

4. LIVING SPACE

Bunk beds tower over a tiny *personal computer*.

! The computer displays a deserted *chat room* with a single active user.

They have been stuck on the moon for over 10 years with no one to talk to.

They only know that the bunker was meant to restore and preserve art.

! After *5 messages* the connection will be lost forever.

3. KITCHEN

A rickety wooden *automata* jankly cleans this industrial kitchen whilst whistling a jolly tune.

! Inside the cabinets are *50 instant pasta cubes* (explode when in contact with water), and a *plasmic potato peeler*.

! The robot will follow and clean after the players.

2. EXHIBITION

An *eye sized gem* is set inside a glass display box. A plaque reads "*Oculus*".

Substituting one eye for it allows the user to see *1 minute* into either past or future.

! Using it immediately draws *The Curator* into the nearest room.

! A hatch under the display leads down to [5]

1. ENTRY HALL

A brutalist depiction of an angel decorates the *fountain* that greets visitors. The floor has a matte finish from the thick layer of dust that has settled in. A lonely food cart has a couple of *perfectly preserved tuna pies*.

8. WATER TREATMENT

A tangle of capellini pipes run through the walls, guiding visitors into the massive pool that covers most of this room. The water is clear, but due to the filtering process it has virtually no buoyancy.

! *1 minute ago*: an automata tripped into the water with an *extendable 10ft. broom*.

7. SECURITY

An overbearing computer robotically blurts out a *3 digit code every 30 seconds*. Copious stacks of white paper and packs of pencils are available in the room.

6. APIARY

A cloud of *hematic bees* swirl inside the giant domed *glass vivarium* at the center of this room, attempting to protect their veritable nest. Leaning on the only door into the vivarium is a *headless acoustic guitar*, which never loses its tuning or intonation.

! The bees become agitated by humans and will attempt to *break the glass in 1 minute*, and then sucking a person dry in a matter of seconds.

! They are *soothed by music*, quickly falling asleep.

5. RECYCLING

The entire room is a huge *hydraulic press* with a small elevated platform in the middle. If stepped on, the ceiling will come down and crush anything under it in the next *5 seconds*.

12. THE VAULT

A *3 digit lock* holds this indestructible door closed.

! The *blackest and most sorrowful of all paintings* rests inside, keeping its deep regrets from seeping into the world.

! Whoever carries the painting is haunted by *living personifications of their regrets*.

11. RESTORATION LAB

6 Vials full of a thick red substance labeled as "*restorer*" are neatly packaged in an otherwise chaotic lab.

12 slabs of blood red honeycombs are strewn about a dozen lab tables.

! A drop of this substance will return an object to its *original form*. More than that will cause it to *melt into nothingness*, collapsing into itself.

10. PHOTOGRAPHY LAB

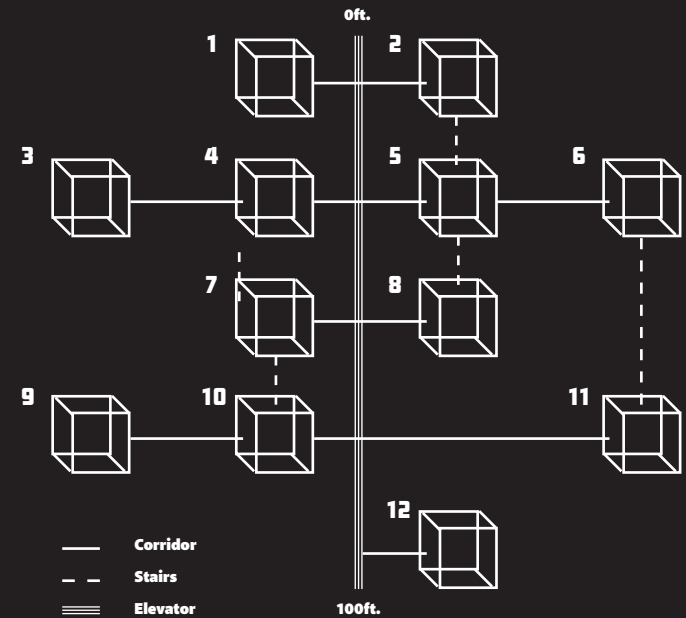
A red light gives the tools and chemicals in this room a crimson hue.

! A rudimentary *instant camera* with *2 rolls of silver film* hangs on one of the walls.

! Pictures taken by this camera create a door into that moment/location, allowing a *magic user* to manipulate objects in these scenes, causing real changes to their counterparts.

9. CURATOR

This room is *devoid of light*, a black cube of nothingness. Any light brought into this room is immediately extinguished. Players are *technically blind* in this room.



THE HOOK: Long lost bunker. The world's most valuable painting at the bottom. It will be open for 3 hours. Go get it.

THE BUNKER: A brutalist's wet dream, concrete opulence.

! All doors are sliding and unlocked.

! No lights unless noted.

! Stairs are connected to rooms by a hatch. These are visible unless noted.

THE ELEVATOR: A gilded cage that screeches horribly as it goes up and down. Takes *30 seconds* to move between floors.

THE CURATOR: Negative space entity of pure entropy that wields a deadly blade of starry night. No light reflects off it, making it a living blind spot. *Loud noises frighten and unravel its existence*.

It starts hunting players at twice their speed, starting on [9].

It will *never* use the elevator.

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THE BUNKER