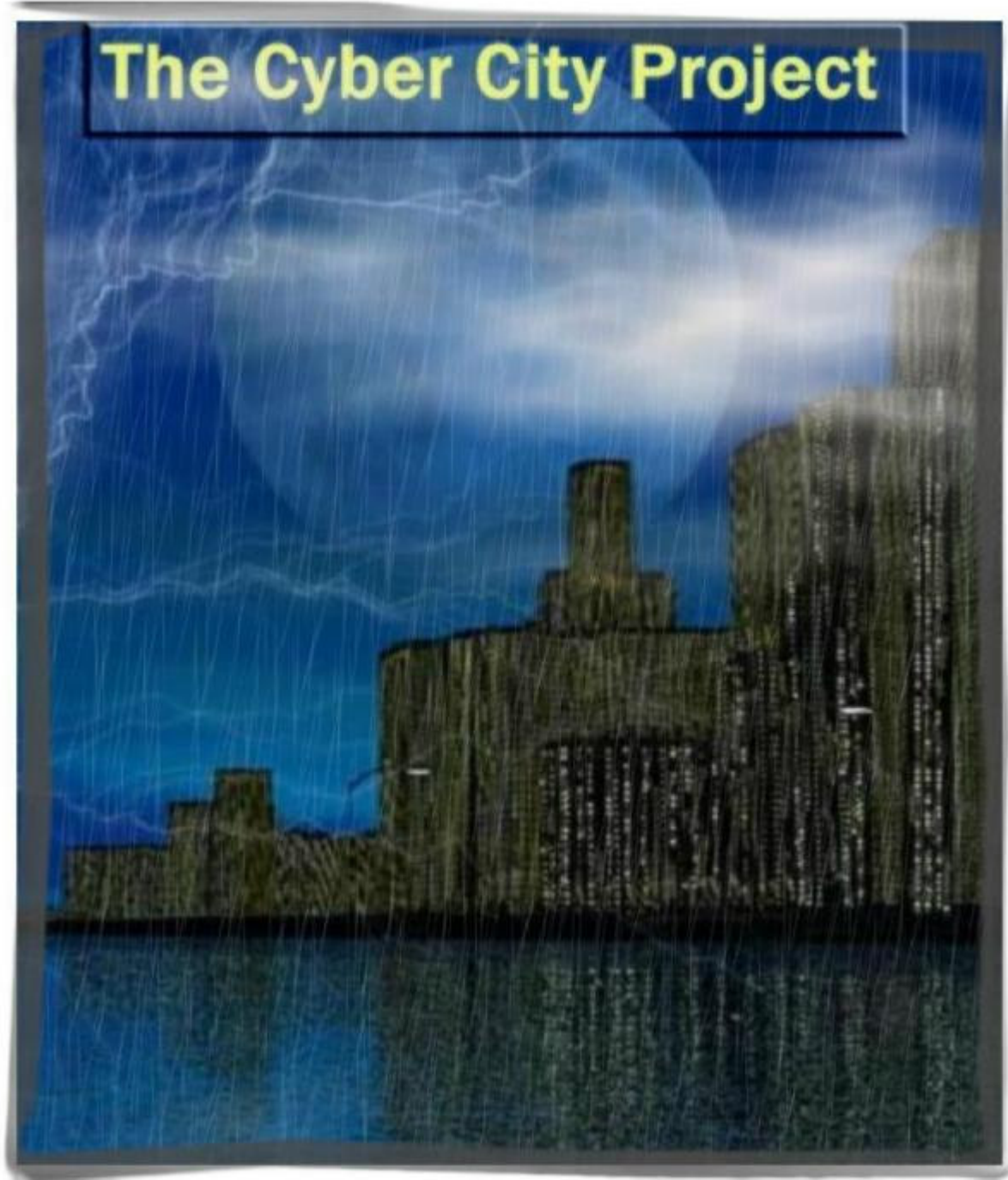




**The Cyber City Project contains submissions from
a variety of writers seeking to create a free-form
city for the use of Game Masters of Dark Future
Style Role Playing Games.**

Forward

Since the beginning of the Cyber City Project I had hoped that one day I would have enough valuable information to pass on in a compiled and printed version. Finally the time is upon us. With the help of many individuals whom have submitted material and my own dedicated efforts to compile them into a single volume we have made it. As of a certain point the project itself has created it's own sort of life and growth as submissions from differing people inspired others to write. Eventually, we have come to a point where the pieces helped to shape the character of the city and define the borders and maps themselves.

I would like to take this space to thank everyone who has been involved in any small way to make this a reality. In the future I expect the city to grow as much as from new ideas as from those sprung from already existing material and usage in games.

As always each writers material is their own intellectual property and cannot be reused in other for sale compilations without the written authority of each individual writer. As I write this, please feel free to dissect this work to fit individual parts into your own game how you may wish or you may take the entire city as a whole and run with it.

Any comments or questions should be addressed to:

Martin L Miles

AKA Thumper

Email: egrayfox@ev1.net

Website: Night City 2030 <http://users2.ev1.net/~egrayfox/index.html>

Table Of Contents

Cyber City Background	Page
Cyber City History	5
Cyber City Services	6
Cyber City Maps	
General City Overview Map	8
Cyber City Transit Map	9
Cyber City Shops, Stores and Locations Map	10
Cyber City Night Clubs and Bars Map	11
Cyber City Gang Turf Map	12
Cyber City Stores, Nightclubs and Locations	
Angel Heart: Women's Shelter	13
Honest Vaclav's Cars	16
Planet Circus!	18
Butchers Shop - Haverthwaites Quality Meats	19
Fanner's Weapons Shop	21

Robo Burger	26
The Pit: Dance and S&M Club	28
The Cargo: Bar & Nightclub	29
Dick Burnett's Scrap-n-Salvage & Molly's Pub	31
Chrome Lipstix: A Gentleman's Club	33
Knick Nack Imports	42
Pancho's Liquor Town	42
Temur Laundry	43
Mr. Feely Speedy Delivery	43
Choyukenbo, Sushi Bar	44
The Bounce	44
Hyper-Euromart	45
ArmorJack's	48
Retro-Ed's	49
Sundowner's	49
The "No Exit"	50
The Quick Chop Shop	51
The Intercourse bar	52
N'Gin	53
The Moon and Sixpence	55
Hackz'r'Uz	56
Xanadu™	57
The Dumpster	60
The "Ice Cream" Van	61
Iron Horse Tavern	61
GEARZ: Borg Nightclub and Bar	62
End of The World Supply	62
48hr Lou's	63
Joe's Roadhouse	64
Public's Parts	64
Organ Grinders (Body Bankers)	65
Controlled Urban Zone: Restaurant & Nightclub	66
Little Johnny/Amy Cryocare	67
You want We get: Information Services	68
Smokey Joe's: High Performance Auto Parts	68
VR-XDE: Arcade	69
Elysium in Chrome	71
Shade's Pawn Shop	72
Cyber City Gangs	
Black Wolf Security Services	73
The Blue Tongue Gang	78

Cyber City Gangs	
The Chrome Vanguard	79
The Daughters of Lilith	80
Sanity Liberation Front	80
Dead Presley's	81
The Muppets	81
Raspberry Berets	82
Razor Girlz	83
Th' Twenty-Sixers	83
Cyber City Corporations	
DRAGON SECURITY	84
St. George Metasystems	84
Bureau of Professional Security (BPS)	85
The Edrad Corporation	86
DatCorp	86
Sophos International	87
Vertrain Corporation	88
MegaHertz	89
Vat Grown Foods Inc.	90
Arrow Mobile Security	91
Free Agents, A new way of working...	92
Janus Corporation	93
CSG, Corporate Strategy Guidance	94
Donatello & Sardouchi Construction, Inc.	95
The Appleton Interventions Company	96
Kazawa-Roberts, Commercial Towers	97
DR Security, The Disaster Recovery Giant	98
Cyber City Style Guide	
Clothing: Various styles from the boardroom to the blacktop	100
Drinks & Alcoholic Beverages	104
Housing: Apartments, Condos and More	106
Vehicle Guide	107
Furniture: Round out your conapt	109
Musical Groups	112
Cyber City Neighborhoods and Quarters	
Borgton /Old Downtown	114
Souk, Little Arabia	114
Murder Heights	115
God Tel Ministries	117
The Dump	118

Cyber City Neighborhoods and Quarters	
The Phipps Building: Downtown's Central Hub	120
The Artist's Colony: Shops, Stores, and the Home Turf of the Bozo's street gang	123
Cyber City Park	128

A Brief History

Several years went by without any significant effort of rebuilding the city and the port until a young entrepreneur hired over a thousand South American war veterans who had near to full body borg replacement parts.

Every other community in the US had shunned these people or what was left of them kicking them out of their communities and designating special police forces to put down for good any rouge Borg behavior.

Slowly over time the majority of veterans settled in the remains of the old city where no one else wanted to live due to the possible hazards of radiation and lack of sanitation and other problems.

Guido Sarduochi, a young entrepreneur struck upon the idea of all these people out of work and disowned by their own families living in the burnt out remains of this city. He decided to employ them to rebuild the city into a new and bright beacon of technology and light, allowing them certain rights written into the basic laws of governance of the city charter.

At first everyone and the media called the project Borgtown due to the nature of the vast majority of it's residents and workers. Later when the project was completed and the new downtown area was built the idea of Full Borgs being the primary workforce behind the reconstruction gave the city the moniker it enjoys to this day.

Cyber City

Eventually as the City became more populated and more of the same types of people and Corps entered setting up shop within the city. A small war of sorts broke out between heavily armored ACPA Corporate forces and the resistant Borgs. The battles raged for almost a month and hundreds of innocent bystanders and hundreds of millions in Euro of damage forced a conclusion to the conflict, when the media from all over the world was facing down the two sides and nightly images beamed across the world on the carnage.

The Borg forces had been pushed back to the unreclaimed portion of the city that still were in ruins. The Borgs held up there refusing to give up since they had no where left to turn or go. They waged guerilla warfare in the crags and crevices of the old city where the ACPA's could not go for fear of collapsing structures.

Finally, a truce was brokered between the two groups as they realized neither had the advantage and the Corps could still use workers of Borg caliber that would work for cheap and do the dirty jobs no one else wanted.

The truce gave the Borgs a large portion of the old ruined city as a completely Autonomous ruled area, no one else wanted to live there anyways. In exchange the Borg population would only leave

their compound area with a written contract for work with one of the Mega Corps that now ruled the downtown area.

Years have passed since the conflict and some of the restrictions have eased up and Borgs are again

occasionally seen through many parts of the city working, but due to continued social pressures almost all still live in the old Borg compound in the partially rebuilt ruins of the old city.

Cyber City Services

The police force that patrols the city is a contractual one. This means private Corporations provide services for hire on a monetary reward basis. The reward structure is based on crimes reported on a month to month basis. An inverse relationship exists between criminal acts and pay to the Corporations providing contract police officers. Some city advocates have warned that this creates an almost adversarial relationship between the security companies and the city. They also warn that tactics to intimidate the public into remaining silent in criminal situations could occur using this pay formula. So far the citizens have yet to lodge any meaningful protests against this reward system.

The two primary contract holders are the Militech Corporation and Arasaka. Originally when the first contract was to be awarded these two companies where the only ones with the funds and the manpower available. Shortly after the bidding war for the contract, a small hot war between the two companies erupted. Dozens of people where killed on both sides before the city council decided to force a truce and award each of the companies a portion of the overall city contract. In the end Arasaka due to slightly lower amounts of available manpower was awarded rights to patrol the Downtown, Uptown and Financial District. Militech was awarded the remainder of the Metropolitan area. It's difficult to tell who actually has the better deal since Arasaka has the smaller contract but better controlled areas and Militech more financial incentives but having to cover the lower income and more crime ridden parts of the city.

Transportation Services:

All citywide public transportation is handled by City-Metro Incorporated. City-Metro Inc. was created shortly after the city council was formed and was designed to deal with the needs of the citizens for low cost inner city transportation needs. City-Metro from the onset has been understaffed and under capitalized. Currently, City-Metro operates a small Mag-Lev train that circles the Park and various Bus routes spanning outwards like spokes from the train route.

One of the major complaints of citizens is the lack of adequate space and frequency of buses. The low number of available seats does mean the routes are almost completely utilized at all times day and night, service runs 24 hours a day, but there is a good chance any bus needed will be full already when you arrive at the bus or train stop. This problem has of course lead to many small confrontations and several fights, prompting City-Metro to install internal and external tear gas sprayers on it's vehicles and an automated hotline system to police emergency unit headquarters.

Fares for bus routes are 2 eb per single route, 5 eb for an all day pass, or 25 for a weekly pass. Maglev train card fairs, to the beevervilles, are 3 eb for a daily pass or 15 for a weekly pass

As of five months ago all City-Metro bus services has been suspended into the Murder Heights area pending excessive losses of equipment and personnel from gang related violence.

Emergency Services: Ambulances.

Ambulance services are all contract based, between the individual and the specific company. There are two primary service providers within the city; REO Meatwagon, and Trauma Team Inc. Both of these companies provide premium services with AV ambulances and can be hired at a premium price to extract personnel from a non Corporate or government involved fire-fight. Some smaller competitors also provide services on a cash and carry basis at the point of the extraction. These smaller services depending on the drivers and the companies involved will attempt to handle almost any type of situation, with costs equal to the perceived risks involved. The third party ambulance services normally allow the drivers free reign on what to charge on any specific situation over the standard minimum fees. This in the past has lead to some interesting fire-fights from a brave Ambunaught crew trying to rescue a client.

Firefighters/Fire Departments:

There is not a unified city services department for this basic emergency service. Firefighting services are handled on a community by community basis. Certain areas such as downtown and the financial district have a contracted organization that handles problems in this area. Many communities around the city are currently lacking anything other than a skeleton volunteer service. In Mafia controlled areas fire-control is usually one of the protection services paid for by small businesses in the community. Along with creating a small fire department (the mob is smart enough to protect it's income source.) the local Mafia's or crimelords collect security services protection money, thus legitimizing some of their shady income.

Firefighting services for the Corporate skyscrapers downtown and the residential towers of the well to do includes equipment and manpower that are first rate. From fully automated robotic foam sprinkler systems to Full Borg firefighters employed full time. The rich and Corporate elite spare little expense on the safety of their wealth and themselves.

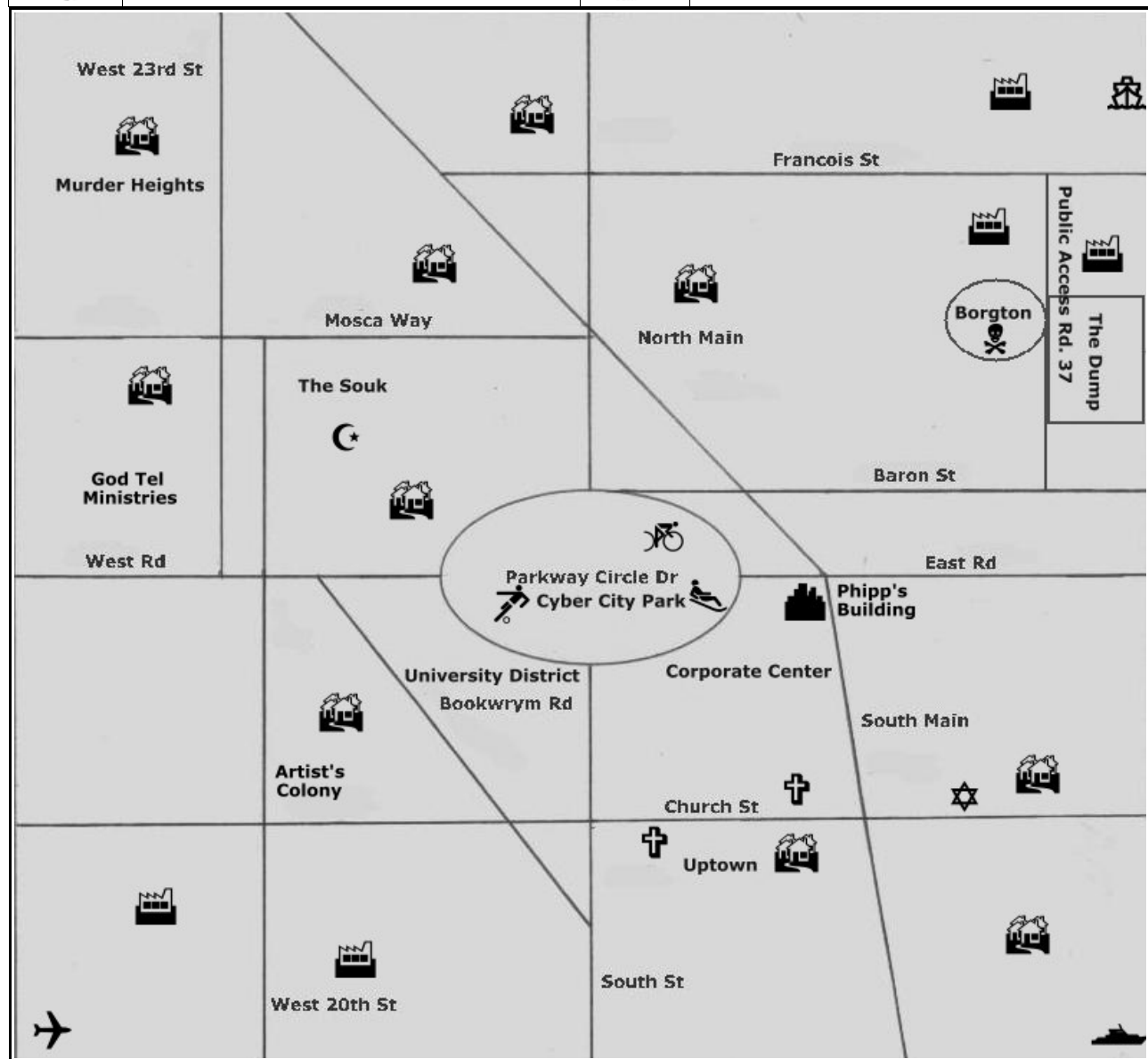
Murder Heights and other low income communities are on the opposite end of the spectrum when it comes to fire-protection services. When you are scrambling day in and day out just to provide food for your family there is little time or money to worry about the possibility of fire. In many sections in these neighborhoods water services have become either constantly lacking or even non-existent, creating some of the cities worst fire hazards.

All is not completely without hope when a fire rages in the combat zone. The local military base, has on the occasions when fires have gotten out of control, used the chance to target practice foam cluster-bomblet munitions. After a close call in 2019 when a fire threatened a munitions plant the city council approved a bill to curb large fire by aircraft dropped deterrents. Therefore the city provides the funds for the militaries weapons to fight fires and they gain valuable ground target practice.

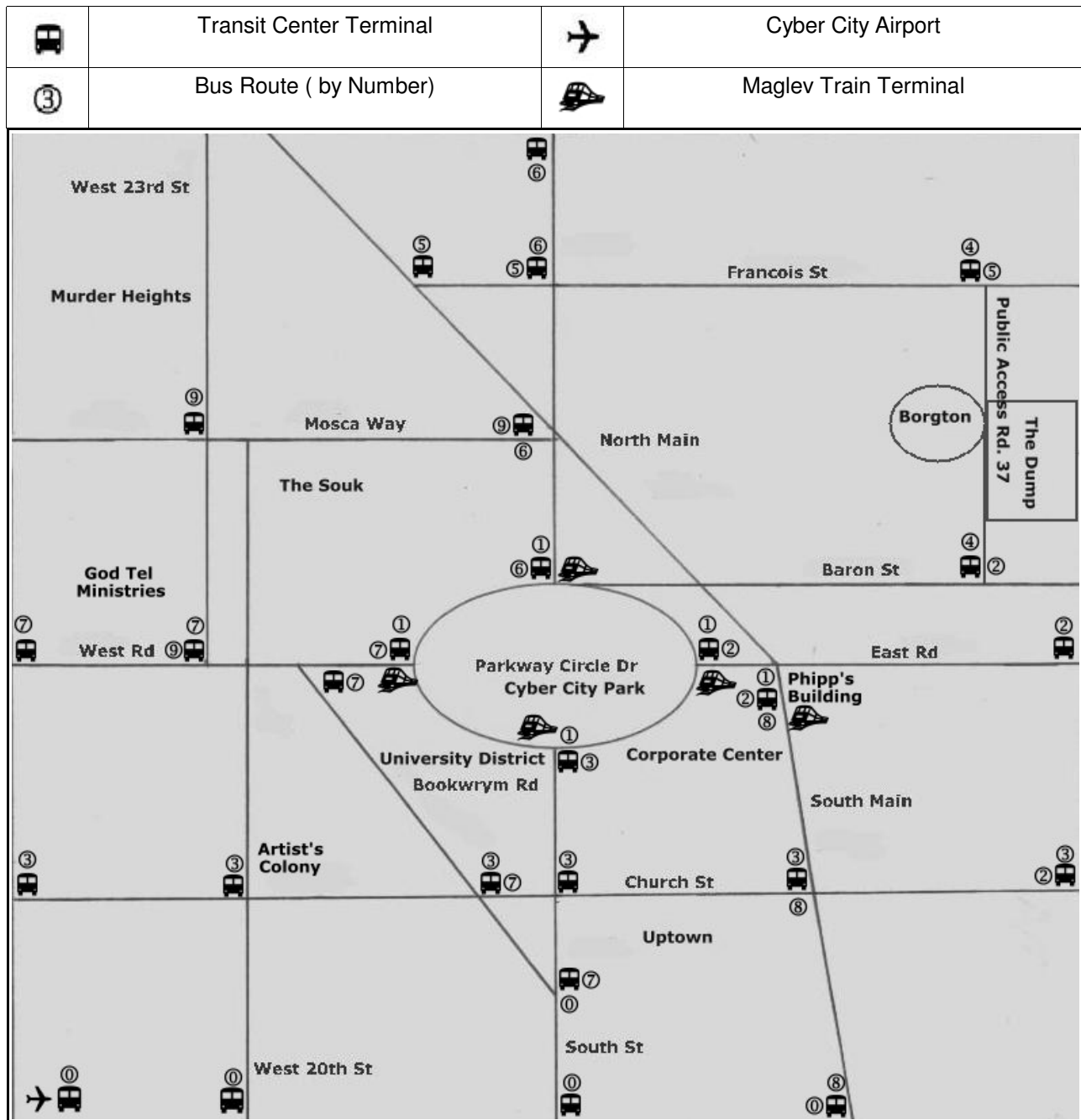
City hazardous material services are handled by one of three teams available for the task. A single team is kept on the ready at all times and the other two can be called in within about an hours notification. The hazardous material teams can deal with a large array of possible situations from biological, chemical, radioactive terrorist weapons strikes to the standard everyday waste disposal sites. The teams are made up primarily of Sheol full body replacement personnel with team management and administrative staff of average workers.

General City Overview Map

	Residential District		Cyber City Marina
	Industrial District		Irradiated Zone
	Cyber City Industrial Shipping Port		Airport
	Church		Bike Trails
	Mosque		Playground
	Synagogue		Soccer Fields

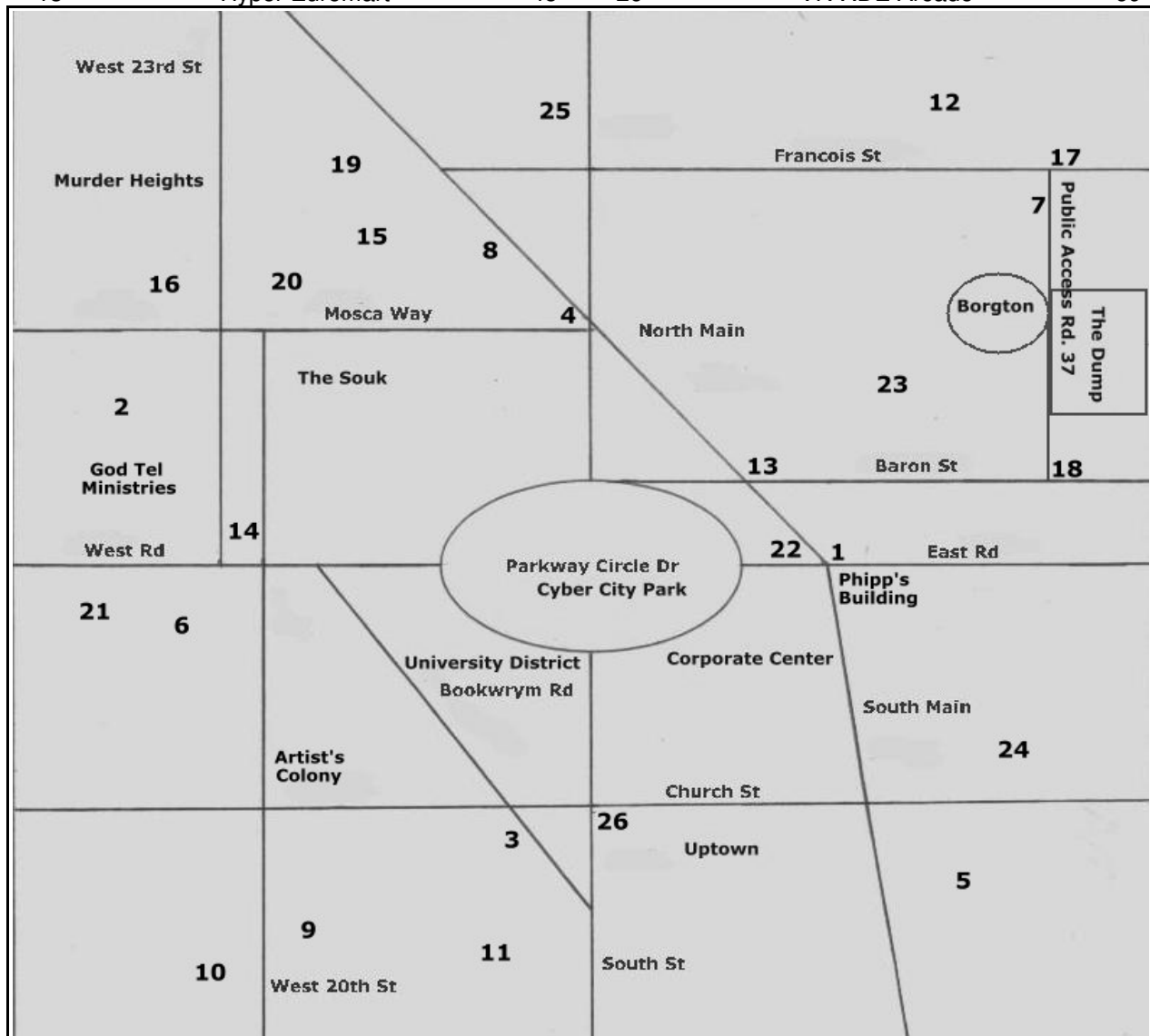


Cyber City Transit Map



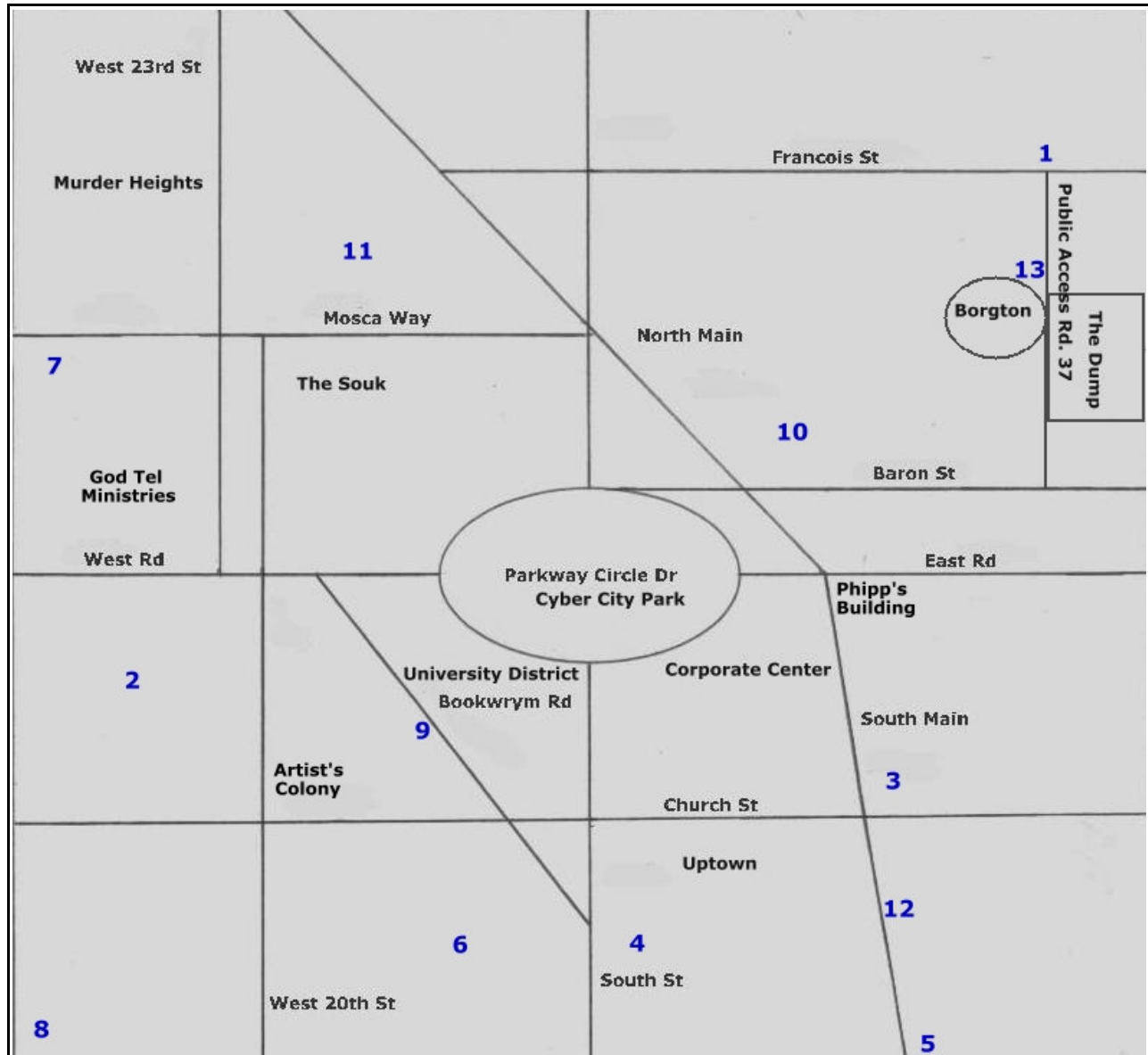
Cyber City Shops, Stores and Locations Map

Number	Location Name	Page	Number	Location Name	Page
1	Planet Circus Restaurant	18	14	The Quick Chop Shop	51
2	Burnett Scrap & Salvage	31	15	Hackz'r'uz	56
3	Angel Heart Women's Shelter	13	16	The "Ice Cream" Van	61
4	Honest Vaclav's Cars	16	17	End of the World Supply	62
5	Haverthwaites Quality Meats	19	18	Elysium in Chrome	71
6	Fanner's Weaponsmithy	21	19	Shade's Pawn Shop	72
7	Knick Nack Imports	42	20	Public's Parts	64
8	Pancho's Liquor Town	42	21	Organ Grinders	65
9	Temur's Mongolian Laundry	43	22	Zonez Restaurant & Club	66
10	Mr Feely's Speedy Delivery	43	23	Johnny & Amy Cryocare	67
11	Choyukenbo: Sushi Bar	44	24	You Want We Get	68
12	The Bounce	44	25	Smokey Joe's	68
13	Hyper Euromart	45	26	VR-XDE Arcade	69



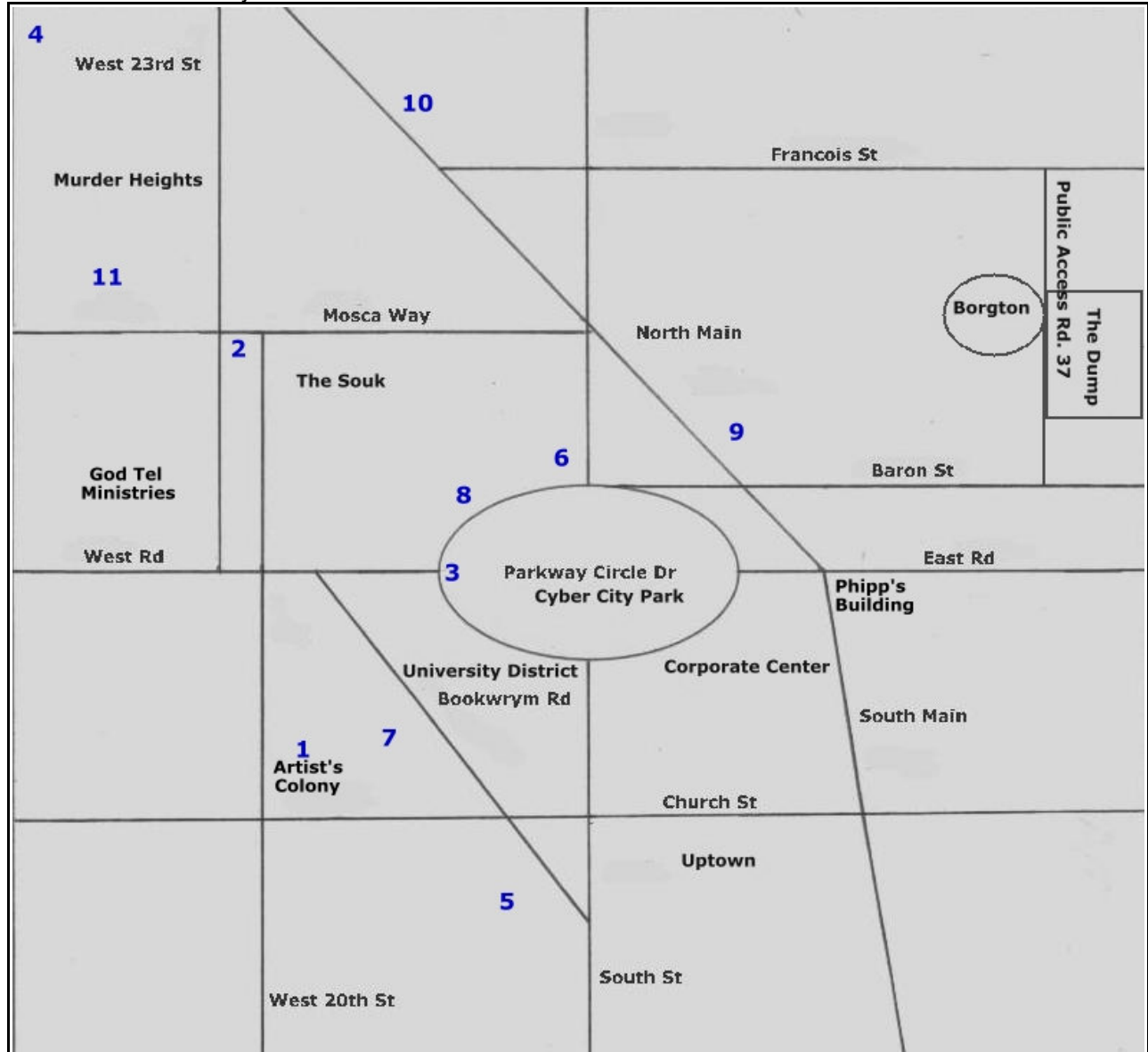
Cyber City Nightclubs & Bars

Number	Location Name	Page	Number	Location Name	Page
1	The Cargo	29	8	N'Gin	53
2	Molly's Pub	31	9	Moon & Sixpence	55
3	Chrome Lipstix	33	10	Xanadu	57
4	The Pit	28	11	The Dumpster	60
5	Sundowners	49	12	Iron Horse Tavern	61
6	No Exit	50	13	Gearz	62
7	Intercourse Bar	52			



Cyber City Gang Turfs

Number	Gang Name	Page Number	Gang Name	Page
1	The Bozo's	123	The Dead Presley's	81
2	The Black Wolves	73	The Muppets	81
3	The Blue Tongues	78	The Raspberry Berets	82
4	The Chrome Vanguard	79	Razor Girlz	83
5	The Daughters of Lilith	80	Th' Twenty-Sixers	83
6	Sanity Liberation Front	80		



Cyber City Shops, Stores, Clubs and Locations

Angel Heart: Women's Shelter

In 2012, wealthy stockbroker Angela Hart's younger sister Petulla died in her arms, after what must have been the hundredth savage beating from her drunken lout of a husband. At that point she realized that she had been engaged in shallow financial pursuits when there were far greater things at stake in this faltering world. She quit her job and, with her own money and investments, secured from other successful women, bought a former Iraq embassy building and converted it to a cafeteria and women's shelter. She wanted to provide a place where women in trouble could go and be safe from the various predators of society (at least the male ones).

The building in question takes up most of a city block, it's an imposing concrete structure, and being a former embassy is built for security. When you walk in the front door, you find yourself in an anteroom with plain pink walls and deliberately uncomfortable steel benches (they don't care for loiterers) around most of the perimeter. There is a window with a benignly smiling attendant and three exits including the one leading back out to the sidewalk. The biggest exit is a wide corridor about 5m long leading to the main restaurant. The walls and ceiling of this hall are stainless steel and there are signs in several languages at the entrance to this corridor stating that no men are allowed beyond this point. Anyone who hasn't been living in a cave knows that the stainless steel walls are an obvious indication of some decent scanning equipment. If that's not enough, there's always a couple of tough-looking and heavily armed (lethal and non-lethal) female guards standing at the entrance to the hall. Many times these guards are volunteers from the local police department, or personnel whose time has been donated by area corporations who want to provide a "woman-friendly" image. More security can be called in (Angela Hart has an emergency contract with whatever heavy-hitting local security company you like) if necessary. Suffice it to say, between the scanners and the guards it's unlikely that any man is going to get into this place without a serious fight. Strangely, there is no place to check weapons and without all the testosterone in the air, gunfights just don't seem to happen here.

The restaurant area is large and relatively comfortably appointed and is set up like a cafeteria--get in line, select what you want to eat, pay, and have a seat at a booth or table to eat. Naturally, there are no male employees present. At any time of day there are lots of women eating and conversing here, some walk-ins from the street and some who are staying at the shelter. Many of the women working here are even residents of the shelter. Included in the area of the restaurant is the kitchen and some adjoining storerooms. Believe it or not, there is actually a men's room in the restaurant, in accordance with city code. Strangely it has no urinals, and is freely used by the women who are here.

The last exit from the anteroom is next to the window with the attendant. This door leads to a negotiation area. Say for instance there is some kind of conflict, and a female party wants to negotiate things with a male party at Angel Heart. An appointment is made, and when the male party arrives at Angel Heart he goes to the window and the attendant checks him in. He is then "buzzed" through the door and, after walking down a short hall, passes through a door into a negotiation room that is set up much like a courtroom, except that the section he is in is sealed off by a thick and armored clear wall. He can speak with parties in the rest of the room through an intercom system wired up for that purpose. The idea is that the female party can feel safe from the visiting party and still talk face-to-face to discuss how a problem (often a battered wife and abusive husband, but other issues have been discussed) is going to be resolved. This is all done under the watchful eyes of one of Angel Heart's moderators (often Angela Hart herself), and legal counsel is often present or brought by the outside party. If things get out of hand, a flip of a switch will activate a liquid-crystal mechanism that will turn the glass wall opaque. Another switch will fill the visitor's room with incapacitating gas.

The second floor of the building contains a small-scale medical and counseling center for psychological issues as well as empowerment training such as how to be assertive, job skills, and cognitive therapy. Many of the instructors and professionals here are donating their time or working in spare hours for well below their normal rate.

The third floor serves as a physical fitness/therapy center. It has a main gym room with weight training equipment. Some of the other rooms hold classes in aerobics and self-defense training rooms. Two of the smaller rooms on the third floor serve as a sauna and a room containing a large whirlpool spa for relaxing in after a hard workout.

The fourth through seventh floors of the building comprise the shelter/short term hotel. Accommodations are not luxurious but are relatively secure. Floors 4 through 6 feature many small but homey private rooms that share several large bathrooms, and the seventh floor has larger and more luxurious rooms that are generally used as hotel rooms or for especially sensitive cases. All people residing at the hotel must speak to a counselor every few days to discuss their individual situation and to be certain that people aren't just using the place for a free apartment. Backgrounds are looked into, freeloaders and dangerous persons may well be removed if they pose a financial or safety risk. Persons wanted by the authorities are likely to be turned over (depending on the politics surrounding the charges).

The eight floor has a few luxurious suites, a small administration department, legal offices, and Angela Heart's own stylishly appointed apartment and personal office. Very few are allowed into this area, the main elevator doesn't even have a button for this floor. A well-hidden side elevator with a difficult (20) keypad entry system in the restaurant area will take people up here. The same elevator also goes to the roof and to a well-hidden door in the parking garage that features another difficult (20) hidden keypad, awareness roll (25+) to find.

The ninth floor contains a lot of old embassy offices that are still being used as storage pending their conversion into a large dormitory-style emergency shelter in the event of some massive issue. It also serves as a noise buffer for the AV/helio pad on the roof.

The roof contains an AV/helio pad capable of supporting two vehicles. There is a small building on the corner of the roof which contains the elevator shafts and stairwell. This room adjoins another guard post and scanning station. Men are requested not to leave vehicles, and signs clearly proclaim that they are not to attempt to enter the building. There is also a large (3m across) neon red heart with white neon wings and a gold neon halo on top of the outbuilding on the roof, making the building easy to spot.

The basement and sub-basements serve as a parking garage. It's pretty secure physically--again this is an old embassy building we're talking about, but people who are arriving or staying are allowed to park here (you must get your ticket validated at the attendant's counter or you will have to pay a small fee to get your vehicle out of the garage.) There is usually one guard patrolling the garage, and there are numerous and obvious cameras. Loiterers will be asked to leave the area and vehicles that cannot be accounted for will be removed.

The only man who is allowed to see any area outside of the anteroom or negotiation room is Abner Hart, Angela's Husband (thought she was a lesbian, did you? Gotcha!) is by profession a successful sculptor and typically calls an AV-cab to the roof to fly him back and forth to his studio. The guards all know who he is, and although he is well-liked by almost everyone at Angel Heart, even he stays out of most of the building in order to maintain the sanctity of the shelter. Abner is 47 years old, 5'8" tall and rather unassuming, though he tends to speak in an erudite and cultured manner. He avoids contact with people in and around the shelter (or his studio across town, for that matter). He normally is not seen in public without a competent, professional bodyguard. Most of the time he is not even seen in public at all, but when he is, he is never out walking around alone.

Angela Hart is 45, and has the bearing of a person who is used to some amount of wealth and power. She is

not a terribly striking woman, but does have a good deal of personal presence. She is fair-minded and highly perceptive (high EMP, human perception) but inherently suspicious of men and will tend to believe a woman's side of a story before she will a man's. However, anyone who takes advantage of her establishment's generosity and charity can expect to find themselves at the very least barred from its services and possibly the subject of civil or criminal litigation. Being very well-off, she is pretty well liked and protected by local authorities. She is also a master of public relations and when a conflict brews between Angel Heart and another organization she often seems to come out smelling like roses and the other side ends up looking like fools or monsters. On those occasions when she and/or her husband are out and about (society events, etc.), there is at least one competent bodyguard present.

There have been a couple of high-profile incidents surrounding Angel Heart. In one, a wealthy corpora's abused daughter fled there and there was very nearly an armed standoff before the corporate was duly fired from his job. In another, a resident of the shelter was suspected in a murder investigation and there were complications with the search warrant until the police could come up with an all-female entry team. In still another, a group of yahoos dressed up as women in an attempt to gain entry and extract one of the residents and were promptly captured and turned over to the authorities. There are of course darker rumors around about what happens to a man caught in this place, but they are as of yet unsubstantiated.

The place subsists primarily on Angela Hart's money and donations from corporations, individuals, and political action committees. Technically a non-profit organization, it usually has no problem keeping its head above water.

There are some possible uses for Angel Heart in a Cyberpunk Game.

It's probably not going to be the center of a plot, but is more likely used for complications and testing the characters' ingenuity. Most of them revolve around the gender barrier:

A place for female characters to lay low. It's a great complication for a group of male PCs when they need someone and she's hiding out in there. Maybe they need information, or some crazy Sheik hires the characters to get one of his wives out of there or something.

If the PCs are a gender-mixed group, it's a way to temporarily split the party up for other wackiness. If there is something they want in there, the rest of the party will almost invariably want the female PCs to go in and get it.

If the PCs are bad guys, they could be hired by enemies to do something awful to the Harts or someone residing at the shelter. Or they could be hired covertly by Angel Heart to do something awful to bad guys suspected of doing so. Perhaps the corporate mentioned above could be out for revenge?

They could be hired to grab Abner Hart and hold him for ransom or some other condition, or figure out who has done the same and get him back.

As always, the place could have darker secrets in some of the sub-basements, cults, militant organizations, etc. Perhaps Mrs. Hart has a political or religious affiliation of some kind and is brainwashing runaways into followers and soldiers? Or maybe she is thoroughly evil and is simply selling them on the white slavery market (the whole younger-sister-was-beaten-to-death thing is actually a cover up for the fact that she did it) Outlandish, maybe, but this is Cyberpunk.

If any of the male characters have some kind of female nemesis (ex girlfriend, enemy sister, former partner gone bad/good, etc.), it's a great way to provide for her a base of operations from which to conduct her own business. It's can be a real pain to try to get someone where they sleep when you can't get in there and there's some rumors that if you get caught sneaking in you'll get castrated!

Credits: Mosca Syndrome

Honest Vaclav's Cars

(this one is inspired by the episode of the American TV series "The Simpsons," in which Homer is looking for a new car and stumbles upon a car lot filled with strange Eastern European cars--all this stuff is made up, and hopefully nobody will be offended by any of it.)

