items awarded to the winners, our players feel like they need to buy the latest costumes and accessories prior to the event, in order to have the best chance of winning the contest, and getting that unique necklace or t-shirt design. GM-tampering with specifically-crafted Seasonal events is strictly prohibited beyond the leaked information provided to our Platinum+ level accounts. Please see your team lead if you have any further questions on this topic.

All of the clothing and accessories available in Clones and Clones Online is available for purchase within the game, so players can dress the same as their clones. Our just-in-time manufacturing facilities provide employment, housing, and security in developing nations, and produce products that enable an alternate revenue stream.

The sympathetic link between Clones merchandise and the manufacturing facilities help us pinpoint areas of off-realm activity when people go out to earn points for these "wilderness achievements." We can use them as remote sensing points to locate off-realm hotspots. The more off-realm activity, the greater their reward. Whoever came up with this, successfully gamified Caern discovery.

I don't know whether to be stunned that it works or insulted that I didn't come up with it first. Either way, they're due a promotion.

Adrian Newberry

Our latest feature in Clones Online is an enhanced achievement system. Nothing helps hold a player's attention like feeling the little thrill that accompanies a new trophy or achievement for different activities within the game. Everything from number of outfits collected, gaining a new job, or even having a Clone die of a disease, all encourage our players to continue to rack up the points and use those to show off to their friends and acquaintances online. This new system includes higher tier achievements for activities performed outside the game to win in-game rewards. The longest-running real-life achievement involves taking Clones merchandise into the wilderness, showing that players are never far from their Clones even far from civilization. All of these real-world achievements are tiered, driving people who complete one to strive for the pinnacle of achievement and share that success with their players, friends, and families via social media.

All Clones team members are required to present at least five new ideas for customization or achievement at the weekly team meetings. These items are then reviewed and decided on by management staff and producers. Employees whose ideas are chosen, gain special benefits in the company's tournament

program, as well as favorable impact on their employee reviews. Consistent failure to meet these goals will result in the employee receiving tournament bracket penalties; those whose ideas are consistent commercial failures may suffer harsher penalties, up to and including enrollment in the volunteer-testing program for Biological Warfare.

Company Culture

We at Tellus aren't just a group of designers, programmers, and managers — we're gamers. We know that you are too or you wouldn't have pushed yourself to become part of our team. That drive doesn't stop now that you are here. Our fans want only the best, and we drive ourselves to exceed even that expectation. Within the Tellus workplace we never want to forget where we came from. Our entire company structure is laced with tournaments, achievements, and competition to keep our edge finely honed, which is reflected in the games that we produce.

Workplace Environment

We know that we ask a lot of our employees, and especially in crunch time you'll be putting in long hours of hard

work. We realize this and we want to give you the tools you need to keep producing your best work no matter how tired you might be. All Tellus facilities have well-stocked lounges, complete with energy drinks, protein bars, and meal-replacement beverages, all completely free and available to use in order to make sure you keep yourself topped off and ready to go. Many of our offices also have Knock Out rooms, where you can grab a quick power nap to help recharge your batteries. You'll find some comfortable dorm-style beds with headphones to help block out the noise of the rest of the team working. They also provide a company-monitored alarm to ensure you get back to your desk in a timely fashion. Showers are available so that you are refreshed and ready to return to crafting the best player experiences money can buy. Employees are also welcome to customize their work spaces including things such as mini-fridges and other amenities that will help bring a bit of comfort and personality to their workspace to make your desk feel even more like home. We understand the value of family, and provide free time-limited video-calling facilities so you can see your loved ones whenever you want.

