



Thank GOD... FOR THE
ATOMIC
BOMB!

OPERATION
PLUTO



“Fear has large eyes”
—Russian proverb

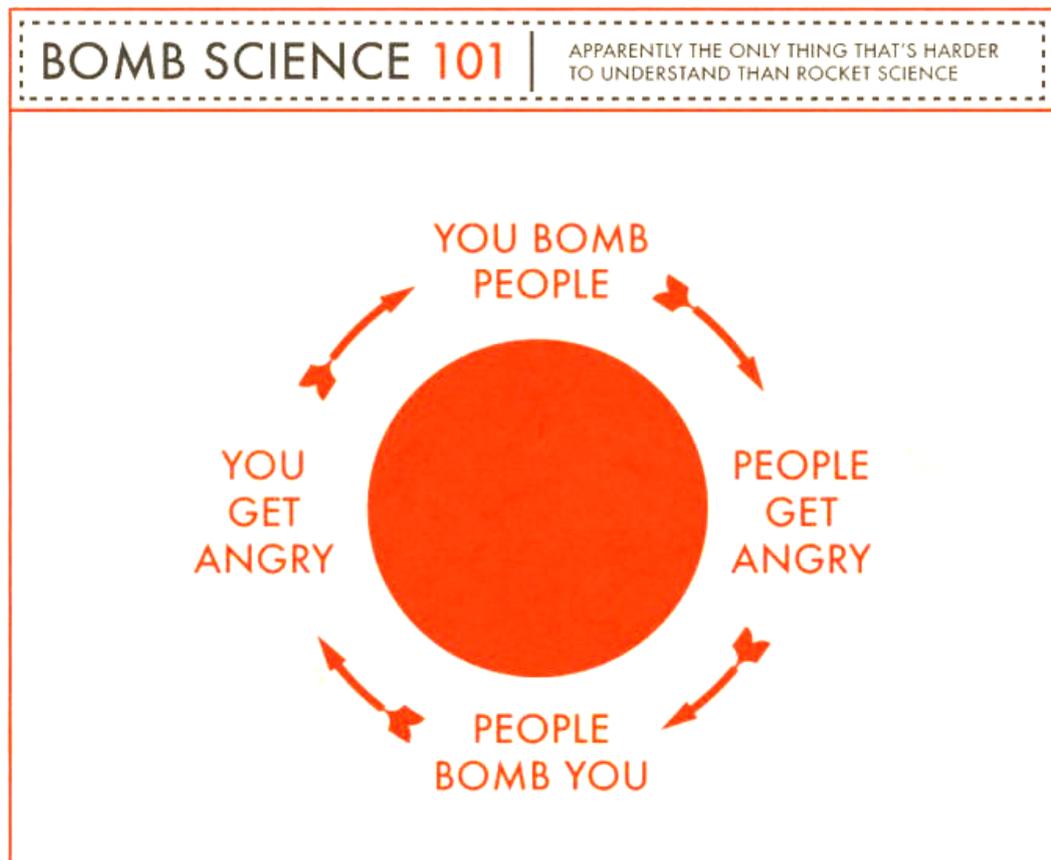
From the beginning, nuclear weapons have both terrified and fascinated us.

Fear of the bomb motivated the first atomic program; the allure of the bomb’s power later propelled national leaders to build ever-larger arsenals. Today, fear of a nuclear attack by terrorists or another country has made nuclear proliferation the number one security threat facing Europe, the US, Russia and many other nations.

Yet several countries still maintain extensive nuclear arsenals developed for another era, develop plans for new weapons, and postulate new nuclear missions.

Operation Pluto is a transmedia project about those weapons, and the history of Secret Intelligence revolving around them. How spying on foreign nuclear plans has changed in the 20th century? Who were the major players in this game? What happened, and what was hidden? But, most of all, what could still happen?

Through the eyes of a fictional organization, the Silent Keeper Society, Operation Pluto wants to deal with the historical strangeness of nuclear secrecy, where the shock of the bomb led scientists, policymakers, and military men to construct a baroque and often contradictory system of knowledge control in the (somewhat vain) hope that they could control the spread and use of nuclear technology.



THE PREMISE

Our story begins the 9th of August, 1945, when the “Fat Man” bomb exploded over Nagasaki. Japan was already on its knees, and more than one man started to consider how unnecessary that massacre was.

With the rise of a Nuclear Era, the military landscape was changing: it was immediately clear that, after Hiroshima, the world would never be the same again.

What the United States put on the battlefield was something huge, terrifying, stronger than the Mankind itself. And a lot of people, from both sides of the conflict, decided that the Bomb was too powerful to be kept under the sole control of Governments.

By the end of 1945, the **Silent Keeper Society** was born: an underground group of Cryptographers, Scientists, Journalists, Militaries, Politicians and common People started to send informations, documents, studies and reports on the Atomic proliferation to a PO box in Santa Fe, New Mexico.

The core idea of the Silent Keeper Society was to gather all the possible informations on all the aspects surrounding the Bomb, in order to create an external, neutral organ, not guided by the politics or the economy, able to check the evolution, the conservation and the use of the most powerful death tool Mankind ever created.

