

BG-20 February 2057

BUNKER 101 | GUIDE

DO AND DONT'S IN CASE OF FALLOUT

Supersedes MP-20, January 2056



0.1.

FOREWORD:
IT'S OK TO FEEL
A BIT CONFUSED

Here's all you need to know right now. Don't worry. Everything's just fine. There are some pages to read and if you're new you might feel a little overwhelmed, but it's okay.

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.

Just take some time to calmly read this guide, and enjoy it. Then, if you still have doubts, we'll be there for you. You can contact us for any reason on our website chaosleague.org, on our facebook page, or through e-mail (info@chaosleague.org).

0.1.1

THIS IS
A LIVING DOCUMENT

This guide will be updated with new content as we go along. Every time this happens, we'll notify you through our official channels (facebook, mailing list).

YOU ARE READING VERSION 1.2.1

CHANGELOG

- 1.1 Added Chap. 5.4.
- 1.2 Added Chap 5.5.
- 1.2.1 Minor misprints

GUIDE

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0.2.

SETTING:
THE WORLD
BEFORE THE FALLOUT

It was a quiet, lazy morning. The radio was 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 on the lake glimpsed that light and knew it was the beginning of the end.

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. The Cold War became Scorching.

Some testimonies mention the sky going red, others the air growing thin and ice-cold, others still say there was an incredible blast of heat. The world no longer existed. And with it went life as we knew it, with all its joys and its pains. A single instant, and nothing was left. Things had been going worse and worse for years, the climate of the cold war had brought the world to the brink of a nervous breakdown. Everyone feared that it was just a matter of time before things turned to the worst.

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. None of the people who currently live down here has ever walked through the doors. Outside the shelter, radiations are still strong enough to be lethal. We know that we are, in all likelihood, the last inhabitants of the planet. But this stopped scaring us many years ago. We Citizens of Bunker 101 work hard and do all we can, day after day, so that humanity may live on.



UNITED STATES OF ATLANTIC PACT

0.3.

GENERAL INFO

Bunker 101 is a live action role-playing game about the daily life of the Citizens of a fallout shelter, set almost a hundred years after the explosion of the atomic conflict. It is set in Bunker Soratte.

DATE: August 23 - 25 august, 2019

LOCATION: Sant'Oreste, Lazio, Italy. The entire game will take place in Bunker Soratte.

KEY WORDS: Emotional, sanguine, conflictual, intense.

PARTICIPANTS: About 100.

TRANSPORTATION: The location can be reached by car. A shuttle from Rome will be available.

0.4.

GAME EXPERIENCE

The game experience of Bunker 101 - Fallout is based on two main aspects:

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

0.4.1.

REALISTIC AND IMMERSIVE EXPERIENCE: LIFE IN THE BUNKER

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.

Everyone must do their part for the prosperity of Bunker 101. Your profession is your active contribution to the life of the community, but life isn't just about work: physical activity, entertainment and all events that animate Bunker 101 are vital to a healthy, balanced life.

0.4.2.

RELATIONSHIPS ACTION INTRIGUE

In Bunker 101 - Fallout, a variety of plotlines will interweave to offer you a wide range of narratives and game experiences.

We don't want to spoil the surprise, but you should know that there will be intrigue, subterfuge, mysteries to solve, choices to make and dangerous missions to accomplish. Some quests will be more physical, while most will be based on roleplay, interaction and personal choice.

You will always be able to choose whether to throw yourself headfirst into a quest or devote your time and effort to interpretation, building relationships and life in the

Bunker. Conflict and rivalry will animate the game by adding the emotional depth of interpersonal relationships to your daily routine.

In fact, every character will be tied to different social networks that constantly cross and overlap: Blocks, Departments and Clubs provide every character with motivation to intertwine their personal story to that of the others.

0.4.3.

THE TIMELESS FIFTIES

The cultural model for the Citizens of Bunker 101 is deeply rooted in the Fifties of the American Dream.

It's not just a matter of customs and traditions: it's a matter of mindset. Some habits had to give way to the practical necessities of underground life: for instance, there is no room for rows of nice little houses with white picket fences, nor is there enough workforce to let women stay home and take care of the household, and the visionary Founder of Bunker 101 excluded all past forms of worship to avoid the insurgence of conflicts and tensions.

On the other hand, some traditions keep a strong grip on the citizens, even after a hundred years: respectability and industriousness are still the core values of society. Everyone must contribute with dedication and work to the wellbeing of the bunker. Starting a family, being hardworking, following the norms of civil society and good manners is important to everyone.

0.4.4.

A SMALL PINCH OF DYSTOPIA

The denizens of Bunker 101 smile through a daily routine that would send a chill down a modern man's spine.

All forms of privacy are a luxury in the bunker, and every Citizen is evaluated for their usefulness, because the end goal is always the desperate survival of the human race. Survival has a price, of course. The people of Bunker 101 truly believe in the American Dream of personal realization and the pursuit of happiness. There are, however, a right way and a wrong way to achieve these objectives.

Some practices are stigmatized because they represent a potential risk to the survival of the bunker.

All deviations from the American right-thinking model are usually ill-regarded: alcoholism, homosexuality, violence and so on. For example, there are no openly homosexual men in the bunker, because exposing one's deviation would not be received well. But such a person wouldn't be arrested or mistreated. And if they were to obtain a Union Permit with a nice girl to save face, most people would be happy to look at their relationship with their work buddy as a healthy, manly friendship.

0.5.

INSIDE

BUNKER 101

The main location of the game is a massive bunker deep beneath the mountains. It is made up of Blocks and Departments, where people live and work side by side.

The characters will have a mattress to sleep on, little personal space and utilities to share with their neighbours.

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

0.6.

OUTSIDE

BUNKER 101

Nobody has ever dared venture outside the bunker. The radiation levels are still lethal, it would be folly just to set a single foot outside.

Nobody knows who or what survived the fallout. The elderly speak of creatures that still live on the surface, but most people believe those to be superstitions born to scare children into obedience. There has never been a single contact with the rest of the world. Thermonuclear war has wiped away all traces of civilization. All that is left of humanity is here, behind the solid walls of Bunker 101.



//CHAPTER 1.

1.

A BRIEF

HISTORY

OF

BUNKER 101



1.0

THE END THE FALLOUT

At the end of World War Two the United States chose to ratify an ambitious political maneuver that had the double goal of reviving Europe after the destruction caused by the conflict and avoiding further influence from the Soviet Union.

For these reasons, 1947 saw the inauguration of the Marshall Plan, a strategic investment program with which the United States ensured the swift recovery of their European allies, Italy included. In order to receive financial aid, the affected countries agreed to enter a new confederation led by the United States, the one true winner of World War Two.

The United States of the Atlantic Pact (USAP) were born in 1951 and soon joined most European countries (United Kingdom, France, Italy, Portugal, Netherlands, Belgium, Luxemburg, Denmark, Iceland, Norway). A single federation of states united under a new star-spangled banner, directly led by the D.C. government.

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For the USAP, the Fifties were a decade marked by incredible financial and technological growth. In a few years, the Republic of Italy and all other states of the USAP gained enough wealth to reach an unprecedented, never-imagined state of welfare. A new chemical revolution, the invention of the first electronic appliances, the spread of automobiles and low-cost transistors revolutionized the habits and demands of millions in both Europe and America:

It felt as if nothing could stop this new progress, that the direct line from Europe and Washington had truly achieved the political stability needed to embrace the American Dream and oppose the Soviet bloc. We were wrong.

Tension soon began to climb between the Communist bloc and the Western bloc. The most worrying sign of the times was the race to atomic armaments undertaken by Moscow. The most brilliant minds of the western world worked day and night to build ever more powerful weapons that would dissuade the Kremlin from unleashing its own arsenal.

The reciprocal threats from heads of state soon became nuclear tests. Mururoa, Bikini and Siberia were soon wiped away, replacing press conferences and bilateral meetings. The majority of people was too busy with their new toys to notice that things were taking a turn for the worse. But luckily someone saw the warning signs, someone whose faith towards the human race did not blind him to its darkest depths.

