



BIOHAZARD

FOR YOUR EYES ONLY

This document contains highly sensitive information relating generally to the business practices of Nujenex Corporation and specifically to the incidents that occurred at the company's primary research and development lab on July 17th, 2016.

Our clean-up and containment efforts are ongoing and until such time as we are ready to issue a public statement, we ask that you do not discuss these materials with anyone outside Nujenex senior management.

Your cooperation is appreciated.





Life. New and Improved.™



nujenex *Annual Report 2015*



From the NuJenex Corp. 2015 Annual Report:

“...Our plans to secure more government contracts and introduce more branded products into the retail market stream will be bolstered by robust and aggressive public relations initiatives. Overcoming the average consumer’s wariness regarding genetic engineering must remain a top priority as we ramp up our lobbying efforts in Washington D.C. and around the world...”

“...Along with our coordinated broadcast, print and social network information campaign, we are creating a “world’s fair pavilion” style ride adjacent to our R&D lab. This informative and entertaining attraction (akin to Hershey’s “Chocolate World” at their theme park resort in Pennsylvania) will use a combination of multimedia, music and ride-through habitats to emphasize the end-benefits and - more importantly - the complete safety of all of our products...”

“...Construction is well underway and we expect this attraction to open within the first quarter of 2016.”



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The Nujenex tour building is stark, cold, high-tech: cement, curved steel ribbing, no windows. Only the entrance sign makes an effort to feel welcoming. *“Nujenex: A Better Tomorrow Today... With The Magic of DNA!”*

Inside the building, the queue winds through stainless steel-walled corridors; a soft green hue glows from recessed lighting along the floors and ceilings. Backlit photographs on the walls display happy scientists at work, peering into microscopes, gazing earnestly at glowing vials, etc. One panel displays the current time and date: 4:03 PM, July 17, 2016.

Corporate Muzak plays softly; every few minutes, an Orwellian female voice softly recites Nujenex slogans:

“At Nujenex, we’re working every day to improve life for the entire world...”

“Better food, better medicines, better security, a better tomorrow, from Nujenex...”

“The power of science and the magic of life are in our hands...”

In the room before the boarding station, a towering, vertical model of a glowing intertwined DNA strand rotates slowly. On the large video screen above the space, a man in a lab coat welcomes us:

“You’re about to go behind the scenes of the Nujenex research and development labs, where we are using the science of DNA engineering to create healthier, more abundant food, medicines that will cure more diseases, and even some fun now and then... right, Pookles?”

A cat jumps up onto his lap and barks like a dog.

“That’s right, good boy!”

He hands the cat to an off-screen assistant, gets up and walks over to a computer screen playing an animation of a section of DNA blowing apart, and then reassembling.

“You see, with careful manipulation, we can take apart genes and their DNA - the building blocks of life - and move them around or add new blocks to give Mother Nature a helping hand. This all happens naturally; we’re just doing it faster and more efficiently. *And safely.* Nothing we create at Nujenex is introduced into our ecosystem until it passes a rigorous series of tests to make sure it is stable and compatible with its intended environment.”

On the computer screen, a new animated sequence begins: a cartoon salmon is released into a tank. The salmon swims happily, and then grows a huge set of teeth and several tentacles. It viciously attacks a smaller fish, swallowing it whole.

“Sorry, little fella, you’re not quite ready...”

The mutant salmon looks at us, shrugs its tentacles meekly, and - ploop! - disappears.

Another cartoon salmon enters the tank, swims up to another small fish, and gives it a kiss. They both turn and smile at us. A blue ribbon reading “Nujenex Approved!” appears - ding! - on this salmon and he beams proudly.

The camera pans back to the scientist.

“Please enjoy the tour and remember: the dreams of a new world are right here.”

He holds up his hands, cupping them. A glowing ball of light appears above his palms; angelic music begins to play. The camera RACES into the light, and the music soars as we hurtle into micro-space, flying down the center of a twirling DNA strand. The strand gradually transforms into the corporate logo graphic as the music reaches its climax.

“Nujenex. A Better Tomorrow Today... With The Magic of DNA!”

