

A black and white photograph of a nuclear mushroom cloud, showing a large, billowing cloud of smoke and debris rising from the ground. The cloud has a distinct stem and a large, rounded top. The background is dark, making the white and grey tones of the cloud stand out.

BUNKER

101

FALLOUT LARP

**SHORT
GUIDE**

Short guide to Bunker 101

It's ok to feel a bit confused. Don't worry, everything's just fine. Here's all you need to know right now. You're not the first to jump on board this crazy game and feel that way. Even if you're not sure what to do and how things will go, we can promise you that playing will be easy. Then, if you still have doubts, we'll be there for you. You can contact us for any reason on our [WEBSITE](#).

The Setting

It was a quiet, lazy morning. No plane crossed the sky, the only sound was the radio playing "Love me Tender." Suddenly, a bright flash rent the sky with the searing yellow of ten thousand suns. Afterwards, nobody would recall hearing the slightest noise when the bomb went off. But a father and his son fishing in a small boat on the lake glimpsed that light, and they knew it was the beginning of the end.

The year is 2057, a hundred years after the explosion, and almost a century after global thermonuclear war. Nobody remembers why or how it all went down, not anymore. Some talk about the sky going red, others about the air growing thin, others still about the incredible blast of heat. The world no longer existed. Life as we knew it, with its joys and its pains. There was nothing left.

The bunker was our only salvation. Someone had foreseen all this, building safe shelters before it was too late. Places to live again, to begin anew. To work, to gather our strength, to rebuild it all. To rebuild humanity. Almost a hundred years have passed since then, and the first children born to the bunker are now adults, used to the hardships of survival. Life in the bunker is far from easy, but humanity must go on. At any cost.



Info

Bunker 101 is a live action role-playing game about life in a Bunker surrounded by an hostile world.

DATE: August, 17th-19th 2018

LOCATION: Bunker Soratte in Sant'Oreste, near Rome, Italy .

KEY WORDS: Intense, harsh, everyday-life.

COST: From 155€ to 265€. Food and accommodation included in the price.

PARTICIPANTS: About 100.

COSTUMES: It will be up to the players to procure a suitable costume. We will give you plenty of iconography to build on and our costuming specialist will be available for all kinds of questions. Some roles/professions will require additional props which will be provided by our staff.

TRANSPORT: A shuttle from Rome will be available. It will leave on the 17th early in the morning, and come back on the 20th around midday. Stay tuned for more detailed info.

LANGUAGE: English. The larp is produced for an international audience in the English language. If English is not your first language, don't worry! Our participants come from all over the world, so you will be in good company! Your English doesn't have to be perfect!

TICKETS

All the tickets does include food and accomodation

SUBSIZED 155€: for those who can not afford the standard price

WORKING CLASS 160€: to have right to this ticket you have to be on the location the day before the larp to help us with the preparation and the final clean up

STANDARD 240€

ALL INCLUSIVE 265€: includes roundtrip bus from Rome

SUPPORTER 320€: support the larp and help us to provide more Subsize tickets

Themes

THE WORLD OUTSIDE

Nobody has yet dared venture outside the bunker. Radiation is still at lethal levels, it would be too dangerous to try. We don't know if there are other survivors out there.

The elders speak of monstrous mutant creatures that live on the surface, but most people think they're no more than wild tales to scare children straight. There has never been any contact with the outside world. Thermonuclear war seems to have wiped away all traces of civilization. All that's left of humanity is here, in our Bunker.

Bunker 101 is your Home

The main location in which the game takes place is a huge real bunker under the mountains. It's divided into areas, or departments, where people live together. You will have your Neighborhood, your workplace, your personal space, your mattress to rest and sleep on.

The location is fitted with chemical toilets and running water, as well as an off-game area for any and all needs. The bunker is protected by technology, and guards watch over these machines night and day. The bunker is your home, it's the place where you were born and have lived all your life.

Everyday life

This is not a heroic tale. Nor is it a Hollywood blockbuster. Bunker 101 will show us a slice of likely humanity. An important part of the game will be living your life in this alternate future: doing your job, contributing to the community, having loved ones, friends, hobbies and secrets. Don't expect roleplay to come looking for you.

Be the first to create it, live and breathe Bunker 101.