From the Nagasaki Incident, the city that was not meant to be bombed, to the Farm Hall transcriptions, from the plot against Leo Szilard, to the depositions of spies like Klaus Fuchs and Harry Gold, the Silent Keeper Society begins to put some order and to connect the big picture of the Atomic Era into the evolving geopolitics. Meanwhile, its technique of gathering, stocking and encrypting informations is changing, becoming a smart and fluid web of datas, shared by the members from all over the world in a sort of primal internet.

With the end of the Cold War, the Bomb scarecrow started to fade.

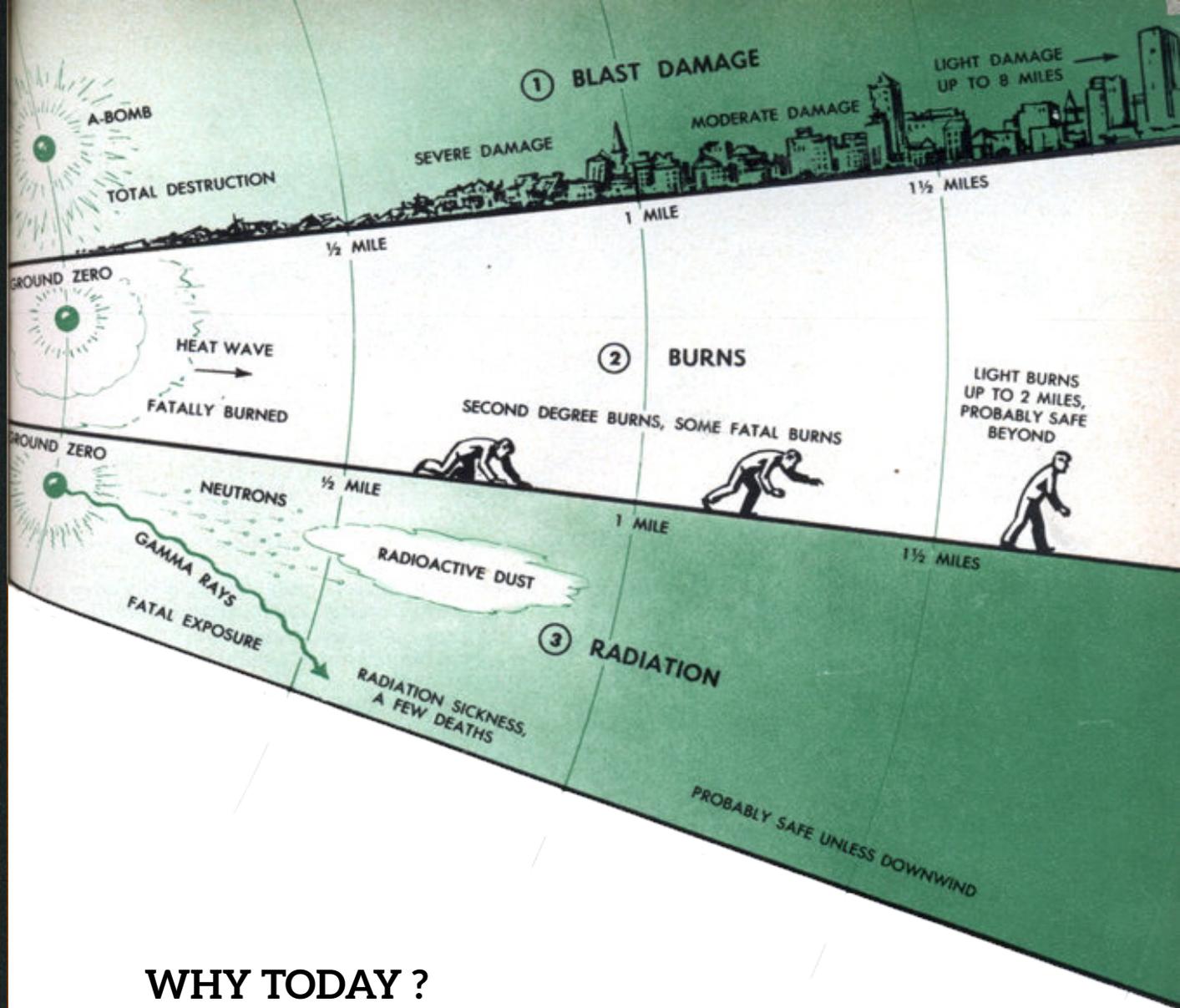
People wasn't conjuring a nuclear war anymore. Even if India, China, Pakistan, France and Israel, aside of USA and Russia, claimed to have an atomic arsenal, the geopolitical threat seemed extremely low, almost nonexistent.

Hypothetically, no more new weapons were produced, and the existing ones were stored and kept in military facilities, under strict surveillance.

So, the Silent Keeper society started to follow a new kind of threat: the bomb created, kept and detonated not by armies, but by groups.

Nuclear Terrorism.





WHY TODAY ?

The realistic nuclear threats, today, settle into two broad categories.

The less likely, but far more devastating, is an actual nuclear explosion, a great hole blown in the heart of New York or Paris, followed by a toxic fog of radiations. This could be produced by a black-market nuclear warhead procured from an existing arsenal. Russia is the favorite hypothetical source, although Pakistan, which has a program built on shady middlemen and covert operations, should not be overlooked.