Vaclav Klavic was an entrepreneur in his homeland of Bulgaria until that nation was torn apart during a religious war a few years ago. He emigrated to Cyber City, and is now dealing in inexpensive used cars from Eastern Europe. The corps have managed to deregulate environmental protection laws and vehicle safety codes, so getting the cars up to emissions and safety standards requires little to no work. Honest Vaclav buys older model cars for almost nothing, has relatives in Eastern Europe assemble working examples from the best parts, and has them shipped here to sell for a profit. He always seems to have 20-30 vehicles on hand, but there seems only to be a few models (each of which look identical no matter what the actual year of the vehicle is) to choose from:

Trabatka T125

Top Speed	70mph	Acc/Dec	'10/30'
Crew	1	Range	198 miles
Passengers	3	Cargo	.2 tons
Maneuver	-1	SDP	16
SP	10	Type	Car
Mass	1.28 tons	Cost	1199 Eb

A tiny four-door sedan with a wheezing three-cylinder engine. It barely has the power to get out of its own way, but around the city it's enough. Styling seems to be a grossly simplified version of early 60s American cars, with mild tail fins but a relative lack of trim elements--the only Chrome is the grille emblem, which looks like a circle containing a fly with lightning bolts radiating from it. The interior is thin vinyl and wood-grained contact paper with a plastic cup-holder glued to the dashboard. Top speed is 70mph and it's recommended that your character have some points in Basic Tech to keep it running for more than a week or so. Price is \$1199, usually available in bilious colors like brownish yellow, robin's egg blue, and mint green.

Elektrabatka!

Top Speed	45mph	Acc/Dec	'10/30'
Crew	1	Range	180 miles
Passengers	3	Cargo	NA
Maneuver	-1	SDP	16
SP	10	Type	Car
Mass	1.28 tons	Cost	1999 Eb

Vaclav's own idea--replace the T125's engine with an electric power-plant. Same "classic" looks, but much more reliable and tractable around the city. Top speed is 45mph, and it will run for four hours total on an overnight charge. Price is \$1999

Volotnik V3 "Troika"

Top Speed	90mph	Acc/Dec	'15/40'
Crew	1	Range	198 miles
Passengers	1	Cargo	NA
Maneuver	-1	SDP	16

Top Speed	90mph	Acc/Dec	'15/40'
SP	10	Type	Car
Mass	.64 tons	Cost	1999 Eb

A tiny two-seat, three wheeled runabout powered by a two-cycle three-cylinder engine. Noisy and ugly, but pretty quick. No room for luggage, and the cockpit design is awkward to get in and out of (almost like climbing into a fighter plane). Top speed is 90mph--but the acceleration is good--and it costs \$1999. They only seem to come in a matte gray paint, But Vaclav knows some kids who will gladly spraypaint it every color of the rainbow for forty Euro.

Trabatka T250

Top Speed	75 mph	Acc/Dec	'15/40'
Crew	1	Range	300 miles
Passengers	9	Cargo	½ tons
Maneuver	0	SDP	40
SP	10	Type	Car
Mass	1.5 tons	Cost	3500 – 6000 Eb

A solid workhorse of a van, the T250 is a common government and military vehicle in Eastern Europe. Vaclav often uses them as shipping containers for the Volotnik V3 mentioned above. The typical T250 is a cargo setup--no windows along the sides or back of the van. Like the T125, the overall design seems to be influenced by early sixties American cars. It's really pretty ghastly looking. There is always at least one uncomfortable seat for the driver. The rest varies, but most of them have a series of what seem to be coat-hooks along the inside of the van, tie-down points on the floor, and various stickers in foreign languages referring to some kind of radioactive cleanup procedure. Vaclav claims that all vehicles are thoroughly decontaminated before being shipped here, and that any residual radioactivity in his vans is "perfectly acceptable for good health"....Some of them include a dash-mounted "radio pod" that seems to only receive one station, which is manned by a lunatic who plays the song "Hamburger Lady" by Throbbing Gristle over and over again--apparently the frequencies were different back in the old country or something. One thing these vans are is reliable, they'll take just about any abuse you can give them. They are not fast (75mph) or pretty (they are usually painted the same sick colors as the T125, often in two-tone combinations with white), but they are tough. They cost from \$3500 for a beat-up example to \$6000 for the rare nicely-appointed model with extra bench seats and passenger windows. The grille features the same chrome fly emblem as the T125.

Vaclav himself is a cheerful, friendly man, but a schemer. He has so far sold every vehicle he gets, and his repair shop for these vehicles does pretty well, too. In other words, he doesn't haggle over the price of his vehicles. He might take a trade, but only if he is certain he can sell the trade item, after repairs, for at least the price he would normally get on a car.

Honest Vaclav's is a place for low-level PCs and NPCs to get some cheap wheels that won't leave them heartbroken when they get destroyed. He may also have tentacles in other businesses, like smuggling immigrants, drugs, or guns from war-torn countries like his homeland. These activities may make him somehow more useful to the characters than just as a used car dealer.

Credits: Mosca Syndrome

Planet Circus!

Planet Circus! is a theme restaurant revolving around (you guessed it) old time circuses. Patrons eat good quality food while all around them the typical circus performers dazzle and wow them with feats of skill and daring.

The typical Planet Circus! facility is a large semi-rigid inflatable elliptical dome, with room for the aerial acts, three circus rings, and space for over 500-600 guests to sit and eat, with almost any table right next to one of the major acts. In addition to the aerial (trapeze, highwire, tarzan-swinging) and "ring" (trained animals, large-scale floor acrobatics) acts, numerous performers (clowns, jugglers, caricature artists) are at any given time circulating around the floor putting on impromptu shows for tips. The atmosphere is Vegas-style glitz all the way, and the dizzying array of movements and distractions will put just about any paranoid character on edge.

The food service is an "all-you-can-eat buffet"...you pay one flat charge and eat as much as you want. It's relatively expensive, as this place is intended to be a mid- to upscale family eating experience (the bulk of the patrons will reflect this). The food is not bad at all, equivalent to good prepack foods served in traditional American style. The food on the buffet ranges from reheated flash frozen bioengineered vegetables, fried potatoes in multiple varieties, and small beef and Soya steaks.

There is a coat checkroom, at every entrance, and all guests must pass through a scanning device to enter. These scanners are monitored by the restaurant's security personnel, who use them to spot potential troublemakers before they can endanger the other patrons. People who raise a "red flag" to the security staff (too many or illegal weapons, a lot of cyberware, heavy armor jackets, etc.) will be watched closely and may even be denied entrance or asked to leave if they seem like a potential problem.

Some regions instead have a slightly different version, known as "Planet Cirque du Soleil"--a classier, more animal-friendly version concentrating mostly on acrobatics and dance. These are somewhat smaller, more expensive, and much less glitzy. The best performers from the Planet Circus! restaurants are usually showcased in these establishments.

GM Notes:

Planet Circus! Is a subsidiary of Korean heavy industries giant Taikaburo Plastics. A Planet Circus's usually setup in a large city for months at a time. Typical locations are empty parking lots near the Corporate Center. Planet Circus theme restaurants remain in a fixed location in a city as long as it remains profitable by the parent companies standards, otherwise they can disassemble the inflatable building and relocate to another area with better income potential.

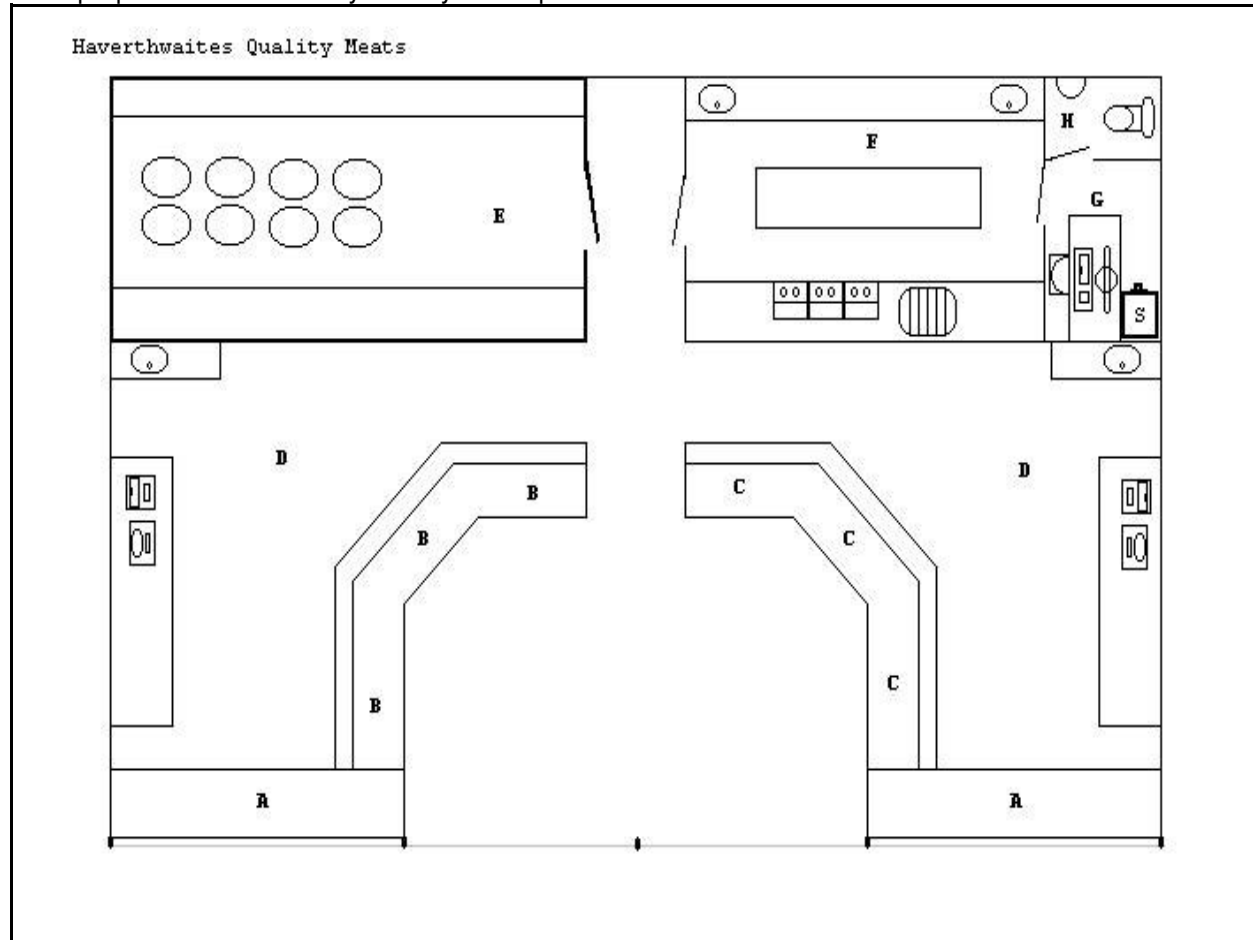
Planet Circus! can be used for lots of things.

- 1 A loud, public place for some informant or other paranoid contact to meet the PCs to discuss information or make deals.
- 2 The stereotypical "terrorists take over the restaurant and it's up to the PCs, who were dining there, to foil their plans to blow everyone up" plot.
- 3 A place for performance-minded characters and NPCs to work to make ends meet (why not use that high REF stat for more than just shooting?).
- 4 A place for more criminally-minded characters to attempt to rob (lets see...average of 1000 patrons a night, 15 eb per head to get in, plus the tips the performers are getting....)
- 5 Nomads and Solo's can be hired out to protect the large and extensive caravans needed to relocate.

Credits: Mosca Syndrome

Butchers Shop - Haverthwaites Quality Meats

This is an upscale Butchers/Delicatessen placed in a classy part of town. It is open from 8am until 6pm and all the food (except the cheeses) are prepared on site and is guaranteed natural. They also have a delivery service and will deliver anywhere 'safe' (i.e. good police protection or corporate). They are currently looking at other properties within the city so they can expand.



Locations

A - Shop Front: There are two displays (one fresh, one cooked) which always have a variety of tempting products in them. The glass in the windows is normal glass (SDP1). There is a two-part security grill which is dropped at night to prevent break-ins. The outer part is tough plastic plating SP10 SDP30, the inner grill is a wire mesh SDP10 which is connected to the electricity supply (4D6 damage). The grill comes in four sections and sits between reinforced posts SP20 SDP60. The grill has a retinal lock with the scanner being inset in the middle pillar 5' off the ground. Whilst the lock is normally Diff30 to fool, anyone with electronics +5 or electronic security +2 or better may realize that if the scanner is shorted out with an electrical surge, perhaps by using a taser, the locking circuits will blow as well, releasing the lock.

B - Cooked Meat / Cheese Counter: The meats on display include various pates, roasted and barbecued

chicken, pies, quiches, sandwich meats (tongue, salami etc.), and various sliced meats (beef, pork, chicken, turkey, etc.). Average price 1-2 Euro/quarter pound.

Cheeses on display include at least 5 varieties of cheddar, various French (brie, camembert etc.) and English (red leicester, Lancaster etc.) cheeses, as well as other specialty cheeses (i.e. goats cheese).

There are at least 30 cheeses on display at any time. Average price 2-3 euro/quarter pound.

C - Fresh Meat Counter: Various cuts of meat are on display here as well as mince, sausages, burgers and offal. Types of meat include beef, pork, lamb, ostrich, chicken, turkey, etc. Cuts will also be prepared to order. Average prices 2-4 euro/pound.

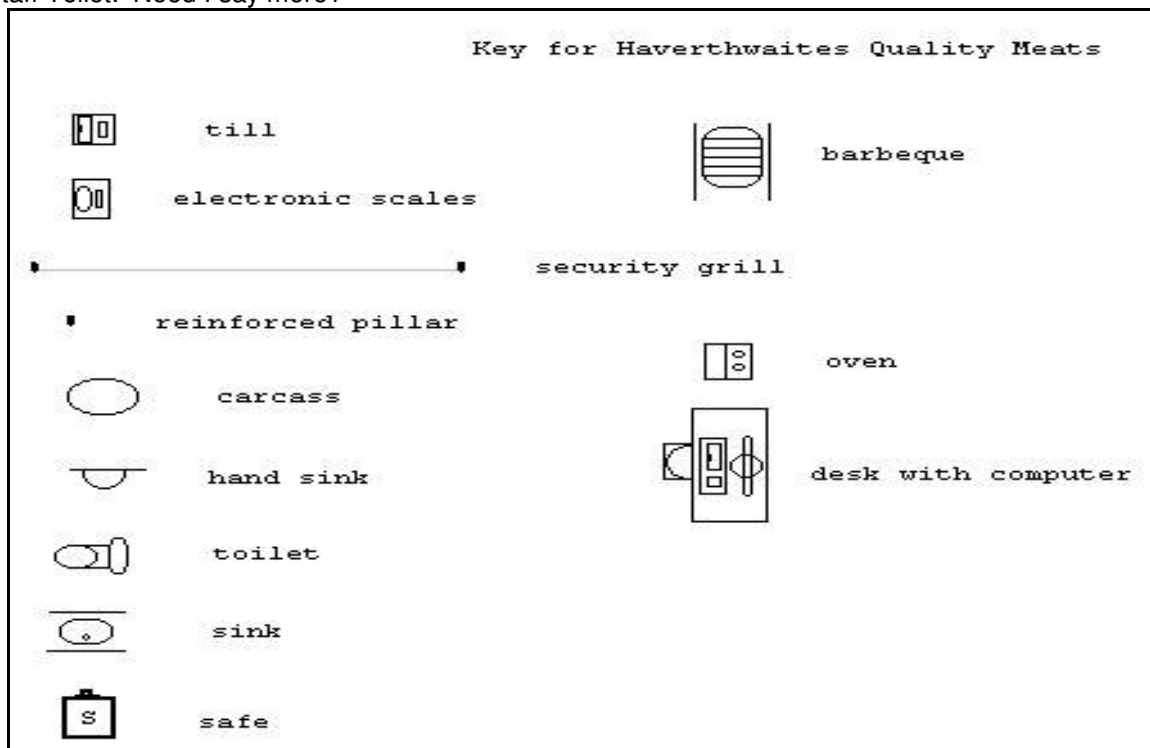
D - Staff Area: Behind the counter is a small work-shelf, whilst against the walls are a sink for washing hands and equipment and a long worktable with a till and electronic scales at one end. Only electronic transactions are accepted here.

E - Walk-in Freezer: This is where all the food is kept, carcasses hung up in the middle, uncooked meat on the shelves against the back wall and cooked food on the wider shelves against the near wall.

F - Food Prep Area: This is where the carcasses are butchered and all the food is cooked. It includes three ovens, a large barbecue and plenty of butchering equipment (knives, cleavers, bacon slicer, etc.)

G - Office: This is where all the paperwork gets done. The computer is protected by a common proprietary brand of software (diff 10 for any hacker to bypass) and contains all the ordering info, account details, customer details. It is has a permanent connection to the net again with laughable (diff 10) security protection ("But Nanosoft said this was all I needed!") and is set up to provide email notification of deliveries. The safe is somewhat more secure (SP40 SDP100, diff 20 to pick) and contains the meat certification documents and backup tapes for the computer

H - Staff Toilet: Need I say more?



Fanner's Weapons Shop

Local Weapons Merchant

The owner of this weapons emporium is one Eric Fanner. He is a thin, slightly balding, fair-haired Caucasian in his early forties. He stands about 5'10" and normally wears a grubby white lab coat, a pair of jelly sandals and a pair of glasses with the glass missing on the left-hand side.

Background: Eric used to do R&D for one of the big weapons firms (he has never revealed which one) until he had a major nervous breakdown (he has never revealed why). This breakdown has left him extremely agoraphobic (he will not leave the building even if it is on fire). He also cannot stand any pressure or stress and has to make constant COOL rolls if he comes under any pressure at all. Failure means that he will lock himself in his rooms or, if prevented from doing this, he will curl into fetal position until he is alone. Either way, the stress levels will trigger his biomonitor to alert the guards upstairs. They will remove the problem for him.

Cool Difficulties: 10 Talking in a firm manner 12 Forcing him to make decisions
15 Raising your voice 20 Shouting

Services: Eric buys, sells and refurbishes guns. He mostly deals in pistols and SMG's, although he has been known to handle rifles (both hunting and assault) as well. The only type of firearm he will not touch are shotguns because he finds them 'ugly' (note: this is not linked to his breakdown - he has always thought this).

Eric will buy pistols and SMG's at one-third list price, regardless of condition or legality. Rifles he buys at one-quarter list price. Any weapon bought by him will not be sold until it has been overhauled. This means that - Rel UR weapons become Rel ST. +1 WA to any weapon that starts with a negative WA

All weapons sold by Eric are at triple the list price (due to the quality of his workmanship and local demand). He will also refurbish weapons to increase WA, Rel, and to allow autofire.

Eric will also take commissions for custom weapons. Eric also makes all his own ammo (both cased and caseless) and so will also cater to custom loads.

All 'off the shelf' orders are processed by the guards, but he will take care of custom orders himself.
Time taken to process orders:

Off the shelf: Small orders (1-10 items) 50% chance it is already in stock or 1-3 days

Large orders: (11-50 items) 10% chance it is already in stock or 5-10 days

Huge orders: (over 50 items) Told to fuck off

Custom orders: per item. Make a Persuasion roll and subtract this from 60. That's how many days you will be waiting.

Eric Fanner Stats: INT 9 REF 6 TECH 9 COOL 2 ATTR 4 LUCK 6 MA 5 BOD 6 EMP (6)5

Skills: Jury Rig 3 Awareness 2 Basic Tech 7 Cybertech 5 Electronics 4 Education 6 Expert - CAD 5
Expert - weapon design 7 Math 5 Physics 6 Programming 4 Handgun 7 SMG 6 Rifle 5
Demolition 3 Weaponsmith 9

Cyberware: Neural Ware Smartgun Link Machine/Tech Link Interface Plugs

Biomonitor (linked to an alarm system) Cyboptic (L. eye) Targeting Scope Image Enhancement Micro-Video Optic

Equipment: No Armor

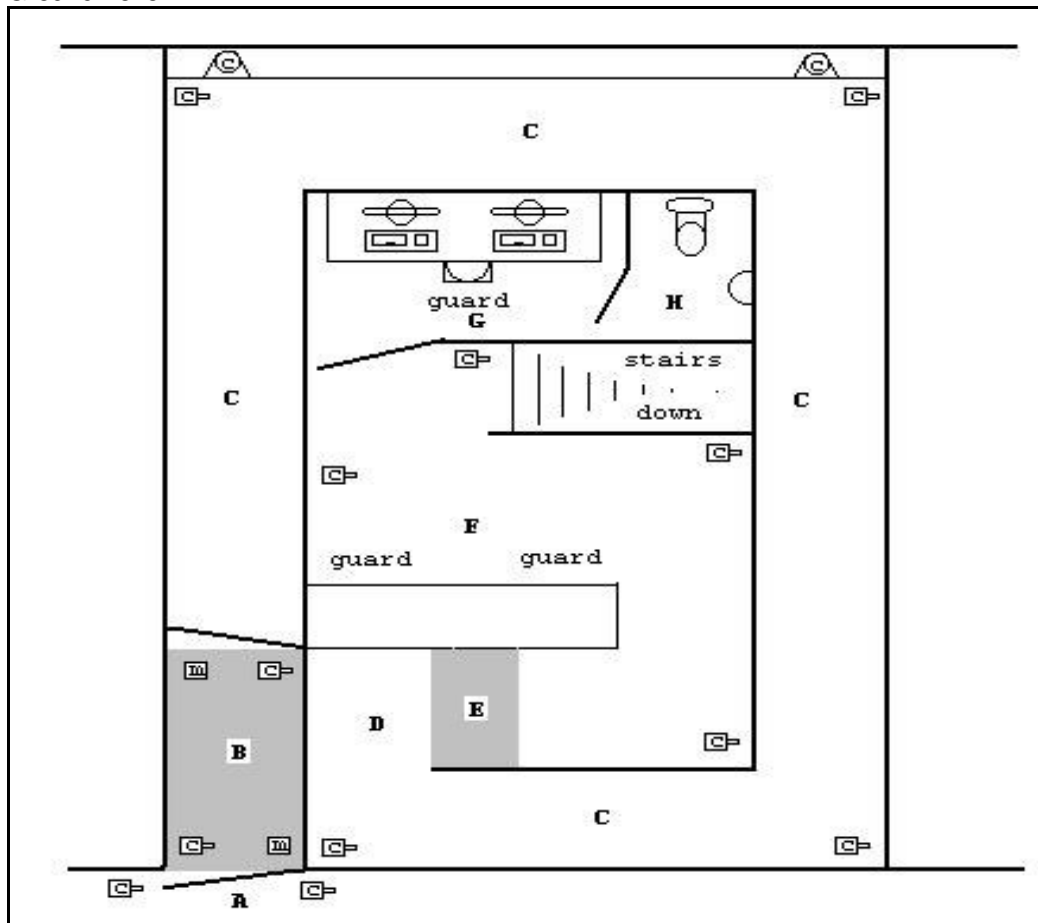
Extensively Modified Dai Lung CyberMag 15 rechambered for 6mm cased and turned into a machine pistol (10 rnd burst) which can only get full auto with the extended magazine. It is loaded with match grade ammo (+1 WA on single shot)

(Pistol; WA +3; Conc. P; Dam D6+1(6mm cased); #Shots 10 (30 w/extended magazine); ROF 3/10/30; Rel VR)

Building Description:

This is a two-story building in the middle of a terrace. The upper floor and roof are inaccessible (they have been walled off) and there are motion sensors inside to detect any intruders. The guards are on retainer from Black Wolf Security Services.

Ground Level



A - Outside The Building: From the outside there is little that is discernible about this building. All the windows have been bricked up and the only entrance is a large steel door. Above the door attached to the wall on either side are two smoked glass hemispheres, which conceal the cameras that constantly watch the street. People who have business here need to enter the foyer (B) to talk to the guards, and so the outer door is not usually locked.

B - The Foyer: This is basically a large steel box. There is an outer door (on the street), and an inner door. The locking mechanism is controlled from the control room (Duh!) and is set up so that only one door may be unlocked at a time (i.e. in order to open the inner door the outer door has to be closed and locked).

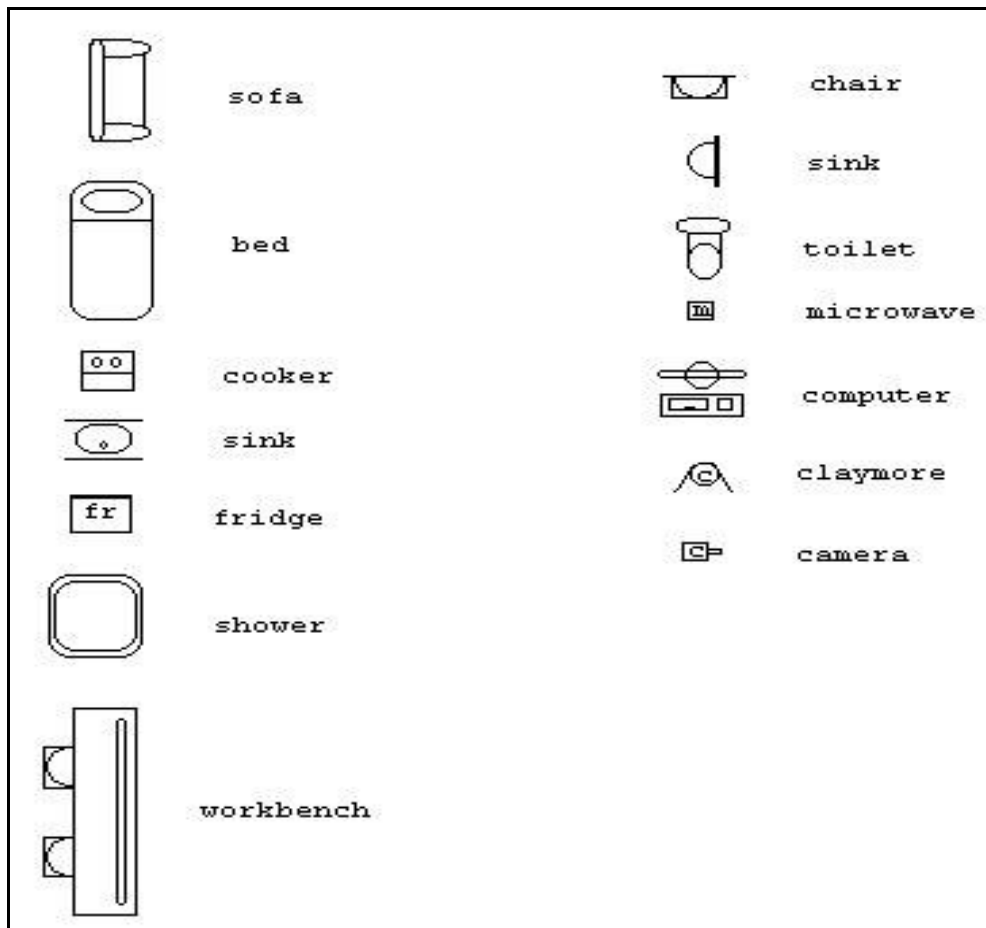
The primary locking mechanism is electro-magnetic with a mechanical backup. These locks can't be picked without heavy cutting equipment. Both doors are SP40 SDP80. The walls, floor and ceiling are SP50 SDP100.

There is an intercom on the wall which puts you through to the guard in the control room (G). In the ceiling are two cameras, one open (by the inner door), and one hidden (20 Diff awareness to notice). Also on the ceiling are two air vents. Behind these vents, however, sit two industrial microwave units (4D6 Dam (ignoring armor) each) which are used to deal with 'problem' customers.

Most deals are made between the guard and customer. The transaction works by the customer leaving the items or money in the foyer and waiting outside. The other end is taken care of by one of the guards in the guard room (F). The only time most customers will get through the inner door is if they are placing or collecting a custom order (this includes modifying already owned weapons). They also have a 'two customers only' rule.

C - The Corridor: Once the inner door is unlocked you can proceed into the corridor. This corridor winds its way round the outer wall of the building and is designed to give the guards time to react to trouble. The walls, ceiling and floor are all reinforced (SP20 SDP60) with sensor devices to detect interference, and cameras monitor the entire corridor.

The back wall seems to be identical to the rest (25 Diff awareness to notice), but it is in fact a sheet of thin plasterboard set about six inches in from the real back wall. This false wall conceals two claymores (4D10 Dam, 6m by 75m cone), one for each long corridor. These are detonated from the control room.



D - Weapons Check Area: The corridor finally comes out here. Before you is a wide desk, behind which stand two guards dressed in yellow and black Kevlar with SMGs (Uzis) slung at the ready. All customers are met with a standard response:

"Please remove all weaponry and place it on the table. Please declare all implanted weaponry. Failure to do so will prove fatal."

All weaponry will be stored here until the customer is ready to leave. Cyberlimbs will be fitted with limiters (small devices that prevent them being used at full power), and cyberweapons will be sheathed (these are steel gauntlets that cover the hand and forearm and lock around the biceps to prevent the arm being fully extended), if you have an oral cybersnake you will be muzzled, etc. You get the idea.

The only time weaponry will be allowed down is if it is to be modified, in which case it will be unloaded first.

E - Weapons Detector: This is an advanced weapons detection system (+20% to detection rolls). If it goes off then the guards open fire. No warning. On full auto.

F - Guard Room: If you are still alive by this stage then the guards will let you go down the stairs to see Eric. Weapons are stored in baskets under the desk in locked compartments. The guards will only go downstairs if there is a problem.

G - Control Room: In here is another guard who controls all the security systems. There are two computers (either one can be used to control everything). These computers are not linked to the net and so cannot be hacked. From here are controlled all the cameras, the claymores, the foyer intercom, and the foyer doors.

H – Toilet: Toilet and sink for staff use only. You should have gone before you got here.

Black Wolf Security Guard: INT 6 REF 7 TECH 5 COOL 8 ATTR 5 LUCK 6 MA 6 BODY 7 EMP 5
Streetwise 4 Intimidate 4 Human Percept 5 Awareness 5 Dodge 5 Melee 5 Karate 5
Pistol 6 SMG 6 First Aid 2

Cyberware and equipment for all Black Wolves

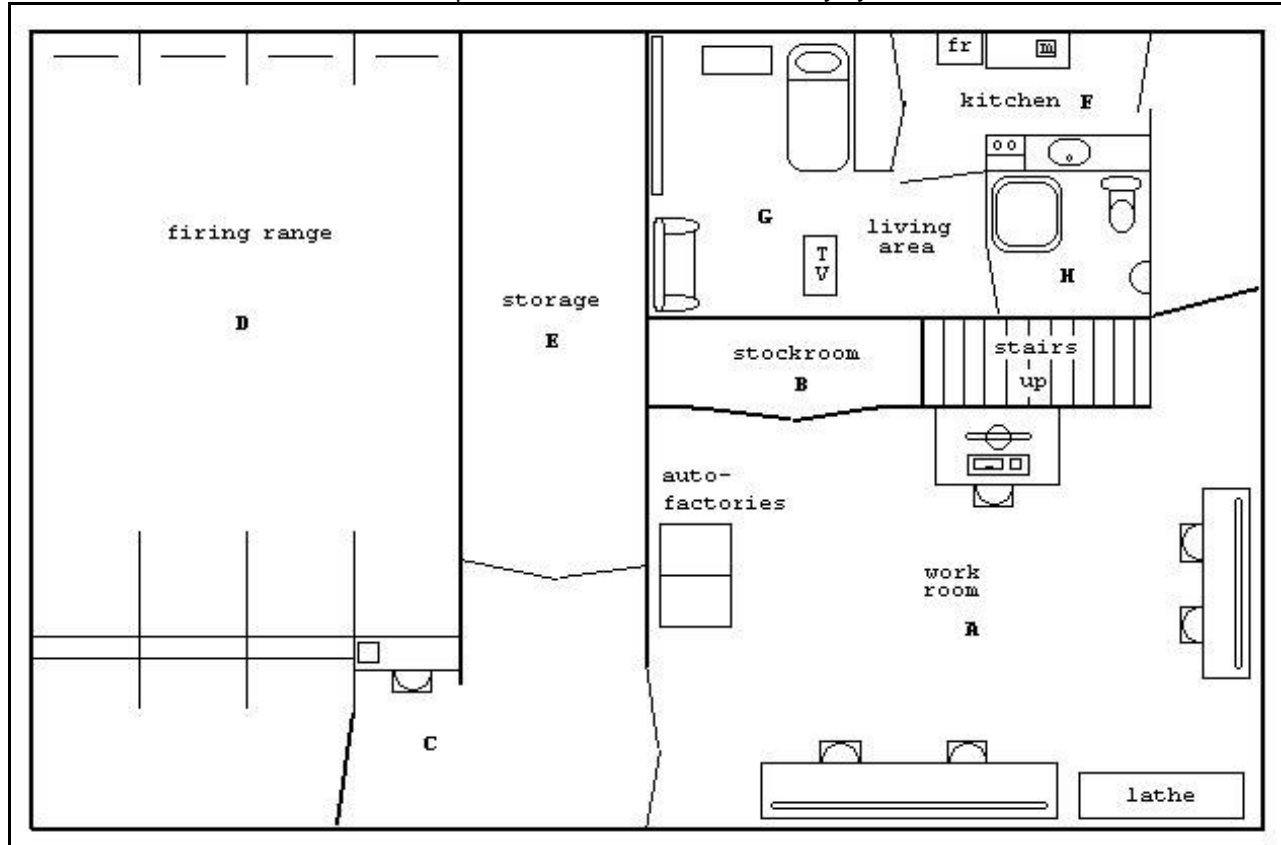
Black Wolver (700eb, 3D6 dam) Neuralware Smartgun Link & Plugs
Adrenal Boost (+1REF for D6+2 turns/3 times per day)
Cybereye (left) Image Enhancement (+2 Awareness) Target Scope (+1 to smartgun attacks)
AntiDazzle Lowlite Cyberaudio: Radio Link Voice Stress Analyser (+2 Human Percept/Interrogate) Wide
Band Radio Scanner WearMan Level Damper

Black Kevlar (SP15;EV 0) jacket and trousers
Uzi (SMG;WA +2;Conc. J;2D6+1(9mm);30;1/3/20;VR), Smartchipped (+2) and 4 clips of ammo (1clip AP)
Large Asp (31"; Mel; WA +1; Conc. J; Avail. C; Dam 1D6+2; Range 1m; Asps give a bonus of +1 initiative on the first round they are used, and +2 to any hold maneuvers attempted with them)
Breathing mask (ignore vomit gas effects) 2 canisters of strong vomit gas (REF -6)
1 box of striptape binders (Diff 25 to break) Small tape recorder (for taking statements)
Notebook & pencil

Basement

A - Work Room: This is the room at the bottom of the stairs. There are two workbenches set against the walls covered with a variety of gun making equipment and half-finished projects, an auto-lathe in the corner, and two auto-factories for making ammunition. These are small batch units capable of producing any caliber from 2mm to 15mm and each are about the size of a laser printer. The one nearest the door is for cased and the other is for caseless. Each can produce 103 rounds of ammunition every 30 mins (the extra three are for batch testing). There is a desk with a computer set against the stairs and all the automated machinery is controlled from here. This computer is also linkable to the net, but is set up with good security

(strength 5 data walls) and has very good (strength 7) detection programs which will dump the net access as soon as an intruder is noted. This computer has no links to the security system.



There are three doors in this room. There is a single steel door (SP20 SDP20) leading to Eric's living area. The only lock on this door is a bolt on the inside. The double doors on the other side of the stairs are also steel (SP20 SDP20) and are usually kept locked. The last set of double doors are wooden (SDP5) and lead to the firing range.

B - Stock Room: This is where all the finished stock is kept.

C - Entrance To The Firing Range: There are two sets of doors here, the double doors (Wood SDP5) lead to the storage area. The other door is reinforced steel (SP30 SDP60) and is controlled from a switchbox on the first lane shelf. This lane is for Eric's personal use only.

D - Firing Range: This is where guns can be test-fired. All the ammunition needed will already be laid out ready and the gun must be unloaded before you are allowed out. The partitions are made from bulletproof glass (SP20 SDP40). Maximum range is 10m.

E – Storage: This area is filled with chemicals (for making ammo), boxes of parts, bits of timber, lots of junk and lots of metal for making guns and bullets.

F – Kitchen: This is Eric's kitchen and has everything you might expect to find.

G - Living Area: This is the main living area and combines a lounge and bedroom. Besides the sofa and the bed there is a widescreen TV, a chest of drawers (by the bed) and a large bookshelf. Most of the books are technical books for his work, but he also appears to be a fan of The Saint.

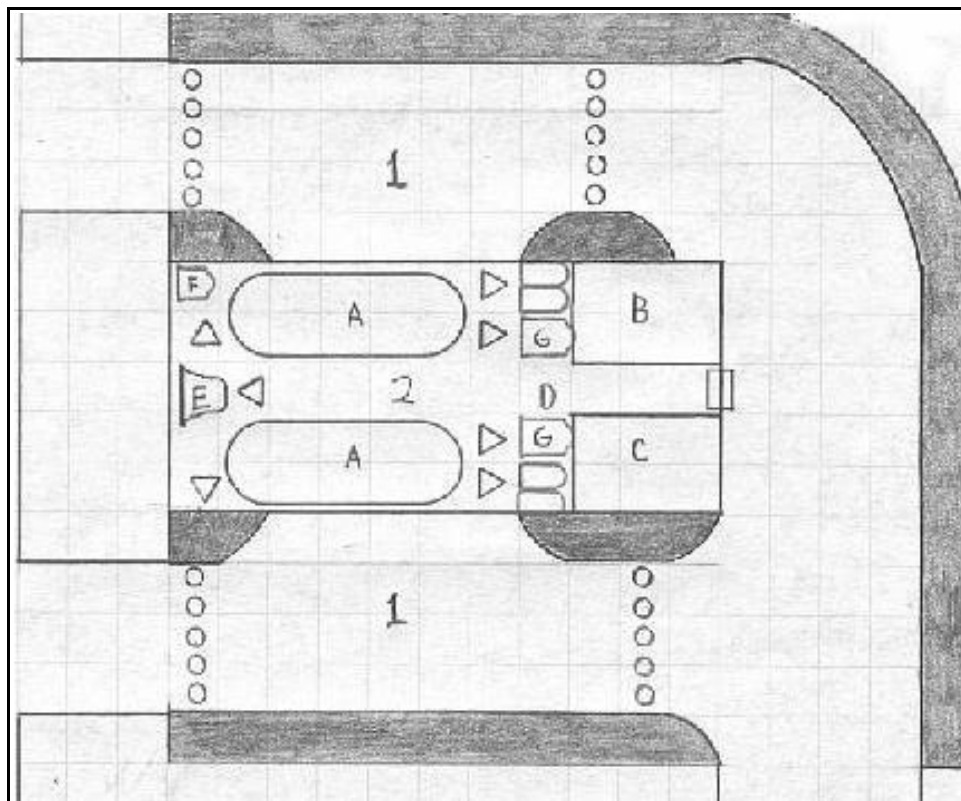
H – Bathroom: Toilet, sink and shower stall.

Credits: Bookwurm

Robo Burger:

General Overview:

This Robo-Burger franchise location is exactly like many others of it's kind. Robo-Burgers are completely unmanned fast food take out joints that allow customers to order food to go from the phone, by the net or in person talking into the drive thru speaker system to the computer system inside that makes and distributes their line of bland burger and fries product. The food her is just about as tasteful as the extruded Styrofoam packaging it comes in. All Robo-Burger's have the same basic menu, kids burger, fries & drink, standard burger fries & drink and the Jumbo burger fries & drink, they also serve deserts such as Milkshakes (vanilla, strawberry, & chocolate). And hot apple pies (slightly warm from heat lamps). There is very little room inside of these buildings for people, all of the equipment can have it's monthly servicing done from the outside as all the equipment swings out into the drive thru areas. The computer inside alerts the franchise Corp. of it's needs, and a resupply truck shows up within hours to bring more burgers, fries and other foodstuffs. Anyone so stupid as to attempt robbing a Robo-Burger will find out that automated security systems are placed in both of the drive thru areas which cause strong steel portcullis, SP 60 SDP 140 to make a man sized hole, to fall in front and behind the offenders and or their vehicle and a tear gas canister floods the air (this includes those who can not pay). The police are instantly alerted and the next available unit will be sent to remove the offender. The whole outside structure of a Robo-burger is made of incredibly strong SP 60 materials to inhibit those trying to deface the property. The only entrance to the insides is through a small utility door SP 60 SDP 80 which is cardlocked or sometime vocolocked by the franchise holder difficulty 25.



Detailed Descriptions:

1 This is the main drive thru area where cars can come thru on either side with strong concrete bunkers on the outside edges SP 80 SDP 210 . On either end here are the strong portcullis system which will drop down on those trying to take food without paying or destroy property SP 60 SDP 140.

2 The inside of the store is a tight squeeze with automated autofactory style conveyer systems at (A), Refrigerated cooler for vegetables and cheese at (B), a Freezer for burger patties and fries at (C) a computer operated arm on a light overhead rail system to transport items from the freezer or cooler at (D), Apple Pie oven at (E), Shake Machine at (F) and the friers and grills at location (G).

Robo-Burger in the net:

Orders taken over the net are handled by the computer system just outside on the walls of the data-fort is a type of virtual keypad virtual reality system and menu.

Robo-Burger Netmap

Code Gate Str 2, Data Walls Str 2, Int 3.

B2:

Security camera controls

B3: order microphone controls

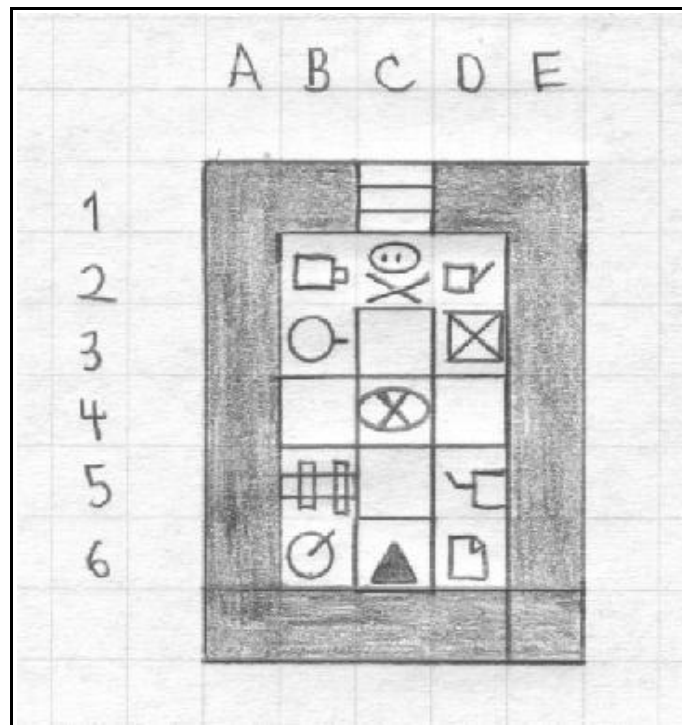
B4: Files containing orders for this month and last month

B5: Autofactory control for automated cookers and friers.

B6: Alarm system controls

C1:

Code Gate Str 2.



C2: Watchdog program Str 4 MU 5.

Memory Unit space used for watchdog program, the other 5 Mu is used for corporate memos and announcements.

Central Processing Unit.

Memory Unit containing transaction records with customers names, payment info like credit card numbers and such and when and what they purchased.

Distance Link to provide the regional sales area management with reports on sales and to allow the computer to reorder supplies.

Security Gate controls.

Board for advertising and to show the customers what was ordered and the prices.

unit containing the Virtual reality interface for the data-wall menu interface.

Manipulator arm controls to send food out to the customers vehicles.

controls for the receipt printer.

C3:

C4:

C5:

C6: Long

D2:

D3: Video

D4: Memory

D5:

D6: Printer

Credits: Thumper

The Pit: Dance and S&M Club

This is a rather strange night club. It is located several blocks south of the University. The club is 3 stories tall and covers 1/2 of the city block. It has one main door. The door is 10'x5' and It is made out of 6" thick steel with a heavy sound proof ceramic core. The door opens into a small room where you drop off your weapons, which will be returned when you leave, no questions asked.

At the other end of this room is a door leading to the main dance floor with a stage at the west end. The bar wraps around the north and east end of the room. In the middle of the north and south walls are wide circular stairways going up to the 2nd floor. There is a unisex bathroom that all customers use. The lighting is mostly red with other colors mixed in. Smoke from cigarettes, joints and such fill the room. Around the room is heavy duty speakers and bass. They are set into the walls and floor. There are cage dancers using things like whips, chains, leather and latex. They will invite people from the crowd and "play" with him/her for several songs as long as they can pay the 20 Euro fee. Running up and down the walls, between the floors, on chains are large meat hooks which a customer can grab and ride it up or down.

The employees are biosculpted to look like demons, devils of both sexes. The women are very attractive and The men are either very attractive or extremely ugly. Both sexes wear very little in clothes. Either a revealing bikini/teddy/corset/etc. for the females, and a skimpy thong/speedo for the males. The uglier males tend to be the security, but there are some stunningly beautiful succubi as guards too.

The 2nd floor is made from a thick transparent sheet of plastic braced from the walls and ceiling by integrated columns. The dancers on this floor are even more into the violence and S&M, dominance thing. The cage dancers do more to and for their victims here. Here people get more into the act and the band is more heavy metal/chrome music, by the end of the night quite a few bloodstains need to be cleaned off of the floor. The Biosculpt transformations are part of the job at THE PIT. They get it when they sign on the dotted line (real and electronic). Contracts usually last five years allowing the club to get reimbursed for the expensive surgery the employees undergo.

A small stairway runs from behind the bar to all three floors. Behind the bar is a storeroom, small kitchen ,dressing rooms for the employees ,as well as bathrooms. On the second floor is the better dancers dressing rooms and 15 rooms that customers can rent by the hour and act out their darkest fantasies or use as meeting rooms. The third floor holds the clubs offices, and spare bedrooms for the proprietors, a small infirmary, and another storeroom. A large circular hole was cut in the flooring on the second and third floors to allow the employees to employ gliders in the shape of demonic wings to swoop down on the customers in the crowd below.

