

The title '1984 PRIME' is rendered in a stylized, high-contrast black and white font. The numbers '1984' are large and bold, with a thick outline. Below them, the word 'PRIME' is written in a smaller, spaced-out, all-caps font. The entire title is set against a black silhouette background that resembles a stylized landscape or a set of steps, with the top edge of the silhouette following the contour of the numbers.

a roleplaying game of what could have been
by Mischa D. Krilov

Game Chef 2005 Competition Entry 29 May 2005

The year is 1984, twenty-two years since the missiles flew.

The United States' eastern seaboard sleeps submerged and ravaged by nuclear fire. The once-fertile breadbasket of the Midwest lies sickly and fallow under a haze of toxic clouds. Mother Russia is a frozen wasteland, her biological horrors let loose upon her own children.

Only in the last few years has the ashy snow stopped falling. Only in the last few months have you been able to sleep without the constant clicking reminder in your ears of the scarred surface. And only in the last few weeks have the Families decided it is time to leave the HAVEN, cradled beneath the mountains.

You have been trained all your life for this certainty. You and the rest of your creche have the skills, the equipment, and the immunities necessary to endure and survive in the waiting world. Supplies must be found. Survivors must be rescued. Man must once again walk the Earth.

You wonder if the sky is as blue as in your dreams.

Overview

1984 Prime is a roleplaying game set in the aftermath of the Cuban Missile Crisis, which escalated into World War Three in late October of 1962. The players are members of the first scouting expedition to leave their shelter, the HAVEN, and face the surface. They have been raised from birth to be ready for this eventuality. As companion creche members, they have known each other all their lives and trust each other implicitly, despite the rivalry between their Families. Due to the relatively advanced medical technologies within the shelter, they are healthy, fertile, and practically invincible when it comes to the world they left behind. Nature, however, has had time to adapt.

Many amenities are all but unknown to the ruined world above. Meat, wine, fresh vegetables, electronics, even casual human contact are all foreign concepts to many survivors. To the world outside, the characters will be regarded almost as great figures of legend- to their bane or benefit.

About the Game Chef competition

This version of 1984 Prime was entered into the 2005 Game Chef Competition (formerly the Iron Game Chef Competition). Details can be found online at <<http://www.game-chef.com>>. As such, this game was designed to incorporate specific requirements of the competition: a given Theme as well as a choice of Ingredients and Rules Limitations.

Theme:

- This game is inspired by the Cuban Missile Crisis in 1962. It takes place in an America where the bombs fell.

Ingredients:

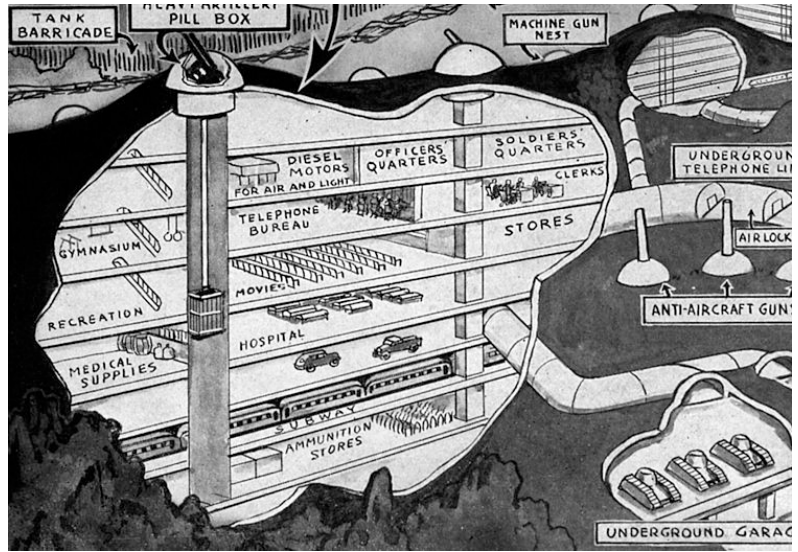
- **Accuser**- The characters are outsiders. Any encounter could be met with fear, suspicion, or mistrust.
- **Companion**- As members of the same creche, all characters can consider each other (trusted) siblings.
- **Entomology**- In a post-nuclear apocalypse game, mutant insects are to be expected and keeps with the period genre of atomic horror.
- **Invincible**- Due to (relatively) advanced medical techniques, the characters have a set of immunities and abilities that far exceed what evolution on its own could obtain. Then again, evolution has not been left alone. Furthermore, as all characters are direct blood descendants of the Founding Families, they benefit from the high rank afforded them by birth.
- **Wine**- Wine appears as a representative trade and luxury good produced by the HAVEN.