The explosive could also be a homemade device, lower in yield than a factory nuke but still creating great carnage.

The second category is a radiological attack, contaminating a public place with radioactive material by packing it with conventional explosives in a "dirty bomb", by dispersing it into the air or water or by sabotaging a nuclear facility.

By comparison with the task of creating nuclear fission, some of these schemes would be almost childishly simple, although the consequences would not be less horrifying: a panicky evacuation, a gradual increase in cancer rates, a staggeringly expensive cleanup, possibly the need to demolish whole neighborhoods. Al Qaeda first, and Isis today have claimed to have access to dirty bombs, which is unverified.

But, indeed, entirely plausible.

WHY TRANSMEDIA ?

Operation Pluto is a narrative universe facing the Nuclear topic from the rise of the Atomic Era up to a close distopic future, telling the real stories around the Bomb through the lens of fictional elements.

The Silent Keeper Society is the background and the backbone of different entertaining products: a graphic novel, a video game and a mockumentary, but also a gamification path and an interactive web portal. With all those different stand-alone narrations, Operation Pluto will compose a much bigger mosaic, an expanded universe based on the “What If?” exercise, but deeply eradicated into our history.

Users can have access to Operation Pluto from different entryways: every narration has a complete arch by itself, but a lot of internal references will lead the audience to other media, following the lead to a deeper understanding of the whole narrative canvas. Through the web portal, users can also become “Keepers” themselves, starting a gamification process and being rewarded with new pieces of the puzzle.

Getting involve in the Operation Pluto story, enrolling as a Keeper and trying to uncover its secrets, will become an immersive experience, where everyone can solve and discuss mysteries and theories collaboratively around the globe, creating moments that reinforce insider status, and engaging people on multiple levels, from hardcore enthusiasts to interested observers.

In the story of the Bomb and its keepers, there is not such a thing like “Truth”: documents are usually redacted and incomplete, official informations are partial, doctored, classified.

Dealing with such a huge topic becomes extremely difficult, and often incomplete. The best way to tell this story is to disrupt its narrative, creating a foggy cloud of characters, leaked papers, theories and facts. This is the main goal of Operation Pluto: to reveal the complexity and the contradictions behind such an obscure part of our history, and doing it in a fun, non-linear, immersive and interactive way.



★ SILENCE MEANS SECURITY ★

THE SILENT KEEPER SOCIETY



The 9th of August, 1945, three days after the “Little Boy” bomb exploded over Hiroshima, Anne Adelaide Ford, a 44 years old woman from Boston , Massachusetts, for the first time of her life wrote a letter directly to the President of United States of America, Henry Truman, about the use of the Atomic Bomb.

And her voice was the only public one against what seemed, at the time, a major victory in the conflict.

“I think it is a disgrace that America should be involved in such diabolic thing” she wrote, deeply displeased by seeing images of Paul Tibbets’ wife (the man who dropped the bomb) being congratulated, and most of all by the words of the President himself, who threatened *“If they [the Japanese] do not now accept our terms they may expect a rain of ruin from the air, the like of which has never been seen on this earth”*.

It was immediately clear that, after Hiroshima, the world would never be the same again.

“A few people laughed, a few people cried, most people were silent. I remembered the line from the Hindu scripture, the BhagavadGita. [...] “Now, I am become Death, the destroyer of worlds” said a few years later Robert Oppenheimer, the Father of the A-Bomb.

The World was stunned, and in those days a few people, all around the world, decided that they had to take action, in order to avoid a complete destruction of Mankind. From them, the Silent Keeper Society was born.

How to Survive an Atomic Bomb...

Whatever your attitude toward use of the atomic bomb, you must live with the fact that it exists. You must also know how to protect yourself as much as you can against it. As with flood, fire or other catastrophes, certain common sense rules apply. The wise citizens of this atomic era will memorize them so thoroughly that their use would be almost instinctive.



IMMEDIATE ACTION. should a surprise atomic attack occur, could mean the difference between life and death. First sign of an atomic explosion would be an intensely bright light. You must resist the impulse to look toward the source of this burning brightness. Rather, use the next one or two seconds for quick protective action.



DROP TO THE GROUND instantly if you are in the open or less than a few steps from protection, such as a tree or the corner of a building. Your immediate reaction

must be to shield yourself from the flash of brilliance. If indoors, drop to the floor with your back to the window, or crawl behind or beneath a protecting piece of furniture.



CURL UP in such a way as to shield your face, neck, hands and arms. Unless you happen to be close to the immediate area of the bomb, your greatest danger would be from flash burns which could seriously damage exposed areas of skin. Hold this curled up position for at least 10 seconds.



THERMAL RADIATION...the burning brightness...can be dangerous as far as two miles from the point of origin. But the rays travel in straight lines. So if you instantly shelter yourself from these rays, you may avoid serious burns. At least, protect yourself with your own body...

let your back take the brunt of the rays. Clothing... especially light clothing... can usually prevent rays from reaching your body.



BE ALERT FOR THE BLAST WAVE which spreads outward for as much as a minute or more after the explosion. If on the street, press close to a building so that you are sheltered from breaking glass or falling debris. If indoors, keep away from windows... they may shatter. The safest place within a building is likely to be against an interior partition or in the basement.



WORK IN ADVANCE TO AVOID PANIC. This can best be done by working with your local civilian defense organization. Study the fund of information available on defensive measures. By careful planning, your community can be prepared to hold death and destruction to a minimum.

From the late months of 1945, the first Silent Keeper PO box started to receive, classify and archive a growing number of documents, sent by anonymous, concerned “Keepers”.


STATE OF NEW MEXICO **444**
OPERATOR'S LICENSE No.

FIRST NAME		MIDDLE OR MAIDEN NAME		LAST NAME	
FULL NAME Number 44					
RESIDENT ADDRESS		NUMBER		STREET	
Special List B					
CITY OR POST OFFICE Santa Fe.					
DATE OF BIRTH	SEX	COLOR OF EYES	HEIGHT	RESTRICTIONS	
1/30/07	Female	Blue	5'4" IN.		
WEIGHT	COMPLEXION	COLOR OF HAIR	OCCUPATION		
110	Med.	brown	Housewife		
USUAL SIGNATURE Not required					
<small>THIS LICENSE IS ISSUED IN ACCORDANCE WITH CHAPTER 110 OF THE SESSION LAWS OF 1937 AS AMENDED AND MUST BE IN IMMEDIATE POSSESSION OF LICENSEE WHEN OPERATING MOTOR VEHICLE.</small>					
THIS LICENSE EXPIRES DEC 31, 1944					
J. O. GALLEGOS <small>COMMISSIONER OF REVENUE</small>			<small>BY <i>[Signature]</i> DIRECTOR <small>DRIVER'S LICENSE DIVISION</small></small>		

After the end of WWII, it seemed that the World had the chance to build a working peace on the novelty and terror of the atom. Einstein himself hoped that the bomb “would intimidate the human race into bringing order into its international affairs”. But the clash against the Soviet world was raising. America’s radios, magazines and lecture halls started to be filled by frightening fare. The USA’s atomic fears were manipulated and exacerbated by the media and by political activists, and this process had the reverse effect of the one willed by Silent Keeper: it lead to an increased reliance on the bomb as the best source of security in a threatening world.

The Silent Keeper Society focused its research on the story and the analysis of the bomb itself, its brutal power and, most of all, its myth. In the decades, massive exaggerations of the physical effects of nuclear weapons have been very much the rule.

It is certainly true that nuclear weapons can be massively destructive. But routine exaggerations of that capacity, and the obsession with the weapons such exaggerations have inspired and enforced, have often led to international policies that have been unwise, wasteful, and destructive—sometimes even more destructive than the bombs themselves.

In the Sixties and the Seventies, one of the main missions of the Silent Keeper Society was to understand how the manipulation of fear through thermonuclear threats was changing the geopolitical sphere, leading and forcing political decisions and shaping public opinions.

Until 1989.

After the end of the Cold War, Mankind wasn’t threatened by the nuclear escalation anymore. The ghost of a thermonuclear war between superpowers was the farther ever. The rise of extremism and terrorism, in form of small groups with nuclear access, was the new boogeyman.

Can this be a serious menace?



Well, the best reason for thinking it won't happen is that it hasn't happened yet, and that is a terrible logic.

Imagine to be in a terrorist group, and to be very fond into detonate an atomic bomb against your favorite and most hated target. Do you think to steal a ready-to-use one, already made, quality checked by an army? Of course, stealing makes better drama than engineering. But it would be pretty, pretty difficult. Atomic bombs are considered extremely precious for National Security matters, and extremely well protected and surveilled. To steal one, is almost off the table. But almost is not enough.

Anyway, a proper A-bomb needs a very specialistic upkeep and maintenance. So? Indeed, if it is extremely difficult to put our hands on a registered, military factored weapon, it is easier to buy spare parts, fissile material, high and medium profiled electronics from facilities and "secret sites" from all over the world. The IAEA (International Atomic Energy Agency) has already documented more than 20 cases of smuggling of Plutonium and Enriched Uranium out of their proper military storages. And it is, probably, an optimistic estimate.

