

B U N K E R

Print all the pages doublesided
(A4 Short-edge binding)

Fold, in the middle, the rules page.

Cut the cards out.

Survive.

YOUR LIFE



Life in the bunker is more exciting than simply counting down the time. Each month, The Judge starts. Taking turns, each player must play one of their cards:

- **Backstab**, needless to say, play it on another player
- **Secret** reveal your own, or someone else's (only if you have seen it)
- **Perk** reveal and act

When each player has finished, the **Judge** reveals the top **Event** card. It impacts everybody. Once resolved, if you still have a functioning digestive system, each player consumes one resource by discarding it from the pool unless a card in use says otherwise. The group decides if characters with private resources consume their own, instead of one from the shared pool.

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In an emergency, as resources dwindle, the bunker may vote to sacrifice a character. To effect this order, one of you must be a policeman or a soldier. Recompense for this unsavoury act may be appropriate.

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Before a new round, replenish used cards. Each character should start with **at least two** unrevealed **Secret**, **Backstab** and **Perk**. Unless they had bad luck.

BUNKER

The radioactive cloud surrounding earth has begun to descend, a relentless drizzle of radioactive dust and rain. A worldwide catastrophe, but one your government has prepared for. You and many others have been assigned to special bunkers that will keep you safe. Escaping the civil unrest that ensued, you and many others are locked inside these small bunkers, located throughout the country, refugees from a ruined world, awaiting the time when the earth and its atmosphere are safe once more.

Months will pass. In those months you share this safe but small space with strangers. How you fare is yet to be seen. How all of you will act under such unusual pressure and strain is yet to be discovered. How many of you will survive? Time will tell.

In enclosed space, seeking to survive to restart humanity. It is here that your humanity will be tested.

THE LAW



Don't open the door just yet.

1. Decide how many months you will be sealed in for. Every month is one turn. A short game is 6 and long is 18.
2. Shuffle **Events** cards, and grab a number equal to the number of months, minus one. At the bottom of that pile, place one random **Solution** card.
3. Grab resources equal to the number of players times number of months minus 5*
If you run short of resources before the time is up, everyone dies. During the game, you may earn private resources.

In order to start the world anew a minimum of two characters, one of each sex must survive to exit the bunker together. Any other case results in you enjoying the absolute end of mankind.

*e.g. 4 people and 10 months is 40, minus 5, equals 35 Resources. For all of you.

FIRST NIGHT



Relax and enjoy the lack of view.

Prior to coming here, who were you? What secrets do you carry? What perk arises from your background or reveals itself in the opening days? What low cunning do you possess?

1. Before you get comfortable, each one draws one random **Character** and one random **Trait**.
2. Draw **two random cards** from each of the **Secret**, **Perk**, and **Backstab** decks.
3. Decide who goes first, and give that person a **Judge** token. The role of Judge rotates the end of every month to the next player. In the event of a dispute arising amongst you, the Judge makes the decision, for all of you. So, shut up and get on with it.
4. Take your shoes off and introduce yourself. Decide on gender and name for your character, and announce to the others, along with your occupation and trait.*

*e.g. Hi, My names is John, I am Infantry Lance Corporal and I have basic medical skills.

I've found some used... Oh never mind, everobody needs somebody, right? Who the secret lovers are. Both of them get an extra Secret and Backstab card. Next month Backstab or Secret played on one, affects them both.

You've found a stowaway! Draw a random Character card and Trait. Decide if they stay, or die. If they stay, somone else must die. Unsavoury though it is. New character starts with one random Perk, Secret and Backstab.

Stupidity or Sabotage?
One of you idiots destroyed 25% of your shared resources! Discard them now. But who's that idiot? Vote to decide who wasted the resources, and decide their fate.

Paranoia is setting in. One of you had a birthday and didn't say. What else are you hiding? Vote to decide who it was. Reveal one of their secrets! If you can't do this, give everyone a secret.