Rules Limitations:

- **All playable characters are fixed- No character generation.**
This entry does not include character creation, and instead provides a choice of eight playable PCs, each a representative of their Family.
- **Resolution system must use colors.**
The diceless system makes use of colored chips as part of its resolution mechanic. Each color represents one of the character's statistics, and the number of chips a player has represents how much effort the character can put into a particular action.

Details of the HAVEN

Much like the real-world US-built Cheyenne Mountain and Mount Weather, as well as the Russian-built Yamantau Mountain, the Habitat for Viable ENdurance is meant to withstand direct nuclear assault and maintain a viable living environment for its residents. Unlike these installations, which focus on enacting Eisenhower's Continuity of Operations Plans to keep the government's chain of command active during an attack, the HAVEN is intended to provide American citizens with a means of rebuilding civilization in the aftermath of such an attack.



Artist's rendition of a military installation

For purposes of this Game Chef entry, many of the specifics of the HAVEN will be left purposely vague. However, some broad details will be given to provide the proper atmosphere. It is located somewhere under the Rocky Mountains. Its original construction parameters provided for a civilian population of five thousand; a support and maintenance staff of five hundred; an additional variable population of laborers, specialists and scientists needed to rebuild an American society; and several battalions of troops (approximately two thousand men). With an underground river as the primary source for power and fresh water, and an extensive hydroponics facility, the HAVEN was expected to support ten thousand people for a minimum of fifty years. With rationing, "hot cots," and strict population control, its planners expected to house seventy-five hundred people indefinitely.

When its doors were sealed near the end of October 1962, almost nine thousand souls had reached the safety of the HAVEN.

In addition to effectively unlimited hydropower, the HAVEN has a small stockpile of fossil fuels, primarily intended for emergency power and vehicles. Food is supplied by a careful balance of hydroponics for fruit and vegetables, fish, and a stable of goats, sheep and chickens. The libraries are extremely complete, with critical reference material reprinted on long-term archival hemp paper and many popular works preserved in microfiche. The government has also supplied the HAVEN with a large but finite amount of tools and raw material to manufacture needed parts and other consumables.

Within the HAVEN is a fully-stocked machine shop, a closed circuit television studio to all dormitories, a glassworks, a public gymnasium, two theaters, the hydroponics levels, an advanced hydropower station, a stable for livestock, several printing presses, a mass transit system, and a complete hospital.

The socio-policial makeup of the HAVEN is heavily influenced by those who first inhabited it. The men and women chosen to help repopulate never saw the great civil rights protests, never saw hippies, never saw Woodstock, never saw Beatlemania, never saw US involvement in Vietnam, never saw Kennedy's assassination- these history-changing events never had a chance to happen. They still have the high idealism, naivete, prejudices and conservatism prevalent in the era of the early sixties in America.

Shortly after the sealing of the HAVEN, communications with other facilities in the nation were cut off. The singly-united population began to faction under the leadership of the more charismatic residents. Each had their own goals, ideas, and vision for the best way to lead the populace, both below and above ground. The infighting over the last twenty years had been relatively bloodless- after all, these folks are Americans. A dirty commie might stab his neighbor in the back, but not honest, God-fearing American citizens. Soon, the residents split into eight major factions. As pressures to maintain a viable population mounted, and more couplings formed out of necessity to save the human race, it became increasingly common for children and their parents to choose to belong to one of the Families.

The Eight Families

Ackerman, Sterling (Army):

Brigadier General Sterling Ackerman was left in charge of the battalions stationed at the HAVEN. Once contact was lost with the other Command and Control centers after the war, he established himself as Chairman of the Administrative Council, a position he plans to keep for life. A capable and charismatic man, he still has the heart of a soldier and is not a man to cross. Like all men with power, he craves more power. "The war has never ended."

Hudson, Leroy (Technology):

In spite of doubts concerning his race, Mr. Leroy Hudson was made the first General Operations Engineer in the HAVEN. The scandal of having a Negro as a senior member of the administrative staff led to near-rioting among the general population. Hudson received several death threats. Not two months underground, the hydropower plant failed, forcing Hudson to bring all systems back online- working in pitch black. Since then, not a single person has publicly challenged him. "There's a solution to every problem- and any job worth doing is worth doing well."

Miller, Patricia (Ecology):

Patricia Miller maintained contact with then-experimental spy satellites during the final hours of devastation and beyond. The full impact that weather systems had on the shift-

ing fallout is meticulously detailed in her journals. As Overseer of Agriculture and Hydroponics, Miller is skilled at managing to meet the population's physiological needs, allowing more births per capita than originally foreseen. Though it's been more than twenty years since the last signal, she is still haunted by the images relayed from space. "Repeating the past is not an option."

Quinn, Edgar (Capitalism):

Edgar Quinn, Sr. bought his way into the HAVEN, using Old Money from the Quinn clan's silver, steel, and oil dealings. Providing land, supplies, technology and laborers, the then-patriarch of the Quinns died months before the project's completion. In his will, he arranged for the survival of many of his blood, supporters, and hangers-on by ensuring them a berth inside the safety of the HAVEN. Edgar Quinn, Jr., never forgot anything his old man taught him, continuing the legacy (and funding) of the project. His connections and acumen proved to be the equal of his father's, and retains his high and continual placement in the administration in no small part due to the gratitude of many of the civilians living inside. "You can't take it with you, but you can keep it the family."

Roth, Hermann (Science):

Hermann Roth worked for NASA on the Freedom 7 mission, designing the engines that brought Alan Shepard into space and warheads into Moscow. His keen knowledge of rocketry and physics had earned both he and his family living quarters in the survival bunker under Mount Weather in Virginia. Roth was attending a conference in California when the first tremors of launches were detected and soldiers escorted him away- in the middle of his lecture. With no way to reach his family on the other side of the nation, Roth was brought to the HAVEN without ceremony. Resentful, guilty and alone, Roth threw himself into his work, desperately dreaming of the day the doors open. "Only science and progress can hope to reverse the damage done."

Smith, Arthur (Democracy):

Artie Smith is a union man, plumber's local 259. One of the first to work inside the HAVEN, Artie has been in much of the infrastructure of the site, ensuring the proper flow of potable water, water for power, and waste water. In his typical self-deprecating way, Artie sees his work as just a small part of the HAVEN. He's very aware that it's his job to support the people, not the other way around. After the sealing of the doors, he was able to devote increasingly more of his time to education, a pre-war luxury he never had. Discovering a aptitude for history, he has a new appreciation for the great experiment that was America, and is unshakable in its defense. "If not for the damn Reds, we'd all be playing baseball and eating hot dogs."

Stiles, Virgil (Military Analysts):

The HAVEN project was originally conceived by Virgil Stiles in the mid-1940s, shortly after the bombings of Nagasaki and Hiroshima. Originally a series of thought exercises, a young man's thesis for ensuring the survival of the American way of life came to the attention of an influential think tank in the Army Intelligence Service. Despite his uncanny intuition, Stiles never expected to find himself in the position of inhabiting his creation. He heads all committees, military and civilian, with plans and designs for post-

war life on the surface- and above. "The atomic war was inevitable. The long-term survival of mankind must be always in our thoughts and deeds."

Wallace, Elspeth (Religion):

As a good Lutheran, Elspeth Wallace was devoted to her husband, the late Chaplain Percy Wallace. She organized all religious events inside the HAVEN, ensuring her husband's morale and spiritual guidance would be brought to those who need it. She worked by his side, typing his sermons from notes, keeping his calendar, and serving as deaconess. Five years ago, her husband took sick, weak and bedridden to this day. Elspeth took up her husband's mission, bringing the Word to those who would not forget it. "With faith, honesty, and fellowship, we can accomplish anything."

Politics in the HAVEN

The Quinn, Smith and Wallace Families are aligned.

The Hudson, Stiles, and Roth Families are aligned.

Both above groups of Families oppose each other.

The Ackerman Family is opposed to the Miller Family.