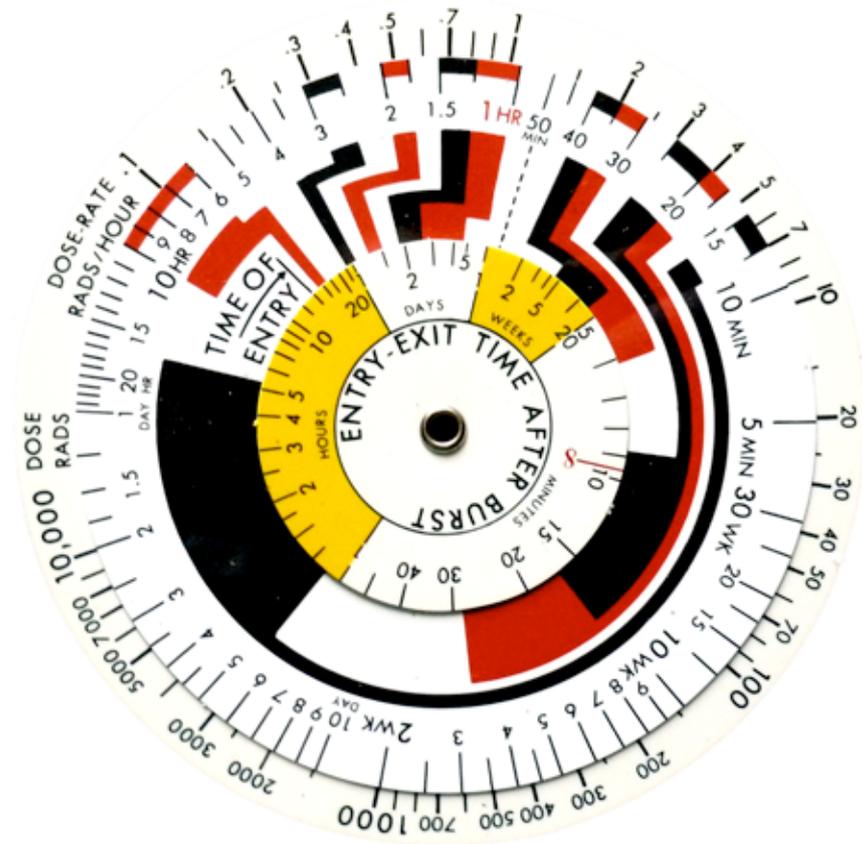


What would happen if a homemade device, lower in yield than a factory nuke, will detonate inside a truck passing through one of the tunnels of a big city, let's say Rome, or Paris, or London?

The blast would crater portions of the skyline, roast thousands of people instantly, condemn thousands more to a horrible death from radiation sickness and -- by virtue of being underground -- would vaporize many tons of concrete and dirt and river water into an enduring cloud of lethal fallout.

For the Silent Keeper Society, it is not a matter of IF.
It is a matter of WHEN.

"Keepers" from all around the world starts to track where, who and how the atomic material is kept, who is interested in it, and what could go wrong.



OPERATION PLUTO

CROSSMEDIA
SYNOPSIS

THE MOVIE

Chief Carling is a sixty-five years old born in Natchez, on the banks of the Mississippi River. He now lives in a hut on the northern board of Italy, surrounded by woods.

He retired there after fifty years of distinguished service to the U.S. Army. A life spent between Italy and Germany working side by side with the atomic bomb. Every day Chief worked on the maintenance of the launch pads, shuttling and training recruits in a dense network of stations and missile ramps scattered along the front line against the “red” nightmare.

Chief is also part of the Silent Keeper Society (SKS). Or better say, he WAS part.



Today he feels old, and tired, and not really scared of the Bomb anymore. Chief is a funny bird, rather borderline.

In the valley where he lives, everybody knows him, everybody buys him a drink or two.

And then it finally happened.

The Atomic Bomb exploded by mistake, or maybe not. And, above all, in the most unthinkable place: in the heart of Europe.

Chief knows how to do: survive in a post-atomic world without a home, without electricity, drinkable water, heating, supermarket...all things taken for granted before. Chief takes refuge in the woods, in the mountains: a figure that moves through the ruins of three wars, the gaze of who knows that the fourth is already begun.

Chief tries to resume contact with SKS, The secret society still exists?

How SKS can play a role even after the obvious failure of his mission?

The finding of a radio and the difficulties to make it work again represent the Chief's challenge. But SKS seems to have changed.

Director's Note

This is a movie based on real facts and real documents over the last 70 years, and on a fictional plot, set in a nearby dystopic future, built according to a survival style canvas in contact with a hostile nature, and at the same time, with its innocence, the only protection against the even fiercer human hostility.

The large use of archive, edited in support of a fantasy narration, allows us to perceive the narration of the fake part as extremely plausible: that is the purpose of the film, to show how we have been for many decades (and we are still) seated on an atomic powder. If nothing has happened yet it is for a fortuitous case not for what the humankind did.

THE GRAPHIC NOVEL

August 1950, Piazza Verdi, Rome.

The local mechanic is outside his workshop, when an english, dusty car approach. The driver, a nice man, asks for a general check-up of the vehicle, then leaves by foot, taking with him only an envelope, picked from the car door pocket. In the envelope, some notes, an ID and a passport.

The man is Bruno Pontecorvo, and he will never come back to collect the car.

At that time, Pontecorvo was thirty-six years old. Sixteen years earlier, as a student of physics and pupil of Enrico Fermi, he had contributed to a discovery that would herald a new world of nuclear reactors and atomic weapons. By 1950, he had earned a reputation as one of the world's leading nuclear physicists, had recently published two papers that would lead to Nobel Prizes, and was being courted by physics institutions in both Europe and North America. This brilliant Italian scientist appeared to have an idyllic life. He lived comfortably in Rome, Helsinki and London, in a pleasant home near the River Thames. He had an attractive Swedish wife and three young sons. All seemed perfect, carefree. But Bruno Pontecorvo had a secret, and in that August of 1950, he fled to Moscow with his family, becoming Bruno Maximovich and taking the lead of the Sovietic Nuclear Program.



Still August, but 1953.

