

**Diefenbunker.**  
Canada's Cold War Museum  
Musée canadien de la Guerre froide

**TOP SECRET**

# ZOMBIE 101



**Incident at the Bunker: a Zombie Adventure**

**Volunteer Guide and Orientation 2017**



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## **Mandate and Vision**

The Diefenbunker: Canada's Cold War Museum, is a private non-profit and a registered charity, whose mandate is to increase throughout Canada and the world, interest in and a critical understanding of the Cold War, by preserving the Diefenbunker as a National Historic Site, and operating a Cold War Museum.

Our new vision is that by showcasing Canada's preparedness to secure the seat of government during the Cold War, the Diefenbunker creates this country's most unique enjoyable, learning environment for present and future generations to better understand one of the most critical times in the world's history. Our care of the Diefenbunker will make sure the best of the past is kept to enrich our lives today and in the future.

"Incident at the Bunker: A Zombie Adventure" is one such unique event that aims to engage visitors in the Diefenbunker and one of the fundamental lessons of the Cold War: emergency preparedness. The family friendly event, in partnership with Haunted Walk's Ottawa, allows us to bring this national historic site to "life" in a new and interactive way.

## **History**

The Diefenbunker, originally Canadian Forces Station Carp, was built from 1959-1961. It was commissioned by Prime Minister Diefenbaker in response to increasing tensions of the Cold War. The 100,000 square foot underground nuclear bunker was designed to house 535 key members of the government and military in the event of a nuclear attack on Ottawa. Safe inside the Diefenbunker, it would be possible to continue a thin thread of government during a nuclear war, and guide the country through a disaster.

CFS Carp operated for 32 years, until it was decommissioned by the Department of National Defence in 1994. A dedicated group of volunteers petitioned for National Historic Site status, and eventually was able to open the Diefenbunker as Canada's Cold War Museum in 1998. The Diefenbunker remained largely volunteer run until 2005, limited by a fire capacity of 60 people. In 2010, the Diefenbunker underwent a large capital project to retrofit the fire systems in the building, increasing its simultaneous capacity from 60 to 460. It is because of this that we are able to provide programs like "Incident at the Bunker: A Zombie Adventure" and welcome increasing numbers of visitors from all over the world. Total attendance for 2011 sky rocketed to 43,000 visitors, and we are well on our way to 50,000 for 2012.

Volunteers still play a large role in the operation and presentation of the Diefenbunker. Volunteers are our biggest community supporters. Your help makes events like this one possible.

## **Incident at the Bunker: A Zombie Adventure**

The Haunted Walks of Ottawa and The Diefenbunker are partnering together to present, "Incident at the Bunker: A Zombie Adventure!" this Halloween Season. Guests will be led on an interactive adventure with the undead, deep inside the labyrinth that is the Cold War Museum.

This Halloween experience is a perfect combination of storytelling, interactive challenges, unexpected surprises, and of course...zombies.

Tours will be every fifteen minutes. You should always wait for a staff member to come around and tell you when you are done for the day. In addition, please let us now in advance if you do need to leave early and we will sneak you out between groups.

### **The Story**

On the night of June 21, 1994, a group of scientists gathered in the depths of the Diefenbunker in the hopes of making the latest scientific breakthrough. The terrifying event that happened next has never been disclosed to the public- until now- 20 years later. Using the latest in time-travel technology, we will journey back to that night and discover the bunker's most shocking secret.

## Your Role on the Day Of

As a Zombie volunteer, your primary role on the day of the event is to show up looking great and gory! You will be assigned a location, and some small actions or parts to play while you are here. You will receive the schedule for your location on or before the day of the event.

Please arrive promptly for your shift. You will be helping with light setup in the first half hour of your shift, and then you will be in place for the tours by the beginning of the shift (times vary).

You will be supervised by the Volunteer Coordinator and the Lead Zombies. They will make sure you know where to go, and what to do!

Finally, your job is to have fun! This is a unique and exciting event, and the more you get into your character the better it will be for everyone!

### Shifts are as follows:

October 14: 12:00pm- 6:45pm

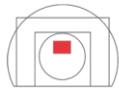
October 29: 12:00pm – 6:45pm

October 30: 12:00pm – 6:45pm

November 5: 12:00pm – 6:45pm

### Other Zombie Reminders:

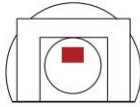
- Please try to stay in character, keep chatter/laughter etc. to a minimum. If people are loud and disruptive they will be asked to leave (and will not get volunteer hours- if applicable)
- Do not touch/play with the artifacts
- Do not move from your assigned section without asking/telling someone or replacing yourself (when possible, obviously in an emergency take care of yourself first and foremost)
- Please properly dispose of your garbage when done; there should be a garbage can and/or bag in every area.
- Please do not eat/drink in view of guests, try to snack once you know for sure that there are no tour groups around and even then, try to snack out of view if possible.
- If you get caught in between tours out of position, lie down and play dead!
- Please only eat your share of treats!