Employee Expectations

We aren't just creators, we're also players. In keeping with that, we want to guarantee that our employees never lose touch with the games that we create, so we have a new spin on evaluations and employee reviews. A mandatory requirement for all our employees is participation in our company-wide tournament evaluation project. Going hand-in-hand with your work evaluation, each employee at Tellus participates in tournament brackets, measuring your familiarity and ability with our games. While both Biological Warfare and Eden Online are staple games, each AAA release features in the tournament

brackets for at least six months after release. Your play is ranked according to success in such goals as most kills, highest kill/death/assist ratio, greatest amount of resources gathered, and most planets explored. High ranks in the tournaments will unlock perks and benefits within the company, as well as having an impact on your promotion and continuing employment reviews. Participation is mandatory; even members of the Clones content-development team have to learn to cripple their foes if they want to play with the big boys — though several members of the Biological Warfare testing team plummeted down the ranks when we included metrics from Clones Online in the brackets! You've got to play *all* our games if you want to make them.

The tournament brackets are judged quarterly. Eden Online tournament results are viewable throughout the quarter via the company intranet, with the final results being tallied at the posted deadline. The highest-ranked players on the Biological Warfare servers take part in a round-robin tournament held over the week before the deadline, so that nobody can be quite sure of the tournament results until the very last minute. Overall winners as well as category and achievement winners will be posted along with their rewards, and those who place lowest will be notified so that they have a chance to up their rankings before performance review time. Previous rewards have included Falcon automobiles, vacations to Thailand, and exclusive Eden Online cosmetic items — all guaranteed to make you the envy of your co-workers. The prizes are secret until the results are made available. That way, you have to give your best each and every time. No slacking!

You must spend 10% of your contracted hours each week on the tournament brackets, no matter your other responsibilities. This incentivizes good



time management and reinforces our identity as gamers. If you can't meet the punishing deadlines involved in shipping a new game or content pack while giving over just one afternoon to playing our games, ask yourself if you really deserve to be here. At Tellus, we don't have time for fake gamers.

Employees are also reviewed on the level of commitment and attention they bring to their work. Whether that's discovering particularly creative new ways to kill people for inclusion in Biological Warfare, arranging a partnership with a fashion house to bring their latest couture to the Clones, or running a GM-led encounter in Eden Online while successfully completing a code sprint, we recognize all contributions. All of them provide protection from the consequence of low tournament rank-

ings, and many carry commensurate rewards to placing high in the brackets. While the eventual

Remember that your activities reflect on us all. Report any negative attention associated with your role at Tellus to your HR representative, who can then work with you to best resolve your situation. Doing so will levy a penalty to your tournament rankings, but that's only to be expected; what you get up to in the real world reflects on how you do in the game. If you mess up, it's on you to both work and play your way out of the hole.

Employee Benefit Package

While you'll spend many hours working hard here at Tellus, our available benefits package more than com-

Tellus' use of "family activity packages" has been successful as a means of indoctrinating employees' loved ones into the mysteries of the Trinity. While it is a slow project, it results in the employee coming home and receiving the message of conversion from family so that the company itself does not need to push the matter.

The sad fate of the Pleasant Lake group should not serve as a reason to stop the program. While the introduction of Black Spiral Dancer Kinfolk was an interesting plan, it was only a matter of time before their encouragement to infidelity to spread their tainted line attracted the lycanthropes' attention. Patience is a watchword.

Zettler

pensates our employees for the extra time and effort you spend crafting our products. Tellus provides our employees with full medical, dental, and vision care through our hand-selected network of physicians. Our key partnership with Magadon Pharmaceuticals means that you will always have access to the finest medications, supplements, and stimulants, not just for personal use, but for your family as well. We have deals with a number of therapists who specialize in stress and relationship counseling that we offer to your family to ensure that your home life is serene and relaxing without having to deal with complaints of long hours or lack of attention.

Just as you are now a part of the Tellus family, we want to be a part of yours as well. We sponsor a wide variety of groups, clubs, and activities for significant others of our employees. When work is busy we know that you want to make sure that your family isn't missing you too badly, so we help them get together and have fun, knowing their loved ones are working hard to provide for them. We also want to encourage

you to get your family involved, and introduce them to the myriad opportunities to share what you do now with those you care about. Imagine the joy on their faces when they get a chance to sit down and explore a game you helped to create. Entry-level employees are encouraged to explore and try out these programs. Management and higher positions have a minimum required attendance rate; details are available from your HR representative.