Loretta Miller is at her desk in Arlington, Virginia, as a cryptographer for the VENONA Project. Her work is to examine, and possibly exploit, encrypted Soviet diplomatic communications. With her coworkers, she already discovered and proofed the betrayal of American citizens like Harry Gold, Klaus Fuchs, and the Rosenberg family. Officially, Loretta works for the Signal Intelligence Service (SIS), the codebreaking unit of the US Army. But she is also a precious member of the Silent Keeper Society.

And that morning, the only document that captured her attention was a letter, sent directly to her and signed by Marianne Pontecorvo, Bruno's wife.



In the letter, written in a weird, hyperbolic English, the woman describes the city of Dubna, talk about a certain uncle Kim, and refers to Loretta as a “dear sister, fellow keeper”. But she have never met her.

Indeed, she doesn't know much about Pontecorvo in general.

Why did the Italian physicist flee to USSR so suddenly, just a few months after the conviction of his colleague, atomic spy Klaus Fuchs? The obvious answer (that Pontecorvo was “the second deadliest spy in history,” as the US Congress described him) has hung around for years, but no proof that he passed atomic secrets to the Soviets has ever been presented, nor has there been any suggestion of the information he might have disclosed.

So, what is the true story behind the Pontecorvos? Why Marianne decided to write a letter directly to an American Cryptographer? And, most of all, what are the informations at stake?



THE VIDEOGAME

“**Operation Pluto: The Redemption**” is an action-adventure stealth video game, that follow Johnny K in this post apocalyptic scenario. It’s also a behavior game, because most of the decision that the players make, design different path and will be collected in our web platform.



Silent Keeper isn't anymore a secret society that just collects information all around the world. After the “Great Explosion”, the unstable equilibrium of the border collapsed; Silent Keeper, the true responsible of this tragedy, has to redeem itself; to do that it created a special mission.

Selected Keepers all around the world were called to destroy all the fissile material, collect sensitive data and try to destroy the black market of armaments.

Johnny K Keeper is one of them, an ex Delta Force member; after six years from the “GE” it's his time to join his colleagues and take part of the long race against time.

He left the SK-Headquarter to go in a phantom city in Russia, where an apparently abandoned factory hides one of the last A-Bomb.

He want to be part of the Silent Keeper Redemption but isn't a easy way. He will be undercover on the dark web and will be in contact with his enemy in the black market, choosing how to use all the collected data and resources to reach his final goal: the A-Bomb.

At his side he will have only Silent Keeper: but it will be enough?

What if is there someone, a keeper, that want to prevent his target?

In this post-apocalyptic scenario our player will decide the end. As a behavior game, all the sub-missions, that create Operation Pluto, will bring our story on different paths trying to understand the player's behavior.

Connected with the web platform, it will allow players to access new contents related to our imaginative universe, making them part of the great network of Silent Keeper.

LINEAR STORY of the Game

Johnny K Keeper is an ex Delta Force member, he get part of Silent Keeper organization. After 5 years from the Great Explosion, Operation Pluto, the mission that want to destroy all the fissile material, is almost at the end; there are just few missions to complete. The most important is to find one of the last A-Bomb on earth; the collected information located it in a phantom city in Russia.

Following online by the Agent9189, Johnny leave the US to join the Operation Pluto. The mission start, he collect information ad data, but isn't the only one who are looking for the A-bomb, in fact he isn't alone in this phantom city.

