First contact, again - May 3rd, 1999

Personal Journal, Sgt. Calamari

> We deployed survivors to the city of Cory, a location that we haven't gone back to since we initially set up an official KSSA bus stop location. It was still the same as it's always been; the area infested in shambling masses, the smell of a city in decay, buildings starting to show age and visibly falling apart. The newest thing in that city was the presence of zombies. Zombies, and one other interesting bit of news that got us to mobilize, the noted presence of a recently set up Luminescent lab. We've had interactions with them in the past...well...I suppose the future? The whole T.A.R.E. system really messed with reality, but then, so did the undead so I suppose at this point we just roll with it. Our previous dealings with this group are what led to the creation of the current pod system; it seems necessity really is the mother of all invention. Knowing there's always something their researchers are working on, and getting intel that it was evacuated in the last couple of days, we decided to move before the RTR could get to the location. We were only ahead of them by hours, and the paranoid part of me wonders if it was fully a coincidence or not.
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> Putting that aside, the Survivors were able to secure the compound and retrieve the instruction manual for using the Fabricator. It details the use of some kind of key item and then further asks for an authorization code. I don't know anything about a key, but the authorization code we have a good guess about. It's likely put through the radio, but none of us are trained in communications to the extent needed to crack whatever code they're using. I'm reading outdated and mostly irrelevant training manuals, but these things look like they were printed in the early 80's and were probably already old when they got here. Still, we're trying... Survivors activated the fabricator, which activated the alarm for the facility and then about 6 minutes later the fabricator overheated itself to the point of destruction. Importantly, now we know what we're looking for, the markings of the Luminescent are the same as they.... were before. I'm sure we'll be seeing more of their hideouts and facilities with the level of RTR activity we've been seeing. Somehow we have to navigate these two factions as best we can, and hope to not be caught between them.

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