Game Experience

The game experience of Bunker 101 is based on two main themes: 1) realistic and immersive experience of life in a bunker 2) action, intrigue and relationships.

Immersive Experience of life in a Bunker

During the game you will live the daily life of a citizen of Bunker 101, and you will have to carry out your character's tasks and obligations with great care and consideration.

You will take part in public life, devote time and effort to your chosen profession, do your housework and make ends meet in order to survive these hard times. In Bunker 101 everyone must do their part to live and prosper. So your trade is your profession, your active contribution to the life of the community.

Then, after a hard day's work, you can pop into the bar for glass of wine and a chat with some friends, or spend the evening enjoying your favorite hobbies.

Action, Intrigue and relationships

In Bunker 101, different plotlines will offer players a wide range of game experiences. Without spoiling the surprise, it's good for you to know that our larp will be full of intrigue, subterfuge, deception, mystery, and artifice; enigmas to solve, choices to make and dangerous missions to accomplish.

Some quests will be more physical, while most will be based on roleplay, interpretation, interaction and personal choice. You will always be able to choose what to do: throw yourself into audacious quests or devote your time and effort to interpretation, building relationships and life in the Bunker.

Moreover, conflict and rivalry will animate and inspire the game by adding the emotional depth of interpersonal relationships to your daily routine. Your character will be tied to different social networks that constantly cross and overlap, prompting you to play and connect with the other characters. That input will provide you with the impulse and motivation to intertwine your character's personal story to that of the others.

Southern way/New Italian Larp

Bunker 101 is a live action role-playing game in the Southern way / New Italian Larp style. It's based on the principles of our Manifesto that was published a year ago and that you can read [HERE](#).

Basically, it means that we have some principles in mind: the Bunker is a great shared narrative, a story created by playing TOGETHER, NOT AGAINST EACH OTHER. When there's competition and antagonism, it's always between characters and NOT between players. So connect with other players and have fun with them.

Bunker 101 is a game where each character can make a difference and be a vibrant part of the whole narrative. It doesn't matter if you're the President or a member of the working class, the story revolves around you anyway. There are no minor roles, all characters are simply equal. Just stick to yours and the rest will follow.

The One and Only Rule

The Chaos League does not use complex rules. In fact, we only have a single rule that you always must respect during the game: use your Common Sense.

Common sense is your compass, follow it. Act wisely. Never put yourself or others in unpleasant or dangerous situations. The location will be full of REAL objects, DO NOT use them improperly. DO NOT jump off a cliff or into a ravine, DO NOT smash the table.

In short: do nothing that might be really dangerous. Use your judgment. Bunker 101 is not a larp based on combat or physical violence, in fact these two aspects are completely absent. In addition, the game is supervised by masters so if you need a break you will be escorted to our safe room. There you can find food, drinks, someone to talk to and, if you'd like, a hug.

Safeword

The game design of Bunker 101 allows you to opt-out at any time from situations you deem unsafe.

It will be possible to leave the game at any time and for any reason, with no fear of being held back, by using the phrase "I'm done here, I'm leaving". Keep in mind, though, that the entire game is designed to be as inclusive and respectful as possible.

Pre-Game Workshop

Before the beginning of the game, workshops will be held to help you improve your knowledge of the game environment and style.

You will also have plenty of time to get to know the other players, especially those that are part of your department, club and society.

What to Bring (Compulsory)

- # Pillow and sleeping bag
- # Comfortable, sturdy shoes.
- # A sandwich or anything else to eat for lunch before the game starts.
- # Your costume and all the materials needed for your character.

Useful Info

THE SETTING IN A NUTSHELL

In the world we imagine, 1958 saw the beginning of global thermonuclear warfare. A terrible nuclear fallout wiped away our civilization. A heterogeneous group of people survived by finding shelter inside Bunker 101. But these survivors lost all contact with the outside world: for all they know, they may be the last specimens of the human race.

We are going to play in a hypothetical, dystopic future, almost a century after the Fallout. We will be the descendants of those men and women, all born inside the Bunker because the outside world has been made lethal by radiation, and will be for a long time still. We will be the citizens of Bunker 101, a small community frozen in the fabulous Fifties, the years of rock'n'roll and hair grease, of pin-ups and hula hoops, of jukeboxes and rebels without a cause.