An air filter is kaput! Repairs will take around a month, meaning reduced living space. Pair up. Next month, each pair combines their cards and share the impact. At the end, split cards between each other.

Resources are missing from the shared pool. No-one is fessing up. Unless one of you confesses, four resources must be discarded. If you do own up, you must draw an extra Secret every month and reveal it.

Enough! One of us repeatedly forgets to flush the toilet! Did your mother teach you nothing! We need to find and punish that rascal! Vote to decide who it is and who will draw and play a Backstab against the stinker.

God! We got smashed last night, didn't we? You remember me slurring 'you my beshtest mate you are!' We may have spilled some beans! Everyone draws an extra Secret and reveals it immediately. We have also wasted two shared Resources.

Impossible!
Raging apocalypse outside yet we still have mice! Everyone discards two private Resources or one per person from main pool. Which bloody idiot brought them with! Find out and play a Backstab on him or her.

One of you broke a leg. How the hell did you manage that? Vote to decide which of you were so reckless. Unless someone with medical skill helps they must lose half of their private resources or remove two from main pool.

Telly's knackered! Which of you morons broke it? Vote to decide. If you can't, each of you gets an extra Secret. Someone with technical skills can fix it to get a resource from the pool.

Everyone's been going stir crazy, and now it's all kicking off! Everyone draws a Backstab card and plays it against someone else. And then... let's pretend it has never happened. Everyone gets an extra Perk in result.

That's how democracy ends. Next month's Judge must be chosen by a vote. That player cannot use Backstab and no one else can vote on anything.
The Judge is king.

Someone is overusing the shower! Supplies of soap are running out - Oh the inhumanity! You have to find out who the louche is and punish them. Agree who is to blame and decide an appropriate punishment!

That's enough, greedy bastards. In an effort to manage the resources more wisely, the bunker decides: all private resources must be added to the shared resource pool. Now play nice.



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There was a spillage in a bathroom. Well, let's call it that. Decide who the filthy animal is and decide what to do with them. All's fair in love and war.

You know there's a rule about not being a total asshole right? That looked like sabotage. Find who's done it and decide on their punishment, because you've just lost a quarter of the resources from the shared pool. Arse!

What's yours is mine. It is time to start believing in more than just yourself. Everyone with private resources distributes all of them among others, and gets one Backstab and Perk.

Drama queens, time to get yourself together. Collect all of your cards, shuffle and distribute again.

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EVENT

No accounting for taste, right? You fall in love with the next appropriate character to your left. You cannot let anything bad happen to this person. The next Backstab anyone plays against them is resolved on you.

You're a pushover! Worse thing is, the others know it. You can't ever have more than one Backstab. Keep this card in play to remind yourself of your weakness.

You're about as subtle as a rhino in a tutu! You're trying too hard and your Backstabs are a joke. You cannot play any backstabs for at least one month.

You're about as subtle as a rhino in a tutu! You're trying too hard and your Backstabs are a joke. You cannot play any backstabs for at least one month.

You're such a bloody genius! All month you've been running little experiments to test the moral fibre of the other characters, and now, now they've found out! Everyone has the option to draw an extra Backstab and resolve it against you.

You didn't want anybody to know, but you're a wimp. And now they've worked it out! Once a month someone can use you as a shield and any backstab played against them is resolved against you instead. Keep this card as a reminder to everyone.

Too much, too young. Discard half of your Backstabs, (rounding up). If you have just one Backstab, get rid of it. Sorry.

Do you ever shut up? It's not always about you. You do know that? Well, everyone's fed up with hearing about it, so let's see what you got! Time to put your money where your mouth is. Reveal a perk. If you don't have one grab one from the pile and reveal it.

One of your Perks is total load of bollocks. Get rid of it now. If you don't have one to discard, you cannot draw a new perk at the end of the month.

You were hoping you could lie to impress them, but now, it looks like it would be a joke. Discard one random Perk.

