

THE VAULT

The Vault is an underground shelter designed to save a large family from nuclear war. You have lived in the Vault, sealed off from the outside world, for about 50 years. Most likely, you were born and raised in the Vault, having never seen the sun. If some of you are very old, they may remember some things about the world of their childhood. For the rest of you, it's all just stories.

LOGISTICS

Look at the city map. As a group, describe The Vault, and answer these questions:

- *Where might a Vault be built? (locate it on the map)*
- *What would the interior look like?*
- *What sort of stuff would be in there?*

Remember that it has to be self-contained and sustainable for at least fifty years. You may wish to sketch a picture or map of The Vault itself. Up to you.

LIFE INSIDE

As a group, talk a little bit about what life is like in the Vault, sealed off from the outside world. There's no need for great detail or specific events, but let this sink in: At least two generations of people have been born and raised inside the Vault. People who were around 30 when they went in are now dead or very old, and anyone who was older than that is dead by now. People who went in as infants are 50 years old today, and their children are old enough to have children of their own.

THE PAST

Stories from the before time? You heard some of them growing up. For years, people in The Vault talked a lot about the world outside and wondered what was occurring, but little by little those worries became less frequent, as life inside became the norm. Still, even the youngest of you has heard about blue skies, green meadows, the sun, and the moon. You know that tall office buildings and grand hotels once dominated the skyline; you know there were casinos, shopping malls, parks, and a nearby manmade lake where families boated and swam. Maybe you know there was a military base nearby. Maybe you know there was an Indian Tribe. Or maybe you weren't paying attention. It's just a bunch of old geezer talk anyway.

EMERGENCE

As a group, determine why you have decided to open the Vault and explore the Outside. Choose one:

- The Vault's computer has decided that the conditions are right: the radiation and other environmental hazards have subsided enough to break the Vault's seal, or the estimated "safe" time has elapsed.
- You're completely out of food and supplies, and will starve to death if you don't do something now: your time's run out.
- You, the brave new generation, are tired of living a pointless life without ever seeing the stars. You've taken a vote and decided that you need to see what's out there.
- Some kind of new plague has killed off most of the Vault-dwellers. Living in cramped quarters with the sick and dying, you're terrified that you're next: you've decided to escape before it gets you, too.
- A Voice has been calling you in your dreams, beckoning you to the Outside world, saying "it" is ready for you to emerge, as though newborn, into its arms.

WHAT YOU LEAVE BEHIND

Are you the only survivors left, or are you leaving some others behind in the Vault?

If some are left behind, why? Are they infirm, elderly, sick, wounded, pregnant, in some kind of stasis, or too young? Write down anything you think is important to know:

VAULT DWELLERS

List the names of all living vault-dwellers below:

GROUP SUPPLIES + EQUIPMENT

As a group, choose two selections from the list below. These items are owned communally by the group.

- A good stock of portable sources of food and water: energy bars, canned goods, vitamin drinks, and so on
- Exploration gear and extreme weather clothing, as appropriate to the setting of the Vault : winter coats, tents, rope, pitons, a compass, mountaineering equipment, maybe scuba equipment
- Some hunting gear : a few rifles, hunting knives, fishing poles, a net, lures, and snares
- A good store of medical equipment: antibiotics, other drugs, ointments, bandages, crutches, a stretcher, a defibrillator
- Scientific equipment useful for surveying and navigation: binoculars, a GPS, a laser rangefinder, a compass, a chemical analysis kit, a Geiger counter
- A functioning vehicle: a car, a jeep, a motorcycle, a truck, a four - wheeler (ATV), an inflatable boat with an outboard engine, a one-man helicopter, or a segway.

NOTES + RECORD KEEPING

Details about your community equipment can go below:
