

The Vault Is Not Enough

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Act 2 Scene 3
GAD

The world is ending, at least as everyone knows it. With the Resonance Virus running rampant among the population and having developed an immunity to earlier cures, an assortment of the elite and those who happened to be near them at the time have been herded into bunkers across the nation. At one such bunker, scientists who were involved in the Resonance Project have been working around the clock on a new cure. As the hospital ward in the underground bunker is sealed, all anyone can pray for is that they will be among those who survive this apocalypse.

They wouldn't listen to you. You were too late warning them about Resonance, and they wouldn't listen to you. They didn't act quickly enough, and now their inaction has destroyed civilization as you know it.

It was only dumb luck that you were still arguing your case at the Pentagon when the alarms started sounding. They gathered you up along with all the really important people and brought you into this bunker. But your soldiers were left behind. All the good men and women in your unit are going to die out there in this Resonance-infected wasteland because the people at the Pentagon would not listen to reason.

You lay a lot of the blame on Stern. Stern delayed you and delayed you when you went to talk. If Stern had acted faster, maybe none of this would have happened. Rothenberg feels guilty about this, but Rothenberg was a good commander. Rothenberg was cautious. None of you had any idea what this weapon could really do. It's not Rothenberg's fault for supporting the research.

You need to find out who can still be saved. Are any of your soldiers still alive out there? What precautions can they take? Is your father still alive? There is probably nothing you can do for them from this bunker, but you need to find out who you can help here.