	Ackerman	Quinn, Smith, Wallace	Hudson, Stiles, Roth	Miller
Ackerman	NA	Non-Aligned	Non-Aligned	Opposed
Quinn, Smith, Wallace	Non-Aligned	NA	Opposed	Non-Aligned
Hudson, Stiles, Roth	Non-Aligned	Opposed	NA	Non-Aligned
Miller	Opposed	Non-Aligned	Non-Aligned	NA

Player Characters

The characters available for play are detailed on the next few pages. They are all sons and daughters of the head of each Family,

Douglas MacArthur ACKERMAN

Mind: 3

Body: 5

Soul: 4

Douglas is a born leader, despite an aggressive streak that sometimes borders on cruelty. He is a crack shot with a rifle and one of the few with vehicle pool privileges. Growing up on tales of his namesake, he is an overconfident young man convinced of his place in history.



Abilities: Athlete, Doctor, Pilot, Scrapper, Soldier
Competencies: Field Medicine, Martial Arts
Expertise: Marksman

Motive: The world above holds my destiny
Secret: I know my father will choose another as successor

Bonus chips: BBBM

Judy HUDSON

Mind: 4

Body: 5

Soul: 3

Judy, a mulatto, is used to being the outsider. She is somewhat of a tomboy and as self-reliant as her father, prepared for any contingency. She hides her figure as much as possible. She is good with her hands in the machine shop and her fists in the corridors, and can sketch just about anything.



Abilities: Artist, Athlete, Mechanic, Pilot, Scholar, Scrapper, Stealth
Competencies: Pen & Ink, Brawling
Expertise: Repair

Motive: I'm tired of seeing the same old faces inside
Secret: I love Douglas and know we can never be together

Bonus chips: BMMS

Gary MILLER

Mind: 5

Body: 3

Soul: 4



Gary has heard his mother's tales of the great destruction since he was old enough to understand. Despite his mother's urging to follow in her footsteps, he has always preferred simple laboring on the underground farms. His slight stature has made him a prime target for Douglas' bullying, forcing him to rely on his wits to get him out of trouble.

Abilities: Animals, Artist, Detective, Mechanic, Outdoorsman, Orator, Scholar, Stealth
Competencies: Awareness, Old History
Expertise: Natural History

Motive: The sooner I can live far away from everyone, the better
Secret: I'm not a virgin any more

Bonus chips: MMSS

Edgar QUINN III

Mind: 4

Body: 3

Soul: 5



Edgar's silver tongue, smooth style, and debonair manner makes him a skilled negotiator. He's no slouch in the boxing ring or the dance floor, but has a weakness for the bottle. He has every intent on keeping the Quinn legacy strong.

Abilities: Athlete, Businessman, Detective, Orator, Scrapper, Thief
Competencies: Barter, Linguist
Expertise: Acumen

Motive: I want to bring needed supplies back home
Secret: I will become the next Chairman by any means

Bonus chips: BMSS

Emil ROTH

Mind: 5

Body: 3

Soul: 4



Emil, quiet by nature, only truly comes alive when pushing the boundaries of knowledge. He scrupulously keeps his journal filled with his ideas and findings and would love to be the first to fly again, in a glider of his own design.

Abilities: Artist, Businessman, Detective, Doctor, Mechanic, Pilot, Orator
Outdoorsman, Scholar
Competencies: Word, Old Tech
Expertise: Applied Science

Motive: I can teach survivors all that we've lost
Secret: I hate my father for his part in the war

Bonus chips: MMMS

Helen SMITH

Mind: 3

Body: 4

Soul: 5



Helen is one of the most popular and vivacious girls of the generation. Her father has taught her the importance of working diplomatically with other people, allowing her to make friends with strangers and make peace with adversaries. Helen often breaks the rules just to prove she can get out of trouble.

Abilities: Artist, Athlete, Orator, Scrapper, Stealth, Thief
Competencies: Deceit, Observe
Expertise: Speech

Motive: I will show women are just as capable as men
Secret: I'm terrified of being alone

Bonus chips: BBMM

George STILES

Mind: 5

Body: 4

Soul: 3



George is fiendishly clever, and won't hesitate to let others know it. Teased because of his glasses, George quickly learned to defend himself, gaining a reputation for retaliation to the point of premeditation. He's good at accomplishing anything he sets his mind to- except understanding the fairer sex.