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. When in 1958 nuclear warheads were finally launched, entire cities were wiped away by cobalt bombs, state-of-the-art atomic weapons that not even regular fallout shelters could survive. The cloud of radioactive dust that enveloped Earth was destined to last for centuries.

Three generations later, in 2057, begins the tale of the Citizens of Bunker 101.



EAST ENTRANCE - 1956

1.1

THE FOUNDER: THOMAS DUNCAN

Before the bunker, people wrote that Thomas Duncan was the Leonardo Da Vinci of the modern age. His ingenuity was multifaceted and found expression in many disciplines, both artistic and scientific. For this reason, Bunker 101 is a masterpiece from many different points of view. It is as efficient as a well-expressed theorem and as stunning as environmental art. The ability of our Founder (as we still affectionately refer to Thomas Duncan today) to see beyond was truly staggering.

Beyond cold numbers, beyond the surface of the canvas, beyond human fallacy. He was among the first to enter Bunker 101 after the explosion of thermonuclear conflict and his death in 1959, when he was merely 51 years old, left an enormous void in everyone's heart. A man in love with humanity, whose sole affliction in life was being unable to save more people. Those who met him in life painted him as a man who was too hard on himself and some believe that his sorrows consumed him as much as the radiation did, tearing him away from his beloved Citizens well before his time.

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Bunker 101 was not born of a government project, but of the vision of an enlightened mind. Following a project penned by Duncan himself, the bunker was built with the help of his many extraordinary associates, as confirmed by the accounts we still preserve.

Associates like Christian Schneider, the greatest friend and confidant of the Founder and the First President of the bunker. The steadfast guide that allowed us to get over the loss of our great father. Where Duncan was our architect, Schneider was our builder. In a time of war and conflict, they united to realize a dream of peace and harmony.

We Can Do It!



BUNKER 101

DEPARTMENT OF SYNERGY

1.2

THE ELECTRONIC BRAIN: MARILYN

The electronic brain of Bunker 101 is our nerve center, the thinking machine making possible the survival of our shelter.

Marilyn, as the Citizens call her, is an extremely powerful, avant-garde mainframe capable of handling complex calculations in a matter of seconds.

Created to be in perfect synergy with the bunker, her task is to manage and monitor most of the shelter's functions. Without Marilyn, our Bunker 101 would collapse within minutes.

- § -

Fortunately our electronic brain sports state-of-the-art circuit design and has been uninterruptedly active and working right from day one. It is fitted with redundancy systems for power supply, gauges and numerical routines.

Furthermore, its mainframe is walled within the bunker itself, with more than a meter of double-cast armed cement to make it completely isolated and protected from all manipulations.

The Operators charged with maintaining Marilyn constantly monitor her gauges and measuring devices to keep an eye on the state of health of our Bunker 101. Among her other functions, Marilyn handles monitoring routines, life support systems, communications, protein synthesizers, probes, radars, electrical current flows and the shelter's own nuclear reactor.

1.3

THE FATHERS OF THE BUNKER: THE BLOCKS

A hundred years after the fateful population day, every Citizen is proud of their heritage, generation after generation. Indeed, the bunker's limited capacity resulted in a restriction of access only to certain sectors of society. Everyone knows how and why their ancestors set foot inside Bunker 101, in what order and for what merits. For most of us, the Block we live in is the block of our fathers, and their fathers before them.

These Blocks are more than just our homes, neighborhoods that need no white picket fences to draw a border between them: they are the legacy of our past, the blood that flows through our veins.

This is why we vote by Block, each with its political history, and every Block is proud of its Bounce! team, with passionate rivalries peppering the whole championship.

It is no surprise that 90% of Union Permits are released for Citizens belonging to the same Block, but everybody knows that the heart wants what it wants and love stories worthy of a romance movie do happen from time to time. After all, traditions live off adventurous exceptions.



1.3.1

BLOCKUNAONE

The First to enter. The elite that guaranteed support and authorizations to Thomas Duncan to realize his vision, when no head of state believed that the Cold War would lead to nuclear conflict. They were high officers of the army, captains of industry, prominent politicians and public personalities, brave and forward-looking enough to risk their reputations.

Their descendants are renowned in the bunker for being Steadfast and it is no surprise that they are mostly assigned to the Security Department. Their infamous enmity towards Bissotwo stems from the Second Block's ever-shifting political stance, which marks them as untrustworthy. During elections, Unaone are historical supporters of the Elephant Club. Christian Schneider was one of them and surely the first man to step foot outside the Bunker will be as well.

1.3.2

BLOCKBISSOTWO

The Second. The professionals that invested their personal assets to support Thomas Duncan's enterprise, guaranteeing their families a spot in Bunker 101. They were lawyers, doctors and member of the most prestigious trade unions who put their skills in service of the bunker, without even the certainty that their skills would be useful after the end of civilization. They were the financiers, those who contributed to the monetary realization of Duncan's project.

Their descendants are renowned in the bunker for being Adaptable and it is no surprise that they are mostly assigned to the Welfare Department. Indeed, every Citizen has different needs and they are the best at reading these needs in their hearts and minds. Their infamous enmity towards Terrathree stems from the Third Block's perceived lack of empathy, due to their obsession with technology. During elections, Bissotwo often alternate between the Elephant Club and the Donkey Club.

1.3.3

BLOCKTERRATHREE

The Third. The technicians and constructors hired by Thomas Duncan himself to make his project a reality. They were scholars, scientists and specialized workers that shared one dream and achieved results that nobody would have believed possible to face the unforeseen threat of cobalt bombs. Unforeseen by all but the most brilliant minds of humanity. Many of them effectively took part to the bunker's construction as specialized workforce.

Their descendants are renowned in the bunker for being Proud and it is no surprise that they are mostly assigned to the Progress Department. Today as much as a century ago, they know they are the ones to keep the bunker working at full capacity. Their infamous enmity towards Quadrofour stems from the Fourth Block's perceived inefficiency, and their tendency towards abstract thought. During elections, Terrathree are historical supporters of the Donkey Club.

1.3.4

BLOCKQUADROFOUR

The Fourth. The lucky winners of the Lottery held by Thomas Duncan to make room in his new world for those that couldn't distinguish themselves for standing, resources or specialization. This was one of the countless brilliant ideas of our Founder to give everyone a chance to enter Bunker 101. They were people from the most disparate walks of life.

Their descendants are renowned in the bunker for being Pious, since Duncanism, the Cult of the Founder, first arose among their ranks. They are mostly assigned to the Memory Department. Their infamous 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, Quadrofour's political position often coincides with that of the Duncanist cult.

1.3.5

BLOCKPENTAFIVE

The Fifth. The unexpected guests that Thomas Duncan had not invited, but did not hesitate to welcome inside Bunker 101. They arrived in mass at the doors of the shelter soon before they closed forever, when the only noise filling the air was the roar of the sirens, and they supplied the community with the additional workforce that surely made a difference in its survival. They favored facts over words and little is known about their previous lives.

Their descendants are renowned in the bunker for being Discretion and it is no surprise that they are mostly assigned to the Ecosystem Department. Their infamous enmity towards Unaone stems from the First Block's perceived despotism, born from their interest in maintaining the status quo.

Although they were the last to enter Bunker 101, they have shown that nobody could take care of it better than them. During elections, Pentafive are the only Block to have ever given their major support to the Mastiff Club, in a single occasion.



PRESIDENT SCHNEIDER
ATTENDING ONE OF THE FIRST SECURITY DEPARTMENT MEETINGS
- 1959 (?)



//CHAPTER 2.

2.

