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Tesla Gate Installation and Usage Protocol

Site-Virtus
Administrative Department

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1. Protocol Details

1.1 Introduction and Reason of Policy Implementation

- In the past events: The site has been experiencing multiple Keter and Euclid class containment breaches.
- Chaos Insurgency and Class-D Personnel top priority in seizing Sector-3 contained anomalies due to poor security flaws and lack of defence mechanisms.

1.2 Usage and Purpose Of Tesla Gate

Tesla Gates are a minor hazard, but play a significant and major role in the foundation.

These are large devices situated in certain hallways, and activate when approached by an entity, shocking it with electricity.

The Gate begins charging up as soon as anything comes within close proximity to it, and personnel can bypass it by simply getting close enough, retreating during the charge up period, then running through after it delivers the shockwave.

1.2.1 Proceed with caution

The recharge time is very short, thus the player should exercise caution and not wait too long within the gate, otherwise they may be shocked and killed.

- Any accidental deaths or significant injuries caused by these devices. You are liable for your bearing. (Code of Ethics does not count)

1.2.2 Abusing usage of Tesla Gates

- Abusing these devices may result in accidental deaths as mentioned above in (1.2.1) . This may result in termination, suspension or demotion from your respective department.



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1.3 Installation of Tesla Gate

These gates are to be installed only in High-Containment Level Zones (Sector-3) and Outside Sectors/Gates only.

1.4 Response of Incident

You are liable to report the death of a personnel immediately through the internal radio communication system by using following format:

“[Subject] killed by the Tesla Gate at [Sector]”

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