Abilities: Athlete, Businessman, Detective, Mechanic, Orator, Scholar, Soldier
Competencies: Engineer, Perception
Expertise: Social Sciences

Motive: I shall track down the other government bunkers
Secret: I wish I wasn't so much smarter than everyone

Bonus chips: BBMS

Virginia WALLACE

Mind: 4

Body: 3

Soul: 5



Virginia believes that everything happens for a reason. The great war showed Man the danger of aggression. Innocent, a little naive and honest to a fault, she'll speak her mind on any subject. Virginia still manages to inspire a sense of peace and preservation in those around her.

Abilities: Artist, Doctor, Mechanic, Orator, Outdoorsman, Scholar
Competencies: First Aid, Animals
Expertise: Psychology

Motive: I love to help people, and I'm good at it
Secret: I am not my father's daughter and know my mother has affairs

Bonus chips: MSSS

Mechanics

The game design goals are twofold: One, to ensure that players will always know their character's capabilities while preserving the exciting element of risk and uncertainty. Two, to reflect the resource-poor state of the world.

Characters have three statistics: Body, Soul, and Mind. More than a measure of what a character can do, instead they show what a character is capable of. Each is represented in play by a different All-American color poker chip: Red for Body, White for Soul, and Blue for Mind.

Body (red) covers any physical measure, such as strength, dexterity, endurance, deftness, agility, size, speed, or vigor.

Mind (blue) incorporates any mental activity, such as intelligence, knowledge, wit, perception, wisdom, learnedness, or cognition.

Soul (white) governs every other undefinable quality that makes a human a sentient being, such as will, charisma, essence, emotion, feelings, or creativity. It is extremely uncommon for non-humans to have a Soul statistic.

Statistics are rated on a twelve-point scale, with six being the normal upper limit for humans. Players will get one chip for each point, representing both capability and reserve ability.

Characters will meet two kinds of tests: during play: Unopposed Challenges and Opposed Contests.

Unopposed Challenges are any attempt to perform an action versus something static: a straightforward do-or-do-not task such as: jump the chasm, climb the tree, fix the device, pick the lock, spot the hidden. Each Challenge has a minimum requirement expressed in terms of how many statistic chips worth of effort it requires. In order to meet a Challenge, a player must demonstrate they have the requisite number of chips in the appropriate color in reserve. The player does not lose chips when meeting a Challenge.

Example:

Player: "I want to jump across to the ledge and pull myself up."

GM: "That's a Body-7 challenge."

Player: "I've got eight left."

GM: "Okay, you do it."



See below for example Challenges and the appropriate rank.

Opposed Contests are any attempt to perform an action versus something dynamic: physical combat, fast talking, theivery, any piloting or working with Pre-war devices and tech. For clarity, the initiator of a Contest is called the Attacker, and the opposition in a Contest is called the Defender.

First, the Attacker antes with 1-3 chips of a given color and narrates their action. Next, the Defender matches the ante, narrates their response, and begins a new ante. This back and forth continues until either the Attacker relents or the Defender can't match the ante.

If the Defender doesn't have the chips, they can elect to match 2:1 with differently colored chips. If the Defender can't match the ante, they lose one chip. The Defender can elect to not match the ante and yield to the Attacker. In this case, the Attacker loses one chip and the Defender loses two chips. Others may elect to assist either side by spending 2:1 for the same color or 3:1 for a different color.

When both sides run out of chips, begin a new round. Lost chips are lost (see Damage, below), but spent and anted chips are regained each round.

Sample Challenge Rankings

1-Body	Walk unassisted.
2-Body	Shuffle a deck of cards.
3-Body	Push a car unassisted.
4-Body	Pull an all-nighter.
5-Body	Touch-type.
6-Body	Break down a solid wood door.
7-Body	Win a ballroom dance competition.
8-Body	Sprint a mile.
9-Body	Run a mile in four minutes.
10-Body	Heave a caber.
11-Body	Ascend Everest.
*12-Body	Survive in open desert for a week without food or water.
15-Body	Climb a 1500-foot sheer wall.
20-Body	Lift a truck.
50-Body	Suffer no ill effects from unshielded weapons-grade Uranium.

