



BG-20 February 2057

BUNKER 101 | GUIDE

DO AND DONT'S IN CASE OF FALLOUT

SHORT GUIDE

Supersedes MP-20, January 2056



SETTING

The year is 2057, almost a century after the global thermonuclear conflict that destroyed the world. Nobody knows who launched the first warhead, whether it was the enemy's fault or our own. What is certain is that the chain reaction everybody had feared was as swift as it was ruthless.

Bunker 101 was our salvation. The only place we know of that successfully withstood the blasts and the radiation. A place to keep on living, to begin anew. To rebuild humanity. 98 years have passed since we entered the shelter. The children of the first infants born to the bunker are now adult Citizens. We Citizens of Bunker 101 work hard and do all we can, day after day, so that humanity may live on.

LOGISTICS

August 17 - 19 2018 (meeting at 10:00 at the far end of Viale Europa, 00060 Sant'Oreste RM).

The game ends in the afternoon of August 19 (around 16:30). Following that will be the cornerstone of our games, the after-larp dinner. Soon we'll ask you whether you intend to join in.

Transportation: The location is reachable by car or (with effort) through public transportation. A shuttle will be available to get players to the location from Rome, more information to come soon.

The location has bathrooms and running water, as well as an off-game area for any emergencies.

GAME EXPERIENCE

1. Realistic and immersive experience of life in a bunker
2. Relationships, action, and intrigue

During the game you will live the daily life of a citizen of Bunker 101, carrying out your character's tasks and obligations with the utmost care. You will take part in public life, devoting time and effort to your chosen profession, your loved ones and your hobbies.

BUNKER 101

Thomas Duncan, a great man of science, art and culture, and the personal advisor to president Truman, invested his full assets in an ambitious project: Bunker 101. An avant-garde antiatomic structure capable of hosting an entire community for an indefinite period of time in case of global thermonuclear war. Duncan was the last prophet and savior of humanity.

Everybody lives and works in the bunker. Everybody has a right to their dignity, to a mattress to sleep on, little personal space and utilities to share with their neighbors. The bunker is protected by state-of-the-art technologies, with human sentinels monitoring the surveillance cameras 24/7. The bunker is your home, the place where you were born in and you lived your whole life in. Nobody has ever dared venture outside.

MARYLIN

The electronic brain of Bunker 101 is what makes survival possible. Marilyn is a state-of-the-art piece of technology; among her other functions, she handles monitoring routines, life support systems, communications, protein synthesizers, probes, radars, electrical current flows and the shelter's own nuclear reactor.

BLOCKS

The bunker's limited capacity resulted in a restriction of access only to certain sectors of society. The Block we live in is the block of our fathers, and their fathers before them. These Blocks are more than just our homes: they are the legacy of our past, the blood that flows through our veins.

UNAONE

The First to enter. They were high officers of the army, captains of industry, prominent politicians and public personalities. Their descendants are renowned in the bunker for being Steadfast and they are mostly assigned to the Security Department. Their enmity towards Bissotwo stems from the Second Block's ever-shifting political stance, which marks them as untrustworthy. During elections, they are historical supporters of the Elephant Club.

BISSOTWO

The professionals that invested their personal assets to support Duncan's enterprise. They were lawyers, doctors and member of the most prestigious trade union. Their descendants are renowned in the bunker for being Adaptable and they are mostly assigned to the Welfare Department. Their enmity towards Terrathree stems from the Third Block's perceived lack of empathy, due to their obsession with technology. During elections, they alternate between the Elephant Club and the Donkey Club.

TERRATHREE

The technicians and constructors hired by Thomas Duncan himself to make his project a reality. They were scholars, scientists and specialized workers. Their descendants are renowned in the bunker for being Proud and they are mostly assigned to the Progress Department.

Their enmity towards Quadrofour stems from the Fourth Block's perceived inefficiency, and their tendency towards abstract thought. During elections, they are historical supporters of the Donkey Club.

