



The Nasrudian Institute

memorandum
subject
recipients

ORIENTATION
ALL MYSTERY AGENTS

All Mystery Agents must complete a mandatory orientation session with Senior Agent Graves before their first dive into Blue City and promotion to [REDACTED]. The orientation session will be approximately [REDACTED] hours long.

During Orientation, you will learn the following:

1. How to enter, navigate through, and eject from Blue City, including warnings about Deep Blue and Black zones.
2. How to interact with Personalities in Blue City including detection of and resolving potential conflict with Hostile Personalities.
3. How to avoid detection and capture by [REDACTED]
4. Proper use of the Lacuna Device.
5. [REDACTED]
6. How to monitor your heart rate while submerged in Blue City.
7. How to contact the real world through Control from within Blue City.

Remember to focus on your mission: Once submerged into Blue City, locate, contain, and [REDACTED] the Hostile Personality with your Lacuna Device.

Orientation will be held during the **2pm game slot on Sunday.**

Further information can be found by contacting [REDACTED] at [REDACTED]

Thank you for your cooperation and patience throughout this process.



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ORIENTATION

[REDACTED]

All Mystery Agents must [REDACTED] before their first
dive into Blue City [REDACTED]
[REDACTED]

During Orientation, you will learn the following:

1. [REDACTED] eject from Blue City, [REDACTED]
[REDACTED]
2. [REDACTED] including [REDACTED]
[REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]
6. [REDACTED] heart rate [REDACTED]
7. [REDACTED] Control [REDACTED]

Remember to focus on your mission: [REDACTED] the Hostile
Personality [REDACTED]

Orientation will be held during the **2pm game slot on Sunday.**

[REDACTED]

Thank you for your cooperation and patience throughout this process.



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BASIC INSERTION POLICY

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ALL MYSTERY AGENTS, ALL MNEMONIC ENGINEERING STAFF

Due to the unfortunate incident involving the deaths of Agents ██████, ██████, and ██████ while in mission, the following policy will be in effect for the monitoring of Agents and medical training for all Mnemonic Engineering (ME) staff.

1. All ME staff members that maintain direct contact with Agents in the Slab will take a mandatory CPR refresher course every three weeks. All non-Slab ME staff members are required to take CPR classes every ██████ weeks.
2. All ME staff members will be tested every eight weeks on the proper techniques of preventing cardiac arrest.
3. Whenever a Mystery Agent team enters Blue City, ██████ will be ready in the on-call room. ME staff members will follow medical staff orders without hesitation.

In addition, Mystery Agents should take the following precautions when inserted into Blue City:

Because Blue City is a manifestation of the collective unconsciousness, the topography of Blue City may change while in mission. During insertion into Blue City, you will be placed into a Blue-level zone. It is important to note that ██████ Mystery Agents are requested to remain at this level for as long as possible. If trauma is experienced by Mystery Agents in Blue zones, ME staff members are trained in CPR and a medical team will be on standby. The level of your location may change at any time. BE AWARE OF THE CURRENT LEVEL OF YOUR ZONE. Contact Control to obtain updates on current zone levels.

Every effort will be made to revive Blue-level agents.

Deep Blue zones are classified as ██████ Mystery Agents are advised to eject from this level if circumstances warrant such an action.

UNDER NO CIRCUMSTANCES SHOULD AN AGENT OR AGENTS ATTEMPT TO PENETRATE BLACK LEVEL!

After insertion, Mystery Agents are advised to immediately begin investigations using standard techniques. If the Hostile Personality is located, attempt to ██████ it at any cost.



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INSERTION INTO BLUE CITY

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ALL MYSTERY AGENTS

During your mission into Blue City, your body will remain in the Slab, where it will be monitored by Mnemonic Engineering staff who will adjust [REDACTED] levels to keep your consciousness separated from your body until you eject from Blue City [REDACTED] return to your body. If you suffer any trauma while in Blue City, staff members are trained in CPR techniques and a medical team is on standby.

Due to the dream-like state of Blue City, the entire city is in flux. Mythography monitors [REDACTED] and will attempt to insert you into a safe, Blue level zone. **BE AWARE OF THE CURRENT LEVEL OF YOUR ZONE.** It is recommended that if an agent enters a Deep Blue zone, he or she should eject from Blue City as soon as possible.

UNDER NO CIRCUMSTANCES SHOULD AN AGENT OR AGENTS ENTER A BLACK ZONE.

Once in Blue City, you can obtain items either by [REDACTED] or by contacting Control. It is easiest to contact Control by following dream logic: use a pay phone. Be aware that your presence in Blue City is abnormal; repeated interference with Blue City, such as contacting Control, may result in your detection by the [REDACTED]. It is in your best interest to avoid this detection.

Previous Mystery Agent teams have encountered a child inside Blue City. **DO NOT APPROACH OR INTERACT WITH THE GIRL.** [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Strict adherence to these basic guidelines will ensure your safety.



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[REDACTED]
[REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]

Failure to follow these instructions will result in immediate dismissal from the Institute.