Your cunning plan is about as cunning as a thing that isn't cunning. You clearly didn't have time to plan it. Not everything is useful here. You lose one of your Perks.

Ah. Sweet! You had sex last night, and it's been such a long time, right? Decide who the lucky bunny was, your choice, and share your Perks with that person for a month.

Life is about sharing. You've been addicted to Instagram. Really? You still think people are interested? Well, now it is time to share the little of your life that there is. Share your Perks with one other person of your choice for two months.

You've been spying on people. The character to your left was hiding something. Now, their dark secret has become your dark secret. Even if it was them, everyone thinks it was you! The player to your left may give you one secret from their hand.

You didn't lock your private locker and some sneaky bugger revealed one of your Secrets to the others. Select a player that will draw and reveal a new Secret for you.

That was a great night. Of course, you only remember the good parts. You've earned two extra Secrets.

Greed and carelessness. An ugly combination. Resources you acquired are well hidden but the stash has become too hot. Half of them are now useless. Discard them. No-one can steal those that remain as long as you keep hold of this card.

You are a poor quartermaster. If you have any Resources, half of them are just empty boxes. You have used the contents but didn't tell anybody. If revealed, discard this card and half of your Resources, rounding down.

You're a religious fanatic, and you believe this is all the work of God. You have been trying, by various means to kill everyone, but all you have achieved is a wasting of Resources. From now on you cost 2 Resources each month. Keep this card as a reminder to everyone.

You are conspiring with another player to steal rations. You can reveal the other conspirator, and get extra Perk. They will get extra Secret they need to reveal immediately. If not you consume 2 resources this month.

You didn't want anybody to know, but you're a wimp. And now they've worked it out! Once a month someone can use you as a shield and any backstab played against them is resolved against you instead. Keep this card as a reminder to everyone.

Air conditioning is nice but it gave you angina, you need medical assistance. If you cannot find anyone to help, you lose one private Resource. If you don't have any, everyone else has to share the pain with you. Grab one from the main pool and discard it. And then one more.

Is that a rash? I'd try to not let anyone see. It looks like you have caught some strange disease. Anyone with Medical skill can supply a cream for that in exchange for one private resource. If there is no Medic available, or you cannot do this, discard one Resource from the shared pool.

You have discovered that the player on your right is actually a convicted murderer, when this card is revealed the other players must decide what to do with this person, discard this card.

You're a pig and you know it. You've just wasted two Resources. Discard them from the main pool when this card is revealed.

Your cunning plan is about as cunning as a thing that isn't cunning. You clearly didn't have time to plan it. Not everything is useful here. You lose one of your Perks.

You found a bolt hole in the bunker. By revealing this secret you can use the bolt hole and hide for one turn and you won't be affected by the events of this month, even the good ones. Discard after use.

You are infertile. You may want to keep this a secret as this information might prejudice the other players' judgement regarding your usefulness to the future of humanity. If revealed, keep this card as a reminder to everyone.

Your mental health makes decision making traumatic. For you and everyone else. Once people realise, you don't get to vote as long as you have this card revealed. They are only thinking of you. Obviously. Keep this card as a reminder to everyone.

You have cancer, in 6 months you will be infertile, you kept it a secret. Players can calculate when you will become infertile and decide if you're no longer valuable after that time. Keep this card.



SECRET



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secrets

You are carrying faulty genetic code. Basically you're infertile. Try not to reveal this secret. It seriously questions your contribution to the future of humanity's gene pool. Keep this card as a reminder to everyone.

The exit code is 2456. Your paranoia keeps it safe. If you die the code dies with you. If this code is revealed before the end, you will have to spend one of your private resources (if you have any) every month in a futile effort to get it back.

The exit code is 0945. If you die the code dies with you. You believe, if you keep this secret until the end, you will be a hero. If the code is revealed before then, your character suffers chronic despair. If this happens, every month toss a coin. If heads discard one perk.