QUADROFOUR

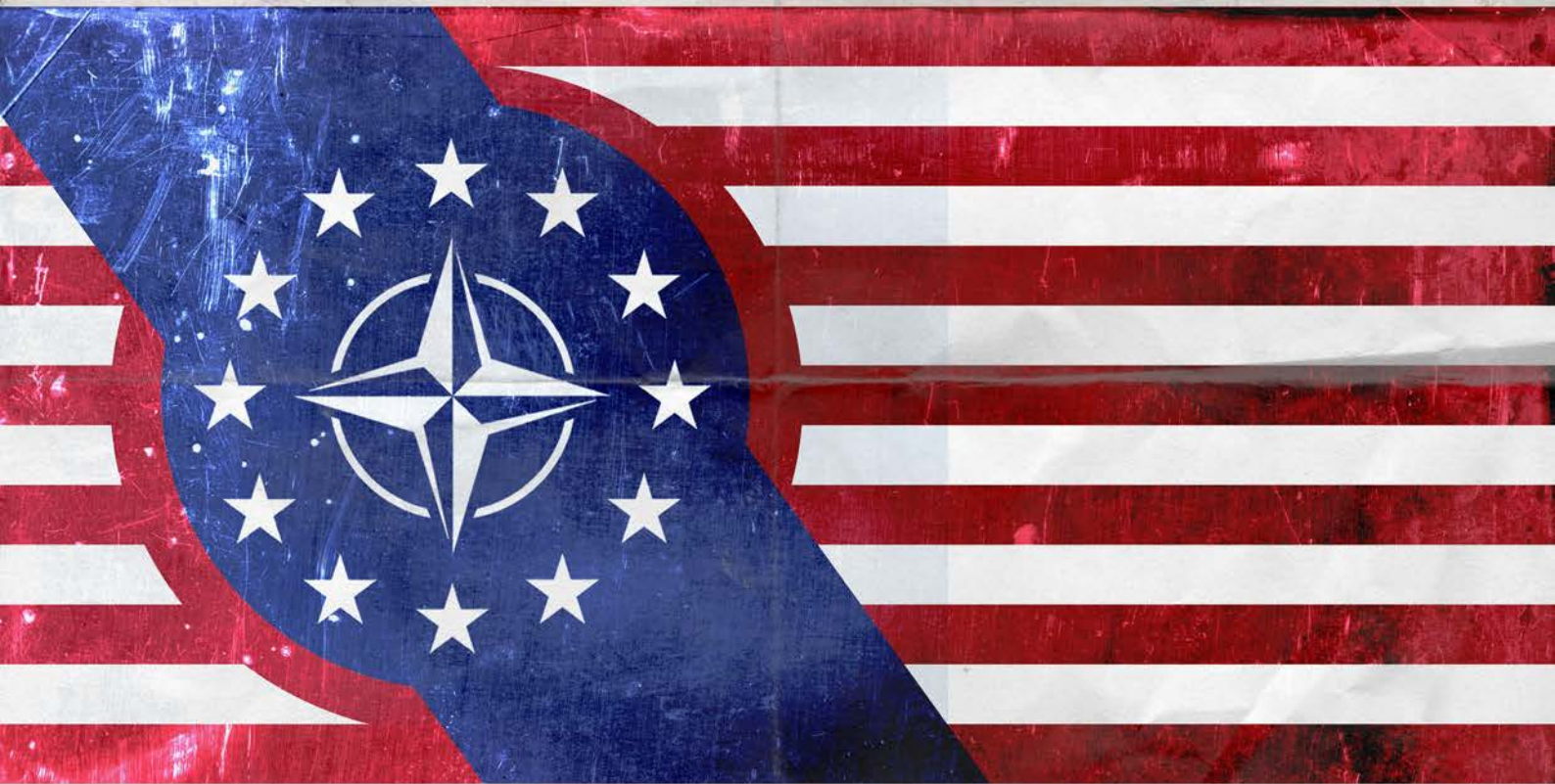
The lucky winners of the Lottery held by Thomas Duncan to make room in his new world for those that couldn't distinguish themselves. They were people from the most disparate walks of life. Their descendants are renowned in the bunker for being Pious. Duncanism first arose among their ranks. They are mostly assigned to the Memory Department.