In a triumphant FLASH!, the Nujenex logo appears against a star field.

The doors to the boarding station open...

There is a train of vehicles on steel rails. Each “pod” has onboard speakers and is capable of rotating 45 and 90 degrees in either direction. The pods are all facing outwards toward us as we board. Once all are secured, the pods rotate 45 degrees, facing forward, and we’re off.

The Nujenex corporate “anthem” (the worst kind of uplifting treacle imaginable) begins playing through the speakers as we enter the first show room, a huge projection dome. The vehicles turn to face one side of the dome.

Various images fade across the dome: happy, multigenerational families; promotional stills of Nujenex products - “Tomatoes Plus! Now In Designer Colors!” - “Pookles, The Cat That Barks!”; farmers standing in front of abundant crops; doctors holding smiling children. It feels like an EPCOT ride designed by a team of accountants.

The anthem ends - “Nooojenex, Nooojenex, *Noooooojenex!*” - and the vehicles enter a tunnel to the next show scene.

Tomatoes *Plus!*

In New Designer Colors!



nujenex

"Sunny" photo by Nicholas A. Tonelli



Woof!

Ruff!

Pookles[®]

The Cat That Barks!

We glide into a large greenhouse, filled with tremendous plants, towers of vines from floor to ceiling - it's an alien rainforest run amok. There are clumps of tomatoes in a rainbow of colors, carrots several feet long, unrecognizable flower blossoms. The track follows a serpentine path through this jungle.

Over the speakers, a pre-recorded voice: "One of our primary goals at Nujenex is to create nutritious vegetation that can grow abundantly in almost any soil, so that hunger is a thing of the past. We are even working to engineer plants that can protect themselves against predatory insects, eliminating the use of harsh and dangerous pesticides."

At that moment, we thread through a row of corn stalks... and without warning, several HISSING vines, each tipped with venus flytrap-like mouths, rise up on either side and aggressively hover towards us, like snakes poised to strike.

Before they can get too close, we move on into the next show scene.

Around a turn, we are in a room filled with various lab equipment. The vehicles rotate to face the display. Above each unit is an illuminated sign: "Computer for DNA modeling;" "Gene Sequencer;" "Genetic Analysis System;" "Centrifuges;" etc.

Over the speakers, the pre-recorded voice continues: "Here is a look at some of the tools we use in our labs. The first step in our work takes place on computers, where we virtually take apart DNA and theeeeeennnnnn..." The recording slows and stops.

Suddenly, the vehicles stop; the lights dim; red emergency lighting comes on; backlit biohazard symbol signs are illuminated. From speakers in the show room, another soft female voice: "Warning... Biohazard Alert... Warning... Biohazard Alert..."

Over the onboard speakers: "Hey, folks, no need for alarm - CRACKLE! - we, uh, we're gonna have to cut this one short... just sit tight and we'll bypass the rest of the tour and take you right to the exit..."

The vehicles rotate back to the face-forward position and proceed, the red emergency lights beginning to flash.

At the far end of this scene, instead of following what looks to be the tour path to the left, we enter a "backstage" tunnel on the right.

Through the on-board speakers, we start to hear unsettling transmissions we're clearly not supposed to: "CRACKLE! - We got a prob - HISS! - Sector 5A, the bio-weapons div - HISS! SNAP! - need a containment team - CRACKLE!..."

There's an ominous BOOMF! that echoes through the tunnel, the sound of a large

exposition not far away... the subtle “Biohazard” warning gives way to a LOUD KLAXON ALARM.

The noises we’re hearing through the onboard speakers are getting ever more frantic: glass breaking, “Get everybody out! - HISS!”

There’s another awful sound from somewhere distant, a wall collapsing?... *And all the lights go out.*

The train makes a turn out of the backstage tunnel into the exit station... but instead of a brightly lit space, the room is nearly pitch black; there’s only a glowing biohazard warning sign.

The vehicles stutter into the station, starting to malfunction. We turn to face the gated exit lanes, but the lap restraints do not release.