The exit code is 1456. If you die the code dies with you. You believe, that only you can enter the code to the door.

You must reveal this secret as soon as you read it!
The truth is you must stay one month longer. Get one extra Event card and put it on top of existing Events pile.

I don't want to know how you gave it to them, or where you got the cure from! Give one player a disease and they must give one of their Perks, either to you or someone with medical skill, in exchange for the cure.

Oh you're so damn clever. You gambled and won! Didn't they realise the game was rigged. Claim your prize. Take one perk from any player you choose.

That was a hell of a night. You don't remember much but you made some promises. Exchange all your Perks with those of another player. You decide which ones you want to keep.

You actually like some of the people in here but it's time to show off a bit. Draw an extra Perk and reveal it. You can also reveal half of another player's secrets.

Idiots seem to grow on trees. You manage to force one player to exchange one of their perks with one of your Secrets!

You need protection, your secret must never come to light. As soon as anyone plays a Perk that relates in some way to 'Secrets' you can interrupt play, by playing this card and stealing their Perk.

It would be easier if people were honest. Actually, somebody's full of crap. Decide who. Take one revealed Perk from them.

If you have technical skills you can hack into digital storage and learn more about the situation outside as well as inside. Get two more Perks for yourself and draw and reveal a Backstab against every other player.

If you're from Public Services you know how to organise people. You get an extra Perk. Instead of someone else. Once a month when someone else gains a Perk this card enables you to take it from them. You must target a different person each month.

Behaviour management. If you have a background in Education, you can bring everybody a bit closer to each other. Some might call it manipulation. Everybody can discard an unrevealed Secret if they have one.

backstabs



SECRET



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BACKSTAB



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BACKSTAB

If you were in Education it doesn't mean that you're clever! Sometimes you have a big mouth. Force somebody to reveal a Secret to everybody.

Jealousy has led you to spy on your mates. You're such an arse. If anyone doesn't currently have a revealed secret, you can force each of them to reveal one now.

One player had a bad time, you usually don't do it but life is life. Draw a Secret for that player, you can read it before you give it to them.

Oh dear. Did you think I loved you? Some people are really naive. Select a player of the opposite sex to yourself. Give one of your Secrets to that person.

Pick another player. The two of you got drunk. They told you a secret. Time to spill the beans instead of keeping your mouth shut. Force them to reveal a Secret to everyone else.

If there is a medical person, you can read one of their secrets. If not discard this card and get a new one.

You really had no choice. Select another person. They must draw an extra Secret and give it to another person apart from you. If there are only two people left, that person gets it.

Something smells fishy. You trust no-one. Ask each player in turn if they have the exit code. Each player that denies having one must draw an extra Secret.

If there is a Technical person, you can read one of their secrets. If not discard this card and get a new one.

Oh, I see. Your recipe book! So sorry I thought you said I could read your diary! If there is a Food Industry professional, you can read one of their secrets. If not discard this card and get a new one.

Choose another player to conspire with you against another. Your fellow conspirator draws one Backstab and the victim gets a Secret. You're like non-stick Teflon, you get nothing.

Lie to someone, you know you're good at it. You get an extra Backstab while that person gets an extra Secret. You can read that Secret.

Lie to one person, it's not the first time. You get an extra Backstab while that person gets extra Secret.

You've spent a lot of time learning about the others but in order to do so you've had to tell a lie about yourself. Read somebody's cards but get one extra Secret for yourself.

If someone has a Perk that limits the number of Secret's they can have, it definitely isn't true. Free that person from that Perk.



BACKSTAB



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BACKSTAB

Next person in the round gets on your nerves. Take a Backstab from them and keep it. In return draw a Secret and give it to them.

You're a prick. Pick a player. Take and keep one of their backstab cards. Draw and give them a secret.