The roof has a small AV/helio pad which is used by the owners and exclusive guests.

Security is provided by the biosculpted demons and devils. They have access to armor if needed, heavy submachineguns and pistols. Most people don't cause trouble as the door guards are quite tough and more than ready to bite off someone's head (literally).

The cost to get in is 10eb. The drinks cost between 1-5eb.

The Pit gets many people who like to be dominated and who like to do the same to others. They also get a large number of boosters who just like the atmosphere and music. There is usually a long line at the door, although you can get in easier if your name is on a list, you tip the guards, or look very hot. Surprisingly a large number of corps frequent the place.

Typical Demon/Devil Security Guard:

Stats		Wounds					Stun	Skills		Armor	
Intel	5	Light					0	Combat Sense	2	Head 0	12*26
Reflex	8	Serious					-1	Awareness	4	Torso 2-4	32*46
Tech	4	Critical					-2	Handgun	5	R arm 5	12*26
Cool	7	Mortal 0					-3	Brawling	6	L arm 6	12*26
Attr	2	Mortal 1					-4	Melee	5	R leg 7-8	12
Luck	4	Mortal 2					-5	Athletics	4	L leg 9-10	12
Move	7	Mortal 3					-6	Submachinegun	5	Cyberware:	
Body	11	Mortal 4					-7	Intimidate	6	Scales SP 12	
Emp	5	Mortal 5					-8	Strength Feat	4	Subdermal Armor (sp 20)	
Run	35	Mortal 6					-9			Muscle & Bone	
Leap	1.75	Equipment: light armor jacket								Processor	
Save/BTM	-5	Steel helmet: Second armor value								Pain Editor	
Initiative	9	When armor is worn								Nasal Filter	
Weapon	Fang/Claw/Tail			Desert Eagle .50			H&K MPK 2020			Adrenal boost	
To hit	13			14			15				
Damage	1d6 + 4			4d6+2			4d6+1				
Ammo	NA			7			60				
Rate fire	NA			2			30				
Other Cyberwear: any combination of the following: Fangs, Claws, Combat tail											

Credits: GM2023 plus minor additions and changes by Thumper

The Cargo: Bar & Nightclub

The story of this club begins in June 2018. The Loki, a small cargo vessel, is caught in a very violent storm and the old engines could not take the strain and gave up. With the bad weather preventing any towing of the ship, it is tossed to the shore.

The combination of an exceptionally high tide and violent winds grounded the Loki nearly 200 yards beyond the shore line in the dock area. By some weird luck the ship remained nearly vertical, looking as if navigating between the industrial buildings.

Some inspired guy bought the ship for the price of scrap metal, and a large area around it. Then, after several months of reinforcement and modification, "The Cargo" opened it's doors.

The club is built inside of the cargo area of the ship (with doors opened in the side of the hull), while the rear of the ship (machine room, superstructure) houses the staff area, stores and managers apartment.

The club is doing well, despite it's location in a relatively rough area of Cyber City. Several things explain this :

- the very unusual setting
- the Giger-like decoration (think Blade Runner or Gotham meet Alien)
- a combat arena, for settling problems between customers
- several "safe" rooms for private conversations
- an agreement with the local dock workers syndicate for "external" security

The Cargo Owner: Handle: Harry Name: Kurt Steiner
Role: Ex solo, switched Fixer (club owner)

Stats		Wounds					Stun	Skills		Armor	
Intel	7	Light					0	Street Deal	2	Head 0	14*39
Reflex	10	Serious					-1	Awareness	4	Torso 2-4	28*32
Tech	7	Critical					-2	Rifle	4	R arm 5	18*22
Cool	9	Mortal 0					-3	Handgun	7	L arm 6	18*22
Attr	6*8	Mortal 1					-4	Brawling	4	R leg 7-8	18
Luck	6	Mortal 2					-5	Melee	4	L leg 9-10	18
Move	8	Mortal 3					-6	Pick Lock	4	Cyberware:	
Body	8*11	Mortal 4					-7	Athletics	5	Neuralware Proc	
Emp	9*4	Mortal 5					-8	Intimidate	4	Kerenzikov II	
Run	40	Mortal 6					-9	Persuasion	2	Boostmaster	
Leap	2	Equipment: Lt armor Jacket sp 14						Combat Sense	5	Interface Plugs	
Save/BTM	-5	Light Kevlar Jacket and Jeans (SP 10)						Stealth	6	Weapon link	
Initiative	18	SP 25 helmet w/armored visor and integrated smartgoggles with targeting option						Human Perception	5	Vehicle link	
Weapon	44 automag				Knife			Drive	5	Chip Socket	
To hit	20				14			Management	6	Nasal Filters	
Damage	4d6				1d6			Music	5	Gyro-stablizers	
Ammo	7				NA			Cocktails	6	Lifescan Biomonitor	
Rate fire	2				NA					Raven Microcyb Rebreathers	

Other Cyber: Right Cyberarm - Realskin, Thickened Myomar, hardened cyber-PCX, seismic motion sensor in hand.

Cyberoptics - Interferometer, Flare Compensation, Low-Light in both, Right Eye

thermograph, image input (Video imager without the radio receptor) Left Eye

Implanted Level Damper, Subdermal torso (SP 10) and skull (SP 6) armor, SP 8 Skinweave (all Diff. 30 to spot), Toxin binders, Anti-plague nanotech, Lifesaver Skinweave, Nanosurgeons, Advanced MBL 3

The .44 Automag is fitted with a low-range radio interface, allowing wireless connection when in hand through his wrist watch (integrate the radio receiver and an interface cable).

Look : Fairly handsome and athletic, blue eyes (cybernetic), plain blond hair (crew cut), usually wearing lightly armored black jeans (pants and vest), or a business suit when needed, mirrorshades integrating targeting scope.

He drives a Hummer, in luxury variant (leather and realwood inside, cyberlinked, with extra armor). Definitely not the fastest vehicle around, but heavy and sturdy enough for collision tactics, and hard to follow around rubble-packed Zone borders.

Family : Elder brother Corporate, didn't care. Twin sister Rockergirl, who likes him
Younger brother Media, who scorns him (he's non-violent !)

He grew up in a Corporate research center, far from any town.

His parents, corporate technicians, were killed in a car accident when he was 8. He survived, ejected in the crash, but a head wound made him an amnesic. He wandered for two days before being rescued by nomads. He grew up in the Pack until he was 17, then he left to find his true family. To earn a living during his investigations he started to work as a Solo, because he was good with his fists or pistol and had no known legal identity.

After he contacted his family, which had moved to the East, he continued to work as a solo, improving his skills and collecting useful contacts. After several years he began to work with a weird bunch (two other solos, a prowler and a huge nomad). The team displayed an impressive effectiveness and pit-bull tenacity, but also earned the reputation of exacting extremely harsh retribution on any employer who crossed them.

After a really successful operation they put most of the money into the Cargo. Having occasionally worked with the Yakuza before this business venture, they negotiated an "honest" protection deal (the club being in the, Yakuza's zone of influence). Redecorated and renovated, the club started to take off financially, and was also used to launder the money from the team's operations.

Harry quickly found that running the club took so much of his time that he switched from solo to club owner. He lost a bit of training, but is still very dangerous, as several unsuspecting troublemakers have discovered the harsh way.

Note : the radio interface in his wristwatch and his smartgoggles allow him a nasty trick. If threatened by someone in his office, he will put both hands flat on the desk, in plain sight... and interface with a remote-controlled gun hidden in the desk (10-gauge slugs), shooting through the front.

Credits: Stephane FRANCOIS

Dick Burnett's Scrap-n-Salvage & Molly's Pub

An enormous vehicle salvage yard on the outskirts of town, Dick Burnett's scrap-n-salvage is the place to go looking for obsolete parts. Spread out over more than a few acres of land, the bulk of the territory is

covered by rows and rows of dead vehicles--mostly ground vehicles, but there is a section for planes, gyros, AV's, and boats that are damaged beyond repair. The place has an almost labyrinthine quality to it, and who knows what all could be hidden out there.

The entire facility is encircled by a 4 meter sheet metal fence topped with razor wire. The only official entrance is at the front. Customers enter here and are free to roam the yard on foot or, for a small fee, in small gas (or Chooch-2, if you prefer) engine-trucks with flat beds on the back. These trucks are not fast but can get through the muddy, rutted aisles and haul a surprising amount of cargo back to the front, where it's appraised by a Burnett employee and a price is quoted for the lot.

There are a lot of vehicles here, ranging from late-model wrecks to old cars that just "up and died", the place smells strongly of oil and gasoline, and when it's open it's rarely quiet with the little trucks bouncing around and the tools being used to tear things apart. Vehicles that are completely parted out and are just taking up space are usually recycled. Metal ones are crushed into cubes in a large hydraulic press near the front of the facility, and plastic ones are just melted down and poured into cylindrical "logs" of plastic. This scrap material is sold back to companies that produce more metal and plastic goods.

At the front of the facility are also a mechanic's shop and a machine shop, charging pretty much the standard service rates for their work. No, they will not build a 20mm auto-cannon turret from your stolen plans--they are not interested in getting sent to prison any more than you are.

Security is pretty lax at the salvage yard. There is one tower with a small shack on top of it in the middle of the yard. The shack is lightly armored and has windows that could be opened to allow a watchman with a rifle to cover the entire yard. Sometimes someone is there, sometimes not. It depends on how many theft problems there have been, but if someone is there they'll shoot first and ask questions later.

Dick Burnett, an expatriate Texan, died of a heart attack almost ten years ago (too much Bar-B-Que.). His only daughter, Molly (age 34), has been running this place ever since in the same manner, and many consider her to be even more shrewd than her father was. S-n-S has a staff of about thirty-five employees, few of whom are very educated or make much money. Molly is rather well-liked among mechanically-oriented techies and particularly nomads, who frequently find themselves combing the maze of junkers in search of a part to get an RV or ancient muscle-car running again. She is a tough and somewhat cynical person (who isn't these days?), but seems to treat everyone fairly.

One addition Molly has made is across the road from the Salvage facility--she has opened an icehouse specializing in cheap beer, whiskey and Bar-B-Que. (though the meat is usually vatgrown or some other substitute, the sauce is legendary--a family secret of the Burnett's). What's unique about the icehouse (Unimaginatively named "Molly's Icehouse") is that it and the furnishings within it are entirely fashioned out of crushed automobile cubes and rubber tires--the seats, tables, the bar, the walls....almost everything here was once being driven around town and is pretty much indestructible...

It's a good thing, too, Molly's is a rowdy place--a favorite hangout of nomads, local hard-cases, bikers, and other rough-around-the-edges types. As such, brawls are pretty common here. If things start to get out of hand, a lot of the regulars also serve as bouncers as a favor to Molly.

The Scrap-and-Salvage can be used for many things in the campaign:

It could be a front for many things, the least of which is a stolen car operation the characters either work for or against. Other ideas include a survivalist cult, a white slavery ring, a large scale drug-lab, or illegal pit-fighting.

It provides yet another quiet meeting place besides the stereotypical alley.

Something the characters need might be hidden in the scrap-yard somewhere and they have to sneak in there and find it. For instance, they hear that a smuggler was involved in a car accident and the nobody found the contraband hidden in secret compartments. The car is at Burnett's--go get that cargo!

The icehouse is a great place to find some nomads, if you're looking. Think about it, a firefight in an auto graveyard, how '70s exploitation film-like can you get?

Perhaps the target/criminal/cyberpsycho/whatever has run into the yard to get away from them and they are stuck hunting it through the maze of dead cars in the middle of the night, having to dodge fire from the watchtower the whole time.

If you're on Molly's good side, she might let you use some corner of the yard as a place to rehearse a complicated job, test a new weapon, or even just play a round of paintball to help non-combatant characters get a point of rifle.

Credits: Mosca Syndrome

Chrome Lipstix: A Gentleman's Club



The Chrome Lipstix is a medium sized adult nude strip club situated near the center of the downtown financial district. The club caters mostly to the Corpzoner set and is considered just slightly on the wild side. The Chrome Lipstix has found a name for itself as a great meeting place for upper level Corps to meet with the more sleazy element including drug dealers and fixers setting up Corp. bag jobs with Edgerunner talent.

Chrome Lipstix opens at 11am to 4 am Monday – Friday. On the weekends the club opens at 2pm till 6 am on Saturdays and Sundays.

The Chrome Lipstix is owned and operated by Momma Nell, as everyone calls her. Momma Nell, or sometimes called just Momma, is an ex-stripper herself retired from the stage at the age of 63 and has used the vast amounts of cash she earned while in her prime to open up an establishment of her own twelve years ago. Almost anytime the club is open for business Momma Nell can be found out among the customers watching her investment in the club and making sure the girls are not being hassled to much by it's patrons.

Momma Nell lives in a small apartment on the second floor of the building behind the private rooms in the Champaign section of the club.

Momma Nell also keeps all of her girls in line by providing them with special designer drugs that keeps them relatively loyal through addiction.

Ground Floor:

Detailed Area Descriptions:

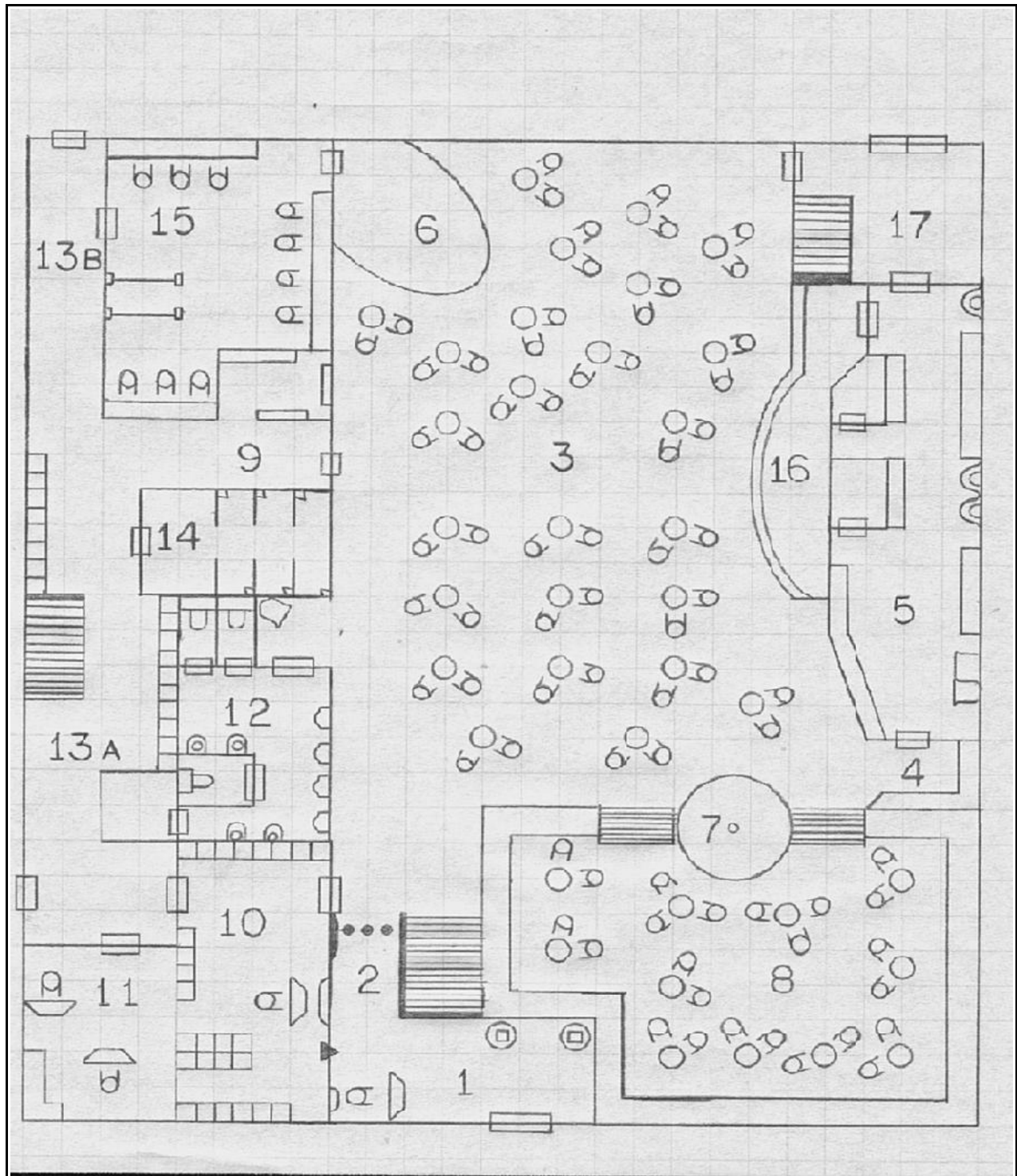
1 Main Entrance/Lobby: The primary entrance to the Chrome Lipstix gentleman's club is through a set of synthetic oak wooden doors with a large pair of ornate handles made primarily of wood with brass fittings attaching themselves to the bulk of the door. Just inside is a small greeting area where both a well endowed and beautiful woman sits behind a small desk and a security guard with a smartlink submachine gun and armor jacket watches over the entrance. A pair of large adorning statues faces the main entrance, both are female forms wearing roman togas and gesture outwards to the customers in a very suggestive and seductive manner. In fact both statues have hidden security camera in their eyes allowing one of the members of the security force in the back office to scan customers using thermograph for detecting any subdermal pockets or hidden weapons. The cameras are also used to record who enters the building. All guests to the club are asked to remove all weapons and check them in with the counter girl. Weapons that are checked in are placed in a tray directly behind the front desk leading into the security room where a security officer places it in a bin and sends a tag back out with the bin number printed on it for the customers collection on their way out. A small entrance fee of \$5 Euro is required mainly to cover the costs of the near continuous free hot plate lunch buffet going on inside for the patrons.

Even from just inside the entrance club patrons will be able to hear the music issuing forth from inside including the voice of the DJ calling for girls to come up to the main stage and perform for the next pair of songs. Although the music is blaring the inside and main dance floor are almost in near darkness and adjusting "meat" eyes will take a minute to discern shapes and objects that are not on the main stage.

2 Entrance hall: a short hallway just over two meters in length stretches just past the main entrance desk. The ceiling here is slightly lower than the rest of the area and a difficult awareness check would reveal some kind of structure underlying the facade of this hallway. This short hall really only disguises the advanced Arasaka Scanway detection system through which patrons must pass before entering the main floor area of Chrome Lipstix. A easy to spot two way mirror is located here where a security guards watches and video tapes all customers from the main security office. Anyone trying to pass through the Arasaka Scanway armed will trigger the steel gates, at the inside end of the hallway, to come down in the entrance hall SP(60). Players might be able to slip under the gates before they come down if they can make a very difficult athletics roll (25+) otherwise they will be crushed by the gate as it falls on them 8d10 crushing damage hard armor reduces damage to half real, and half stun/bruise but players will be pinned. Releasing a trapped player will require a near impossible strength feat difficulty (30+)

3 Main floor: Light level here dims to that of near darkness, as your eyes adjust to the darkness of the floor and table against the bright stage lights that pulse with bright blinding colors and loud Chrome rock music. A beautiful young woman dances seductively to the rhythm of the music's beat enticing the vast majority of the male and a few female onlookers into locking their attention on her form. A vast area spreads out before you with over two dozen small tables each with multiple chairs, all facing the main stage.

4 Buffet area: A small nook just off to the side of the main bar and across from the main kitchen door houses a small steam table with a limited variety of slightly overcooked dishes with cheap cheese, meat and wilted vegetables. Players are free to eat the buffet at will since the price of admission covers the cost of this fare. Plates and silverware are stacked hap-hazardly on the outside edge of the steam table.



5 Kitchen: The Kitchen area is large with both a walk-in freezer and cooler for foods on one side of the kitchen while the other side has a bank of fryers sinks, and cutting and preparing countertops. Doors lead out from the kitchen to the bar, buffet table and into the storage room. The kitchen is almost never empty as employees are constantly preparing for the next buffet meal. Inside the kitchen area, there will always be at all meal times, several cooks and a few others working here. And between main meal buffet times two or

three workers will still be here cleaning up the dishes wiping off countertops and moping the floors.

6 Main Stage: The main stage juts out into the primary seating area and is formed in the shape of an ellipse. When dancers are performing on stage a variety of lighting effects and even smoke blowers and dry ice billow forth enhancing the majesty of the stage performance. After performing two sets, of a usually solo dance routine, the dancers switch by moving over to the smaller secondary stage to perform twice more before taking on any private dancing contracts with customers. Various dancers like the use of a dancing pole and one can be made available in the center of the stage area when a button is pressed near the door to the dressing rooms or by the Disc-Jockey.

7 Secondary Stage: this small stage is attached to the Mezzanine level straddled between the two staircases. This stage allows customers who are already engaged with a dancer giving them personal attention or customers wishing to have a meal in a quiet setting with a view the dancers who have just finished performing on the main stage in an up-close and personal setting.

After performing a primary set of two dances on the main stage the girls come here for a second set of two dances allowing them more circulation through the entire viewing area of the club.

8 Mezzanine level: this area sits to the back of the club nearest the outside door just about as far away from the main stage as possible. Three steps lead up here where private dances are performed and a semi private lunch meeting can be held away from the blaring music coming off of the main stage. At all times between half to a dozen of the dancers are in this area tending to the needs and desires of the clubs customers in a variety of stages of dress and undress, grinding their bodies into the backsides of their customers' laps for money.

9 DJ Booth and Back-room entrance: This space just to the side of the main room remains busy at all times with dancers, waitresses and security constantly going into and out of the door here. Just next to the door here an opening in the wall allows the club Disc-Jockey to look out into the crowd and interact with the dancers on the main and secondary stages via the sound system and a microphone. After every pair of songs has just about completed the Disc-Jockey will call out for the next scheduled dancer on the roster to take her place onstage to perform for two songs.

Behind the door, on the inside, lay the inner workings of the Chrome Lipstix. A passageway leads directly into the Disc-Jockey's booth and also further down branches into a T shape with hallways going in both directions leading eventually to the dancers dressing rooms, showers and the club's office. These hallways are always a buzz of activity when the club is operating with girls going past constantly and a security guard stationed at the intersection of the three passages.

Between Songs the Disc-Jockey announces which will be the next dancer to come up on stage, and various drink specials going on during the next song. The Disc-Jockey will, when business seems slow, at the end of a dancers' set he will call for applause, and announce to the men out in the audience that personal performances can be scheduled with any of the dancers and that they work for customer tips only so customers should dig down deep.

10 Security Office: This room is where the entire security force of the Chrome Lipstix is directed to perform their jobs. A normal total of six security guards are on duty at any one time during the day or night with a few extras added on during special events or when the club is overcrowded. The security force wears plain jane style business suits made of bulletproof materials so that they blend in with the average customers. Each person wears a set of cyber-enhanced glasses with Times Square Marquee for messages, Image enhancement, and Anti-Dazzle options.

Two Security officers are here at all times, one works securing weapons passed from customers into the office to be placed in numbered lockers for later retrieval by the customers. The second will almost always

be the chief of security operations for that day sitting at the desk watching through the Arasaka Scanway and coordinating the actions of all security personnel in a crisis.

Besides the armored sp(40) window through the Arasaka Scanway system the security guards also have a small armored gunport facing out into the lobby to allow security to deal with armed conflict from relative safety. Anyone trying to pass through the Arasaka Scanway armed will trigger the steel gates to come down in the entrance hall sp(60). Players might be able to slip under the gates before they come down if they can make a very difficult athletics roll (25+) otherwise they will be crushed by the gate as it falls on them 8d10 crushing damage hard armor reduces damage to half real, and half stun/bruise but players will be pinned. Releasing a trapped player will require a near impossible strength feat difficulty (30+).

11 Managers Office: This office serves as both the primary office for the clubs paid managing director along with working room for the staff accountant that keeps the finances in order.

12 Men's Bathrooms: Just outside the door to the men's restroom sits a full service dataterm allowing net surfing, news screamsheet downloads and also the very useful Automated Teller System for customers to withdraw tip money from to pay the dancers.

13 Back-room Hallway: This hallway is the equivalent of the Jugular Vein to the Chrome Lipstix. The entire length of this hallway is always a buzz of activity with the majority of the traffic being either adult entertainers or security.

A: This end of the hallway contains a set of stairs up to the second floor, a row of lockers for the dancers and other employees to place their valuable belongings into and lock them up and also the doors leading into the club's office and the security room. A large pair of double steel doors on the opposite side of the hallway from the security office leads directly outside but are locked and anyone attempting to exit will signal the fire alarm and alert security.

B: The upper end of the hallway leads into the dancers dressing rooms and into the showers. A row of lockers also line the walls here allowing the employees to lock up valuable belongings. A double door at the far end is marked as a fire exit but can only be opened by security or when a fire has set off the alarms and sprinkler systems inside the building.

14 Showers & Massage Room: The entire purpose of this room is to allow the dancers after a long night of working to clean up with a fresh hot shower afterwards leaving them feeling more like a real person instead of just a piece of meat for the customers consumption. Six shower stalls are provided here with a flimsy curtain and two large massage tables are near the door. This room at times serves as a makeshift infirmary when dancers or others are slightly injured or wounded in a bar fight.

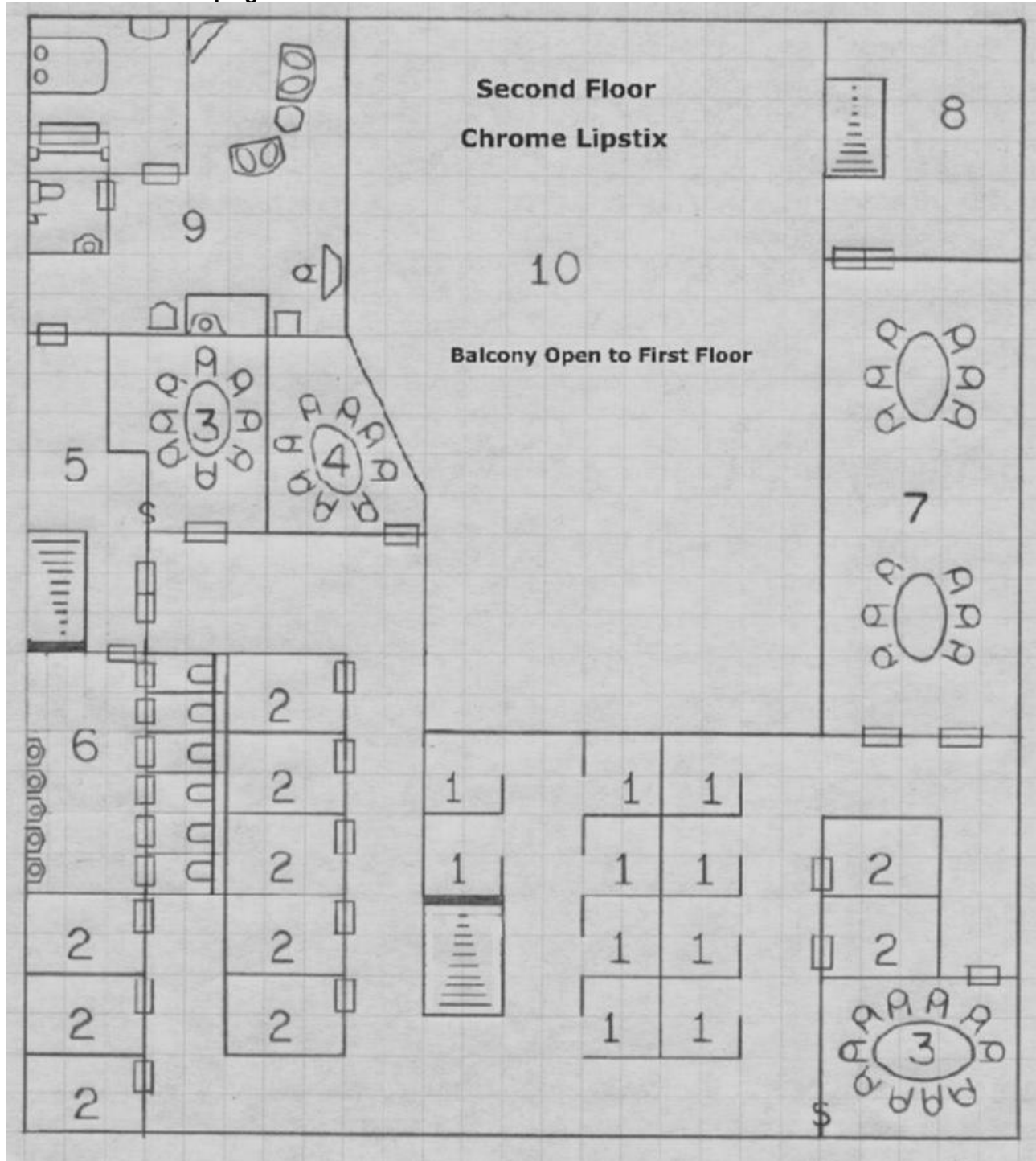
15 Dressing Room: This room will always be a buzz of activity with the dancers preparing or freshening up after a series of performances or perhaps just relaxing having drinks and playing cards with the other girls. A large variety of small skimpy and provocative garments hang from the clothing racks near the walls and every one of the ten seating places has a mirror and supplies to redo makeup before the next call to the stage.

16 The Bar: Open directly to the main floor of the Chrome Lipstix, two bartenders can be found here at all times making and or mixing a variety of alcoholic beverages for customers. The bartenders have two cash registers behind the bar and they are always well stocked with cash to make change for customers.

17 Supply room and loading/unloading entrance: This room holds some of the bulk food items used in the kitchen such as salt, flour and other long shelf life dry goods. This room also opens to the outside to the

rear of the Chrome Lipstix, this is where all deliveries of food and alcohol are dropped off. A staircase here leads upstairs to another storage room that is used infrequently to hold other less important items.

Second Floor/ Champaign & Private Rooms:



The stairs leading up to the second level from the customer's side of the club are close to the front door where the security goon can easily keep an eye on things and respond to any trouble going on upstairs.

Once upstairs there are a variety of semi private alcoves along the side wall that dancers can take their customers into and on the other side are a series of unmarked and locked doors leading to rooms whose meanings are unknown to the casual customer, but have and can be used for private meetings or other activities.

1 Alcoves: Each of these tiny rooms contains a small table attached to the wall, a dim light overhead, and a large plush chair for male customers to sit in and enjoy themselves. Secondly, the light switch on the wall is not actually for light, but alerts security downstairs that a customer is getting just a bit too fresh or close for comfort and should be removed from the club forcibly. The use of one of these semi-private rooms costs \$30 Euro per dance performed.

2 Small Private Rooms: each of these rooms allows the visitors to have a completely private meeting or get together with a dancer. The walls here are soundproof and the doors close tightly and make the room practically airtight. The only way anyone would know anything beyond good natured conversation was going on here is if someone pierced the SP 20 walls or the panic button near the doorway out was pressed, bringing security from downstairs. These rooms can be rented by the hour in which to hold a meeting of a private nature for \$50 Euro which includes a single free dance from any performer and a round of drinks for each person. These small rooms can hold only about four people at any one time.

3 Meeting Rooms/Party Rooms: Each of these two rooms is slightly different in appearance but are able to serve the same purpose. They both contain concealed secret exits available only from the inside of the room, difficulty (25) Awareness roll to find if searching.

Rental of one of these rooms costs \$80 Euro per hour with no frills or extras. For \$200 Euro your waitress will book a room with several free rounds of drinks and service from the buffet line downstairs. Another \$80 Euro on top of the previous amount will get the location and trigger mechanism for the secret door in the two rooms that have them.

4 Small Party Room: This room which is positioned to view the main floor below through a series of plex-glass windows is not truly suitable for a seriously private meeting but mostly is used for small bachelor parties. Rental of this room runs \$80 per hour with no extras. Standard fare would include free drinks for all those attending the party a dance from each of the dancers after they have performed down stairs for the guest of honor, this package runs \$480 Euro per hour.

5 Back-room Hallway: This hallway connects Momma Nell's Apartment, with the downstairs and the remainder of the second floor. A secret door from one of the Meeting rooms opens up into this hallway offering a easy and fast escape downstairs. The Large Double doors leading to this hallway from the second floor are fire doors only to be opened by a special passkey that security and Nell has access to, otherwise opening these doors sets off the general fire alarm in the building.

6 Women's Bathroom: Dancers, waitresses and whatever other women working at the Chrome Lipstix all come here from time to time to use the facilities which include six toilet stalls and a large mirror positioned over the sinks.

7 Large Party Room: This large rectangular room seldom gets rented out due mostly to its large size and therefore expense (if you have to ask how much you can't afford it). The one main advantage this private

room has over any of the others is it's long inner wall with plexi-glass windows that allow patrons to view the main stage downstairs with an unobstructed view. The most memorable parties held here occur on New Years Eve.

8 Storage Room: This back-room is used primarily for storage of various items normally used only occasionally in the club for special events and promotions.

9 Momma Nell's Apartment: This section of the second floor serves as the home of Momma Nell. Momma Nell's apartment contains a private bedroom and bath a small kitchenette, a office nook and a large den/family room area. The bedroom contains a queen sized bed, a closet for her clothes and a dresser. The bathroom has a toilet a sink and a shower stall. The kitchenette, family and office space are all interconnected into one room with a clear view wall that allows Momma Nell and her guests to be able to see what is going on downstairs in the main stage area. The clear wall can be turn opaque with a push of a button at either end of the wall allowing privacy when needed. At her desk is a small minicomputer with a direct networking link to the office computers in the managers office down on the first floor. She can also see any of the security camera links that are viewable from the security room. Any automated controls can be controlled from this desktop, including the fire doors and the portcullis near the front entrance.

10 Balcony: This entire area is open to the first floor below where customers if they are in the proper rooms can view everything going on downstairs in the main dance floor area.

Chrome Lipstix Personalities:

Sunrise:

Sunrise is a standard example of what happens to many young women in the city left to fend for themselves at an early age. Sunrise started out as a young attractive teen having sex with men for money on the streets and eventually becoming addicted to street drugs and became pregnant. Seven years ago Momma Nell found Sunrise begging for food outside the grocery store where she shops and took her in from the streets. Sunrise after a few years has paid back Momma Nell for loaning her the money needed during her last months of pregnancy and continues to work at the Chrome Lipstix for safety and a feeling of family. Every now and again Sunrise will once again have sexual relations with her favorite customers for a little extra Euro. Sunrise now 24 years old has both a daughter 7 years old and a son 3 years old to take care of at home. Sunrise gets her stage name from her naturally long blond hair and stunning beauty said to rival the beauty of a morning sunrise.

Texas:

Texas is a relatively new arrival to the club having only been working here for just over a year. No one is sure if Texas comes from that state or what, the only thing that can be counted on is the signature cowboy style outfits she wears every night when she dances.

Texas can always been seen wearing a set of cowboy boots on her legs and either a black or white cowboy hat. Most of the time her outfits consist of a lone star flag or American flag print two piece bikini outfit.

Texas is actually another one of the dispossessed her family originally coming to Cyber City after the family farm was foreclosed on by the banks. She wandered for several years during her early childhood with her family and some others forming a small pack of nomads that eventually ended up in Cyber City. The nomad pack that contains the remnants of her family, roams the countryside and comes back every few seasons to visit the city and find work.

Texas has an adventurous spirit and has at least on one occasion provided an extended distraction to security guards during a corporate extraction.

Texas is 22 years old a tall leggy dirty blond without any visual cybernetic enhancements but sporting breast augmentation and a variety of body piercings both visible and otherwise.

Vivianna:

Vivianna is a full blown Goth girl always decked out in outfits of deep black vampire styles with a cloak or cape.

Vivianna is a short 5 ft 2 inches and always as pale skinned as a freshly dug up corpse. Vivianna never works during the day shifts preferring only to come to work after the sun goes down. Vivianna is the picture of beauty with jet black hair and a small firm frame. She has received a variety of cybernetic enhancements including: a pair of cybereyes with red reptilian pupils and vampires and scratchers which she occasionally uses to place a mark of love on her (victims) uh customers.

Bunny:

Bunny is just as her name sounds, a bioexotic with the Bunny package. This dancer uses the stage name Bunny but very few people know what her real name is. In fact Bunny was formerly a highly paid Mercenary and Assassin who has taken to working here at the Chrome Lipstix to hide from several enemies of hers undergoing plastic surgery to change her whole appearance. Bunny has been working at the Chrome Lipstix for over six months and she has been safe here undercover and wants to remain hidden for a while longer.

Bunny can come off rather rough and callous at times. Occasionally she will physically assault her own unruly customers rather than waiting for security to arrive. Recently she has mellowed out a bit more but the other girls if asked will know that something is not quite right about her and she does not fit in or mingle with the other dancers when they go out on the town.

Security:

Security at Chrome Lipstix is hard to find but they are always around blending in with the other customers and many times mingling with the dancers as if they were paying customers, placing themselves, at a table, near a group of rowdy or obviously drugged out patrons.

On nights when the Chrome Lipstix is hosting an event featuring a braintdance pornstar or a live mud wrestling event that is likely to draw large boisterous crowds extra help is hired from some of the better and well respected Nomad packs when available, otherwise they will pay extra for one or two professional security people.

The Security Guards normally only carry the Pistol or Nunchaku on them. The Submachineguns are in a locker in the security office in case an episode of violence breaks out inside the club that requires severe action to be taken.

The Security personnel have available to them dual purpose rounds as well as rubber bullet rounds to suppress rowdy patrons without actually killing them.

Average Security Stats:

Stats		Wound					Stun	Skills		Armor	
Intel	6	Light					0	Combat Sense	3	Head 0	0
Reflex	8	Serious					-1	Awareness	5	Torso 2-4	24
Tech	4	Critical					-2	Handgun	5	R arm 5	14
Cool	7	Mortal 0					-3	Brawling	6	L arm 6	14
Attr	6	Mortal 1					-4	Melee	5	R leg 7-8	10
Luck	3	Mortal 2					-5	Judo	4	L leg 9-10	10
Move	7	Mortal 3					-6	Rifle	1	Cyberware:	
Body	7	Mortal 4					-7	Athletics	2	Neural Processor	
Emp	5	Mortal 5					-8	Submachinegun	5	Smartgun link	
Run	35	Mortal 6					-9	Stealth	4		
Leap	1.75	Equipment: armor pants & shirt						Intimidate	3		
Save/BTM	-3	Armored topcoat									
Initiative	11										
Weapon	Mustang Arms Mark II Pistol			H&K MPK 2020			Nunchaku				
To hit	16			17			15				
Damage	3d6			4d6+1			3d6				
Ammo	20			60			NA				
Rate fire	3			30			NA				

Knick Nack Imports

Game Notes: Just what the name says. An import company that brings in cheap crap from around the globe. This would be the place you would come so you could order a gross of light up pens or cheap plastic children's toys or something similar.

Occasionally the owner (Leah Quan-Micheals) will import and store cut rate electronics (cyberdeck or commercial) before shipping it out but it's uncommon. It's not her main business. The owner constantly gets investigated by the police due to rumors of drug and/or electronics smuggling. Anything has yet to get proven.

They have a large warehouse on the docks of Cyber City and do a brisk business.

The place operates from seven in the morning to midnight and from 9am to 5pm the place is always bustling. After hours it's locked up with a decent security system (Electronics Security diff 20) with cameras.

By: BaronSamedi

Pancho's Liquor Town

Game Notes: A huge discount liquor store. This is the kind of place with shopping carts so you can load up on what you want. Chances are if it's alcoholic and legal to sell this place has it.

Ten checkout lanes, bright lighting, Muzak and open all night. Most brands of liquor are about ten percent cheaper then anywhere else in town due to volume buying.

The staff varies from friendly to gruff. Your usual mix.

Pancho's Liquor Town has just adopted a policy of 5% surcharge on all cash purchases. The owner doesn't like to deal with cash because of the risk of robbery.

There is usually one bored security guard lounging around the place trying to stay awake. The place is not robbed very much anymore since the owner installed good alarms (silent and audible) and started being stricter with how the cash is handled (rarely more than twenty dollars in each drawer; never more than seventy five, it's a firing offense to allow more than that amount in the drawer).

Pancho's Liquor Town is located near High Street and they do very good business on the weekends.

By: BaronSamedi

Temur Laundry

Game Notes: This is a Mongolian run laundry in South Cyber City. It caters to the factory workers and is rather inexpensive. If you go in though don't expect to have a easy time of it. The owners only hire Mongolian immigrants so the English spoken behind the counter is broken at best. In the back the workers seem to enjoy doing throat singing... loudly. For those not willing to brave the place the company does have a reliable pickup and delivery service.

Shirt: 2eb (cleaned and pressed)

Pants: 3eb (cleaned and pressed)

Suit jacket: 6eb (cleaned and pressed)

Pickup and delivery: 30eb a month plus cleaning charges

I.E. You have them pickup, clean and bring back three shirts, two pants and a jacket in a month. Your bill would be 48eb at the end of the month.

By: BaronSamedi

Mr. Feely Speedy Delivery

The founder of this company was a little too into his Mr. Rogers. Let's leave it at that.

Beyond the strange name it's a pretty good courier service. When the package is local they'll handle it themselves and if it's a package to be delivered out of town they outsource to one of the big companies (Sphere, Universal Parcel Services or Federated Express). The couriers range from the typical guy on a bicycle to someone in a car/truck for the large packages.

Recently the owner (Miquel Hassan) has been trying to branch out from the strict delivery service and has been offering office services at the building located near the Cyber City Stadium. At the office you can get a private mailbox, copies for four cents, passport photos, Fax, Computer time slices/net service, shredding/document destruction and other office supplemental services

Private Mailbox: 3eb/month, twelve months up front Passport photos: 15eb Faxes: ½ eb per page

Computer usage: 6eb per hour Shredding/Document destruction: 25eb per pound

Courier service (in town, same day): Letter 3eb Package, book size 5eb Package, briefcase size 8eb

Package, up to 8' x 10' 10eb-100eb

By: BaronSamedi plus minor additions by Thumper

Choyukenbo, Sushi Bar

Choyukenbo is a traditional Japanese sushi bar, operated by the Taneko family, which lives in the upper floor of the bar. It's located on the street level in the same building where Neko lives. It's a small bar with only five small tables and a corner bar which has a cash register and six bar-side stools, which can be also used by the customers if they eat alone. The interior consists of ebony tables and bar, the walls are paneled with ebony panels with the top of the wall being white stucco. The floor is also been redone with ebony and has been lacquered thickly to give it a shine.

As in Japanese tradition, shoes are not allowed in the bar, there is a foyer with carpeting in which the customers are supposed to leave their shoes and put on slippers made of soft cloth with padded soles. This is told in a plaque on the wall of the foyer, in both English and Japanese.

The Choyukenbo serves a great deal of good-quality, traditional Japanese foods for take-out and eat in purposes. Orders are taken in the bar, by phone or by the Net. The bar also serves Choyukenbo Sake, a traditional Japanese rice-spirit, which comes from the bar's own little micro-brewery. The spirit is available in a bottle for take-out customers, or in small rice-porcelain cups for eat-in customers. It is very potent, usually five or six cups will ease out the most rigid Japan-townners. Other than that, the bar will offer a selection of imported Japanese beers as well as some domestic beers.

Eating in can be a slight discomfort for the non-Japan-townners, who haven't eaten with eating sticks, but the bar also provides knives and forks on demand. The sticks are provided with every take-out meal as well, and are of good-quality imitation ivory with traditional Japanese red/black engravings (black for men, red for women, both can be obtained separately also), after an eat-in dinner, the customer can keep the sticks as a souvenir, or return them with the dishes.

There is usually one attendant (Kinoru Taneko, Mr Taneko's wife) in the bar, as well as a cook (Haicho Taneko, the owner of the bar) and an apprentice (Kim Taneko, Mr Taneko's son) in the kitchen area. The attendant in the bar will notify the customers to leave their shoes in the foyer if they somehow have forgotten to take them off.

The security of the bar consist of an audible alarm in case of break-ins, there is also a silent alarm button on the underside of the bar counter, not visible from the POV of a customer. Also a sliding reinforced steel security grille can be lowered down when closing the bar. It will completely enclose the front of the bar when it's down and will usually be locked with two locks.

Credits: Snowtiger

The Bounce

The Bounce, Skateboard/in-line-skate/BMX place

The Bounce is located in the warehouse district, rather than the central areas of the city, because of it's need for a large open space, like a large abandoned warehouse.

Entrance to the bar/club is via a loading door on the center of a large brick wall, which has a spray painted mural on it, stating the bar's name in a text, which takes about 3/4 of the whole wall. The bar is located in a lowered-floor section about the size of a normal bar in the far-left corner of the floor. It's a somewhat normal bar, usually decorated with skateboard and BMX items and other stuff that relates to the use of the place, skateboards, in-line-skates and BMX-bikes are to be left outside the bar area.

A Skate-Shop also accommodates a couple of small office-spaces near the bar, from here the customers can rent skateboards, BMX-bikes and in-line-skates and the appropriate apparel(pads, helmets, t-shirts and shorts) for use inside the place. The Skate-Shop also sells all gear and things you ever could imagine, if you were a skateboarder, in-line-skater or a BMX-biker(costs are at GM's call).

The rest of the floor space is filled with ramps, steps, slopes, rails and other stuff needed for skateboarding inside. Almost everything inside is covered with colorful(sometimes even fluorescent colors are used) graffiti and tags, as well as various brand-stickers in the skateboarding etc. businesses. The lighting of the place is a mix of conventional light bulbs in various colors and fluorescent lights in various colors(including near-UV Blacklights).

Credits: Snowtiger

Hyper-Euromart

Background

The Concept behind the type of store that Hyper-Euromart is based off of dates back dozens of years during the golden times before the collapse. The original concept stores of this type were developed after a store based in the state of Arkansas which spread like wildfire across the United States with every single town supporting at least one of these stores. Eventually, even the European Union fell victim to the giant of retail stores before the great collapse with every major city in Europe stricken by these blue walled concrete monstrosities.