Their enmity towards Pentafive stems from the Fifth Block's perceived resentment, because they feel Quadrofour would have been assigned to the most humble tasks, had Pentafive not been forced to take their place. During elections, their vote coincides with the Duncanist cult's.

PENTAFIVE:

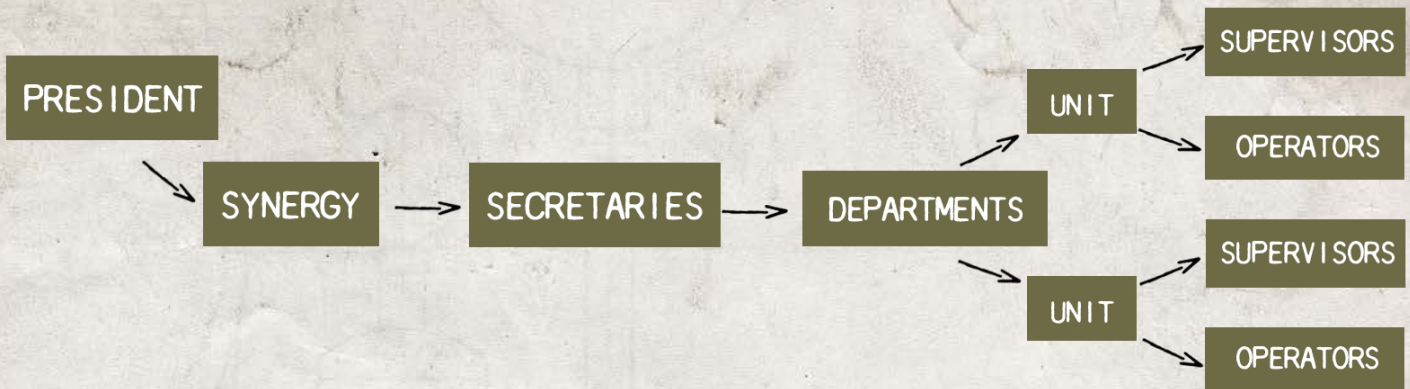
The unexpected guests that Thomas Duncan had not invited, but did not hesitate to welcome inside Bunker 101. They arrived in mass at the shelter soon before it was closed forever and they supplied the community with the additional workforce that surely made a difference.

Their descendants are renowned in the bunker for being Discreet and they are mostly assigned to the Ecosystem Department. Their enmity towards Unaone stems from the First Block's perceived despotism, born from their interest in maintaining the status quo. During elections, they support the Mastiff Club.



UNITED STATES OF ATLANTIC PACT

DIPARTMENTS



The Ecosystem Department is charged with keeping the structures of Bunker 101 habitable and comfortable. They work to dispose of the radioactive waste produced by the reactor, to handle the protein synthesizer, to cultivate the hydroponic resources, to keep all Citizens well fed and to keep all living spaces clean.

The Welfare Department is charged with watching over the physical and mental health of the Citizens. They collect biological samples for the analyses of Progress Department Operators and keep track of the spread of diseases. They also supervise Assignment exams and the Committee for antisocial acts, as well as reeducation protocols.

The Progress Department is charged with keeping all services and technological appliances in full working condition. They operate Marilyn, perform ordinary and extraordinary maintenance on the bunker's hardware, control and repair all faults in the anti-radiation grid, and manage the chemical laboratory.

The Memory Department is charged with preserving the legacy of Bunker 101 and keeping track of the present. They work to archive documents and findings, to study and restore them to make them usable again, to chronicle life in the bunker, to keep the community united and updated on the latest events. They handle information outlets and redact the news and official bulletins of Bunker 101.

The Security Department is charged with the protection of Bunker 101. They work to monitor the probes sent outside, man the radars, operate the technology that will soon allow extra-bunker missions and train for the adventurous expeditions to come.

GOVERNMENT

Bunker 101's main organ of power is the Council of Synergy, where executive decisions are taken about the most important and urgent matters. It promulgates laws and allocates resources to make its rulings a reality. The Council of Synergy operates publicly, and anyone can sit in on its meetings. The Council of Synergy consists of the President, the Outgoing President and the five Secretaries of the Departments.