You had a moment of ingenuity, still not sure how you did it but they believed you. You take two Backstab cards from the other players. Draw and give a secret to each player for each backstab you take.

You're an adrenalin junkie. Bungee jumps, base jumping, Backstabbing, you've done them all. Take a Backstab from someone and draw couple of Secrets in exchange, for them.

Force another player to perform a Backstab on another player of your choice. If there are only two players you can perform an additional Backstab from the pile.

There is no better spy than that one in your pants. You've used it to reveal all of one person's Backstabs.

You discover two saboteurs! If you're not a rat, get two private rations from the pool to keep quiet. And a Secret. You'd rather point them out? Sure, you'd get their perks and rations. And they consume 2 Resources this month.

If you're Medical you can poison another person's water. They can acquire an antidote from you in exchange for one resource. One of their own, or, if everyone else agrees, one from the shared resource pool. No antidote means they die in two months.

You're a sneaky little bastard. You stole one ration from the storage room. You can take one from the shared pool for yourself, but they all know about it.

You can steal one resource from someone's private stash. If no one has any get an extra one for yourself.

I steal. If there is someone with private Resources you can nick one for yourself. Or maybe two. Up to you.

Looking into a player's private belongings allows you to read all of this person's cards.

Sodium thiopental. A truth serum? How did you get that in here? That was the most messed up game of truth or dare ever! All the other players must reveal one of their Secrets. You get an extra perk.

You have discovered the true identity of another player. Select three Character cards and you decide which Character that person now has to become.

Peeping Tom you are. You can see one person's secrets till the end of the world.



BACKSTAB



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BACKSTAB

Respect. Your work in a public service industry got you a thick skin. You cannot be backstabbed more than once a month.

This month you were extra vigilant and none of the Backstabs work on you. Discard at the end of the month.

Master Chef! If all the resources run out you manage to harvest enough edible algae from the corners of the bunker to keep everyone alive for one more month. Your food is disgusting, but hey hero, who cares!

If you have a medical background Backstabs or Secrets that impact your health cannot affect you.

Medical training instills the instinct to protect others. You may shield another player from harm by taking a Backstab that is played against them upon yourself instead. Discard after use.

For a while you've worked in a FoodTech industry, and you manage Resources more efficiently. This month you only consume half of the necessary Resources.

Your education didn't go down the drain. You are a great communicator and can bamboozle your way out of anything. Whether drunk or sober you cannot be compelled to reveal any of your secrets. Lasts only two months.

If you're a Detective, a Celebrity or Fireman you are used to watching your back. Backstabs played against you automatically fail.

Did you know they were there? You just added two more extra Resources to the main pool... wait a minute... Oh my! Is that even edible? Watever. Discard this card after use.

A background in Education may mean you're smart enough to recalculate how long you must remain in the bunker. As a result you can either add three resources to the main pool or remove one Event from the pile. Your choice. Discard this card after use.

You used to grow marijuana illegally in your apartment. It's a transferrable skill! You can produce one extra private Resource every month.

You have decided to re-organise Resources. That was a great idea. You found one unaccounted for. Get one extra Resource. Keep it to yourself. Discard this card after use.

You'r ex was a lobbyist and taught you few tricks. You convinced everybody to allow you to manage a third of the shared pool as your private Resources.

You can make a banquet from scraps! Whenever a card calls for Resources to be discarded flip a coin. If heads don't discard any resources. If tails, well nothing is perfect. You consume double the resources.

Those buggers made you clean the airshaft! But what a stroke of luck! You found two extra resources. Will you keep them to yourself or add them to the main pool?



PERK



PERK



PERK



PERK



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PERK

You're mum was a lawyer. Not a good one but thought you how to convince anyone of anything. Choose another player. They must give you all their private resources.

You have secured your private resources in a very safe place. Nobody can touch them. If anyone makes an attempt to take them this card stops them. Discard after use.