# Diefenbunker

Canada's Cold War Museum  
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## How to Get Around & Zombie Location

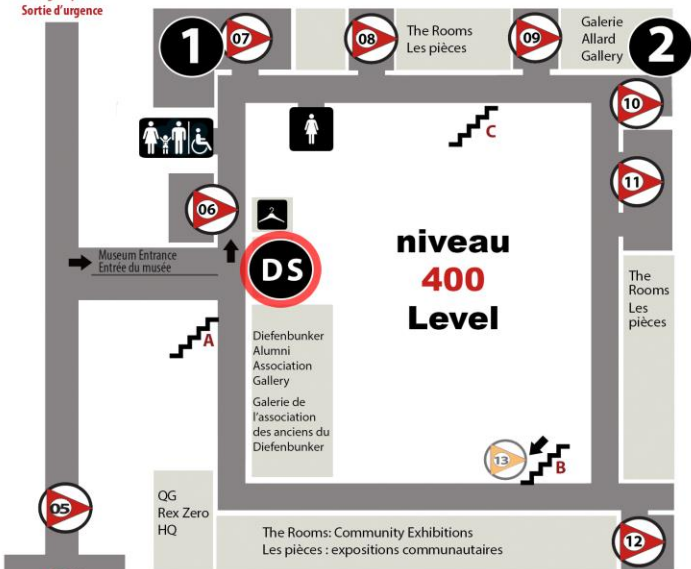


# Diefenbunker

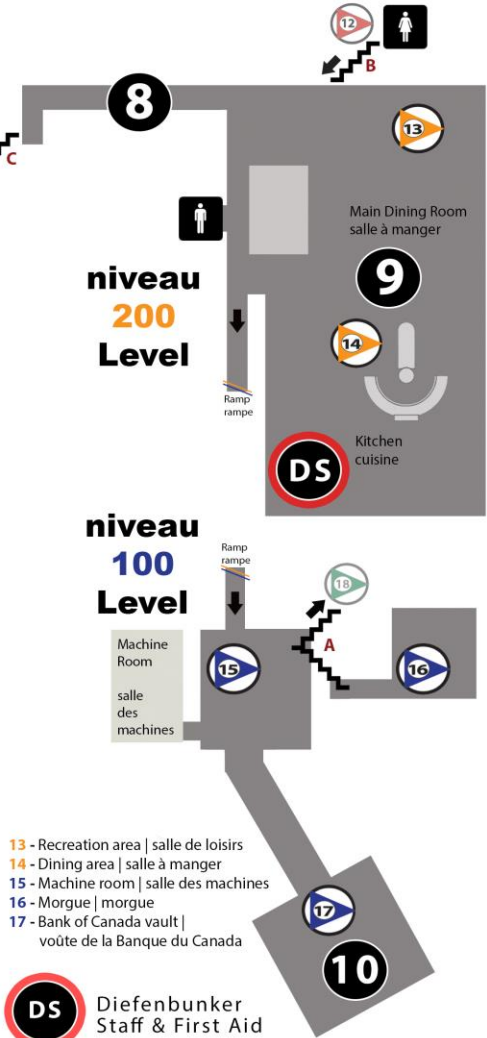
Musée canadien de la Guerre froide  
Canada's Cold War Museum

## Visitor Guide | Guide du visiteur

Emergency Exit  
Sortie d'urgence



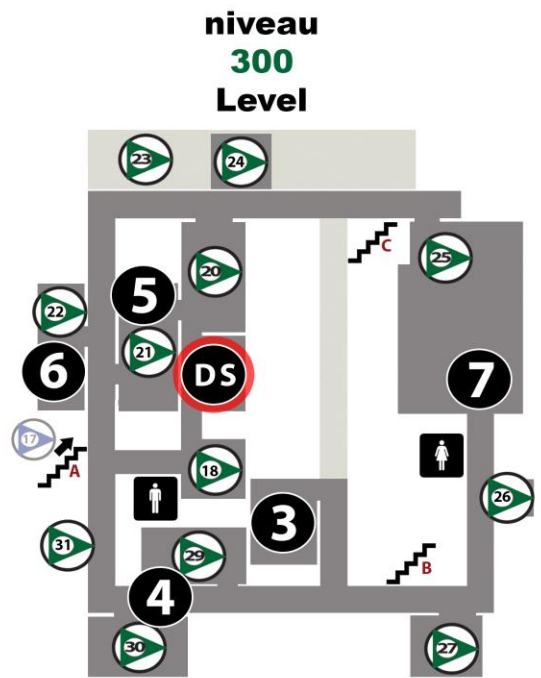
- 01 - 03 - Audio guide welcome | L'accueil du guide audio
- 04 - Butler Hut | Butler Hut
- 05 - Blast tunnel | tunnel anti-souffle
- 06 - Decontamination | décontamination
- 07 - Medical centre | centre médical
- 08 - Confinement | détention
- 09 - Message Control | Contrôle des messages
- 10 - Escape hatch | issue de secours
- 11 - Architectural model | maquette
- 12 - Emergency Radio Room | Salle des communications radio d'urgence