For those of our employees with children, we want you to know that we understand that it can be rough balancing family life and work. We want to help, so we provide a full-service daycare facility. Inside you'll find a friendly staff that is happy to be both caregiver and educator. We have plenty of computers set up to give children educational activities to do while they are with us, as well as snacks and meals to give you plenty of time to work without having to worry. Our staff is also fully trained in handling discipline issues that may arise so you have obedient and complaint children when you finally get home.

Dragon's-Wrath really needs to do something to rein these idiots in. I had to step in when I saw plans for this year's picnic had requisitioned some "special use" items, including corrosive paintballs, tear gas, and actual mutagens. I know that Tellus likes to push hard on the realism of its games, but slaughtering half your employees is so bone-headed I honestly thought it was a plot by our competitors.

I don't know if Riegel's picking up the bad habits of his subordinates or his proximity to Bane-integrated video games is sapping his intelligence, but it needs to stop.

K. Mollett

As part of our commitment to caring for your family, your children can also get in on the action here at Tellus! Our daycare facility includes computers that are fully-equipped to run Biological Warfare, Eden Online, and Clones. While waiting for you, your children can actually be a part of the game, gathering resources and items in-game that can be sold through our game's microtransaction economy for real-world money. Then, they can spend their earnings on acquiring new in-game items at a generous discount. Best of all, Tellus gives you a portion of your children's proceeds directly to your paycheck. All activities of this nature are labeled under your ID number as well, so you don't need to worry about filling out any paperwork for your children's contribution. Better yet, your family's achievement in our games can contribute to your rankings in the tournament brackets. It's a win-win!

If at any time you wish to review your standings in the tournament brackets, please remember that they are accessible through the company's intranet

portal with real-time updates. Biological Warfare participants who find themselves scoring poorly are invited to work out in the company gym in order to improve their physical condition for the company picnic.

The company picnic is legendary among our staff as a chance to spend time with both family and colleagues in a relaxed environment. We lay on a great spread to get everyone ready for a range of team-building and trust-enforcing exercises, culminating with a live-action Biological Warfare death-match! While previously we have used Avalon foam-dart weapons, last year's event got more realistic than ever as we turned the game into a paintball free-for-all. Employees who ranked high in the tournament brackets got first choice of weapons, and a number of special goodies not available to most people, including "mutation grenades" that left some people choking with laughter and others with humorously-colored skin for weeks after. It goes to show that if you get ahead in the game, you'll get ahead in life.

Closing

We hope that this overview of life here at Tellus has given you a better understanding of our company goals. We are a company committed to under-

standing the expectations of our players and then going beyond them. Just as we learn from our players, we hope to also be an example to them. We all share something important: we're gamers to the core.





BIOLOGICAL WARFARE

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Credits

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PENTEX

EMPLOYEE INDOCTRINATION HANDBOOK

POLICIES AND PROCEDURES

The Pentex Employee Indoctrination Handbook is the gold-standard corporate guidebook for employees of the world's finest multi-national corporation and many of their subsidiary companies. This volume contains the main Pentex handbook, along with the Guide to Werewolves, and this year's round of updated corporate handbooks for our subsidiaries.

MONKEYWRENCHED!

This is the unredacted version, replete with notes from the higher-ups! It took a lot to get this information out, so it's had a chance to go through some monkeywrenchers' hands before going to you. Make good use of it!

The Employee Indoctrination Handbook contains:

- A guide to working for Pentex itself, along with the Guide to Werewolves given to certain staff.
- Employee handbooks for Endron, Magadon, RED network, Sunburst, and Tellus
- Notes on the contents, from both werewolves and the Board of Directors

