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Synopsis

Elizabeth is the only woman in Vault 68 – a vault with 999 men. She recognizes that this scenario gives her a unique power to determine which bloodlines will continue, and which will perish. She decides to leverage this power in an attempt to align the various tribes among her fellow Vault-Dwellers under just a single rule: *her* rule.

General Rules of Play

The Vault begins with a Population of 1000 (Elizabeth and 999 men). The population is split randomly into tribes of various sizes. Each Tribe can exist in only a single Region. A Region may have a Major or Minor System assigned to it, or it may have no System assigned at all (see [Jobs & Systems](#) for details). If a Tribe is placed in a Region that has a System assigned to it, then a percentage of its population is assigned to working that Job. See [Initialization](#) for details, which is where the player also sets up Elizabeth's base stats and skills.

Tribes have a handful of variables assigned to them, the most important of which are Alignment and Satisfaction. Alignment determines the Tribe's attitude toward Elizabeth, and Satisfaction is a metric that determines a given tribe's alignment and hostility. Managing the Tribes that are aligned to Elizabeth involves assigning Jobs to Tribe members, assigning Tribes to defend other Tribes, and having Tribes initiate combat against other Tribes. See [Tribe Management](#) and [Tribe Combat](#) for details.

All Tribes start with 0 Satisfaction. Once a Tribe passes 50 Satisfaction, if it is currently Neutral, then it becomes Friendly and under Elizabeth's control. If a Friendly Tribe falls below 0 Satisfaction, it again becomes Neutral. A Tribe is considered Hostile so long as its Satisfaction is -100 or below. A Hostile Tribe will randomly attack other Tribes, regardless of their alignment, and including Friendly Tribes. See [Alignment](#) for details.

The Vault has a variety of Jobs, which Tribe members can operate. Each Job relates to operating a relevant System. Systems are broadly split into the categories of Major and Minor, where Major Systems are critical to the well-being of the Vault, and Minor Systems provide the controller some benefit. See [Jobs & Systems](#) for details.

The Player both controls Elizabeth herself, and manages the Tribes that are aligned to her (presumably on her behalf). Controlling Elizabeth involves providing a multitude of sexual favors for the various tribes, acts which provide immediate boosts to that Tribe's Satisfaction, and maybe boost the Satisfaction of other Tribes as well. See [Sex System](#) and [Satisfaction](#) for details.

The single largest Satisfaction boost that Elizabeth can give to a given Tribe is a child: by allowing a Tribe member to impregnate Elizabeth, which is the single greatest power Elizabeth has as the sole woman among a Vault of men, that Tribe will gain an immense propensity to protect and serve her. This translates to a large Satisfaction boost, which greatly strengthens their alignment with her. Due to

gameplay considerations, and creative liberties with the Vault canon, there is an accelerated pregnancy system in play. See [Pregnancy](#) for details.

The game operates on simulated time, with 5 real-time minutes equaling 1 game-time hour. Every game hour, the Satisfaction algorithms are calculated for all Tribes, which includes Alignment changes as necessary. The Player is notified whenever a Tribe's Alignment changes, regardless of what that change is. See [Time Tick](#), [Tribe Management](#) and [Jobs & Systems](#) for details.

Elizabeth herself has a wide arrangement of variables and parameters assigned to her. These include Energy, Experience, SPECIAL stats, Pregnancy State, and the Skill Competence system. Energy is a resource that is depleted by varying amounts when performing sex acts, Experience is a resource that is gained through various means, the SPECIAL stats are in reference to the SPECIAL system in Fallout, Pregnancy State refers to if Elizabeth is pregnant and the state of her pregnancy, and the Skill Competence system is a rough analogue to the Fallout skill system. See [Player Parameters](#) and [Pregnancy](#) for details.

The difficulty of the game increases according to time elapsed. The likelihood of any given System failing is tied to how many game-time days (24-hour cycles) have passed, with the likelihood increasing with every passing day. The number of Tribes that have been aligned with Elizabeth does not directly impact difficulty, but implicitly impacts it by giving the player more that they have to micromanage. See [Difficulty](#) for details.

Beyond the Tribes and Elizabeth, the Vault itself has a handful of parameters assigned to it: Population, Supply Rate, and Starvation. Population is a measure of how many people (Elizabeth included) is currently in the Vault, Supply Rate is a measure of what size Population the Vault can currently sustain, and Starvation is a measure of how close until a random Tribe loses a member. Supply Rate is dictated by various Jobs, see [Jobs & Systems](#) for details. Every time the Satisfaction algorithms are calculated (every game hour), the Starvation meter changes depending on the difference between Population and Supply Rate. If Starvation gets too high, a random Tribe will lose a Vault Dweller. See [Vault Parameters](#) for details.

The game is considered successfully completed once three criteria have been met: all existing Tribes in the Vault are Aligned to Elizabeth; the Vault Population is above the Critical Threshold (see [Vault Parameters](#)); and the Vault Supply Rate is not less than Vault Population (the Vault isn't starving). The game ends as soon as a Time Tick occurs (see [Time Tick](#) for details) and all three conditions are met, at which point the player is presented a scoreboard, and the option to either play again or free-play.