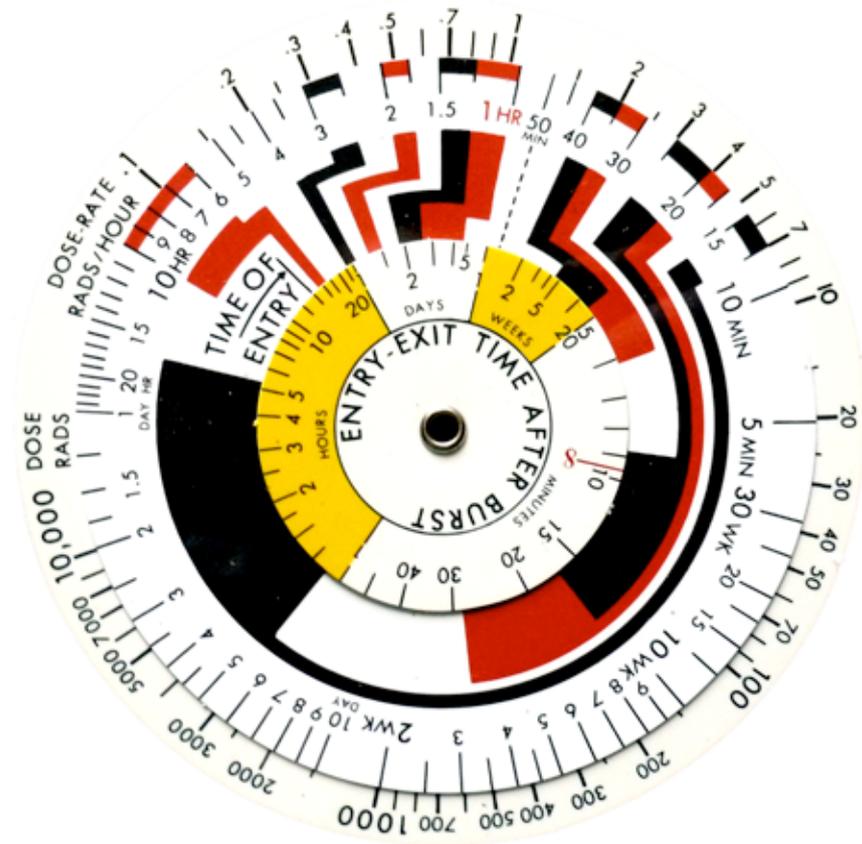


To be faster Johnny use a secure access to the Dark Web where he met Vacuum, a hacker that after the Great Explosion starts to earn money selling information. Divided by the Agent9189 and Vacuum advices and guides, Johnny continues the search of the A-Bomb. He found the factory that hides the bomb, even if isn't an easy way, and thanks to the research he discovered the truth behind the Great Explosion. But something goes wrong: he gets caught.

He has different way to react: be two-faced and find if there is a mole in SK organization, try to escape and killing the enemies, pass to enemies to earn more money because he lose the hope.

In each case he will find the A-bomb, but the final decision is up to the player.





OPERATION PLUTO

RESEARCH
MATERIALS

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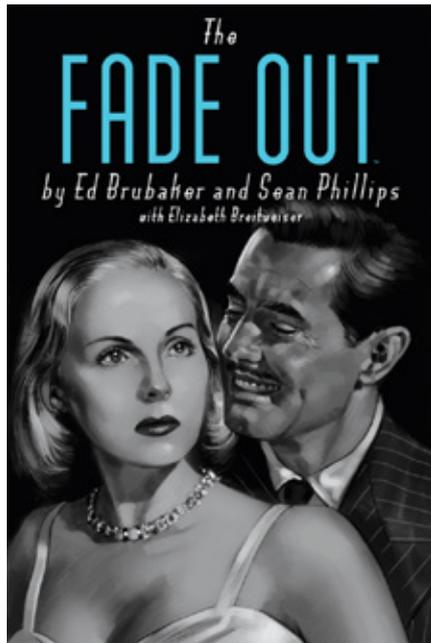
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GRAPHIC NOVEL - INSPIRATIONS



THE FADE OUT

Story: Ed Brubaker

Art: Sean Phillips & Elizabeth Breitweiser

Publisher: IMAGE Comics

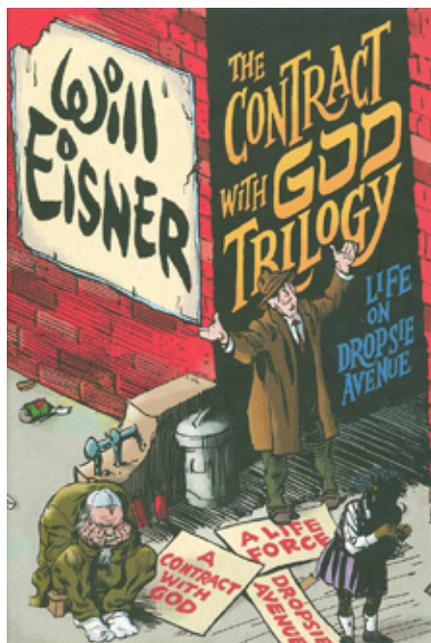
Year: 2014

The story is set in 1948 and stars Charlie Parish, a Hollywood screenwriter suffering from PTSD and fronting for his blacklisted best friend, Gil.

When Charlie wakes from a blackout in the same room as a murdered starlet, he and Gil set out to bring her killer to justice.

As they learn more about her troubled past, they find themselves against powerful Hollywood elites who do not want to upset the status quo.

Aside from the great artwork, and the incredible ability of Brubaker to write a deep narrative arch, adapting the language and the archetypes of the setting, this graphic novel is one of the primary inspiration for the storytelling of the investigation upon Bruno Pontecorvo. The main idea is to represent a Cold War scenario from the point of view of a cryptographer, living her personal journey through archives, laboratories, National Agencies and former spies.



THE CONTRACT WITH GOD

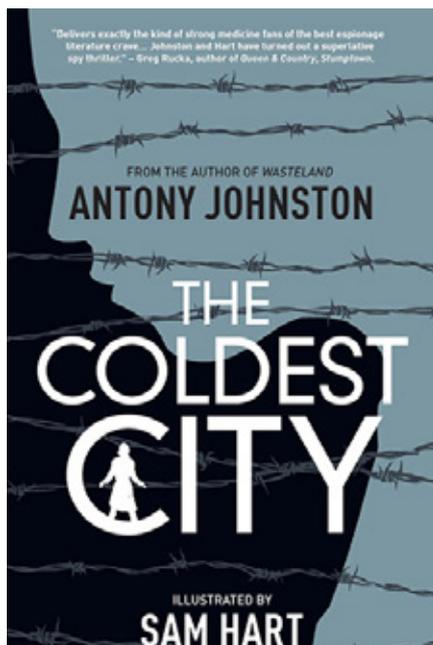
Story & Art: Will Eisner

Publisher: Baronet Books

Year: 1978

Four stand-alone stories make up the book: in "A Contract with God" a religious man gives up his faith after the death of his young adopted daughter; in "The Street Singer" a has-been diva tries to seduce a poor, young street singer, who tries to take advantage of her in turn; a bullying racist is led to suicide after false accusations of pedophilia in "The Super"; and "Cookalein" intertwines the stories of several characters vacationing in the Catskill Mountains.