You pervert. Spying on someone taking a shower isn't pretty. Well let's face it, neither are you! Still in doing so you spotted an unclaimed Resource in one of the lockers. You can keep it for yourself or add it to the main pool.

Threatening behaviour or outstanding interpersonal skills? Either way, you've persuaded them to keep quiet. If another player tries to reveal one of your secrets, this card shuts them up. Discard.

If you're an escort or a Lawyer you are good with secrets! You can play Secrets as Backstabs on another player. Any other profession may can negate a card that forces you to reveal a Secret, but must then discard this card.

When another player is Backstabbed you can Backstab the backstabber!

Whether revealed or unrevealed you can only ever have one Secret. Any time you have to draw or gain another you can choose which of your secrets you keep, discarding any excess.

Only I get to say what you morons know about me. Whether revealed or unrevealed you can only ever have one Secret. Any time you have to draw or gain another you can choose which of your secrets you keep, discarding any excess.

Only I get to say what you goons know about me. Whether revealed or unrevealed you can only ever have one Secret. Any time you have to draw or gain another you can choose which of your secrets you keep, discarding any excess.

You lot know nothing! Whether revealed or unrevealed you can only ever have one Secret. Any time you have to draw or gain another you can choose which of your secrets you keep, discarding any excess.

You'll never figure me out! Never, never, you hear me!? Whether revealed or unrevealed you can only ever have one Secret. Any time you have to draw or gain another you can choose which of your secrets you keep, discarding any excess.

You've gained access to data storage and found out that it is safe to leave earlier than you thought! You can remove one Event card or do not say anything and give everybody extra Resource.

Squeaky clean. You can only ever have a maximum of one secret card. It may be revealed or unrevealed. Discard any excess. Your choice. Nothing can make you draw extra secret cards.

You can read all about me in any magazine! If you're a Celebrity you don't have any secrets. Discard all your Secrets along with this card.

Some people just deserve more respect! If you're from Public Services you can draw one extra Perk every month.



PERK



PERK



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PERK

perks

If you're from Education you learn from your mistakes. Each Backstab against you enables you to draw an extra Perk which if relevant might help you to negate that nasty Backstab!

People are blinded by technology. If you are Technical they think you can do everything. Each month draw three perks, keep two, and either put the last one back on the pile or discard it.

You used to be a physician but you took a slightly different route. In addition to your background you are also Medical and you cannot be poisoned.

You used to be a physician but you went slightly different route. You have Medical skills and you cannot get poisoned.

Love is such a great thing. Once a month you can draw an extra perk and give it to another player. As a result that month, that player cannot Backstab you.

You couldn't lie if you tried, but you know how to milk a good story. Draw two extra Perks and reveal one of them.

You've found medicine. This can stop you being poisoned or hurt, and can cure any disease. Discard this card after any attempt unless you have a Medical background. This card cannot, however, stop you from being killed!

Lying about who you were got you into the bunker. Now you can share who you really are. Draw three Character cards and choose which one of them you will now become. Change your Trait as well but keep other cards.

Smashing, you've found a gun and now you have it. You can defend yourself if someone decides to kill you, discard after defending.

You're not paranoid, but the others really scare you! Draw one extra Backstab card each round.



PERK



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PERK

You're gay. Heterosexual sex disgusts you. Use it wisely.

You're an anorexic. During your stay in the Bunker, instead of consuming one Resource at the end of each month, you can keep it as a private resource.

A few months prior to entering the bunker you suffered a violent rape. You have not reported it. The opposite sex terrifies you, and a recent medical has revealed that you are unable to have children. How, or if, you share this information is up to you.

You have a sociopathic personality disorder. Medication keeps it in check. Medication that you spilt before entering the bunker. In the final month you will snap, and kill someone. You choose your victim. The others will decide what is to be done with you.

You have AIDS. You infect anybody that you have sex with.