But existence inside a fallout shelter is no walk in the park: we'll face a scarcity of resources and treat what we have left of the outside world with extreme care, we'll have to tackle internal issues and external dangers, we'll all need to do our part to live as "normal" a life as we can get.

Each of us will have a job, a relationship, a dream, an ambition, a secret. No matter if you're an explorer, a scientist, a bureaucrat, a technician or a mail carrier: survival inside Bunker 101, like an organism where every part is necessary, depends on you.

Game Faqs

WHAT CHARACTERS ARE WE GOING TO PLAY?

The descendants of a heterogeneous group of people who found shelter inside Bunker 101 when thermonuclear war began. The characters were all born inside the Bunker, and they are its citizens.

WHAT ARE WE GOING TO DO DURING THE LARP?

We'll go about the citizens' daily lives. There will be several different types of play, depending on our characters' groups: political play, exploration and so on. Do your job, live in your community. This will be the heart of the game.

IS THERE GOING TO BE COMBAT/ACTION?

We'll play in a lifelike situation. Conflict, violence and hatred will be handled in a realistic manner, like you actually would in a similar situation. Without going to extremes, obviously. The Bunker has rules meant to ensure survival (and coexistence), with two main goals: 1) In game: making survival situations as interesting as possible 2) ensuring that the spirit of the game as we intended it is not compromised.

HOW MUCH DOES IMMERSION COUNT? HOW SHOULD I PLAY?

Every action of the characters must be acted out. There are no special abilities or metatechniques. There are no levels. Be your character, live their life as realistically as possible, and everything will be just fine. There some light mechanics to ensure safety. Only a few norms for common sense and player safety.

IS THERE A WINNER? SHOULD I PLAY FOR MY FACTION AT ANY COST?

There are no winners or losers. Just players. The setting is by nature cooperative: if we manage to solve the Bunker's internal and external issues we all win, otherwise we all lose.

IS THERE GOING TO BE A GOAL TO MEET?

The goal is to follow the ups and downs of the Bunker and do what our characters would do. There are no winners or losers. Our events are usually cooperative, meaning that our aim is to all come together to tell a story. We want to leave room for everyone to play. Sometimes you'll have to lose, sometimes you'll have to step aside and not ruin the game for someone else. You're not the hero. There are no heroes.

WHAT'S THE SETTING? HOW SIMILAR IS IT GOING TO BE TO THE GAMES?

The videogame, like all the movies we listed, gave us inspiration and a direction to imagine our own world; they suggested a setting, the myth of the Fifties we drew so much from. There will also be a lot of "easter eggs", but don't expect to wear two tons of atomic armour to walk around all day shooting mutants with photonic weapons! It gets less fun the more you go on, anyways.

Logistics Faqs

I REGISTERED, WHAY CAN I DO NOW?

Wait for an email from us. If you are among the selevelted you will receive the link with all the infos to pay. Otherways you will receive infos about the waiting list.

ARE CHARACTERS WRITTEN BY THE ORGANIZERS? HOW AND WHEN DO I GET TO CHOOSE?

Yes and no. The organizers will write a list of characters with some defining traits like their job, hobby, some personality traits, their goals during the game and so on. Players will get to choose one of these characters and make some adjustments with the help of the staff.

ARE COSTUMES PROVIDED BY THE ORGANIZERS?

Not as a rule, some roles will get different props.

WHERE ARE WE GOING TO SLEEP?

On mattresses inside the Bunker. There will be dedicated sleeping quarters.

WHAT ARE WE GOING TO EAT?

Food will be prepared and eaten in game by players and organizers alike.

ARE THERE BATHROOMS/RUNNING WATER?

We are going to have a lot of pretty comfortable chemical toilets, with sinks and running water.

HOW COLD IS THE LOCATION?

The Bunker is at a stable 13°C all year round, and it's of course dump.

DEGREE OF COMFORT:

Living in a bunker for a weekend can be tough. It's dark, always enlightened by artificial lights. Also having your own space will be not easy. We will provide an off-game area, but still the experience will demanding. If you need special accommodations to be able to play, please contact us.

WHERE IS THE LOCATION?

In Lazio, Italy, about 50km north of Rome.

WHAT ABOUT THE HYPE?

It's real. Way too real!