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Assignment Title: Creating Storytelling Elements for Existing Universes

Module Title: Narrative & World-Building

Module Code: ACCA5047

For this assignment I am tasked to create a fictional pre-war narrative of the Fallout [1] Universe, the objective is to make a believable narrative that fits seamlessly into the thematic elements of the Fallout [1] Universe.

My idea for a fictional expansion of the Fallout [1] universe plot is to set a pre-war location to be in the USSR, the location will be specifically in Moscow, it will feature Soviet architecture, and Communist propaganda with posters and statues striking powerful poses. I will use stereotypes in creating some posters too.

Pre-War Poster Art:

Here is a poster I created showing the signature Vault Boy [2] in Soviet style clothing holding the fictional Quantum Vodka product I created [2], [3], [4], [5]:



CEO and Brand Backstory:

Narrative of the world and location:

(This World takes place in the timeline of Fallout 4 [1]) - (I will write it as if it were the intro cutscene of the game since I find it easier to get the narrative down this way).

War... War Never Changes [1].

It is the Year 2077, October 23rd, the total annihilation of mankind is peering over the horizon, and nobody knew how bad it would turn out. We the Soviets were preparing for the immediate downfall of our Chinese Comrades in the capital of China, Beijing. They were being severely beaten around by the Americans who wanted total conquest of the world's resources. We too couldn't stand idly so we were gearing up the Red Army to invade the weakened Europe and seize as much land and resources as possible for our Motherland and the future of the people – *is what **they** said to us*, however the higher ups didn't expand

on *why* we needed these resources or *why* we needed the land – *why* risk annihilation for minimal reward? They said Nothing.... But then, before we could retaliate, the world fell silent. China, defeated. Everyone knows what happens to a cornered animal. China unleashed hell on humanity in a last-ditch effort to preserve their identity. China was the first to deploy their nukes upon the world, but the world too followed. And so, it begins - the never ending, unstoppable marching of time... inevitably trailing us all towards death – Or so we thought. Until we found **this** after the bombs dropped, **beneath the ashes of Moscow lays - a Lab?! What we laid our eyes unto lays *Heretical Obscenity*, something not even the Devil would dare commit. What they have built beneath Moscow is no mere lab... It is **Blasphemy Against the Holy Spirit – an Unforgivable Sin, a Rejection of Death itself...****

Images of what the cover of the game could be [6]:



Fictional Product:

For the fictional product of this Fallout [1] location being Moscow in the USSR, the product is a Quantum Vodka company which mass produces Quantum Vodka for the people of the USSR. This Quantum Vodka company is governed by the state, and it uses brainwashing chemicals which control the people. This is done by weakening their intelligence which makes them much more susceptible to state media, and propaganda. Quantum Vodka also includes an addictive chemical in its composition so that more and more of their people consume this Quantum Vodka which in turn makes the state have total domination and control of their people. However, the negatives of Quantum Vodka also come with positives, this Quantum Vodka has steroids which enhance the consumers physical strength and mental fortitude.

Image of the location in Moscow [7]:



In this USSR Fallout [1] map centered in Moscow you will come across many “Заводники” or “Zavodniki” these Zavodniks will usually be sighted around bars, and primarily factories that produce Quantum Vodka.

“Zavodniki” (Заводники) comes from the word zavod (завод), which means “Factory”, and the suffix –nik (-ник), often used in Slavic languages to denote a person associated with something. “Zavodnik” loosely means something like “Factory man” or a “Factory creature”, which I think fits with their mutated abilities from the Quantum Vodka effects they have been drinking since pre-war.

The Zavodniks will attack the player if they appear too smart because they think that the player is an enemy, since the player is unlikely to be affected by state media and propaganda. If the players Charisma, Perception, and Intelligence are each over 5+ points, the player will automatically be targeted, however, if the player has drank Quantum Vodka in the last 3 in-game hours they will not be targeted.

What I mean by the player being targeted is something similar to how characters in the Telltale game *The Walking Dead* [8] do not get attacked by zombies if the player smothers themselves in zombie guts. So, to put it in short, if the player appears dumb or stupid the Zavodniks will not be aggravated and will not attack the player.

Quantum Vodka bottles will be *Very Very Rare/Exceedingly Rare* as they are frequently sought after, they will be even more Rare than the base games Nuka-Cola Quantum bottles.