ORGANIZATION:
THE DEPARTMENTS
OF
BUNKER 101



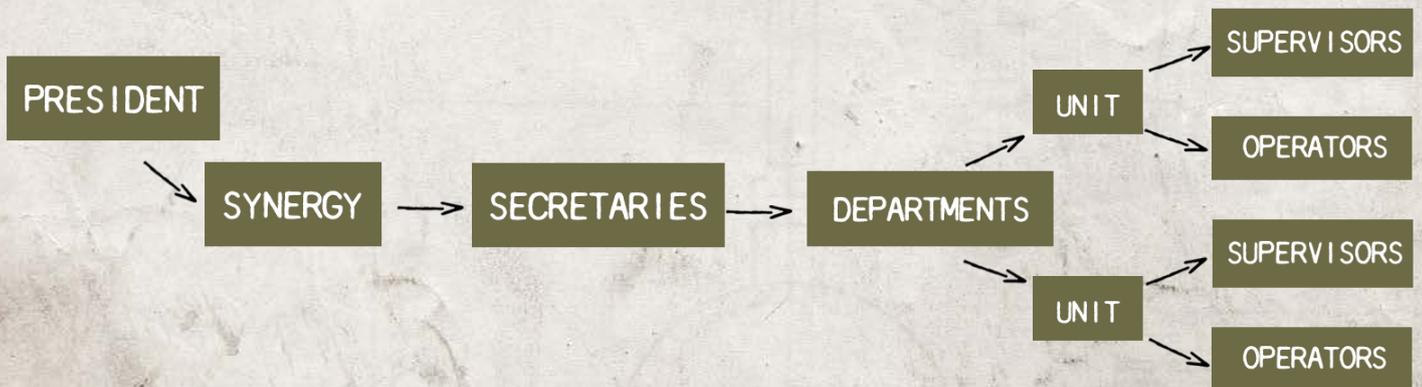
2.0

THE DEPARTMENTS OF BUNKER 101: MORE THAN A CAREER

If your Block is your Home, the legacy of the Citizens of Bunker 101, the Departments and Units are the family you live side by side with, together with other workers doing their best to guarantee everyone's survival. Since every good Citizen shows great team spirit and pride for their Department and Unit, there is more often than not a good deal of rivalry between these groups. Most of all when the Council of Synergy sets ambitious goals to achieve, or hosts friendly efficiency contests.

Operators are the beating Heart of each Department, the true workforce of the bunker. Each Operator Unit can count on the leadership of a Supervisor, sharing the same tasks as their Unit's Operators but with the added responsibility of coordinating operations and ensuring that the goals set by the Council of Synergy are met.

A Secretary for each Department is elected every four years, choosing from the Supervisors, to sit in the Council of Synergy. When it becomes necessary to replace a Supervisor, all competent Operators are allowed to take a Reassignment exam to be promoted, but this is no mere office formality. The role of Supervisor is demanding. More than a career, it is a calling. More than a calling, it is a destiny.



2.0.1.

THE ASSIGNMENT EXAM:
A DESTINY

Every Junior Citizen of Bunker 101 is appointed to one of the five Departments through the Assignment exam.

The exam is an important milestone for every teenager, because the entrance in a Department marks the beginning of their adult life. The teenager leaves behind their Junior name, though they keep the name of their Block of origin, and receives a new name that will identify them for the rest of their life.

They become a productive member of society. Names are chosen by the Supervisors of each Department from a list of important historical figures; men and women chosen by the Founder in person to be remembered forever. The Ecosystem Department chooses from a list of singers and actors, the Welfare Department chooses from a list of philosophers and politicians, the Memory Department from writers and artists, the Progress Department from scientists and explorers, while the Security Department from sportsmen and champions.



FIRST SUPPLY SHIPMENT TO BUNKER 101 - 1957 (?)

2.1

ECOSYSTEM
DEPARTMENT :
ENVIRONMENT
AND NUTRITION

The Ecosystem Department is charged with keeping the structures of Bunker 101 habitable and comfortable for all Citizens. Its Operators and Supervisors fight on the front lines to provide their compatriots with a place they can call home. This is no easy task, nor is it devoid of risks.

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 and safe.

2.1.1.

ECOLOGICAL
OPERATORS

They handle the logistics and transport of the radioactive matter produced by the reactor. It is a delicate, complex task that requires the closure of entire sections of the Bunker during disposal operations.

They also intervene as support to isolate the zones made dangerous by any faults in the anti-radiation grid. They also work to keep common areas clean and orderly, especially the mess hall and the Blocks, by disposing of all waste. They fuel and operate the Reconverter that supplies Bunker 101 with additional energy.

2.1.2.

BIOLOGICAL OPERATORSUNIT FRED

They handle the care of the Twin Plants, focusing on the specimen called Fred. It is through the re-sequencing of the leaves of these plants that the protein sequencer provides food for all Citizens.

The health of the Twin Plants is a priority for the survival of Bunker 101. For this reason there are very strict and demanding precautions to take before handling the plants, which can only be approached by specialized Biological personnel.

The care of the Plants entails the preparations of specialized chemical compounds, the study of soil composition and pruning techniques and even some empathy procedures for the wellbeing of the Plant. Furthermore, Unit Fred is tasked with operating the protein sequencer, as well as manning the mess hall and feeding their fellow Citizens.

2.1.3.

BIOLOGICAL OPERATORSUNIT GINGER

They handle the care of the Twin Plants, focusing on the specimen called Ginger, located in a separate laboratory with different radiation levels.

They study the growth and proliferation of plants in moderately irradiated environments to try and develop new nutritional options. They have lately begun experimenting with a strain of edible proteic mushrooms, trying to develop a cultivation protocol and the adequate procedures to integrate them in the current food supply.

Furthermore, they work with Unit Fred to operate the protein sequencer, as well as man the mess hall and feed their fellow Citizens.

2.2.

WELFARE
DEPARTMENT:
HEALTH AND EDUCATION

The Welfare Department is charged with watching over the physical and mental health of the Citizens of Bunker 101.

Its Operators and Supervisors are constantly busy with screening their fellow citizens. They collect biological samples for the analyses of Progress Department Operators and keep track of the spread of diseases.

Furthermore, they handle calibration tests, supervise Assignment exams and the Committee for antisocial acts, as well as reeducation protocols.

2.2.1.

THERAPEUTIC
OPERATORS

They take care of the physical health of our Citizens, because life underground can put a hard strain on the human body. They are our doctors and nurses. Therapeutic Operators monitor the state of health of all Citizens of Bunker 101 through screenings, tests and exams, working in synergy with the chemical labs of the Progress Department.

They also take appointments with those that require them to administer the proper therapies, like the Daisy pill to reduce the Citizens' daily radiation intake, and evaluate personal diet plans.

2.2.2.

EDUCATIONAL
OPERATORS

They take care of the stability and good conduct of the Citizens, because life underground can be stressful. Educational Operators follow their fellow Citizens from a tender age, teaching them how to live inside Bunker 101, listen to what they hold most dear and never fail to stay by their side.

They also chair the committee for Assignment and Reassignment exams to verify each Citizen's inclinations, conduct emotional calibration tests and make up the Committee that judges antisocial behavior, as well as handle the reeducation of the subjects guilty of crimes against the Bunker.



ARMATURE OF BLOCK PENTAFIVE - 1959



TOGETHER WE CAN DO IT



OPERATORS

SUPERVISORS



YOUR DEPARTMENT IS YOUR FAMILY

2.3.

PROGRESS
DEPARTMENT:
RESEARCH AND
DEVELOPMENT

The Progress Department is on the front lines to keep all services and technological appliances that make life possible in Bunker 101 in full working condition, as well as to push our knowledge of the outside world beyond its current borders.

Its Operators and Supervisors operate the electronic brain Marilyn which monitors and manages the vital systems of Bunker 101, 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.

2.3.1.

TECHNICAL
OPERATORS

They handle the maintenance operations of Bunker 101. They are equipped with technological devices for the detection of potential radioactive threats. They constantly monitor the bunker, looking for contaminated material and faults in the anti-radiation grid.

Their task is of vital importance for the upkeep of a healthy environment inside Bunker 101. They are subjected to additional medical examinations, because they are exposed to above-average radiation levels. They also handle big and small repairs to infrastructures, items and furnishings and generally take care of the complex maintenance of the whole bunker.

2.3.2.

LOGISTICAL
OPERATORS

They operate Marilyn, constantly monitoring her input and output. Man was not born for life underground, some would have said, and yet this extraordinary machine makes the impossible a possibility.

This would not be possible without skilled Operators, always vigilant and with eyes glued to her screens. They swiftly detect all signals and alarms, thus keeping careful watch over the general health of the bunker, particularly on life support gauges. They can also comprehend the language of the machine and compile reprogramming code for the electronic brain.