An overhead light sputters and flashes... And from behind the exit lane doors, several small creatures rise up... by their heads, they appear to be some kind of bat ... but they don’t seem to have wings.... and they have a lot of legs... they’re mutant spiders... HUGE mutant spiders... *and they’re looking right at us.*

One of them lets loose with a horrible SCREEECH!

The train’s vehicles abruptly rotate back into the face forward position and we shudder backwards, leaving the exit dock in a hurry. A quick turn. And we’re in another backstage tunnel, a wide curve. The onboard tour audio starts to play again, but way off speed, too slow, then too fast, then in reverse; the tour program is going haywire.

The klaxon alarm continues to bleat. We can’t see where we’re going... the emergency lighting flashes sporadically.

Above our heads, we can see that several of the carnivorous plant vines have worked their way through a damage hole. They SNAP and HISS angrily down at us.

MORE SOUNDS OF MAYHEM - and the ROAR of some huge creature - burst through the static-punctuated tour audio on the speakers...

The train slows to a crawl. We’re alongside another huge damage hole in the wall of the tunnel. We can see a metal catwalk through the hole. And it’s shaking...

Then the BARKING and YIPPING starts: it’s an entire *herd* of Pookles cats, tearing along the catwalk at breakneck speed... one of the poor kitties stops to look back. It snarls and barks ferociously. The aggression is answered by another HUGE ROAR! The cat turns and runs.

The train picks up speed, making a sudden turn and re-entering the tour.

And now we're in an "undersea cave" show scene before a huge water tank. As programmed, the vehicles turn to face the tank and stop. We can hear water pouring somewhere. The floor of the "cave" is flooded.

The lights in the tank are low... the water murky... a few agitated fish swim into view. Their movements are clear - they're freaking out. And instantly, they scatter... as a GIANT CRAB, big as a truck, claws snapping, throws itself out of the darkness and right into the glass wall in front of us. There's a horrible sound - CRASH! - and glass is covered with cracks...

And two enormous squid tentacles rise up out of the water just inches in front of us!

The vehicles really start to go out of control, rotating this way and that, as we race out of the tank room and into another backstage tunnel.

There's even more signs of horrible damage: small fires are burning; sparks erupting from the wiring all around us. Whole sections of the walls are missing, looking like something - *something enormous* - has clawed through them.

The vehicles regain some control and now we're facing in the direction of travel again, but train's speed is erratic - faster, then slower, then faster again.

There's steam up ahead and soon we're in it. Blinded.

We slow and pass out of the steam. There's a long straightaway in front of us. And there's just enough of the flickering emergency light to see nearly to the end. Maybe this will be our escape route?

As the train stutters forward, slowly and unevenly, we can see movement at the far end... an enormous leg - several meters tall - comes down on one side of the tracks. Then another on the opposite side. Feet with claws like butcher knives...

And then the arms, upper torso and head of this unholy beast lower into view, out of the darkness above.

Huge pincers. A mouth with row after row of serrated teeth. Black eyes filled with hate. Imagine a gargantuan animal designed for combat, designed to terrify the bravest of souls.

This monster is worse than that.

It looks down at us, GROWLS demonically. And we keep moving right at it.

Its head moves lower, jaws opening wide... we're like pigs to the slaughter, still moving...

But its attention is distracted; it raises its head, looks up at something *behind* us. Our vehicles stop advancing, start retreating and slowly turn, a full 90 degrees... and we see what it sees...

Coming out of the steam... *Another* of these monsters. Even bigger. And it BELLOWS with rage.

We whip back around to face the first beast. Our train practically hums, power surging through it...

The first monster answers the battle cry of the second... and this tour is *over*.

BAM! We launch forward, accelerating madly, racing right underneath the first beast, plowing into blinding flashes of light!

Catching our breath, we pull into a backstage exit dock. Leaving the dock, signs over the corridor indicate we're in "Sector 5A - Bioweapons Division. NO UNAUTHORIZED PERSONNEL!"

There's an employee-crafted poster on the wall, with a drawing of the monsters from which we've just narrowly escaped.

Underneath the fearsome illustration, it reads:

"Combat-Ready in 2017. We Can Do It!"