

THE PELICAN BRIEF

FIREWATCH FORUMS » PROJECT RISING SPIRIT » ALCATRAZ FACILITY

- @x:** For anyone foolhardy enough to think about trying to venture into the Facility, here's some information you might want to look at before you get yourself killed.
- @x:** First up is an overview of the Facility itself, which includes most of the physical details I was able to dig up.
- @x:** The sections that follow are some pertinent leads that I moved to this thread. They run the gamut of believable to you-should-be-committed, so consider yourself warned. On the other hand, truth is often stranger than fiction. Either way, make sure you have a salt shaker handy. You'll probably need it.

FACILITY BRIEFING

Kris,

You told me not to bury you with unsubstantiated rumors. I tried, but ...

There's a lot of conflicting data on PRS in general and this Facility in particular. Some of that is deliberate disinformation, like the old story of the blind men examining an elephant. You know: one feels its trunk and thinks it's a snake, another feels its leg and thinks it's a tree—like that. People put their own spin on what they think they know. Anyway, I left a clear trail through the sources in case you—or anyone else—wants to check my research.

Two things to keep in mind when thinking about the Facility.

First, unlimited resources. PRS has more disposable income than a lot of industrialized nations. When price is no object, you can do just about anything, especially things that make no sense.

Second, Toyo Harada scares the hell out of PRS. I couldn't find out for sure what he did to PRS back in the '60s, but whatever it was made getting rid of Harada their highest priority. They might worry about Peter, but they *obsess* about Harada. Rumor has it every one of their programs has a built in Harada Protocol that supersedes everything else: "If Harada shows up, kill him." Everything about the Facility is designed to either keep Harada from finding it, keep him from getting in if he *does* find it, or kill him once he's inside. We lesser beings just have to take our chances.

Which gives us something else to remember. If you get past any of the Facility's defenses, PRS is going to want to know how and why. If they catch you they're going to dissect your brain to get that information, and you're going to wish they'd killed you.