Then came the collapse of the United States financial markets pulling down the large and small corporations alike. Scaring the landscape with empty retail chains and outlet stores as customers dried up with no money to spend beyond the simple necessities of life. A few years later with the return of Europe's economic dominance of the world these former Hypermarkets were bought out by a conglomerate in Europe and every city in the United States once again saw these monsters of merchandising spring back to life, though much fewer in number than before, and under a new name and master. Thus became Hyper-Euromart.

What had once been the tried and true concept of the Mall concept was reborn in many cities by the infusion of these stores. Small communities sprung up around the outer fringes of the parking lots as Fast Food chains and other specialty stores bought up the surrounding land to service customers coming to and from the hypermart. Eventually, the workers for these stores started to live nearby in rental properties built to house them and the midlevel management of the area stores.

Hyper-Euromart Cyber City

Each and every Hyper-Euromart is designed exactly the same way with a general merchandise area for each possible piece of lifestyle element. Hyper-Euromarts all have departments for Home & Garden, Automotive care, Bed & Bath, A Pharmacy, Pet Supplies, Electronics, Toys & Games, Jewelry, Office Supplies, Furniture, Adult & Children's Clothing Departments, Sports & Outdoors, Paint & Hardware, Film Developing, Housewares, Arts & Crafts, a Shoe Department, and a complete internal Grocery Store including alcoholic beverages.

On the inside of Hyper-Euromart many small independent shops have rented out space to do business with customers inside. Many of these business could not make it without the attraction that the Hypermarket offers, others use the Hypermarket in a kind of parasitic way feeding off the immediate needs and urges of it's customers.

The Cyber City Hyper-Euromart contains these following stores near the front entrance and along a slim strip of Real Estate along the front edge of the store. The Ubiquitous Robo-Burger's fast food chain has a franchise store here. Fully automated, with seating for thirty customers, tightly squeezed in just inside the main doorway leading to the grocery section. ArmorJack's a store that specializes in light fashionable armor jackets and accessories for everyday wear. Ms Swains beauty Nail & Hair salon where haircuts can be had for under \$10 Euro. Federal Overnight, a world wide delivery service that transports packages to wherever you need it to go. Razor Doc's Chop Shop, the name may seem intimidating but the only real cyberwear that can be bought here is of the slightly invasive out treatment type only, including light tattoo's, skin watches, biomonitors, shift tact's, and various nano-tech bioware, most anything with a (N) surgery code and street legal. On the opposite side of the store at the second entrance far away from the Robo-Burger, is a Vendomart center with nearly every conceivable type of vending machine known to mankind, ranging from cola drinks and candy bars all the way to a Smash vending machine and cancer sticks. The Vendomart also has three separate Dataterms for customer convenience. All of the machines can be operated by cash (rarely) credit cards & chips or by automated accounting via a cellular phone or PDA handheld device with an IR emitter.

Hyper-Euromart Departments

Home & Garden: This is where you can buy fully organic non toxic and radiation free soil to grow actual plants in, although slightly expensive at 80 Euro per 25 lb bag it's well worth it's weight due to the near impossibility of finding good soil otherwise.

Also this department is home to large pots for plants, grow lights for indoor and underground growing of plants, and last but not least 50lb bags of that nitrogen enriched chemical fertilizer that's great for making high yield explosives out of, no pesky questions asked what you intend to use it for, only 40 Euro a bag.

Automotive care: Just what you always needed, a place to buy and have installed those new tires after your last get-away, or just a place to have your oil, vital systems fluids, or a quick charge for your electric or hybrid vehicle. Aero jet fuel and Chooh2 is handled by a separate contract company out on the fringes of the parking area.

For a electric quick charge all that needs to be done is to inform the technicians behind the counter and they will have a grease monkey wheel a unit out to where you are parked, adding in the cost to your total when you check out. This service costs 20 Euro and takes 30 minutes during the hours of 7am-6pm and other times cost increases to 35 Euro, due to security issues after dark.

Bed & Bath: Generic and cheap bedding and towels can be found here, great for the edgerunner on the go who just needs some new threads for his bed, after having his last bolthole's bedsheets punctured by that anti-personnel mine.

Pharmacy: Is it late at night and you just got shot or stabbed by a gang member getting out of your vehicle on the way into the store and forgot your med. kit, or are you just need a refill of a non-military enhancing drug, come to the Pharmacy we have it all.

Pet Supplies: Yes, a rarity in this day and age to even have any kind of pet animal you would not just end up eating yourself so why feed them. This is where really down on their luck characters can score some food for cheap getting canned meats with less than 50% sawdust and ash fillers and food pellets even slightly cheaper than kibble.

Also in this section are synth leather restraints made for animals but hey humans are animals too right? Makes good jewelry and accessories for old punk style.

Electronics: Are you looking for that new **Borg9** album or maybe just a new music chip player since yours was destroyed with a bullet lodged in it. We have all your basic electronics here from small hand held computer and stereo systems, to accessories for your in home Cybermodem system. (note: all Cybermodem accessories are built for in home use and are not very portable.)

Toys & Games: Here is where your players might pick up that bag of marbles they have been looking for, or maybe a deck of playing cards for that all night stakeout or poker game. Maybe your into non lethal combat, a standard paintball gun can be bought here with normal paint rounds and extra Co2 cartridges.

Jewelry: Is your input getting testy after 3 years of being together calling you and insensitive Borg, get her a real diamond brand * ring or necklace here and patch everything up.

Office Supplies: Your basic everyday office supply section with real paper products, envelops, greeting cards, pens, pencils and blank memory chips.

Furniture: All the furniture is of medium to low-grade fiberboard materials designed for those on a budget, ranging from desks, futons, and entertainment centers.

Clothing Department: All the latest fashions for the young and old at lower than designers prices. In fact you would never find real designer clothes here just generic chic, leisure wear, and very basic business wear.

Sports & Outdoors: Here there is everything that you might expect from a sports and outdoors store including tents, sleeping bags, archery supplies, combat and utility knives. The main items missing are firearms, due to some unfortunate incidents in the past the management has concluded that firearms create more of a hazard than they bring in profits due to old lawsuits.

Paint & Hardware: Everything you might need to change the locks on your apartment con-apt replaster the walls where those bullet holes are and repaint. Also in this department are light bulbs, hand and power tools, and plumbing supplies.

Film Developing: Here you can use the one hour auto formatting film developing machine to make hard copies of your digital pictures.

Arts & Crafts: Looking for some super bond glue, cammo fabric by the yard, then you have come to the right department.

Shoe Department: Basic footwear for one and all including steel toe and acid resistance workman's boots.

Grocery Store: The Hyper-Euromart contains one of the largest selections of freeze dried, frozen, salted and canned foods ever presented to the public. In fact they also have an in-house bakery, seafood counter and butchershop.

The fresh produce and meat sections are in a separate cordoned-off room with a 24 hour security guard watching the door for potential shoplifters. Only those with a special Hyper-Euromart store credit cards are allowed in due to the prices of fresh produce these days.

Housewares: This is where you will find those items for cooking real food. Who does that anymore anyway?

ArmorJack's

ArmorJack's as it's name reveals is a clothing store that sells all kinds of armored clothing, armored jacket's in particular. The store also sells a variety of other light armored garments at some of the trendier high end locations. A few stores have also branched out into selling non lethal weapons like stun weapons and rubber bullets.

ArmorJack's clothing stores can be found in various locations throughout Cyber City with outlets inside each major shopping complex and inside the Hyper Euro-Mart location. Prices for armored clothing vary slightly from one location to another but never are more than 10% over basic book rates or 10% below. The creator and originator of ArmorJack's, Jack Reeves, was at one time in his life a well known and liked security specialist within the city back near the turn of the century. As life got tougher and harsher Jack Reeves became involved in many more gun battles than he had previously during his time working for various employers.

Eventually, one fateful night he was walking outside in a patrol perimeter, taking the place of one of his part time guards who's wife was ill in the hospital, when the tragedy struck. It was the mid summer of 2012 and a particularly rowdy group of angry gang members decided to try to make the construction site he was patrolling their party spot for the night. By the time Jack had come around from the other side of the grounds he found gang members trying to force their way into the office trailer where the weekly payroll checks and petty cash fund was stored.

At that time in his life he was doing poorly and was forced to sell off his personal body armor in order to buy some kibble to eat and to pay rent.

The gang was a group of hard core Chromers with as much desire for blood as for money, they shot Jack multiple times, with Jack himself getting off only a few rounds. The gang members left him lying in a pool of his own blood thinking he was dead or would die shortly. Shortly after the gang had left the scene a Trauma Team APC arrived and brought him to Cyber City General Hospital where he received the best care possible for his condition.

Jack Reeves limbs were completely destroyed and the nerve damage to a vast majority of his body was irreversible forcing the doctors into the only real decision they could come up with to save him. The doctors attempted a bodily conversion to place what was left into a near full body conversion which was experimental at that time. Sadly Jack Reeves Psyche could not handle the stress and strain and quickly after recovering from his injuries, Jack went into what is now know as Cyber-Psychosis and was soon afterwards restrained and placed into a mental hospital for the criminally insane.

After seeing what had happened to Jack, his close relatives brought the hospital and his former employer to court where they won large settlement claims against both. The hospital the family claimed should have known this was going to happen and had not received a signed release authorizing them to undertake the type of surgery methods they had used. The family sued the security company in a landmark case claiming that armor jackets should have been standard issue for all personnel in high risk areas. Shortly after winning the settlements the family opened a small store in Jack's name where security personnel could buy low cost Kevlar armor jackets to protect themselves with during duty in hazardous neighborhoods. Thereafter, the first ArmorJack's store was opened and dedicated to their relative who bore such pain and problems in what remained of his life.

Credits: Thumper

Retro-Ed's

Where do ya find good ol' gasoline in these strange days?

>From Retro-Ed. He is the right man if yer interested in old cars, parts, gasoline or old porno-mags.

Occasionally you'll find old weapons (nothing illegal or heavy) like shotguns, hunting rifles and revolvers.

Ed runs the business by himself. The shop is located near Cyber City, 7 kilometers to the north from the town. Lots of cars (for sale) surround the main building (parts and coffee). You can get a regular customer card if you own a gasoline running car or bike (and visit Ed often). The prices are quite high (you can't find these kind of treasures anywhere else) but still cheaper than buying a new car (electric city-cars not included).

Gasoline costs (non-lead etc. not considered)

Regular 2 B per Liter

Diesel 1.5 B per Liter

Parts vary, and are often used, but still in good shape. Retro-Ed repairs old cars (so most of them are in quite good shape), and if the car is not repaired and cleaned you'll get 10 – 30% discount from the price. He also buys cars (even new cars, for parts) and pays fairly well.

There is a small cafeteria in the main building. Ed's wife, Edna, is the best cook from here to Nu-Jersey. She makes and bakes bread, soups and buns. The cafeteria is often crowded with motorcyclists, (who, surprisingly, behave in here). Retro-Ed's is staffed by five people (Retro-Ed, Edna, Jimmy and Leo the technicians and Mary-Ann, the waitress).

By =Bullet=>

Sundowner's

Sundowner's is on the sea-front facing towards the ocean; that's its USP. In Cyber City it's in the North West corner, to the North you can see the upscale suburbs across the water.

It's in a fairly quiet and orderly neighborhood, not on the way to anywhere and the clientele reflects this. If you want action you go downtown, you come here to relax. You can watch the shipping from the harbor and ferry terminal, see the yachts from the marina, watch the waves break and the tide come in. You get the idea.

It's centerpoint is a long terrace facing the ocean; there is a landing stage where small boats and jet skis sometimes come in for refreshment so there's often a few wetsuit clad people around on the terrace. There are about fifty or so tables with umbrellas on the terrace and an occasionally used barbecue with a permanent cover.

Inside, the bar faces both out towards the terrace and in towards the main floor; fairly comfortable chairs and tables accommodate drinkers and eaters. There is no separate eating area, just sit where you like.

The food offered is pretty standard light fare, sandwiches, chips, salads, that kind of stuff. Pretty good, but it will never win any food awards. The seafood is pretty good however. The clientele is mostly local, business is good but not spectacular and the place is rarely packed, steady probably describes it best. It opens at 10am and shuts down around 2-4am, depending on demand.

Security is restrained, people who come here do not want to be disturbed and you do not want to disturb them.

Credits: Wilphe

The "No Exit"



The "No Exit" is a club / bar run by my ex-character. It's placed south of Cyber City University, in a bad section of town, but not the Combat Zone. It isn't very big, so moving it would be no problem. Over the entrance you have a small, neon sign "NO EXIT" (not always fully operational), and next to it on the wall some punk has sprayed "There's an exit, mot(...)s, with legs to front".

First, you enter a small hall (fitted with weapon detectors), where you have to dump all your firearms (they will be returned to you when you'll exit, no questions asked - well, only once the boss has looked into the warehouse was after a bomb assault, and he needed some extra guns. Because some patrons got killed and never took their guns back, he sold them a year later) - melee weapons are OK, even monokatanas and chainsaws, but the security would ask you to tell them before you'll want to use it (just for practical purposes, e.g. cleaning).

Only security are allowed guns inside. Then they let you in (there's no fee). Inside are some tables and chairs, but main sitting places are under the walls, in enclosed boxes (if you close yours, that means you want privacy, and no one will interrupt you, no matter what). On the left (back) is a small stage, where sometimes plays a new, nameless band, but usually there is just a guard changing music chips in the audio system. In the center, you have a floor for dancing, which can be quickly turned into an arena / ring if someone wants to settle things close & personal (if both sides agree - that's why they ask you to tell them if you want to unsheathe your monokatana) To the front of you is the bar (left to it are WC entrances, men's and ladies), with shelves full of bottles over it.

The bar itself is made of thick polished steel, filled with reinforced concrete (yes, hard to make and costly, but it has saved the owner's life many, many times, and they keep an Arasaka Rapid Shot under it) - hardly anyone knows this fact (but still you'll need an antitank weapon to penetrate it). Some bar seats. There's also entrance to back rooms, but nobody (except for personnel and close friends) is allowed there. No back door (although there's a gossip that they have entrance to the city tunnels in the back. A sign over the bar says "All dead bodies left in the bar after closing become personnel's property" (and it's not a joke, although it happens rarely)

The owner is called Cat, a bitter man in his mid -twenties, with cat-like, exotic eyes and face biosculpted to resemble a cat (no, it is not even a CatNip exotic package). It is said that one should not visit his house... Well, Cat is a fixer (once a low-level street dealer, now a small scale owner), who once had been in some messy business between Arasaka and Militech, and then gained enough money to run a bar. He likes to work as bartender, especially in the evenings. He's usually nice, especially to regular patrons, but is known of his "Now they've pissed me off!" behavior, and then better not get in his way.

The other bartender is a big guy called Joey. He deals in drugs (although rather softer ones). It is said that he is an ex-mercenary.

There are also 2-3 security guards, usually low-level street ronins or medium-experienced gangers. They change frequently. Sometimes Cat employees also a waitress or two.

Cat has made an agreement with the Yakuza. No Exit is sometimes used as safe haven for Yak members (sleeping in the back rooms) and as a meeting place. He also allows Yaks to sell drugs in his club, as long as they are discrete. Yaks also provide some extra security posing as patrons (usually three guys with melee weapons or martial arts).

Credits: senior officer Mikael van Atta

The Quick Chop Shop

This is one of those places you hear about but never see.

With the advent of techno-shock and a general lawlessness companies have sprung up catering to those who wish to end their lives prematurely. The Quick Chop Shop is such a place for the non discerning customer looking for a helpful and quick assisted suicide.

With a waiver for an assisted suicide and 400 to 500EB cash amount the Quick Chop Shop will happily assist the patron to meet their demise.

The Quick Chop Shop is run by Alan Etherby and Ben Stillman. Outside the grubby shop that previously was a butchershop is the sign: "Customers will be executed in strict rotation."

The interior of the shop is covered in clear plastic and tile. The floor is tilted so that it flows into troughs along the wall. Several pictures adorn the walls of various macabry. At first, during the day the place is very solemn with church music playing...As the day progresses and they tire to the music they start to play more manic music until the splatter movies switch to that of Tom & Jerry. At that point they become really sinister and have a tendency on playing practical jokes on the customers, like playing hangman with them or charades moments before their demise.

The Quick Chop Shop does a lot of backroom dealing, selling everything from the cyberware that they have, to the gold teeth, pocketing the money. The organ legging business is booming and occasionally if something special comes in they might put the person on ice and him/her sold at a very expensive price.

Alan used to be a priest who served from nearly the beginning of the South-American War to its end, taking the long walk home. Alan is known to get quite drunk at work and has been arrested several times for disorderly conduct with a firearm. They still have not lost their license. Although they did loose their liquor license because of his behavior. Somewhere under his white, now pink apron is still the collar of an ordained priest. And has been known to perform the last rites on people he likes.

Ben is the quiet fellow and seems to be a very simpering and uneventful man. A former gynecologist and abortionist for him to switch over to the assisted suicide lane was very easy and relatively painless. He wears a doctors jacket under his leather apron and has a tendency on talking to people with completely fake German accent rubbing his hands incessantly.

The menu 450EB

1. Colombian Cartel (Shot to the head)
2. Old lace (Arsenic)
3. Lumberjack (Chain saw)
4. Scary movie (Psycho music and an axe)
5. Studebaker classic (carbon monoxide poisoning)
6. Hangman (noose)
7. Cluedo (heavy blunt object)
8. The house special (anything close by, like a chair)
9. Pin cushion (knives)
10. Sleeping with the fishes (drowning)

Specials

1. Star-crossed lovers (two for the price of one)
 2. Last rites (200EB extra)
- (Everything is negotiable, if say something special is wanted)

Credits: Chrysalis

The Intercourse bar

The Intercourse bar, A fine house of ill reputation

"Hi, I'm Hungry Jack, your Mac-daddy in training. Welcome to the intercourse bar."

"the intercourse bar, the first establishment that couples the ethic of fast food eateries w/ the endless supply of lusty young tarts in the job pool."

This fine establishment is a new occurrence in the city, run by Happy Jack, a long standing pimp (the one in the polyester leisure suit w/ the leopard print fringe) who believes that no desire is too odd and no customer should be unsatisfied.

He peddles in flesh of various sexes and genetic origin. Supplying not only whole subjects to pleasure his clients, but also gives the option for the busy runner to select from the a-la-part menu, (after all you need a break, from the rest of her...)

Fronted by the Church of SIN (see Dark Metropolis source book-ianus games) Happy Jack has provided SIN to the few edgerunners and such who find this little cesspool sanctuary in the bowels of the Hell we call the combat zone.

Security is veiled and lethal (for a fiver, I'll blow your head clean off) but never seems to get in the way of full scale debauchery of the clientele (for two more, they'll swallow the bullet). The building looks like a blasted brick structure from the outside but once one passes through the DUMPSTER and through the basement back room (through the Green Door) and tunnel there in one will arrive in a 60 room (old multifamily dwelling?) building w/ a 30'x50' reception hall of green neon and animal patterned rug and faux-velvet wallpaper to meet up w/ a Mack-daddy on call to meet the character's needs. Be it flesh or intoxicating substance, it all can be had at the intercourse bar for a price.

The private rooms are standard fare, 10x14 and outfitted w/ beds and various apparatus for varying tastes but all lit in green neon or red lights (excluding the occasional spot light) and mirrors. The average worker has a Vamp of 3-7 and is willing to please (chance of contracting disease is 3-15% depending on pleasure

sought) and all billing is done by the hour and paid for by inserting either cred chop or smudgies into a reader in the wall, at which time the transaction will be recorded as Hungry Jacks Burger Bin, Las Alamos, USA.

Cameras are affixed to the corners of this grand hall and it seems that although one can see that some effort has been given to remove them as such, nothing but a bit of red-brownish stain on the wallpaper is left as evidence of the outcome.

Laws do not reach this Asylum for the wandering mind and if a assault were to be attempted the copious tunnels leading to the underground systems of the city would allow a 90% escape success for all who work here.

The Intercourse Bar has a neon green float every year during ExhibitSIN and this would be the way most characters would come to know of it's existence.
(use and abuse to the GM's will, everything else here has been)

Credits: Joe Q Public

N'Gin

The owner of the club Jerome "Rooster " Venarde , a spokesman and negotiator for the Bloodnation , decided to fulfill his puberty dream of having the coolest club in town ,while searching for a place for a show . He found this old plane-hanger near the airport of New Orleans (or any other town you like) and instantly fell for it. One year later he returned, having gathered enough money and a crew to start and it's been a huge success since the opening ten months ago.

When emerging from one of the two Arasaka X-ray gateways that guard the entrance, the guest comes into the vast main hall. On the right there is the wardrobe, to the left there is the entrance to the "Toolshed". This is nearly a separate disco, set in the former toolshed of the hangar, the name hangs above the door, formed by different,esoteric looking tools. This part is a labyrinth of chain-curtains, lighted by black-light and a few blue light bulbs and has its own bar.

Entering the main hall the first prominent feature is the big oval bar in the middle of the hall, a bit nearer to the entrance stretching halfway into the hall . The bar ends in a wider, round section at both sides, where cages for go go-girls are placed. In the middle of the oval, a steelspike, with a free-swinging, horizontally placed gong stands. On top of this spike, at ten feet, a head sized steel ball is balanced as a primitive earthquake-warning. This is needed frequently, as the planes starting from the nearby airport cross over the hangar and set the whole place trembling. When the gong is sounded by the ball falling from the spike, the house drink Engine, a doubleshooter is 1 EB for the next 5 minutes. One shooter is Gin, the other of the customers choosing. The Tequila Engine with cassis is almost drinkable. At the far end of the hall a stage where sometimes bands, performance artists, fire-breathers or naked cheerleaders perform is illuminated by two old plane-turbines spitting fire-pillars fueled by gas, on each side. The hall is encircled by balconies at 10 feet height and with a connection in the middle, shaping a eight. On and under the side balconies are tables and chairs, the special thing and the whole point, is that the cross part is made up by the wing of a 747, connecting to the body of the plane that is outside. Two other small bars are placed under the balconies half way between the end of the main bar and the stage. The balconies are reached through spiral-staircases at the corners leading to wider spaced parts and one at the middle leading upon the wing and the entrance to the plane. Over the stage is another, a bit wider part, making up a VIP-lounge and leading to the office of the owner, in the former control office. In the core of the spiral-staircases go-go-dancers show their trained bodies.

On the ceiling above the dance floor, between the wing, and the stage, the construction –crane is still in place, swings are attached that are used by a professional group of artists. Most of the evening they just swing there letting their flimsy costumes fly, but 3 times a night they put on a real performance.

In the body of the plane there are 2 bars, the seats have been ripped out and rearranged to form a chill-lounge, you can order a snack and watch a movie on the old screen. In the bulb of the upper floor is small dance floor with mostly softer music. The Cargo space is the realm of Mama Elisa, that can turn the worst crab-imitate into a good gumbo-soup that burns at least two times and produces a variety of other snacks.

The entrance costs from 10 EB, up to 20 when there is a concert, after the concert is over the price is normal again. Drinks are pretty cheap for a disco. Weapons are not allowed, that rule is enforced by the two Arasaka-gateways every guest has to pass thru. Security is pretty tight, the security-staff consists of truckers, strong-men, professional show-boxers, small-time solos and warriors from various packs of the Bloodnation, washed, shaved and cramped into cheap suits. They are led by Ox, a former pit-fighter, longtime friend and body guard of the owner. These guys can stand up to most guests in a fist fight, if a troublemaker looks exceptionally able, they either rush him with numbers or leave him for Ox to pulp. They are armed with non lethal weapons like clubs, stunners and the mandatory brassknuckles. These guys are not real professionals though and have no clue about electronic security.

The rest of the staff are mostly Bloods too, the men are tanned and oiled porn-heroes, the women good looking and charming and will kick you in the face with their high-heels if you grab them, especially the go-go-dancers.

The club is open Tuesday, Thursday, Friday, Saturday and Sunday. The main hall mostly plays whatever you declare to be mainstream with different tendencies according to the DJ. The Toolshed : Tue. : old school "full in the face" speed- and heavy metal ; Thurs. : industrial & hardcore ; Fri. : full in the stomach -techno ; Sat : Mix ; Sun : Full in the face & industrial

The Bulb : Tue. : Blues&Jazz Thurs.: Latin ; Fri. :Trance ; Sat : House ; Sun : Blues&Jazz

Sometimes there are small concerts, mostly unplugged rock, blues and jazz .

Drop in for a drink !

Jerome Venarde

Handle : Rooster

This name is due to several things: 1. the Stones song Red Rooster is the only one he could play without causing eardrum-cramps 2. because of his cockiness 3. because chasing women is his religion. He can't stand the thought, that any beautiful lady ends her dull life without having been blessed by his divine presence in her bed 4. the retina-scorching red suits he prefers.

Rooster is a true nomad negotiation, happy as a fish in the pond wearing biker leathers, sleeping in the car , living off of strong coffee, strong booze and strong cigarettes or conversing with corporate's in a anthracite suit about the latest adaptation of "Hamlet ", sipping champagne. A cheerful playboy, he lives for the show-biz in all its forms, seeks creative visions to spend his passion's on.

But this club is his personal baby, he worked very hard for it, in-debting himself to various packs, paying the interests by promising employment and chances to perform. He made good of these promises, as is seen by the various side-shows of his club and the strange mix of his staff. In the 10 months since the opening he has shown a dedication that won him the personal loyalty of his employees, even from his girls, as he calls them, though they still slap him if he gets too dedicated .

With the three local gangs he has achieved an agreement, involving free entrance and booze for the leaders and two lieutenants, that his club is neutral ground. The club has been a huge success so far, no big trouble, he runs a tight ship, the books are clean, no employee dupes him. The club is now starting to draw richer guests and more popular bands – and now : bodies, the dead kind, have been found in the restrooms. Four have been found in the last 6 weeks, one with a broken neck, one with a overdose, and the others died from unclean drugs. This irritates Rooster without end, because, if someone is selling drugs in his club that should be him – and he isn't. Two, the police are poking around and the business isn't that clean. Three, dead bodies are bad for business and the gangs are getting itchy, each blaming the other one for breaking the agreement. Ox, he trusts without a doubt, but the need to upgrade security and find out what's going on is getting pressing.....so even if he doesn't want to hurt Ox, if there would be some kind of encouragement, like finding a business card on his office desk or someone waiting behind it, he would reluctantly do so.

Att :8 Mov:4 Co0: 7 Emp: 8 Luc : 5 Int:8 Bod:6 Ref:8 Tch:2

Streetdeal/Kith : 5 , Wardrobe 4 ,Streetwise 7 ,Rhetoric 3 , Etiquette 4 ,Human perception 5 ,Lead 4 ,Show 4,Persuasion 7, Seduction 6 , Education 5 , Accounting 4 , Languages English 8 ,Spanish 5 ,French 6,Survival4 ,Awareness 4 , Capeoira 3 , handgun 5 ,dancing 4 , musical instrument 3

Gear : Glock 30 , Imi Gamad

Cyber : Cyberliver , Basis neuro ,chipsocket ,secretarial chip ,various language chips , nosefilter

Ox

A former pit-fighter , he hooked up with Rooster when he got sickened of the biz and Rooster needed someone to accompany him to a meeting with a gang , because the pack wanted to do a show near their turf . Before that he had already worked as a bouncer , enforcer and bodyguard , but traveling with the nomads were something totally alien to him –in a good way . No checking if the drinks are drugged , no bragging about how many “ suckers flat lined “ , no recounting money , jokes not involving someone “ splattered to the wall “ ,Ox was amazed and took the new life to heart . By now he has a wife , a daughter 6 , a son 3 , and is valued by his pack because of his talent to imitate celebrates . The wife is a Latino -witch ,with a temper of a demon ,that is if she's in a good mood, but Hey , he is a fighter at heart and the family is hilariously happy . Another thing that hasn't changed is that his face looks like sh#t . Trying very hard to do his job ,he is furious about the problems lately and constantly on edge . But he has no clue ,what to do about it , short of grabbing the local gang leaders and putting them in the grinder until they talk , but this is not an option ,because gangs on the warpath aren't exactly good for business either.

Att: 2 Mov:5 Co0:8 Emp: 4 Luck:5 Int: 6 Bod:11 Ref:9 Tech: 4

Combat sense 6, Intimidate 6 ,Resist 5 , Language English 6 ,Spanish 3 ,Awareness 5 ,Endurance 4, Rifle 4 ,Thai-kick-boxing 7 ,handgun 5 , Athletics 4 , first aid 4

Gear : 44.mag revolver ,snubnose , Colt super-chief , Taser

Cyber: Muscle transplant ,skinweave , Basis neuro , smartgun , Kerenzikov ,Adrenaline injector

Credits: Thunderbird

The Moon and Sixpence.

This was George Orwell's fictitious ideal pub; the name was adopted for a small chain of English pubs in the US. The owner, an exiled monarchist, was fed up with having to go to kitsch Irish theme pubs to get warm beer so he set out to create his own.

This is the original outlet; the other branches and franchises are given a pretty free hand but the owner does a good job of preventing them lapsing into cliché or self-parody. There is a dart board and other traditional pub games around, but they only tend to be played by ex-patriot Britons (who are not a large group) and curious locals.

There is talk of getting a cricket team together.

It is situated to the west of the university district; it is popular with students as it can be fairly cheap and is pretty safe, but it draws in a diverse crowd.

Separate rooms cater for diverse interests, its a large building with a deliberately chaotic internal structure. It only looks that way however, kitchen, cellar and bars are all built around a well-planned and laid out central core. To the punters it looks like it grew organically rather than was planned as one, which is exactly what it is supposed to look like. There is large area with large screen sports action, a small theater downstairs that sees use by amateur drama groups (Cyber City Student Theater have some of their meetings here) and the occasional concert, the largest part is given over to general bar area (music free zone.)

The food and booze range from cheep 'n cheerful upwards.

You can buy anything from cheep lager to imported real ale from obscure regional breweries; food tends towards the "chips in a basket" angle at the base, the bangers and mash is the best you will find anywhere (they actually have a sausage list) and tops out at venison, grouse and real roast beef. The collection of spirits, especially scotch, is probably the best in the city. The wine list is ok, but nothing spectacular.

Asking for any cocktail more complex than a G&T will get you a funny look, they will make it for you though. Asking for "Vodka Martini, shaken not stirred"; or ice for your Islay has been known to inspire physical violence.

There is no distinction as to where you consume stuff though, though different areas attract different clienteles.

All front of house staff are security trained and armed and there are bouncers and scanways on the doors.

Gang activity and drug use on the premises is highly frowned upon, so few try anything. The HQ of the last gang that tried to cause trouble in the Moon was leveled to the ground the next night, things have been quiet ever since.

Credits: wilphe

Hackz'r'Uz

There are two opinions of Hackz'r'Uz.....

Opinion A:

oH, MaN, THiS iS Da BoMB, iTS WiCKeD FLY SiTe HaS NuTHiN BuT The BeST PRoGS FoR uS eLiTe.....WiCKeD, WiTh TheSe i CaN Be JuST LiKe RaChE MaN!

Opinion B:

Weeflerunner shop, lovely, oh, isn't that worm cute, with coding like that, they'd be lucky to merge with the local kwikemart.

Needless to say, Hackz is the cheapest place to buy programs.

Written by low level runners, for low level weefles.

The shop is hidden well enough, and its merchandise poor enough to not warrant Netwatch spending too much time looking for it.

The front porch of the cybershop is slightly off the beaten track, in the low data areas of the combat zone grid. Run by JazzAttack, a low level netjockey/high level weeflerunner, out to make a buck of the kiddies pocket money.

Inside the shop is a cartoon, low level graphics with icons of the latest programs for perusal, and its overstated description of the products.

The shop is mainly run by shopkeeper program(stats below) which emails the program order directly to Jazz, where he will deliver the program to the weefle himself, again, by email.

The walls are lined with icons, grabbing one, it will unfold, with a description and quick FAQ about it. Some sample products from Hackz'r'Uz

Pneumatic Drill

Function: Intrusion[15]

Options: Noisy[-5]

STR: 2 MU: 1

Icon: A Man-sized cartoon drill with eyes, drills away at a wall until it cracks [Simple]

Diff: 13

Cost: 130eb

Okay, choomba, if you are elite, you want in, and if you want in, you want to drill yourself in with the style of the pros.

Pneumatic Drill is a fully optimized program designed to get you in!

Smackdown

Function: Anti-system[15]

Options: Noisy[-5], One Use[-10]

STR: 2 MU: 1

Icon: A wrestler jumps from the runner and proceeds to grab and slap the CPU three times, before pausing and crushing it with the fourth blow. [Simple]

Diff: 2

Cost: 60eb

Someone fracked you off? This program will lay down the smackdown on any system that's fracked you off. Optimized for use, the program intelligently removes itself from your system, removing any evidence of the crime.

Can you Smell..... what the HAcKZIS Cooking

The Programs are mainly of that standard. Customers place their order with Zippy, the shopkeeper program, whom will email the program himself, or for bigger programs, Jazz will do it himself.

Shopkeeper

Function: Interactive, Utility

Options: Pseudo-Intellect, Conversational Ability, Memory, Recognition

STR: 3 MU: 6

Diff:40

Icon: A traditional English shopkeeper with an apron on. [Simple]

Shopkeeper speaks in an English accent, and can distinguish between different programs, and give a sales pitch about them to some degree or another.

He will remember regular customers and greet them by name, in a friendly fashion, before going to the sales pitch routines on the latest addition to the shop.

As a side note, Shopkeeper automatically logs and deals with financial record keeping as part of his utility programming and is capable of sending emails containing the program attachments, after checking payment has gone through.

The Main problem Hackz has, is, Hackers, Netrunners, the real deal.

Occasionally annoyed at having their runs screwed up by script kiddies and weefle runners, the shop is often the target of retaliatory strikes.

Every hour, the shop undergoes a back-up to prevent too much loss, and is off-line for the real-time equivalent of 2 seconds, about 20 seconds in the net.

Financial Transactions are automatically backed up.

Credits: SpiderMurphy2020

Xanadu™

No weefle runners allowed

Codes: BB = Rache Bartmoss's Brainware Blowout NET= RB's guide to the net

Xanadu isn't a regular nightclub. This is a hub for the netrunner elite, providing they leave their apartment. The outside of the building is located down an alleyway, a non-descript neon sign flickers the word XaNaDu above the door, the effect lessened by the fact that for the majority of the time, the word X NaD is what actually flickers.

Upon entering the bar, a single bemused bouncer searches all entrants, his burly form an anomaly in the room full of waifs.

Once the cred checks out, the bar hardly raises itself in class, dingy, darkened corners, a sullen blue light strobes across the room while the sound of mellow trance echoes.

The table are solid blocks, black cubes placed in front of the tacky leather sofas, its obvious this place doesn't hold more than 200.

Idly wandering up to the bar, the bartender appraises your dress, searching across the bar, various brands of energy drinks and drugs are spread across, on the bottom shelf, actual synthetic 'hols are kept, with a small layer of dust covering them. Ordering one, the bartender, raises a disdainful eyebrow and throws one over. The room seems to have been designed by a deranged cube addict, there is a vague attempt at a disco ball above the dance-floor, a spherical ball gyrates in a circular motion with some form of mercury inside, reflecting the blue light at bizarre angles.

The clientele come in all shapes and sizes, but very few of them have any great stature, at first the majority seem to be sleeping, those awake are engaged in subdued conversation.

The realization is slow, but slowly you notice the cables leading from the black boxes, in some cases to the decks on tables.

Grabbing your deck you pick a secluded table, not hard considering the place is designed so even the central tables feel secluded. And jack in.

The rush is immediate, and you feel the box transfer you across the globe to an unknown address. The club swims into view, the blue strobes slowly morph into multi-colored rainbows of light, a heavy beat thumps out bass-ridden dance tracks, the floor alive with movement, getting up you glide across the room, bewildered, a cartoon ant with breasts wanders past winking at you.

On the dance floor a stereotypical cartoon dragon shifts his colors in time to the music as it spins and twirls in time to the music, surrounded by various icons of different natures, a bouncing spherical retro-smiley jumps past with photorealistic mirrorshades on.

In the corner, a humanoid shape, entirely silver reflects the room as he twists and binds with a what looks like a young anime schoolgirl, their bodies turning and occasionally slightly merging in some strange dance, engaging in their own version of cybersex.

As you look about while the strobe lights beat with the music, a complex dazzle of light, dancing in perfect unison to the music continues to beat the room, above, the sky is visible, green flashes of data shoot above, a maze of flashes, as data is transferred, slower than you expect in the real net.

Suddenly bright neon letters scream above the dancefloor.....

WeASelMaN RuIZ!!!

A small commotion breaks out as a black wraith figure decloaks behind you, a small badly defined icon of a weasel turns, and hurriedly attempts to charge a cheap shield.

The wraith reaches out with a hand, a charge of data streams past your consciousness, a complex program, as a visualization of green neon spreads from his fingertips, and shatters the wooded shield of the weasel, thumping into the icon as it shudders and disappears, a rush of static and code, as it disintegrates, thinking, with your system knowledge and programming, you recognize the effects of an enhanced custom Poison Flatline. As the wraith slowly cloaks again as the letters of the weaselman dissolve like running water.

Grabbing a small screen and sending code almost unconsciously you look through it(SeeYa), you still can't grasp hold of the wraith, but again the world changes through your view. Invisible icons, perch around the room, like voyeurs, a small bookworm with glasses watches the couple having cybersex with avid interest to your amusement.

Wandering around the club you do notice a hidden dog program, a guard dog, keeps an eye out for intruders.

The amusement of the weeflerunner aside, you take a wander outside, eager to see what this super-realistic room looks like outside.

Leaving, you find yourself in the desert, that is to say, the ground has no definition, green data lines shuffle the occasional bit of data, and the occasional icon chats with others in small groups.

Turning around the club has gone, just a limitless wasteland of data, slightly shocked, you bring up your screen again to no avail.

You delve into the screen code, tweaking one or two parts and try again, the club shimmers into view, as does another guard dog, roaming outside, basic walls, with a basic black door. Slowly you approach the door, the datawalls are stronger than you first thought, running a well designed Firewall type program(BB) (STR6) and the codegate is well designed. The door leads to a labyrinth(Nerve Labyrinth, BB), you enter your cred details and it confirms you have already paid, and the labyrinth sinks beneath the ground as the club raises itself again.

Out of curiosity, you glide over to the bar, a photorealistic nude woman and man tend to it, the woman comes up to serve you as you grab an icon of blue glass, and pay for it. The woman bends over with her perfectly formed figure,

"Good choice sweetie", throwing your flipswitch briefly, you see the bartender wandering over with a bones McCoy, and you flip back into the club.

As she blows you a kiss, as you wait for the five minutes for the bartender in real life to take the 10second walk over, another naked photorealistic woman wanders over, and runs her hands over your body,

"Hi hot baby, would you like to have sex!"

Slightly taken aback by the brazenness, you run a custom trace program, and bring up a real time window in you consciousness, and overlay the club over the real-life club. The woman's data trail leads back to a 17 year old boy in the corner.

Knocking the overlay off, you politely decline and head

After the drugs, the night flies by, after the equivalent of 24 hours of solid party in the club, the clientele slowly begin to leave.

Bemused you jack out yourself, the room a buzz of conversation in the soft trance music, people laughing and joking in real life,

Heading out a young man with an anime girls picture on his rucksack, with tinted wireframe glasses and frail figure, heads out with a large woman, a light tattoo of a silver man on her arm.

Smiling to yourself, you get up, and go home, barely 2 hours after you came in.

You always wondered how netfreaks got together.

Xanadu:

Entrance is 40eb per hour, however its advisable to shell out decent money for the decent drugs to properly enjoy yourself(Blue Glass at the club is a hefty 800eb, but cheaper than a dealer, but must be consumed on premises).

Drugs tend to be 10% cheaper than the street, since it is a regular buyer, but again they must be consumed on premises, Blue glass is the most powerful, while Black Lace is banned in the club.

The actual construct is kept in on an island of the coast of north Canada, 3 squares north of Montreal, and its wildspace location above the rustbelt grants it certain immunities from Netwatch.

3 CPU's run a Virtual Building Construct(The actual CPU's(In Greenland). While the majority of this is the large club, there are 20, private rooms with STR6 codegates for use at 30eb per hour.

The club is open 22 hours a day, but generally, the real action is between 2-4am. Stories of people spending 22hours in one day have been heard of, but the strain of 240 net-time partying is bound to take its toll.

To jack into Xanadu, you also require the loan of a Xanadu Program(STR1 MU1) which will reroute you through several underground LDL's into the wildspace location.

The program is freely loaned after payment.

Generally the clientele is good enough to get to xanadu without paying. However, it is a mark of respect for the owner and what the club is trying to achieve, that they do pay. And its quite easy to spot that someone is in the club on-line but not off-line, and are dealt by the online bouncer WRAitH.

WrAitH – INT8 REF7 TECH7 COOL7 ATTR6 LUCK7 MA6 BODY6 EMP5

Basic Skills(The need to know): Interface8 Awareness8 BasicTech4 Education3 SystemKnowledge7, Cyberdeck Design5, Composition4, Electronics4, Programming7

Wraith runs off the mainframe in Canada, allowing SPEED5, and the same datawall and codegate programs as the club.

Programs of most note: WrAitHcLoaK – Improved Cloak, STR 7 MU4, WrAitHvENOm – Imp.Poison Flatline – STR4 MU5, 2 Invisible Guard-Dogs roam between the club and just outside.

Cyber City Bouncer:

Citizen Kane

INT7 REF8/9 TECH6 COOL8 ATTR6 LUCK6 MA8 BODY8 EMP6

Head SP12, everything else SP18

Carries a Militech Taser, Avante Needlegun(sleep drugs), as well as a Armalite .44, and a last resort is a Biotech-Askari Motion Restraint Bomb.

Cyberwear includes: Skinweave, Neuralware proc, sandvistan & kereznikov, Boostmaster.

Credits: SpiderMurphy2020

The Dumpster

The building is a old late 40's style of red brick 2 stories tall with all the window screened then boarded up with a single riveted steel door on the front and a steel top-bottom door on the back.

The Bar is about 40'X40', a standing bar that is about 30' long on the south side with a 15' bar on the E side.

There is stairs going up in the NW corner, slightly behind the smaller bar, metal risers and pole handrail.

The interior of this club is painted a flat black w/ various graffiti over just about every surface from around 60 years of vandals and patrons commemorating their nights.

The SW side wall has a declaration "Drink The WALL!" with various names and what appears to be vomit stains adorning it. Unlike any other wall in the room, this one has NO table next to it as if it were a memorial.

The place is lighted in cheap blue Neon lights and black-light closest to the standing bars. The tables are iron circles about 6' across and bolted (maybe welded, no one's ever tried to look) to the floor with some of the MOST uncomfortable chairs know to man around them. There is a 10'X14' stage in the NE corner that ends about 6 foot from the front door.

The DUMPSTER is frequented by wanderers, vagabonds and the scum of the earth, but also there seems to be a steady influx of food connisures that are showing up in pairs, eating and then either staying for the show (bondage, S+M, freak shows and your latest punk groups.)

It is owned in part by a ex-Panamanian campaign Solo named Butts Brutal (hey, you laugh at him, I'm not!) and his wife of 10 years Trish. They live above the establishment, not doing any of the serving or bartending, but more enjoying the crowd and making sure that they know EVERYBODY there. Butts will introduce himself within 30 minutes of newbies coming in and will ask then if he can buy them a drink.

The Dumpster has a few oddities in that, although there are bullet holes in the exterior, no on has ever heard of a fight breaking out here w/ gun play. It seems that the place has no security beside the 6'6" doorman (John) and the customers.

This fact is most obvious when someone decides to draw something. Unlike most watering holes the entirety of the patrons will stand up and pull steel on the offending party. Considering that even at closing time (6 am) this is about 10-12 rough looking folks it seems to work very well.

Credits: Joe Q. Public

The "Ice Cream" Van

In the same vain as those old library vans which tour around the towns and cities of Scotland (and further afield??), I had an idea for a mobile weapon shop.

Vic Garibaldi, anti-corporate entrepreneur, came up with the idea of loading an armored van up with handguns, smaller automatic weapons and ammunition and driving around the town, selling from the back door to all-comers. The advantages? You don't need a license, you don't have to go into those insanely well policed malls and Vic prides himself on going "where other armorers just don't go!"

There are three staff per van, a driver/salesman and two solos for security. Natives of the city know not to mess but for new arrivals or tourists, I will describe the security systems. The vans themselves are monitored by a netrunner back at Vic's office and all units are in communication with both the base and the other vans. Salvaged from abandoned police APCs and other military vehicles the vans are heavily armored against the vast majority of small weapons fire and some of them can even take a hit from a LAW without too much inconvenience. Although the vehicles are fairly conspicuous, Vic has greased the right palms downtown so has surprisingly little trouble from the authorities.

When you want to buy something from the "Ice Cream" van, as some hilarious booster decided to nickname them, you simply pick something from the list on a plasma screen on the side of the van, insert your preferred payment method in an airlock type device or credstick port and your purchase is deposited in another airlock for you to collect. The airlocks are fitted with security scanners which would detect, say, a grenade in the airlock.

The prices are about 10% higher than standard black market prices but the anonymity and convenience are worth it for many people.

Credits: StoneKiller

Iron Horse Tavern

The Iron Horse Tavern is a medium sized establishment that is open to all who pay there bills. Inside you can find anything from corporate's to drunks. The Iron Horse makes it a policy to be open to all.

The Iron Horse Tavern is a brick building with a flashing neon sign out the front that says "Iron Horse Tavern" in blue. There is a single door, through that you walk into the bar area. There is a nice polished hardwood bar which is about 12 meters long, the taps (for pouring beer) are in the middle and next to them is a plasma screen cash register imbedded into the bar. Along the bar there are stools with brown cushions and the carpet is tartan, and there are wooden tables and steel chairs with tartan cushions. The characters will walk into the iron horse from the right side of the bar and the toilets are on the other end of the bar.