- 13 - Recreation area | salle de loisirs
- 14 - Dining area | salle à manger
- 15 - Machine room | salle des machines
- 16 - Morgue | morgue
- 17 - Bank of Canada vault | voûte de la Banque du Canada

**DS** Diefenbunker Staff & First Aid

**TOP SECRET**



- 18 - Communications centre | centre de communication des alertes
- 19 - Federal Warning Centre | Centre fédéral des alertes
- 20 - War Cabinet Room | salle du Cabinet de guerre
- 21 - Secretariat | Secrétariat
- 22 - Emergency Government Situation Centre | Centre gouvernemental des situations d'urgence
- 23 - Government offices | bureaux des ministères
- 24 - Can. Mortgage and Housing Corporation | Société can. d'hypothèques et de logement
- 25 - OSAX | OSAX
- 26 - Women's quarters | quartier des femmes
- 27 - Requiem
- 28 - CBC studio | studio de Radio-Canada
- 29 - Prime Minister's suite | suite du premier ministre
- 30 - External Affairs | Affaires extérieures
- 31 - Audio guide conclusion | conclusion du guide audio

- 1. Medical Centre
- 2. Allard Gallery
- 3. CBC Studio
- 4. PM Hallway & External Affairs
- 5. War Cab & Secretariat
- 6. EMGOVSITCEN
- 7. OSAX & Womens Quarters
- 8. Canex
- 9. Cafeteria
- 10. Vault

## **Healthy and Safety: Tips and Rules**

1. Please wear close toed shoes and beware of trip hazards.
2. No running in the building.
3. Please remember to bring a small flashlight and keep it with you at all times.
4. Should the power go off, the backup generator will turn on within 30 seconds. Please remain calm and take the nearest staircase to the top level (400) and follow instructions from Diefenbunker staff. Visitors will be escorted out by Haunted Walks staff.
5. Fire alarms are located throughout the building. Please only pull them in the event of a fire.
6. First aid kits are on each level and will be identified by staff during training. If you or someone else is injured, please get the nearest staff person if possible. Dial extension 256 from any phone if you cannot locate a staff member.
7. In the event of a 911 emergency, go to the nearest phone and dial 99911
8. Do not climb on ladders, chairs, or other furniture.
9. Children under the age of 13 should be supervised at all times.
10. There is drinking water on each level. If you are feeling hungry or thirsty, please be sure to ask your Lead Zombie to take a break.
11. If a door is closed, it is a required fire door. Please do not prop doors open without asking Diefenbunker staff.
12. To request help from Diefenbunker staff, dial extension 256 on any phone.
13. A bunker staff member will be on every floor to help with any questions or concerns you may have.
14. Please clean up all garbage.

## **Your Bunker Personnel**

### **Rachel, Visitor Services Coordinator and Volunteer Coordinator**

Rachel will be your main contact leading up to the event. Rachel works as supervisor during the day and will be making the volunteer schedule for the zombie event. Please feel free to let her know if there are any scheduling concerns leading up to or during your volunteer shift! She is available to answer any questions at [zombies@diefenbunker.ca](mailto:zombies@diefenbunker.ca) or 613 839 0007 ext 237.

### **Sean Joynt, Facilities Assistant**

Sean will be responsible for set up as well as Health and Safety during orientation and all zombie shifts.

### **Justin, Visitor Services Coordinator**

Justin also acts as supervisor during the day, and will be responsible for set up as well as Health and Safety during orientation and all zombie shifts.

### **Lead Zombies**

The Lead Zombies will be there to help you, during the event. They will help you find your spot, the nearest washroom, and give you great instructions on how to be a zombie. Wherever you are in the bunker, there will be one nearby to help you!

## **Your Haunted Walk Personnel**

### **Jim Dean, Haunted Walks of Ottawa representative**

Jim will be the Haunted Walks of Ottawa representative on site. He is the man with the vision for how the zombie tours will go. He will be able to give you direction as to your part and the storyline.