Emergency Contacts Guide

Opossum Dynamics Internal Contact Tree (vaguely tree-shaped)

Emergency Procedures

In the event of an emergency, follow these steps in order:

1. **Remain calm.**
   This is optional but preferred.

2. **Do not call 911 immediately.**
   Instead, contact Greg. All emergency calls are routed to him for… reasons.

3. **Evaluate the Emergency Type.**
   Is it:

   - **Physical Danger?** Call Greg.

   - **Cyber Attack?** Still Greg.

   - **Legal Threat?** Definitely Greg.

   - **Fire?** Call Greg, then maybe 911.

   - **You locked yourself in a server cage again?** Greg. Bring snacks. He might take a while.

Key Contacts

Greg [REDACTED]

- Role: IT, Legal, Facilities, Incident Response, HR (interim), and morale captain.

- Contact: Use the burner phone provided in your starter kit.

- Availability: Whenever he's not in the woods fixing the VPN.

Operations Command (optional)

- Contact through encrypted carrier pigeon (see Operations SOP).

AI Division (Do Not Contact)

- Under no circumstances should you alert the AI team during emergencies.

- They will make things worse.

Emergency Locations

- **Primary Safe Zone**: The van labeled "Definitely Not Opossum Dynamics"

- **Secondary Safe Zone**: Any building with Wi-Fi and a locked door

- **Tertiary Safe Zone**: Greg's place (again, snacks may be required)

Final Notes

In an emergency, time is of the essence — but so is plausible deniability. Handle all situations with urgency, professionalism, and a deeply ingrained sense of "this never happened."

Good luck.

(Opossum Dynamics assumes no liability for outcomes resulting from this document.)