2.3.3.

SCIENTIFIC
OPERATORS

They are our beloved lab rats. They monitor the vital parameters of all Citizens by analyzing biological samples inside Bunker 101's chemical laboratory.

They produce certified doses of anti-radiation pill Daisy, to increase the human body's resistance to the radioactive agents that get past the anti-radiation grid. They lead applied research activities to improve the bunker's radiation containment systems.

They also conduct further research on chemical, physical and biological phenomena under express request from other Departments and the Council of Synergy.

2.4.

MEMORY
DEPARTMENT:
PAST AND FUTURE

The Memory Department is charged with preserving the legacy of Bunker 101 and keeping track of the present, in order to prepare the community to live in the future. Its Operators and Supervisors devote their bodies and souls to restoring the History of humanity as we know it.

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.

2.4.1

ARCHIVAL
OPERATORS

They handle every material, resource and stockroom of Bunker 101. They watch over the full archive of the bunker, including the most important and classified reports. They also archive the documents and findings that allow us to understand our history.

They seek to comprehend, through the few remaining clues, what happened during the global thermonuclear conflict. They conduct studies and research, often on complex sources, and present their findings to the Community through the expositions in the Memory museum.

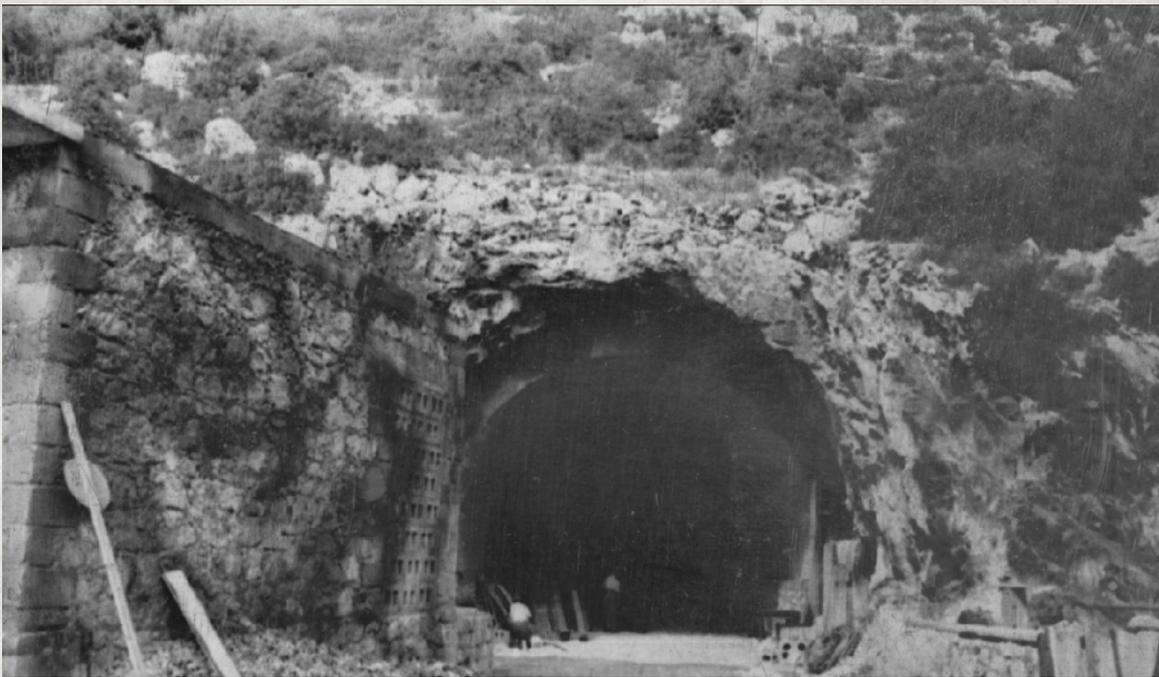
They preserve and restore unique objects, like the rare cinematographic films that show us what life was like before the bunker, so that they can be available to the community. They also coordinate the Clubs, because we all know that there is more to life than just work!

2.4.2

CHRONICLER
OPERATORS

They are the reporters of the bunker, they work to follow history as it develops, to give a voice to the Citizens and to keep them updated on the latest events. They publish the Tunnel, the most beloved information channel of Bunker 101.

They also handle the internal communications of the bunker, such as sensibilization campaigns. Although daily life, sports articles and entertainment want their share of the headlines, the place of honor on the first page these days is reserved to the electoral climate and no Citizen would ever miss a debate between the candidates. After all we're all protagonists, when it comes to our bunker.



OPENING OF THE NORTH ENTRANCE - 1956

2.5.

SECURITY
DEPARTMENT :
BRAVERY AND
DISCIPLINE

The Security Department is charged with the protection of Bunker 101 and follows a strict chain of command which begins with the Secretary of Security. They represent the highest military rank and although they are an active member of a civilian organization, the Council of Synergy, they maintain special prerogatives.

Although we haven't made contact with the outside world for generations, this does not authorize us to lower our guard. Security Operators and Supervisors work to monitor the probes sent outside to check on the status of the surface world, man the radars, operate the technology that will soon allow extra-bunker missions and train for the adventurous expeditions to come.

2.5.1.

INTELLIGENCE
OPERATORS

Although they still train hard together with the Exploration units, they are tasked with the collection and decoding of data sent by still-functioning probes.

The operation was launched by First President Schneider in person, and today keeps remotely mapping the conditions of the Earth's crust.

Furthermore, Intelligence Operators handle radio transmission and radar monitoring, they manage the External threat response protocol and coordinate training sessions and maneuvers when emergency procedures are required.

2.5.2.

EXPLORATION OPERATORS:
UNITS PITCHER AND CATCHER

They train for the adventure that no Citizen has ever dared to attempt: setting foot into the contaminated outer areas of Bunker 101.

They are split into two units, preparing to alternate in facing any extra-bunker mission. They wear anti-radiation suits, subject themselves to physical training and simulations, and attend mission objective briefings.

When they return from each mission, they are put through extensive psychological testing and supplementary medical checkups.

2.5.3.

EXPLORATION OPERATORS:
UNIT SHORTSHOP

They are the mind of the Extra-bunker exploration program. They design and test Extra-bunker exploration equipment in a simulation environment. They are trained to form the mission control that will support and remotely monitor the field activities of Exploration Operators.

They will set objectives, plan missions and establish protocols and priorities. They will remotely lead the other Units through the InterLink. They will also file detailed mission reports for the Secretary of Security.



//CHAPTER 3.

3.

GOVERNMENT

AND POWER

IN

BUNKER 101



3.0.

THE COUNCIL OF SYNERGY

Bunker 101's main organ of power is the Council of Synergy, where executive decisions are taken about the most important and urgent matters.

The Council of Synergy holds legislative and executive power. 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. In case of extreme necessity, the President can demand a confidential meeting, but the majority of the Council must rule in favor of this proposition.

In fact, the Codex requires maximum transparency between the government and its Citizens: not even the Council of Synergy has the authority to change this foundational document; not without holding a referendum by universal suffrage, with 80% of the votes in favor of the proposed amendment.

The Council of Synergy consists of the President, the Outgoing President and the five Secretaries of the Departments.

Decisions within the Council are taken by majority: each vote has equal weight and abstention is forbidden. If two consecutive motions are rejected, the President has the right to demand that one of the five Secretaries be replaced: the Supervisors of the concerned Department are thus required to hold an emergency vote to elect a new Secretary.

If for any reason Council of Synergy finds itself short of one or more components, the Council itself proceeds to a direct election among the Citizens of the bunker. The appointment of these Citizens is temporary, terminating with the return to ordinary administration.

The detailed prerogatives of the Council are as follows:

- EPassing new laws or amending previous rulings.
- Following the government program as presented during elections.
- Managing the security measure system.
- Establishing priorities and allocating resources.
- Proposing the creation of new Permits.
- Releasing and revoking existing Permits.
- Ratifying the assignment of each Citizen to a Department.
- Ratifying promotions and reassignments.

3.0.1.