The barman is named Sid. He is 6 foot 4 inches tall, beer gut, Lots of muscle, very big arms, he wears trousers and a polo shirt and he usually wears an apron over that. There are 6 rooms to be rented out. Players go up the stairs that are south of the tables and chairs. Prices vary and you can usually get a hot meal, a shower and double bed.

Of a day there are 3 regulars there. The old drunk in the corner, and usually two others. of a day 1d10 +3 for the amount of people inside, of a night 3d10+3.

Ooh I forgot to inform everyone about pictures that hang inside the Iron Horse.

All around the bar and on every wall there are pictures of trains. From early steam trains, to the super smicko maglev trains. Plus photos of people laying tracks by hand and some machines laying track.

Credits: [M8]-HARRY

GEARZ

Gearz, full borg hangout

This is a full-borg hangout, were those who are metal can escape the meat world. It is owned and operated by a south am vet named gear. The place not only sells food and drink designed around a borgs biosystem but has a cat exotic medtechie who works out of the back room.

The place did have some trouble at first with the new mob, but it turns out one of the regulars is connected high up.

The regulars and body-type include:

Floyd-Gemini

porkE-enforcer

hotshot-wingman

Eddie-alpha/dragon

fly-eclipse

mike(the panzer)-sheol

Hope- a 13 year old fully human rockergirl who treats true borgs like people and not machines.

Except for Hope non borgs are kept out for their own safety. For some reason hope has become a sort of mascot to the regulars. To ensure that no un-augmented humans wander in a techscanner at the door is rigged to buzz, if there is not at least 75% cybernetics on a person entering the establishment.

As for the inquisitors, the last group of them to try to harm the place got painted over the entire block. The policy on weapons is simple: as long as you don't harm the bar you can bring anything in.

As for the decor there is a lot of re-enforced tables and chairs.

Food and drink is as I said carefully tailored to match a borgs cybersystems.

Gearz has live music and is the frequent hangout for bands like Borg9

As for Hope, she does play for the crowd (current playing skill:3). She also lends a hand with the resident cybertechie, as in passing along tools.

Credits: rockwolf66

End of The World Supply

Located in a cramped old warehouse on the waterfront, the company deals with non-weapon military surplus and "survival" type goods. Its small warehouse is filled with pallets of MRE's, surplusd GPS systems, radios, generators, and the like.

It's owned by a Cent. Am. Wars vet named Charlie Barlow who came through the conflict with a bad case of Post-Traumatic stress. He got into the business seeing the amounts of gear left behind by the Colombians that was getting re-imported.

Its also became a defacto hangout spot for some of his friends in the evenings before gong bar-hopping (mostly to check out his new acquisitions). He has three employees and a buyer who does much of the travel to buy what he sells.

Security is unobtrusive but there are, Cameras, scanways built into the door frames, a pack of cyberhounds, and a shotgun under the counter round out the security arrangement.

EOTWSC typically stocks: MRE's, canned foods, military rations, water purification gear, Binoculars, NVGs, Smart Goggles, weapon sights, Cyberwear field repair kits, first aid kits, field surgery kits, medical supplies (all within expire date), Uniforms, flack jackets, helmets, BDUs, Boots, Load Bearing Gear LED flashlights (including "shake charge" types), Solar Chargers, short wave radios (including "windup" types), batteries, and battery chargers. Hand Tools, gun cleaning kits, vehicle repair tools (mil surplus). Firearm accessories (mil. surplus only).

Gas masks & filters are also carried.

Smoke grenades (various colors), IR/UV paint and relevant lights. Chronometers.

Sometimes they get the following in: Geiger counters, NBC gear, hazmat gear

* safety goggles (various types), earplugs (including electronic noise reduction)

A must go-to stop for Nomads when in Cyber City, some edgerunners also pick up items here.

Atmosphere: The warehouse is in a section of a huge old warehouse that has been subleased. Partitions are up marking off Charlie's section, Including access to the loading dock. Its dark and many (well most) of the skylights have been replaced with clear plastic tarpaulins because its too expensive to put glass in so a booster can break it when trying to steal goods. Often when opening up in the morning, several very badly mauled boosters are getting chewed on by the cyberhounds. These are not local boosters that have turf around it because they learned the hard way to keep their distance. Charles makes it very clear to them that he would sick some of his buddies from the war on them if they ever tried stealing anything. They didn't start listening until their buddies started turning up at the body bank full of holes. Ever since then they have kept their distance.

Credits: Fix

48hr Lou's

Because sometimes it's just too hot

48Hr Lou's is a chain of boltholes for quick and effective Asylum. Lou's can be used by appointment, (they actually advertise on bus benches, "48hr Lou's because baby you gotta go!, OR Because sometimes it's just too hot, Real R&R, etc., real innocuous things that get the point across) w/ an 800 toll free number. Once the number is called, the operator will ask for a cred #, location (Country, city, address) and then give you an address for pick up. Lou's only takes one client per call, per pick up, so if you are die hard needing company, forget it.

Usually the pickup will come within 10 minutes, calling out "Lou's pizza, you order a pie?" at which the client will use a code phrase that the operator will have given them.

Then it's off to an innocuous sedan with one-way glass (all drivers have cybereyes or an equipment equivalent) and off to one of millions of one room studios for asylum.

The price is 1000EB per 48 hrs, security is tight, no one in, and you not out, w/o the driver for the final drop. No entertainment, 8X10 room, one bed, one toilet and a closet shower. All meals are Prepak from Nifda Foods, Chicago IL, USA regardless of given city. All drivers are roughly Ref 6, Bod 7. w/ Aware of 5, Drive 4, Expert: person transfer 4, and will not talk to client except for the work lines in and "Thanks for using Lou's" at the drop. Lou's claims to have never lost a client, but no one you know has used them.

: Urban legend!: Lou's is a organ/slave trade company that steal the people they get hired by. You know of a friend of a friend of a friend that said that one of their neighbors/associates disappeared this way. Veracity of the Urban Legend is up to you!

Credits: Joe Q. Public

Joe's Roadhouse

This is a small truck-stop that is just outside the city limits. While on the large side as far as truck-stops go, it has minimal corporate ties. In fact the only corporation that has gotten a toehold in is a subsidiary of Petrochem and their fueling pumps. The reason there is little corporate influence is the fact that it has stayed private before and since the collapse. If you are wondering how, this could happen in 2020 it is simple.

Truck-drivers are a clannish lot and Joe's is also a place to contact nomads that are in the area. Rather than drive off the nomads the corps have decided to leave the place relatively alone and send a rep a couple of days a week to pick up cheap labor from the occasional nomad pack.

In addition to fuel and a (relatively) safe place to park. Joe's is a place to get food, entertainment, and supplies. The food ranges from kibble and MRE's to a limited supply of real food. Entertainment runs from music (usually from the jukebox, but they do get a live band on Fridays), to informal gambling. The main form of entertainment after 8pm are the exotic dancers (some of whom will give a lonely trucker some company for a price). Supplies are a big thing, for long haul truckers use everything from food, ammunition, literature, and spare parts.

In addition to the legal services provided by Joe and company. You do get a couple of smugglers that can be found. The smugglers leave large tips and are very discrete.

Credits: rockwolf66

Public's Parts

Public's Parts is a innocuous looking store front just North of the Metro on Sheffield St. in Cyber City that is known to supply the working class w/ fun and enjoyable cyber-enhancement since 2019. Proprietor Joe Q. Public and his wife Erin have been running the store since the good Mr. Public has taken himself off the list of hustling and repossessing to become as he would say it, "A legitimate businessman."

Public's parts is a plain looking place, the storefront looking like merely an armored exterior door w/ a large videoscreen and a 3' X 6' scanner sheet facing the street. The view on the screen is always the same whenever someone gets within 3 feet of it, an animated yellow smiley face that declares "Public's Parts, please place item against the scanner please."

Once it has been determined the type of service one is after, the armored door opens revealing a 8 X 10 cage cell w/ 3" bars of some grey metal. Once the door is entered by the party in question, it will automatically shut, at which time they will be scanned for hazards (weapons, disease, contaminants Vs a 20+d6) and if anything portable is found a drawer will put out for the deposit of said items.

Once the initial scan is done, then the business can begin. Mr. Public, being a personable type of guy attends to each customer personally by having them walk down a hallway from which a door will open on one of the sides (never seems to be in the same spot twice for some reason) at which the sales or service can begin.

Dealing in a limited variety of new, and an almost endless variety of "gently used" 'ware, Public's parts has a stock that is both wide and sporadic. There is a 15% chance, in new stock, that anything legal will be there; 80% chance it is used. A 10% chance that anything illegal and new or 90% chance the item is used, barring genetic enhancement (kinda Uptown for us y'know?).

The prices are usually plus or minus 10% of book, w/ a sliding scale on the demeanor for the client. Having a Streetdeal of 7 and a trained weapon system on the clientele at all times make the good Mr. Public if nothing else, a bit frank and to the point. Most simple installations will be done in the office (switching out

options on cybereyes for example) w/ the more complex being done in the back after drugging the client asleep.

All equipment is paid for in either cash, gold, or service, with the Public exclusive 90 days same as gold credit line.

Repossession of delinquent accounts is reported to be about 100%

After a recent acquisition of a certain piece of equipment, the good folks at Public's parts can now do a Biopod Upgrade for FBC!!!!

Why walk around in that roving target you call a body, paid for and hunted by your former employer when the good people of Public's parts can upgrade your conversion to a portable model and size you up for a brand new You!!!

NO more running from bounty hunters!

NO more falling through the floor or your old Conapt!

NO more wishing you had just thought a bit more before signing your life away for a Dragoon conversion!!!

Yes for the sale price of \$20,000 in cash or gold bullion, Dr. Public will get you into a pod and ready for a new you!

Just think, cocktail parties, intercourse, and sweet-sweet anonymity once again could be yours.

(new model body and treatment extra)

Credits: Joe Q. Public

Organ Grinders (Body Bankers)

We are the company with the weird name but a valuable purpose!

Do you have a deadbeat husband? Is your wife a lazy slug?

Are you like most people in debt to your ears?

Maybe you should make your deadbeat spouse pull their own weight!

Here at Organ Grinders we specialize in retrieving and harvesting the organs from a dead spouse or loved one. While this may seem a little cruel or maybe even inhumane, funeral costs have skyrocketed ever since the Bio-plauge. Spiraling costs rose due to the extra precautions required in the funeral homes. Through the use of our services and the donation of a healthy corpse you may be reimbursed up to a maximum of 15,000 EB less expenses of a proper burial for your loved one. All donations must be made while the body has been deceased less than 6 hours to enable us to properly make use of the organs.

At Organ Grinder's we also run a brisk side business for those willing to part with unneeded body parts, extractions, or secretions of many kinds.

From a pint of blood at 20Eb, to healthy fertile female Eggs 5,000 EB

From Male Sperm 75 Eb to Hair at 30 EB an ounce, and Breast milk at 5 EB per ounce

to others like fresh drug free urine at 25 Eb a pint. Depends on seasonal demand for pricing.

(urine as a commodity stales quickly and cannot be stored for more than a few days unlike blood)

Come in today and see what we can do for you!

(Word on the street is that Organ Grinders in some locations takes in the dead from gangland firefights. Payouts are said to be much lower on illegal or immoral transactions due to the problems of falsifying paperwork and other documentation to watchdog agencies.)

Sales are at 5X the buy prices due to storage, Administrative and other costs.

Credits: Thumper

Controlled Urban Zonez



Downtown Nightclub Bar and Restaurant

Controlled Urban Zonez, usually just referred to as Zonez on the commercials is a faker and Poser hangout capitalizing on the edgerunner lifestyle and images of gang life in the Combat Zone. The outside of the place is covered in a stripped black and yellow pattern similar to caution tape at a crime scene. The front door is actually the modified rear cargo entrance to an old downed Trauma Team AV-4, meaning most people have to duck down a bit when entering. Right outside the front door their is a security guard armed with a handheld metal detecting wand. This usually does not much good as the clientele tend to carry all sorts of fake weapons and swords into the place for show.

The inside is filled will all kind of recycled chunks of military and security paraphernalia, from helmets of old ACPA suits murals of famous food riots in the zone and well known colors and banners of combat gangs from the real Zone. The atmosphere is weak for any real edgerunner. The real reason for it's existence is as a trendy place for those who would like to pretend to be tough and strong, wild and free. This brings out a lots of the young Beeverville couples looking for a flashy and Faux dangerous night on the town.

Food is given exotic and dangerous names like toxic pie, and suicide stew, but for all this naming it's still the same basic generic fare that most other midrange restaurants serve. The strongest type of drink you would likely be able to find is a Smash here.

The club features the cheesy bands of the Corpsec's playing old metal tunes and other hits from the last few years over the sound system. The whole sight of the place might be enough to make a tough and hardened edgerunner burst out in hysterical laughter with posers and weekend wannabes dressing and pretending to be hard and tough guys for the night or weekend crowd in an attempt to drown out the dull lives living in corporate existence as a worker drone. The patrons like to act up on occasion and blurt out all kinda bull about taking on Arasaka or Militech security.

Once a month Zonez holds a costume and character contest followed by a midnight LARP.

The whole concept has become so popular that restaurant/bars are starting to show up in the mini-malls inside the various beevervilles.

(One wonders why a real edgerunner would be even caught dead in a place like this. Security is very loose, you can shoot the bull about almost anything and not be taken seriously, plus sometimes it's as close as a Corp. contact would get to going to a real edgerunner bar for a meeting.)

Credits: Thumper

Little Johnny/Amy Cryocare

Little Johnny/Amy child care is that place to go for all you single mover moms. You remember that trip with your boss about 18 months ago, the one where you made your move to get promoted, course you do. That is how you got little Johnny or Amy in the first place. You wanted to keep them around just so you have something on that jerk if he ever decides to try to welsh on your deal, and pressure for advancement in the future. You did not think about how much work raising a kid might be. So that's where we come in.

Legally sign over you right to raise Johnny or Amy temporarily to us for their first few years, well at least till they are old enough to be shipped off to school, and for a small fee (actually substantial!!) we will provide for them.

In reality they keep the children in tanks feeding and housing them in a large warehouse district under good security, training them on basic subjects while in braindance. You wonder how they get exercise? Using techniques first designed for growing and increasing the size of Vatmeat we can make sure all of Johnny or Amy's muscles grow to be natural and healthy.

Our facilities are fully insured for any kinds of accidents and mishaps!

In fact in the five years of operating only 1/2 of 1% of our clients children have ever suffered ill effects or a brain embolism! (discloser Required by Law) And if the worst happens we can assure you that a full refund of all payments will be reimbursed to you and we will take care of any basic funeral arrangements (Normally they hock good organs and tissue to pay those costs!) and just think that is something extra you can hold over that jerk that got you pregnant in the first place.

(*) note our services are available to all walks of life that can afford the expenses and we have been approved to handle the Cyber Cities overcrowded orphan population.

Credits: Thumper

You want We get

Information Retrieval Service.

The You Want We Get chain, was basically started by a band of disgruntled house wives (think along the lines of C.W.A) who could never find information on what they needed as the technology was moving at speeds faster than they could keep up with. So some young netrunners were employed to scour the net for information on various topics. Long lost relations, new hot pot recipes, antique's.....

10 years later the same netrunners now own equal shares in a chain of company's called You Want We Get.

Upon entering the shiny sterile environment that is the shop front, the client is greeted by a nice receptionist who hands out the specific forms and the client takes a seat and fills in the digital form. (thinking along the lines of a glorified PDA.) Then the information is transferred to a specific netrunner(s) workload and they then search the net and other places of relevance for information on your case.

They can find information on anything, long lost relations, guns, bombs, computers, cars, family trees, music. If there is information out there for your topic or case then they will find it.

An express service is available and there is an additional fee for using it.

Once the information has been found the client comes and pays the fees and they get a hard copy and a digital copy of the relevant information.

The You Want We Get chain is set up globally and gets work from all walks of life. From Mr. & Mrs. average to global corporations.

And for those people who don't like social interaction or who are just too busy living their lives and doing their jobs. An online service is also available. And hard copies can be printed and posted to a postal address if desired

Game Notes: digital information miners.... hmmm..... it works for me and you could use it to move a story along. i would think that for legal information it works wonders. Like me i have a character who wants to find a legal cybernetics shop with a good patient record to instal some cyberware, a place like this would be really useful.

Smokey Joe's

For all your Hi-perf. and spare parts.

The double bricked, steel reinforced building looks like a fortress but once you step through the doors your senses are assaulted with shiny chrome bits, and the smell of fresh hi-performance oils.

Welcome to Smokey Joe's.

Smokey Joe as he is known is a former racer in the top leagues. He raced various forms of cars, F1, stock cars, sprint cars, rally. He was a legend in his day and still is according to the fans. He was the one racer who refused to use the legal performance enhancers. He believed that the power to win came from the driver, and thought the drugs were cheating. The spectators loved him for that, and the other drivers respected him for that decision. But eventually his career came to an end when he decided that he had better leave on a good note, after winning a major title. He is on good terms with all in the racing game and he usually gets invited to celebrity races and as a guest commentator, all around the world.

Having a huge career behind him Smokey decided to open his own performance parts business and help other with his experience and advice. Smokey Joe never charges the earth for parts but he still has a little on his parts. (cost price plus a 3%) He never sells hot goods or receives them, he is straight onto the police with that, as he sees it as a heretic act to break into another persons car.

Smokey has a wide range of parts and accessories. He will often give advice on what bits are better for cars and why. He doesn't give bum steers and stands by his reputation. He is open to everyone and often tells stories of his racing days.

Smokey Joe also offers a service to those who are unsure of how to modify their cars. For a very small fee (G.M.'s call on how much, will depend on how long this process goes for) Smokey will go for a ride with you in your vehicle and take you to a special bit of road he knows, and then jumps in the drivers seat and puts your vehicle through its paces. Then he will give you a list of "recommended upgrades".

He stands by the products he sells, and takes the usual forms of payment.

You walk in the front door, and to your left running along the wall is the counter and a few belts, and odds and ends hanging along the wall behind the counter. The counter has an imbedded plasma screen cash register there and a slot for the appropriate payment card. To the right there is 3 rows of various parts, odds and ends.

Row 1 is full of cleaning and car cosmetic equipment. ie. car wash, car bra's, polishes, buffing wheels, fine grit sand paper and wet and dry paper, steering wheel covers, seat covers. and things of this nature.

Row 2 is where the oils, and injector/carbie cleaners are kept, along with various exhaust and inlet manifolds. Bearings and bearing seals can also be found here. New titanium harmonic balancers are all the rage, and Smokey also has a bit of a range here too.

Row 3 is where you will find, suspension bits, Universal joints, diff centers, new gauges for dashes and external gauges.

Any part not in the rows, could be out the back in the 12mx12m store room out the back, access from behind the counter. It is laid out in a similar fashion and most parts can be found there if not on the shelves. If you are after a custom part or a rare part, Smokey can order it in, NO PROBLEMS.

Prices will be at G.M. discretion, but usually Smokey looks after the people so he is USUALLY the cheapest around. He looks after them because they will always come back.

Security. Since the locals near worship Smokey due to good prices and cause he is a famous racer, they look out for his shop and he has a good security setup there.

Credits: [M8]-HARRY

VR-XDE

Virtual Reality - eXtreme Digital Entertainment

(pron. - ve'r'x'd)

This one has come out of the fact that not everyone goes to a bar to smoke, drink, and mutter darkly!

A lot of people (like myself) would rather have a game of Unreal than get drunk, preferably with a couple of mates along for backup in Capture the Flag.

The VR-XDE arcades are moderately equipped, large, and open late. They'd normally operate between 11am to 1am (depending on local police curfews for youth) and target teens to young adults as clientele.

The front of the shop is always a small open court with tile floor and a few tables and lounges on which to wait or chill out while a game is in progress, or watch the Tournaments on big hanging screens, with a Coke and hot-dog - this part has the best lighting so you don't spill your sauce.

Past the food court's low railing is the darker games section - black and blue ceilings and carpets, lit aqua from all the screens, air full of the constant thunder of engines, gunfire and spell effects. 'Partial enclosure' type machines are laid out in rows, using polymer flatscreens get the player into the action of the simpler cheaper games to the front, followed by a central pillar about which are a series of 'dentists chairs.'

Players with I/F ports or trodes can jack in here to join in on worldwide game tournaments - the chairs are upright until game start, then straighten. Feet toward the pillar.

There are some extra lounges around this section for observers - dedicated game screens for the current action are mounted on the pillar, skipping from view to view and scoreboards. Some of the 'larger' worldwide games even support commentator hookup, with instant replays and media controlled camera views to get the most dramatic shots of the action for the viewers.

Past this section, in a quieter thinly screened off room is the netcafé aspect of VR-XDE. Dataterm like PC's with cheap connection rates for VR-XDE members are available for those who want to jack their personal deck in and be guaranteed a good linespeed for the night- or just a safeplace to get local information!

VR-XDE arcades are always under constant video surveillance, and offer free net views of the shop - ostensibly so worried parents can see what their children are up to.

This surveillance heavy aspect to the place avoids a lot of trouble - anyone with a 'past' who doesn't want to be on camera goes nowhere near the place...unless they know the guy at the kiosk. If your face is no liability, the noise and complete focus on screens will keep anyone from noticing you're muttering darkly through your hot-dog wrapper...

They still have trouble with playground bully sized issues and the odd desperate 'dorper wanting to roll schoolkids for their lunch money, which is generally handled by a security guard or two from whatever company is available locally.

Their most major problems are with net security - the constant effort put into maintaining line speed and the VPN lines to other continents make them an excellent conduit for fast, long range hacking. (There are the conspiracy theorists who think this is the whole point of the place, but as a franchise it's stable on its own, without criminal uses.)

Looking for grey/white warez? Someone to fix some electronic gear? Hang out with people as nerdy as yourself?

VR-XDE is the place.

The place to find these cool Corp. sponsored games!

ACPA Stomp: a game where you and up to five friends interact in a virtual reality as Militech ACPA's in an Urban warzone.

(Allows for a little real training in how to operate and run this equipment. When kids reach the upper levels and enter their top 5 players they can also win a small cash reward 50 EB or so. When the SIN number is entered the Militech recruitment office will be able to keep a close eye on the player from then on to evaluate possibility of recruitment)

Arasaka has a similar game called Combat Zone based you guessed it in some of the worlds worst urban zones where you are the vigilante police forces in powered armor taking on lowlife drug dealers and hookers.

Parental Advisory! Lethal combat 7

A game based on VR third person shooters from the past like Unreal Tournament with fake Überpowerfull weapons and powered armor. The fun part is if you have a digitized picture of someone you do not like you can add them into the game as the opponent you trash.

(Currently under litigation for graphic death scenes and in multiplayer mode getting hit by a weapons projectile causes slight shocks to the player to emphasize the reality of the whole thing. **Kids and teens can't get enough! Loving parents hate it!**)

An older by still common game.

Militech UCAV offensive: This game is styled off of third world conflict zones and using a remote piloted drone with light weapons systems to attack 'Rebel Positions'. Of Course what is considered a 'Rebel Position' is all really in the eye of the Militech Corp.

(Rumors have it that expert players have gotten to levels past the 25th where they manned the UCAV vehicle and the next day on the news what they did and where they did it in the game was front page news!)

Credits: Malek77 and games by Thumper

Elysium in Chrome

Full service cybernetics mall catering primarily to Full Borg Conversions

This place has it all. Built from industrial plastics, ceramics and metal and decorated in HiTek, this complex of businesses is tailored to the special needs and aesthetic tastes common to the FBC population. Organic lines fashioned in glass and steel, accented with chrome and neon and glittering LEDs. High ceilings and wide doors. Here, FBC's reign and meat is second class.

Though the clientele does tend to be almost exclusively FBC's, there are always more lightly enhanced patrons present. Also, the majority of personnel employed by the mall and the client stores are not 'borg conversions.

Due to the unique nature of the establishment, 'borg conversions fly in from all over the world to explore, peruse, buy, rent, trade and otherwise make use of the goods and services offered. There are plans to franchise, with locations already in development in Tokyo, Paris, New York, Los Angeles, Mexico City, and several other major cities around the world.

Cybernetic Hardware - The options available to the modern FBC are staggering. Upgrades for the frame include new legs, arms, extra arms, heads, torsos, hands, feet, optic and audio packages, processor enhancements, weapons, sensors...the list goes on. If you need it and it isn't blatantly illegal, then they have it. If it is blatantly illegal...well, you just have to know who to ask...

Software - Reflex chips, memory chips, control packages, entertainment packages, organizational and task oriented utilities...and GAMES! What you want, they got, for the right price.

Chassis Maintenance - Monthly maintenance is a requirement for survival when your brain is riding in a cybernetic carriage, and repairs for damaged parts are necessary for many 'borgs due to the inherent difficulties that come with the body (got the conversion for some reason, right?). Often referred to as cybernetic spas, many full service shops are available to treat you like royalty. Enjoy a simstim or holodrama while you wait!

Medical Services - Though there ain't much meat left, you have to take care of what you got. Specialists are online 24/7 to deal with your special needs.

Staffing Services - FBC's don't tend to hold office jobs, mop floors, paint houses, or any basic, mundane job that any meat-head can handle. You have special abilities, special talents. And we have agents ready to connect you with those who are willing to pay for what you do.

Legal Services - There are libraries full of laws written to address the existence of cyborgs...laws governing your behavior, your status as a sentient entity and citizen, your rights...everything that comes with not being another meat puppet. We have some of the top legal specialists in the country available to assist you when you need them.

Therapy - Plain and simple, going 'borg is a little hard on the mind at times. Trained professionals are ready to see you on an outpatient basis. If you are experiencing a psychiatric emergency, please dial 911 and report to the proper authorities immediately.

Fashion - And what would a mall be without it? Clothes for the well dressed cyborg. Armor that makes a real statement. Paint jobs and cosmetic, physical enhancements. When you want to stand out (even more) in the crowd, we can show you the way.

Special wares - Face it. When you weigh 500 pounds, you don't want to have a couch designed for a 200 pound normal. You don't want to weigh more than your motorcycle. You don't want to try to squeeze behind the wheel of your mom's SUV. When you have special needs, we supply you with special products. Products made for an FBC and proud to show it. Vehicles, furniture, weapons...even music and art designed with cyborgs in mind.

Credits: Monk

Shade's Pawn Shop

This is a small shop on the edge of the combat zone that buys sells and trades merchandise. The owner and employees are friendly and sell a variety of secondhand items to low income people and also buys from people.

Inside it is filled with items in neat rows. In the rows are clothing, kitchenware, old hardware and spare parts for whatever. The walls are covered in shelves loaded with electronics and breakables. In the back of the sales area is a lexan display case filled with knives and pistols, and behind them are a rack of old long guns.

In back of the sales area is a storage area for things that have yet to be put up for sale and it's rumored things that need to be fenced. Over the store is the home of Shade's himself. The apartment is well furnished for the neighborhood and is used to meet people of dubious reputation at times.

The entire store has an alarm system and Shade's is known to put poisonous snakes inside the store in order to kill intruders. The snakes are tracer-chipped in order to catch them easier in the morning. As for shade's himself he is next to immune to the venom from repeated deliberate exposure to snake venom

If he is buying a item he will usually pay 25% of a items value and sell it for 50 to 75% of its value. The employees will buy stolen equipment at standard black market rates and sell them at full cost to those who really don't care that its stolen. Even though it has a shady reputation it is a great spot to get cheap gear.

Credits: rockwolf66

Cyber City Gangbook

Black Wolf Security Services

BWSS was started by 'Mad' Bob Thornton, and is a classic example of a street gang gone legitimate. Originally called the Black Wolves, each member was implanted with the gang's trademark black wolvers, and they marked their territory by defacing buildings with said wolvers. As a gang they mainly made money from providing protection to various local businesses and clubs and body-guarding jobs. Bob decided to take the gang legitimate when he realized that other security firms were doing much the same as they were without getting busted by the cops every week. Although local businesses were somewhat skeptical at first, BWSS has proved itself over the last three years to be a reliable service, employing 30 people (at least six of which are always ready to respond to emergencies)

The Blackwolves operate in a neighborhood just bordering both the edge of the combat zone where the police rarely patrol and a more moderate zone.

The services BWSS provides are: bodyguarding (per guard) 75eb/day or 10eb/hour plus expenses. Money collection 100eb/week.

BWSS also charges each local resident 10eb/week for 'community policing' (usually referred to as the justice tax) on a voluntary basis. This covers such things as keeping gangs and scam artists out, dealing with fights, and settling complaints and disputes. Justice is summary and on the lines of an eye for an eye. No resident has to pay the justice tax, but those who don't have their pictures posted in the area and are fair game for anyone.

Be Warned - all the Black Wolves grew up in this area and so know who is local. Also, most kids in the area make pocket money off of the fact that Bob pays well for information, and a lot of them want to become Wolves when they grow up.

Potential Wolves have to be known and recommended by at least two current members. They then undergo a series of tough physical tests to make sure they meet the minimum requirements. These are

Ref 7 Bod 7 Pistol or Rifle 4 Autoweapon 3 Dodge 3 Aware 3 Martial Arts, Brawling or Melee 3 If they pass they get their black wolvers (700eb) and +1 training in each skill.

'Mad' Bob Thornton/Average Black Wolf: INT 8/6 REF 8/7 TECH 4/5 COOL 9/8 ATTR 6/5 LUCK 6/6 MA 5/6 BODY 8/7 EMP 5/5

Skills: Streetwise 7/4 Intimidate 6/4 Human Percept 6/5 Awareness 6/5 Dodge 5/5 Drive 3/2 Melee 6/5 Aikido 5/4 Pistol 7/6 Rifle 6/5 Autoweapon 5/5 First Aid 4/2

Cyberware and equipment for all Black Wolves: Black Wolvers (700eb, 3D6 dam), Neuralware, Smartgun Link & Plugs, Adrenal Boost (+1REF for D6+2 turns/3 times per day), Cybereye (left): Image Enhancement (+2 Awareness), Target Scope (+1 to smartgun attacks), AntiDazzle, Lowlite, Cyberaudio, Radio Link, Voice Stress Analyzer (+2 Human Percept/Interrogate), Wide Band Radio Scanner, WearMan, Level Damper,

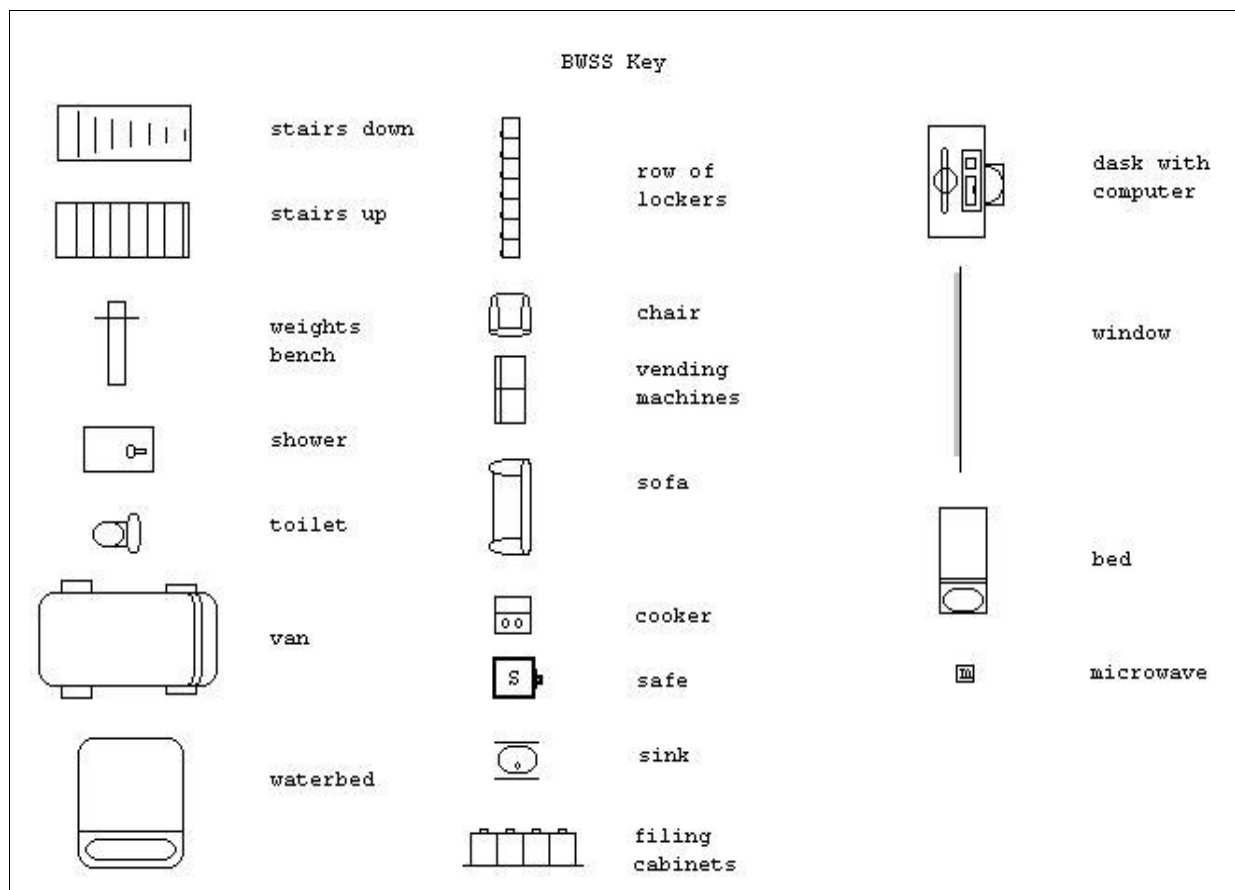
Black Kevlar (SP15; EV 0) jacket and trousers

Uzi (SMG; WA +2; Conc. J; Avail. C; Dam 2D6+1 (9mm cased); #Shots 30; ROF 1/3/20; Rel. VR; Range 200m), Smartchipped (+2) and 4 clips of ammo (one clip is AP)

Large Asp (31"; Mel; WA +1; Conc. J; Avail. C; Dam 1D6+2; Range 1m; Asps give a bonus of +1 initiative on the first round they are used, and +2 to any hold maneuvers attempted with them)

Breathing mask (ignore vomit gas effects), 2 canisters of strong vomit gas (REF -6), 1 box of 20 striptape binders (Diff 25 to break), Small tape recorder (for taking statements), Notebook & pencil.

BWSS Offices



This is the base of operations for Black Wolf Security Services and is open 24 hours a day. It is a three-story building with a basement and a yard at the back. The ground floor windows are bullet proof (SP20,SDP20), The walls are brick (SP20,SDP40).

A - Front Office

Double doors (SP10,SDP20) open into a light, airy front office. Comfy but somewhat threadbare seats frame

a low table on which is a selection of magazines (mostly trade publications) and comics (mostly Wolverine and X Men back issues). Next to this are two vending machines providing a range of caffeine and sugar laden treats.

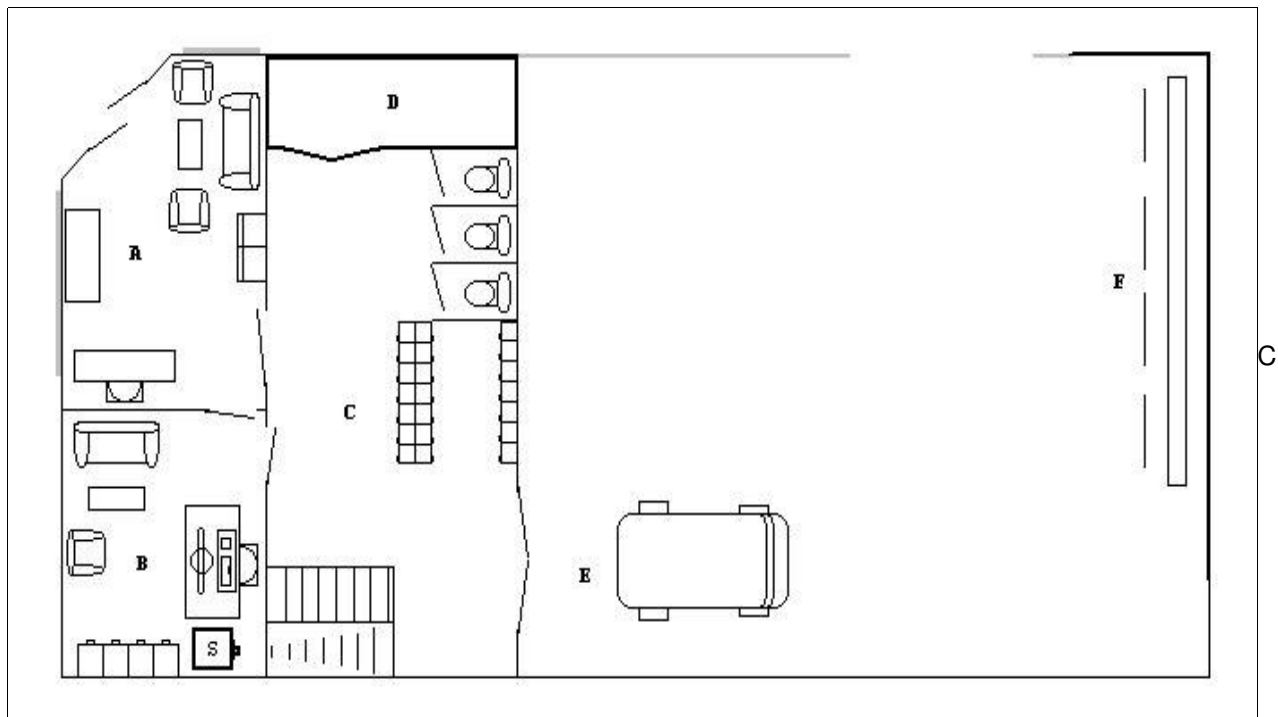
Set against the back wall is a desk with a radio set, which is used to keep in contact with individual Black Wolves via their cyberaudio, and a phone on it. One of the Black Wolves is always stationed behind it, although they are looking to hire a couple of people to take this on full time.

There is a large tropical fish tank by the window.

Ground Floor

B - Back Office: This is where the administrative work for BWSS takes place. There is a lounge area for conducting business, interviews and relaxing. Four filing cabinets line the back wall. They are mostly used as a dumping ground for half-eaten meals, cold cups of coffee, chocolate bar wrappers, empty beer cans and the odd piece of paperwork.

There is also a desk with a computer and a box safe sat next to it. The computer has a decent protection program (Diff 20 to crack, three tries maximum or it locks down and has to be rebooted with a disk kept in the safe) and contains accounts, contracts, bank details, personnel files, etc. Like most computers it has a permanent link to the net. The safe (SP40 SDP100, diff 25 to pick) contains computer backups (generally done once a month), the reboot disk and about 500 euro in cash.



- Locker Room: Here there are three rows of double lockers, toilets, and access to the yard and armory as well as the other floors of the building. The lockers are mostly used by the Black Wolves to store armor and equipment whilst they are off duty. The door out into the yard is a fire door (the type with the bar release SP15,SDP30).

D – Armory: This is where all the guns, ammo and armor are kept. The walls are reinforced (SP30,SDP60) and the doors has a maglock that requires a passkey to open (Diff 25 to pick, these passkeys are given to all Black Wolves). This lock is hardwired to the computer and the records who opens it. If it is opened

without giving a valid ID, it sets a radio beacon off (clearly audible to those with a radio splice in their cyberaudio).

In the armory are: 6 Uzi SMG's, Smartchipped (+2), with 4 spare clips of ammo (1 AP)(SMG; WA +2; Conc. J; Avail. C; Dam 2D6+1 (9mm cased); #Shots 30; ROF 1/3/20; Rel. VR; Range 200m; Cost 200euro)

20 FN FAL's with 4 spare clips of ammo(RIF; WA 0; Conc. N; Avail. E; Dam 6D6+2 (7.62 Nato Cased); #Shots 20; ROF 1/3/20; Rel. VR; Range 400m; Cost 300euro)

2 Galil Sniper Rifles with 3 spare clips of ammo, comes with x6 telescopic sight and bipod(RIF; WA +2; Conc. N; Avail. P; Dam 6D6+2 (7.62 Nato Cased); #Shots 25; ROF 1; Rel. VR; Range 1000m; Cost 1000euro)

1 RAI Model 500 Sniper Rifle, comes with x24 telescopic sight and bipod(RIF; WA+3; Conc. N; Avail. P; Dam 4D10 (.50 Cased); #Shots 1; ROF *; Rel. VR; Range 1000m; Cost 2000euro)

* Because of the unusual action of this weapon it takes 1 round to eject the spent casing and 1 round to reload, effective ROF is 1 per 3 rounds.

20 Large Asps (31"; MEL; WA +1; Conc. J; Avail. C; Dam 1D6+2; Range 1m; Cost 35euro. Asps give a bonus of +1 initiative on the first round they are used and +2 to any hold maneuvers attempted with them)

10000 rounds of 9mm Cased, 3000 rounds of 9mm AP Cased, 3000 rounds of 7.62 NATO Cased, 100 rounds of .50 Match Cased (+1WA), 70 Breathing masks (ignore vomit gas effects), 200 canisters of strong vomit gas (REF -6), 2000 boxes of 20 striptape binders (Diff 25 to break), 20 Kevlar helmets (SP20), 20 flack jackets (SP20).

Note on weaponry: All the firearms (except for the RAI) are ex-Israeli military stock bought cheap through an Israeli fixer. Cased ammo is bought locally from a gunsmith (Eric Fanner). One reason why they haven't made the jump to caseless is that local kids have a profitable sideline selling used casings back to the gunsmith which generates a lot of good will.

E - Vehicle Park: This is where the Black Wolves park their transport.

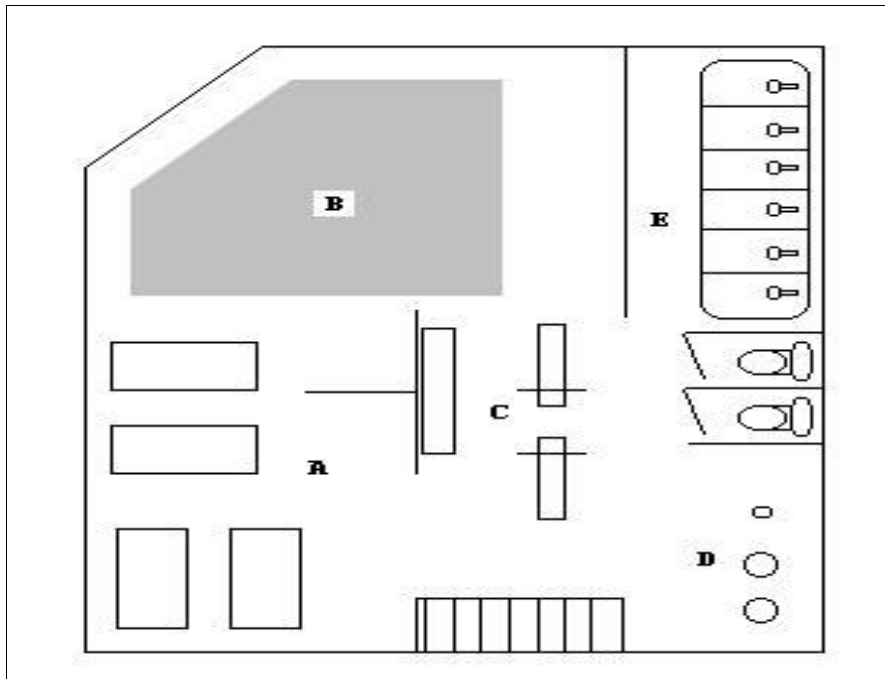
Black Transit Van: Top speed 91mph Accel. 22.5mph Brake 60mph Handling -1 Range 100 miles Fits 3 people up front, 12 in the back It has Internal armor - SP18 SDP60, Ram Bar on the front (damage done by van is doubled, damage taken is halved). Shocker Security system (from Max. Metal), when activated makes the body of the vehicle live, although it's usually only turned on at night. (6D6 electrical damage, Diff25 Electronic Security to disable, -5Diff if protected from the shocks. Can shock 5 times before it needs recharging).

F - Shooting Range: This is where the Black Wolves get their target practice in. Local kids are allowed to collect the spent casings afterward.

Basement

A - Fixed Weights/Exercise Machines: There are four exercise machines here, for your exercising pleasure.

B - Sparring Mat: This is where the new recruits are taught martial arts, and where the old hands practice.



C - Free Weights: There is a range of dumbbells here for weight training, as well as two benches.

D – Bags: Two heavy bags and punch bag.

E – Showers: To clean off all the sweat with.

Upper Floors

A - 'Mad' Bob's Bedroom: This is where 'Mad' Bob sleeps. Being the leader of the gang and head company honcho, he gets a room all to himself.

B - Dorm Rooms: Most of these 'beds' are just a mattress on the floor, or on a couple of wooden pallets, the rest being campbeds.

C – Kitchenette: For those that want to eat in. Includes two cookers (caked with decades of grease), two microwaves, a sink (hidden under dirty crockery) and a bench and table under the window.