Quantum Vodka Stats when drank:

- - 15 Intelligence
- - 10 Endurance
- - 10 Charisma
- - 5 Perception
- + 5 Agility
- + 25 Strength
- + 15 Luck
- Melee only during effect duration
- Screen shakes during effect duration
- Field of View widens by 15 from the players current Field of View during effect duration (Only applied if players Field of View is at 100 or lower)

1. When effect duration ends: 3 second transition back to players set Field of View
- Screen turns slightly Red during effect duration
 - Loud and Fast Heartbeat audio during effect duration

Bufs/Debuffs:

- + 100% Melee Damage
- + 50% Movement Speed
- Addiction Chance 100%
 1. Permanant -1 Decrease to Intelligence every 3 Uses
 2. Able to safely drink another Quantum Vodka after 24 In-Game Hours
 1. If player Still drinks the Quantum Vodka regardless: +10% chance increase of Instant Death per Quantum Vodka drank, which means after drinking 10 Quantum Vodka the player will die immediately
(Clarification: 3 Quantum Vodka drank = 30% chance of Insta Death on the 3rd drink)
- Duration of effect: 2 Minutes 30 Seconds Real Time
 1. After effect runs out: All Stats set to 1 for 30 seconds Real Time
 2. After effect runs out: - 5% speed penalty for 30 seconds Real Time
 3. If drank within the last 3 In-Game hours the player will gain the effect “State-Approved”, the player will not be attacked by Zavodniks during this effect
- 5% Chance for weapon currently held to be permanently destroyed by player when drank
 1. Else: 10% chance to drop weapon instead
 2. Else: 85% chance to unequip weapon
 3. If: Player has no weapon held = Nothing happens, and effect will start
(Occurs Immediately when consumed)

Hidden Effect:

- **“Soviet Legacy”: Biological Immortality. You are Not Invulnerable, bullets still Kill.** *(Passive – Does not affect gameplay, only lore wise)*

Fallout 4 [1] Style terminals showcasing update logs between Factory Workers, and Doctors

(I will put the text underneath the image because it is slightly hard to see)

Email 1 from the doctors at the secret underground lab [9], [10]:

```
TERMINAL ENTRY: #ZVD-P-LAB-EMAIL01
Location: Zavodnik Deep Research Lab - Sublevel G21
Subject: Zavodnik Trials - Subjects P, L, S

From: Dr. Nikolai. Reznov - Nikolai.R@ZVD.CCCP.GOV
To: Dr. Vladomir. Ivanov - Vladomir.I@ZVD.CCCP.GOV
Date: 12/08/2076
Subject: Stability Trials - Subjects P, L, S

Dr. Vladomir,
The latest metabolic readings for Subject P have showcased a 32% increase in cellular resistance to temporary decay. His brain activity remains exceptionally sharp, with no signs of neurological degradation. The Quantum Vodka compound seems more compatible with his immune system - this may be due to the proximity of his date of death.

But Subjects L and S are not looking so good. Subject L faced a complete system shutdown during his last sleep. His body is intact, but he isn't conscious, there is barely any brain activity, but we won't give up! Project S is even worse. His Aggression is spiking sharply, he involuntarily killed the nurse Irina when reaching for his food, he also showed a complete lack of remorse.

I advise we begin prioritizing Subject P, and continue to monitor Subject S for any updates. Subject L may be a lost cause, so I advise we download his consciousness to the mech we made for him.

- Dr. Nikolai
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I advise we begin prioritizing Subject P, and continue to monitor Subject S for any updates. Subject L may be a lost cause, so I advise we download his consciousness to the mech we made for him.

- Dr. Nikolai

Email 2 from the doctors at the secret underground lab [9], [10]:

```
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To: Dr. Nikolai. Reznov - Nikolai.R@ZVD.CCCP.GOV
Date: 13/08/2076
Subject: RE: Stability Trials - Subjects P, L, S
```

Agreed, Subject L is beyond saving, you have been given clearance to initiate the consciousness transferal procedure to his synthetic mech to keep the spirit of the Motherland alive.

However Subject S is a great strategic value we cannot risk losing. His immense strength and speed is exceptional. I order you to give Subject S a higher dosage of the Quantum Vodka immediately! But do so in a discreet and secure manner.

As for Irina. Log Irina's termination as a containment error during scheduled subject nourishment. Her classification was auxiliary staff - she is a non essential case like the previous containment errors. No investigation will be needed, replace with the next in line. If questioned by a worker, express concern, and say that she was stressed and, unfortunately, she tripped whilst working near the balcony of her quarters. It was a moment of carelessness. Tragic, yes, but completely unrelated to our work here.

And for Subject P, keep with what you are doing, he is the most stable.

- Dr. Vladomir

From: Dr. Vladomir. Ivanov - Vladomir.I@ZVD.CCCP.GOV

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Email 2 between two factory workers [9], [10]:

TERMINAL ENTRY: #ZUD-FAC-LOG-EMAIL02

Location: Zavodnik Factory - Terminal #16

Subject: Factory Chat - Weekly

From: #6391 "Viktor"
To: #8477 "Dimitri"
Date: 04/05/2076
Subject: Weekly Update - Vodka Batch #001

FOR THE MOTHERLAND!

Wow this batch is incredible. Its glowing blue this time?!
It doesnt matter, I feel incredibly strong after a swig.

From: #8477 "Dimitri"
To: #6391 "Viktor"
Date: 11/05/2076
Subject: Weekly Update - Vodka Batch #001

The taste feels off lately, my eyes feel like they are going to explode.
But the guys in the suits say thats how it is supposed to be.

From: #6391 "Viktor"
To: #8477 "Dimitri"
Date: 18/05/2076
Subject: DO NOT DRINK THE QUANTUM VODKA!

It is messing with us!
#4382 "Ivan" died instantly after drinking two of them. DO NOT DRINK IT!

From: #8477 "Dimitri"
To: #6391 "Viktor"
Date: 20/05/2076
Subject: You were right about the Vodka

I stopped drinking it, and no more nosebleeds, no more headaches, no more itching.
They have been poisoning us!
The suits keep making us test the new batches, ive been faking it - I diluted it with rain water to keep the glow.

From: #6391 "Viktor"
To: #8477 "Dimitri"
Date: 21/05/2076
Subject: Quiet down!

Yeah, ive been doing the same - pouring it when nobody watches.
This is not vodka - its something else.
I saw Ivan collapse after coughing up blood, and the suits came in, and took him like it was routine.
Not a flinch.

From: #8477 "Dimitri"
To: #6391 "Viktor"
Date: 26/05/2076
Subject: Heard something during break near the loading bay

I heard two of the suits say:
"Subjects P, L, and S have been reacting well to the recent trials"
Viktor, what do they mean by trials?
Are we being tested on?

From: #6391 "Viktor"
To: #8477 "Dimitri"
Date: 05/06/2076
Subject: I found a hatch

I found some old hatch behind the cooling tanks, its sealed tight, there is a box with wires in it next to it - maybe power?
I saw one of the suits scan a card somewhere and he disappeared underground.
This factory is bigger than we thought it was.

From: #8477 "Dimitri"
To: #6391 "Viktor"
Date: 09/06/2076
Subject: I figured out their shifts

At 2am the guards go for their 10 minute routine break. However, we have a 30 second window to get down the hatch whilst the backups arrive to guard the hatch.
Viktor, tomorrow I will go down the hatch to see what they are doing, you distract the suits if they come to the hatch early.

From: #6391 "Viktor"
To: #8477 "Dimitri"
Date: 09/06/2076
Subject: Understood

If you find anything down there try and email me on a terminal - they will surely have one.
Are you sure about this?

TERMINAL ENTRY: #ZVD-P-LAB-EMAIL01
Location: Zavodnik Deep Research Lab - Sublevel G21
Subject: THEY ARE HERE!!!

From: Dr. Nikolai
To: #6391 "Viktor"
Date: 10/06/2076
Subject: ITS ME, DIMITRI, YOU NEED TO HEAR THIS!

Viktor,
I made it inside. This isnt just a factory. There is a massive lab down here.
I think I found the area the suits were talking about.
It was a chamber, it had three tanks full of the glowing blue liquid - Probably Quantum Vodka. Each tank had a man inside.
They are each hooked up to machines, they look incredibly pale, as if they are dead, but their heart monitors say otherwise.
Each tank had a nameplate:

Subject P: PUTIN

Subject S: STALIN

Subject L: LEN-

[USER INPUT INTERRUPTED]
[ACCESS OVERRIDE - DR. VLADIMIR]
[LOGGED UNDER: CONTAINMENT BREACH ERRORS]
[UNORTHORIZED COMMUNICATION TERMINATED]
[TERMINAL LOCKED]
[ERROR]
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[LOGGED UNDER: CONTAINMENT BREACH ERRORS]

[UNORTHORIZED COMMUNICATION TERMINATED]

[TERMINAL LOCKED]

[ERROR]

[ERROR]

[ERROR]

Images I used from the Vault Boy [2] poster:

Below I used the hammer and sickle and the star on the Vault Boy [2] clothing [3]:



Below I used the Vault Boy [2] image with his thumbs up, and I edited the clothing to be Red, and I removed the blue background in Photoshop [2]:



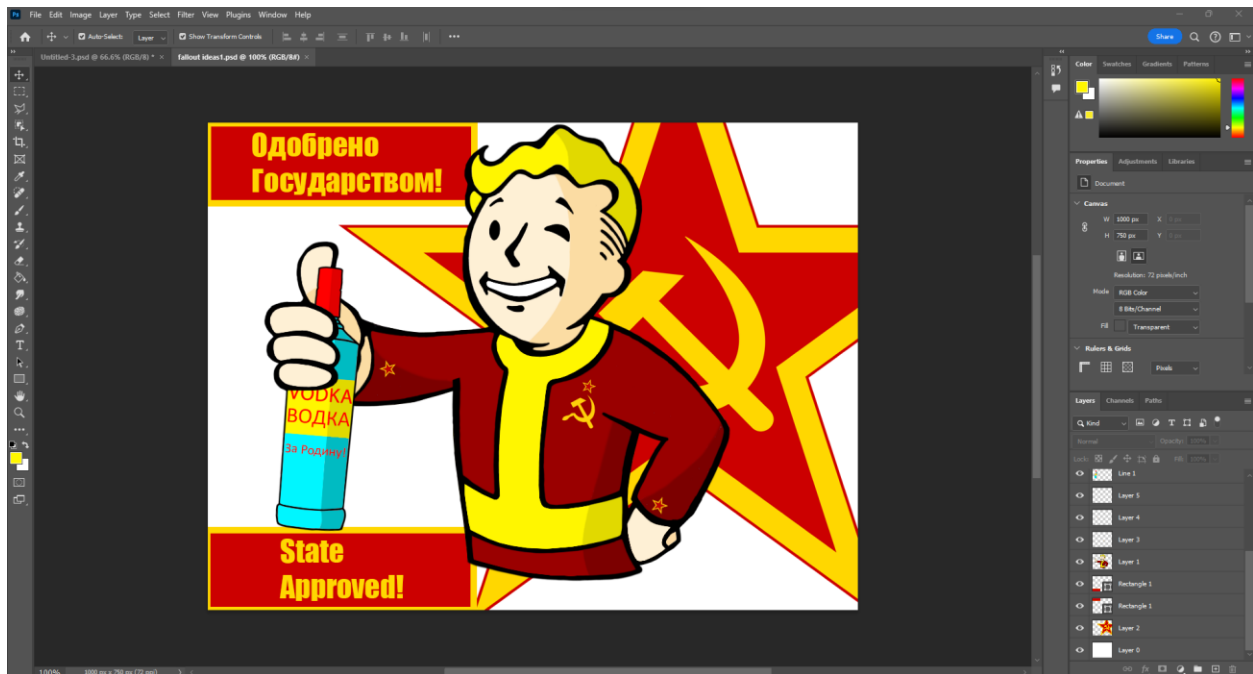
Below I used the hammer and sickle in a star as the background [4]:



Below I used a vodka bottle image and drew around it in Photoshop and edited the colors and text [5]:



And below is a screenshot of my photoshop workspace to show I made the design [2], [3], [4], [5]:



Below is the image for the Fallout [1] terminal screen I used [9]:



And below is the link to the font I used in photoshop [10]:

<https://fontsgeek.com/fonts/fixedsys-excelsior-301-regular?ref=readme>

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