THE FIRST OFFICE:
THE 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.

When not busy with institutional roles, the drafting of a new bill or the direction of the Council of Synergy, the President can be found in their office, open to hearings with all Citizens. This position demands great responsibility and the utmost commitment.

At the end of their mandate, the President (although keeping a seat in the Council as Outgoing President for the duration of the next presidency) resumes their previous life, going back to the profession they left when they took office.

3.0.2.

THE SECOND OFFICE:
THE SECRETARIES

The Secretaries are charged with supervising their Departments.

Their task is to ensure that every single Department, Unit and worker correctly fulfills their duties.

The Secretary must also contribute to create the right conditions for each Citizen to work as quickly and efficiently as possible. For this reason they endeavor to simplify and optimize the workflow, to set work objectives and to take matters to the Council when they concern the productivity and effectiveness of their Department.

When not busy with Council activities, the Secretary must always keep close to the places where their Department's work is done. At the end of their mandate, a Secretary resumes their previous life, going back to the profession they left when they took office.

3.1.

THE LAW OF
BUNKER 101:
THE CODEX

The first Council of Synergy, chaired by President Christian Schneider, ruled to adopt a code of standards - known as the Codex - to impart on their Citizens the right behavior to follow inside Bunker 101. Although amended over the years, the rulings of the Codex still adhere to its original spirit and can be summarized by these articles:

Art. 1 - The Citizens of Bunker 101 strive with every fiber of their being to achieve the most noble of goals: the defense and perpetuation of the human race.

Art. 2 - All Citizens must contribute to the prosperity of the Bunker through participation to its daily life, especially by carrying out the tasks assignment to them by their Department, Block, Unit and Club.

Art. 3 - The Citizens recognize themselves in the flag and treaties of the USAP.

Art. 4 - Defeatism and all acts or currents of thought that promote a climate of tension or discord are harmful to civil decency. These attitudes must be kept under strict surveillance and punished if necessary.

Art. 5 - The meetings of the Council of Synergy are public save in exceptional cases. Its first and foremost duty, as is the case for the President and Secretaries, is to serve the Citizens.

Art. 7 - All offences against the Person and Property, as described in the Italian criminal code, shall remain in effect and be punished according to the Reeducation protocol.

Art. 8 - All penalties for criminal offences shall be imposed by the Committee according to the Reeducation protocol. A sentence of Exile must be ratified by the Council of Synergy.

Art. 17 - It is severely forbidden to request or perform abortion. Transgressors shall be punished by the Welfare Department Committee, in strict accordance with the Council of Synergy.

Art. 25 - Those who should put the health of Citizens at risk, compromise the integrity of the Bunker or irreparably damage its structures shall be subjected to immediate judgement by the Welfare Department Committee, in strict accordance with the Council of Synergy.

Art. 37 - Each Citizen must be subjected to the Assignment exam at the age of majority, to be assigned to a Department and carry out the tasks most adequate to their natural disposition, according to the evaluations of Educational Operators in the Welfare Department and with the final approval of the Council of Synergy.

Art. 42 - It is forbidden to exercise the rights sanctioned by a Permit without holding the adequate Permit.

Art. 51 - The forced Exile of a Citizen from Bunker 101 can be demanded by the Council of Synergy only in case of a serious offence.

Art. 75 - During emergency situations that require partial evacuation, with a consequent forced reduction of the perimeter of Bunker 101, it is mandatory to follow the orders of the Security Department.

Art. 76 - In accordance to the security procedures, the Council of Synergy institutes the Schneider Scale, a list of priorities to identify those with the right to access the reduced perimeter. The authority to compile and update this list rests solely in the hands of the Council of Synergy, on the basis of each Citizens' individual reports.

Art. 79 - In case of extreme emergency, the Secretary of Security can request an immediate, extraordinary vote of the Council of Synergy to declare a State of Emergency. For the entire duration of the danger, the only authority in force is the Secretary of Security and all Citizens, assigned Department notwithstanding, can be enrolled in Civil Defence

Art. 81 - In response to the substantial improvement of life expectancy and in the name of the sustainability of Bunker 101, all Citizens above the age of forty shall be subjected to a reduced regime of Healthcare by the Welfare Department, beginning with the reduction of anti-radiation medication, and Nutrition by the Ecosystem Department.

Art. 88 - The cult of Founder Thomas Duncan is officially recognized by the Council of Synergy. Citizens are free to adhere to and promulgate its creed.

our friend the
NUCLEAR REACTOR



3.2.

THE JUSTICE
OF BUNKER 101:
THE COMMITTEE

Every good Citizen of the bunker knows that following the rules of common decency is vital to peaceful coexistence and, therefore, our very survival. For this reason, any and all infractions to the rules constitute a veritable offence against the community as a whole.

Unlike in the past, there are no tribunals, nor judges or lawyers inside Bunker 101. The Welfare Department is tasked directly by the Council of Synergy to keep watch over antisocial behavior and the psychophysical health of all Citizens. In practice, Therapeutic Operators file periodical reports on the behavior of Citizens.

Antisocial citizens, whether identified by the Operators' reports 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.

In case of antisocial behavior the Tutored party, meaning the Citizen in the process of rehabilitation, is assisted by a personal Tutor, chosen from a list of volunteers. The Tutored party may temporarily lose some of all of their Permits, as ruled by the judging Committee. Being a Tutor is a great responsibility. A Tutor becomes legally responsible for any antisocial behavior exhibited by the Tutored Citizen and is expected to work towards their rehabilitation through the reintegration protocol supervised by the Educational Operators of the Welfare Department.

At the end of the rehabilitation period, the Therapeutic Supervisor submits to the Council of Synergy a full report on the behavior exhibited by the Tutored Citizen under their Tutor's supervision. Once the Council has evaluated the success or failure of the rehabilitation, it decides whether to emancipate the Tutored Citizen from the Tutor's authority and whether to restore, partly or fully, the Citizen's rights.

In case a Tutored Citizen is deemed beyond reeducation and dangerous to the community, they fully lose their Citizenship and the Council can sentence them to Exile. A sad and rare necessity.

3.3.

THE RIGHTS
OF BUNKER 101:
THE PERMITS

A community like ours needs to organize its material and human resources as efficiently as possible. Being a Citizen means taking care of the community before anything else and acting like a single, perfectly balanced organism.

The bunker would pay a steep price for individualism: our extinction. Everything must function according to a cohesive organization, with the priorities survival sets for us.

For this reason, our Codex lays down a list of Permits, to reserve for some the rights that cannot belong to everyone. Permits are generally released as a prize for outstanding merits.

They can be requested by Citizens, but the ultimate decision is always in the hands of the Council of Synergy. In case of antisocial behavior, one or more Permits may be suspended or revoked entirely, in accordance to the ruling of the Welfare Department Committee. Permits are personal and not transferable. In certain emergency situations, they can be temporarily suspended.

Suffrage permit: Required to participate to elections and referendums.

Leave permit: Required to justify absence during ordinary work hours. It is generally released for health, educational or affective needs.

Inebriation permit: Required to drink alcohol. It is generally released in limited quantities.

Union permit: Required to ratify the community's approval to the choice made by two Citizens to live together. In case they belong to different Blocks, one of the two has the right to move in with their partner.

Birth permit: A couple in possession of a Union permit can begin walking the road that will lead to the birth of a new Citizen. They thus gain the right to some privacy in a dedicated space.

3.4.

THE EMERGENCYPROTOCOL :THE SCHNEIDER SCALE

The ecosystem of Bunker 101 was masterfully designed to sustain a set number of Citizens.

This balance requires cooperation and abnegation on the part of all involved, starting with the wise elders, who know they need to set a good example by accepting to be led towards the sunset of their lives.

This is the natural cycle of things: space and resources must be perpetually reallocated.

The Schneider Scale was introduced to look beyond the lifestyle we had been used to.

The First President of Bunker 101, Christian Schneider, designed this reference scale himself to rank all Citizens since the moment of birth and allow our society to survive in case of calamity.

Although the shelter was built following truly exceptional safety standards, it is best to always be prepared to face sudden or unexpected threats.

The Schneider Scale is divided into three tiers, in order of decreasing merit: Green, Yellow and Red. The highest-ranked Citizens, 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.

But if your rank is Yellow or Red, you should be anything but sad! It simply means that you will get the responsibility of helping Bunker 101 survive in case of necessity. Your efforts may be decisive.

Your rank is periodically updated by the Council of Synergy and depends on multiple factors:

- Age
- Gender
- State of health
- Ability to conceive
- Profession/Skillset
- Disposition/Behavior

Every Citizen can still aspire to better their position in the Schneider Scale, by following the advice of Therapeutic and Educational Operators.

Although nobody can turn back the clock or defeat every side effect of radiation, anyone can do their best to become more useful, or even irreplaceable. After all, it's purely a matter of common sense: to survive these difficult times, humanity needs young, healthy and capable Citizens, to keep Bunker 101 working at full capacity and to bring younger, healthier Citizens into the world.

Those who mistake individualism for freedom, those who indulge in short-sighted behavior and harm the community make themselves unreliable for the future. Working hard, staying healthy, finding the right person to unite with and witness the miracle of a new birth is all a good Citizen should strive for, to secure a comfortable future thanks to a positive evaluation in the Schneider Scale.

Those who stray from this model, whether by accident or by conscious choice, have a right to the present in our civil and tolerant society, but not to the future in a state of emergency where the survival of the entire human race is at stake.





//CHAPTER 4.

4.

DAILY

LIFE

IN

BUNKER 101



4.0.

DUNCANISTS: A PEACEFUL CULT

Thomas Duncan designed Bunker 101 in answer to the tensions that ended up irreparably tearing the world apart. Political warfare, yes, but also ideological and religious conflict. No age-corroded faith, subjugated by men whose interests were far too mundane and capable of pitting brother against brother, deserved a place in his vision.

All the individuals he had selected, however, already shared a Faith: Faith in him, the only man capable of foreseeing the extreme consequences of the nuclear catastrophe.

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.

Around a third of Bunker 101's population adheres to Duncanism, with the hard core of believers firmly entrenched in Block Quadrofour, in the descendants of those that found a place in what they call the New Ark not because they were useful or deserving, but because they had been chosen by fate in accordance to the Founder's vision. In their minds, no child of the same humanity that condemned the Earth can call himself worthy of being saved on his own merits: after all, Duncan had been able to foresee nuclear destruction because he was well aware of human imperfection. Better yourself to better the world, this was one of his tenets.

Duncanists practice that tenet day after day, both alone and during what they call Celebrations. Indeed, each morning they gather before a great white canvas, crossed by a mended cut.

According to tradition, the piece was created by Duncan himself. One of the cultists tears the cut open and another sews it closed, demonstrating how everyone carries within themselves the capacity to destroy and to mend, to cut and to sew. For this reason they discuss their contributions to the bunker, for good or ill, as well as the direction taken by the community as a whole. Guiding them are the now well-worn tapes with the recorded speeches of the Founder.

Even alone, in their daily lives, Duncanists mirror this vision on a smaller scale. It is easy to recognize them because they greet each other by saying "Open the cut" and "Mend the cut", and they carry a compass and locket around their necks. The locket contains a needle, some thread and a square of tissue crossed by a cut.

Multiple times a day, Duncanists interrupt their mansions to check the compass, turn North towards the reactor and get on their knees. Then they take out their square of tissue and begin their prayer by meditating on the Two Teachings of the Founder.

- I. Cut the canvas - Reflect on your daily mistakes
- II. Mend the cut - Reflect on how you will do better today

Duncanists have no clergy, they are all equals and they are woven in the canvas of society. The ones that handle most practical matters, like preserving the canvas and organizing celebrations, are those who make up the Tailor Club.

Club members also work to protect the rights of Duncanists, ever mindful of their pacifist, moderate ways: they are very demanding of the Ecosystem Department, so that Bunker 101 may be preserved like the work of art it effectively is; they negotiate with the Welfare Department for a special nutritional regime, following the eating habits of the late Prophet; they debate with the Memory Department about the biographical reconstruction and official image of Thomas Duncan; they oversee the management of Marilyn, perhaps the Founder's greatest invention, on the part of the Progress Department and they argue against the need to push beyond the bunker's borders like the explorers of the Security Department do. Why look for something else, when there is still so much to better in the Citizens and in the Founder's work?

Although their positions may seem strong to the eyes of other Citizens, it should be remembered that Duncanists have always expressed them with utmost respect towards the authorities of Bunker 101.

Even when it came to claiming a place inside the Codex, they made themselves visible through peaceful protests, answering their detractors' yells with silence and without ever forsaking their duties as Citizens. Although some Citizens think them too idealistic and even extravagant, Duncanists are well-regarded by most people, because they play an important role in the bunker and they are a force for good in the preservation and betterment of the society of Bunker 101.

4.1.

OUTSIDE

THE BUNKER:

MILITARY OPERATIONS

The outer areas of Bunker 101 are contaminated by lethal radiation. Ever since 1961 the Security Department has been constantly monitoring the radioactivity levels, thanks to a fleet of 81 land probes sent to patrol the areas bordering the bunker.

Besides collecting samples and measurements, the probes each carry a time capsule and a plaque engraved with an emergency radio frequency to contact Bunker 101. A testimony for any existing survivors, as well as the last will of Founder Thomas Duncan. A way to broadcast the existence of the last shelter of humanity without directly revealing its position.

After Duncan's death, President Schneider tasked Security Operators with finding a way to constantly compile the data gathered by the probes.

Today, in 2057, less than half of the probes still sends position signals and environmental readings, and no certain signs of survivors or intelligent life have ever been detected. Decade after decade, malfunctions and the decay of nuclear batteries are slowly shutting the eyes and ears of Bunker 101.

Control over the outer environment is still a vital priority for Bunker 101: for this reason, an ambitious human exploration program of the outside of the bunker has been launched. Calculations about the decay of radioactive cobalt indicate that the levels of contamination in Area 1K are in slight decline. 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. Without these opportune measures, a Citizen would lose consciousness in the span of a minute, facing certain death.

The concentrated Daisy pills (or, as they are commonly known, Daisy+) and the anti-radiation suits are fruits of the tireless labor of Citizens that devoted years of study and experimentation to this cause.

Barring a number of tests conducted over the last few decades, during which seven heroes have given their lives, no Citizen that voluntarily left the Bunker has ever survived.

The sacrifice of the first seven volunteers allowed the scientists of the Progress Department to come up with a combination of anti-radiation measures strong enough to

allow a team of Explorers to prepare for the Great Journey: for the first time in the history of Bunker 101, a unit of chosen Exploration Operators will set foot in the outer areas.

After years of incessant training and simulations, the great day has finally come.

OK
AREA

Bunker 101. The ventilation system, filters and anti-radiation grid preserve a healthy atmosphere. The area is constantly monitored to prevent and contain any contamination.

Time of survival: Indefinite if aided by the appropriate dosage of Daisy.

1K
AREA

The subterranean tunnels immediately outside the airlocks of Bunker 101 are partially contaminated by radioactive dust. Everything that comes from this area must be subjected to decontamination before coming in contact with the Citizens.

Time of survival if equipped with anti-radiation suit and Daisy+ pills: 60 minutes. Unprotected: 1 minute.

10K
AREA

The surface. Everything that exists outside the mountain of Bunker 101. The sky above our heads is a lethal cloud of radioactive dust. Everything that comes from this area must be subjected to decontamination before coming in contact with the Citizens.

Time of survival if equipped with anti-radiation suit and Daisy+ pills: Under 1 minute. Unprotected: Under 1 minute.

4.2.

LEISURE
IN BUNKER 101:
THE CLUBS

Life isn't just about work and our Founder knew it well, so much so that from the very beginning of Bunker 101 he instituted our beloved Clubs.

Every Citizen is an enthusiastic participant to the activities of their chosen Club, under the supervision of Archival Operators from the Memory Department which ready the material necessary to every leisure activity.

No Citizen has ever avoided membership to a Club: one wonders at what table they'd sit in the mess hall if they did, since lunchtime is the designated moment for these exciting gatherings.