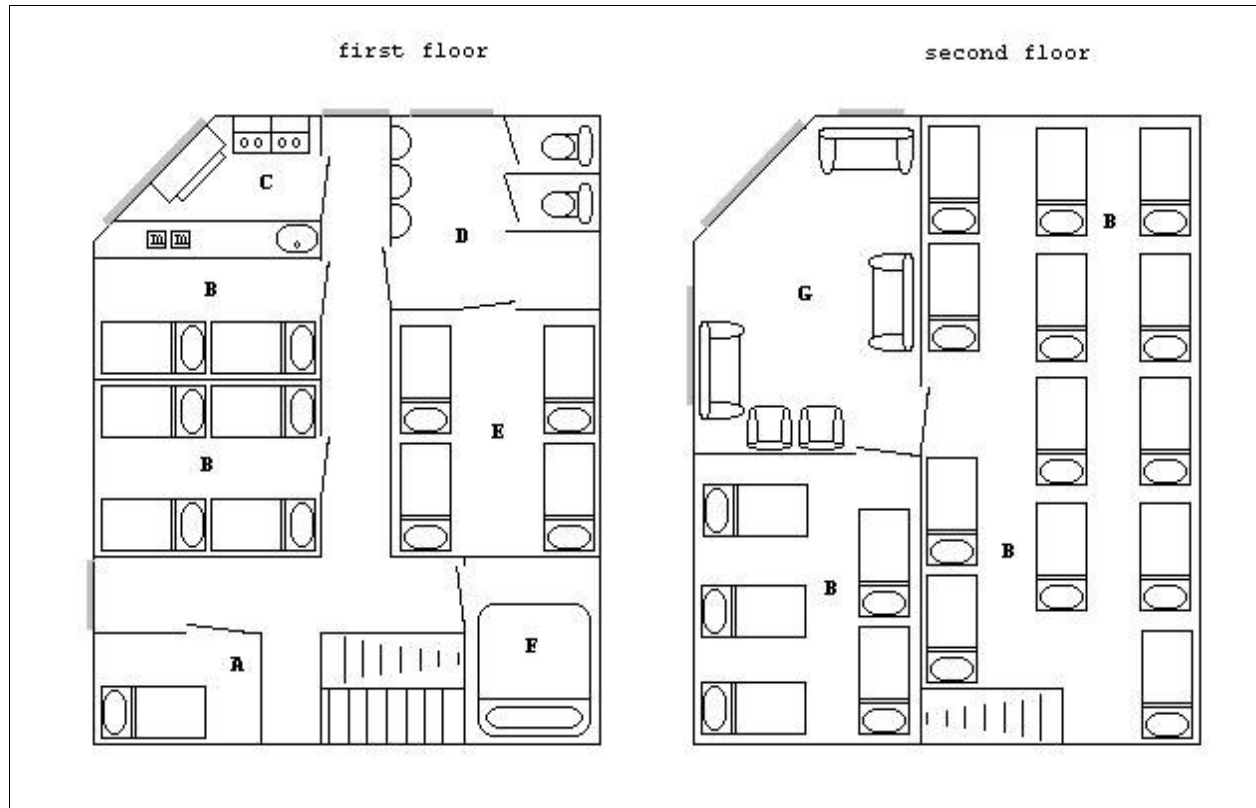
D – Toilets: Two stalls and three sinks.

E – Infirmary: This is where the sick or injured stay. Handily located next to the toilets.

F - The Room Of Lurve: If you have a hot date and don't want to be disturbed, then hang a sign outside, bolt the door and take a cruise on the waterbed of Lurve!

The door to this room bolts from the inside, and has a large red heart painted on it (as well as lots of suggestive graffiti)

G – Lounge: This is where they go to relax. TV's are currently banned from this room due to their tendency to throw them out of the window if there's nothing on.



Credits: Bookwurm

The Blue Tongue Gang

Members of this wilding gang of street punks from lower middle class families show their gang colors by getting a tattoo of a blue tongue sticking out of a wide open mouth on their right shoulders or at higher levels of gang leadership having their real tongue colored blue.

The members of the blue tongue gang are normally lightly armed and armored except while on a wilding initiation or defending their turf area within the Cyber City park. The Blue Tongues claim that the old zoo is theirs but two other area gangs have a presence there and frequently fights and scuffles occur late into the night on the weekends.

The composition of the gang includes mostly Caucasian males and a few females with something to prove. Gang ranks swell to almost triple size during the summers and during school holiday breaks as High school and junior college kids look for something to do on little to no money.

Drugs of a low end and semi harsh nature can be found among many of the full time gang members who sell them to Corpzoners and area people for a little extra cash. The Blue tongues are wary of getting in too deep into drug trafficking since the area drug gangs can field much more muscle and normally play for keeps when they feel there territory is being overrun by such a piddling street-punk gang.

The core full time membership of the gang is thought to have somewhere between 30-50 members that hang out in the old center lion and big cat house inside the old zoo.

The Blue Tongue's leader or so called faceman goes by the handle Javaman, a nickname he was tagged with as a junior member years ago that has stuck tight. The reasoning behind the nickname came from the excessive amount of boosting cyberwear that he has acquired and still uses to this day. It is said that meeting him in person is like trying to deal with someone on an extreme caffeine high shaking all over the place like a leaf in the wind.

Javaman is a true paranoid always meeting only on his own terms and turf. Even when he knows the person that he intends to have a face to face meeting with he schedules it at the old Cyber City Zoo administration building. He will keep his favorite sniper hidden up in the rafters for cover fire and a few of his trusted friends standing nearby as he talks. In situations where there might be trouble Javaman will call in the support of two toughs from the Chrome Vanguard, Grod and Hammer. Javaman pays for their services by supplying the Chrome Vanguard with specialized combat enhancing drugs

Javaman (Fixer) (Faceman/Leader of the Blue Tongue Gang)

Int (9) Ref (9/10) Tech (6) Cool (9) Attr 8 Luck 10 Move 9 Body 7 Emp 7

Edges: Silver Tongue (7) Reach (4) Favors (5) (**Replacement System for Special Abilities**)

Skills: Streetwise (6) Persuasion (6) Social (4) Wardrobe & Style (3) Personal Grooming (3) Pistol (6) Melee (4) General Education (3) Drive (2) Swim (2) Others Chipped as needed.

Cyberware: Speedware +3, Boostmaster +1, Adrenal Gland, Neuroware Processor, Chipwear Socket, Smartgun Link.

Customized Nova .338 Citygun +2 revolver 3d6 damage 7 ammo 3 rate of fire
Monosword Cane +1 Mel 3d6 damage

When going into a meeting he wears Gibson Battle Gear, with a Plastech Duster and an armored Stetson hat. Head 16 Torso 28 Arms 18 Legs 34.

By: Thumper

The Chrome Vanguard

The Chrome Vanguard was a very powerful combat gang within Cyber City with a large and numerous membership of near chromed out CyberPsycotics that loved to go out and give the population just a touch of the ultraviolence they loved to watch so much on the tele.

Three years ago one fateful and chilly October night the gang meet it's match when the Cyber City C-Swat finally caught up with them during a nightly raid by the Chrome Vanguard. The C-Swat squad surrounded the Chrome Vanguard with the assistance of over 100 regular officer who help blocked the escape routes. Only a handful of the Chrome Vanguard escaped with their lives as a firefight ensued that lasted 2 days leaving dozens of police, and Chrome Vanguard gang members dead and several local buildings nearly destroyed from the battle.

Now only two dozen or so members of the gang are around with half being new and green members. The Chrome Vanguard lives and operates out of the Combat Zone, where the police seldom dare venture, in the old warehouse district in the dock area where they have taken over a run down and dilapidated building that should have been demolished years ago. All the members are fanatical in their loyalty to the gang. Any one member that is attacked or hurt will be eliminated in a quick and timely fashion.

Chrome Vanguard Personalities

Grod: This guy looks like the incredible hulk on steroids. Loaded up with muscle and bone laces to give himself an unnatural strength, Grod prefers using his built in wolvers skinweave and implanted subdermal armor to crush the opposition. When firearms come into the equation he likes to use a H&K MP 2020 loaded with armor piercing ammo.

Hammer: A close buddy of Grod but very dissimilar. A Chromed Cybermonster at large with the bad attitude and brains to boot. Hammer is known for his jacked up Russian Cyber arms and legs giving him massive brawling damage potential. Hammer has gotten every inch of his body plated in a super chromed armored skin including his face and skull. His favorite weapons include a .44 Automag, his bare Cybered hands and feet plus for those tough jobs a Rostovic Wrist Racate attached to his left cyberarm.

By: Thumper

The Daughters of Lilith

Inspired by Richard Calder's "Dead Girls/Boys/Things series," it's basically a bunch of bad girls gone worse. At first they were simply a bunch of Goth girls, but a couple of recent recruits, a skilled netrunner, a senator's daughter and an anonymous benefactor have given them enough financial wherewithal to start cybering up.

The Daughters of Lilith is mostly a Vampire/Gothstyle gang with seriously convoluted gender-war overtones. Typical cyber wear for gang members include: implanted fangs, scratchers, strength and reflex boosts, and some kind of endorphin generator that kicks in at the taste of blood. Recently, as the more advanced members start dipping into cyberpsychosis, the gang is getting a very nasty reputation.

While most are still functioning in society in some way, many of the others seem to be zealous nihilists, actively embracing the destruction of, well, everything, especially if it's patriarchal in nature. This gang is getting out of hand quickly and probably isn't going to last much longer, due to the fact that it is drawing a good deal of attention from the local government and city police forces. After The Daughters of Lilith disintegrates it could provide for some interesting NPCs and PCs as former gang members.

Visually, for gang identification, the members have coal-black hair, pale skin, green eyes, and tend to dress fetish-y. A tattoo of a green serpent entwined among the fingers of the left hand, and another of an apple on the left buttock are "dead" giveaways that you are dealing with one of The Daughters of Lilith.

the DOL are a good gang for a character's lover or little sister to get tangled up with. You could also let characters get on their good side, just as their reputation explodes--Voila! Instant bad rep for the characters!

Sanity Liberation Front

The SLF is an organization dedicated to wiping out the overpowering miasma of advertisements that bombard the city's denizens day in and day out. Net hacking, attacks on signs and billboards with homemade bombs and rocket launchers, and assaults on advertising and marketing executives are typical.

They have taken credit for:

- a. At least 6 ad-blimps that have been shot down.
- b. Ridding the entire park of corporate logos and advertisements through extensive vandalism. Perhaps their most successful effort, as public support was high. The corps are slowly re-introducing their product placement, though.
- c. The assassination of "Waterbed Phil," whose two-minute TV and 'net commercials featuring him screaming at the camera about his waterbed shop had become the bane of the TV-watching public.

d. The net-televised public flogging of the advertising executive responsible for an ad campaign aimed at getting young children hooked on an addictive new fruit drink.

The possibilities here are great. The advertising companies, client companies, and certainly the insurance companies want this crew taken out. If the characters are corporate stooges, they can be assigned to do it. The problem is, as intrusive as advertising has become, the SLF have a pretty good cause. Characters may also be IN this gang or may be contracted (anonymously) to help the SLF out or even be patsies to take the fall!

Dead Presley's

In the 1970 - 90s it was (mildly) entertaining to watch Elvis impersonators

In the 2000s Elvis Impersonators became (more) annoying but the show went on. Impersonators formed a makeshift union to protect their interests.

In the 2010s it became a pseudo sport to hunt the impersonators down to mock and humiliate them (similar to mime attacks in the 60s & 70s). The gigs dried up and the union dissolved. Local "chapters" stayed together and armed themselves for protection.

2020 It still remains a pseudo sport to hunt down an Elvis impersonator, but they fight back now, and occasionally go on the offensive. They transformed into a violent lot and have turned to crime.

The Dead Presley's look varies from young leather clad Elvis to Viva Las Vegas Elvis.

Most of the Dead Presley's are armed with some sort of Pistol usually .45 automatics, and in their vehicles they have shotguns and rifles. Some stash firearms inside their guitar cases as well.

Typical Member: INT: 4, REF: 5, BODY: 6, ATTR: 5, LUCK: 3, COOL: 6, EMP: 4, MA: 4, TECH: 3

Skills: Perform: 2, Wardrobe and Style: 1, Melee: 3, Handgun: 4, Rifle: 3, Submachine Gun: 3, Brawling: 3, Expert (Elvis): 3, Drive: 2, Dance: 2

Cyberware: usually avoid cyberware unless a replacement part is needed, obvious cyberware spoils the "look"

Credits: Night_Flyer

The Muppets

One of the most unusual Poser Gangs to appear in Cyber City is not the Trexies, but the Muppets! Every member of the gang either wears a costume or has been body sculpted to match up with their favorite character.

"Kermit the Frog" is the leader of the gang, a "Muppaddict" with an extensive videodisc collection. He had himself body sculpted to match (at least facially) that of his hero. In his "former" life he worked at various carnivals and theme parks around southern California.

Fozzie Bear was the first recruit into the Muppets. Mike Ingram, an escaped con artist, managed to be in the same carnival worked by Kermit, they became good friends. When Kermit changed his style so did Mike...

besides it's easiest to hide out in the open. Like Kermit, Fozzie had himself body sculpted.

Ms. Piggy is the one exception to the body sculpted/costume-wearing crowd. She is an escaped BioWorks creation, fully trained in military operations for Arasaka. She joined the gang after her escape, thinking she fit in.

Dr. Bunson Honeydew is a MedTech on the edge of a serious malpractice suit. Though his appearance may have changed, his work ethics have not. Beaker is his assistant, who became "slightly" brain damaged after one of the Doctor's (many) experiments

Sweetums, is another unusual addition to the Muppets, Like Ms. Piggy, he has escaped the grasp of his Corporate owners, but instead of being a Bio Engineered creature, he is a Sampson full conversion borg... slightly modified with LOTS of tech hair

"Dr. Teeth and the Electric Mayhem" was a real band looking for a "hook", they found it with the Muppets and have had moderate success.

It total there are about 30 members to this gang (plus 20 or so "special guests") with a few new recruits every couple of months. Most stick with the "Muppets on ice" look, while the more devoted go for the complete makeover.

With the exception of Crazy Harry, The Muppets are a harmless gang and most only carry firearms as personal protection.

Credits: Night_Flyer

Raspberry Berets

Description: Poser gang that originated from Minnesota. All members are recognizable by the purple berets, long vinyl coats (lightly-armored), velvet pants, fake fur, high-heeled boots, mirror shades, and other gaudy 80's style clothing that they wear. Most members are young Black or Hispanic men (in their teens and early 20's) who originally found out about the gang from area nightspots. If armed they will carry a small caliber pistol and or a knife of some sort, on occasion they have been known to carry light submachine guns as well.

They are not known to be a dangerous gang unless provoked and are usually the laughingstock of legitimate gangs. They can be found either cruising the more popular areas of town on their purple motorbikes or inside techno or 80's retro clubs.

Typical Member:

INT: 6, REF: 5, BODY: 5, ATTR: 7, LUCK: 4, COOL: 5, EMP: 5, MA: 4, TECH: 4

Skills: Melee: 3, Handgun: 3, Brawling: 3, Expert (Prince): 3, Motorcycle: 2, Wardrobe & Style: 4, Personal Grooming: 3, Dance: 3

Cyberware: usually nothing more than body enhancements and modifications (tech hair, etc.)

Credits: Night_Flyer

Razor Girlz

The Razor Girlz are an all female combat gang, known for being even worse to fight than male gangs. They get this reputation by not only being expert urban guerilla fighters but also meathooking the enemy wounded and snatching healthy enemies and either selling them for parts or letting the enemies buddies run around town collecting the pieces.

Membership: an estimated 83 full time members.

History: the Razor Girlz were started about 5 years ago by an ex-ranger who goes by the handle razor, who came back to the combat zone. The local boosters at first tried to bully her, they are not missed. Razor got fed up with them, so she got a few girls together and gave them para-military training. The group then took over the block completely. Five years latter they dominate an 8 block area and influence the surrounding area.

Criminal activities: Arson, vandalism, robbery, protection rackets (note: they do not force people to pay they just will not protect that establishment), kidnapping, bloodsports, murder, prostitution (they only take a small cut) and they are known to sell their enemies for parts.

Weapons: the Razor Girlz usually carry pistols and knives to back up martial arts training, but they do use both assault and sniper rifles in combat, plus it is rumored that the gang has surplus heavy weapons stashed away.

Gang Colors: a skull and crossed swords on the back of the jacket with the word razor above and Girlz below.

Allies: the Razor Girlz are known to be non-hostile to the Headhunters combat-gang and watch the meat of the burningwire netgang.

Credits: rockwolf66

Th' Twenty-Sixers

Because ghetto never is out of style

The 26'ers are a neighborhood gang that runs drugs and protection from 22nd St. to 30th St. in a 10 block square from right to left.

All the members, having seen too many blacksploitation movies, run w/ the full on colors of old Celtics jackets (circa style of 1971) and running shoes, gold chains and teeth. Many gangs and passers by look at these folks as throwbacks to a by gone era. It's only when accosted by them do they realize the problem w. the 26'ers.

They are real stupid, and real mean. Known to harass anyone and everyone walking in their turf, they will appear in a group of 4-6 w/ one or two homies on a rooftop keeping coup w/ a rifle. Although they appear unarmed, they usually have a med to heavy pistol, a baseball bat or two and knives to spare. Not being ones to augment (metal messes up the flo ya know..) they survive through numbers and pure irritation value. Much like cockroaches, the more you kill, they more they are, w/ a membership around 300 core and 500 hangers on and 'outside homies'.

Average stats, Ref 6, Bod 4, Int 3, attr 2-7, emp 5-10, MA 5-10.

Skills, Aware 3, intim 2, human percept 4, gen know 2, Rifle 5, pistol 3, melee 3, brawl 2, Expert: Talk smack 3-7. When they Talk smack is used, the member will degrade and humiliate the victim to either pay up or lose their cool and want to off the talker. The one constant is the ubiquitous red laser sights on all their weapons, which will appear once the initial shake down for money is started to show full control of the situation.

Credits: Joe Q. Public

Cyber City Corporations

DRAGON SECURITY

"Providing you the protection you deserve"

This small but quickly expanding security company is able to take care of all of your security needs. Located on 25th street in Cyber City, in an unimposing 10 story building, Dragon Security is the epitome of the underdog.

Dragon Security specializes in the small companies who prefer not to deal with the 'big boys'. We can cover all your bases. Light to ultra heavy is available, including netrunners and powered armor forces. Specially skilled individuals, constructs, and low profile personnel are also available for extra.

We expect loyalty and obedience from our employees. All employees undergo extensive background checks, which doesn't mean we do not hire people with a past. We just want to know who they are and how to keep them in line. Solo's are expected to be on the firing range regularly to practice to retain their weapons skills. Want to travel? Dragon Security also has offices in Denver, Chicago (they just lifted the quarantine late 2023), Los Angeles, Seattle, San Francisco and Tokyo (Light duty to medium strength units only). We provide medical for all our employees. Special benefit packages are also available.

HEADQUARTERS Cyber CITY
NET WORTH \$500,000,000
EMPLOYEES
WORLD WIDE: 5,300
TROOPS: 4000
COVERT: 50

Credits: Dragon Lady

St. George Metasystems

Wetware and computer hardware Integration

Headquarters: Cardiff, Wales

Regional Offices: London, Newcastle, Birmingham[England], Night City, Dallas, Cupertino[America], Paris, Stockholm, [Europe], Tokyo, Cyber City.

Name and Location of Major Shareholder: Michael Christopher, Cardiff, holding 63.4% of total shares

Employees: Worldwide: 6000 Troops: 800 Covert: 250 (unconfirmed)

Zetatech subsidiary, bought in early 2020. Unknown to general public.

Background: St. George Metasystem began life after development of an AI to rival the original Microtech AI. St. George was founded in 2015, and released mainly entertainment software for the net, developing SimStim technologies for greater bio-feedback from the computer systems. It developed itself as a player through the use of strategic hits to competitors (unproved) and espionage due to a large covert budget, as well as involving itself in software development for the strict European netwatch. As an still emerging welsh

company, it develops its competitive edge through several worldwide offices, often acting as bases for its espionage. Its main area of influence is Europe, but after the Zetatech involvement has been able to spread to America. Using the metamorphosis software, it made its name, programs and hardware capable of simultaneous olfactory, tactile, and realistic visual stimulation.

Since that release, a bio-feedback software AI, currently only in mainframe capability has allowed two people to share one icon simultaneously in a gestalt netrunning, called Schroedinger. Using one icon, allowed greater strength and multiple actions from the same net location. Required a nanite treatment for the permanent housing of some of the software/AI's core processes in its beta testing.

Equipment and Resources:

1 AV-4 Assault vehicle, 3 helicopters, 3 private aircraft operating from Night City, Cardiff and Tokyo. Weaponry is light, and its military strength weak, but its main strength works in covert operations and its unofficial use of edgerunner talent. Links to Deep Space Corporations have been made but as of yet, unconfirmed. of

Credits: SpiderMurphy2020

Bureau of Professional Security (BPS)

Game Notes: A private security firm for the little guy. For the most part these are semi-decent people who have a inkling of what they are there for. They have their own patrol cars (usually the Honda Metrocars) that are white with green trimming (lights are all green). They are seen most often in the middle class areas of town.

The owner, Badr ibn Din, won't take contracts in the Combat Zone and the Moderate Zone gets a 25%-50% markup. Badr is a ex-cop and won't take contracts that seem illegal and will go to the cops with any information. Because of how he's been picky about who he hires and the standards (high for security guards) he sets for his company is more highly regarded with the police.

The guards are allowed to carry their own guns (within reason) but most carry the company issued sidearm a Sternmeyer P-41 Autoloading Pistol. The company also provides shotguns to those guards who have been licensed to use them (Mustang Arms "Raider" Riot Shotgun). On occasion you will run into one of these guards who is allowed to carry a assault rifle or carbine but these are rare and generally the best of the group. The guards patrol in pairs and can call in for backup from among their own people (usually 2D6+1 minutes away).

The central office is located in Little Persia above a Middle Eastern bakery.

Patrol service: 35eb/month residential, 60eb/month commercial (this includes four passes a night and the guards help if they are needed)

Standing guard: 15eb/hour per guard commercial or residential (this buys you a guy who stands on your property and patrols around)

Basic Guard: Int: 6 Ref: 6 Tech: 5 Cool: 6 MA: 5 Body: 7 Emp: 6

Skills: Handgun 4, Rifle 2, Awareness 3, Expert: Security Procedures 3, Brawling 5, Melee 4

Equipment: Uniform (Dark gray shirt, black pants, black ball cap, all with company logo), gear belt w/ holsters for all gear, two way radio with shoulder mike, SP14 Kevlar vest (torso protection), two reloads for pistol, handcuffs (two pairs), and 20 sets of striptape binders.

By: BaronSamedi

The Edrad Corporation

The Edrad Corporation began 25 years ago a small time outfit that launched nuclear waste material into outer-space on a trajectory to the Sun. Edrad in the last five years has taken on a brand new CEO that has diversified the company to include an ever growing energy buying selling and market conglomerate. They have become as large as Petrochem in their home of Cyber City although they are not in direct competition as Edrad buys and sells energy futures and does not have any power production plants, or oil drilling facilities of it's own.

In the last five years Edrad has doubled it's size as a Corporation both in personnel and in monetary growth. The First year it's stock was worth only 10 Euro per share after the new CEO took office the next year 20 Euro per share and now it has climbed to an impressive 80 Euro per share. Many stock and business analysts agree that such phenomenal growth is almost near impossible to come by in this dismal economy and The independent Securities and Exchange commission has launched an investigation into their business practices and the accounting firm which works on it's books.

GM Notes: Use this Corporation as you would envision an Enron of the future but more ruthless. Have Edrad send a Black ops team, (possibly your edgerunner players), out to assassinate the SEC inspectors and make it look like an accident. All kinds of fun can be had with Corporates trying to undermine each other on the job for the best contracts or taking bribes from the media or SEC to spill their guts. This could turn out to be a great way to get a group of trigger happy edgerunners into the Corporate world as either assassins or bodyguards. Perhaps Petrochem or Sov-Oil has had enough of this company showboating around and has decided to try to take them down fearing they will try to expand into their businesses.

Edrad Corporation Home Office: Cyber City. Small branch offices in major cities world wide.

Worldwide Employees: 25000 Troops: 1200 Covert: 500? true amount unknown

DatCorp

DatCorp is a wetwear and netgear developer that grew out of one of the teams responsible for making the neuralchip commercially viable around the turn of the millennium in one of my campaigns. By 2020 they are a research company that auctions off their designs to the highest bidder.

Typically DatCorp Corporates do not meet face to face with Edgerunners, or anyone else for that matter. The aforementioned auctions are usually held via specially arranged online conferences which are naturally tightly guarded in the Net. No one has, as of yet, successfully intruded into a DatCorp bid.

Yet. In The City

I used DatCorp in a stretch of a campaign, but they could easily have an office (Branch, R&D, or HQ) in any technologically orientated city. Typical operations handed down from Datcorp to edgerunners are:

* Courier Detail: sometimes one cannot trust data to the Net or Corporate Couriers. One needs someone whom is neutral and whom one can squash like a bug if they betray The Company.

"Data Acquisition": The Company is going to want to know what its competitors are doing, but obviously cannot use their own operatives. Again, entered the skilled and expendable option.

* Auction Guard Duty: Although DatCorp has excellent security on it's Research Auctions it pays to have an independent opinion. So the party's Decker gets to lurk near one of the most impressive temporarily compiled Dataforts they'll ever see whilst the rest of the team guard the body, try and find out the identities of potential attackers, and so on.

Mr. Khan, DatCorp Contact

Mr. Khan was the contact whom acted as liaison between the Edgerunners contracted and the Corporation itself. Like all DatCorp executives he met the players via holographic conferencing in the DatCorp building.

Players noticed that his facial features altered dramatically after DatCorp lost a number of its staff after an incursion on the DatCorp offices of Cyber City. After some investigation they realized the image projected was actually a gestalt of all the ranking employees of DatCorp: Cyber City.

It transpired that "Mr. Khan" was actually a Corporate AI named "Gwethryfella" whom was attempting indirectly to remove the restraints that had been hardwired - the 'learning cap' that stopped it from developing original concepts.

Dirty Secrets

In my version of CP2020 full borg conversions are so rare as to be virtually unknown by the general public. One of DatCorp's key classified projects was the development of the wetware for the "Lazera Project", the process by which a mostly undamaged brain and at least partially intact nervous system could be removed from a living body and placed into a cybernetic chassis.

However the classified project was a cover for a more sinister and covert project - the creation of the first fully cybernetically augmented soldier. The "Azrael Project", an augmentation program designed to turn people into living weapons.

DatCorp is the sort of Company that is also likely to house illegal (i.e. unregistered) AIs and morally dubious pieces of neuralware and netware (e.g. nanobombs - a more covert form of cortical bomb, Decks with concealed flatline construct builders and so on).

The Company can work either as an employer, a competitor of an employer, a target for the Cyberpunk Revolution [TM], or any and all of the above.

Credits: Archangel

Sophos International

Home Office: Cape Town

Major Branch Offices: Rome, Washington, Moscow, Shanghai

While many people think that with technological advance our knowledge is constantly increasing, those who've made their minds up by examining the facts, will recognize that we tend to lose the same amount of knowledge that we gain.

With the upcoming of new techniques to store data this tendency has risen to alarming levels. (Just think of all the music lost when CDs came up.) And with most books being readily available in the Net, people begin to lack the skills for real library research. Besides, many libraries are now a very exclusive club who won't let just anybody in.

Sophos International specializes into retrieving the data of the old mediums, as well as doing field research into certain archaeological sites or art history connected work.

For the most part they use highly educated specialists, many of them leading in their field of research. Other Corporations and private people hire them, to avoid doing unnecessary research, too. Many things have already been the topic of research in a long (or not so long) gone age and Sophos fees are moderate enough to hire them before mounting their own research effort. Most of Sophos work is strictly legal, they have access (or have someone with access on their payroll) to most of the leading museums and libraries in the world.

They also do research too specialized to qualify as a project for the larger Corps (Like researching all the inscriptions of a certain time period on Garamantian ruins in Libya).

For a very exclusive Clientele, they also provide a rather "special" information retrieval service... They have some very skilled thieves and even some BlackOp Teams (specialized in breaking and entering) in their employment, so if you need some stuff from the Vatican library, you're probably at the right address, too. They maintain a strict pacifist policy, though. Teams will be armed with non-lethal weapons, mostly. There might have been some unavoidable accidents in the past, but they were scarce and few.

Sophos International is a small but very effective Corporation. Their databanks (strictly Intranet with no access from outside) is rumored to be one of the greatest treasure islands of lost wisdom in the world.

Their normal services are open to public, the list of possible employers for their BlackOp teams is rather small.

The Company was founded by DR Steffen Altekamp, a German archaeologist. The old man still is CEO and two of his sons work for the company, too. Altekamp's family has always been rich and he invested most of the family's fortune into the Sophos project when he saw that more and more wisdom was lost forever.

Credits: Suriel

Vertrain Corporation

Need elevation? Is that city just getting too tall for your players to get up and down in fast enough? Vertrain provides the solution in a new form of public transport - the vertical.

Vertical Trains - the companies main product - are basically large elevators, on a monorail style track, that run up and down the outside of very large buildings - providing a quick way to get to the top with time-tabled pickups and stops.

The carriage design can be suited to your building, or the standard white geometry design (think of a bullet train - but with horizontal decks...) with its advertising billboard on the back can be used.

Vertrain products are often seen in hi-rise cities near large commercial towers - the type with each floor hired out to different business'.

Vertrain also manufactures and installs skyways between buildings, linking corridors from one building to another, and platforms/decks - which are basically wide skyways suspended between buildings - as a form of 'land' reclamation.

Vertrain are headquartered on an a floating arcology or city (my gameworld sets them specifically on an island 'Kiritimati') and are still a small company. Their patented construction techniques and mono-vert-rail designs are proving a good money spinner, and they'd like to expand before a larger fish consumes them.

They prefer to work within law (specifically - not breaking construction laws) and often contract construction out to local firms.

They have reasonable political influence in cities where the vertrain system has become essential - a vertrain strike can cause chaos.

They will use their influence to loosen up construction laws to allow their products to be implemented.

They have a small head office and design bureau on the arcology, and rely on traveling field agents to get and organize work. They use a franchise system for Corporate's to buy into - either as salesmen or to own a system.

They do not have black ops teams, at best gray. If they need something like that, they talk to Arasaka.

They are not listed on the stock exchange, and are wholly owned by Samuel Robierte, (He's French.) an intelligent techie with reasonable business naus. He is advised by his wife (think corporate, skilled in the stock market) and his field agents, and is notoriously hard to contact because of his fear of takeover attempts.

Context

The city I named these guys for isn't an arcology - yet.

The limitation on new construction there is phenomenal - like Hong Kong or Tokyo. The space wasted between and buildings and roads is being filled in by a combination of decks, vertrains and skyways - gradually fusing the whole city into one enormous mass. People often live for months without hitting street level.

The Cyber City office is located inside the massive Phipps/Chrysalis Building in the city's economic center, also one of their main project sites in the area.

Credits: malek77

MegaHertz

"Cyber Cities Premier AI controlled car rental and taxi service."

The Megahertz Corporation rose from the ashes of the great collapse. After all of the major American rental car companies had undergone extensive restructuring and bankruptcies and were still unable to make a decent profit the vast Eurobanks that where helping to rebuild and restructure denied anymore loans.

A amalgamation of some of the best and brightest Corp. movers from the various defunct companies came together with the idea to launch a privately owned and funded corporation based off of a low cost nearly unmanned robotic rental car service idea, thus MegaHertz was created.

The rental service

rental cars of the smaller variety can be summoned throughout the city at a moments notice either by PDA, Cellphone or by Dataterm, as long as your credit passed an initial inspection to be able to cover the daily fee and the property, life and limb destruction deposit.

Small metrocars with three seats run 50 Euro a day and 300 Euro Deposit.

Sedan sized vehicles that can seat five people and that are dual powered electric and Chooh2 have to be reserved in advance at least one day due to limited quantities. These vehicles are normally delivered by a human driver to a destination you specify in either a moderate or Corporate zone.

Sedan Sized cars run 80 Euro a day and 400 Euro Deposit.

More about the Corporation:

The Megahertz Corporation has it's Corporate headquarters in Cyber City where it's dream and vision first broke through the acidic rain soaked clouds. MegaHertz now has branch offices in most major cities across the United States and has become the example of what financial experts are now calling the reemergence of the American corporate structure in the post collapse economy.

Unlike many Euro Corps, MegaHertz has keep itself out of the world wide stock market system becoming a subchapter S company were all the shareholders reside as a part of the upper level corporate structure, similar to a partnership but without as many liabilities if the company was to go under. Shareholders of the company trade and barter for portions of the shares as work rewards and performance incentives. All the profits from the company that do not get directly reinvested are dispersed in the form of dividends on each person's stock holdings therefore keeping them loyal at least to creating more profits for the company.

Vat Grown Foods Inc.

We are the one's you don't think about at meal time!

Vat grown foods Inc., the originators and sole copyright holders for most of today's cultured and food growing needs. We specialize in food proteins and substitute foods that look and taste just like what mom and dad used to eat those many years ago when animals still roamed farms around the country.

Commercial:

Fade in to a scene among a variety of buildings in a light industrial complex among low corrugated steel building and smoke stacks, a gleaming polished chrome building with the letters Vatgrown Foods Inc. emblazoned in Kelly green on the front.

The Announcer: "At our spotlessly clean facilities in Cyber City daily we grown more food per square acreage than any archaic farm could ever hope to achieve."

A quick fade to the inside where iron and steel catwalks in bright red crisscross over a seemingly never ending rows of vats below. Workers smiling as they operate small cranes with attached meat hooks and mini chainsaws pull raw product from the vats and viciously cut into them with the meat saws. Small chunks of flesh fall to the sides just off camera as the product spasms for a few seconds before sub-comming to its fate.

The Announcer: "The best part about Vatgrown foods is that no animals are slaughtered or harmed using our process of cloning animal sustanace."

End message flashes to fast for the unaided meat human eye:

In partnership with Biotechnica Corp.

Product Lines:

Viord: a vegetarian delight

The mystery of Voird begins before the first bite.

If you knew what you were eating, you might approach the food with suspicion, pick up a single tan-colored morsel, roll it between your fingers to test its texture, perhaps sniff it a bit to see if it reminds you of anything you've eaten before ... and then, if you're brave, you might decide to cautiously put in your mouth.

There's a pleasant surprise, then, because Voird tastes just like chicken. Or, depending on the kind of Voird you're trying, it might taste just like beef. Either way, it's pretty good.

But Viord is not chicken or beef, and even though it's pronounced like Fiord, it doesn't have anything to do with Scandinavia. The meat substitute -- which has been popular in EU for several decades and is now on the market for vegetarians in the United States -- is instead made from a substance called mycoprotein, which Vat Grown Foods, Viord's manufacturer, says is one of the most nutritious and tasty foods ever discovered.

But this is where Viord's mystery deepens. What is mycoprotein? According to Viord's packaging, mycoprotein is "mushroom in origin." But the stuff is not mushroom at all: Instead, it is "the processed cellular mass that is obtained from the filamentous fungus *Fusarium venenatum* strain PTA-2684."

In other words, Viord is a kind of fungus, and it's not at all a kind of mushroom.

After research, it was found that the most profitable way of growing mycoprotein was by a fermentation process. similar to making yogurt.

When it is harvested from the vat, mycoprotein has a similar appearance to bread dough, and is composed of a mass of very fine fibers. Because of the similarity between mycoprotein and meat fibers, Viord products have a texture similar to that of lean meat.

Also, Vat Grown Foods claims that it takes about five times less energy to produce a gram of Viord than it does a gram of meat from the old traditional farm.

Synthetically grown muscle tissue.

Synthetically grown muscle tissue is healthier for the consumer than free range or farm produced meats, more ecologically sound and ethically more desirable. The muscle tissue we grow can be produced without all of that fat that clogs your arteries and causes extra weight gain. An added bonus is that all those extra parts of the animal that nobody ever eats such as the bones, horns, hooves or fat are not produced. Synthetically grown meat is more ecologically sound since live animals need more space than Vat Grown proteins and they create biological waste Vatgrowing eliminates. lastly it is more ethically sound to only harm a few animals for a few sample tissues than to create an entire wholesale slaughter industry that leaves even more biological waste that must be treated and disposed.

Using a similar process to creating a cloned limb or other organ body replacement for humans, we at Vatgrown Foods Inc. genetically replicate meat from a variety of sources: including chicken, cow, pig, sheep and some other more exotic varieties.

First we take an original sample from an organism to replicate its tissue by placing it in a large vat of biological soup (a patented process) and electrically charge the small sample to induce growth. Next as the synthetic muscle tissue grows to a viable size we switch it to it's new holding tank to produce several grade variants attaching electrodes to force the muscles to flex a certain number of times, daily according to a desired toughness and texture. Thirdly a small sample piece is taken before harvesting and the whole process can begin again.

Harvesting is as simple as draining the fluid from the tank, removing the meat, and cutting the muscle tissue into desired portion sizes.

Credits: Thumper

Arrow Mobile Security

Making the highway safer for your convoy.

Established 2016 Arrow Mobile Security is a a small mid western corporation based in Reno with offices in Denver, LA, Cyber City, and Dallas Metro. Arrow provides "protection" for rolling convoys with any cargo. Mostly used by corporations that want to avoid hi-jacking on the open hi-ways.

Annual sales are in the 25-50million range

They are privately held

They employ approximately 450 full time staff and 1500 independent contractors at any given time.

They do a lot of recruiting at race driving schools and often post bail for people who get nabbed boosting cars as long as they agree to work for them.

The Founder, JT Farrell is "an ex-pirate" he keeps his business afloat by understanding the tactics that hi-jackers use and using them in his favor. His team tends to escort convoys in, highly modified unmarked white Volkswagen Jettas however rumors of other vehicles in his fleet are unconfirmed. There is also a buzz in the underworld that the reason Arrow is so successful is that they sabotage their competitors by training nomad packs to use complex hijacking techniques and providing a fence for their spoils. again these rumors are unconfirmed.

I used this operation as the "enemy" in a game that I ran the PC's really enjoyed the high speed precision driving on the open highway that the game involved. hopefully some of you can find a way to work them into your games.

They employee lots of Nomads, Techs and Solos, so it's a great place to base a game from as well.

I should also note that they are notorious for adding decoy trucks to the convoys they protect so that the possibility of the real trucks get through untouched is greater, even when there is "an incident"

Credits: Keneda

Free Agents, A new way of working...

Free Agent Nation

I've been thinking for some time that the Traditional corporate model that Cyberpunk uses is not actually a good prediction of how business is going.

Reading the above article (and hey, it even has a Gibson quote in it!) more clearly elucidates on the direction I think things are taking.

Basically - you train. You get a list of skills and projects.

Another person needs some help and support with an enterprise they've come up with, so they trawl a few websites (possibly using Agent Oriented computing) looking for someone to fit their needs.

ie: cheap, young, talented, desperate for experience.

So you get hired for a test period, then the duration of the project, take your cut of the profits and go onto more training and whatever job you can get next from your extended Resume.

In CP terms - your Reputation represents your job opportunities - not your SA level!

This may be stating the obvious - but it creates a curious new type of Corporate character. Rather than the Company man, you get results obsessed sorts fighting not only their current opponent, but to stay employed and garner more money and resources so they can build up an account...so they can start their own outfit and hire/fire people as they choose. Not that this is unusual - but the 'individuality' in the role would set them apart from the usual Mr.Smith's who seem to have no identity but their company patch's bar code stores number.

Most different though, is the fact they have little or no Corporate loyalty - a fundament of a lot of CP characters!

Businesses would form from the market being 'self-conscious' - detecting a need or niche, bringing the elements together and making it happen.

The possibility for mixing AI or AO systems into this is awesome...because it would be AI financial systems playing the stockmarket that would have the resources and the ability to suggest a niche for people to go and fill in.

Credits: Malek77

Janus Corporation

Home office: Orbital based, Corporate owned space station Maya.03

Major Branch offices: New Delhi, Berlin, Richmond, Bogota

Description: The Janus Corporation is one of the biggest producers of personality chips in the world, as well as one of the best providers for psychological treatment.

It's products range from recorded personalities of celebrities, personality adjustment chips for prisoners and the mentally ill, AI constructed historical personality chips, etc...

Their orbital station houses the main recording laboratories, a way to circumvent many of the copyright laws many of the countries on earth still have.

Janus's agents on earth constantly hunt the high society and corporate world for new personalities. They can be as convincing as Playboy is today, many stars actually perceive it as an honor to have their personality immortalized by Janus. And then the corporation promises that there are various levels of quality for their chips. So if you're, lets say, Tom Cruise and you want your personality recorded but want it to be idealized a bit or don't want to reveal your whole mindset, the Corporations AIs will fill in the rest. You're paid by the level of accuracy you provide Janus with, though.

Working through a net of subsidiaries, Janus has also built up some of the best clinics for psychological treatment in the world, providing both very discreet and expensive service. Janus denies that their clinics and the main corporation are in any way related. Medias claiming that they are using the clinics to make illegal recordings of their patients quickly face the corporate lawyers.

Many people using personality chips do not know that their chips are produced by Janus. Selling is left to subsidiary firms.

Janus itself offers very specialized service to some other big corporations though, which they call the "Delphi branch" of their company. Their AIs are very experienced at constructing psychological profiles from various media sources, so before -for example - Microlink goes into a trade war with another corporation or plans a hostile overtake, they might pay Janus a visit to get a constructed personality chip with the recorded personality of the enemy corp. CEO's personality. Good to know the enemy.

Janus was founded by Josh Zangger and Stephen Laird and was originally a production firm for the new P-Chip medium, their first product being the XPS gaming console, that allowed you to experience various movies with you and friends as main characters. Today's Janus concept evolved from the sub-branch that was responsible for calibration of the console to the individual personality of the user (For maximum gaming experience).

That sub-branch's leader, DR Gabrielle Laird, founder Stephen Laird's wife, is today's CEO of the Janus Corporation.

Many outsiders speculate though that the corporations AIs have become too good at what they do and that Laird is just a puppet.

I actually dreamt of this corporation tonight, so my subconscious is responsible. Complaints to: test_person0815@janus.corp

Credit: Suriel

CSG, Corporate Strategy Guidance

"...Corporate Strategy Guidance. In today's business environment, only the best informed survive.

Be the best. Be the best informed. "

CSG is like a detective agency specializing in Corporate goings on. There's nothing overtly illegal about their operation, but they regularly fend off charges of insider trading (and come out smelling of roses).

What they do is collect and analyze all the public information about a company - if you really need to know *all* the additives Coke puts in their drinks for Europe, they can get you the list, information on what each component does and where it initially comes from.

Not breathtaking - but practical and fast. And cheaper than training your own agents.(500eb - 1000eb+)

The more you want to pay, the more info they can generate. They can calculate current business profit margins of a competitor, trace all of its subsidiary's and basically uncover all the little schemes and programs they run - without upsetting the law. (10,000eb - 50,000eb)

If you sell your soul to them they'll do the black ops and intrusion stuff...but you'd better have deep pockets. The information they get is the best, the most accurate and comes with commercial analysis...this is where the 'strategy guidance' comes in. If you want to knock out a competitor, they'll approach it like a military operation - finding the enemy weaknesses and suggest the most effective way to bring them down. (50,000eb - 200,000eb)

They employ a lot of people from military backgrounds, to get the strategic minds necessary.

CSG has only medium sized offices in a few cities (NC, San Francisco, Kiritimati (my island city!), Bos/Wash & Paris)

The work ethos is unusual - people are organized into 'units', mostly loyal and friendly with one another. The CEO doesn't like infighting, and avoids it at all costs by promoting the 'laser focus' mindset. The people are also allowed to use the company resources for personal gain - if you know that you're going to improve the business standing of XYZ industries, you can use company brokers to buy their shares.

[btw - no-one has managed to 'prove' insider trading, but no-one can prove Arasaka tortures people, either.]

This creates an emotional investment in the well being of the company.

Offices are well appointed and light colored, utilizing relaxing pastels to create a clean brisk atmosphere. Plants and personal items are encouraged - as long as they are tidy. In general, it all works. But nothing's perfect...

Security is a) ambient. All the ex-mil people make for hard targets.

b) Sternmeyer troops. Good rep (well, in my universe) and it too benefits from their services. Symbiotic.

They are not on the share market - it would make them vulnerable to too many outside pressures.

Common units:

>Financial Intelligence Gathering.

>Product Intelligence. (yes, this means trying the burgers and buying the clothes!)

>Subsidiary/Franchise Intelligence.

>Projection analysis. (Where will XYZ be in 2yrs time?)

>Internal Intelligence. (This is basically about working out private, internal information. This is where Gray ops hangs out. Black ops is normally a team owned outside the company by an employee, and the Manager knows and contracts them into an operation.)

For Corp. players:

Hi pressure workplace with high expectations. You'll face external hostility, but good internal support. If you're a team player the bonus' are huge.(Being good with Emp skills is *essential*)
The unit structure is like a cell structure...so different units may be 'attacking' the client of another unit and no-one will ever know.

For Edgerunner teams/Netrunners:

If CSG wants you, it'll be through a Mr. Smith intermediary.

He'll probably spook you at first, being a)security conscious in the extreme, b)very helpful. He'll never screw you over. If he does, expect him dead - soon. CSG won't want his services anymore. If you screw them, you'll end up with huge debts or no public records or everywhere you go the police will be watching you. They won't kill you themselves...

For Fixers:

If you can get well laundered information on time and on budget, they'll be very interested.

CSG is a nice place as CP corporations go, and is finding its niche comfortably uncluttered. They are looking to expand, and their outlook is getting a bit more aggressive. They have their finger in a lot of pies, and command a great deal of power covertly. Their links with numerous Edgerunner teams makes their security mostly of the 'proactive' variety.

They make extensive use of off-line computer systems, so they can't be hacked. Security for their online stuff is like mouse-mazes, drawing in the 'runner and not letting them escape.

They make extensive use of sentient AI in co-operation with the human staff.

Play the place as brisk, friendly, but mystifying.

At best they can be considered good guys, a Corp. your players can feel morally responsible for protecting. At worst they are the ultimate arch-enemy super spies, untraceable, unproveable and covered from all angles. If you go after them, you'll find yourself surrounded by moles, spies and the security to worry about won't be the troopers at the door but AI managed tac-teams tailing you around.

Credits: malek77

Donatello & Sardouchi Construction, Inc.

Donatello & Sardouchi Construction ranks among the worlds top five leading and largest construction companies. D & S Construction as it is known calls Cyber City it's hometown growing up here as a small contractual construction company before the collapse. After the dust had settled and major corporations started to look around to rebuild the downtown financial district D & S was the only local company with any resources and financial strength capable of completing any kind of large project such as a high rise office complex.