1-Mind	Talk intelligibly.
2-Mind	Perform rote mathematics.
3-Mind	Search a single large room quickly and effectively.
4-Mind	Differentiate between friend or foe in a stressful combat situation.
5-Mind	Know wild-growing edible plants.
6-Mind	Speak two languages fluently.
7-Mind	Obtain a chess ranking of Master.
8-Mind	Repair a damaged piece of Old Technology.
9-Mind	Save a gunshot patient.
10-Mind	Spot a man moving silently in starlight.
11-Mind	Rediscover lost sciences and arts.
*12-Mind	Memorize the Bible.
15-Mind	Discover a new element.
20-Mind	Prove Fermat's Last Theorem.
50-Mind	Gain the power to cloud men's minds.

1-Soul	Continue desire to live.
2-Soul	Befriend a puppy or kitten.
3-Soul	Cook a pleasant-tasting meal.
4-Soul	Discern the color mauve.
5-Soul	Console a grieving child.
6-Soul	Quit smoking.
7-Soul	Earn a reputation as a good lover.
8-Soul	Entertain a room full of people.
9-Soul	Lead a congregation.
10-Soul	Compose a stirring piece of music.
11-Soul	Convince a person to a diametrically opposed belief.
*12-Soul	Endure prolonged and sustained torture.
15-Soul	Start a revolution.
20-Soul	Lead the revolution.
50-Soul	Rule a nation by your hand alone.

* normal human solo maximum

Damage

Characters can sustain three kinds of damage.

Most serious is Statistic Damage. This sort of lasting, crippling damage is inflicted from extreme sources such as radiation, biological or chemical weapons, or devastating physical attacks such as firearms, predators, cutting or piercing attacks, or sustained exposure to fire. Statistic Damage, if it heals at all, will heal at the rate of one point for every month of constant medical attention.

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Still serious, but not as crippling is Ante Damage. This sort of damage comes from broken bones, head injuries, or other significant trauma. This occurs during Contests in the form of lost chips, limiting the availability of chips for ante. Ante Damage heals at the rate of one point for every week of rest and medical supervision.

Finally, Exertion Damage. Typically damage taken from straining to meet a Challenge, this is pulled muscles, weary minds, strained joints, or continuous effort. Exertion Damage heals one point for a solid night's rest or an hour of basic medical treatment.

Initiative

In case of uncertainty, the order in which characters take action is determined by their way they interact with the world. For player characters, their worldview is determined by their Family.

Those who act before they think:

Ackerman (Army)
Quinn (Capitalism)
Hudson (Technology)

Those who think before they act:

Wallace (Religion)
Smith (Democracy)
Stiles (Analysts)

Those who act last:

Roth (Science)
Miller (Ecology)

For non-player characters, consider their worldview and place them into one of the three categories. Generally, combatants, leaders and occasionally children will act before they think, laborers and the astute will think before they act, and noncombatants act last.

All ties are resolved with a higher Mind acting first or situationally by GM fiat.

Abilities, Skills, Expertise and Competencies

Abilities, listed as professions, are a general umbrella term for a group of skills. A character with an Ability has all of the expected knowledge, skills, training, etc. that a trained professional could reasonably expect to have. Two Abilities are the exception to this rule: Artist and Scholar. Characters have a two and one chip penalty, respectively, for attempting a non-Competent skill in these Abilities.

Competencies and Expertise are only granted to individual Skills within an Ability- see below for sample skills and their governing Ability. A Competency reflects six months to a year or more training in that skill. An Expertise represents a natural talent or ten years or more of dedicated training.

Having an Ability grants an additional chip for related activities. Having a Competency in a skill grants two extra chips when called upon. Having Expertise of a skill is considered trump and invincible; the character will never fail unless the circumstances are absolutely impossible. A character with an Expertise is considered to have a total of twelve chips. Characters may attempt to perform a Skill without an appropriate Ability; GMs are suggested to apply a reasonable penalty: zero to two chips.