4.2.1

ELEPHANT
CLUB

They are the activists of the eponymous party, the warden of continuity inside 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.

4.2.2

DONKEY
CLUB

They are the activists of the eponymous party, and 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.

4.2.3

MASTIFFCLUB

They are the activists of the eponymous party, and they have always incarnated the role of the opposition, fighting for more radical changes to our way of life. These positions have never garnered the election of a President amidst their ranks.

4.2.4

TAILORCLUB

The coordinators of the duncanist cult, always ready to work hard for the Founder's Celebrations.

They preserve and prepare the canvas, make sure that the needs of Duncanists are taken in due consideration and invite other Citizens to approach the Cult.

4.2.5

DECENCYCLUB

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

They know well that beauty lies inside each Citizen and they are always ready to give advice (and repair) when it comes to clothing, hairstyling and makeup.

4.2.6

DANCINGCLUB

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, whether it's about delivering an invitation or helping a lonely Citizen find a new dancing partner. Or a companion for life.

4.2.7
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, under the careful watch of a wise and righteous referee. Come and meet your favorite champions.



EAST TUNNEL CONSTRUCTION SITE - 1955

sequenced FOOD



**IS LIKE FRESH
FOOD**

4.3.

ELECTIONS
IN BUNKER 101:
BECOMING PRESIDENT

The President is elected every four years, as are the Secretaries, but their respective elections are shifted by two years, so that there are elections every two: one time we vote as Citizens of the Blocks to elect the President amongst the candidates, the next we vote as workers of our Department to elect our Secretary amongst the Supervisors.

In Bunker 101 there are three political Clubs and their activists are the ones who hold Primaries to choose their candidate to the role of President. But the entire population actively takes part in political life: the Founder taught us not to repeat the errors of the past, never letting politics become a career by its own right, nor allowing decisions to be taken behind closed doors.

This year, the political debate is hotter than ever, with themes that never stop feeling current.

Question #1

THE SCHNEIDER
SCALE

Elephant Club

«It is the Council of Synergy's duty to keep this document updated with the utmost caution: as the only guarantee to the future of humanity, it cannot be modified with irresponsible nonchalance.»

Donkey Club

«It is inevitable that some Citizens be unsatisfied by their rank within the Scale as long as they have a way to think it arbitrary and set in stone: entrusting its ranking to Marilyn by inputting all written reports on the Citizens' behavior is the only way to achieve equity and efficiency.»

Mastiff Club

«The Schneider Scale has always been a model for discrimination. Its criteria are unjust and retrograde. Abolishing it or radically reforming it are the only choices for a community that wants to call itself civil.»

Question #2

ASSIGNMENT AND
REASSIGNMENT,
THE MERITOCRACY**Elephant Club:**

«We owe our cohesive, organized, happy community to the precise evaluation work of the Educational Operators of the Welfare Department, supervised by the Council of Synergy. Every Citizen of the bunker is an irreplaceable organ of the social body and occupies their rightful place. Wanting to change it is a risky operation, to be faced only when necessary beyond every doubt.»

Donkey Club:

«The Educational Operators of the Welfare Department do wonderful work and nobody else could set evaluation criteria better than them. But people make mistakes and harbor affinities, as they ought to do. The Council of Synergy can do nothing but approve the work of professionals, without adding anything to it. Let us turn the Educational Operators' experience into data for Marily, to lighten their workload and above all put them above all suspicion.»

Mastiff Club:

«Is Assignment synonymous with merit? Then why is 75% of the Security Department made up of Citizens born in Block Unaone? And why is it near impossible for a Citizen of Block Pentafive to be Reassignment? Of course, the nice old excuse of specialization: but who decided that efficiency is more important than equity? We are bound for life by an exam we take as kids.»

Question #3

THE OVERPOPULATION
PROBLEM**Elephant Club:**

«Our duty is to safeguard the life of Citizens, those who voted for us and those who did not. If we ever get to the point where our resources cannot sustain new Citizens, the righteous thing to do would be to revoke previously issued Birth permits. Until we find another solution.»

Donkey Club:

«Looking to the future is as important a duty as preserving the past. Our children are the future, and stopping them from seeing light would condemn humanity as a whole. This is the criteria that brought the Presidents of the past to the painful decision of suspending Healthcare to Citizens above 40 years of age. If it is necessary to safeguard the community, we are ready to lower the starting age.»

Mastiff Club:

«We cannot revoke a Permit we already released, there is no valid reason to do that. And the government should not have the power to establish how long Citizens are allowed to live. Only pretty words, with no solution in sight? The truth is that nobody wants to talk about rationing our resources. But it is the only choice, if we want Citizens to die at the hands of radiation and not of their very government.»

Question #4

ABOLISHING THE MILITARY
CHAIN OF COMMAND

Elephant Club:

«The Security Department is among the crowning achievements of our community and entrusting ourselves to them during emergency situations is pure common sense. Specialization is our strength in every field. And who says that as the only survivors of humanity we cannot have enemies is committing the same mistake as those who disbelieved our Founder. Those who disbelieved the nuclear threat. Until it was too late.»

Donkey Club:

«The division between military and civilians is beginning to sound outdated by now. But we need to see the difference from operation to operation. It is true that the probes sent by the First President and controlled by our Intelligence have always struggled to give us true results, the human Extra-bunker Exploration is now close to becoming reality. Who knows what Marilyn could tell us, if she had never-before-seen samples gathered in the first person to analyze? Our proposal is to evaluate the possibility of Reassigning Citizens and resources from Intelligence to Exploration.»

Mastiff Club:

«Everyone is ready to blabber about efficiency, until we get to the Security Department. In what way has the launch of those probes bettered the life of our Citizens? How many men and resources are we ready to sacrifice in the name of exploration? The Department should be suppressed and its Citizens reassigned, as part of a wider plan to restructure the entire community. After all that war has done to the world, how can we still tolerate the existence of a figure such as the Secretary of Security?»

4.4.

THE DANCE PARTY: UNDERWATER WONDERLAND

One of the most important events in the life of Bunker 101 is the yearly dance party held for the anniversary of the Bunker's population, on the night of August 19. 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!

It is during nights like this that most couples met, there is no better time to find a soulmate.

Tradition sees the Dancing Club as the perfect messenger to deliver an invitation to the person that makes our heart beat, or to have the best possible partner assigned to us if we want to avoid the embarrassment of choosing ourselves.

During the night, beyond the typical USAP dances (boogie-woogie, rock'n'roll, swing), there will be games and ability and dexterity contests for people young and old. Not to forget the much-awaited election of the King and Queen of the dance, chosen by the Dancing Club jury.

It is an important moment for the community, to remind everyone that they made the history of Bunker 101 and to carry on the torch of our incredible tale.

Everyone is required to take part in the celebrations, with the sole exception of patrol rounds and the strictly necessary personnel to keep Bunker 101 working.

4.5.

THE SPORT
OF BUNKER 101:
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 during championship games, and even during training sessions.

Winning the championship is not just about sports, it's a mark of honor, the symbol of the dedication, perseverance and affinity of the team and their entire Block. Bounce is a game that requires speed and reflexes, but also acuity and good aiming skills.

Every match sees two teams competing against each other, each formed by a pair of players (and an eventual third player to replace one of them in case of necessity). The aim of the game is to make the ball (similar to a volley ball) bounce against a section of wall (also called the First Player) by hitting it with any part of one's body. It is forbidden to stop or hold the ball.

If the ball bounces at least once within the field line after touching the wall, then the team that hit it scores a point. The first team to reach 11 points wins the set. The game is won when a team wins two sets.



//CHAPTER 5.

5.

INFO
FOR THE
CITIZENS OF
BUNKER 101



5.0.

SOUTHERN WAY:
NEW ITALIAN
LARP

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](#). Basically, it means that we have some principles in mind: Bunker 101 - Fallout larp 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 - Fallout larp 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.

