## Rations

E Class

E-class rations consist of regular wheat bread and tap water. No spices or alternatives are available for this level of rations.

At 70 calories per slice, adult human males are authorized 40 slices of bread a day, while females are permitted 35.

D Class

D Class Rations consist of a combination of Chicken tenders and French fries. Fries can be substituted for those with objective disdain for the French. Vegan options are available upon request, and the subject will be terminated from employment within the next pay period.

C Class

C Class rations consist of a small cafeteria of options within the KIB foundation. These rations are reserved for high-level personnel and are ordered from the Unity Nation's Correctional Facility Nutritional Surplus Co.

B Class Rations

Subjects to B Class rations are offered a selection of preserved self-heating meals. Military Grade rations are exclusively reserved for soldier-type and above-ranked personnel.

A Class Rations

Class rations are reserved for the KIB Foundation's executive business partners and their highest-ranking members. The requester personally selects all A Class Rations on the Neko Neko Burger Menu.

## Permissions

N/A: These KIBs do not need permissions due to being objects or similar.

Free: Free KIBs are tracked by the KIB foundation but are not contained.

Field: Allowed to leave their cell during non-lights-out hours freely. KIBs with these permissions are given free access to a walled 10-acre of land known as the Field.

Escort: KIBs with this permission must be escorted from their holding cell to the commodities during set times. They are given a concrete outdoor pen to spend their outdoor time under direct supervision.

Isolation: KIBs are isolated from other KIBs. Usually reserved for dangerous or escape-prone KIBs.

## KIB 0001

<h1>KIB 0001: The Dragon Mold</h1>

<p>Danger: Unknown</p>

<p>On his fourth day working for us, a package for Agent Vixen came in the mail. He claims to know where it came from now, but according to the label on the box, it is a mold of a dragon's claw. This mold is silicon and has Evil Dragon engraved on the base. It is approximately 13 inches long and 2 inches in circumference. There seems to be some form of alluring factor to the claw that has infected Agent Vixen. Whenever the agents or I am not looking, Agent Vixen is caught trying to steal KIB 1 and take it home. We have taken this precaution by changing the lock to a code I only know. Despite this, Agent Vixen keeps requesting time alone with the claw, but due to safety regulations and us not knowing what dangers this claw could pose, we must avoid this test for now.</p>

<img src="KIB0001\_01.jpg"></img>

<img src="KIB0001\_02.jpg"></img>

## KIB 0002: Funny Little Creature

<p>Danger: Neutral</p>

Permissions: Field

KIB 0002 is a Funny Little Creature. Everyone Loves KIB002, and he always seems to run around the compound, making weird noises and getting into mischief. KIB0002 is a small green animal-like blob that stands at around 2'4" – 2'8" and weighs approximately 70-80 lbs. Obtaining an accurate measurement of KIB0002 is nearly impossible due to its squirming nature when held.

KIB0002 is to be given Class D Rations and can be offered Class C if they do not break anything that week. KIB0002 allows a set of wooden blocks in his chamber and a toy truck that he uses to deliver the blocks to the other KIBs.

January 5th 2125

John Strange:

Despite being harmless, under no circumstances should KIB0002 be given a firearm. Seriously, guys, I know whoever did it will never confess, but he punched three holes into the walls of his cage. KIB0002 was convinced to return the weapon in exchange for chicken nuggets.

If KIB0002 is given another firearm, his danger level will immediately be lifted to "personnel," and he will be handled at that level.

## KIB 0003 Neko Girls

Danger: Global

Permissions: Free

Neko girls are a humanoid cat race that has recently appeared in Japan over the past 50 years. Not much has been recorded of these Neko Girls. Neko Girls are an all-female race, and they do not know where they originated or who their parents are. Neko Girls have an extreme level of strength compared to humans and can perform between levels 1 – 2 on the Tune scale.

Speaking to Neko girls is often seen as embarrassing because of their developmentally challenged manner of speaking. Despite being fluent in Japanese and English, the Neko Girls are terrible at speaking both and will mix unnecessary words from both languages when speaking either language. Neko girls often misunderstand people's intentions towards them and completely misunderstand anything a human says. Neko girls often imprint on a human they spend a lot of time with and constantly harass that human to gain their attention. Despite this, Neko girls will be completely unresponsive to any reciprocation of their feelings toward their target. Nekogirls almost exclusively talk about Anime and other forms of Japanese media. Almost all conversations with a Neko girl will be steered toward their preferred topic.

January 11th , 2125

Agent Brash: “So miss Nekokoko San… What is it that you want?"

Nekokoko San: "Um…" \*KIB0002 spends an uncomfortable amount of time fidgeting in her chair\*

Agent Brash: "Hey boss, I've been here for like 20 minutes, and she is not saying shit. I am gonna clock out soon."

Nekokoko San: "Uh, wait, you can't go."

Agent Brash: "Holy shit, you made a complete sentence. Don't hurt yourself by thinking too hard." \*Agent Brash Moves to leave the interview.

Nekokoko San: \*Begins to become visibly frustrated\* "Wait, you cannot leave. I have no friends, and I have nowhere to go after the death of my parents in my tragic backstory."

Agent Brash: "No, no, you are like the 5th one that has said that an evil Neko killed ur family, and you are all alone. Every single time you guys say this shit to guilt us into staying overtime with you."

\*Nekokoko San ended the interview, storming out of the room crying\*

John Strange: "Good Job. Do you know that they are retarded or something? You can't just yell at them because they all make terrible backstories for themselves."

Agent Brash: "Look, man, we have been through this too many times. Every time I stay, they try to touch me inappropriately. If you want that weird shit, get Agent Klinger to do it.

Agent Klinger: "Oh, do I get to interview for the next one? I want that cute one that goes to the gym downtown."

## KIB0004: Play Box that chooses its owner

Danger: None

Permissions: N/A

KIB0004 is a video game console released by Play Play in the year 2124. PlayBox has recently experienced a shortage in supply, and it is currently in high demand. Having acquired one for the facility is an analogy in itself, but the one that has been brought to the facility has obtained semi-sentient properties.

KIB0004 is a PlayBox that was recently brought to the foundation. This PlayBox does not work whenever I wish to play on it, but it somehow works when the other agents do. KIB0004 resides in the KIB Foundation Breakroom and is often tested regularly by the agents. Despite fully functioning while they are around when I am handed a controller from one of the agents, it does not seem to activate a fifth player. Agent Marley has been the primary user of KIB0004, and whenever I request to test it, he states, "It is not my turn to play," when he or any agent hands me a controller, the controller does not work. I have given up testing his phenomenon for now, but it is a bit disheartening that I do not get to play any games on KIB0004.

## KIB0005: Forever Weed Browny

Danger: Personnel

Permissions: N/A

Status: Consumed

KIB0005 is a browny that contains a supernatural THC substance that permanently alters the consumer's brain functions to be under the effects of the injected THC for the rest of their lives. During the Night of November 15th, 2124, Agent Marley consumed KIB0005 and has been affected by KIB0005 ever since. We all hope that this browny is not permanent and that we can return him to his family without his mom beating my ass.