You have a disability involving either the loss of limbs, speech, hearing or sight. You choose the exact nature but it has significant impact on your life in the Bunker.

Once outside, you have access to a small, fuelled, four seater airplane, containing resources sufficient to sustain three people for a month. If you run out of resources in your last month you can save the day for three people.

You've won the gene lottery and are immune to contracting any contagious disease. Diseases such as cancer, Ebola or AIDS will not effect you. There is a chance that your offspring will also benefit.

In addition to your background you also have Medical skills, and count as being a medic with a medical background.

You're religious. It's rather disturbing. You have to start each month with a prayer. Everybody should hold hands and pray with you. If you persuade everybody to do this with you, you will get a private Resource from the main pool every other month.

Outside, you have Resources for one month for one person. If you run out of resources in your last month you can save the day for one person.

You have a FoodTech background. You have knowledge of hydroponics and can rig up a hydro pod with which you can generate one food Resource every month.

A background in Education brings with it skills in assessment and a familiarity with accessing student records. These skills enable you to view one person's cards each month.

You are used to using your body to both make a living, and to manipulate others. Once a month you can seduce a character of your choice. This allows you to see that person's cards.

You are an expert in observing the behaviour of others, skilled in investigative techniques, and insightful in piecing evidence together. Once a month you can view someone else's cards.



TRAIT



TRAIT



TRAIT



TRAIT



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TRAIT

SOLUTIONS

After opening the bunker three survivors from another bunker attack you. Hungry and violent, they have turned to cannibalism. If you outnumber them, or one of you is a soldier, fireman or policeman, you escape. If not, you must decide who to sacrifice or die!

It was an emergency build. Clearly. The door has failed to open. Someone technical can fix it. It will take a month. Do you have enough resources? If not, who will you eat? Too squeamish? Then you die. If you have no technician you die. So sorry.

You're safe to leave. You just need to enter the exit code. If none of you have a card with the right code you die inside. The real exit code is 2456. If you have a different code you are in the wrong bunker and you die, as will the people in the other bunker.