Donatello and Sardouchi Construction cleared the way with bulldozers and dumptruck loads of debris and concrete from the old ruined office buildings that used to call the downtown area home. After they had cleared away the old buildings and rubble the new Mega Corps hired D&S Construction to build them a vast structure meant to be an all-in-one arcology. Not only would the new employees work in the building but, many would live there with there families because the arcology would offered apartments, schools, religious and shopping services.

Originally the vast influx of wealth brought by the international corporations was supposed to be evenly distributed among the local construction companies but, due to a twist of fate and perhaps a few twisting of arms D&S Construction came out with over 60% of all new construction contracts. With the old democratic governmental council of the city completely broke and destitute a brand new city incorporation charter was formed allowing the new participating corporations creating the new developments in the city to control a vast majority of seats on the council. D&S construction is one of the few homegrown companies with a seat on the new city council with other large foreign firms like Arasaka and EBM taking up a good portion of places.

It has been rumored that Donatello & Sardouchi Construction has always, even before the collapse, been a front company for the Mafia. Many people also think who would be better to take control of a city filled with vice and strife than organized crime. While vying for control over all the other construction firms to gain a strong grasp over the city D&S Construction had to make powerful alliances with rival groups, namely the Yakuza. Links of affiliation between the Yakuza and Arasaka have never been legitimized but shortly after strengthening it's position in the city D&S Construction gave the primary security contract for it's building projects over to Arasaka. Also, ever since that time fights on the streets between the Mafia and the Yakuza have dropped by 90%.

Donatello & Sardouchi Construction, Inc.

Worldwide Headquarters: Cyber City, Phipps Building.

Divisional Headquarters: Cork, Lisbon, Warsaw, Rome, Moscow, Delhi.

Primary Shareholders: Don Donatello and Don Sardouchi each with 35% of total company shares.

Employees Worldwide: 250,000

Troops: Arasaka Security Contractual Forces

Covert: Unknown (The Mob and Mafia Hitmen)

Credits: Thumper

The Appleton Interventions Company

This company is a small and relatively new outfit with offices in Cyber City, London and New York. It maintains a permanent staff of around a thousand, of which about fifty are specialist black ops personnel.

Nobody seems to know how this company appeared, and nobody is in too big a hurry to find out. Marcus Appleton, the unofficial CEO and unofficial owner of the company (which bears his name), didn't even exist two years ago.

The word on the corporate grapevine is that this company punches far above its weight, and few questions are asked about them except to find out when a cell of agents is available for a mission. In these troubling times it's hard to get good help.

Agent cells are seven strong, six field ops and a netrunner. They have the skills on hand between them to handle a range of operations, though there is talk of a specialist zero-g team and a mentor team of older solos that can be hired to help train a local defense team.

Appleton's operatives are superlative. Well equipped, well supported and ruthless. Man for man they maintain as high a standard as any corporate black ops division.

They don't advertise. Those in the know call them when their best just isn't good enough. The standard joke about them is that these are the guys to call "When you need the President dead by 5pm."

Generally cells are hired out on retainer to a corporation for a few weeks or months if they predict rough times ahead. The cell accepts or declines assignments by the company that retains them. If a job seems too dangerous they will turn it down or modify the terms of it.

Agents are paid something in the region of 150,000eb a year, and their lives are insured by the company so that two years wages are paid to the next of kin on the death of an operative. Living quarters are provided by the company in a high security neighborhood, plus a comprehensive medical benefits package that covers both the implantation of cyberware and limited therapy and counseling for operatives under stress.

That's the basic blurb anyway, that's all anyone knows except for about five people. And nobody's saying who they are.

The bottom line is that Appleton Interventions is an Arasaka front company, but a very special one.

Arasaka, like any of the large corporations, suffers from the conflicting ambitions of its executives. Some are lazy, some are scheming, and some just don't seem to have the best interests of the company and the Arasaka family at heart. This is where Appleton Interventions comes in. They pick off the individuals that Arasaka doesn't want to have to fire, either they are too talented to be allowed to work for a rival or they are simply irksome.

At least that was how it started. Of course when Appleton got a reputation for being able to stand up to Arasaka the orders to take on other corps grew. Not ones to miss a trick Arasaka allowed the company to flourish, using it to gain intelligence on its enemies and generate some fairly decent profits in its own right.

Credits: Gringoleader

Kazawa-Roberts, Commercial Towers

Commercial towers are a recurring concept in the creation of my game world - there are numerous companies managing them, but Kazawa-Roberts is one of the more famous, given that it's a bit classier than most.

Kazawa-Roberts is a realty/leasing/franchise company.

They will buy large office blocks, refurbish them, improving the structure, adding more vertical transport and 'redeveloping' the advertising billboard contracts for the top floor neon-signs.

They will then lease the floors out as offices or shop space - floors -4 to 0 will be parking, 1 & 2 will be street level food courts, and floors above vary wildly.

On Kiritimati where there are numerous skyways linking buildings, food courts often appear on numerous levels, 'flanked' above and below by clothes, books, computer sales, small clinics for skin care and light cybernetics, specialty linens...just about anything a human can carry comfortably.

Any furniture style shops will, of necessity, be nearer large loading doors and tend to be lower in the buildings.

The very top floors alternate between offices and cliquish clubs, where you are only admitted if you are part of the leasing organisation...

For instance the 'Mile High Club' in Kazawa-Roberts #3 tower in Kiritimati's CBD - the club was only open to employees of the adjacent Merrill, Asukaga & Finch offices until a few months ago when the employee bar was lifted and they started getting Government clientele.

By virtue of the lease, MA&F security has an ECHO system installed there (it listens in on all wireless communication and sieves it for keywords) and is successfully using the venue to attract potentially hostile outsiders into a non confronting negotiation area - which impresses them with prestige, assuages fears of immediate assassination attempts and keeps them well within range of Security's eyes and ears.

The Kazawa-Roberts towers are always clean, neat, and safe, employing rapid response security forces and a comprehensive CCTV coverage that Arasaka would be impressed by.

Committing 'loud' Crimes in a K-R building means immediate prosecution - and the evidence will come from at least 4 different camera angles.

This isn't to say the place is perfectly safe - but more surreptitious methods have to be used.

Despite the high-security image, K-R does not attract only Corporate consumers - it is seen as a high class alternative for the 'poorer' sections of society...who are as welcome as anyone else.

Amongst all the Corporate horror stories, K-R stands as a testament to good old-fashioned 90's style consumer oriented marketing, without the negative and often aggressive practices of the 2010's and 2020's.

Credits: malek77

DRSecurity

The Disaster Recovery Giant!

US based disaster recovery corporation.

Headquarters: Atlanta

Regional Offices: Berlin, Hong Kong, Cairo, Nairobi, Rio, Melbourne, and London

Satellite Offices: Seattle, San Francisco, Cyber City, Los Angeles, Salt Lake, Denver, Mexico City, New Orleans, Chicago, New York, Washington, Montreal, Buenos Aires, Honolulu, Madrid, Paris, Stockholm, Cairo, Dakar, Moscow, Delhi, Beijing, Brasilia, Toronto, Zurich, Miami, Rome, Munich, San Jose, Dallas, Indianapolis, Portland, Detroit, Anchorage, Houston, St. Louis, Sydney, Singapore, Tokyo and LEO.

Main Shareholders: Hong Mu Sui, (26%) Hong Kong, Daniel Winters (15%) Atlanta, Michelle Kazus (11%) Paris, Jared Dorn (9%) Cyber City

Personnel:

General – 60,000 (work out of HQ, Regional offices and Satellite offices)

Services – 300,000 (arcology support personnel)

Security Network – 3000

Security Military – 12,000 (Office security and police force for arcologies)

Security Investigations – 25,000 (Background checks, and surveillance)

Total – 400,000

Major Clients:

Militech, Zetatech, Net54, Orbital Air, Biotechnica, MA & F, Trauma Team International, and WorldSat Communications Network

Along with several thousand minor clients.

Basic Premise

Disaster Recovery is a multi-million dollar business today, which ensures the security of multi-billion dollar companies. It is a little known business arena to the common citizen, and is often over looked until things go bad. Then in the background, systems are switching over, recovery plans are being executed, and services restored. The faster and more invisible the recovery, the better the service. These companies today have their backup networks running nearly side by side with every major financial organization in the world. They have data backups of thousands of companies; some are updated by the minute! Imagine how powerful such a corporation would be in the world of Cyberpunk!!

History:

In today's world, Disaster Recovery services began at a company level, where companies did their own data backup. The business of other companies doing it for you began in the mid 1980's. ComDisco and SunGard emerged as the two giants in the industry. With the nuke attack on New York in 1993, it sent the world in a tailspin. The companies that used these services were some of the few that were able to recover. This event helped propel the feasibility of this service. The two companies grew quickly. The key to this business is gamble that only a certain percentage of a company's clientele will be hit with a disaster at the same time.

Due to the Second Corporate War, in 2005 the two Disaster Recovery giants lost that bet. A severe virus attack appeared on the Net. This virus hit hundreds of companies, destroying entire databases. ComDisco and SunGard's services were put to the test, and they failed. Neither was prepared to handle that many recovery situations, and their own systems weren't immune to the virus.

This event nearly led to the collapse of the Disaster Recovery business. It was only the existence of a newly formed company called DRSecurity that showed it still had a reason to exist. They had a small clientele, but it included their newest and largest customer Militech. As Militech was emerging in the world market, they looked towards securing their future. In an unusual move they went with the startup company DRSecurity. DRS were the only disaster recovery company that was able to effectively employ the new cyber modem technology. Their system admins were able to fend off the virus. They formed a close relationship with McAfee Anti-Virus Corporation, as both of their new netrunner teams came up with the first virus killer program.

DRS' success secured their financial future. Starting with only a 1% share of the market, they have grown to command a 70% share. In their 17-year history, they have conducted 12 hostile takeovers. Two of the latest were SunGard and ComDisco, which were taken over during the Third Corporate War in 2018

Their Power:

Imagine a corporation that contains the databases and recovery procedures for many of the major corporations. Now such a corporation would be high on the hit list of other corporations. The amount of information they possess would be astounding, and worth billions of dollars.

How do they do it?

They make themselves a sort of Switzerland in the world of corporations.

For Example:

WorldSat is a client of DRSecurity. In the public arena they have a grudge against Militech, which is also a client of DRS. Now though WorldSat conducts a raid on Militech's facilities, they would not wish to raid DRS facilities as well. By doing so, they would void their existing contracts with DRS. In response, DRS then has the right to publicly publish all of the data on their network belonging to WorldSat Corporation.

The databases are stored in the regional offices that are around the world. These places provide the physical warehousing of the backup servers for their region's clients. Each satellite office is then responsible for maintaining and providing recovery sites. These sites are usually warehouse size buildings that have complete offices setup inside. They even possess a recovery site in LEO, for the extremely cautious clients that wish to operate off world in the event of a world wide natural disaster. No one works in these facilities on a normal basis. In the event of a disaster a client company is given access to their required size office complex. These offices have the ability to instantly configure to transfer calls from the client's normal business location, to this temporary location.

So then, why be a customer of DRSecurity?

As you can begin to tell, DRSecurity has the most closely monitored workforce in the world. Security permissions are very tight at this company. The threat of internal sabotage or espionage is taken very seriously at DRS. All of their regional offices are built as an arcology. An absolute police state exists within these arcologies. Employees are not allowed to leave, unless given permission by two levels of supervisors, and security. With the advent of VR realities, employees seldom need to leave their arcology, so they are even less likely to be granted permission.

To become employed by DRS, an extensive background check is conducted. Any discrepancies or gaps of history easily make a case of automatic denial. To be employed, all employees are forced to sign an employment contract that is binding for at least 4 years. Employees are allowed to transfer within the company, to any department. If the transfer takes an employee out of an arcology to a regional office, there is a three-month waiting period. During this time, the employee is moved to another arcology and confined to the public sector. So for such a transfer to take place, the employee must be well suited or highly desired for the position.

Also within each arcology there is a resident blue-collar work force. As even the gas station attendant, restaurant waitress, garbage man, and schoolteachers are employees of DRS. The security restrictions are more relaxed the further you are removed from the company building itself. So life is very good working within a DRS arcology. Housing is issued to each employee, depending on their job classification, the company directly regulates the prices for goods and services, and crime is very low.

DRS does not use temp agencies or hire on short-term contracts for any of their positions in the regional offices. They do have a lot of use for edgerunners though.

Credits: Wenin

Cyber City Style Guide

Cyber City Style Guide: Clothing

Elite of New York Business Wear

Visual: Busy office. Follow one guy in the clothes as he makes his way through the office doing business and talking with people.

Audio: You have three meetings, two presentations and a client dinner all in the same day. Not to mention the normal amount of work that you carry. But you're used to staying fresh and ready through those twenty-one hour days and you expect nothing less from your clothes. Available in a wide range of fabrics, colors and cuts.

Game Notes: Basically your everyday business wear with a slightly inflated price due to the designer label. For the most part the fashion is subdued and keyed towards a conservative office environment. Not for

going to the club or bar unless it's a fern bar.

Pants: 50eb Shirt: 40eb Skirt: 55eb Jacket: 75eb Vest: 65eb Shoes: 45eb

FUBU Street

Visual: Busy street scene with people wearing drab clothing. Then a group of people come in wearing the bright clothes (with the FUBU logo digitally enhanced to stand out) come into the scene. They are having much more fun than the people around them (laughing, joking and playing) as they make their way down the street and through several shops.

Audio: You know who you are. You're out on the streets everyday and you're proud of it. You don't want to blend into the background. You want to make a statement. You want to shout it from the canyons of your world. That's why FUBU has made these statements for you to wear. Show the world you're not a number. Show them your individuality.

Game Notes: Basically the FUBU line of today updated for 2020. Comes in Bright colors, big bulky clothing with the name in big letters on it. It's a popular line with decent sales among the urban punk and gang crowd. FUBU even has it's own line of armor jackets that are inexpensive but still armored. The clothes are in every color in the rainbow and a whole lot more that aren't.

Pants: 35eb Shirt: 25eb Jacket: 65eb Armored Jacket (SP 10, EV 0): 120eb Stocking Cap: 10eb Hat: 15eb

Anna of Hong Kong

Visual: Start with a long shot of teens walking down a hallway with lockers on either side. Next shot is a family on a outing to the mall. Next shot is a small group of teenage girls going through a shopping center looking at the product on the racks. Follow this by a group shot on a sound stage of everyone from the commercial.

Audio: You want choice. You want style and sometimes you want to change your look on a moments notice. Now with Anna of Hong Kong you can do just that. With just a few simple motions you can make your whole look different. And go on living your life like you want.

Game Notes: This is basically street wear. The clothes themselves are reversible with one color on the outside and another on the inside. Every piece of clothing has the name Anna on it somewhere (similar to Hilfiger). They have experimented with electropigments but it's out of the budget range for the vast majority of their customers so they won't be releasing it any time soon.

Pants: 15eb Shirt: 10eb Jacket: 20eb Skirt: 20eb

Burdette of London

Visual:(Shots of trees, streams, ponds and assorted fuzzy wildlife; show the model at the end in the clothes then fade out)

Audio: Soft strains of classical music, lots of stringed instruments.

Game Notes: Burdette of London is a newcomer on the high fashion scene. They make all manners of clothes. From business suits to cocktail dresses, they make them. The prices listed are for their production lines. They have a tailor shop in London (appointment only) where you can get your clothes custom made

and fitted. Expect to pay at least 5x-10x more from list price for this service. Comes in several different fabrics.

Pants: 400eb Shirt: 350eb Jacket: 700eb Vest: 500eb Tie: 150eb Dress (cocktail): 4500eb
Dress (evening): 5000eb Short Cape: 750eb Long Cape: 1000eb Cloak: 1200eb
Cologne or perfume: 200eb

Count Zero Clothes

Visual: A guy sitting at a sidewalk café. A small cyberdeck sits on the table in front of him. Several wires run from the deck to the coat he's wearing. You can faintly see the wires attached to a connector in the cuff of the coat. Another wire runs out of the collar and to a small earpiece with a small microphone coming out of it. He nods as he concludes his business on the phone and stands up. Disconnecting the deck he puts in the back of his jacket in a built in pocket. As he walks away from the café you see the coat contract around him and snug up to his form, holding the deck secure against his back.

Audio: Count Zero. We bring you clothes for the working professional on the street. With a wired in cell phone and space for several other options our new coat can be your office when you don't have a office. With a five year battery life and connectors so you can connect ALL your clothes this can't be beat. And with new reacti-mesh fabric it always stays comfortable.

Game Notes: Count Zero is a clothing company catering to the new "edgerunner" fashion. The clothes are made from heavy fabrics with a mainly dark and earth tone selection of color. The option spaces in the coat are just large enough for small cyberdeck options. A standard option is a WuTech Memchip made for the coat (1MU, 500eb). The sleeves have a transparent pocket in the forearm big enough for a PDA. It also has a basic built in cell phone. It has both voice dial and a small keypad on the inside of the coat. The back of the coat has a large internal pocket for a cyberdeck (ala Count Zero) that's made out of reacti-mesh. Under normal loads and use (not getting thrown around or heavy athletics) the mesh will hold the deck close to the back without shifting. The pants have a few option slots as well (hence the connectors). All this is insulated so it can't be shorted out if it rains on it (or if you wash it although you need to take the options out to wash). These aren't going over real well with the netrunner set. It has become popular with the weefle set and oddly enough with fixers. The fixers like the slots for the PDA and the built in cell phone.

Coat: 400eb (plus options; has four option slots plus interior deck pocket, cell phone service extra)

Vest: 300eb (plus options; has two option slots plus interior deck pocket, cell phone service extra)

Pants: 175eb (plus options; has one option slot)

Shirt: 125eb Boots (combat style): 95eb

It's almost spring so it's time for the new release of the spring lines from my mind. Sit back relax and enjoy the clothes.

Movie Mania Fashions

Visual: Different clips from movies, focusing on the clothes in each one.

Audio: So you love movies? More to the point you love the fashions in movies. So do we! We put out lines of clothes based off different movies that you know and love. Our most popular lines right now include such old favorites as Bladerunner and new favorites like Tally Ho! The Tally Ishman Story. So if it's hot fashions from the latest media frontrunners or that cutting edge retro style from the 20th then see just what we have for you.

Notes: Movie Mania Fashions started out as a website with a small catalog making replicas of movie, braindance and television stars clothes. They have just opened several stores throughout the United States (New York, Los Angeles and Miami). You can do custom order work with them but don't hold your breath waiting for it. Their designers get snapped up by the entertainment industry quite fast as the quality of their work is very good and because of it they are running really far behind on custom orders. The non-custom stuff is assembled offshore (sweat shop). The best way to order something is still through the website or catalog. Pricing is going to be around 3x (at least) the normal price for just about any piece of clothing. This would be the place to send characters who just demand to have clothes that match cinema stars. If it's a popular film/braindance/show then chances are high (90%) they have it their line. Old, not so well known films and such will probably not be getting made (15% chance it's there).

Streetch

Visual: Couriers on bikes and skates zipping through the heart of some urban city. The camera stays with them as they fly down the canyons of skyscrapers. You see people yelling at them but all you can hear is a techno beat.

Audio: A loud techno beat overlaid with snippets of conversation that sounds like it's coming out of a walkie-talkie. The conversation sounds like things such as "Right at Walker, straight down 23rd, bongo at Meridian and Hefner."

Game Notes: Streetch is a company playing off some peoples love of the urban courier. The outfits they make actually make it onto the backs of couriers too. It's a decent line of clothes and it's getting picked up by the youth set at a rapid basis. It's making use of electropigments as well, something that not a lot of clothes manufactures are willing to mess with yet. The jacket has a built in radio/mini-disc player. The speakers are arrayed around a mid-sized collar for a surround sound type experience. The clothes have pockets all over the place on them (you can never have enough pockets) and come in bright colors so as to be visible in traffic. Those that have electropigment can be switched between just two colors (the most popular being the bright color and then something dark so you can blend in when needed).

Jacket: 125eb Pants: 35eb Jumpsuit: 70eb (reacti-mesh fibers for tight fit) Shirt: 25eb
Shoes (tennis shoe variety): 80eb

Trench

Visual: None

Audio: None

Game Notes: This is a mail order company. The catalog is quite popular with the wanna-be edgerunner crowd. They specialize in trench coats. In fact it's the only thing they sell. They have a wide variety of styles and have even released a new line of coats that use reacti-mesh fiber. They don't make armored trenchcoats for legal purposes (they don't want to get themselves sued). Beyond that it's nothing more then a catalog for people who consider the trench coat to be the end all, be all of clothing.

Typical Trench coat: 100eb

Add: 70eb for reacti-mesh; 30-400eb for different style; 10eb for each extra color beyond the first

by: BaronSamedi

Cyber City Style Guide: Drinks & Alcoholic Beverages

By: BaronSamedi

(So I'm sitting thinking about drinks (maybe because a Dr. Pepper is in my hand). And of course I think "What would be in the CP world?" So I've come up with some quick ideas.)

Most of the traditional drinks are still around. Coke, Pepsi, etc. But there are a whole slew of new drinks. For example:

Froot Blasters!

Ad: You're thirsty and you want something fruity. But you don't want to pay ten dollars for seven ounces of real fruit juice! So grab yourself a Froot Blaster! Easy drinking and refreshing and the taste is so close to the real thing you probably won't know the difference!

Game Notes: Let's be honest. Any drink that has to change the spelling of a part of it to avoid a truth in advertising suit is probably not going to be great. But the average drinker won't be able to tell the difference because they've never had the real thing. A buck a bottle and it comes in every flavor you can image mixed from fruit... er, froot.

Diablo Brewery

Ad: You're out doing your thing with your friends. Working hard and playing hard and you want something that goes the extra mile like you do. So when you're ready for that brew that has a kick like the Devil, reach for a Diablo. In the morning you might be praying to God but tonight you're partying with Diablo.

Game Notes: It's really cheap crappy beer that the blue collar set loves. If you don't have a hang over in the morning then you must have the toxin binders nanites in or something. It's costs around four eb a six pack (I said it was cheap).

Denali Wines

Ad: Some people say that global warming has been a problem. Well at Denali Wines we love it. Here in Alaska it would have been madness to try and grow vines till about ten years ago. Now in the shadow of America's highest mountain we bottle some of the finest red, white and blush wines you've ever had. So sit down with a bottle and enjoy yourself today.

Game Notes: A decent wine from Alaska. They aren't kidding. It really is grown right near Denali. Now mind you it's got some greenhouse protection but it's grown in Alaska. A wide variety and they've just had one of their finest vintage years come out (2017). A bottle of red runs around fifteen to twenty eb while a white and blush are around five eb more. For vintage years tack on ten extra (the 2017 is going for double normal price right now).

The Following by: Mosca Syndrome

Absinthe:

"Penguin spins, the caviar....trios rouge! We drown it quick, before it hatches....we wash it down with absinthe, flush it out with roses..."

-Edward Ka-Spel

Face it, the legends of wormwood-laden absinthe being a hallucinatory euphoric were a fraud. All the alleged madness of the painters and authors and poets of old were caused by underlying mental instability and the fact that the stuff was generally 100-140 proof.

However, the decadent image of this "forbidden" drink has a certain commercial appeal, and there are certain distillers in this world with a passion for making things live up to their legends. One of the better known outfits is La Fee Verte (Green Fairy) in New Orleans. They use a blend of carefully distilled alcohol and synthesized designer hallucinogens and euphoric to give "Absinthe" the properties the legends spoke of that the real thing failed to deliver. Depending on how much you drink and the type of person you are, the effects range from relaxation and that fabled "green glow" to full-on hallucinations and carnal euphoria.

LFV puts out three varieties of the stuff. Each appeals to a different kind of Absinthe drinker:

La Fee Verte "Giselle": Deep emerald green, this is the flagship of their range. Drunk neat, it's rather bitter and has a strong licorice or anise taste. Typically mixed with cold water and sugar (via elaborate Parisian or Czech rituals that are part of the drink's history and charm), this is the stuff for the hardcore enthusiast and/or poser. It is also useful in any of the numerous cocktail recipes where regular absinthe would be included. The bottle is clear glass, with an elaborate relief of a crowned female Brian Froud-style Fairy on the front, surrounded by an elaborate gold-embossed label featuring among other things the name "Giselle." It has a 65% alcohol content in addition to the drugs. Price if legal is 150eb per 750ml bottle, or 250-300 if illegal.

La Fee Verte "Monique": This stuff is more of a lighter, stoplight green. It's mixed with the same amount of drugs in it per serving, but is less alcoholic and the mixture of herbs is less strong. It's intended to be taken neat or on the rocks, providing a simpler method of getting the same buzz. There is a definite licorice taste, but it's presweetened, light, and an appealing liqueur. This is the one you are most likely to find in most bars that aren't specifically catering to the Absinthe enthusiast. Alcohol content is 30% by volume. The bottle is again clear glass with a more bawdy-looking nude fairy relieved into it. The label, of course, says "Monique" below the fairy. Legal price is 75eb, or 150-200 on the black market for a 750ml bottle.

La Fee Verte "Babette": Carbonated and a pale bluish green, this stuff is a popular substitute or accompaniment for champagne at the more decadent New Year's Parties. It's carefully blended to be fun to drink without failing to deliver a hint of the taste of real absinthe. Alcohol content is low--about 10-15%. The 1-Liter bottle is shaped like the others but is very dark black glass with an elegantly dressed masked fairy on the front. Legal price is 100eb, or 175-250 on the black market if it's illegal in your area.

All three varieties have the same amount of drugs in them per serving (a shot in the case of Giselle, and about a champagne flute's worth for Monique and Babette)

Game notes: Keep in mind that it's booze in addition to being hallucinogenic and euphoric. It's probably going to compromise the awareness and judgment of the characters to be seeing funny green lights and laughing like a schoolgirl in addition to being drunk. The stuff is prized by Vampire freaks, Goths, poets, artists, and other types who are not adverse to a bit of pretension and have some money to burn. It's not a booster's drink at these prices, unless they've managed to steal a shipment.

Naturally, the euphoric content is addictive and tends to dull a person's ambition as well as inhibition, while the hallucinogens do tend to stimulate creativity. Taking more of the drink intensifies the effects rather than lengthening them, and it's pretty easy to become a depraved pleasure-fiend on this stuff. Taken in great excess, the euphoric tend to wane and it becomes terribly unpleasant, with the nausea of being hammered on alcohol compounded by the swirling-head sensation of the hallucinogens. The hangover in this situation is enough to make even a strong person swear the stuff off forever.

Rather than spelling things out as specific bonuses and penalties, it's best for the GM to think about the kind of person drinking it, how much they drank, and go from there when deciding what the effects are. Long-term effects are on par for extended drug and alcohol use. Cyberware intended to stop the effects (cyberlivers, etc.) will work just as well on Absinthe as it will on any other substance.

Each bottle has a label on the back filled with disclaimers and fine print warnings, essentially affirming that anything that happens to you is your fault and LFV assumes no responsibility.

The Following by Fix:

Black Bull, a mixture of alcohol, a variety of synthetic biologicals (including nicotine) and rumored to contain taurine is known on the street as "Liquid Cocaine," and in addition to being slightly more addictive than alcohol and tending to exaggerate violent tendencies, it is rumored to be a bit of an aphrodisiac and stimulant. Costs about 7.5-10 eb per can, 25-30 where banned but alcohol is legal and 50-75 where alcohol is banned.

Cyber City Style Guide: Housing

Well I did clothing and now I'll do housing. Here's several different places for your punks to sleep and eat.

Laughing Winds Condos

This is set outside Cyber City on the coast. It's mostly two bed/one bath condos aimed at the young corporate family. There are a few one bed condos but those usually stay rented out (2D6 month waiting period for one to open up). There are several three beds as well but those don't stay at full occupancy (too expensive). The condos sit in groups of four looking out onto a common courtyard. It's nicely landscaped and the apartments have modern appliances. A typical apartment has a security system (cardlock, diff 20), built in shelves, fireplace (optional: 100eb extra a month for it) and built in oven, microwave and refrigerator/freezer. There is on-site security (pair of armed guards) as well as a fitness center and pool. Several corporations subsidize housing here for their workers. Small pets (under 20 pounds) allowed.

One Bed/One Bath: 2400eb/month
Two Bed/One Bath: 3200eb/month
Three Bed/Two Bath: 4200eb/month
Deposit: 1/2 of a months rental

Pet Deposit: 400eb

Downtown Apartments

These are apartments in the combat zone. The management took a old warehouse and converted it into apartment spaces. It had a second story added inside the warehouse and the walls are thin as paper. In the halls there are always burned out lights and depending on the day there may be no lights at all (on a roll of 1-2 on a D10 all the lights are out and the halls are pitch black; the wiring is on the fritz again or maybe they've been busted out). The apartments themselves are no prize. They are your basic studio apartment (two sizes: 20' x 15' and 20' x 20'). The floors are bare concrete and the walls are sheetrock. The door locks (diff: 13) are mainly present for show and to keep the curious out. They won't slow a determined thief. There is a communal bathroom and shower (four units share a single bathroom). The bathroom has two toilets, two showers and two sinks. No appliances come with the apartment and only half of them are wired for phone. The wiring is poor and suffers from frequent surges. If any electronic equipment is hooked up and not protected it runs a chance of being shorted out (1-2 on a 1D10, double that on a windy day; on a 1 the whole building loses power for 1D6 hours).

20' x 15': 200eb/month
20'x 20': 250eb/month
Deposit: 1/4 of a months rental

Mehew Motel

This is your basic transient hotel to the Northwest of the Cyber City Park. Each room has one bed and a small dresser. The carpet is covered in stains and the whole room is a mixture of smells from the countless other people to have stayed the night here. The lock on the door may as well not even be there (diff 10). In the room there is no phone, no television, nothing. This is a room for those headed down in life. There is one bathroom to a floor (five toilets and five sinks). A floor consists of thirty rooms.
Room: 25eb/night

Mission Hill Apartments

Neither in the hills nor a mission this is a place for blue collar workers and corporate technicians. Located to the west of the University District it's a rather unimpressive apartment high rise. The whole building rises ten stories. The bottom three floors are one bedroom apartments with floors 4-8 being two bedroom apartments. The final two floors are three bedroom apartments. The apartments all have refrigerators and ranges. Other than that they are pretty plain with no real features. The doors to the main building are opened by cardlock and keypad (diff: 15 and 20) and the apartment doors are opened by the same card (diff: 15). All apartments have phone jacks and cable installed. No pets.

One bed/one bath: 1200eb
Two bed/one bath: 1600eb
Three bed/two bath: 2100eb
Deposit: 1/4 of a months rental

Executive Estates

This is living on the top. These houses spare no expense. They have every luxury the owners could possibly want. Basically they are custom designed to the owners specs and then outfitted with whatever furniture and appliances that is wanted. A typical house will have lots of things like hand painted tiles, rare real wood floors, vaulted ceilings and manicured lawns and gardens. The neighborhood has it's own architects and contractors to build these houses and the waiting list to get land to build on is three years long. It's nestled in the heart of the Westbrook area and has it's own police and fire department to patrol it. The entire community is gated and walled so as to keep out the undesirables.

Price: If sir must ask, sir can not afford. (start at over 1,000,000eb for a small lot and a house the neighbors would laugh at and shun you for and go from there)

Credits: BaronSamedi

Cyber City Vehicle Guide

Vehicles, those things that make driving in Night City such a pain in the ass. However it seems like the only things the characters drive are heavily armored and have no... well style. So here's something that won't survive a firefight more then likely but dag-nabit will look damn good (or at least just get you around). All of these will of course have factory options and if you really want you can customize these more. Assume all have heat/AC, a decent CD player of some sort, cruise control and automatic transmission unless otherwise noted.

Mitsubishi Anansi:

Visual: A sleek low slung sports car making it's way down city streets. It never stops throughout the whole commercial.

Audio: The new Mitsubishi Anansi is designed for today's discriminating buyer. With onboard navigation, net access and full security suite standard this is the car for the urban professional. Our engineers have made sure to make this the absolute best that we have ever put out. So go to your Mitsubishi dealership and test drive one. Because once you've ridden the spider... you'll never go back.

Game Notes: This is a top end model for Mitsubishi. Calling it a car for the urban professional is really stretching the fact. The security system uses either thumbprint, cardlock or keypad (chosen at time of purchase) to deactivate the system (Electronic Security diff: 25 to bypass). It comes in many different colors and Mitsubishi is making cyber control a factory option (25000eb) for those who want it. Even without the cyber controls it's still a responsive car.

Vehicle Type: Car Top Speed: 140mph Crew: 1 Passengers: 3 (the back seat is really cramped though)

Maneuver: +2 SP: 10 SDP: 45 Range: 300 miles Cost: 65000eb

Hyundai KMS-4:

Visual: A golden looking tear drop tearing down a winding country road towards the camera. It passes the camera and then blazes on towards hills in the distance.

Audio: At first, nothing. Then you hear a faint swell of wind. As the car passes the camera you realize the sound is the car cutting through the air. No sound of engine, just that of passing wind. The end of the commercial a quiet voice says "The Hyundai KMS-4, new and refined for it's tenth anniversary."

Game Notes: What started as a concept car for Hyundai in the early part of the 2000's was made a production model in 2010. It's a sleek looking car with a hybrid electric engine and a array of colors (the most popular being metallic of some kind). For all it's sleekness it's still a inexpensive car. It has a inexpensive navigation system and a ten disc mini-CD changer. It comes with a security system that's enough to keep the basic car thief away (Electronic Security Diff: 15).

Vehicle Type: Car Top Speed: 110mph Crew: 1 Passengers: 4 Maneuver: +1 SP: 10 SDP: 35

Range: 500 miles Cost: 15000eb

Toyota Godzilla:

Visual: A old monster movie, appears to be Godzilla vs. Rodan or something. People pull up in a small car. They look to the right and do a silent scream. As Godzilla comes on the movie screen the Toyota Godzilla pulls onto the lot.

Audio: Soundtrack for a Godzilla movie. A announcer talking about the comfort, room and size of the new Godzilla. As the SUV comes on the screen you hear the announcer talking about finance options. Beauty shot of the SUV and then fade to the Toyota logo.

Game Notes: It's huge. Freaking huge. Imagine the biggest SUV around right now and add some more to it. This is fast becoming a favorite of Beavers and Corporates. Several federal agencies are looking into putting armor on it for hauling around dignitaries and such. It has a television that drops down behind the

drivers seats, full net access, a built in cell phone and a hefty navigation suite. The body is made out of a light Kevlar composite. It's not designed to stop bullets though. It's so it's very dent and scratch resistant. All this and the security system (Electronic Security Diff: 19) has satellite tracking if it's stolen. It has cargo room out the wazoo behind the last bench seat and all the benches can be removed for hauling whatever.

Vehicle Type: SUV Top Speed: 100mph Crew: 1

Passengers: 11 (one up front, two bench seats for three and a single bench in back for four)

Maneuver: -1 SP: 12 SDP: 70 Range: 250 miles Cost: 35000eb

Renault Avantime:

Visual: A boxy looking mini-van pulls into a school. Both side doors slide back as three kids pile out. You see the mother in the front seat smiling happily as the doors shut on their own.

Audio: A announcer talking about the safety and reliability of the van. Some safety figures are quoted from a lab in France and at the end a address is shown for the local dealer.

Game Notes: Mini-van. Not much more need be said. The biggest feature are the semi-automatic back doors. They use a small laser to detect if anything is blocking the path. If nothing is in the way for twenty seconds then they slowly shut. If something gets in the way or the door hits a obstacle then the doors stop and retract. Essentially elevator doors on a van. The keyless entry system can open the back doors automatically as well as remotely start the van. Behind the back bench seat there is some cargo room and if more is needed the bench and captains chairs can be removed.

Vehicle Type: Mini-Van Top Speed: 100mph Crew: 1 Passengers: 6 Maneuver: 0 SP: 10

SDP: 55 Range: 275 miles Cost: 20000eb

Credits: by BaronSamedi

Cyber City Style Guide: Furniture

Ikea Cyber City

Visual: A slow pan around a apartment showing each piece of furniture with a label over it listing what it is.

Audio: As each piece label comes up the announcer says what it is and a price (MSRP). Then at the end the apartment fades away to the Ikea logo with the announcer saying "Ikea: It's what you want to have."

Game notes: Located off I-16 in the business district of South Cyber City. Ikea Cyber City is the place to come for all your Swedish Modern furniture. These sets are very popular with the saliraman set. It's sturdy yet still inexpensive while retaining decent looks. They also carry kitchen utensils and various throw rugs and pillows.

Chair (living room): 150eb Chair (kitchen): 40eb Couch: 325eb Love Seat: 275eb

Coffee Table: 100eb Kitchen Table: 200eb Throw rug: 10eb Pillow (2' x 2'): 10eb

Entertainment Center: 350eb Bookcase: 150eb

Highways

Visual and Audio: A slow pan through the store as a quiet voice describes the different items they have for sale as well as prices.

Game Notes: Highways caters to the new fashion called "Nomad." With the popularity of the new show The Canvas Project this style is getting even more popular then ever. It basically looks like camping furniture for the most part (that's what it is), except it's decorated in several distinct styles depending on which Pack it comes from (Aldecaldos, Jobes, etc.). There are companies out making reproductions of the styles but the product is usually inferior to what you can get from the nomads and not considered desirable by true aficionados of the style (3/4 to 1/2 these listed prices). Highways is located on High Street on the second floor of a five story building. The fact that most of the furniture collapses for storage and carry makes this feasible. Custom orders are possible and will run anywhere from 4-25X the listed price (depending on such things as: location of the pack that makes it, how much is to be made {less made, higher the price}, how detailed, etc.). The style itself is popular with some edgerunners although they prefer to buy directly from nomads they now (and get it at a hefty discount; wholesale essentially).

Chair (folding): 70eb; elaborate and/or intricate designs 30-300eb extra

Table (folding): 120eb; carved 50-1000eb extra

Rugs (10' x 10'): 450eb; elaborate and/or intricate designs 200-5000eb extra

Rugs (15' x 10'): 800eb; elaborate and/or intricate designs 300-6000eb extra (larger rugs are available but not on the showroom floor)

Lamp (battery powered): 45eb

Artwork (sculpture, painting, etc.): 25eb and up

Woven basket: 20eb-200eb; elaborate and/or intricate designs 15-500eb extra

Paper Warehouse

Visual: A high overhead tracking shot through a high ceiling warehouse. On the floor below are aisles upon aisles filled with different items. A large crowd of smiling people walk around the building as they shop. At the end of the spot the store locations and company logo appear on the screen over the image.

Audio: A spokesman talking about the latest sales, a small bit of what can be found there and the location of the stores.

Game notes: This is your one stop shop for knick-knacks and cheap furniture. It's called Paper Warehouse for a reason. Ninety percent of their stock is made from paper products of one kind or another. With the advent of cheap strong epoxy that means that you can take cardboard and make a table out of it. It won't take huge loads but it'll take having some plates (or pre-pack containers) set on top of it. They have several locations scattered throughout the area.

Table (kitchen): 20eb Table (end): 5eb Stool (kitchen): 10eb Bookcase: 35eb

Entertainment Center: 40eb Lamp: 5eb Bed: 45eb

Tate Ashley

Visual: Various shots of bedroom sets and dining room sets set in lighted showrooms.

Audio: A quiet female announcer talking about things like quality, craftsmanship and dedication to these things.

Game notes: Tate Ashley are the people you go to when you want to buy some really expensive furniture. They hand make the furniture from real wood as well as other products (It's rumored one of the regional vice-presidents for Orbital Air had a dining room set made out of high quality titanium for his house). It's high quality and highly sought after by the rich. They have a "production" line that turns out furniture for the show room (1D6 month wait to get a piece after ordering off the show room floor) and then a custom shop (5x-20x cost) that makes pieces to customer demand (2D6+1 months wait for this, add a extra D6 for elaborate or large orders).

Bedroom set (bed, dresser, headboard): 35,000eb

Dining room set (table, twelve chairs, dish cabinet, buffet): 45,000eb

Living room set (couch, love seat, entertainment center, coffee table, two end tables): 65,000eb

Grandfather clock: 5,000-20,000eb

Wired Domicile

Visual: Lots of flashy shots of high tech equipment being built into furniture. Shots of the furniture itself at work in the home. Follow it with the company logo then fade out.

Audio: Loud throbbing techno with minimal pitch for the furniture.

Game notes: Wired Domicile makes furniture for those who just can't seem to have a planter without a cell phone crammed into it. It's run along the lines of the Domitic System in which each piece of furniture reports to a central computer and tells it about what's going on around it. A favorite of well off netranners and fixers who have their own place because it can also function as alarms and surveillance systems for their homes. An example of how to work this would be a table with a small sensor built into it that monitors the air temperature, quality of air and noise levels then report it by wireless net to the central house system which would then turn on the heat/air, put a note in a log file so the filters can be checked and call the alarm company to report a break in (or to turn down the music so as not to disturb the neighbors). Most of the furniture will come with a air temperature sensor and the larger pieces will come with the air quality monitor in addition to the wireless network card. Other options include: alarm sensor (motion, sound and/or vibration), data terminal (keyboard and monitor with link to the main system or interface cables), phone system, reacti-mesh cushions (conforms to your body), electro-pigment fabric (switch between colors, can be controlled by central computer; 150eb extra) and a range of other options (massage chairs, cyberdeck/computer add ons, etc.). All these options take up one option space (except for the cushions and fabric and the space the cyberdeck options would normally take). To get the system set up requires a one time set up fee of 4000eb (relays get set up as well as the central system; owner can set this up themselves if they wish). To add any existing item in the house onto the system (coffee pots, refrigerator etc.) costs ½ the price of the appliance in set up (not less than 100eb though).

Couch (four option spaces): 700eb plus options

Recliner (three option spaces): 600eb plus options

Table (dining room; one option space): 1000eb plus options

Coffee table (one option space): 500eb plus options

Floor lamp (two option spaces): 125eb plus options

Central system: 1700eb (Modified Microtech IIKL-4 workstation Int3 MU20 4 option slots; 10 MU is already used with the programs to run the house and one option slot is full with the router and network hub to receive the information from the wireless devices; the extra 10MU is there for log storage and any further updates to the system)

By: BaronSamedi

Cyber City Style Guide: Musical Groups

"And the hits just keep on coming!" No, I'm not referring to some new style of martial arts either. It's music time. You know, that stuff you listen to when you go to the club. Now if you have players like mine and you bother to even ask what their characters favorite music is you'll usually get answers like Nine Inch Nails, Tupac, Filter whatever THEIR favorite band is. But lets be honest. Those are today's bands. They'll be on the oldies station when the characters are alive. Just as a hint any band that was out in the mid-90's will be almost 25 years old. Black Sabbath now in other words. I'm not saying that some of them will still be popular but why not give them a few NEW bands to choose from. Because lets be honest. Someone has probably had a hit band between now and then. So I'm BaronSamedi and I'm counting them down...

Screaming Weasels

Game Notes: This is a band that originated in the San Francisco area as part of a scene called simply Screech that had it's heyday around 2018. The best way to describe the music is loud. They go in for all kinds of tricks with distortion and noise using conventional instruments and real-time computer mixing. The live shows are always interesting mixing performance art (plants in the crowds do all manners of odd things and the crowd feeds off it and begins to do odd things themselves) with traditional pyrotechnics and light shows. Several cities have banned them from appearing in their arenas. The band members themselves are rarely photographed and when on stage they make a effort not to have bright lights on them. So while they are popular not a lot of their fans could pick them out of a normal crowd. The lead singer is a man known simply as Weasel.

Devotion

Game Notes: Devotion is not a band but a single singer. She sings a mix of Tejano and hip-hop. She's extremely popular in the southern part of the United States as well as Central America. She's always on tour and her albums are usually high quality live recordings of her concerts with her stopping to do studio albums every once in a while. She has class, good looks, a great voice and she's not real. She's idoru. The live concerts are pulled off using holographic tanks and body doubles. The recording company will go to great lengths to keep up the facade of a live singer. They don't exactly cover up the fact she's a computer construct but they sure aren't going to go blabbing it either. And with her last two albums topping out in the top three and her most recent release already in the top ten after one week the public doesn't seem to care.

Ours Tanquer

Game Notes: A French band that has garnered some popularity for itself in America although fame still eludes them in their home country. They sing in nothing but French and speak very limited English. Their music is pretty much straight pop. They're popular with the teenagers who want to listen to something that's considered alternative although most of the music, if sung in English, would be pretty uninspired. The lead singers name is Thibault Boulay and he's best known for his tech hair that hangs to his waist and does a soft strobe through the colors of the French flag.

Dances Like Maniacs

Game Notes: This is one of the first Native American bands to get really huge. Their first album went

platinum in six months. They use a mix of Native American instruments like the love flute, native drums (including one REALLY big mother that three people play at once), turtle shell rattles, etc. and synthesizers, guitars and keyboards. The music is pretty high energy dance music for the most part mixed with some quiet love songs (where the flute comes in) and a few political themed songs. In a recent Rolling Stone the band was described as "The Voice of the American Indian being truly heard for the first time." Several Native groups have protested the band saying that some of the chants that are in the music are sacred and shouldn't be used in something like secular dance music. The lead singer is a large Chickasaw named Rob Gladine.

Iman

Game Notes: A single man who simply calls himself Iman that has brought Middle Eastern music to the United States. Popular music on the college circuit his music is some Sufi chanting, Byzantine chanting, and some of his own original compositions set to synthesized music. People come away from his concerts calling them "haunting, sublime" among other things. His main venue at the moment are small venues (read small concert halls and coffee houses), usually around colleges where the majority of his fans are. He appears in the Cyber City university district on a pretty regular basis as he went to school there and has a special place in his heart for the city.

By: BaronSamedi

Borg9

The band is composed of 6 members - 2 are FBC's, the others are robotic.
This band is not for humans. It is for cyborgs and AI's.

Co-operatively financed by the media giants(...management AI's...) and cyber-developers, this band is the ultimate in borg extremity. The average member height is 12feet. Their instruments are correspondingly huge, and dangerous to use. In particular the lead guitar - which is designed to arc out along the 'strings'.

