

Act I: The World That Was

The Awakening

- Everyone awakens attached to an empty IV bag in secured a hospital ward.
- 1/2 of the beds hold dead bodies.
- No one remembers anything about who they are, where they are, or how they got there.
- No windows and the elevator has a number pad required for access.

Scene 1: First Memories

- The memories flood in, though (likely) not their memories.
- 3 different sub-scenes, each with 5 players.
- Upon conclusion of scenes, players see GMs to answer profession and dilemma question.
- No immediately obvious bearing on Project Resonance.

After First Memories

- Characters come back to their senses in the hospital ward, possibly with some limited idea about their profession and their values.
- Discussion about the memories and what might be happening.

Scene 2: Second Memories

- The memories flood in again, though (likely) not their memories.
- 3 different sub-scenes, each with 5 players.
- Upon conclusion of scenes, players see GMs to answer profession and dilemma question.
- General profession determined either by choice or default now.
- Some hints dropped in sub-scenes about Project Resonance.

After Second Memories

- Characters come back to their senses again in the hospital ward, with more (albeit limited) information about their profession and their values.
- Discussion around the memories and what might be happening.

Scene 3: Third Memories

- 3 different sub-scenes, each with 5 players.
- Upon conclusion of scenes, players see GMs to answer a dilemma question.
- Character sheets handed out on the basis of 2/3 traits.
- Information about the general nature of Project Resonance discussed in all sub-scenes, but specific details, particularly regarding the current situation, remains a mystery.

Act 2: What Happened

Identities Revealed

- Characters come back to their senses in the hospital ward, with a broader understanding of who they were.
- Discussion around identities and known details of Project Resonance, with uncertainty about how they all

came to be here.

Scene 1: Memories of the Project

- 2 different sub-scenes, each with 6-9 players.
- The sub-scenes focus on the Resonance Project itself.
- Players play either their characters or another of same profession.

After Memories of the Project

- Characters come back to their senses in the hospital ward, having learned more about Project Resonance itself.
- Discussion around more details of Project Resonance that have been revealed, with uncertainty about exactly what happened to the world.

Scene 2: Memories of the Release

- 2 different sub-scenes, each with 6-9 players.
- The sub-scenes focus on the accidental release of the Resonance virus and its immediate impact.
- Players play either their characters or another of same profession.

After Memories of the Release

- Characters come back to their senses in the hospital ward, having learned more about what the Resonance virus and its release.
- Discussion around the newest revelations, with questions remaining only about most recent history.

Scene 3: The Vault is Not Enough

- One large memory scene describing characters arrival at the bunker, the attempt at an experimental treatment, and any last-minute planning to be made.
- Players play their own characters.
- The access code to the elevator is revealed.

Act 3: The Future

- The characters now have the chance to discuss what is to be done in the aftermath of the Resonance Virus.
- Various interjections of information about the outside world, including occasional radio transmissions.
- The future is in the hands of those who have survived...