This is a collection of stories, a choral narrative: all the characters are thematically linked with motifs of frustration, disillusionment, violence, and issues of ethnic identity. Writing Operation Pluto, the Eisner's masterpiece will be the guide through the deep feeling of suspect and social pressure our characters will feel. No one is trustful, every sentence that could contain a hint of ideology should be carefully weighed and whispered.



THE COLDEST CITY

Story: Anthony Johnston

Art: Sam Hart

Publisher: ONI Press

Year: 2012

November 1989.

Two weeks ago, an undercover MI6 officer was killed in Berlin. He was carrying information from a source in the East — a list that allegedly contains the name of every espionage agent working in Berlin, on all sides. No list was found on his body. Now Lorraine Broughton, an experienced spy with no pre-existing ties to Berlin, has been sent into this powderkeg of counter-espionage, defections gone bad and secret assassinations to bring back the list.

Deep into the Espionage genre, this dark graphic novel is a perfect example of how a complicated story like Operation Pluto could work great, and be extremely engaging at the same time. This is very much like Tinker, Tailor, Soldier Spy, but with more twists, excellent well done twists. It's true that this plot device is so overused it is almost funny. The great thing is that it works well in this graphic novel because Johnston brings freshness, and a lot of datas, to it.



ICHI EFU (1F: Diary from Fukushima)

Story & Art: Kazuto Tatsuta

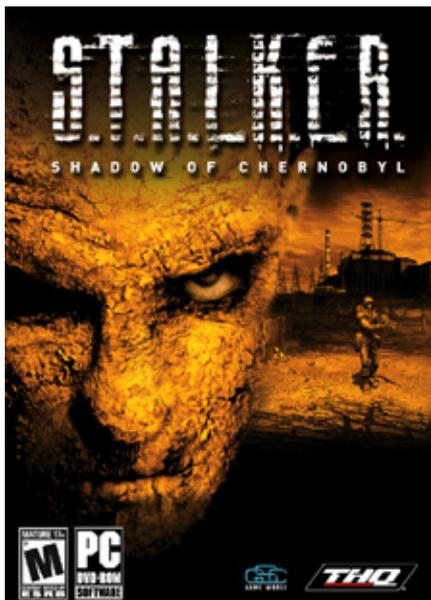
Publisher: NORMA

Year: 2014

Like many of the thousands of men who have worked at Fukushima Daiichi nuclear power plant, the author, Kazuto Tatsuta was driven by a sense of mission. He left with a rare insight into the realities of life at arguably the world's most hazardous industrial cleanup site. In this masterpiece, Kazuto framed his memories in graphic form, taking the reader on a virtual tour of the areas where exhausted men eat and rest, the filling stations that service hundreds of trucks, and the construction site for yet more tanks to relieve the buildup of contaminated water.

Drawing on a cast of characters loosely based on his former workmates, Kazuto leaves nothing to the imagination. There are accounts of workers' early-morning journey to the plant from their digs in nearby towns and cities, and intricate illustrations of the protective clothing they must change into, and remove, every day. This loads of datas, particulars, documents is a great inspiration oh how the "historical witness" (such as documents, archives, paperwork) could fit into a powerful and complex storytelling.

VIDEOGAME - INSPIRATIONS



S.T.A.L.K.E.R.

Designers: Andrew Prokhorov & Yuriy Negrobov

Developer: GSC Game World

Year: 2007

After the initial Chernobyl Disaster, attempts were made to repopulate the area, primarily with scientists and military personnel. However, in 2006, almost 20 years after the first incident, a second disaster occurred, caused by the C-consciousness program, killing or mutating most of the inhabitants.

S.T.A.L.K.E.R. begins years later, after people have begun coming to the zone in search of money, valuable artifacts, and scientific information.

Partially FPS, partially RPG, and with a compelling atmosphere. Operation Pluto videogames will be a first-person experience, based on a near future timeline, after the detonation of the bomb. Several of the main story missions will take place underground or indoors, shifting the aspects of gameplay toward that of a traditional corridor shooter. S.T.A.L.K.E.R. is a great example of how the atmosphere and the continuous state of danger could be created, in a very subtle way.



HEAVY RAIN

Designer: David Cage

Developer: Quantic Dream

Year: 2010

The game is a film noir thriller, featuring four diverse protagonists involved with the mystery of the Origami Killer, a serial killer who uses extended periods of rainfall to drown his victims. The player interacts with the game by performing actions highlighted on screen, and performing a series of quick time events during fast-paced action sequences. The player's decisions and actions during the game will affect the narrative. The main characters can be killed, and certain actions may lead to different scenes and endings.

Heavy Rain is a game all about multiple perspectives; there are four main characters you control throughout the game, and the way the different perspectives intersect is the backbone of the storyline. Apart from simply being a cool way to tell a story, this perspective switching, coupled with the fact that you determine the actions of these four characters, really helps the plot feel more interesting. This incredible storytelling is a big model on how to give life to a complicated, grey-area choice-based plot.