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Artist: (Soul)

Word, Canvas, Stage, Instrument, Medium of Choice

Athlete: (Body)

Throwing, Swim, Climb, Run, Leap

Businessman: (Mind)

Acumen, Appraise, Barter

Detective: (Soul)

Perception, Search, Awareness, Observe, Scrounge

Doctor (Mind):

First Aid, Surgery, Field Medicine, Diagnose

Mechanic (Mind):

Build, Engineer, Repair, Old Technology

Orator (Soul):

Actor, Deceit, Linguist, Speech

Outdoorsman (Body):

Animals, Hunting, Natural History, Tracking, Traps, Survival

Pilot (Body):

Driving, Riding, Boating, Flying

Scholar (Mind):

Science (Pure, Applied, Natural, Social), Psychology, Old History

Scrapper (Body):

Brawling, Melee, Ranged

Soldier (Body):

Marksman, Martial Arts, Military Arms

Sneak (Body):

Conceal, Hide, Stealth, Tail

Thief (Mind):

Lockpick, Steal, Gamble

Beasts

Beasts, mutant animals, giant irradiated insects and other non-human entities are measured on the same scales as humans, but with few of their restrictions. Most will have statistics only in Body and Mind. Instead of Abilities, beasts only have a number of Competencies.

Large predators and prey will typically have four or five Competencies, with smaller beasts having two or three. Beasts always get an extra chip when fighting for survival.

Bear

Body: 10 Mind: 2

Competencies: Hunting, Leap, Melee, Swim

Giant ant (single)

Body: 6 Mind: 1

Competencies: Climbing, Melee, Survival, Tracking

Giant wasp (single)

Body: 5 Mind: 1

Competencies: Awareness, Flying, Melee

Large dog

Body: 4 Mind: 3

Competencies: Hunting, Melee, Tracking

Locust swarm

Body: 5 Mind: 0

Competencies: Flying

Wolf pack

Body: 7 Mind: 3

Competencies: Awareness, Hunting, Melee, Tracking, Stealth

Supplies

The HAVEN's stockpiles are vast, but limited. The characters' expedition will be stocked with any reasonable supplies. It's encouraged for the play group to make a list of what the characters expect to bring to the world outside. Such requests could be roleplayed out prior to the expedition if desired; allowing the players to experience the HAVEN will not only juxtapose the disparity between their world below and the remains of the world above, but life inside the HAVEN alone could provide for many sessions of play.

Regardless of the means, the characters will have just a six-month supply of needed provisions: food, medicine, traveling clothes, weapons, barter goods, books, etc. Notably, any pre-Sealing non-renewable resources will be only available in limited supply: vehicle fuel, aluminum, certain vaccines, electronics, photographic material, etc.

Whatever their load, the characters' is one of the richest prizes for hundreds of miles (next to the location of the HAVEN itself) and a tempting target for any group they might encounter. Caution and discretion are advised.

Barter goods from the HAVEN to foster relationships with survivors include sustenance for the Body (food, water, shelter), Mind (technology, science, history) and the Soul (culture, music, literature... and Wine).

Experience

This game acknowledges two kinds of experience- player experience and character experience.

Character experience is any in-game reward. Much of this kind of experience will be handed out by the GM in-game as a result of actions, encounters, and adventures. Some character experience will be enjoyed simply in the fact of play; this author hopes much of this reward will be satisfactory to the player.

However, some define experience as "what you get when you don't get what you want." To this end, player experience is a meta-game reward to the player in order to allow that player a measure of control over an aspect of the game. As such, at the end of each session, the play group will decide which player gets experience for that session. That player then gets a pick (not a roll; a conscious choice) on the Adventure chart for next session's play. It is suggested that column C is reserved by the GM. See Adventures, below, for details on this experience system.

There is no provision for characters to improve statistics over time.

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Adventures

In the style of a Chinese menu (pick one from column A, one from column B, one from column C). Optionally, roll a d12.

Inspirations

A partial list of books, games, and movies that have influenced this game include:

John Badham's WarGames, D. Vincent Baker's Dogs in the Vineyard, Black Isle's Fallout, Ben Bova's Saturn, Gnomon Industries' Greylight: Core, Shane Lacy Hensley's Deadlands and Hell on Earth, Dean Koontz' Twilight Eyes, Sid Meier's Alpha Centauri, Dan McDonagh's National Security Decision Making game, Jonathan Mostow's Terminator 3: Rise of the Machines, Marcus L. Rowland's Forgotten Futures, Stellar Games' Destiny Deck, Jonathan Tweet's Over the Edge, and John Wick's Seventh Sea.

Their inclusion here hopefully provides a small measure of gratitude for and appreciation of their efforts.

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Production software

Adobe Photoshop, Apple Pages and TextEdit, Macromedia FreeHand

No Microsoft products were used in the writing of this game.

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