PRESIDENT

The President is the guide of Bunker 101, charged with safeguarding and fostering life in the bunker. They must always be ready to listen to the Citizens, to understand their plights and their needs.

SECRETARIES

The Secretaries are charged with supervising their Departments. Their task is to ensure that every single Department, Unit and worker correctly fulfils their duties.

JUSTICE

Every good Citizen of the bunker knows that following the rules of common decency is vital. The Welfare Department keeps watch over antisocial behavior and the psychophysical health of all Citizens. Antisocial citizens, whether identified by a report or caught in the act itself, are subjected to a series of rehabilitative sessions whose duration is proportional to the gravity of their offences, and in the most serious cases they are punished with a lower rank on the Schneider Scale.

SCHNEIDER SCALE

The ecosystem of Bunker 101 was masterfully designed to sustain a set number of Citizens. This reference scale ranks all Citizens and allows our society to survive in case of calamity. Although the shelter is extremely safe, it is best to always be prepared to face unexpected threats. The Schneider Scale is divided into three tiers, in order of decreasing merit: Green, Yellow and Red.

Those in the Green tier enjoy better protection and decreased risk in case of emergency. They are the first to be evacuated and their survival is essential to the survival of the bunker itself. Lower-ranking Citizens can be handled differently during emergency procedures, or have access to tasks and professions that Green Citizens are forbidden to undertake.

DAILY LIFE

RELIGION

Duncan designed Bunker 101 in answer to the tensions that ended up irreparably tearing the world apart. After his death, many Citizens were not content with calling him a sage and a benefactor, hailing him as a Prophet and starting a veritable cult based on his person. We call these people Duncanists.

OUTSIDE THE BUNKER

The outer areas of Bunker 101 are contaminated by lethal radiation. Control over the outer environment is still a vital priority for Bunker 101: for this reason, a human exploration program has been launched. As a consequence, the current decade allows for a human to resist about an hour outside of the inhabited areas of the bunker, thanks to the combined use of concentrated doses of the Daisy pill and special anti-radiation suits.

CLUBS

After work, every Citizen is an enthusiastic participant to the activities of their chosen Club.

Elephant Club: The conservatives. They want to run Bunker 101 in accordance to the model of our fathers. Their model is First President Schneider and every election they endeavor to hold the community up to the standards of the past.

Donkey Club: They see in Marilyn the key to face the ever-shifting challenges of the future. Thanks to them, our beloved electronic brain has taken on more and more responsibilities, making our lives simpler and safer.

Mastiff Club: They have always incarnated the role of the opposition, fighting for more radical changes to our way of life.

Tailor Club: The coordinators of the Duncanist cult, always ready to work hard for the Founder's Celebrations. They make sure that the needs of Duncanists are taken in due consideration.

Decency Club: They safeguard the decorum of our bunker, working to embellish it as is proper for festivals and celebrations.

Dancing Club: What better way to keep in shape than through dance? We owe our beautiful dance party to them and they are always ready to aid new couples.

Sport Club: For competitive spirits and the bravest of heart, there is no better battlefield than Bounce! Each Block has a team of two players ready and willing to train and challenge each other.

THE DANCE PARTY: UNDERWATER WONDERLAND

One of the most important events is the yearly dance party. This year, the theme is "Underwater wonderland", and all Citizens eagerly wait to take part in the preparations: festoons, music, clothing, everything must be perfect for the party! During the night, beyond typical dances (boogie-woogie, rock'n'roll, swing), there will be games and ability and dexterity contests. Not to forget the much-awaited election of the King and Queen of the dance.

BOUNCE!

Everyone is crazy about Bounce! Bounce is the most beloved sport of the bunker and there is no Citizen that doesn't cheer for their Block's team. Winning the championship is not just about sports, it's a mark of honor.

SOUTHERN WAY

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

SAFWORD

The game design of Bunker 101 - Fallout larp allows you to opt-out at any time from situations you deem unsafe for your person. Use phrases like "I'm done here, I'm leaving" or "This matter doesn't interest me" and nobody will stop you from leaving a potentially unpleasant situation.



SECURITY DEPARTMENT