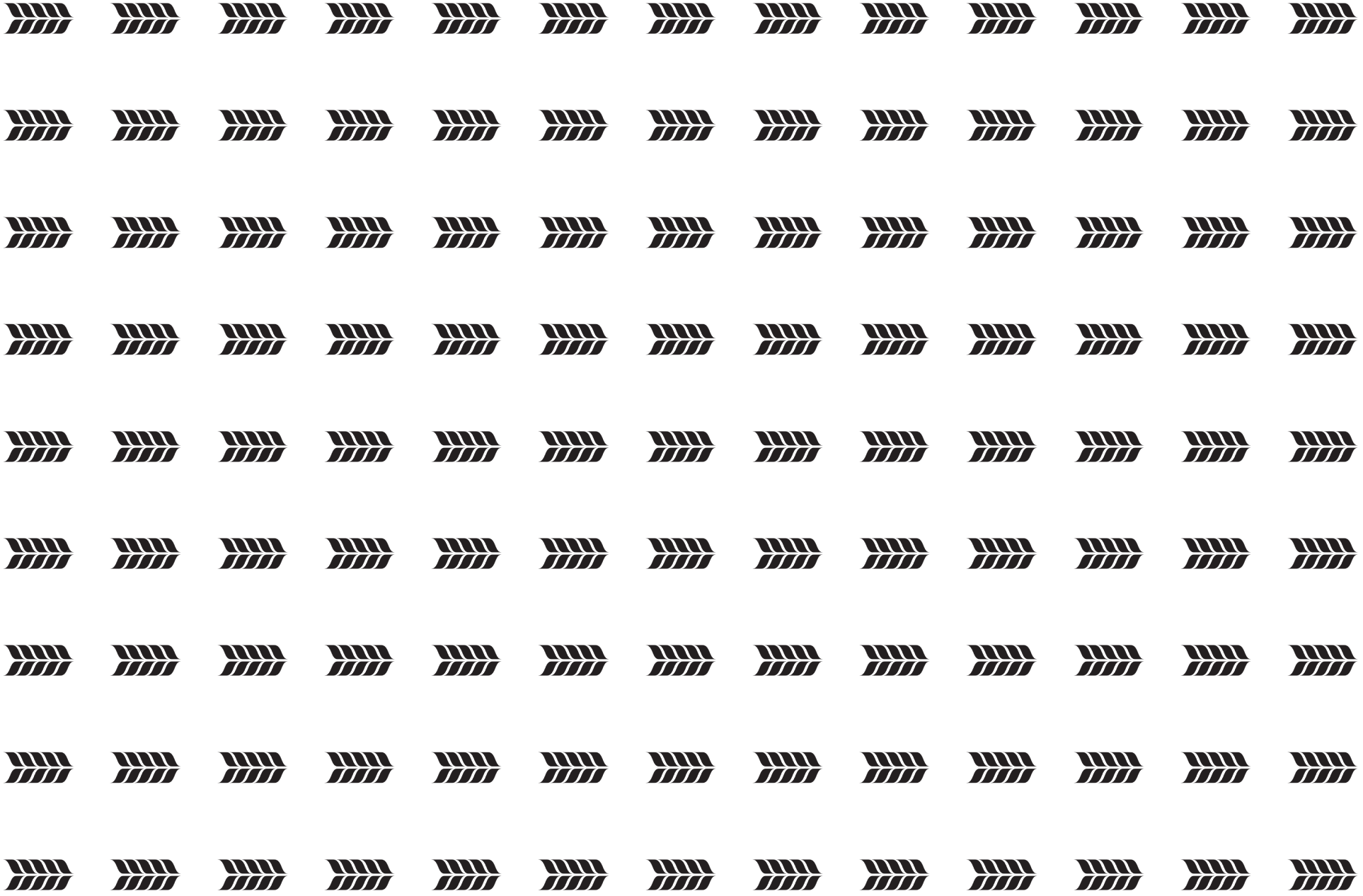
Well done, you're out! Unfortunately, there is one more thing. If there are more than 2 of you still alive, you're in a pickle. There are not enough resources so you have to decide who gets to survive.

The time has come to leave. You just need to enter the exit code, 0945. If none of you have a card with the door will not open. You will die inside. If you have a different code, you are in the wrong bunker. You and those in the other bunker all die. Say goodbye to humanity.

Leaving the bunker you estimate that you need two months to establish yourself in the new world. You need twice as many rations as survivors otherwise you all starve to death. Cannibalism is an alternative. You must decide who to sacrifice for the sake of your survival.

Whilst in the bunker a sand dune has buried the bunker. The door opens inwards, and you must dig your way out. Do you have enough resources to survive another month? If not, you decide how you are going to survive. Recycling someone will give you that month.







MIDWIFE



MEDICAL



VETERINARY SURGEON



MEDICAL



ORGANIC FARMER



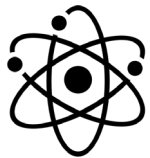
FOOD INDUSTRY



SOUS CHEF



FOOD INDUSTRY



SCIENCE TEACHER



EDUCATION



MATH STUDENT



EDUCATION







DETECTIVE



PUBLIC SERVICES



FIRE BRIGADE CAPTAIN



PUBLIC SERVICES



ELECTRICIAN



TECHNICAL



ARCHITECT



TECHNICAL



ESCORT



WORKING CLASS



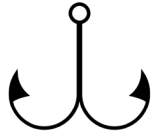
CELEBRITY



WORKING CLASS







FISHERMAN



WORKING CLASS



LOBBYIST



PUBLIC SERVICES



PHILOSOPHER



EDUCATION



POLITICIAN



PUBLIC SERVICES



SOLDIER



PUBLIC SERVICES



BILLIONAIRE



WORKING CLASS





