

The Vault Is Not Enough

DR. HEFETZ

Act 2 Scene 3
IDF

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.

So it's come to this. All that effort, all that hope, coming to nothing but disaster, not just for you, but for the entire world.

You just had to pull your people into this thing. You'd be certain that Resonance was the next big thing in both medicine and warfare. You thought that with your dual scientific and military background, you'd be able to keep an eye on things to make sure nothing went wrong. But everything went wrong, right under your nose, and now you don't think there's anything you can do to save things now.

You watched Commander Garrity punch in the security code-- 829663. You were all gathered up, all you people responsible for bringing this plague into the world. Apparently that makes you qualified as the last best hope to fix it, so they're trying to keep you alive in hopes that you might be able to do something. You're all heading into the bunker for antiviral treatment, to stay there until...

Until what? Until it's safe? Is it ever going to be safe again on the outside? After the virus sweeps the globe and decimate mankind, what's going to be left of the outside to go back to? And what makes you think you all deserve to be saved, when you brought this plague down on everyone?

This bunker might as well be your tomb.