

THE FACILITY

OVERVIEW

The Facility itself is substantial. The bulk of it is deep below the surface, a series of interlinking corridors and rooms that span the length of the surface buildings and then some. The deepest part of the Facility is the cryostasis chamber itself; housing over a thousand sleeping souls, the level is surrounded by complex machinery that keep the pods in full working condition. Sleepers who are due to be wakened have their pods automatically moved up to a higher level by a mechanised system.

SPECIFIC FACILITIES

THE COMMAND CENTRE

Close to the main medical bay and containing its own highly advanced laboratory and workshop area, the Command Centre is the heart of the Trinity Falls Facility. Computers allow staff and residents to access any information stored on the system's database, including the multitude of data obtained from external sensors in the 223 years since the Event.

It also includes one of the direct lines to System, the Facility's AI, and maps of the surrounding area. The new map for what exists now is still in its infancy.

LABORATORIES AND WORKSHOPS

As well as the equipment in the Command Centre, there are multiple workshops and laboratories throughout the Facility. Some are labeled and clearly designed for specific use - such as those testing new plant life, or spaces for building guns and ammunition - but others are general use, likely due to be assigned to a group of personnel.

MEDICAL FACILITIES

The main medical bay, including the clone organs for staff members and the most potent medicine, is next door to the Command Centre. It is far from the Facility's only med centre, however, with an entire wing set as a potential hospital, and several other extensive surgical suites located nearby.

INTERNAL FARMS

While these have clearly only just started operation, the process for growing food beneath the surface is nonetheless in full swing. Internal farms with carefully cultivated environments are growing fruit, grain, and other staples for harvest. There are some facilities in place to potentially house animals beneath the surface as well, but they are currently unoccupied.

STORAGE SPACES

The Facility has multiple storage facilities, including some that already contain limited stocks of Resources to be used as players determine. More information about what is contained within can be found out in downtimes.



PERSONAL QUARTERS

Shortly after the area has been secured, Miles Maudsley will assign you all personal quarters. These consist of a single small room with a bed, power supply, small desk and storage space for clothes and other personal items. These seem to be comparatively luxury quarters - you do note that there are plenty of bunkrooms as well, with spaces that could host up to 20 people in a room in some cases. Given how few of you are currently awake, these do not need to be utilised.

FOOD AND CLEANING

While you do not have a huge variety of food available yet, the Facility has stored quite a lot in a milder form of cryo-stasis, meaning you have access to tinned goods, as well as rice and a limited quantity of bread. The Facility also contains extensive kitchens that could be used to make pretty much anything you could think of, should you get hold of the ingredients. Currently, your food supplies are looking reasonable, but they do depend on the farms producing quickly and efficiently. Any setbacks there could be worrying.

There are also two large dining rooms, admittedly at opposite ends of the Facility, as well as other rooms that contain tables and chairs that could be arranged for lounges, meeting rooms, or eating spaces.

THE SURFACE

For those who venture up there, the buildings on the surface are laid out much as they are in real life. The whole Facility is ringed by a 20ft high fence, with space for cameras and other defences to be mounted.

More information about what is on the surface of the Facility can be discovered in downtime.