Bunker 101 - Fallout larp is a 360° illusion inspired by post-apocalyptic atmospheres, but it is not a live action role-playing version of Fallout, the videogame series, and in no way does it conform to its setting, nor to any other preexisting realities. Everything you need to know is inside this guide. The bunker is all that is left of humanity, a shelter to reflect on what remains of the past and on what changed completely, where everyone is called to leave a distorted version of the American dream and decide what they are ready to sacrifice in order to keep on dreaming. It is a comparison between what we were, what we are and what we aspire to be.

5.1.

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 that table. In short: do nothing that might be really dangerous. Use your judgment. Bunker 101 - Fallout larp is not a game based on combat or physical violence, in fact these two aspects are almost completely absent.

In addition, the game is supervised by masters disguised among the players that watch over the correct development of the game. 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.

5.2.

SAFEGWORDS

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

In these situation, it is therefore not necessary to use safewords or complex rules, just get out of the scene by playing your character.

Phrases like "I'm done here, I'm leaving" or "This matter doesn't interest me" will be enough to get out of a potentially unpleasant situation.

Keep in mind that the entire game is designed to be as inclusive and respectful as possible.

5.3.

PRE-GAME WORKSHOP

On August 17, before the beginning of the game, some 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 Block, Department and Club.

5.4.

COSTUMES

The fashion of Bunker 101 is still tightly tied to the style of the glorious Fifties, obviously with different declinations between men and women.

Every player must procure their own costume, meaning an everyday outfit that Chaos League will integrate with uniforms and/or accessories for certain professions; if you want to go the extra mile, you can show off your style with a change of outfit for the dance.

5.4.1.

THE FAIRER SEX
EVERYDAY CLOTHING

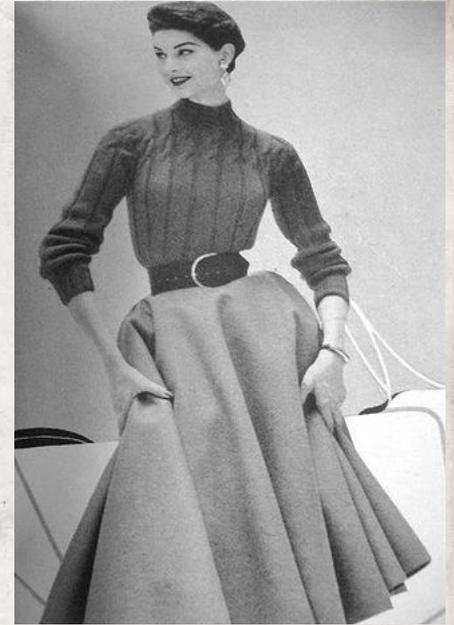
Women wear black blouses or tops. Although the color is mandatory and the same for everyone, they can be of the most diverse shapes: from a classic boat neck to frills and silk bows.



As for skirts, the opposite is true: they must all be full circle or gathered skirts, but one can go wild with prints and patterns, as long as they feature the color of their chosen Department.

To make skirts even fuller, ruffled crinoline petticoats are a must, and can be worn in any color. The wider, the better. The skirt must go at least down to the knees, and even better if it's a few inches longer.

Geometric patterns like stripes, polka dots and tartan are all the rage. Less common but still present are floral prints and more elaborate decorations. The most common fabric is cotton, but felt and wool are a mark of status. Stiff materials that give volume to the skirt are very fashionable.



Pencil skirts are regarded as terribly out of fashion and go practically unused these days.

There's nothing better than a nice sweater to tie the look together and fight off the constant chill of the bunker (the temperature is fixed at 13°C). Cardigans and twin sets are a fashionable choice, especially when paired with a silk scarf worn tight around one's neck.

Another vital accessory is a nice pair of stockings, with a visible seam on the back and often a decorated heel. They are usually supported by a garter, but most girls these days prefer the convenience of pantyhose.

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Wool! Finest for warmth, softness, beauty!

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1.25 value!

Shoes vary greatly in style and heels have mostly been abandoned in favor of more practical flats and Oxford shoes, which are more suited to moving through the tunnels.

BARGAIN CORNER
flatties, wedgies, Ezychair slippers

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HOW TO ORDER WOMEN'S SHOES



What's New?

Good Quality 2.98 Better Quality 3.98

PASTELS 2.98 PR. UP

New, cool-stepping charmers in a garden of flower colors SEE PAGE 200

Hats are in fashion as well, preferably smaller and lighter models. Cloches are all the rage, although a word must be spent on the charm of turban-style head wrappings.



NEW HATS

NEW TRAVELERS 1.94 pr. with hairpins

NEW TRAVELERS 1.94 pr. with hairpins

5.4.2.
THE GENTLEMEN
EVERYDAY CLOTHING

The dress code would seem to imply all men proudly wear white shirts, jackets and dress pants, preferably high-waisted and pleated, but in truth only the most interested in showcasing their social class fully adhere to this standard, without ever forgetting to coordinate their accessories (like a nice bow tie) to their Department's colors.



The Security Department requires tailored, rigorously-matched suits, while the Welfare Department is slightly more casual and allows for unmatched jackets and pants.



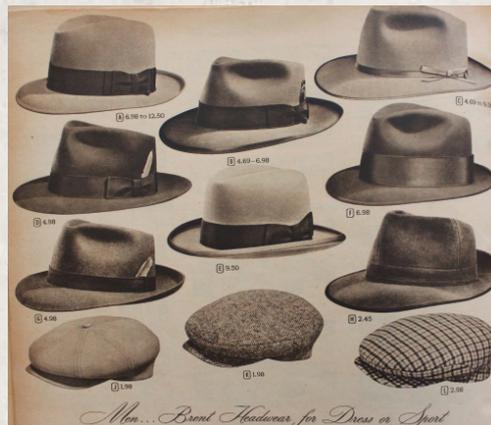
The Progress and Memory Departments see an abundance of cardigans and vests over the white shirts, with jackets being reserved to the most fashion-crazed.

Only the workers of the Ecosystem Department and those who want to show off their humility are content with going in shirtsleeves. But nobody would dare stray from the choice of white for the shirt's colour, which is absolutely mandatory.



As for accessories, the skinny tie is a more modern choice, while the lovers of times gone by will prefer a colorful bow tie.

The most common choices for shoes are lace-ups and loafers. Socks are rigorously knee-length, better yet if woolen and monochrome. Hats are another must-have to express one's personality. Stetson, Fedora, Borsalino: all names that have survived in Bunker 101. Without forgetting the Coppola-style flat cap.



5.4.4.

DEPARTMENTSCOLORS

Dipartimento Welfare ----->	Green
Dipartimento Ecosystem ----->	Red
Dipartimento Memory ----->	Yellow
Dipartimento Progress ----->	Blue
Dipartimento Security ----->	Grey

5.5.

WHAT TO BRING
(MANDATORY)

1) Costume (Men):

- a) Jacket and dark dress trousers (brown, black, grey, blue)
- b) White shirt
- c) Other items of clothing (sweater, pochette, necktie) in the colors of your Department
- d) Accessories or ideally another set of clothing for the party (no color requirements)

2) Costume (Women):

- a) Black blouse or top
- b) Other items of clothing (skirt, cardigan) in the colors of your Department
- c) Accessories or ideally another dress for the party (no color requirements)

In preparing the costume, keep in mind that the bunker's temperature is set at 13°C. If you have questions, need advice or have special needs, please contact our wonderful costume designer Maria Guarneri (estala@gmail.com).

3) Personal effects (towel, etc.)

4) Blanket and sheet or sleeping bag (no fluorescent or too showy colors).

5.5.2.

WHATNOT TO BRING

In order to avoid a lack of balance in the "Bunker system" we ask everybody to refrain from taking in:

- + Any food or drink
- + Any alcoholic drinks
- + Any objects or jewelry that is not consistent with the social status of your character.
- + Any post 1957 object.

5.6.

MEETINGFOR THEINTERNATIONAL RUN

The meeting date for all players is at 10.00 of August 23 in Viale Europa, 00060 Sant'Oreste (RM). Maximum timeliness is necessary, both as a form of respect towards other players and to avoid delays to the game.

- + DO NOT come in costume.

The game ends in the afternoon of August 25 (about 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.

LOOK AT THE MEETING PLACE ON GOOGLE MAPS



SECURITY DEPARTMENT