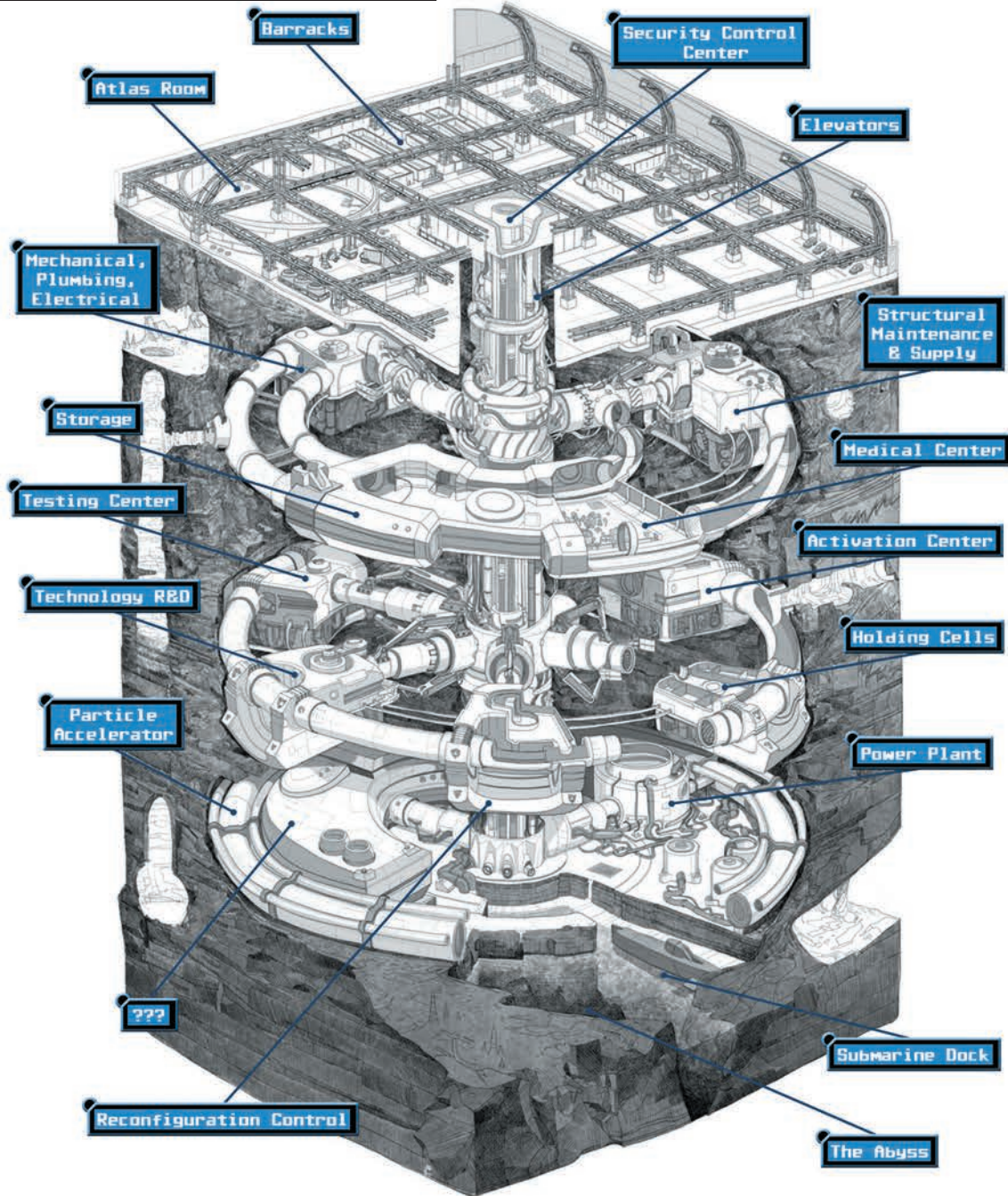
PRS began excavating Alcatraz Island in search of something 140 years ago. It looks like they found whatever it was but didn't know what to do with it until Harada put the fear of Harada in them. The Facility map I've put together is a composite from several sources. When they disagreed, I usually went with the source with the better track record, but there are a couple of places I think the more reliable guys missed something or misunderstood something—that thing with the elephant again.

Y'know how every few years there's a documentary investigating the legendary dungeons underneath Alcatraz Penitentiary, and whether it's a wild-eyed legend hunter or a stolid academic historian, the investigators always prove beyond a shadow of a doubt that there's nothing there? Every single one of those was produced by a PRS puppet company. There's more living space beneath the island than there ever was on top of it. A lot of those tunnels and chambers were there before the army prison was turned into a federal penitentiary. They only started getting modernized and expanded to their current size in the last thirty years.

The top level of the Facility is practically aboveground. It's at about basement level for the prison, and parts of it are in fact hidden inside buildings the Park Service won't let tourists explore. None of these levels is a single floor, and none of them are level. They all follow the contours of the rock strata. There's a bit of distance between the levels, especially sublevels two and three, and some people think they're offset, not directly above one another. If that's true, then the way they connect becomes even more mysterious, if not impossible. But given PRS's resources, who they're trying to confuse, and the forces they're experimenting with, being logically impossible makes a lot of sense.

Central to the ground level and to sublevels one and two are security control centers (SCCs).

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THE FACILITY

They are linked directly to each other by tunnels or elevators. Personnel can travel from one to the other without seeing anyone else in the Facility, which is very important for reasons I'll get to in a minute.

Also on ground level is something called the Atlas Room, which is probably bigger than it looks on the map. No one knows what it's for, but it's the most secure place in the three upper levels—more secure than the SCCs. Logically, anything they wanted to protect that badly would be as far down as possible, so what it's doing at the top is a mystery.

Barracks for the security forces—complete with commissary, mess hall, gym, and other amenities—are on the ground level. Except for being concealed, this area could be part of a small army base anywhere in the world. And they have what looks to be a pretty extensive medical center, one bigger and better equipped than your usual sickbay.

According to every credible source, sublevel one is believed to be stationary. Yes, "stationary"—something else I'll explain in a minute.