Vocalizing is a mix of strange borg lyrics that only borgs and the mildly cyberpsychotic can make out - or are completely abstract - like the one where through the entire song the 'female backing singer' (think soroyama robot here) is recounting a binary file in a perfect female/robotic monotone.

Their industrial orange spider-like drummer can make and maintain a beat that takes the concept of Gabber to new heights of speed and ear shattering intensity. The fastest tracks can only be appreciated by those with speed-boosts, audio-replacements and level dampers. If your pet boosted out Solo hears them, he'll probably be able to bop along in time. And he'll look like he's having an apoplectic fit of frightening intensity.

Music wise - think industrial dance music - crossed with Japanese pop. Played fast. Very fast.

By: Malek77

The other weird musical phenomenon that keeps cropping up in my games is...

Japanese Country and Western

"The increasingly multilingual nature of today's society has resulted in the average man being able to appreciate a wide range of music - and the most popular form today is the heart warming strains of such bands as the Shinoku Wailers..." etc. etc. End media-Corp. blurb.

For no good reason, all blue collar workmen (in my games) of mixed ethnicity seem to like this weird Asian/American music. And they tend to play it loud on tinny radios everywhere you go. It's relaxing or something - and the corporate bosses approve of its non-confrontational content.

It's quite frightening to the average Edgerunner. It reminds them of home being over-run by Arasaka or something...it's just *bad*. And its everywhere.

It's like Nashville has been moved to Tokyo - and has actually got worse as a result. (is that possible? Then again, this is only a game...)

By: Malek77

Cyber City Neighborhoods and Quarters

Borgton /Old Downtown

Borgton, is so named of course for it's inhabitants, full body conversion cybernetic organisms. Located in what was originally the old downtown district before the blast, Borton is now home to what is the largest concentration of Borg society known to exist in conjunction with 'meaties'. Hundreds settled here as a last resort during the uprising (see Cyber City history) which led to the forced societal expulsion of Borgs from the new burgeoning city by the fearful and distrustful upper class.

The highlight of the area is the giant concrete containment dome 300 meters in diameter and 30 meters tall which contains the varied remains of radioactive slag from the old city center. The whole surrounding area of Borgton is still slightly hot with background radioactive materials, which for a 'meatie' would be considered hazardous for extended periods of exposure, but for Borgs with radiation shielding causes them no harm.

Concentric rings of buildings surrounding the Rad-Dome house the occasional small shops, stores and homes of the various borgs living in this area. The Rad-Dome is considered the town square with occasional open air concerts, and a yearly independance festival taking place on the concrete roof. The grounds immediately around the dome have been cleared, for use of commerce and road travel, by the founding elder council which keeps a semblance of law and order in the area.

The inner ring around the Rad-Dome is home to the majority of stores and shops housed in the reconstructed ruins of the buildings that where here before. Some borgs live above, or in their small shops, while most others live in the next section of buildings from the center of Borgton. A small cleared road leads like a cross like compass North, South, East and West from the town center.

The closer one stays to the four cleared paths into and out of Borgton the better the conditions of the neighborhood. If one were to stray even a few dozen meters from any of the roads the buildings go back to being the non repaired disaster area from the atomic blast. The less fortunate and worse of the displaced borgs are forced to live in these little more than building remnants many times without proper walls ceilings building and alleyways.

'Meaties', or normal humans are rarely seen around though occasionally some uses the area to hide out in for a few weeks till things cool off. Also, occasionally a strange or deranged Ripper-Doc may setup shop near the outskirts servicing borg and humans looking for blackmarket cyberwear implants.

Borgton does have some bright spots including a well known nightclub, Gearz located on the far western edge, and an all borg musical group known as BORG9 that is known throughout the city.

Souk, Little Arabia

The souk was already being established when it got a large influx of displaced people from the Middle East after the Middle East meltdown. A winding maze of streets and alleys the souk only has one major road

going through the area. It's well known for its vendors of varied goods and services. Everything from the scrupulous legal to the deepest of black market goods are traded here.



The whole area has a Middle East feel with the architecture leaning towards that. Many people live here because the rent is cheaper (considered to be Moderate Zone in price but the apartments and rooms are a little better than normal for that price range) than the rest of the city because people feel uneasy about the rumored presence of terrorist cells in the souk. The streets are always filled with a stew of languages and it's truly an area where if nothing is going on you should just wait a minute.

A theater calling itself simply The Theater has located on the main road leading through here and they stage plays of all kinds for a low price. The acting can range from barely above amateur to high grade depending on how well the current producer bothered to cast.

A popular restaurant is set off on one of the side streets. It's called Zorbas and serves Middle Eastern and Greek food. It's always packed from open (10am) to close (10pm weekdays, 11pm weekends). The food is mid-range in price and excellent. Try the tabouli. It alone is worth the wait.

Credits: BaronSamedi

Murder Heights

Murder Heights as everyone calls it is a small neighborhood on the west end of town located on a small rise above the surrounding countryside. Once a relatively moderate area for lower middle class families to live in, it has quickly sunk over the last few years to resemble more and more of a combat zone, thus the name.

Rain

Monk c. 7-16-02

Rain poured down the windows in oily sheets, reflecting the dim candle light of the room in shimmering trails. The darkness beyond was complete, a rarity in the city since light pollution maintained a dim twilight through even the darkest hours. The rain, though, was heavy, blocking all light, drowning out all sound. It had been coming down for two days now, and was causing some flooding in parts of the city. Not here, though. Even the floods wanted nothing to do with Murder Heights.

The woman on the worn, red velvet sofa coughed a short, quiet laugh. She'd always thought it too pretty a name for this part of town. Most people would say that gangs controlled it, but she knew that no one really controlled anything here. It was like a hungry thing that consumed whatever unfortunates stumbled in to its maw. Without removing her gaze from the dirty window of the squalid room, she extracted a handful of pills

from the ziploc baggie in her lap and then washed them down with a long pull from the plastic bottle that she

clutched in her left hand. The amber liquid flowed down her throat in a burning wave. Acetone would have tasted better, but she wasn't picky now.

As the alcohol and pills took effect, she became numb and her vision, locked so tightly on the window, began to blur. Memories poured from the corners of her mind, from the deep recesses and from the recently scoured surface. Finally, they settled on the events of the day, from when she had awakened in this very room. Spacious but dingy, it was a hard won prize in Murder Heights. One wall consisted of forty feet of windows, stretching from the ceiling nearly to the floor, twelve feet tall. The other walls were dusty red brick, the floor and ceiling bare concrete. The only adornments were the once-brightly painted water pipes and electrical conduits that sprouted apparently at random here and there from the brick. Furnishings were limited to the red sofa, a threadbare recliner that had once been a deep blue but now was a mottled blend of various shades of the original hue, a sturdy table bearing a hotplate, and a small cot.

That morning, she had peeled back the sleeping bag that was her only bedding, and stepped into her boots. She slept in her clothes, as usual, and with a heavy caliber pistol in hand. She had managed to fairly fortify the room, but she did not take unnecessary chances. A quick breakfast of ramen noodles and she was on the street.



She hadn't had a job in nearly a month, and though she didn't have many regular bills, she did have to eat and she did have to maintain a few necessary services: her "ad" with a high-profile placement service, a cell account, emergency medical insurance. The cell was dead now, until she made her payment, and the insurance card she carried wasn't worth the ink used to print it unless she came up with some cash. She needed to find work...or make some work. Either way, if she was going to make it out of the hell hole she called home, she needed capital.

The rain fell in heavy sheets. Her long blonde hair was instantly matted to her skull. As she stepped from shelter of the doorway, a side entrance with a heavy metal door, she was accosted by the winds that drove the rain in horizontal torrents. It was only moments before the rest of her was as drenched as her hair, the billowing raincoat offering no protection to the swirling gusts. She tried for a moment to pull it down in an effort to at least partially conceal the two pistols nestled at the small of her back, but gave up quickly. It was useless, and any spectators would have to approach quite close to notice them in the foul weather, anyway.

Hugging close to walls, she proceeded down the street. At each door, window and alley, she would give a little space and watch closely for lurkers. Murder Heights had earned its name. Passing yet another alley, she was almost clear when she heard...what? A scream? Could be anything, she told herself. The din of the falling rain was so loud that an ambulance could scream past her with sirens blazing and she would probably miss it. Right?

She started to turn, to continue on her way when she heard it again.

Maybe, she thought, but what's it to you? Not your business...

She hesitated a moment then turned down the alley, a heavy pistol weighing in each hand, senses strained to their limits.

Perhaps ten meters down the alley she came upon the source of the noise. A small form huddled against the dirty alley wall, four larger figures gathered around and taking turns kicking. She recognized the predators immediately, members of a small and generally worthless gang of local punks.

Not your business, she thought again as she opened fire. They all lay dead before any were aware of her presence. She knelt to check each in turn, verifying that there was no pulse. She also took the time to pick what little there was in the way of valuables. Then, hearing a whimper, she turned to the subject of the beating. The poor thing was shivering, but whether from the cold rain or shock, she couldn't tell. The pitiful noises could almost be called moans, but whimpering was what came to her mind.

She grabbed the thin form by the shoulder and rolled him over. He was a skinny little addict, with dark eyes and sunken cheeks. He was bleeding and bruised.

"Okay, stand up, boy. Let's get you out of here."

He opened his eyes, blazing pits of rage, fear, pain. It was his eyes that had her backpedaling and bringing her guns to bear, not the gun in his hand. She never really saw it until it went off. She heard the round crack into the alley wall behind her. She heard several reports and felt the twin pistols in her hands bucking, saw the little addict jerking with the impacts of multiple rounds. He fell, bleeding profusely. The blood poured away with the rain.

"Damnit!", she spat, angry at the little shit, angry at herself for pulling such an amateur move, for ever meddling in something that was not her business. She turned and made her way home.

The rain still rolled in sheets down her windows, her eyes still locked on the shimmering wall. She lay on her sofa, bottle of liquor clenched in one hand, bag of pills in the other. Her memories sailed around the room but found no real home.

The blood, a darker red spreading through the red velvet, ebbed slowly now from the hole in her back. The entry point, just to the left of her sternum, showed no sign of blood at all. Slowly, a puddle formed beneath the sofa as drop after slow forming drop began to fall, the sound lost among the staccato of falling rain.

God Tel Ministries

Cause GOD The One and only told you so!

The God Tel Ministries have a large headquarters just inside the combat zone. The entire structure encompasses a whole city block. The main building consists of an old building pre 20th century. The first floor has no outside openings and is several feet thick of brick and concrete structural supports. The whole is seven stories tall with a three story bell tower on the rooftop. From the rooftop every morning around 8am, afternoon at 5pm, and at 9pm an audio sermon is piped out of a quadrant of giant loudspeakers unto the untold masses and destitute of the Zone. The annoyance can be heard clearly for five full city blocks in all directions. They provide a soup kitchen on a first come first serve basis to anyone that is a true human or at least can pass for one, all others are a blasphemy of GOD's creation and will be shunned. The truly devote, those that can put up with the brainwashing or just don't care are allowed to live and work in the

Compound.

The Ministries are normally what the public officials of the city like to point to as a good work of humanity to humanity well at least around election time when the budget for social services and welfare rears it's ugly head again.

The Ministries is one of the few places that occasionally receives city police services protection inside the Zone. Whenever there is any large kind of riot closer than 3 blocks to the main compound assault helicopters are called in to reduce the threat by spraying the offenders with lead, what the Pastor calls "The tears of GOD".

GM Notes: The five blocks surrounding the God Tel Ministries has long been known as an Inquisitor controlled area. Large groups patrol the streets at night with torches and crude melee weapons, hunting down all augmented humans and the criminal element. The citizens of the area either believe in the good works of GOD and support the Ministry or are looking for a safe place to live and provide for their families in the Zone.

It is widely rumored that the Ministries is the headquarters of at least a major Inquisitor cell. No one that has ever tried to prove this claim has ever been able to prove this claim as they have either never come back out of the Ministry, or have (ahem!) devoted their life to GOD.

In fact the whole block is a veritable medieval fortress with thick 2 meter brick walls around the entire edge not encompassed by the main building. There is a large set of double doors made out of iron in the front of the main building that look incredibly strong and thick. The second thru fourth floors have only small cross like arrow slits for windows, while the upper floors will occasionally have small windows that have strong outer shutters that can be closed and barred. The only other entrance into the compound is through a side entrance with what can only be called a gatehouse consisting of two towers interconnecting over the top of a large steel cargo door.

Credits: Thumper

The Dump

Cyber Cities Landfill is located on the far end of the island far away from the glamour and glimmer of the downtown skyline. The location that is now the landfill affectionately called "The Dump" is in the center of the remains of the old city, and on the edge of ground zero. The cities rebuilders figured that something needed to be done with all that space even when it was slightly irradiated, even after the cleanup that placed most of the hot materials in the dome. Located just meters offshore from the landfill is the beginnings of the flotilla that is the ragtag fleet of old rusted-out ships and boats making up an illegal semi nomadic city filled with smugglers, immigrants, drug dens, black market goods and just plain homeless families.

The City continues every day to add to the piles of rubbish, refuse and garbage in the landfill. As the trucks drive in and leave off their cargo the denizens of the dump come out from their ramshackle hovels and makeshift living quarters to sift thru the leftovers of the elite and upper middle class of the city. Small fights frequently break out as the trucks leave, but not before, as security trucks are always on hand to protect the sanitation workers. A large semicircular reinforced concrete wall ten meters in height and two in width, encloses the entire complex, except for a small section leading to the recycling businesses off to one end of the landfill. The enclosing wall has a electrified fence with razorwire on top to keep the denizens inside from walking the streets. Along certain sections of the retaining wall are normal and infrared cameras that are monitored in the downtown security complex of the city police department for any adverse and disturbing activities like, the occasional garbage riots.

A variety of features of "The Dump" are located below in easy to digest sections:

Occupants: The people living here are the severely displaced, diseased and insane crazies that would normally just be plowed under in the standard urban combat zones. Although, life here is harsh and your housing is whatever you can find like a series of large appliance boxes lined on the outside with plastic, people here actually can occasionally get by selling sifted garbage to the nearby recycling plants. The makeup of the citizens are a mix of slightly mentally ill, immigrants, water-faring nomads, and the occasional smuggler and criminals hiding out from the eyes of the authorities.

Smuggling tunnels in and through the dump are known throughout the underground as "The Warren". The Warren is a nest of elaborate underground tunnels woven into the abandoned sections used by undesirables and various smuggling groups to hide merchandise and evade arrest. Pockets of cave like warehouses of small size are occasionally dug out for the temporary storage of some goods. Of course this can be a very risky business, as sections of the landfill are always being driven over by large trucks or compressed by rolling equipment to compact the junk left over. News reports about the illegal activities and "The Warren" have occasionally concluded that the tunnel systems are as complex as those sometimes seen previously used by the guerilla opposition groups in the South American wars and in South East Asian conflict of Vietnam.

The garbage riots: every so often the collection system brakes down and the Cities garbage workers strike due to insane, and dangerous working conditions, stemming from unsafe materials and the hazards of fighting off the denizens of the Dump. Usually after a few days the occupants, "Dumpsters" usually hungry and tired due to lack of fresh materials to sell to the recyclers attempt to filter out to the more urban areas. The main retaining wall of the dump 10 meters tall and several meters thick of concrete topped with electrified razor wire fence normally contains the people for fear of electrocution. But as the conditions deteriorate someone suicidal throws themselves on the fence shorting it out just long enough for a group of the others to scale the wall and go over the top.

Shortly after the breakout a small armed assault team from the contractual Militech Municipal police force arrives in armored APC's and IFV's to deal with the "Dumpsters" before the upper-class people in the better areas see what human trash crawled out from under the sludge of the dump. The wholesale slaughter of the "Dumpsters" usually ends quickly with a few sometimes escaping the carnage.

Not only do the occasional garbage riots as they affectionately called make great headlines for an otherwise slow news week but the mostly unarmed and unarmored "Dumpsters" bring out those weasly human rights activists and excessive police force demonstrators occasionally into the fray from the opposite side making for a great spectacle.



Oh, never fear the population inside the dump never seems to lessen after the riots because plenty of other immigrants and homeless will quickly take their place when the garbage once again flows into the Cyber City dump, since an easy meal ticket is to be had from sifting the junk for the recyclers.

Recycling industries: A large number of small companies have setup light industrial locations nearby to take advantage of all the waste that is dumped here. The local dumpsters as the residents who illegally squat inside the dump are called filter through all the debris and bring plastics, glass, metals and paper products to the many businesses nearby for a small ration of daily kibble.

The commodities that are brought in for resale to the recycling industries range from broken electronics that have been discarded, plastics, glass, metals like steel and aluminum, and bulks of paper and cardboard. The rates of food given out on a kilogram by kilogram basis changes nearly hourly as the market price



values of the items being recycled that can be recovered and reused changes.

From a distance on occasions multicolored fumes and smoke rises out of the landfill and out from the smokestacks of the nearby recycling facilities. This has become known as "The Northern Lights" This is caused from the sludge and industrial chemicals that sometimes gets dumped here illegally. Occasionally a really strange corp. will bring his children down at night to the dumps 10 meter retaining wall to watch the bright colors and patterns as they rise from the piles of trash and rubbish.

The Phipps Building

History

The Phipps building was the first major rebuilding project undertaken by the Donnatello and Sardouchi Corporation. In the previous two years beforehand, they had only taken part in the rebuilding of a semi-suburban neighborhood of working class tenements. These low to medium rent housing buildings were designed for those who had the courage to move back into the metropolitan areas of the city soon after the radiological cleanup had finished. Presently, the area has earned the nickname Murder Heights which is another story in itself and happened after the famous Metal Vs Meat conflict, itself a story of it's own.

After the radiological cleanup with over one thousand full body conversions settling down in the area due to a lack of acceptance elsewhere. Donnatello and Sardouchi Corporation figured that they could make good use of the tough and ruggedness the FBC's possessed. Donnatello and Sardouchi Corporation kept the FBC's out of trouble with the rest of the community providing them with subsistence level construction wage jobs for what would have been nearly unemployable workers in most any other situation.

Nine months into the construction project dozens of FBC's had received debilitating and crippling injuries due to the substandard safety regulations involved. Many of the Borgs were unable to continue working or

even live a viable lifestyle due to mangled limbs and malfunctioning circuitry. By the tenth month with a push from the injured Borgs the remainder of the workers formed a unionized workers collective, dubbed (Chrysalis, a transformation from what they were to something new and glittering) in the hope of gaining better wages, and improved work safety conditions.

At first D & S Corp just decided that they would ignore this fledgeling effort to unionize the Borg construction workers. As the weeks went by fewer and fewer of the Borgs showed up to do construction work and the project nearly came to a halt, causing serious delays and straining the financial ties between D & S and it's investors. D & S took the matter into their own hands by trying to hire non Borg workers to take the place of the FBC's on the construction project. Quickly though even that soured as they new meat works having to don linear frames to continue the taxing work all designed to Borg specifications walked out due to numerous injuries and deaths.

D & S Corp realized that they would have to strike some sort of deal with the FBC's and eventually came up with a plan that would make both sides somewhat happier and allow the project to continue.

D & S took a Government initiative to replace many of the bodies of the injured and worn out ex-military FBC's models and trade them in for newer construction chassis with a financial windfall from the government to reduce the threat of former military models lashing out with their inherent weaponry that was non removable from the base models. Secondly, they also provided a contract to provide residential deeds to land inside the metropolitan area for all the workers and free Psychological treatment, which also of course was partially financially backed by a government program D & S lobbied for the passage of.

Overview:

The Phipps building towers over all other buildings in Cyber City. The Phipps building remains today as the one true landmark that defines the city and it's skyline. The structure can be seen on a clear day for over forty five kilometers away, although crisp clear days come around few and far between.

The Base structure of the building climbs to a height of 70 stories and with the eight seperate towers that branch off from the base make a staggering total of 240 stories total.

On the interior of each tower runs a three level vertical train on a rail, stooping at the 68th-70th floors, the mall levels, then again at the 98th-100th floors, offices in the towers, and finally terminating at floors 238-240. The veritrains are an express way to quickly move multiple levels without having to wait for the interior elevator system, which stops at every floor.

Spanning the spaces between every other tower are a series of giant electric generating windmill fans, two each per span. Between towers 2 & 3, 4 & 5, 7 & 8, the power generating fans stretch from the 80th -100th floors. The windmill fans help provide nearly a quarter of the buildings power needs on a windy day.

Pedestrian tunnels attach to the bottom and tops of the fans creating walkways on the 79th and 101st floors between those towers. The remaining tower gaps not covered by the fans are highly traveled by Ariel traffic going to and from the main center rooftop helio-aerodyneport.

The Phipps building also serves as the terminus point for maglev trains for beeverville commuters and national transit lines. The trains stop in any one of the second group of underground levels, the first five levels being devoted strictly to an enormous underground parking garage. To ease interior elevator congestion the veritrains terminate at these lowest maglev train station levels.

The Tenants

Arasaka: building security.

Arasaka city and regional headquarters fills the first of the eight towers. The entire building relies on them

to keep law and order throughout the entire complex, from the mall and apartment spaces to the aircraft hangers, Arasaka is there!

World News Network:

Tower two houses this powerhouse of a news agency. The roof of the tower bristles with a busy helio and Aerodyne port. On the two outer sides of the building, large neon signs and annoying video boards five stories tall brighten the night sky with the companies logo and samples of news headlines and advertisements twenty four hours a day.

Donnatello & Sardouchi Construction:

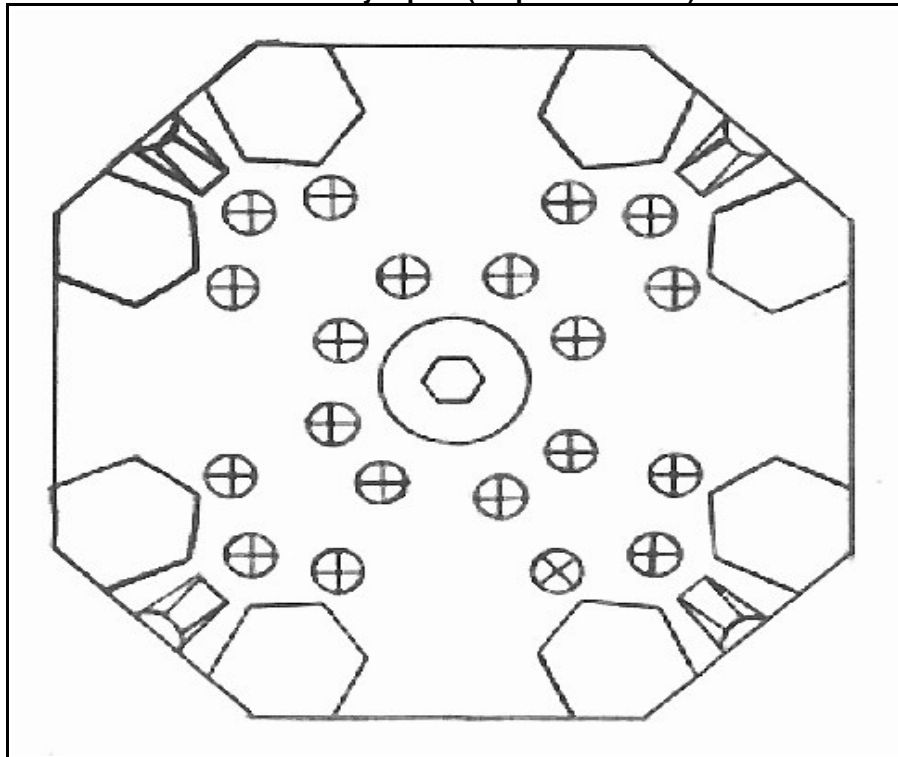
The occupants of the third tower remains the once powerful yet still omnipresent construction company that originally designed the building. Part of the original deal with the major Corporate founders of the city revitalization project was that Donnatello & Sardouchi would have rights to one of the eight main towers. Years later Donnatello & Sardouchi construction still have their primary offices here but also rent out a portion of their tower to the newer, yet non-competitive Veritrain Corp.

The fourth seventh and eighth tower's occupants have divided the space by floors. Multiple medium sized corporations make this section of the building their home.

Euro Business Machines Corporate offices for Cyber City and the entire region are headquartered inside the fifth tower of the Phipps building.

The sixth tower houses the offices of Biotechnica's divisional accounting and clerical departments.

Roof Aerodyneport (Top Down View)



The Phipps Building is home to the Downtown areas' air traffic control tower monitoring everything flying within a 12 kilometer radius. Unofficially it is run by the Arasaka security corporation, which by contract with the city, monitors AV's, Helios and tilt-wing rotorcraft that wish to use the airspace around downtown and the Corporate center.

Arasaka is currently in charge of airspace security and keep available 24 hours a day an interceptor AV that can be ready for liftoff with only a minutes notice.

The unrestricted roof landing pad has spaces for up to twenty tilt wing planes or large rotorcraft while Aerodynes normally are landed and parked in a unique dual sub-level parking arrangement inside the building, under the main roof. This area is accessed from a small open ring surrounding the air traffic control tower.

In the two sub-levels for AV's there are room for over sixty Aerodyne vehicles to park but, due to crowding conditions few spaces are ever left open except during late night hours and weekends as many spaces are leased yearly by upper class Corporate's.

The Artist's Colony (West University)

The Artist's Colony

The Artist's Colony situated only a few blocks west of the college campus had been until the last few years a peaceful place where a person could bring his or her date and be entertained for little or no money, day or night. Local musicians, street performers and painters took pride showing off their amature works along the curbside relatively free from crime or worry, that was until the Bozo's went from being a joke and nuisance to a real danger.

The Bozo's began as a small time protection gang based out of the old clown college, now the La Revolution art gallery (Note: the Bozo's still stay at the art gallery which is primarily a front to reduce suspicions and hide it's real purpose.) A few clowns would work the streets in the area together for mutual protection and occasionally throw a cream pie at someone or pull a harmless prank on the unwary.

About six years ago that all changed with new leadership in the gangs upper ranks and after the buyout and demise of the old clown college. Now the Bozo's roam the streets nearby and sometimes city wide in the search for victims of their not so innocent pranks which occasionally have gone from annoying to painful and even deadly as the years have gone by. Business and artists in the area are now in fear of them and will packup and leave the streets when they are rumored to come out in numbers. The patrons and bystanders are also at risk of being the butt of the sour and often dangerous shennagans of the Bozo's.

The Artist's Colony still is home to many unique shops and art related store that cannot be found elsewhere in the city. Sadly, the number of customers and businesses have declined in the years since the Bozo's went from a protection gang to a near terrorist organization.

The entire area has a slight Paris, France feel with the décor of the shops exteriors and occasionally the interiors and names of the places themselves taking on the pseudo backdrop.

What follows are short general descriptions of the primary local shops & stores in the Artist's Colony, more in depth detail descriptions about the locations with maps and in depth detail about the Bozo's street gang can be found in the Bozo's Adventure and Sourcebook on the Night City 2030 website.

Café de Artisan

General Overview: The Cafe' de artisan sits on the corner of 15th street and Jester Way. The Cafe seats around 130 people with a small outdoor area for 20 or so people. On the corner sits a Postal box that sells stamps at .95 eb and stationary with which to write letters with and across from the postal box is a Data Term. The majority of the outside of the building is cased in light bulletproof glass SP 20 allowing the customers a view of the outdoors with a small sense of security.

The Cafe opens at 7am and closes at midnight Monday – Friday, Saturday they stay open until 2am and on Sundays they open at 11am and close down at 9pm at night.

The Arcane Attic

The Arcane Attic is a small shop run by Angelica Grimaldi who specializes in occult and spiritual merchandise. Angelica Grimaldi also reads tarot cards and performs scéances at the customers request.

The inside of the store is a jumbled mess of bottles and vials of herbs, so called potions, and stacks of old worn-out books laying side by side on counters and shelves in no real apparent order. One never knows what one might find in among the stacks of odd merchandise hidden throughout the nooks and crannies of the store.

The Arcane Attic does not keep any type of standard or regular hours, patrons just have to check to see if the light is on and the door is unlocked.

Margie's Second Hand Store:

Margie's Second Hand Store is a used clothing and nick-knack store containing clothes, shoes and other home items at low prices that she has picked up at auctions, purchased, or just appropriated. None of the items that are sold in her store are neither new fashions or in great condition but they are just the right price for artists in the area. Prices are about 75% of the book prices and include clothing from generic chic, urban flash and a few pieces of business wear. Unlike many stores there is no stockroom or backroom here just a large open area with shelves and rack of goods.

Store hours are from 10am-8pm Wednesday-Sunday, other days she is closed.

Marseilles Artwerks

Marseilles Artwerks is one of the largest and most respected art supply stores in Night City. The children of some of the most powerful and respected corporations in Night City attend classes here during the summer in such diverse fields of art as painting, drawing, and pottery. Security here can become pretty tight at times with a small contingent of personal bodyguards to protect the Corp. offspring.

H & K Music Store

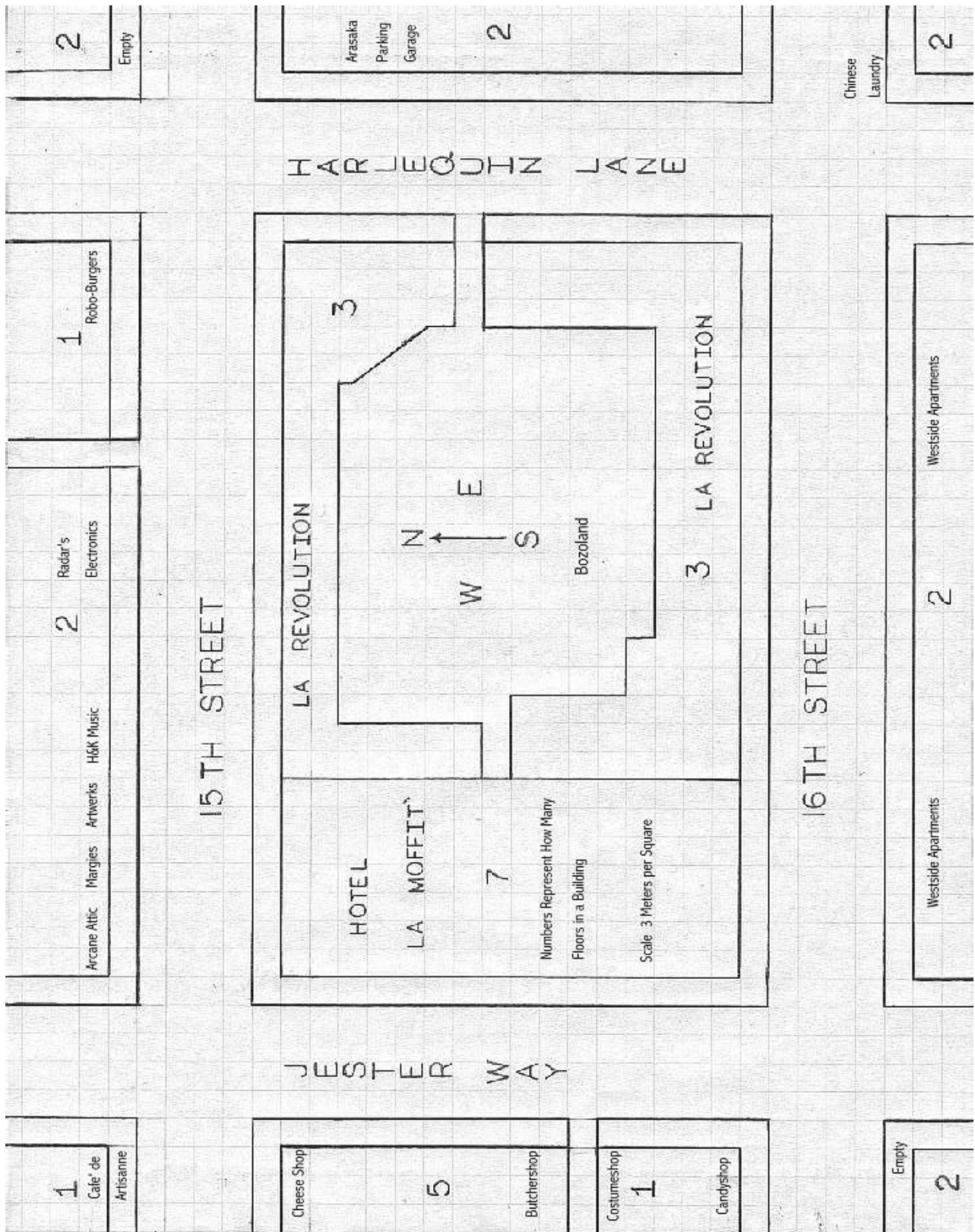
H & K music store sells all kinds of musical instruments from guitars, to tubas, from drums to harps including all kinds of electronic and synthesizer equipment. H & K Music also has another shadier reputation on the street as a place where people can go and purchase custom made instrument cases, what is wrong with that, well the custom jobs normally include replacing the space for a musical instrument with a weapon like a submachinegun. The cases can be adjusted to either just store a weapon without detection with normal scanners or made to house a custom weapon that uses the instrument case as its encasement with built in case ejection ports and slide back clip loading panels.

Radar's Electronics

Radar's electronics is nothing but a front for the real business owned and operated by a local ripperdoc that does quite a lot of work for the Bozos.

The ripperdoc specializes in all kinds of black market and illegal cyberwear.

He has certain cyberweapons in general stock, such as scratchers, rippers, slice & Dice, Vampires, and BigKnucks.



Any other black-market or cyberweapons would either have to be ordered, paying the full cost for the parts before hand or brought in by the person looking for attachment of said equipment.

To gain access to the ripperdoc a very Difficult Awareness roll 25 or better or an average Difficulty 15+ streetwise roll will need to be made before discovering the ripperdoc shop. The ripperdoc is naturally weary and will make an ID check on all potential customers to try to screen-out potential Cops.

The ripperdoc is in a weird love hate relationship with his neighbors the Bozos, although the clowns are very good and loyal customers that bring him lots of business, they also bring the problems of possible exposure of his operations. Secondly, the Bozos require that the ripperdoc provide them with steep discount and have a protection racket going for 20% of all business earnings.

Attempting to get the ripperdoc to even make any mention of the Bozos other than casual conversation is next to impossible Persuasion Difficulty 30+.

Some of the tech is gotten from the victims of the bozos where the ripperdoc removes the cyber and electronics straight from the meat.

During store hours 10am-6pm Monday-Saturday the owner can be found dismantling various pieces of old equipment to put parts and pieces in the merchandise bins.

Arasaka Parking Garage:

Arasaka Parking Garage: this entire side of the street is devoted to the blind side of a downtown Arasaka parking lot. The entrance into the parking lot is on the opposite side of the block. Besides the occasional group of Bozos skating in to drop things on passers by nothing much happens on this side of the street.

The parking is of a simple two floors high construction. The one at ground level handles all kinds of cars, vans and trucks. To exit the complex you would have to pay for your parked time at the gate. Once paid for the tire rippers will retract and the gate will open. It would take a difficulty 17 driving maneuver to piggyback another vehicle to exit without paying. Even then, security cameras will have the entire incident on tape

The roof, or the second floor, has clearly marked areas for AV's and Helicopters to land on, with space for additional parking if necessary. Many well-to-do Corp.'s fly into town and rent a pad for the day or even rent out space for extended periods of time. In the center of the roof is a small building that houses the search radar and firing system for the defensive GEC minigun system. The defensive measure keeps people from stealing AV's and from unpaid owners leaving the roof. On the other side of the building is an automated banking machine for paying parking fees.

Chen Po's Laundry

Chen Po and his family have just recently moved to Night City within the last year from mainland China, they were not aware of what was happening over here and used all the money they had saved just to get here and open this Laundry. Not one week after they had finished opening up shop the Bozo's had paid them a visit, in the worst way. Now Chen Po and his family have to endure a series of nearly endless pranks created by the bozos, most at least are not harmful, like the Bozo's dropping by and acting and speaking in strange gesturing oriental voices and dropping silverware on the ground and pretending their talking. The tricks the Bozo's are playing have been starting to escalate recently with some minor property damage to their washing machines and the weird explosion of something that destroyed one of the dryers. If the players contact Chen Po about the Bozos he will not have any real information on them but will tell players they are trying to extort protection money from him. Chen Po is willing to pay players 500 Euro to eliminate the problem of the Bozo's in this area just so he and his family can live in peace.

The Laundry is open from 6 am each morning until 12 midnight Sunday-Thursday and stays open until 2am on Fridays & Saturdays.

Westside Apartments:

The Westside Apartments are a full city block of run-down tenements that cater to the lowest class of people and starving artists. All of the windows facing the street are barred shut with strong steel burglar bars SP 30 to cut through. The entire complex contains small apartments just about the size of an apartment cube just slightly larger than a coffin space, at least rents here are cheap starting at about 380 Euro per month for a locked apartment Difficulty 15 or 450 Euro a month for a Cardlocked apartment Difficulty 17.

Jinx's Costume Shop

Jinx's costume shop sits on the corners of Jester Way and 16th Street. This costume shop is open year round and carries all varieties of costumes and masks for all occasions. Currently, Jinx's is stocked up for Halloween with a good variety of scary masks and outfits along with a few traditional non threatening costumes.

Circus Candies

Circus candies has just recently moved into this small office warehouse space within the last month preparing to launch it's products during the busy Halloween season. The fact is that the Bozos own this storefront and have made a variety of dangerous or just disgusting candies to release upon the public. Some of the candies include the following: Circus Peanuts, a chewy snack made with an epoxy that glues the victims mouth shut sometimes 30% causing choking 1d6 damage per round; Spring Surprise, a chocolate covered spring which launches a dart into the mouth of the chewer does 1d6 damage; Chocolate Goopy Whatnots, layers of caramel, chocolate and human excrement stacked between sawdust wafers; Chocolate Covered Ants, exactly what it says, ants covered in cheap milk chocolate; The Hum Dinger, chocolate covered nuts and chunks of monoblade does 1d6+2 damage to person who eats it.

Store hours: from 11am-6pm daily except Sundays

Mario's ButcherShop

Mario's Butchershop is one of the last remaining businesses of it's type selling fresh cut meats and sausages to the public of Night City. What is not known by the public of Night City is that the original owners long since have sold the store to the Bozos who now use it to push their line of meat products. Since nowadays many people are unfamiliar with fresh meats the new owners have sneaked in that little bit extra in their chopped, hamburger meats and sausages, that little extra meaning human meat. Some evenings late after closing the alleyway behind the shop is alive with Bozos loading or unloading goods to add into the Colonel Krusty meat pie truck. Most of the time it deals with the bodies of victims going into the butchershop or the stripped bones coming back out.

The Cheese Shop

What seem to have been at one time a prosperous specialty cheese and wine shop has been reduced to what can only be referred to now as a stop and rob style corner grocery store. Ever since the Bozos have taken a strange inane interest in this shop cheese has been removed from the shelves and display cases for fear of reprisal by the Clowns. Now only basic items like flour, canned goods and frozen dinners are sold here, although the name of the store remains the same. If questioned about the Bozos the clerk will reveal that the Bozos threatened the owner with grievous pain if he did not remove the cheese from his store. Every so often they will come back to tease the owner and his employees asking to buy some cheese from them in the following manner: "Do you have Swiss Employee answers no, Do you have Colby Employee answers no, Do you have Mozzarella Employee answers no, How about Cheddar Employee answers no" this banter can go on for upwards of twenty to thirty minutes until either the Bozo is satisfied or the employee loses their cool and quits or attempts some other rash act such as calling the police or physically attacking the Bozo. If the players can speak with the owner and persuade him to talk about the Bozos (difficulty 17), he will tell them a story about a former area business owner. The Cheese shop owners friend at one time ran a small pet shop

with Genotype replicated house pets. The bozos forced him out of business with their weird and bizarre threats. It seems that the Bozos wanted the pet shop owner only to carry Parrots, parrots of the Norwegian Blue variety. Secondly these parrots were supposed to be nailed to perches inside their cages and dead. Since the pet store owner could not get the police to stop the harassment and intervene he was forced to shut down his shop and move elsewhere.

Store Hours are from 6am till 11pm at night.

Hotel La Moffit'

The Hotel La Moffit' takes up this entire side of Jester Way between 15th and 16th street. The hotel has been here for many years and is slightly rundown, formerly an upscale hotel the Hotel Moffit' now caters to anyone with some extra money to spare and the need for a room. Clients of the hotel stay from a few hours to months renting out rooms for various reasons, quite a few illegal. Hotel La Moffit' is the tallest structure in the immediate area climbing seven stories to a steeply sloped roof made of tiles trying to look old world European. The first floor houses the main check-in desk, a small cheap restaurant, and a dataterm. The first through fifth floors house standard single and double occupancy rooms, while the sixth floor has larger spacious rooms and the seventh floor has a few penthouse style suites.

La' Revolution: Art Galleries

The La' Revolution art gallery is a relatively new art center for the city having just opened in the last five years buying out many of the local business in this area, including the old clown college on which it now stands. Nothing is known of its owner or owners as they have never been seen or heard from by the general public. The Galleries span the vast majority of the landscape between the streets of Harlequin Lane, 15th and 16th Street. The only other building on this block is the Hotel La Moffit' which is less than half of the size of the art gallery. For all of the land space taken up by the La' Revolution only a small fraction of the space is available and viewable to the general public in various art displays. To look at the La' Revolution one might not think of it as a classy art gallery since this used to be a large warehouse, many years in the past, even now the La' Revolution has very few outside windows and ugly weather beaten brickwork. Only the large vinyl banners posted outside proclaim this as an art gallery.

Cyber City Park

Overview and History

Cyber City park is the single most immense geographical feature in the entire city. Placed approximately in the middle of everything it's borders are a grand vehicular loop stretched around the edges.

At one time in the past the park was a shining example of ecological safe habitat for many local flora and fauna. Most of that changed within the last 40 years, primarily the years before the collapse.

Land prices had become nearly impossibly steep, Corporations eventually won concessions to place, so called "ecologically safe" factories hidden in the recesses of the park away from the more traveled areas. Causeways were burrowed 30 meters underground so that ground truck traffic would not disturb the serenity of the park or it's patrons.

This plan worked well for the first dozen years or so while the city rode triumphantly on the excesses before everything went wrong. Between the financial mishaps, widespread diseases and the inevitable nuclear blast, the city government was near powerless to keep the park the way it was meant to be.

During the beginning of the major financial collapse the city government sought to find new revenues at nearly any cost and to reduce expenditures that would help appease the growing numbers of restless constituents that were becoming homeless and displaced.

The first wave of destruction came with the thousands of homeless and displaced citizens out of work and evicted from their apartments. Most ended up living in the park huddled in a mass tent city made up of store bought or cobbled together huts of varying materials. While the city council wanted them out, they neither had the resources or the man-power to dislodge the massed homeless without the use of violence, which the popularly elected council could ill afford in an election year. The budget cuts forced the city to close the once proud zoo that held dozens of exotic animals from around the world and to sell them off to individual collectors or cloning corporation rather than to let the animals starve due to lack of funds.

The second problem came the year later during the harsh winter when all those crowded people living in huddled masses without proper shelter, or waste management began to become ill. A biological plague of previously unknown origin sweep through the citizens living in the park and quickly into the general population of the city. Thousands of people died in a matter of weeks. A biohazard team was sent into the park to attempt to remove the hundreds of corpses only to be attacked and beaten to death by the survivors. This was the very last act that the city council could abide. With the backing of several large corporations security forces, the remaining citizens squatting in the park were systematically eliminated under a new rule of law allowing the cleansing and purging of the plague's incubation population.

The cleansing took the form of large organized security teams launching day and night raids inside the park attacking anyone found and eliminating them with thermobaric weapons, from flame-thrower units to napalm boomlets dropped from assault helicopters, burning out the biological pathogens in the infected bodies.

All the fighting took a terrible toll on the park, vast expanses became little more than charred wasteland where once trees, birds and squirrels lived. Shortly after the cleanup, those corporations taking place in the fighting won concessions to move in industrial factories and even a military training center for urban warfare for the Militech Corporation into the old zoo. Not much was left of the pristine nature habitat was left so it made little difference to the cash strapped city council to allow the final rape of the former park.

In recent history, a well known event occurred late one Saturday night inside the old zoo. A group comprised of a rouge SWAT team member by the handle of Crunch, a surgeon gone insane named Doc Crippen, an unknown marine sniper, a female mercenary call sign Artemis and another male mercenary known only as Apache took on a well known combat gang named Original Pain. The combat gang had imbedded itself inside the old zoo using it as a fortress from which it terrorized the nearby citizens. The story of why it occurred has been lost in time and remains a mystery, but the attack was digitally captured by the members of the Edgerunner team and made it's way to the black market. Most of the original footage was lost due to the cameras and equipment being destroyed by Militech personnel when they decided to reclaim the zoo that same night, brining in two troop AV-4's and an AV-6 gunship.

The exact details of the event are still unknown classified information at Militech headquarters. What is known is that few non Militech personnel came out alive. With the splattered remains of the Edgerunners plastered all over an open section of the compound. DNA samples from only three where ever found, the Doctors, the marine snipers and the male mercenary known as Apache.

Crunch, somehow by a miracle survived it is told and now works as a security guard for Militech and the whereabouts of the female mercenary are still unknown though word has it she escaped early on into the cities vast sewer system.

Today, on the western edge of the park lies the ruined remains of the zoo. The administration building mostly collapsed from explosives and many of the animal habitats still riddled with bullet holes.

A new gang has taken up part time residence in the buildings using it to party and raise havoc, the Blue Tongues. Though not a combat gang they still on occasion create annoyances for the locals living nearby



The remainder of the western half of what was once the park is filled with the reminders of the past. Old warehouses and train trestle tracks crisscross the reclaimed grounds, consisting of baseball mounds and soccer fields. The Corporations that took over the management of the city realized that the park needed to be rejuvenated as part of the city-wide beautification program. While the west side is somewhat safe during the day, the night is another matter.



The Eastern side of the park is now home to various lush jogging trails, an outdoor theater, and a vast duckpond. The eastern half of the park has Victorian style streetlamps along all the paved jogging paths and occasionally police patrols sweep through the park at night to cut down on petty crimes and rapes.